

# LancasterGames

# MBT 2030

Tabletop Rules for the period 1990 to 2035



**BATTALION TO CORPS LEVEL**

## INTRODUCTION.

Thank you for downloading these rules. I hope you enjoy gaming with them. I will be most happy to receive any comments, suggestions, ideas etc. Any feedback received will be gratefully acknowledged.

I began modern period wargaming with a passion in the early 1980's with rules the Wargames Research Group 1950 to 1985 set. This was my introduction to the world of wargaming. Succeeding editions from a variety of vendors have succeeded in turning me to other periods because of the sheer complexity of the rules. Personally I do not like the idea of playing a battalion sized game in four or more hours which in real life takes 30 minutes to occur. The rule writers then criticise you, the player (and purchaser) for becoming over-indulgent with equipment performance characteristics presenting a plethora of tables and weapon charts that players scour seeking an advantage. The fault is the author and **not you!** Besides, many players, myself included, live busy hectic lives more suited to efficient fast play.

Most rules of this period obsessively focus on equipment specification as if that is the key to victory. In real-life, sadly, it is seen that victory or defeat is accomplished by soldiers, that are often wet, cold, fearful and hungry. This and whether the troops are well led, motivated, supplied and trained are much more important factors than tech-specs or paper strengths.

Considering much of the technology in this period is classified a much more general and careful approach to weapon performance is required. Also, this set does not use one model equals one real tank/weapon or man. They do not use an alternate move fire system, where a coup-de-grace can be delivered without a single 'shot' being returned. They can be played in real time or faster. You can easily use a division or corps. The rules ignore the practical characteristics of equipment ignored by real life troops.

Finally, these rules are revolutionary as they do not use dice to adjudicate combat. No more blaming an unlucky die roll!

Good tactics, tactical thinking and careful planning will more than compensate for an enemy's technical or numerical advantage. Outwit and off-foot your opponent. Develop battle strategy and develop the

courage to see it through. Commanders who change course half way through a battle generally usually come to grief.

## CHOICE OF FIGURE AND SCALE

Initially, these rules can be used with the 6mm and 10mm scales. Both are well detailed. 10mm provides more scope in its visual appeal, especially with infantry. If required, the rules will be upgraded to cater for other scales from 2mm to 20mm. An individual AFV, helicopter or aircraft model represents a platoon, battery or flight as appropriate. Models need not be mounted on stands. However, for the sake of convenience we will call them **stands** and this is also interchangeable with **unit**. However 4 to 6 Infantry figures are generally mounted on stands no more than 250m x 250m at the ground scale being used.

## TROOP TYPES

There are four general troop classes, these are **ARMOUR**, **INFANTRY**, **ARTILLERY** and **AIRCRAFT**. Each type is subdivided into the following **sub-class** as below. Stands are organised in **Battle Groups** as explain a little later. Furthermore, stands are assigned a posture, mode and grade which are also explained a little later.

**ARMOUR**: This general troop class has the **sub-classes** of...

**MBT+** The current zenith of main battle tank development that has at least a 120mm main gun, Chobham or laminated/composite armour. Is at least 60 tonnes, has thermal imaging or equivalent, operates a Digital Integrated Fire Control system and has or will have an Active Protection System and ECM installed. Such as the Challenger 3, Leclerc, Merkava 3, Leopard 2 A4/5+, K2 Black Panther, M1A3.

**MBTn** A main battle tank of at least 55 tonnes with at least a 120mm main gun controlled by an Integrated Fire Control system and protected by Chobham or equivalent laminated/composite armour. Such as Challenger 1 or 2, Leclerc, Merkava 2, Leopard 2/A1-A3, K1 Black Panther, M1 Abrams, T-14. Or is at least 42 tonnes with an Active Protection System such as the T-80/90 and their variants. The lower case 'n' after **MBT** means the category norm, the average.

**MBT-** Any main battle tank that does not fit in any of the above two categories. A stand of **ARMOUR** usually represents a platoon of 4 tanks, however, a stand of older tanks such as the T-54, T-55, T-62, AMX-30, M60, Conqueror, Centurion or similar may represent as many as eight.

**INFANTRY:** This general troop class has the **sub-classes** of...

**INF+** Troops equipped with small arms and support weapons such as LMG, mortars, NLAW or equivalent and have mobile ATGW and AAGW. Transport by Infantry Combat Vehicles with auto-cannon, ATGW and/or AAGW, such as Warrior, Ajax, Marder or Bradley M2/3.

**INFn** Troops with small arms and support weapons such as LMG, light mortars, light anti-tank weapons such as LAW80 or Carl Gustav and have attached light ATGW, AAGW systems and medium mortars. Transport by armoured personnel carrier such as FV432, M113, BTR60/70/80, BMP or equivalent. **INFn** in **LAS** posture would be represented by a stand of infantry with a vehicle mounted mortar AFV model or a light field gun model or infantry figures with drones. **INFn** in the **ATM** posture would be represented by an AFV with heavy anti-tank guided weapons such as Swingfire, TOW, HOT, Spandrel or equivalent. More on **POSTURE** later.

**INF-** Troops with small arms that may or may not have light support weapons and are transported by truck or other soft transport vehicles. **INF-** in **LAS** posture would be represented by a stand of vehicle mounted 81mm mortars or drones. **INF-** in the **ATM** posture would be represented by AFV model with lighter anti-tank guided weapons such as Milan, Sagger or equivalent.

**ARTILLERY:** This general troop class has the sub-classes of...

**ART+** An artillery battery of Self-propelled Guns up to 203mm or MLRS with forward observers, weather observation and prediction systems with integrated battlefield computer control.

**ARTn** An artillery battery of self-propelled guns up to 155mm or multiple launched rockets with a team of forward observers.

**ART-** An artillery battery of towed field pieces up to 155mm with a team of forward observers.

A stand of **ARTILLERY** is called a **Battery**.

**AIRCRAFT:** This general troop class has the **sub-classes** of...

**AIR+** Air superiority fighters with advanced stealth and EW capabilities such as the F-35 or equivalent. Armoured Close Air Support aircraft such as the A-10 or armoured helicopters with heavy ATGW and thermal imaging targeting avionics such as the Apache or equivalent.

**AIRn** Air superiority fighters such as the F-15, F-16, F-18, F-14. Dedicated Close Air Support aircraft such as the Harrier, F-111, Su-25 or Mi-24 Hind or equivalent.

**AIR-** Older generation ASF such as the Tornado, Phantom, Viggen, Mig-23 or older Close Air Support aircraft such as the Mig-27, Phantom, Skyhawk, Pucara.

A stand of **AIRCRAFT** is called a **Flight**.

## POSTURE.

All of the stands in a Battle Group **must** be given a posture that defines their specific role or specialisation for the duration of the game. A stand must move and engage according to its posture. The allowed postures are **LAS**, **ATM**, **REC**, **ADA**, **PDA**, **ECM**, **ASF**, **CAS**, **CBA** and **OTF**.

An **INFANTRY** unit can be in the **INFANTRY**, **LAS**, **ATM**, **REC**, **ADA** or **PDA** posture. An **ARMOUR** stand is always in the **ARMOUR** posture. Units in the **INFANTRY** or **ARMOUR** posture is the unit's normal operating posture. An **AIRCRAFT** flight must be in the **ECM**, **ASF** or **CAS** posture. An **ARTILLERY** battery must be in the **CBA** or **OTF** posture.

**LAS** means **L**ight **A**rtillery **S**upport, a specialist stand of usually vehicle mounted mortars or infantry with drones. **ATM** is **A**nti-**T**ank **M**unitions, usually vehicle mounted anti-tank guided weapons. **REC** is a unit in a reconnaissance role. **ADA** is Area Defence Anti-Aircraft Artillery and **PDA** is Point Defence Anti-Aircraft Artillery. **ASF** means **A**ir **S**uperiority **F**ighter, **CAS** is **C**lose **A**ir **S**upport, **ECM** is **E**lectronic **C**ounter **M**easures, **OTF** is **O**ff-**T**able Area **F**ire, **CBA** is **C**ounter **B**attery **A**rtillery. **Posture once assigned is permanent.**

## MODE

Furthermore, stands are given a **movement mode**. These are **STATIC**, **MOBILE**, **FAST** and **SNS**.

**INF-** can be in the **STATIC** or **MOBILE** mode. **INF+**, **INFn** and **ARMOUR** can be in the **STATIC**, **MOBILE** or **FAST** mode. **AIRCRAFT** can be in **MOBILE**. Helicopters can be in the **MOBILE** or **STATIC** mode. **ART-** can only be in **STATIC** whilst **ARTn** and **ART+** can be in **STATIC** or **SNS**.

**STATIC** means the stand does not move in its role and will be dug-in or use local terrain to provide cover. **MOBILE** is the stand's normal tactical movement role. **FAST** is where speed is emphasised at the expense of using local terrain as cover. **SNS** is a specialist artillery mode **Shoot and Scoot**, it offers some protection from counter-battery operations.

If allowed, a stand's **mode** may change between **MOBILE** and **FAST**. However, when a stand's **mode** changes to **STATIC** it is permanent. Only **Helicopters** can change to and from **STATIC** and **MOBILE**. Engagement results will override a stand's mode.

## ENGAGEMENT

Stands of a certain **General Class** and **Posture** can qualify to engage certain opposing stands as follows...

**INFn** and **INF+** can only engage **INFANTRY** in **STATIC**(1) in **Mobile**(2), in **FAST**(3) or in **REC**(4), **ARMOUR** in **STATIC**(4), or in **MOBILE**(8), or in **FAST**(8). **AIRCRAFT** in **CAS**(12).

**INF-** can only engage **INFANTRY** in **STATIC**(1), in **MOBILE**(2) or in **FAST**(2).

**LAS** can only engage **INFANTRY**(8). **ATM** can only engage **ARMOUR**(12). **REC** may not engage anything.

**ADA** can only engage **ASF**(36), **ECM**(36). **PDA** can only engage **AIRCRAFT**(12).

**ARMOUR** can engage **ARMOUR**(12).

**ART-** in **OTF** can only engage **INFANTRY** or **ARMOUR** in **STATIC**. **ARTn** and **ART+** can engage **INFANTRY** and **ARMOUR** in **STATIC**, **MOBILE** and **FAST**.

**ARTILLERY** in **CBA** posture can engage **OTF**, **CBA** or **LAS**.

**CAS** (which includes helicopters) can engage **INFANTRY**(4), **ARMOUR** (12), **LAS**(8) and **ATM**(12). **ASF** can only engage **AIRCRAFT**(36). **ECM** can only engage **ADA**(36), **PDA**(24), **ECM** and **CBA**.

The figure in the brackets is the engagement range in inches. If there isn't a figure in brackets it means engagement can occur at any range.

## TROOP GRADING

Troops from Africa, South America, Central America, Asia, the Warsaw Pact, Russia and Arabs are classed as **GRADE-**. Troops from Europe, North America, Israel and Australia are classed as **GRADE+**. Other troops are **GRADen**. Grading reflects an army's tactical doctrine, training, leadership, motivation and logistical supply.

## ARMY SIZE AND TROOP REPRESENTATION

A game consists of a mutually agreed number of **battle groups** each of 12 stands, one of which includes a stand nominated as its **BGHQ** (**B**attle **G**roup **H**ead**Q**uarters). The **BGHQ** stand must be clearly identified.

Except for **INFANTRY** mounting vehicles on stands is optional. A **INFANTRY** stand consists of a square base to which is fixed a number of appropriate foot figures, their vehicle model, if any, remains in contact with the stand. Stand size is relatively unimportant but should be large enough to accommodate at least 4 foot figures, one vehicle, helicopter or aircraft model. However, the recommended stand size is 1" square for 6mm and 10mm figures and 2"+ for larger figures. Aircraft and Helicopters are best supported on a stand at height.

The stands in a battle group may comprise any type of general troop class of **INFANTRY**, **ARMOUR**, **ARTILLERY** or **AIRCRAFT**. If a battle group is comprised of **INFANTRY** or **ARMOUR** stands with any **AIRCRAFT** or **ARTILLERY** stands then the **AIRCRAFT** or **ARTILLERY** stands may only select targets within 24" of their own **BGHQ**. A battle group that wholly comprised of **AIRCRAFT** or **ARTILLERY** stands can engage opposition on-table stands within 24" of any friendly **BGHQ**.

On-table stands **must** stay within 12" of their **BGHQ** and vice versa.

## PLAYING AREA.

The optimum playing area is 12" wide for every battle group used, the depth is at least half of the total width. Or fixed 6'x4', 8'x4' and 8'x5' gaming areas can be used which are often are the most common. The gaming area is called the table (whether or not you actually play on a table).

## TIME SCALE

The game is played in turns. Each turn is comprised of two rounds. Players take alternate rounds, during which the player whose round it is may make a number of actions for each stand of a battle group. Movement is taken alternately, engagement is not. One turn, on average is equal to about one hour in real life.

## DICE

The dice used are ordinary six sided dice marked 1 to 6 and commonly called **1D6**. A throw of two six-sided dice uses the expression **2D6**. Rolling dice is referred as 'throw', 'throwing', 'dice' or 'dicing'.



## RPS

The radical innovation in these rules is that the use of dice is relegated to peripheral areas. The main mechanic for resolving such things as engagement is done by players doing an **RPS** or **RPSing**. **RPS** mean **R**ock, **P**aper, **S**issors. Most people know how to play that!

## TERRAIN

The flexibility that is modern warfare is that it can occur in almost any terrain. Throw a die on the below table to establish the game's climatic zone.

Climatic Zone	Die Score	Examples
<b>Desert</b>	<b>1</b>	North Africa.
<b>Steppe</b>	<b>2</b>	Poland, West Russia.
<b>Tropical</b>	<b>3</b>	Burma, S. China, Indo-China.
<b>Temperate</b>	<b>4 - 5</b>	Europe, USA.
<b>Cold</b>	<b>6</b>	Japan, Manchuria, Finland, Russia.

If the armies of both players come from the same climatic zone then the battle occurs in that terrain. If the climatic zone of the armies is different, then players **RPS**, the winner has the luxury of choosing.

The playing surface is usually comprised of 12" or 16" terrain, carpet tiles, blocks or marked on squares. Dice for a major terrain feature in each square as below;

Die Score	Climatic Zone is:				
	Desert	Steppe	Tropical	Temperate	Cold
1	H	H	SFH	SFH	LFA
2	H	LFA	SFH	H	H
3	O	LFA	LFA	LFA	LFA
4	O	O	LFA	H	H
5	O	O	O	O	O
6	O	O	O	O	O
MBUA	6+	6+	5+	5+	5+
MINOR	1D6 -3	1D6 -4	1D6	1D6	1D6 -2

A major terrain piece can be no larger than the square it is in and no

smaller than 1/3 of the said square. Dice again for each square using the **MBUA** (Major Built Up Area) row of the above table, this is the score required on a die to establish the presence of a built up area. Dice again for each square of Open terrain using the **MINOR** row on the above table, using the specified dice, this is the number of minor terrain features in a square of Open Terrain.

**SFH**: Steep Forested Highland, impassable to **ARMOUR**, **INF<sub>n</sub>** and **INF<sub>+</sub>** and **bad going** to **INF<sub>-</sub>**. In the tropical climatic zone, the forested areas can be jungle in which case movement is only possible on roads unless jungle trained infantry. Roads in jungle **SFH** areas count as bad going even if surfaced highway, otherwise are good going.

**LFA**: Large Forested Area, impassable to **ARMOUR**, **bad going** to **INF<sub>n</sub>** and **INF<sub>+</sub>**. In the tropical climatic zone the forested area can be jungle which is impassable to all vehicles except by road and bad going to troops.

**H**: Highland, impassable to **ARMOUR** except by road, **bad going** to **INF<sub>n</sub>** and **INF<sub>+</sub>** except by road and good going to **INF<sub>-</sub>** stands.

**O**: Open terrain with no major features, good going to all troops.

## MINOR TERRAIN FEATURES - MTF.

For each square of **Open Terrain** throw on the **MINOR** row on the table on Page 9. The result is the number of minor terrain pieces (**MTF**) in that square. Dice again to establish the minor terrain type. 1 or 2 is a wood, 3 or 4 is a **BUA**. 5 or 6 is a **hill**. Minor terrain features can be no larger than 8" and cannot be placed any closer than 1" to another minor terrain feature.

## MBUA AND BUA

Built up areas as rolled for in the **MBUA** row as on the table on Page 9 can be placed over any terrain feature. **MBUAs** can be no larger than 8" square. **MBUA** and **BUA** have to be interconnected with at least another **MBUA** or **BUA** by road. **MBUA** and **BUA** are best represented on table by black cloth with model building placed loosely on top so these can be moved out of the way when troops enter the area. **MBUA** and **MBU** are counted as **bad going**.

## PLACEMENT OF TERRAIN

Both players RPS. If a draw, RPS again. The winning player places all of the terrain, the losing player chooses his starting table edge, also called the **base edge**. Opponents start opposite each other.

## TERRAIN RULES

Representation of terrain is left to the creativity of the gamers. However, terrain pieces must be easily identifiable and understood by both players. If a direct straight line from one on-table stand to another has intervening **H**, **LFA**, **SFH**, **MBUA**, **BUA** or **MTF**, line of sight is blocked and engagement can only occur when stands are in contact.

If both players agree, then a river can be present. It can run across the diagonal of the table or from the left to right half way across. The river will run around **SFH**, **H**, hills and rises. Where roads cross the river a bridge will result. The river can be represented by blue or brown cloth cut in strips 1" wide. Such a river (such as the Thames, Rhine or Seine) can only be crossed by bridge.

## SMOKE

A stand of **ARTILLERY** in **OTF** posture may create a smoke screen that is 2"x 2" it is positioned on an area using the same rules as if the area was a target stand. An **INFn** and **INF+** and **ARMOUR** stands can create a smoke screen that is 2"x 2". The screen is removed when the current turn ends. A smoke screen blocks line of sight. Unless in an attacker/defender game (where ammunition is assumed to be stock-piled) a battery only has enough smoke for two turns of fire.

## ILLUMINATION

A stand of **ARTILLERY** in **OTF** can illuminate a zone that is 2" in diameter. It is positioned on an area using the same rules as if the area was engaging a stand. An **INFn** and **INF+** stand can create an illuminated zone that is 1" in diameter. All stands within the zone can be engaged at daylight detection distance subject to weather. Unless in an attacker/defender game (where ammunition is assumed to be stock-piled) a battery only has enough illumination rounds for two turns of fire. Areas illuminated are represented by card or plastic cut-outs. Areas of smoke can be represented by stands with balls of cotton fluffed up.

## TIME OF DAY AND NIGHT FIGHTING

Using the right hand column, throw a die on the below table to establish the season in which the game is set.

The Season	The Hour	Climatic Zone		Die Score
		Dawn	Dusk	
Winter	Throw 2d6	7 - 9am	3 - 5pm	6
Autumn	Throw 2d6	6 - 8am	5 - 7pm	5
Spring	Throw 2d6	5 - 7am	7 - 9pm	3, 4
Summer	Throw 2d6	4 - 6am	9 - 11pm	1, 2

Then throw another die, if the result is 1, 2, 3 or 4 it is a.m. otherwise it is p.m.. Next, throw again using the 'The Hour' column above to get the actual hour of the game. Night is the period from dusk to dawn and day is the period from dawn to dusk. Dusk, dawn and night reduce the engagement range to half and movement by night is considered bad going to **INFANTRY** and **ARMOUR** except by road.

## ADVERSE WEATHER CONDITIONS - AWC

Cross reference the game's Season with Climatic Zone, throw a die to see if Adverse Weather Conditions affect the game.

Season	Temperate	Climatic Zone		
		Tropical	Dessert	Cold/ Steppe
Winter	4+	5+	5+	3+
Autumn	5+	5+	6+	4+
Spring	5+	5+	6+	5+
Summer	6+	4+	5+	6+

**AWC** reduces all engagement ranges by half and renders smoke ineffective. **AWC** can be conditions such as storm, gale, heavy rain, monsoon, snow, blizzard, cold, dust or sand storm, mirage, thirst, appropriate to the climatic zone. **AIRCRAFT** in **CAS** posture can not engage **INFANTRY** or **ARMOUR**.

## DEPLOYMENT

Both sides can deploy on-table troops anywhere within **8"** of their own table base edge unless **INFANTRY** or **ARMOUR** in **STATIC** which can

deploy up to 18" from the base edge. **AIRCRAFT** and **ARTILLERY** in the **OTF** posture are placed in an off-table zone that is behind the players' table base edge. This zone can be up to 4" deep, but represents a zone up to 30km deep in real life. Players **RPS**, the winner decides who deploys first. Deploy one Battle Group at a time, alternating sides, until all Battle Groups are deployed. A stand cannot be deployed any closer than 18" to any opposing on-table stand. Initially deploy with blank stands replacing them with actual stands when opposing **REC** stand comes within 16". As an optional rule you can have up to 30% extra blank stands which are fake. A stand's identity has to be clearly written on the underside.

## TACTICAL MOVES AND MARCHES

The distance that a stand can move during a turn depends on its type. Maximum moves distances in good and bad going are:

The stand is..	GOOD GOING	BAD GOING
INF-	Up to...4"/8"	2"/4"
INFn, INF+, ADA, PDA.	8"/24"	4"/8"
MBT-	6"/16"	3"/8"
MBTn, MBT+	8"/24"	4"/8"
Blank or Fake.	8"/24"	4"/8"

**INFANTRY** and **ARMOUR** stands in the **STATIC** posture once deployed cannot move during the remainder of the game unless to make **repulse** moves. Stands in the **FAST** mode must make at least half move. In the above table the figure before the stroke is the allowed **TACTICAL** move distance, the figure after the stroke is the **MARCH** move distance. A march move cannot bring a stand to within 24" of any opposing stand.

## THE TURN SEQUENCE

One turn consists of two rounds that each have five segments. At the start of each turn, both players **RPS** the winner can choose to play the first or second round. If the result in a draw, **RPS** again. The side who has the current round is called the '**owning player**', the other player is called the '**opposing player**'.

### In the first round of the turn, the owning player...

1. Moves any **ASF** or **ECM** stands from the off-table zone up to 36" of his own table edge. They can stay on-table for two turns before permanently leaving. Once positioned they do not move until they leave, are **Shaken** or **Broken**. On-table **ASF** stands may engage opposition on-table **AIRCRAFT** at up to 36". On-table **ECM** can then engage **ADA**(36), **PDA**(24), **ECM** and **CBA**. **ASF** and **ECM** stands are assumed to be operating at distance or altitude beyond that of the table.

2. Moves any **CAS** stands from the off-table zone to just in front of his own table edge. They stay in this position for one turn and in the following turn they can move to within the engagement distance of a selected opposing stand and complete the engagement. After the engagement **CAS-** and **CASn** leave the table unless **Shaken** or **Broken**. **CAS+** or Helicopters can remain on-table for a further two turns and engage one opposing stand per turn unless **Shaken** or **Broken**.

3. **ARTILLERY** stands in **CBA** posture can engage opposing **OTF** or **LAS** stands that have engaged in the opposing player's previous round.

4. **ADA** stands may engage any opposing **ASF** stands with 36" and **PDA** may engage any opposing **AIRCRAFT** stands within 12".

5. **ARTILLERY** in **OTF** may engage any opposing stands if allowed to do so by the engagement rules on Page 6. A marker is placed in front of the stand to signify engagement.

6. Selects an on-table Battle Group and moves each of its stands according to the movement rules and the player's wishes. Complete **MARCH** moves before conducting **TACTICAL** moves. When an owning player's stand come within Engagement distance of any opposing stands, the owning player may engage if he wishes and of a type allowed to do so.

When the owning player completes his round, **play then passes to the opposing play who then becomes the owning player** and

works through the sequence to complete the second round. When both players have completed their round, the turn has been completed and the process is repeated.

## ENGAGEMENT

When stands come within engagement distance and qualify to do so, the owning player has the option of conducting engagement. The owning player has to nominate his own stand and the opposing stand being engaged. A stand can only engage one opposing stand per turn.

There are two types of engagement, **mutual** engagement and **unilateral** engagement.

**Mutual Engagement** is where the two stands can engage each other as per the engagement rules. **Unilateral Engagement** is where only one can engage. An example of **mutual** is an **INFANTRY** stand engaging an opposing **CAS** stand, or **ASF** engaging an opposing **ASF** stand. An example of **unilateral engagement** would be **ARTILLERY** in **OTF** posture engaging an opposing **ARMOUR** stand or a **CBA** stand engaging an **OTF** stand.

## CONDUCTING ENGAGEMENT

After the two engaging stands are nominated, both players, adjudicate any disadvantage, then adjudicate **RPS** and consult the following results.

## DISADVANTAGE

Before engagement is adjudicated both players calculate disadvantage. Count two causes of disadvantage for each of the below that apply. Disadvantage is flexible, avoid it wherever possible.

If the **owning player's** stand has a lower **sub-class**.

If the **owning player's** stand has a lower Troop Grading.

If the **owning player's ARMOUR** stand has no friendly **INFANTRY** within 4" when engaging **ARMOUR**.

Count one cause of disadvantage for each of the below that apply.

If engaging a unit that is in **FAST**, **STATIC** or **Bad Going**.

If **AIRCRAFT** in **AWC** engaging **INFANTRY** or **ARMOUR**.

If opposing stand has a higher **sub-class** (page 3).

If **INF-** engaging **CAS**.

If **ATM** engaging **ARMOUR**.

If **ATM** engaging a stand in **FAST** or **Bad Going**.

If **LAS** engaging **INFANTRY**.

If **CBA** engaging **SNS**.

If engaging **ECM** or **AIRCRAFT** within 3" of **ECM**.

If in **MOBILE** or **FAST** and engaging when in **Bad Going**.

If any stand engaging whilst **PINNED** or **SHAKEN**.

If engaging an opposing **INFANTRY** unit in **MBUA** or **BUA**.

Results are dependent on whether the engagement is **mutual** or **unilateral**. Let's recap...

**Mutual:** Nominate the shooter and eligible target. Both players calculate any disadvantage, then both players **RPS**, the **OWNING PLAYER** then consults the below. Results are applied immediately.

**WIN:** The **OPPOSING PLAYER's** stand becomes **Shaken**.

**DRAW:** The side with the higher disadvantage becomes **Pinned** otherwise no effect on either.

**LOSE:** The **OWNING PLAYER's** stand becomes **Shaken**.

If the **Owning Player** wins **and** has two or more causes of **disadvantage** than the opposing player, the opposing player's stand becomes pinned instead of being shaken.

If the **Owning Player** wins **and** the opposing player has two or more causes of **disadvantage**, the opposing player's stand is **broken** instead of being **shaken**.

If the **Owning Player** loses **and** has two or more causes of disadvantage than the opposite player, the **owning player's** stand becomes **broken** instead of being **shaken**.

**Unilateral:** Nominate the shooter and target. Both players calculate and apply any disadvantage, then both players **RPS**, the **OWNING PLAYER** then consults the below and immediately applies the result.

**WIN:** The **opposing player's** stand becomes **Shaken**.



- DRAW:** The **opposing player's** stand is **Pinned** if it has the higher disadvantage, otherwise no effect. If the **owning player's** stand has three or more disadvantage, it becomes pinned.
- LOSE:** No effect on either stand.

If the **Owning Player** wins **and** has two or more disadvantage the opposing player's stand becomes **Pinned** instead of being **Shaken**.

## RESULTS of ENGAGEMENT

The four troops states and engagement results from good order to broken are: **steady**, **pinned**, **shaken** and **broken**. Troops not broken, shaken or pinned are counted as being in good order or steady.

Stands that are broken can be immediately removed from play. A **broken** result does not mean that all its personnel are killed or all of its equipment knocked out. It may mean the stand's combat effectiveness has been severely reduced by a number of physical and psychological factors.

A stand that becomes **shaken** must immediately move back two base depths to its rear facing in the same direction.

Similarly, a stand that becomes **pinned** must remain stationary and may not move closer to any opposing stand unless its state improves.

**ADA** or **PDA** receiving a **pinned** result are **broken** instead. **AIRCRAFT** receiving a **shaken** result must leave the table not to return.

## VICTORY CONDITIONS

When six of a Battle Group's stands are **pinned** or **shaken**, and/or **four** of the Battle Group's stands have been **broken** the Battle Group becomes **FRAGILE**.

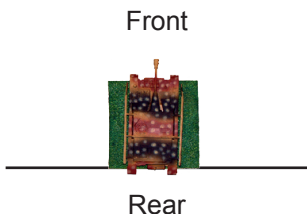
Any stand of a Fragile battlegroup may not initiate engagement or move any closer to any opposing stand. **When all of a side's Battlegroups become fragile the side has lost the game.**

## Recording of Shaken and pinned Stands.

As a suggestion use small red counter to denote a shaken stand and a yellow counter to denote a pinned stand.

## FRONT, FLANK, REAR AND SHOOTING ASPECTS

The diagram below shows the Front and Rear aspects of all stands.



**ARMOUR** and **CAS** can only engage opposing stands to their own Front arc. Engaging opposing **ARMOUR** stands to their Rear arc confers a combat advantage. All other types of stand can engage to their Front and Rear aspect.

## A NOTE ABOUT RPS

In a spirit of fair play, which is very important to us at ASG, RPS should not be ambiguous. Paper especially should be made with the hand flat out and fingers straight. Scissors should be fingers wide open. Rock should be a tight fist. Player's who push the rules or who want to win at all cost should be discouraged.

## FANTASY ARMIES

There is no objection for the use of fantasy armies, I have two myself, the Isle of Man army and their opponents of Ynys Mon. Your fantasy army must have a geographical location, it must also have, depending on its in/dependence from its 'mother' nation, unique insignia. As for equipment, there are no limitations here. Many small nations buy from a variety of sources – so can you.

## IN PLANNING

On the drawing board that will add a little for a greater degree of tactical flexibility we plan to introduce three additional sub-classes. These are...

**CFE** Combat Field Engineering, a sub-class of **INFANTRY**. **MNF** A MiNe Field. **OBS** A natural **OBS**truction.

## Tactical and gaming advice

Some final points. Choose an army that suits your style, one you can love even when it loses. Learn to use it well. Obviously, real life tactics will work the best under these rules. There still is plenty of scope for you to be inventive and innovative. Your army will need input and initiative from you, don't abdicate that responsibility. Having fun and enjoyment is the main thing, win or loose.

## IN CONCLUSION

Well, that is it. I hope you have enjoyed reading the rules and hopefully will enjoy playing them.

We value your comments, playing experience and feedback. If you would like to contact us please do so via the address below.

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