

Wounded results against the targeted Gray team (for a total of seven distinct results), four of the results must be placed against the targeted team (half of 7, rounded up). The four results placed against the targeted team must include the two Wounded results, as they are the most severe results achieved by the attack, and must include two of the five Pin Check results. This leaves the targeted team with two Wounded figures and four Pin Check markers.

The three additional Pin Check results may be placed against any or all of the other teams in the same squad that are in coherency range. As there are less results to be placed than the number of results inflicted against the targeted team, these three Pin Check results may be placed against a single additional team of the same squad or allocated to multiple teams of that squad at the owning player's discretion.

When distributing results, KIA results are allocated first, Wounded markers are distributed second, and Pin Check markers are placed last. Wounded markers placed in excess of the number of figures remaining in a team force the owning player to remove two Wounded markers and one figure from that team. This additional casualty removal does not place an additional Pin Check marker on that team.

4.2 Result Effects

- Pin Check markers are used as modifiers to Morale dice rolls (see 5.0: Morale).
- Each Wounded figure in a team reduces the team's printed movement allowance by 1", and reduces one weapons die by one die type when conducting a Fire or Assault action.
- Each KIA result forces the owning player to remove one figure from play.

Wounded and KIA Figures

As results are not specific to any specific figure of a team, Wounded and KIA markers may be allocated to any figure of the team chosen by the owning player. Note that this does *not* affect the team's use of non-team weapons, but it *does* affect the number of weapons that may be used by the remaining figures of that team (exception: see 14.0: Team Attributes—Sniper).

Example: a 2-man SAW team possessing a Wounded marker chooses to Fire as its first action during its squad's next activation. Both figures may fire their team weapon, but one figure will reduce its weapons die by one die type for this attack. If the team chooses to use one team weapon and the team's SAW weapon, one of those weapons dice must be reduced by one die type, with the owning player determining which weapon will be reduced.

Had the SAW team received a KIA result, the remaining figure of the team could choose to use either his team weapon or the SAW weapon to conduct a Fire-based action.

Marker Removal

If all figures of a team are removed due to combat results, all of its markers are also removed; do not re-distribute Pin Check markers to other teams of the same squad.

5.0 Morale

At the beginning of any squad activation in which at least one team of the squad has one or more Pin Check markers placed on it, the squad must take a morale test before any team of that squad may *choose* to conduct an action. When a squad tests morale, it rolls a single Experience die for the entire squad, but results are applied individually to each team of the squad.

Note that a morale test does not require the use of an action except by Covering teams of the same squad—they must use the morale test die result to resolve their Rally attempts.

Each team subtracts the number of Pin Check markers it has from the Experience die roll and applies the following results:

- If the modified Experience die total is 3 or higher, the team has passed the morale test and thereafter will operate normally.
- If the modified Experience die total is three or less, reduce the team's Motivation rating by one point for each die roll point less than four. This effect lasts until the end of the squad's current activation.



If a team's Motivation rating is reduced to zero or less when determining the number of actions available to it (as per the above paragraph), that team *Cowers* as a result of the morale test.

A *Cowering* team is restricted as follows:

- It reduces its Experience die by one die type for all game functions;
- If it is not in a minimum terrain type of cover *and* it is in LOS of one or more enemy teams, it must seek cover. The team must immediately use a single *Double Time* or *Crawl* action (owning player's choice) to move towards the closest terrain that offers a minimum of cover (as long as it is further away from any enemy team in LOS than the current position). If there is no terrain that meets these conditions (or the team currently occupies a minimum of cover terrain), the team immediately drops *Prone* and *Lingers* for the remainder of the squad's current activation.
- A *Cowering* team that is engaged by the enemy in a *Close Combat* action (see 6.0: Close Combat) reduces its team weapons die by one die type and may not use any printed Close Combat-related attributes it may possess (see the *Advanced Infantry Combat* rules for definitions and use of these items).

Regardless of the morale results for each team of the squad, remove all Pin Check markers from the squad after the morale test is resolved.

EXAMPLE: Gray squad (from the Fire Action example above) begins its next activation with 2 and 4 Pin Check markers, respectively, on its two Rifle Teams, and no Pin Check markers on its SAW Team. The owning player rolls a single d8 (Experience) die, which results in a '4.' The SAW team has no morale modifiers and passes the test. The first Rifle Team has a morale test result of $(4-2)=2$, which, being one point less than the minimum required result of 3, results in a morale test failure by one point. As Gray squad has a Motivation of 3, this Rifle Team may use $(3-1)=2$ actions during the squad's current activation.

*The second Rifle Team of Gray squad fails the morale test by three points. As the squad's Motivation is three, this results in the team *Cowering* as it now has zero actions available; the owning player places a *Cowering* marker on the team. Since all morale test results for each team of Gray squad have been determined at this point, the owning player removes all Pin Check markers from the teams of the squad and conducts the available actions of the component teams to complete the squad's activation for this game turn.*



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5.1 Rally

A team that is *Cowering* at the beginning of its squad's activation must attempt to *Rally* as its only available action during that activation. The team makes a morale test (whether individually or as part of a mandated squad morale test due to *Pin Check* markers being present with the squad) as described above, but it must subtract two points from the total for its *Cowering* status.

- A *Cowering* team that passes a morale test is no longer *Cowering* and may use a number of actions equal to its Motivation rating minus one during its squad's activation.
- If the morale test results indicate that the team must lower its Motivation rating for the turn but does not have this number reduced to zero or less, the team may operate during the current squad activation with this number of available actions *less one*. If this mandatory reduction results in zero actions being available, the team *Loiters* during the actions of the other teams in the squad. *Note that the 'less one' action is*

the action used by the team's Rally attempt.

- *Cowering* teams that receive a subsequent *Cowering* result are immediately removed from play and are considered *KIA* results for all game purposes.

*EXAMPLE: In the following game turn, Gray squad begins its activation with one Pin Check marker allocated to the *Cowering* Rifle Team. The owning player rolls the squad's Experience die, which will serve as the basis for the *Cowering* team's Rally die roll, and a normal morale test for the other two teams of the squad (these other two teams are required to test morale as there is at least one Pin Check marker placed with the squad), which comes up a 5.*

*The *Cowering* team subtracts three points from this number—one for the Pin Check marker, and two for *Cowering*—to determine its status, resulting in a 2. The *Cowering* team recovers from (and removes the marker denoting) *Cowering* status, but it still will have only a single action available to it during the squad's current activation: it loses one due to the morale die roll total being one less than 3 and a second action due to the provisions of Rallying.*

6.0 Close Combat (CC)

CC attacks result when one or more teams contact one or more enemy teams during an *Assault* action. Multiple friendly teams may engage the same enemy team during the same action. To resolve a Close Combat action, perform the following tasks in order:

- Each side totals the number of figures involved in the CC.
- Each side rolls the team's Experience die and one *team weapon* die for each figure involved in the CC action. Reduce the Experience die of any *Prone* or *Cowering* teams by one die type, cumulatively; reduce one friendly team weapon die by one die type for each *Wounded* marker possessed by a team.
- Subtract the enemy's Defense rating from each attack roll result, and determine the effects, if any, of each figure's attack. A defending (non-active) team adds any terrain Defense modifiers to which it is normally entitled, based on the terrain it occupies, to its Defense rating prior to subtracting this rating from an attacking dice total.

Note: different Attributes available to teams in the Advanced Infantry Combat rules present additional modifiers that may be used to modify CC attack dice totals; some Special Weapons may also be used in place of a figure's team weapon when using the Advanced Infantry Combat rules.

6.1 CC Results

Once players have determined all of their final dice totals, the results of each attack are implemented:

- For each dice total that is **less than or equal to** the enemy's modified Defense rating, no results are inflicted against the enemy.
- For each dice total that is **one or two points higher**

than the opponent's modified Defense rating, one *Wounded* marker is placed on the enemy team.

- For each dice total that is **three or more points higher** than the enemy's modified Defense rating, one *KIA* result is inflicted against the enemy team.

Wounded and *KIA* results are distributed in the same manner as Ranged Combat attacks (see 4.0: Ranged Combat— Distribution of Results).

6.2 Multiple Teams in CC

Each team always attacks and defends individually during any CC resolution. Should a friendly team be the target of CC actions by more than one enemy team during the same-numbered action, attacks against it are resolved sequentially in the order determined by player who initiated the CC action(s). All results from the first CC action are applied prior to resolving any subsequent CC actions.

6.3 Post-CC Actions

Teams that begin their action, *Overwatch* action, or squad activation, in base-to-base contact with one or more enemy teams may only choose *Move* or *Assault* actions after completing any mandatory morale test or *Rally* actions.

Teams that choose to use an *Assault* action may not move, and they must conduct their CC attacks against any team(s) with which they are currently in base-to-base contact.

Cowering teams are automatically eliminated from play if they are in base-to-base contact with one or more enemy teams after failing to *Rally* and have *at least one action available* for use in the team's current activation (including any action used in the *Rally* attempt).

Note that teams are never 'held' or 'locked into' CC with the enemy.

6.4 Firing into CC

Friendly teams conducting a Fire-based action against an enemy team or squad that has one or more friendly teams currently in base-to-base contact with it run the risk of injuring friendly troopers with these attacks. Measure and roll all Fire-related attacks against the enemy team normally, but all friendly teams in base-to-base contact with the targeted enemy unit are treated as being part of that enemy unit when distributing combat results.

Close Combat EXAMPLES

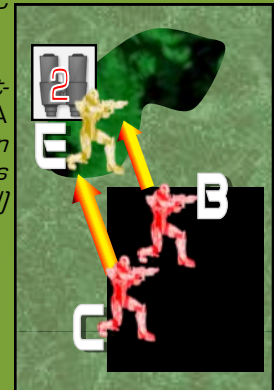
Gold Team A (having four unwounded team members, a d8 Experience die, and a d6 weapons die) Assaults Red Team F, which has a printed defense of 8 and is in Medium Cover. This gives Red Team F a total Defense rating of 9 when resolving this action. The Gold player rolls one d8 and four d6, which yields results of 7, 8, 11, and 12. The 7 and 8 results are both lower than Red Team F's modified defense rating and cause no damage. The result of 11 is two points higher than the Defense rating of 9 and causes a *Wounded* marker to be placed against Red Team F; the 12 result is three points higher and inflicts a *KIA* against the team.

After Red Team F's reciprocal attack against Gold Team A, each player's casualties are taken into account for all subsequent actions and game mechanics.

Multiple Teams in CC

Red Teams B and C simultaneously use *Assault* actions to engage Gold Team E in Close Combat. The Red Team player will resolve two CC attacks against the enemy and chooses to resolve Team B's CC action first.

After finishing Team B's CC attack, which resulted in one *KIA* and two *Wounded* troopers in Gold Team E, Team C makes its CC attack against (weakened) Gold Team E.



Players should set up and run through Scenario 1 to familiarize themselves with the Basic Infantry Combat rules prior to tackling the next rules section.

ADVANCED INFANTRY COMBAT



Note: when an apparent conflict exists between rules in the Advanced Infantry Combat and those in the Basic Infantry Game, the Advanced rules take precedence.

7.0 Additional Team Actions

Each of the following actions is available to a team during its squad's activation. Note that some actions are only viable options when vehicles are in play (*see Part Three: Vehicles*).

Advancing Fire

A team that uses an *Advancing Fire* action may move up to its printed movement allowance and simultaneously use a *Fire* action at any point of its movement against an enemy target. The team's Experience die is reduced by one die type when it *Fires* during this action.

An *Advancing Fire* action counts as the use of *two* of a team's actions during its squad's activation. Eligible enemy teams may perform two *Overwatch* actions against a team using *Advancing Fire* without an intervening friendly action, but both enemy *Overwatch* actions may only be taken at the conclusion of a team's *Advancing Fire* action.

Friendly teams conducting an *Advancing Fire* action may only act simultaneously with other teams of the same squad using the same action.

Advancing Fire is both a Move-based and Fire-based action for all game purposes.

Armored Assault

A team may share a *Move* action with a friendly armored vehicle (*see Part Three: Vehicle Combat*) if it begins its activation within 1" of that vehicle. While moving

(simultaneously) with that armored vehicle, the vehicle may not exceed the amount of movement used by the accompanying infantry team using *Armored Assault* during that action, and the infantry team may not exceed the amount of movement used by that vehicle. Up to four teams, or a total of 16 figures in any number of teams, may share an action with the same friendly vehicle while performing this action.

Teams using *Armored Assault* delay the use of their actions until the activation of their accompanying vehicle during the same game turn, and they perform all actions during (and simultaneously with) that vehicle's activation and actions. Also see *10.0: Leadership Actions—Close Fire Operations* for additional *Armored Assault* possibilities.

While an infantry team is using *Armored Assault*, its cover state is increased by one type (from none to Cover; from Cover to Medium Cover; from Medium Cover to Hard Cover). Should a vehicle be *Destroyed* while accompanying infantry teams using *Armored Assault*, roll a d6 for each infantry team and apply the following results:

- On a die roll of **one**, one figure is *Wounded* and one *Pin Check* marker is placed on the team.
- On a die roll of **two or three**, one *Pin Check* marker is placed on the team.

A roll of four or greater inflicts no result against a team.

Armored Assault is a Move-based action for all game purposes.

Assault Fire

The team uses an *Assault* action and may conduct a *Fire* action at the beginning of that action, prior to any movement by the team. The *Fire* action must be conducted against the same enemy team the acting team will engage in CC. Reduce the team's Experience die by one die type for both the *Fire* action and CC resolution.

An *Assault Fire* action counts as the use of *two* of a team's actions during its squad's activation. Eligible enemy teams may perform two *Overwatch* actions against a team using *Assault Fire* without an intervening friendly action, but both enemy *Overwatch* actions may only be taken at the conclusion of a team's *Assault Fire* action.

Teams with the *CCW* Attribute (*see 14.0: Team Attributes—Close Combat Weapons*) may *not* make use of that



Federal infantry advance past a brewed-up Nova Respublik Hedgehog APC (Khurasan).