**General Shooting Rules**

All models fire independently.

“Threat Priority”: Fire at the closest enemy or the largest visible enemy.

This allows models with specified weaponry to target necessary objectives.

Sight: Models (tentatively) have a 20” range of sight, further sight requires special weapon systems

“Casualty Rolling” / Damage: Strength of weapon minus target’s defense equals probability to injure on dice (Str-Def = Dam)

Defense Note: Strongest armor class would be a 6 (i.e. 12-6 = 6 to Damage)

6 Fail,1 Pass system: For a D6 system, due to individual design, not super imposed over rules system.

Low Roll system: 1 is better than a 6

Squad fire by “Threat Priority”, meaning that all members fire at the closest squad of infantry, or the next closest squad of a larger size (size, not number)

(e.g. Heavy Weapons could fire at the vehicle supporting the targeted squad from its rear)

Split Fire: Squad members fire individually, but are subject to standard “Threat Priority”. This requires the opponent to have supporting vehicles in range or multiple squads equidistant to the firing squad for “Split Fire” to be relevant.

Enemy squads within 10” are “equidistant”.

\*\*\*Roll to hit system.

Option 1: Use the Firing statistic to determine what the model needs in order to hit the enemy with a ranged weapon.