Open Conflict

lite

Miniature Gaming rules for modern warfare!

By

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Introduction to Open Conflict

What is needed to play

In order to use these rules, you will need two or more players, a selection of miniatures to represent the opposing forces and a battlefield that includes model terrain to fight on.

Each player will need a ruler or tape measure. All distances in Open Conflict are in imperial measurements. Players will also need dice for determining results of actions on the battlefield. Finally, pencil and paper will be handy for making army lists and keeping track of casualties or damaged vehicles.

Dice Rolls

All Dice rolls in Open Conflict are based on a 12-sided die (commonly called a D12). The D12 is a common die used in many role-playing games and has the numbers 1 – 12 for possible results.

In most cases Dice Rolls in Open Conflict consist of rolling one or more dice in a single roll and this is noted as #D12 or #D (D12 is assumed), where # is the number of dice to roll. All dice rolls are made against a target number determined by one of the attributes of the unit the roll pertains to.
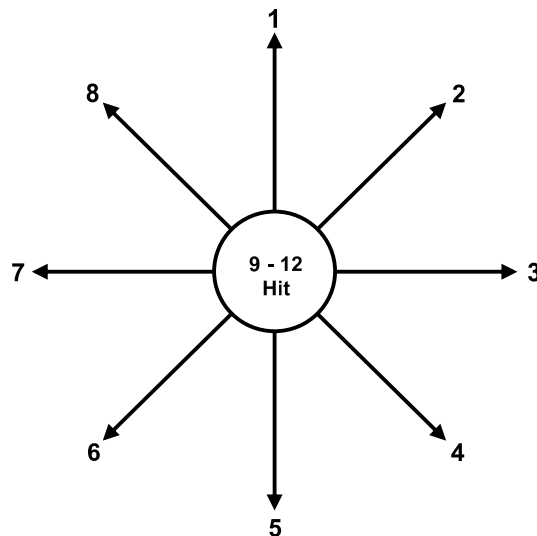
Re-Rolling Dice

In some situations, the rules allow you to "re-roll" one or more dice. This means exactly what it sounds like – pick up the dice and roll them again. The second score rolled is final, even if the second roll is not as good as the first one. No single die can be re-rolled more than once, regardless of the source of the re-roll.

Scatter Dice

Some weapons or effects in the Open Conflict game can be inaccurate as to location of hits or location of effects. In order to determine exact locations, you will be asked to roll for Scatter. Place the following diagram on the table and roll a D12 for direction of scatter and another die for distance of scatter. For scatters of shooting align the template with the number 1-line parallel to the shot path.

A hit result means the shot or effect is on target and does not scatter. There are some occasions where you will be instructed to ignore the "HIT" symbol. In these cases, re-roll the direction dice until a non-hit is rolled.

Another option is to purchase or make a scatter die.

Several dice companies produce excellent scatter dice. A scatter die is usually made with 6 sides marked on 4 sides with an Arrow and on two sides with a special "HIT" symbol. Roll the scatter die near the target point, if an arrow is rolled this shows which direction the target deviates in. If a "HIT" symbol is rolled this generally means the target point does not deviate.

Chessex makes a variety of blank dice. Go to http://www.chessex.com/ for an online catalog.

Combat Unit Attributes

Infantry Attributes

Unit Quality [Q]
The Unit Quality attribute represents the totality of how skilled and experienced a combat element such as a warrior is with their weapons and in hand-to-hand combat, or how vicious and lethal a creature is. Higher values for the Combat Quality attribute correlate to a better-trained and/or more lethal combat element.

In game terms, the Unit Quality attribute directly translates to the Base Target Number a player must roll equal to or below to be successful at whatever action is being attempted. For example; a soldier with a Unit Quality attribute of 6 will need to roll a 6 or lower on a 12-sided die to be successful.

Speed [S]
The Speed attribute represents the comparative speed of various combat elements. This value represents the distance in inches that a combat element can move on the tabletop under normal circumstances.

Morale [M]
The Morale attribute represents how steady a combat element is in the dangerous or tense situations that can arise on the battlefield. The Morale attribute directly translates to the Base Target Number needed to be successful when making any roll to test Morale. Higher values for Morale indicate highly motivated and disciplined troops.

Firepower [F]
Firepower represents the number of 12-sided dice to roll when attacking a target using this unit. Typically represented by a die per unit member and additional dice for support weapons. Some units may have anti-tank capabilities and their Firepower will include both an AP (Anti-Personnel) value and an AT (Anti-Tank) value.

Defense Bonus [D]
Defense Bonus indicates if the unit receives the benefit of any body armor or special training that increases their defense. The bonus is applied to the unit as a whole and not to each individual model. For example; +2D Improved Body Armor.

Special Rules

Special Rules will list any rules that may be used by the unit. For example; Out of Contact Movement or Stealthy.

Ground Vehicle Attributes

Vehicles have some attributes in common with non-vehicle units. The non-vehicle attributes of Unit Quality, Move, Morale and the concept of Special Rules are essentially the same for vehicles. Differences are noted below.

Unit Quality [Q]

The Unit Quality attribute of a vehicle represents the skill and experience of a vehicle's crew with the features, fire controls and tactics to make effective use of their vehicle.

Speed [S]

The Speed attribute represents the comparative speed of various combat elements. This value represents the distance in inches that a combat element can move on the tabletop under normal circumstances.

Morale [M]

The Morale attribute represents how steady a combat element is in the dangerous or tense situations that can arise on the battlefield. The Morale attribute directly translates to the Base Target Number needed to be successful when making any roll to test Morale. Higher values for Morale indicate highly motivated and disciplined troops.

Firepower [F]

Firepower for vehicles is noted for each weapon system separately. Vehicle weapons systems are fired and resolved individually against their targets.

Armor [A]

Vehicles have armor ratings for each facing that can be hit by enemy fire. Front, Side, Back, Deck and Bottom. Vehicle armor is listed as a number of dice to roll and the target number for the rolls to be successful. Example; 2D:7 means to roll 2 12-sided dice and 7's or below are successes.

Capacity [C]

Listed as the number of crew members and the number of additional passengers. For example: 2 + 6 means 2 crew members and room for 6 passengers.

Special Rules

Any special rules that apply to the vehicle are listed.

Weapon Systems

The vehicle chart will detail the weapons mounted on the vehicle.

Standard Operating Procedures

Tests and Checks

Simple Tests/Checks
The player making a Simple Test/Check rolls a single D12. If the final result is equal to or below the Target Number, the test is successful. Otherwise, the test is a failure.

Uncontested Tests/Checks
Rolling the appropriate number of dice for the situation is how one makes an Uncontested Test or Check. The number of dice required to make the test can the number of models in the unit or equal to the value of a unit attribute. The unit making the roll also determines the target number for the roll. Typically, the target number will be the Unit Quality or Morale Attribute for the unit.

To pass the test or check the number of dice that roll equal to or below the target number (Successes) must be equal to or greater than the number of dice that roll above the target number (Failures).

Contested Tests/Checks
Contested rolls are made when opposing players are required to resolve direct conflict of actions. The side initiating the test is the challenger and the other side is the defender. For example: the challenger may roll dice to shoot at a unit belonging to the defender, while the defender rolls dice to avoid being hit.

Each side of a Contested Test rolls the appropriate number of dice for the situation. Each side may have different numbers of dice and each side may have a different target number for their roll. Details for specific types of rolls will be provided in appropriate sections of the rules.

The challenger rolls his dice and removes all dice that are not equal to or less than the target number for the challenger. The defender then rolls his dice and removes all dice that are not equal to or less than the target number for the defender. For each success rolled for the defender, remove one success from the challenger. If the challenger has any remaining success dice, then the challenger is successful. The number of remaining success dice will determine the degree of success, if applicable. If the challenger does not have remaining success dice, then the challenger has failed the test.

Die Roll Modifiers
Increasing or decreasing the number of dice being rolled is used to accomplish all dice roll modifiers in Open Conflict. Modifiers are noted in the rules by a "+" (add dice) or a "–" (deduct dice) followed by the number of dice. For example: +2 or +2D means to add two more dice to those being rolled. Modifiers are cumulative, unless specifically stated otherwise, and it is possible that some situations require both types of modifiers be applied to reach the correct number of dice that must be rolled.

Playing the game
Open Conflict is played in a series of turns. The scenario being played determines the number of turns in a game. Every game will involve steps to prepare, play and resolve the outcome.

Pregame Activities
This section details the activities required to get ready for play.

Select Army lists involved

The players select which army list they will choose to play during the game. While preferable to play games with opposing army lists, selection may be limited by the models available. If both sides use the same army list or allied army lists, then consider the game being played a training exercise.

Scenario Selection

The winner in a game of Open Conflict is not always the player that simply destroys all enemy forces on the table. Scenarios are the driving force for determining the outcome of an Open Conflict game. The conditions for victory in any Open Conflict game are contained in the scenarios being played.

Players may either pick one of the pre-published scenarios or make up their own scenario. There are several scenarios provided in this rulebook and Open Conflict will be publishing additional scenarios in the future.

Scenarios contain background information, mission objectives and victory conditions for each side in the scenario. The scenario will also contain all information needed for the players to select the forces they will use during play and any special rules in play during the scenario.

Configure Force Organization

Players select the individual units that will be used during play following any guidelines dictated by the scenario. It is not unusual for scenarios to dictate few if any options available for the forces involved.

Set up playing surface

Table sizes in games of Open Conflict are usually 4'x4' or 4'x6' for games using 28mm models. The scenario being played will specify how large the table will need to be. The scenario will also cover what terrain elements are needed and how the tables should be set up.

Sequence of Play

Determine Controlling Force for the Current Turn

During the course of a battle, opposing forces try to direct and control the direction and tempo of the battle to provide their forces with advantage over their enemy. In Open Conflict one player will be the Controlling Force, while the other is forced to be the Reactive Force. The side considered to be the Controlling Force can change as the battle progresses

 Unless the scenario determines which player is the Controlling Force, the players must perform an Initiative Check each turn to determine which side is the Controlling Force during the current turn. The winner of the Initiative Check will be the Controlling Force for the current turn. In case of a tie, re-roll the Initiative Check until the Controlling Force is determined.

Declare Any Units Using Sentry this Turn

Units planning on using the Sentry special rule must be declared at the start of the turn.

Declare Any Units Using Bounding Overwatch this Turn

Units planning on using the Bounding Overwatch special rule must be declared at the start of the turn.

Declare Readiness State of Armored Fighting Vehicles (AFVs)

Unless stated otherwise, all vehicles are considered buttoned up. Each player selects any of their vehicles they want to be unbuttoned for the turn. See "Vehicle Commanders" for details.

- **Controlling Force activates a unit**
    - Non-controlling units may react to movement or shooting within line of sight
    - Resolve all actions/reactions
    - Repeat until all controlling force units have been activated
- **Reactive Force activates any non-controlling unit that has not already reacted**
    - Controlling units placed on Overwatch this turn may react to movement or shooting within line of sight
    - Repeat until all non-controlling units have been activated
- **Repeat the sequence of play until one side achieves the victory conditions set by the scenario**

Actions and Reactions

In battle, forces rarely sit around doing nothing while their enemy maneuvers around the battlefield shooting at them. In a battle the force controlling the pace will act to implement a plan of battle while the other force reacts and attempts to prevent the controlling force from achieving its goals.

In Open Conflict this complex interaction of forces is managed by using Actions and Reactions. The Controlling force will use Actions to implement their battle plan and the Reactive Force will use Reactions to thwart the Controlling Force's Actions.

Each Unit gets one Action or Reaction during a turn.

Actions

When a unit belonging to the Controlling Force is activated, the Controlling Force player must declare what Actions it will take. Some actions have specific rules and limitations that are described in the rules section related to those actions. Actions marked with an '*' cannot be reacted to.

- Move
- Fire & Move
- Spot Hidden Units & Fire
- Fire
- Hide*
- Close Assault Infantry
- Move & Fire
- Spot Hidden Units*
- Close Assault Vehicle

If any action declared for a unit includes movement, the owning player must declare the final location and the path used to reach that location.

Reactions

Whenever the Controlling Force player declares any action that includes movement and/or firing within line of sight of Reactive Force units, the Reactive Force player may declare Reactions that may include movement and/or firing of their own. If a unit decides to not react when receiving fire, its only option is to defend using its standard roll for Defense. While a risky move, some units will choose this option to avoid any penalties associated with Reactions.

Movement

If the Reactive Force wins the initiative during the Reaction Test, Reaction Movement can prevent a target unit being fired upon if the target unit moves out of the firing unit's line of sight. A unit may only make one Reaction Move during a turn.

Fire

Enemy fire can interrupt an action or reaction if a Morale check is required and failed.

Target of Opportunity

Any Controlling Force unit that has not been activated during the current turn may react to any Reactive Force action or reaction within line of sight.

Reaction Test

Whenever a Reactive Force unit is trying to react to a Controlling Force unit's action, both units must make a Contested Unit Quality Check roll using a number of D12 equal to the Unit Quality Attribute of the unit. apply any applicable modifiers and compare the results with their Unit Quality.

Modifiers to Reaction Test Die Rolls (cumulative)
- Units on Bounding Overwatch or Sentry receive a +1D for their die roll.
- Untrained Units without a Leader receive -1D for their die roll.
- Units that are out of Coherency -1D for their die roll.
- Target Unit making a Double Time Move both sides receive a -1D for their die roll.
- Units that have 'Gone to Ground' receive -1D for their die roll.
- Vehicle Units that are Buttoned Up receive -1D for their die roll.
- Units that have previously reacted during the turn receive -1D for their die roll.

Every die rolled that is equal to or less than the Unit Quality is a success. If the Reactive Force rolls no successes at all, then their declared reaction is negated, the unit is counted as having been activated and may not act or react again during the turn other than returning fire when fired upon.

If the Reactive Force rolls any successes, Actions and Reactions are resolved in order based on the total number of successes rolled by each side from highest number of successes to lowest. In the case of ties the Controlling Force goes first.

When only two units are involved the Action/Reaction process is simple. If more than two units are involved use the following guidelines to determine the order of events:
- The instant a Controlling Force unit is activated the Reactive Force must declare any Reactions for ALL reactive units within LOS of the activated unit.
- Controlling Force units not yet activated can choose to react to any Reactive Force units that react to the activated unit.
- Reaction Test begin with the reactive unit closest to the activated unit and work outward. Note any reactive units that fail the Reaction Test completely (no reaction) and those that lose initiative. In cases where additional Controlling Force units react to Reactive Force units, continue the chain of Reaction Tests in the same manner.
- Resolve all Reactions for reactive units that won initiative beginning with the unit closest to the activated unit and work outwards.
- Resolve the Actions of the activated unit. If an activated unit moves into the LOS of an enemy unit, that unit may declare a reaction.
- Resolve the Reactions for reactive units that lost initiative beginning with the unit closest to the activated unit and work outwards.
- Even if the unit activated is destroyed or moves out of LOS the reactive unit is counted as having reacted.

Reaction Results

A Controlling Force unit that manages all Reactions against it may finish its activation as usual. This includes movement and firing, minus any penalties accrued.

Sentry

Sentry is a tactic used to provide a measure security for a specific area of the battlefield. It is used most often to "guard" the area within LOS of the unit on Sentry duty.

Units going on Sentry must be declared at the beginning of the turn and before any other units are activated. Sentry is not an action that can be reacted to.

Units on Sentry may make a Reaction Test to interrupt the action or reaction of any hostile unit within their LOS. Units on Sentry receive a +1D modifier to the Reaction Test.

Resolve actions and reactions as normal in Reaction Test order. If the unit on Sentry gets no successes on the Reaction Test, then they are no longer on Sentry and can only return fire if fired upon and appropriate. Hostile forces cannot react to reactions from a Sentry unit.

Sentry units can interrupt any number of hostile unit actions or reactions during a turn, but receive a -1D penalty to the Reaction Test and Firepower for each interruption after the first.

Bounding Overwatch

Bounding Overwatch is a tactic used by maneuvering units to provide cover for each other as they move to contact the enemy. One unit provides Overwatch for another unit as it Bounds forward. When the Bounding unit completes it move it goes on Overwatch as the second unit Bounds forward.

Bounding Overwatch is only available to Trained Units with a Unit Quality of 6 or higher. Bounding Overwatch can only be used by the Controlling Force during a turn. The units that will use Bounding Overwatch must be declared at the beginning of the turn and before any units are activated. Bounding Overwatch is not an action that can be reacted to. Units using Bounding Overwatch must maintain LOS between their participating units during the entire turn or Bounding Overwatch is no longer active.

The Overwatch unit of units using Bounding Overwatch may make a Reaction Test to interrupt the reaction of any hostile unit within their LOS that is reacting to the unit they are providing Overwatch for. Reaction Tests of units on Bounding Overwatch receive a +1D modifier to the test.

Resolve actions and reactions as normal in Reaction Test order. If the unit on Overwatch gets no successes on the Reaction Test, then Bounding Overwatch ends for all participants, but the Overwatch unit may still fire on the hostile unit. The hostile force can return fire to an Overwatch unit, but will receive a -1D penalty for if they fire more than once in the turn and other hostile forces cannot react to firing from an Overwatch unit.

Bounding Overwatch units can interrupt any number of hostile unit reactions during a turn, but receive a -1D penalty to the Reaction Test and Firepower for each interruption after the first no matter which unit is on Overwatch at the time.

Ground Action

Infantry Engagements

Regardless of how many technologically advanced weapons systems a force many have at their disposal, it is the infantry on the ground that takes and holds territory. Although Open Conflict does make use of advanced vehicles and aircraft, Open Conflict is a game that primarily revolves around infantry combat.

Unit Cohesion

To operate most effectively, individual infantrymen that are part of a unit need to stay close enough to one another to enhance communication and coordinate their actions against the enemy. When a unit's members are close enough to one another to maximize unit efficiency this is called Unit Cohesion.

To maintain Unit Coherency all figures in a unit must remain within 2". Units that lose Coherency due to movement, terrain, casualties or other factors, must their next available Activation to restore Coherency.

Units that are not within Coherency operate under the following penalties (cumulative with other modifiers):
- -1 Firepower die on all firing.
- +1 to value of all Reaction Rolls

Sub-dividing Units

At the start of their Activation an infantry unit may sub divide into smaller elements. No matter how many elements the unit is divided into, only one of those elements can move and fire on the activation when the unit is sub-divided. All other elements count as having been activated. After being sub-divided, each element is counted as a separate unit.

Sub-divided units can elect to merge and reform their unit at the beginning of any subsequent turn.

Merging Units

If one or more infantry units have been reduced to half strength or less, those units may merge with another friendly infantry unit to form a larger unit. Units merging together don't have to have the same Unit Quality or Morale.

Units with a mixture of Unit Quality or other attributes will use the attributes associated with the majority of the figures in the collective unit. If there is an even number of more than one set of attributes, then use the lowest set of values that form the unit.

To merge or reform into a unit, declare figures that are in Coherency distance to be a single unit at the beginning of a turn. The largest a unit can be made by merging is one and a half times its original size.

> *A unit of insurgents normally has a limit of 10 members in a squad. If another unit of insurgents is at five members or less, the two units can merge into a single unit that has no more than fifteen members.*

Unit Leaders

Leader figures are not required to adhere to Unit Cohesion rules and may be freely moved about the battlefield. However, a Leader figure must either be in cohesion with a unit or have the ability to remotely contact a unit to act as that unit's leader.

Remote contact can be made using radios, cell phones or other devices as determined by the scenario being played. Unless the scenario specifically covers remote contact then assume it is not available. Passing a Simple Unit Quality Check is required for a unit to receive understandable orders from a Leader.

Irregular units are less well trained than Regular units and their chain of command depends on the personal charisma of a leader. Irregular units that do not have a designated leader must pass a Unit Quality check to perform any action.

Leaders directly affect the Morale of the unit they are attached to. Always use the Morale value of the leader as the target value for any Morale tests the unit is required to make. Scenarios will determine the Morale value of leader figures and these values may be higher or lower than the Morale of the unit.

Leaders Joining a Unit

A leader figure on its own may join any nearby unit by moving into cohesion with the unit.

If the unit being joined by the leader has already been activated during the current turn, then both the leader and the unit are finished for the turn.

If the unit has not been activated before being joined by the leader the unit may still be activated later, but may not move during the current turn.

Line of Sight

Line of Sight (LOS) represents a unit's view of the enemy. If you cannot see the enemy, you cannot harm the enemy. All infantry units have a 360-degree field of view. Facing of individual models is not relevant to LOS.

The tables the game is played on are small enough that units can see the entire length and width of the playing surface. Unless a scenario, states otherwise, there is no maximum range for LOS.

Although LOS does not have a range limit, LOS can be blocked or obscured. Terrain features such as buildings, vehicles, walls, trenches, etc. will block LOS. Bad weather, darkness and smoke may obscure or prevent LOS.

To reflect the static nature of the figures on the table, the following abstraction is used to determine LOS. Choose points in each unit that are roughly center of mass. Trace a line between these two points. If at least half of the firing unit can see at least half of the target unit then LOS is achieved and the unit may fire. If less than half of the target unit is visible, then the target unit cannot be fired on.

Line of Fire

Line of Fire (LOF) must be considered if there are any civilians or friendly units between a firing unit and the target.

Determine LOF by tracing a line from the middle of the firing unit to the middle of the target unit. Any civilians or other units that are within 2 inches of either side of this line at the same elevation as the firing unit are in the line of fire. Units or civilians that are not at the same elevation as the firing unit are not in the line of fire, even if they are within 2 inches of the line.

Regular units may not fire through a friendly unit if both units are at the same elevation. Regular units may fire through civilians in the LOF, but there is a chance that civilians will be hit. Note that some scenarios may forbid fire that endangers civilians.

Irregular units may fire at any target regardless of LOF unless restricted by the scenario being played.

Movement

When a player decides to move an active unit, the player must declare to the opposing player what unit is being moved and the type of movement being made.

All units have a Speed Attribute representing a base number of inches for movement. All units have two different types of movement that can be applied their movement rate, Tactical Movement or Double Time.

Scenario conditions and Terrain Effects can restrict or modify movement by a unit.

Tactical Movement

Tactical Movement allows units to move no further than their unit's movement rate. Units using Tactical Movement are taking advantage of available cover and assessing their surrounding area for threats and therefore suffer no penalty modifiers to Reaction Tests.

Double-time Movement

Double-time Movement or "moving at the double" allows units to move further than their normal movement rate, but not more than twice their movement rate.

Because it is easier for a unit to run into position and begin firing than it is to disengage and run away in good order units may double time and then fire, but cannot fire and then double time.

Units that move at the double are less aware of their surroundings and therefore suffer a +1 modifier to their Reaction Test die roll, lose one die of Firepower until the beginning of the next turn and enemy units firing at the unit moving at the double gain one additional Firepower die.

Moving Figures on the table

To avoid slowing the game by measuring movement for each figure in a unit, choose the figure that is closest to the destination and measure for that figure. Place all other figures belonging to the unit in coherence distance of each other, but no figure should be closer to the destination than the figure moved initially.

Out of Contact Movement

Out of Contact Movement is a form of extended movement above and beyond the distance dictated by the unit movement rate. This extended movement option simulates uncertainty concerning the actual number and location of units that not directly within line of sight.

Scenarios will specify which units, if any, can use out of contact movement. Most often out of contact movement is limited to irregulars with an attached leader, local guerrillas or special operations units.

Any unit using out of contact movement must begin their move while not within line of sight of any unit belonging to the opposing player. The moving unit may move anywhere on the table provided it can trace a path on the table from its originating position to the destination location while never crossing the line of sight of any opposing unit. The unit using out of contact movement must stop before entering an opposing unit's line of sight.

Firing in Combat

The rules for firing in combat primarily focus on the quality of the units and the ability of the players and their units to react to the uncertainty of the battlefield and each other's actions.

Open Conflict rules focus more on the skill and training of the combatants than on comparing minutia of detail concerning different weapon systems. Basically the soldier makes more difference to overall combat effectiveness than the specific rifle he carries. A positive side effect of this approach is to not have unending tables of weapons to choose from when configuring your forces.

Rounds of Fire

When a unit reacts to incoming fire from an enemy unit by firing back, this known as a Round of Fire. Once the declaration to fire at a unit and that unit reacts by firing back, a Reaction Test is used to determine which side fires first. In case of a tie for the Reaction Test, the controlling player's unit fires first.

Whichever side fires first will resolve their attack by using the procedure described in **Resolving Fire Combat,** below. If the defending unit survives, it may return fire provided it has not suffered an effect that prevents it from firing back.

When both sides have finish the process for resolving fire combat, the round of fire is complete.

Resolving Fire Combat

Resolving Fire Combat requires both the units involved to first determine the total of number Firepower dice and the total number of Defense Dice they have. Both units then roll their dice and compare the die results to the Unit Quality of their respective units. Each die that is equal to or below the Unit Quality value is considered a success. Each Defense success negates a Firepower success. Each Firepower success that remains after all Defense successes have been used equates to a casualty for the defending unit.

Firepower

Determine the number of a unit's firepower dice by beginning with one die for each figure in the unit. Add additional dice for any Support Weapons or conditional modifiers. The resulting number of dice is the unit's basic Firepower.

Subtract any accrued penalty dice resulting from Reactions or other conditional factors to determine the Total Firepower dice available for the attack. The attacker will make a Unit Quality Test with this number of dice.

Firepower Limit

Regardless of how well trained a unit may be there is a limit to their fire discipline. Firepower for all infantry units is limited to twelve dice including all dice received by any bonuses. All negative modifiers to Firepower are applied to the twelve dice limit.

> *A unit of 12 freedom fighters (12D) with 1 light (+1D) & 2 medium (+4D) infantry support weapons are firing at a Special Forces unit sheltered in a burned out building. The freedom fighters would have a total Firepower of 17D, but this is reduced to 12D because of the firepower limit. The freedom fighters moved during their action and suffer a 1D Firepower penalty for each medium support weapon, making their total Firepower 10D.*

Point Blank Range Bonus

Although all weapons in Open Conflict do not have a maximum range, Point Blank Range refers to a distance at which the soldiers of a specific Unit Quality are more likely to hit what they are firing at. Point Blank Range for a given unit is the Unit Quality in inches. Therefore, higher quality units have a longer distance at which a target is considered to be in Point Blank Range.

If all firing elements in a unit are within point blank range the unit receives one bonus die to add to their Firepower dice. A unit can only earn one bonus die for point blank range during a single round of fire.

Point blank range is doubled for infantry support weapons; vehicle mounted weapons and emplaced weapons. Point blank range is tripled for snipers.

Movement by Firing Unit

Any unit that moves at Double-time during a turn suffers a -2D Firepower penalty during the turn it moved.

Decreasing Firepower Effectiveness

While a unit may be able to fire multiple times during the same turn as the situation allows, all firing beyond the first will suffer from decreased effectiveness. During a single turn the first time a unit fires it uses its full Firepower. After the first, the unit suffers a cumulative one die Firepower penalty when any of the following occur:

- Every additional time the unit fires
- Every time the unit moves

Infantry Support Weapons

Weapons that are more powerful than regular small arms, but still man-portable are considered Infantry Support Weapons. These weapons are generally used to provide additional firepower against other infantry (anti-personnel or AP), but some infantry support weapons also have armor defeating capabilities (anti-tank or AT).

> *When fired at a vehicle or armored target an infantry support weapon will have a Gun Class rating. For an explanation of Gun Class and firing at vehicle with infantry support weapons, see the rules concerning infantry firing at vehicles in the Vehicle Combat rules.*

Unit figures with infantry support weapons add additional Firepower dice to their unit's firing attack. The number of additional dice added for an infantry support weapon is based on the category of the specific weapon as outlined below.

Light Infantry Support Weapons (+1 Firepower)

Light Infantry Support weapons are man-portable and require only a single soldier to operate. Models may include an assistant to spot or to help with reloading, but they are not required to operate the weapon.

Medium Infantry Support Weapons (+2 Firepower)

While some Medium Infantry Support Weapons require a crew of at least two soldiers to for effective use or transport, other medium support weapons like shoulder launched missiles cause increased damage because of their explosive force.

Because of the difficulty moving medium support weapons around or the care needed when firing easily transported explosives, a unit that moves before firing a medium support weapon only receives one additional Firepower die rather than two.

Heavy Infantry Support Weapons (+3 Firepower)

Heavy Infantry Support Weapons are usually mounted on vehicles or emplaced because of their size and weight. There are some powerful man-portable missile systems that are classified as heavy infantry support weapons because of their very powerful explosive force.

Heavy infantry support weapons difficult to move around or prepare for use in a short time. Any unit with a heavy infantry support weapon that makes a Tactical Move during a turn suffers a two dice Firepower penalty during that turn. If the unit makes a move at Double-time, the unit may not fire at all during the turn it moved.

Annotation of Support Weapon Characteristics

Infantry support weapons are annotated in for unit organization charts and vehicle write-ups. Items included in the annotation indicate the following information:
- Infantry Weapon Support Class of the weapon (Lt, Med or Hvy)
- The number of Firepower dice it adds to a unit when firing at infantry (AP:#)
- The number of Firepower dice to roll when firing at a vehicle (AT:#)
- The Gun Class rating of the weapon when firing at a vehicle ([L], [M] or [H])

Examples:
- *A light infantry support weapon such as an SAW would have the annotation: Lt AP:1 (light support weapon that adds one die to unit Firepower).*
- *A medium infantry support weapon with anti-tank capabilities such as a LAW rocket would have the following annotation: Med AP:2/AT:1 [M]*

- *A heavy infantry support weapon like an anti-tank guided missile or ATGM such as the Javelin would have the following annotation: Hvy AP:3/AT:4 [H]*

Splitting Fire

Most of the time it is tactically preferable for a unit to concentrate their fire on a single target, but sometimes a unit can benefit by splitting its fire between multiple targets during a single activation.

To split fire between multiple targets, the firing unit's owner must declare the targets the unit will engage and how many of its available Firepower dice to use on each target. For each target beyond one, the firing unit will suffer a one die Firepower penalty. Firing at two targets the unit will suffer a one die penalty, firing at three targets the unit will suffer a penalty of two dice and so on.

When an infantry unit fires on another infantry unit using small arms, it may fire one or more infantry support weapons at a single vehicle with no Firepower penalty for doing so. If infantry support weapon fire is split between multiple vehicles the firing unit suffers a one die Firepower penalty for each target fired at.

Suppressive Fire

Sometimes it is more important tactically, to pin an enemy unit in place than to cause casualties. Suppressive fire is used to accomplish this goal by forcing the target unit to make a Morale Check even if the incoming fire caused no casualties.

To suppress and pin an enemy infantry unit the firing unit must declare that it will be laying down suppressive fire during its activation. The firing unit using suppressive fire will suffer a two dice Firepower penalty, but the target unit is forced to make a Morale Check so long as at least one success is rolled even if cancelled by Defense dice and no casualties were caused.

If the suppressive fire attack is successful and there are no enemy casualties, the enemy unit makes a Morale Check and the following results apply:

- If the number of successes is greater than the number failures, there is no effect on the target unit.
- If the number of successes is equal to or lower than the number of failures, then the target unit is Pinned (See Morale Check rules for details on units being Pinned).

If the suppressive fire attack is successful and there are enemy casualties, resolve casualties as normal and resolve any Morale Checks as described in the Moral Check rules.

Ambushes

Hidden units within double their Point Blank Range of a target enemy unit may use the Ambush rule. Ambushes are declared as a reaction to enemy movement if the declared movement of the enemy will bring the moving unit within ambush range.

As the target enemy unit approaches the ambush location, the ambushing unit or units make an Uncontested Unit Quality Test to determine if the ambush is successful.
If the ambush is successful, the ambushing unit automatically fires first without having to roll a Reaction Test and the target enemy unit may not return fire unless they are within Point Blank Range of the ambushing unit and pass a **Spotting Hidden Units Test**.

If the ambush is not successful, make a Reaction Test as normal to resolve the round of fire. Units on Overwatch may react to an unsuccessful enemy ambush. Firing from Overwatch units always occurs after the ambushing unit has fired.

Smoke

Units that are trying to obscure their movement or alleviate the force of enemy firing may have the option to deploy smoke to provide a visual screen from the enemy. However, be aware that smoke reduces visibility for friend and foe alike.

Several types of smoke deployment options are discussed in detail below.

Grenades and Light Mortars

A unit may only make one attempt per turn to deploy smoke. Smoke from grenades, grenade launchers and light mortars is only thick enough to provide smoke for the unit the smoke was deployed to protect. One unit is allowed to deploy smoke for a unit other than their own. The smoke from grenades and light mortars will only last one turn

Grenades and Grenade Launchers

Units deploying smoke using grenades or grenade launchers cannot effectively deploy smoke beyond their Point Blank Range distance. Units deploying grenades must make an Uncontested Unit Quality Check. If the check is successful, the unit the smoke was deployed for can claim the smoke's Defense bonus. If the check was not successful, the attempt to effectively deploy smoke failed.

Defense

Defense is a measure of a unit's ability to use body armor, cover and counter-fire to prevent taking casualties when fired upon. Units that have superior training and experience are better prepared to optimize the use the defensive options that are available to them. Therefore, Defense is directly related to Unit Quality.

The total number of Defense dice available to a unit is the sum of Unmodified Defense + Cover + Armor.

Unmodified Defense

A unit begins with an unmodified number of Defense dice equal to the number of individual figures in the unit or the number of Firepower dice rolled by the enemy when attacked, whichever is less.

Defensive Cover

Open Conflict battles occur on a predominately flat tabletop, but real battles occur in the real world where even the flattest terrain is covered with low rises and depressions that can provide defensive cover for a unit of infantry. Any unit not designated as **Exposed** may take advantage of unseen features of the surrounding terrain.

Defensive bonuses for cover are not determined on an individual figure basis. So long as at least half of the defending unit is in a position providing cover the entire unit is considered to be "in cover".

Defensive bonuses for overlapping instances of cover are cumulative. Again, at least half of the defending unit must be behind each overlapping instance to receive the benefit.

Exposed

Any unit caught in open ground without a scenic piece of terrain that represents cover within 2" of their position is considered to be Exposed. Being exposed means the unit is more likely to be hit by incoming fire. Because being exposed is not considered a defense, any enemy unit firing at an exposed unit receives a bonus of one Firepower die

In Cover (+1 Defense Die)

When a unit is "In Cover", this means the unit is using all available cover to its fullest extent, even when it means just lying in a shallow depression on the ground in an otherwise exposed position.

Regular units are automatically considered in cover on any activation if they do not move and they are not **Exposed**. Exposed Regular units and Irregular units that have not moved during their activation may get "in cover" if they pass an Uncontested Unit Quality Test.

Pinned units may get "in cover" if they pass an Uncontested Unit Quality Test, even if they moved.

Solid Cover (+1 Defense Die)

Any terrain feature that can stop or has a good chance to deflect a bullet is considered to be Solid Cover. Examples of Solid Cover include buildings, walls, vehicles or sand bags

Intervening Cover

Even if the defending unit is not directly behind a terrain feature, if the enemy fire passes over an intervening feature the defending unit may claim the Solid Cover bonus.

Reinforced Cover (+2 Defense Die)

Cover where some effort has been made to reinforce weak areas to provide better protection against incoming fire. Examples include adding sand bags to walls or digging trenches and foxholes.

Fortified Cover (+3 Defense Die)

Fortified cover is a location that has been designed to protect its occupants from incoming gunfire and explosive blasts. Examples include log bunkers, small concrete pill-boxes and reinforced trenches.

Fortified Position (+4 Defense Die)

Fortified Positions are structures that have been specifically designed to be extremely difficult to penetrate.

Body Armor

Forces with available resources often supply body armor to their soldiers. Units using body armor receive bonus Defense dice based on the type o armor being worn.

- Light Body Armor receives one additional Defense die
- Improved Body Armor receives two additional Defense dice

Close Combat Assault

If at least one figure in a unit is within a Double-time move and LOS of an opposing unit, the entire unit may charge to engage the enemy in close combat. A charging unit automatically receives a +1 Firepower die bonus and a -1 Defense die penalty for charging, but automatically goes first in hand-to-hand.

Initiating a Close Combat Assault

The unit declaring a Close Combat Assault must make a Unit Quality test. If the test is passed the assault may proceed. If the test is failed the unit remains in place and its activation is complete, except the unit may take cover or tend to its wounded.

If the assaulting unit passes their Unit Quality test, the defending unit must now take a Unit Quality test to determine its options for response. If the defender fails their test, they have no option other than to stand and receive the charge. If the defender's test is passed the unit may choose respond to the assault in one of the following ways:

- Counter Charge the enemy
- Stand and Receive the charge
- Flee away from the charge

- Fire Defensively

Counter Charge

Units choosing to Counter Charge an assaulting enemy gain the same modifiers to Firepower and Defense dice as the assaulting unit and they force both sides to take a Reaction test to determine which side attacks first in hand-to-hand. If the counter charging defender wins the Reaction Test they have seized the initiative for this engagement and are now considered the assaulting unit. Move both units to a point midway between them for the combat.

Stand and Receive

Units forced or choosing to Stand and Receive must fight the charging unit in place. During the first turn of hand-to-hand the assaulting unit will automatically attack first.

Flee

Units choosing to Flee make a full Double-time move directly away from the assaulting unit. Note that units with **Dependents** do not have the option to flee. Irregular units have the option to abandon Dependents unless the scenario dictates otherwise. The assaulting unit has the option to divert their assault to move into cover or to return to their original location.

Fire Defensively

Units choosing to Fire Defensively are attempting to break the charge by firing at the charging unit. Because they are being charged, the firing unit is unnerved and suffers a one Firepower die penalty.

If the assaulting unit suffers casualties, they must take a Morale Test as usual. A Pinned or Shaken result breaks the assault and the charging unit remains in their original positions and the usual Pinned/Shaken results are applied.

If the assaulting unit receives no casualties or passes the Morale Test move the assaulting figures into contact with the defenders. The assaulting unit then proceeds with their hand-to-hand attacks and the defenders have no further actions because they used their reaction to fire.

Resolving Infantry Vs Infantry Close Combat

Infantry Close Combat is resolve in a manner similar to Fire Combat, with the following exceptions:
- Firepower bonuses described under Fire Combat rules are not applicable
- The only Cover available is Body Armor
- The assaulting unit attacks first every turn
- Close Combat continues until one side is either wiped out or captured

The assaulting unit attacks, casualties are determined and any required Morale Tests are resolved. If the defending unit is not wiped out or captured, it may make an attack using any remaining figures. This process will continue until one side is wiped out or captured.

Resolve Morale Checks in the usual manner, but use the following procedure to apply the results:
- If the result is Stand there are no adverse effects
- If the result is Pinned reduce the Moral Rating of the unit by one
  - Multiple Pin results reduce Morale they do not force a Fall Back
  - Units that are reduced below a Morale of 6 are considered captured POWs

If a unit is wiped out in Close Combat, roll a D12 for each figure in the unit. For each result of 2 or less one figure is captured and becomes a POW. All other results mean a figure is killed and is removed from play.

POWs

POWs remain with the unit that captured them until they are escorted off the table, rescued or the game ends. If their captors escort POWs off the table, they are removed from play. If the POWs are rescued they become Dependents of the rescuing unit until that unit escorts them to a safe area or off the board.

Once a figure has become a POW, it may not be used in combat for the remainder of the game, even if rescued.

Casualties

When a unit takes casualties those models are normally removed from the table.

Who was hit?

Determining which model was hit when a unit takes casualties is usually not important for Regular soldiers since all the members of a unit are cross-trained to operate all unit weapons and equipment.

It is always important to determine which models are hit when an Irregular unit takes casualties. Irregulars are not as well trained so the loss of a leader or a support weapons gunner may make a larger impact. Always dice to see who was hit. If an Irregular Leader or Support Weapon Gunner is hit, then the following rules apply:

> **Leader is hit:** If an irregular unit loses a leader, the unit is considered leaderless until a new leader joins the unit.

> **Support Weapon Gunner is hit:** Make a simple Unit Quality Check. If the test is passed, then another unit member can use the weapon. If the test is failed there is no one in the unit that knows how to properly use the weapon or the weapon is damaged.

Morale

Any unit hit hard enough is going to have to decide whether to stick it out and continue the mission, fall back and regroup or pack it in and call it a day. In Open Conflict the times when this kind of decision is on their minds is called a Morale Check.

When to Check Morale

A number of different circumstances may cause a unit to take a Morale Check. With the exception of fanatical units, Irregular units are not as well trained and have less discipline and thus take more Morale Checks than Regular units during a game.

Check Unit Morale under the following conditions:
- Each time a unit takes casualties
- Each time unit is fired upon by a weapon with unmodified 4D+ Firepower
- Each time an IED is detonated within 12"
- Each time unit is attacked by artillery salvo or air-strike
- Each time fire from their unit injures or kills a non-combatant or civilian
- If unit moral is 5 or less, each time the unit is fired on

Making a Morale Check

When a unit has to make a Morale Check, make an Uncontested check by rolling a number of dice equal to the number of figures in the unit and apply the following results:

- **Steady:** If the number of successes is greater than or equal to the number of failures then the Unit passes the Morale Check and there are no adverse effects.

- **Pinned:** If the number of failures is greater than the number of successes then the Unit has been Pinned by enemy fire and the following effects are applied:
    - The Unit must move to cover if they have movement remaining. A Pinned unit may not move towards the enemy when seeking cover. Pinned units that cannot move may attempt to get **Take Cover** in place.
    - Pinned units may return fire as a reaction, but they cannot move and they suffer a two dice Firepower penalty for being pinned.
    - Any unit that fails an additional Morale Check while pinned is forced to Fall Back.
    - Pinned units may check to Regroup at the beginning of the turn following being pinned.
- **Fall Back:** Units that are forced to Fall Back apply the following effects:
    - Unit must execute a Tactical Move to the nearest covered position without moving towards any enemy within LOS at the beginning of the move.
    - Units unable to move are surrounded and destroyed.
    - Units Falling Back may not fire at all until the next turn.
    - Units Falling Back end their movement as Pinned.
- **Regroup:** If no enemy unit is within LOS units regroup automatically and may move and fire as normal. Otherwise, make a Morale Check and apply the following results:
    - On success the unit has regrouped and may move and fire as normal.
    - If the regrouping unit fails the Morale Check, then the unit remains pinned.

Terrain Effects

Scenic terrain on the table will enhance the enjoyment of any tabletop war game. Books can be filled with rules concerning various types of terrain and how they affect the rules under specific conditions. While many of these types of rules do a fair job of simulating the effect of terrain on a battle, they do slow down the progress of the game considerably. At the other extreme is ignoring the terrain completely and treat is as something that's there to make the table look good.

The Open Conflict rules acknowledge that the terrain on the table is going to affect the game, but the rules for dealing with terrain are simplified to keep the game moving at a comfortable pace.

The following sections will cover some of the most obvious types of terrain and how they work within the rules.

Buildings

Buildings are one of the most common scenic terrain features on any Open Conflict game table. However, the models that represent buildings are seldom accurate concerning the complexity of the building or its layout. Unless a scenario dictates otherwise use the following rules concerning buildings.

Movement in and Around Buildings

Building may be entered or left from any side of the build that has a door or a window. Unless the building model has access to the interior, place unit figures on top of the building to represent they are inside.

Only Tactical Movement is allowed when entering or exiting a building. This simulates the time required to negotiate doors or windows.

There is no movement cost for moving inside the building, but the unit is counted as having made a Double-time move if they move up or down vertically in the building. For example; moving from the 1st floor to the second floor requires no measurement, but the unit is counted as having made a

Double-time move. Moving from the roof of a four story building to the ground floor requires no measuring, but the unit is again counted as having made a Double-time move.

Firing at or from Buildings

Units inside a building have a 360-degree field of view and can see and fire out of any side of a building that has at least one door, window or a breach in the wall.

Units may fire at enemy units in a building from any direction provided there is a door, window or breach that they can draw a LOS to. If there are multiple units in the building, then the defense of the units is pooled and any casualties are randomly distributed amongst those units. Pooling defense dice simulates the difficulty of hitting targets inside of a building.

Destroying Buildings

Only weapons with an unmodified Firepower equal to or greater than 4D that produce explosions are powerful enough to destroy a building and reduce it to rubble. Anytime an explosive weapon with an unmodified Firepower equal to or greater than 4D fires upon a building make a building destruction test.

When an explosive weapon with an unmodified Firepower equal to or greater than 4D fires upon infantry in a building, the building itself is targeted instead of the infantry unit inside. Make a building destruction test to determine if the building collapses on the sheltered infantry unit.

Building Destruction Test

To make a building destruction test, the player targeting the building rolls the Firepower dice for the weapon being used. The defender will roll the number of Defense dice indicated on the Building Defense Rating Table. Scenarios can grant buildings defense ratings lower or higher than the ratings listed on the table. In the event that multiple weapons are used then resolve each weapon independently.

Building Defense Rating Table	
Building Type	Building Defense Dice
Shoddy or Partially Ruined Buildings *	3D:6
Average Building (Shops and houses) *	6D:7
Strong Buildings (Government, military offices or large apartment buildings) *	9D:8
Light Military Fortifications (Sandbag reinforced structures)	3D:9
Medium Military Fortifications (Small concrete bunkers, reinforced military buildings)	6D:10
Major Military Fortifications (Bomb proof bunkers, fortified aircraft hangers)	10D:10
*Add 1D if building has been "fortified" with sandbags, rubble, etc. -1D for each attack on a building where at least one Firepower die was successful whether or not it is cancelled by defense to represent accumulated damage.	

Both players discard any dice than are equal to or less than their quality target number. If more Firepower dice are left than Building Defense dice, then the building collapses. If the number of Building Defense dice left over are equal to or greater than the Firepower dice then the building does not collapse, but the building loses one Defense die against the next time it makes a Building Destruction Test to represent accumulated damage.

Whether or not the building is destroyed, all units inside the building are hit with a Firepower equal to that of the weapon used in the attack. If the building is destroyed add Firepower bonus of +1D. If the building is still standing deduct a Firepower penalty of -1D. In either case, units in the building may claim all applicable cover bonuses.

Breaching Buildings

A unit may decide it wants to blast through the wall of a building in order to accomplish a shock and awe style of attack. A scenario may make breaching a building a requirement for success.

Buildings may be breached with explosive charges or by using explosive weaponry to make a standoff breaching attack.

Breaching Charges

To breach using prepared charges, unit must have at least one figure in contact with the wall being breached. To successfully breach the building, the breaching unit must make a Simple Unit Quality Check. A successful test means the unit may immediately enter the building through the established breach. Failure indicates the unit remains in place for the remainder of the turn.

The following modifiers may be applied to the Simple Unit Quality Test for breaching:
- Unit has prepared breaching gear: -1
- Unit specializes in breach entry: -1
- Building is fortified civilian structure: +1
- Building is fortified military structure: +2

Standoff Breaching

Standoff breaching uses fire from a heavy weapon to open a breach in a wall or building. Friendly units must be at least 4" away from the point of impact to avoid injury from the blast.

To make a Standoff Breaching Test, the player targeting the building rolls the Firepower dice for the weapon being used. The defender will roll the number of Defense dice indicated on the Building Defense Rating Table with a penalty of -1 Defense die. This modifier reflects it is easier to blow a hole in a wall than to demolish an entire building.
Both players discard any dice than are equal to or less than their quality target number. If more Firepower dice are left than Building Defense dice, then a breach has been made and the attacking player's units may immediately enter the building. If the number of Building Defense dice left over are equal to or greater than the Firepower dice then the building is not breached, but the building loses one Defense die against the next time it makes a Building Destruction Test to represent accumulated damage.

Whether or not the building is breached, all units inside the building are hit with a Firepower equal to that of the weapon used in the attack. If the building is breached add Firepower bonus of +1D. If the building is not breached deduct a Firepower penalty of -1D. In either case, units in the building may claim all applicable cover bonuses.

Breaching a Hostile Building

When a unit successfully breaches a building containing hostile units, Close Combat is immediately initiated. Close Combat is resolved as normal with the following changes:
- Breaching unit is not required to pass a unit quality check to engage the enemy.
- The defending unit may not flee.
- If defensive fire is an option resolve as normal, but subtract 2 dice from defending unit's Firepower and add 2 Defense dice to the breaching unit's Defense. If the breaching unit has flash-bang grenades, add 3 dice to the breaching unit's Defense.

Water Obstacles

Not all water obstacles are considered impassable terrain. Scenarios will dictate whether water obstacles are shallow enough to cross on foot or by vehicle. When water obstacles are placed on the table for a friendly game the players need to discuss the status of these obstacles before the game starts. Any fords should be identified and whether they are navigable by infantry, vehicles or both.

Units may only use Tactical Movement on any turn in which a water obstacle is crossed. If it takes more than one turn to cross a water obstacle, the unit is limited to Tactical Movement until the entire unit clears the obstacle.

Normally, vehicles may only cross water obstacles at a ford. Amphibious vehicles or snorkel-equipped vehicles may cross water obstacles that do not have a ford, but must begin the crossing turn at the edge of the obstacle. Amphibious vehicles can move at Tactical speed, but snorkeling vehicles may only use 50% (round up) of their Tactical Speed.

When not crossing at a ford, infantry units trained for water crossings may cross water obstacles by swimming. Make a simple Unit Quality Test for swimming across a water obstacle. If successful, the entire unit makes it across. If the test is failed treat the failure as a 5D:6 attack and the unit receives no Defense modifiers at all. If it takes more than one turn of movement to cross a water obstacle, make a test for each turn of movement required to cross. Casualties are determined at the beginning of the turn following completion of the crossing.

Forests and Woods
Vegetation can impede movement, reduce line of sight and provide cover. The categories and effects of Forests and Woods is detailed below.

Dense Forest:
- Impassable to most vehicles.
- Block LOS past 1".
- Movement by Infantry is reduced to Tactical Movement only.
- Provides Solid Cover +1D.

Heavy Foliage:
- Blocks LOS
- Non-Indigenous Infantry reduced to Tactical Movement only.
- Indigenous Infantry & specially trained units may move normally.

Moderate Woods:
- Vehicles may move at Tactical speed only.
- Infantry move normally.
- Block LOS past 3".
- Provides Solid Cover (+1D).

Light Woods:
- Do not block LOS.
- Do not impede any movement.
- No cover benefit.

Hidden Units
Hidden units may not be fired upon until they are detected. Any units that are placed in buildings, ruins or other terrain features conducive to obstructing LOS at the beginning of the game, may be declared Hidden.

Hiding
Any unit other than Infantry can only be Hidden at the beginning of the game, they cannot hide after the game has started.

Infantry units can hide after the game has started. To hide, the must not be within LOS of any hostile unit and succeed at a simple Unit Quality Test.

Units with the Stealthy or Elusive special rules may hide any time there are no hostile units within LOS.

Detecting Hidden Units

A hidden unit can be detected by a unit with LOS and within a distance equal to 2 x the Unit Quality of the searching unit in inches. Make a Contested Unit Quality check between the searching and hidden units. Ties are in favor of the spotting unit.

If the searching unit wins it may engage the hidden unit normally. A hidden unit that has been "detected" is only "detected" by the searching unit it failed the Unit Quality check against during the current turn. The turn following being detected, the location of the hidden unit is compromised and the unit is no longer hidden.

Advanced Rules for Infantry Combat

Elusive

Some units are able to blend into their surroundings. Any unit firing at an Elusive unit must win an Opposed Unit Quality Check. If the firing unit loses the opposed check, it cannot effectively engage the Elusive enemy unit.

Fanatics

Some units are so devoted to their cause or their leaders that their own lives have little meaning for them. To represent this units with the Fanatic special rule may ignore any Morale Test result by sacrificing one model for the cause.

Mines & IEDs

To remove the complexity of plotting secret locations for mines or IEDs and eliminating the hassle of remembering to use them. Open Conflict uses a system of dynamic use of these weapons as a reaction to enemy movement.

Using a Mine or IED

Whenever an enemy force moves and their opponent has mines or IEDs available, the opponent may declare the moving unit has encountered a mine or IED during their move.

Make an Unopposed Unit Quality Test for the moving unit. If the moving unit succeeds, the device is spotted and the unit may avoid the device and this device is removed from those available to the opposing force. If the moving unit fails the test, the device owner must pass a Simple Unit Quality Test to have the device work as planned.

If the device is an IED and the scenario being played indicates the force deploying this device has a bomb maker available to them, the bomb maker's Unit Quality rating may be used for the Unit Quality test to determine the device works properly.

Night Operations

Units operating at night and lacking night vision devices lose some of their ability to effectively spot and engage enemy units. Units without night vision suffer cutting their Point Blank Range distance in half and any enemy units beyond their reduced Point Blank distance are considered to be **Elusive**.

Special Teams

Weapon Teams

Weapon Teams are small units specially trained to operate their weapons in a coordinated manner to efficiently execute the tactics associated with the weapons they use. To be considered a Weapon Team the unit must be Trained and have a Unit Quality of 6 or higher.

Calculate Firepower for a Weapon Team as follows: 1D for each member + the number of dice for the support weapon being used + 2D for the training received as a weapon team.

Example: *A unit with a machine gun would simply get +1D Firepower for having a Light Support weapon. However, a 2 person Machine Gun Team would generate 5D for Firepower; 1D per person + 1D for Light Support weapon + 2D for Weapon Team training.*

Snipers & Sniper Teams

Snipers can be either a lone gunman or a team consisting of the sniper and a spotter. Snipers are always considered "Elusive". Snipers do not have to be deployed until the owning player wants to activate them for the first time unless otherwise specified in the scenario. Initial deployment does not count as movement for a sniper or sniper team.

Snipers are automatically considered "In Cover" & "Hidden" on any turn they do not move provided they are not closer to an enemy unit than 2 x Unit Quality of the enemy unit in inches, even if the enemy unit has Line Of Sight.

Firepower for a Sniper or Sniper Team is calculated in the same manner as other Weapon Teams.

Whenever snipers inflict one or more casualties on an enemy unit, the owner of the sniper may designate a specific model as the first casualty. Other casualties are determined normally.

If a sniper/sniper team is attached to another unit, the sniper is treated as a normal unit member until they are detached. They simply contribute to the overall unit firepower and defense.

Stealthy Units

Stealthy Units are very proficient at moving without being noticed. Before an enemy can react to the movement of a Stealthy Unit, the enemy unit must succeed at a Spotting Check.

To make a Spotting Check make a contested Unit Quality check. If the enemy unit's number of success is greater than the Stealthy Unit's number of successes, then the enemy may proceed and make a Reaction Test to engage. If the Stealthy Unit's number of successes are equal to or greater than the enemy unit they are not spotted and may not be engaged and the enemy unit counts as having reacted for this turn..

Mechanized Engagements

Vehicle Movement

Vehicles may either move up to a number of inches equal to their Speed Attribute as a Tactical Move or double their Speed Attribute as a Double Time Move. Vehicles moving at the double receive a -1D Reaction Test penalty, but unlike infantry a vehicle move at the double and fire or fire and move at the double.

Vehicles may only use movement for one Action\Reaction per turn.

Vehicle Commanders

Unless specifically stated at the beginning of the turn, vehicle commanders are considered to be inside the vehicle (unexposed) with all doors and hatches closed (aka Buttoned Up). If the player wants to increase situational awareness of a vehicle unit then the vehicle commander may choose to open the vehicle and get a direct view by taking a risk and exposing himself to enemy fire (aka Unbuttoned).

Each vehicle designated as "Unbuttoned" must pass a Simple Unit Quality Check to spend the turn unbuttoned.

Unexposed

Buttoned up vehicles suffer a -1D penalty to all Reaction Tests. This penalty is cumulative with other reaction test penalties.

Exposed

Vehicles with an unbuttoned vehicle commander suffer no reaction test penalty, but the commander may be fired upon as an infantry unit. Armored Fighting Vehicle commanders, crew members and other passengers exposed in a hatch intended as a fighting position are considered an infantry unit as well and may be targeted separately from the vehicle. Exposed personnel receive +3D Defense Dice when fired upon.

Vehicle Firepower

Each vehicle mounted weapon has a number of Firepower dice allocated to it. Some vehicle mounted weapons have both anti-personnel (AP) and anti-tank (AT) attributes. Some vehicle mounted weapons are also considered Infantry Support Weapons, but may have improved firepower because of added stability from being mounted or advanced optics and fire controls.

Firing Restrictions

Unless special rules are listed in a vehicle description, a vehicle can only fire its primary weapon and one secondary weapon on a single activation. If the primary weapon is not fired, then up to two secondary weapons may be fired. Each weapon system on a vehicle can engage a separate target.

Vehicle weapon fire may not be pooled when firing at another vehicle. Resolve each attack separately. Vehicle weapon attacks against the same infantry unit may be pooled.

Vehicles moving at the double receive -1D to all Reaction Tests. Buttoned up vehicles receive -1D to all Reaction Tests. All Reaction Test modifiers are cumulative.

Vehicles receive a cumulative -1D Firepower penalty for every Action/Reaction after the first.

Infantry Fire from Vehicles

Infantry firing from a vehicle may only fire small arms, SAWs and rifle mounted grenade launchers.

Infantry mounted in an APC or AFV with firing ports may fire using half their Firepower or 6D whichever is higher and receive a +3D Defense Bonus. Rifle mounted grenade launchers may not be used through a firing port.

Infantry in open-topped or soft-skinned vehicles (back of a truck or in a car with windows) may fire with their normal Firepower -1D and receive a +2D Defense Bonus. Infantry riding on top of a vehicle such as a tank may fire with their normal Firepower -2D and receive a +1D Defense Bonus.

Firing at Vehicles

When vehicles are fired at by either infantry or other vehicles, determine the vehicle facing being fired at, the number of penetrating hits and roll on the appropriate Vehicle Damage Table & Column to resolve the hits.

Targeted Vehicle Facing

Determine target facing for each attack separately.

For lateral facing hold a straight edge diagonally over the target vehicle from front to rear and sight along the line towards the firing unit. The position of the firing unit will determine the facing targeted. If a squad is intersected, then use the facing determined by the majority. If evenly distributed the firing player may choose the facing desired.

To determine if deck facing is a viable target, hold your straight edge with one corner against the table and the bottom edge closest to the firing unit raised to the top of the vehicle (excluding turrets or cupulas). If the firing unit is above the line created, the deck facing is used.

If the attack is from directly below, such as a mine or IED, use the bottom facing.

Vehicle Damage and Weapon Class

Weapons may have different Firepower values for anti-personnel (AP) and anti-tank/vehicle (AT). When fired at a vehicle each weapon also has a classification that determines which Vehicle Damage Table Column to roll on for resolving hits.

Weapon Classes vs Vehicles

- **Small Arms & Infantry Support –** Assault rifles, SAWs, rifle mounted grenade launchers, general purpose machine guns and many coaxial MGs.
- **Light Gun –** Large machine guns (.50 or 12mm+), standard RPGs and vehicle mounted grenade launchers.
- **Medium Gun –** Anti-tank RPGs and auto-cannons.
- **Heavy Gun –** Main tank guns and ATGMs.

Non-AT Weapons vs. Vehicles

Firepower dice from weapons without an AT value fired at a vehicle may be pooled. However, non-AT weapons are generally less effective against vehicles. Use the NON-AT WEAPONS VS VEHICLES chart to determine total Firepower dice to use.

NON-AT INFANTRY WEAPONS VS. VEHICLES					
NON-AT INFANTRY SUPPORT WEAPONS	**SOFT ARMOR**	**UP-ARMORED SOFT ARMOR**	**LIGHT ARMOR**	**MEDIUM ARMOR**	**HEAVY ARMOR**
Small Arms	Full FP	½ FP*	No Effect	No Effect	No Effect
Light Spt Wpns	Full FP	½ FP*	No Effect	No Effect	No Effect
Med Spt Wpns	Full FP	Full FP	½ FP*	No Effect	No Effect
Heavy Spt Wpns	Full FP	Full FP	½ FP*	½ FP*	No Effect
* ½ FP is rounded down					

Weapons with an AT value fired at a vehicle are resolved separately using the full AT Firepower of the weapon.

AT Weapons vs. Vehicles

Units firing AT Weapons at a vehicle roll each AT Weapon as a separate attack. Firepower dice will be equal to the AT value of the weapon + a weapon team bonus (if applicable).

ATGMs

Because of the power of most Anti-Tank Guided Missiles, ATGMs may not be fired at targets closer than 6". ATGMs must be prepped for firing. Make a Simple Unit Quality check to determine if the missile launcher is ready. Units firing an ATGM may not move during the turn an ATGM is fired.

Vehicle Defense

Vehicle armor is classified in order to determine which Vehicle Damage Table to roll on for resolving hits.

Vehicle Armor Class

Very Light Armor – Unarmored or nearly unarmored vehicles. This includes civilian vehicles and light military utility vehicles.
Light Armor – Armored cars and basic Armored Personnel Carriers.
Medium Armor – Light tanks, Infantry Fighting Vehicles.
Heavy Armor – Main battle tanks.

Determine Hits

Hits against a vehicle are determined the same way hits against infantry are determined. Both sides roll their Firepower/Defense dice and discard any dice rolled that are higher their Unit Quality Attribute.

The attacker removes one success die for each success die the defender has. If the attacker has any success dice remaining, then the vehicle armor has been penetrated and a roll is made on the appropriate damage table.

Roll for Damage

The class of the target vehicle determines the appropriate Vehicle Damage Table to roll on and the class of the weapon used to penetrate the armor determines the appropriate Column to use.

The attacker rolls all remaining success dice and the single highest result determines the effect of the penetrating hit.

Damage Tables

VEHICLE DAMAGE TABLE – SOFT ARMOR			
ROLL	SA & INFANTRY SPT WPNS	LIGHT GUN	MEDIUM & HEAVY GUN
12	Vehicle Suppressed	Vehicle Suppressed	Mobility Hit - ½ Move
11	Vehicle Suppressed	Weapons Damaged – ½ FP	Immobilized
10	Vehicle Suppressed	Mobility Hit - ½ Move	Main Gun K/O
9	Vehicle Suppressed	Immobilized	Vehicle Kill + CC
8	Weapons Damaged - ½ FP	Main Gun K/O	Vehicle Kill + CC
7	Mobility Hit - ½ Move	Vehicle Kill + CC	Vehicle Kill + CC
6	Main Gun K/O	Vehicle Kill + CC	On Fire + CC
5	Immobilized	On Fire + CC	On Fire + CC
4	½ Move + CC	On Fire + CC	Catastrophic Kill!
3	Main Gun K/O + CC	Catastrophic Kill!	Catastrophic Kill!
2	Immobilized + CC	Catastrophic Kill!	Catastrophic Kill!
1	Vehicle Kill + CC	Catastrophic Kill!	Catastrophic Kill!

VEHICLE DAMAGE TABLE – LIGHT ARMOR			
ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
12	Vehicle Suppressed	Weapons Damaged - ½ FP	Mobility Hit - ½ Move
11	Weapons Damaged - ½ FP	Mobility Hit - ½ Move	Immobilized
10	Mobility Hit - ½ Move	Immobilized	Main Gun K/O
9	Immobilized	Main Gun K/O	Vehicle Kill + CC
8	Main Gun K/O	Vehicle Kill + CC	Vehicle Kill + CC
7	Vehicle Kill + CC	Vehicle Kill + CC	On Fire + CC
6	Vehicle Kill + CC	On Fire + CC	On Fire + CC
5	On Fire + CC	On Fire + CC	On Fire + CC
4	On Fire + CC	On Fire + CC	On Fire + CC
3	On Fire + CC	On Fire + CC	Catastrophic Kill!
2	On Fire + CC	Catastrophic Kill!	Catastrophic Kill!
1	Catastrophic Kill!	Catastrophic Kill!	Catastrophic Kill!

VEHICLE DAMAGE TABLE – MEDIUM ARMOR			
ROLL	LIGHT GUN	MEDIUM GUN	HEAVY GUN
12	Vehicle Suppressed	Vehicle Suppressed	Weapons Damaged - ½ FP
11	Vehicle Suppressed	Weapons Damaged - ½ FP	Mobility Hit - ½ Move
10	Vehicle Suppressed	Mobility Hit - ½ Move	Immobilized
9	Optics Damage (-1D RT)	Immobilized	Main Gun K/O
8	Weapons Damaged - ½ FP	Main Gun K/O	Vehicle Kill + CC
7	Mobility Hit - ½ Move	Vehicle Kill + CC	Vehicle Kill + CC
6	Main Gun K/O	Vehicle Kill + CC	On Fire + CC
5	Immobilized	On Fire + CC	On Fire + CC
4	½ Move + CC	On Fire + CC	On Fire + CC
3	Main Gun K/O+CC	On Fire + CC	On Fire + CC
2	Immobilized + CC	On Fire + CC	Catastrophic Kill!
1	Vehicle Kill + CC	Catastrophic Kill!	Catastrophic Kill!

VEHICLE DAMAGE TABLE – HEAVY ARMOR		
ROLL **LIGHT GUN**	**MEDIUM GUN**	**HEAVY GUN**
12 Vehicle Suppressed	Vehicle Suppressed	Vehicle Suppressed
11 Vehicle Suppressed	Vehicle Suppressed	Weapons Damaged - ½ FP
10 Vehicle Suppressed	Vehicle Suppressed	Mobility Hit - ½ Move
9 Optics Damage (-1D RT)	Optics Damage (-1D RT)	Immobilized
8 Weapons Damaged - ½ FP	Weapons Damaged - ½ FP	Main Gun K/O
7 Mobility Hit - ½ Move	Mobility Hit - ½ Move	Vehicle Kill + CC
6 Main Gun K/O	Main Gun K/O	Vehicle Kill + CC
5 Immobilized	Immobilized	On Fire + CC
4 ½ Move + CC	½ Move + CC	On Fire + CC
3 Main Gun K/O + CC	Main Gun K/O + CC	On Fire + CC
2 Immobilized + CC	Immobilized + CC	On Fire + CC
1 Weapon K/O + CC	Vehicle Kill + CC	Catastrophic Kill!

Table Result Descriptions

Vehicle Suppressed: Exposed crew must make a Unit Quality Test or button up. The vehicle suffers a -2D penalty on Reaction Tests and Firepower for the duration of current turn.

Mobility Hit - ½ Move: Vehicle movement rate is reduced by half. Make a Bailout Check. Subsequent mobility hits immobilize the vehicle.

Optics Damage (-1D RT): The vehicle suffers a -1D to all reaction tests for remainder of game. Make a Bail Out Check.

Weapons Damage - ½ FP: All weapons on vehicle fire using only half the normal number of firepower dice (rounded down) for the remainder of the game.

Immobilized: Vehicle may not move for duration of the game. Bail Out Check.

Main Gun K/O: Vehicle's primary weapon is damaged and may not be used for remainder of game. Bail Out Check.

Vehicle Kill + CC: Vehicle is completely disabled for remainder of game. Make Casualty Checks for crew and passengers.

On Fire + CC: Vehicle is on fire and destroyed. Make Casualty Checks for crew and passengers.

Catastrophic Kill: Vehicle explodes dramatically! All crew and passengers are instantly killed.

Bail Out: Make a Morale Check. If failed, occupants dismount within 4" of vehicle and the unit is considered pinned.

Casualty Checks: Make a Simple Unit Quality Check with 1D for each vehicle occupant. If the check is successful, the occupant is unhurt. If the check is failed, the occupant is a casualty. Unit leaders or special figures may become casualties.

Vehicle Crew & Passenger Morale
Roll Morale Test for a vehicle under the following conditions:
- Whenever the crew or passengers become casualties.
- Whenever their vehicle takes damage from enemy fire.
- Each time fire from their vehicle injures or kills non-combatants.
- When a friendly vehicle is destroyed within LOS.

Morale Results

- **Steady:** If the number of successes is greater than or equal to the number of failures then the Vehicle passes the Morale Check and there are no adverse effects.
- **Pinned:** If the number of failures is greater than the number of successes then the Vehicle has been Pinned by enemy fire and the following effects are applied:
    - The Vehicle must move to a position that provides cover. If already in a position of cover the vehicle may remain in place. A Pinned vehicle may not move towards the enemy when seeking cover.
    - Pinned vehicles may return fire as a reaction, but they cannot move and they suffer a two dice Firepower penalty for being pinned.
    - Any vehicle that fails an additional Morale Check while pinned is forced to Fall Back.
    - Pinned vehicles may check to Regroup at the beginning of the turn following being pinned.
- **Fall Back:** Vehicles that are forced to Fall Back apply the following effects:
    - Vehicle must execute a Tactical Move to the nearest position that will provide cover for the vehicle without moving towards any enemy within LOS at the beginning of the move.
    - If a vehicle is unable to move crew and passengers are forced to bail out.
    - Vehicles Falling Back may not fire at all until the next turn.
    - Vehicles Falling Back end their movement as Pinned.
- **Regroup:** If no enemy unit is within LOS units regroup automatically and may move and fire as normal. Otherwise, make a Morale Check and apply the following results:
    - On success the vehicle has regrouped and may move and fire as normal.
    - If the regrouping vehicle fails the Morale Check, then the unit remains pinned.
    - If crew and passengers were forced to bail out, when they regroup they may remount the vehicle provided the vehicle is operational.

Bailouts

When forced to bail out crew and passengers are placed within one Tactical Move from the vehicle in any available cover and are considered Pinned.

Vehicles Vs. Infantry

Vehicle Weapons vs. Infantry

Vehicles firing at Infantry, weapon choice is limited to two secondary weapons or one secondary weapon and the primary may be fired. The Firepower dice of all weapons mounted on a vehicle with the same Anti-Personnel (AP) rating may be pooled when firing at Infantry. Each weapon on a vehicle may be fired at a separate target.

Infantry Assault vs. Vehicles

Assaults against Soft Skinned vehicles or open-topped vehicles are handled as a standard Close Assault against Infantry. These vehicles do not provide enough protection to repel an assault.

To attempt a Close Assault on a vehicle, the attacking unit must pass an Uncontested Unit Quality test with a -1D (minimum of 1D for test). The vehicle being attacked also makes an Uncontested Unit Quality test and if passed may elect to make a Tactical move away from the attacking unit or repel the assault with gunfire if the vehicle has available movement and gunfire.

Defensive fire from vehicle weapons is limited to one weapon and the Primary weapon may not be used unless the primary is a machine gun or grenade launcher. If the vehicle has firing ports for passengers, then the passengers may fire using half of their normal Firepower. Resolve casualties and Morale Tests as normal and if the attacking unit is pinned, the assault is aborted.

If the attacking unit manages to make contact with the vehicle they may attack the vehicle using half of their normal firepower. If the attacking unit have any weapons with an AT value, then the full Firepower of those weapons are resolved as separate attacks using their full Firepower rating.

Improvised Weapons and Desperate Attacks

Some forces may decide to use explosive devices that must be placed on a vehicle by hand or delivered adjacent to a vehicle by using another vehicle (VBIED or Vehicle-Based Improvised Explosive Device). A great deal of courage or desperation is required to use one of these weapons in an attack.

Typical Firepower for Improvised Weapons		
Weapon	Class	Firepower
Improvised Sticky Bomb	Light Gun	AP:3/AT:2 – 2" radius
Satchel Charge	Light Gun	AP:4/AT:3 – 3" radius
Suicide Vest	Light Gun	AP:5/AT:2 – 6" radius
Limpet Mine	Medium Gun	AP:3/AT:3 – 4" radius
VBIED Small (car)	Medium Gun	AP:8/AT:4 – 8" radius
VBIED Medium (van or small truck)	Large Gun	AP:10/AT:5 – 8" radius
VBIED Large (large panel truck)	Large Gun	AP:12/AT:6– 10" radius

The unit making an attack with one of these weapons must declare the attack and the target during unit their activation or reaction. The target must be within LOS to declare the attack.

Since survival rate for these types of attacks is low to none, a Morale Test is required to follow through with the attack. If the Morale Test is successful, the attack proceeds as planned. If the Morale Test if failed the unit hesitates and may not attack this turn, but the unit still counts as having been activated or having reacted this turn.

To attack approach within 1" of the target while keeping track of the amount of movement used to reach the target. The target vehicle and other units with LOS to the attacking unit may react if able to do so.

A Simple Unit Quality check is required to deploy the weapon. Once the weapon is deployed, if the attacking unit has available movement remaining they may that distance away from the target to avoid being caught in the blast radius of the weapon.

Suicide Vests and VBIEDs automatically kill the attackers regardless of whether or not the attack scores hits on the target.

Successful fire against any VBIED attack before it is within range of the target cause the VBIED to explode. Check for possible casualties within the blast radius of the VBIED.

Firing into Infantry Assaulting a Vehicle

Friendly units may fire into enemy units that are in close assault with a vehicle. If weapons capable of damaging the vehicle are used, the resolve the attack as if the assaulting enemy and the vehicle were targets. Both targets receive the number of hits rolled by friendly fire.

US FORCES: SOFT ARMORED VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN	F	S	R	D	B	Crew	NOTES/ATRRIBUTES
M1114 HMMWV (UA)	S	W	M2HB (Hvy Spt - AP:4/AT:1) or	Light	2D:6	2D:6	2D:6	1D:6	1D:5	1+4	*Up Armored* +1D for mounted Weapons
			Mk 19 (Med Spt - AP:3/AT:0) or	N/A							
			M240 MG (Med Spt - AP:3/AT:0)	N/A							

US FORCES: LIGHT ARMORED VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN	F	S	R	D	B	Crew	NOTES/ATRRIBUTES
M113 A3 APC	L	T	M2HB (Hvy Spt - AP:4/AT:1)	Light	2D:7	1D:8	1D:6	1D:6	1D:5	2+11	*Out-of-Date Amphibious* +1D for mounted Weapons
M1126 Stryker ICV	L	W	RWS M2HB (Hvy Spt - AP:5/AT:1) or	Light	3D:7	2D:7	2D:6	1D:6	1D:5	2+9	*Enhanced Fire Control*
			RWS Mk 19 (Med Spt - AP:4/AT:0)	N/A							
Cougar (4x4) MRAP	L	W	M2HB (Hvy Spt - AP:4/AT:1) or	Light	3D:7	2D:7	2D:6	1D:6	3D:7	2+6	*Mine Resistent*
			M240 MG (Med Spt - AP:3/AT:0)	N/A							
Cougar (6x6) MRAP	L	W	M2HB (Hvy Spt - AP:4/AT:1) or	Light	3D:7	2D:7	2D:6	1D:6	3D:7	2+10	*Mine Resistent*
			M240 MG (Med Spt - AP:3/AT:0)	N/A							

US FORCES: MEDIUM ARMORED VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN	F	S	R	D	B	Crew	NOTES/ATRRIBUTES
M3A3 Bradley IFV	M	T	25mm Chain Gun (AP:5/AT:3) TOW II ATGM (AP:4/AT:4)	Med Heavy	3D:8	2D:8	2D:7	2D:6	1D:5	3+6	Cannot fire Chain Gun and ATGM on same turn

US FORCES: HEAVY ARMORED VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN	F	S	R	D	B	Crew	NOTES/ATRRIBUTES
M1A1 Abrams MBT	H	T	120mm (AP:5/AT:7) M2HB (Hvy Spt - AP:4/AT:1)	Heavy Light	4D:9	3D:9	3D:8	2D:7	2D:7	4	*Heavy Hitter*
M1A2 Abrams MBT	H	T	120mm (AP:5/AT:7) M2HB (Hvy Spt - AP:4/AT:1)	Heavy Light	5D:9	4D:9	4D:8	3D:7	2D:7	4	*Up Armored Heavy Hitter*

OTHER FORCES: SOFT/LIGHT ARMOR

NAME	CLASS	TYPE	FIREPOWER	GUN	F	S	R	D	B	Crew	NOTES/ATRRIBUTES
Civilian Car	S	W	Passenger Small Arms	N/A	2D:4	2D:4	2D:4	1D:4	1D:4	1+4	
Panel Truck	S	W	Passenger Small Arms	N/A	2D:5	2D:4	2D:4	1D:4	1D:4	1+1	*If troops in back,they may fire if door open (1/2 FP)*
Technical	S	W	MG (Hvy Spt – AP:4/AT:1)	Light	2D:4	2D:4	2D:4	1D:4	1D:4	1+4	*2 passengers man the MG*
Construction Vehicle	L	*	Passenger Small Arms	N/A	2D:6	2D:5	2D:5	2D:4	1D:4	1	*Type of vehicle determine if passengers possible*