CALLSIGN: WARRIOR©

A Modern Warfare Skirmish Wargame.

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Objective

CALLSIGN has been created to provide a simple, fast play, relatively inexpensive game for people to fight close quarters battles in the modern world utilising forces of around twenty to forty miniatures, and one to four vehicles, with games being able to be played in about 30-60 minutes.

Although many hours have been spent researching modern warfare, the game has not been designed with the intention to be a simulation - there are many game designers that are much more skilled than we who have already covered this area. Instead, we chose gameplay over realism with the objective to provide players a framework to play a game using modern soldiers in fast paced games that have the feel of close quarters battles in a modern warfare setting.

What You Need To Play.

To play CALLSIGN players will need the following materiel:
- A set of six sided dice (aka D6) - ten to twenty is ample. These are used to resolve orders, actions, and tests within the game.
- Order tokens and a dice bag or opaque container. Each player will need a set of order tokens. These tokens need to be of the same shape and size, but distinguishable from their opponent. Some ideas are Bolt Action order dice in different colours (one colour for each force), poker chips, and glass beads. The dice bag or container is used throughout the game as the vessel for which players will randomly draw order tokens.
- Markers or tokens to represent the status of models throughout a battle. Eg. Shock, Run, Overwatch, etc….
- A measuring device (Tape Measure), this must be marked in inches (").
- A gaming surface (3x3', 4x3', 4x4', and 6x4') and lots of suitable terrain for your toy soldiers to hide behind and make the game more interesting.
- Up to five 40mm diameter objective markers. Each mission will outline how many objective markers will be needed.

Conventions of War.

- Players can measure any distance at any time throughout the game. When measuring from one model to another, players must measure from the closest point on a models base or hull (if a vehicle) to the other.
- If a model can't be placed on a piece of terrain without falling off (ie top of a wall, corner of a roof, steep hill etc….) it is counted as impassable terrain. Therefore, the model cannot occupy this space.
- All units in CALLSIGN will be referenced as TEAMS. In some cases we will reference to individual models, especially in the case of some abilities. When this is the case we reference them as a MODEL.

- Models do not have a facing and they have a 360 degree field of fire, unless specified otherwise.
- Teams cannot begin, move, or end an activation within three inches (3") of an enemy model; unless they have assaulted and engaged in close quarters combat. Therefore, models and teams can never come within 3" of an enemy team or model unless it has engaged them in close quarters combat. This is called a model's Zone of Control.
- When a Model or Team has to roll dice for anything the result of a natural six (6) always succeeds, and a natural one (1) is always considered a failure.
- Games are fought over five turns, or until one force is Shattered (reduced to 25% or less order tokens than its starting number), or if the mission objectives / victory conditions have been met.

TEAMS AND RATINGS

CALLSIGN is based around the use of many different types of military and paramilitary units, and groups of soldiers. For the purposes of the game these individual units and groups will be referred to as TEAMS e.g. Command team, Fire team, GPMG team, Sniper team, etc....

All teams have been allocated a rating which is an indication of how effective and efficient they are in battle (See table below). Teams are rated as either Irregular, Inexperienced, Regular, or Elite. The rating of teams will dictate its training, morale, and coherency.

Within each rating is the team's Training which we represent with Skill. This is used for shooting, close combat, and other tests for performing specific actions such as spotting.

Courage is used to represent the bravery and resolve of Teams to continue fighting throughout the game.

Cohesion is used to designate how many inches each model in a Team can be from each other. Teams must remain in coherency at all times. When removing casualties you cannot choose a Model which would cause the Team to be out of coherency.

TEAM RATING CHART			
TYPE	**SKILL**	**COURAGE**	**COHESION**
Irregular	5+	5+	1"
Inexperienced	5+	4+	2"
Regular	4+	4+	2"
Special Forces / Elite	3+	3+	4"

Example: Section Profile

PROFESSIONAL INFANTRY SECTION			
FIRETEAM 1			
Type	**Skill**	**Courage**	**Cohesion**
NCO	4+	4+	2"
3 Soldiers	4+	4+	2"
FIRETEAM 2			
Type	**Skill**	**Courage**	**Cohesion**
4 Soldiers	4+	4+	2"
Weapons & Equipment	Assault Rifle, Optics, and Body Armour.		
Special Rules	Fireteam.		
Keywords	Regular, Infantry.		

Section and Fireteams.

The backbone of professional military forces is the Section. These formations are made up of two to four fireteams. Sections, and their fireteams, are designed to be flexible fighting units which can work independently or together utilising specialised small unit tactics.

Fireteams function independently on the battlefield and generate their own order token. In addition, they are also considered part of a single Section. This will allow additional bonuses and special rules to take effect that refer to friendly Fireteams within a Section.

Fireteams from the same Section must remain within 12" coherency of each other during a battle. While the Fireteams are in coherency they also gain +1 Courage. Should a Fireteam ever find itself outside of the 12" from another Fireteam of its Section it gains loses the +1 Courage bonus, and cannot engage in Fireteam Tactics.

If only one Fireteam from a Section remains on the table it will be at -1 Courage for the remainder of the battle and no longer counts as a Section. *E.g. A Regular UK Infantry Section is in coherency, they become Courage 3+. If one of the Fireteams is destroyed or fails a Break test the remaining Fireteam would suffer a -1 to its Courage, changing to 5+ as it is no longer a Section in coherency.*

When a Fireteam is destroyed by enemy shooting or in close combat the other Fireteam(s) from the Section, if within 12", will also suffer D3 Shock - This is an extension of the standard rule for destroyed friendly Teams within 6".

Fireteams that have taken 50% or more casualties become Broken. At the end of the turn in which the Fireteam became Broken, the Team must make a Courage test. If the test is passed the Team holds its nerve under fire and can continue to fight in the following turn. Should the Fireteam fail the test it must withdraw from the battlefield and is removed as a casualty.

HOW TO PLAY

Turns & Game Length.

Games of CALLSIGN last for five turns and is divided into two phases - the Orders and Rally Phase.

A turn is completed once both phases have been completed - This is when all Teams from all forces involved have been given an order, resolved that order, and there are no more order tokens remaining in the FOG bag. Then all remaining Teams must make any necessary Break and Rally tests, as well as checking to see whether any Victory Points have been scored.

Once the turn is complete gather all the relevant order tokens from the table ready to begin the next turn.

At the end of the fifth turn the game ends. Players then check for victory conditions, and add up any relevant victory points and compare the results.

A game can also immediately conclude at the end of any turn in which a force is reduced to 25% or less order tokens than its starting number, rounding down. When this has occurred the force is Shattered. Specific mission victory conditions can also make a game finish before the fifth turn, or before a force is Shattered.

ORDERS PHASE

Generating Order Tokens

All Teams in CALLSIGN generate a single order token at the beginning of every turn, unless specified otherwise. Teams that have been destroyed do not generate order tokens in any turns following their removal from the game.

As soon as a Team is destroyed and removed from the game the controlling player must remove that Team's order token from the FOG if it hasn't been activated this turn.

Orders and Activation

To start a turn a player must draw an order token from the FOG bag and hand it over to the respective player. This player may then choose one of their Teams and give it an order, clearly declaring which order is being given and to what Team, as well as their intention. The player then places the order token next to the activated Team and can begin to resolve the order.

Once the order has been resolved a player must then draw another order token from the FOG and hand it to the appropriate player and so on. When all Teams from both forces have been given and resolved their orders the Turn is then over.

Players must then check the victory conditions of the Mission to see whether the game has concluded, and whether the Mission's objectives have been met. If not, both players must then gather their remaining order tokens and place them in the FOG ready for the next turn.

ORDERS	DESCRIPTION
Advance (Infantry & Vehicles)	The team can move and shoot its weapons, or shoot then move. Depending on the weapons being used, the unit's shots may be less accurate than if it had chosen to remain stationary and fire, and in some cases, the unit may not be able to fire at all.
Run (Infantry & Vehicles)	The team doubles its movement, but cannot make any shooting attacks.
Charge (Infantry Only)	Teams given this order may move up to double their movement and engage an enemy unit in close quarters combat. If the target team of an assault is out of line of sight when the assault is declared, both attacker and defender resolve their attacks simultaneously.
Fire (Infantry & Vehicles)	The models in the team do not move, instead they open up with their weapons at their chosen target(s) with full effect. Some large and bulky weapons can only be fired by units receiving this order.

Overwatch (Infantry & Vehicles)	The unit does not move or fire. Instead, the soldiers take up firing positions and wait for a target to present itself. When an enemy Team Advances, Runs, or Charges a Team on Overwatch it may interrupt the movement of the enemy Team at any point, and shoot at the target as though they had been given the Fire order. Targeted units check for cover from the point their order is interrupted. Be sure to replace the Overwatch order token with a Fire order token as soon as Overwatch is activated.
Take Cover (Infantry Only)	**Order:** If a Team does not want to undertake any actions this turn, they can be given the Take Cover order. The Team cannot do anything this turn. All shooting attacks which target a team which has been given the Take Cover order and is benefitting from light or heavy cover, suffers a penalty of -2 'To Hit'. **Reaction:** If a friendly team in your force is chosen as the target for a shooting attack by an enemy team, hasn't been given an order previously this turn, is in cover (light or heavy), and before any shots have been fired, it may be given a Take Cover order.
Dash to Cover (Infantry Only)	**Reaction:** If a friendly team in your force that hasn't been given an order previously this turn, is not in light or heavy cover, and is chosen as the target for a shooting attack by an enemy team it may be given the Dash to Cover order. The reacting team can then make a Dash to Cover move by rolling 1D6 and adding its Coherency (+1 Irregular/Inexperienced, +2 Regular, +3 Elite). This move must be toward cover. If the reacting Team makes it into or behind cover the attacking team will suffer a penalty of -1 'To Hit' for its shooting attacks. Should the reacting Team fails to make it to cover, the attacking unit suffers no penalty to its 'To Hit' rolls as the target is caught in the open. Once the Reacting Team has finished its move place a Take Cover marker next to it. The attacking Team resolves its shooting attacks even if the resulting Dash to Cover takes the reacting target team out of LOS. The attacking team must now check the range to the target, and work out how many shots it will get, and also add in any relevant modifiers for cover etc…. Subsequent enemy Teams that wish to target the Team which has Dashed to Cover, and whilst the target is in cover, the attacker will suffer a penalty of -2 'To Hit' - As the target has Taken Cover.

SHOCK

When under fire, teams become less reliable and sometimes orders will be ignored, or become too risky to follow. We represent this with the use of Shock. To represent the level of Shock we use tokens or dice which are placed next to affected teams.

Each time a team is fired at and suffers at least one hit, place a Shock marker next to it - this can be a dice, or a specific token. Teams which are fired at by multiple enemy teams can potentially suffer additional Shock, decreasing its chances of being able to complete their orders effectively.

Due to their devastating capabilities, heavy and high explosive (EX) weapons have the ability to possibly inflict more than one Shock marker on a target team from a single shot.

Teams can never have more than three (3) Shock at any point during the game. Any additional Shock which would be accrued is ignored.

Spending Shock

If a team has any Shock markers when given an order by its controlling player, the opposing player can spend the Shock to inhibit the effectiveness of the activating Team. A player can spend any number of Shock on an enemy Team.

For each Shock spent the opposing player can choose one effect from the table below.

SHOCK EFFECTS	
Pinned Down.	For every point of Shock spent on the enemy Team, which has been given an Advance, Charge, or Run order, must reduce its movement by 2". *E.g. An enemy Team with 3 Shock is given an Advance order. The opponent decides to spend two points of Shock reducing the Advancing team's move by 4".*
Suppressed.	For every Shock point spent on the enemy Team it suffers a -1 on its "to Hit" rolls. These effects can be used on Teams undertaking Defensive Fire when charged.
Demoralised	If an enemy Team has been given an order, the opposing player can spend three Shock and force the enemy Team must make an immediate unmodified Courage test. If the test is failed the Team is given the Take Cover order. Or, the affected Team can choose to Fall Back, moving D6+6" away from the closest enemy Team. Should the Team making the Courage test be Broken, and fail the test, it is instead removed from the game. If the test is passed, the Team can be given the original order and resolve it as normal.

MOVEMENT

Movement Table		
Unit Type	**Advance**	**Run**
Infantry	6"	12"
Wheeled	12"	24"
Half-Tracked	9"	18"
Fully-Tracked	9"	18"

Vehicle Manoeuvre Table		
Unit Type	**Advance Pivot 90^0**	**Run Pivot 90^0**
Wheeled	2	1
Half-Tracked	2	1
Fully-Tracked	1	0

Effects of Terrain.

Rough Ground.

Area terrain (forests, rocky outcrops), muddy ground, soft snow, steep hills, rocky ground.

Moving through rough ground is not easy to traverse for Teams. Therefore, for every one inch (1") of movement through rough ground it costs 2". *E.g If a Team of infantry is attempting to 'run' through 4" of forest, it will cost the unit 8" to pass from one side to the other.*

Wheeled vehicles cannot cross rough ground - it is impassable. Half Tracked vehicles suffer the same penalties as infantry. Fully Tracked vehicles care not for rough ground and, therefore, suffer no penalties to their movement.

Obstacles.

Hedges, low walls (1"-1.5" in height), fences, construction site barricades, & concrete barriers.

Some obstacles will be a massive hindrance to vehicles, but not to infantry, and vice versa. Infantry Teams must spend two inches (2") of their movement to cross an obstacle.

Vehicles can freely cross obstacles that have been defined as Light Cover with no penalty. E.g. Wooden fences. Wheeled vehicles cannot cross any obstacle which has been classified as Hard Cover. Half-Tracked and Fully-Tracked vehicles cannot Run across obstacles that have been defined as Hard Cover.

Buildings.

Infantry Teams may enter buildings via doors, windows, and any other viable points of entry.

On the turn a Team enters a building it counts as rough ground, halving any remaining movement, this is to represent the Team spending some time clearing the entry point and any nearby rooms and hallways. In subsequent turns the building counts as open terrain and Teams suffer no more movement penalties.

Vehicles cannot enter buildings, and treat them as impassable terrain.

Teams wishing to shoot from a building must be within 2" of an opening; such as a window, door, a hole in a wall, and have a shooting arc of 90 degrees when shooting from a window. Only two models can shoot from an opening at any time.

Models inside buildings can only be targeted by shooting if they are within 2" of an opening. Any Team inside a building counts as being in heavy cover (+2 Defence).

Climbing

Models in Teams are able to climb vertical surfaces such as walls, the sides of buildings if the terrain or obstacles they are attempting to climb is no more than 3" tall. Climbing vertical surfaces counts as crossing difficult terrain - every inch of movement counts as 2". The exception to this is if a Team has Climbing Equipment, which can be purchased with requisition points (RPs).

SHOOTING

Choosing a Target

If a Team is wishing to undertake shooting attacks against an enemy Team it must first make sure the enemy is a viable target. To do this, the attacking Team must make sure the target is in Line of Sight (can it be seen), in range of the Team's weapons, and there is no friendly Teams, or models, in the way.

Teams cannot split their fire between multiple enemy target Teams, unless specified otherwise.

Line of Sight (LOS) is used in the game as a representation of something seeing something else on the table. LoS is most often used to see if two models can see each other. LOS is needed for most ranged attacks. In CALLSIGN we use imaginary straight lines between two points on the edges of two model's bases, called firing lines. Firing lines are drawn from a top-down perspective. To determine LoS, draw a series of sight lines between the attacker and target. These lines between models are never drawn in such a way that they cross either models' base.

If both of the sight lines between two Models are unblocked, or do not cross intervening terrain, the Models have line of sight to each other. If a single sight line is blocked, or crosses intervening terrain, to the target model then it will benefit from cover. If all the sight lines are blocked, the attacking model may not have LoS to its target. The players will need to get down to the model's eye view and to make sure the target is not completely out of sight. Should the target still be in view with both sight lines blocked, or crossing intervening terrain, the target will gain the benefit of cover.

When attempting to shoot past friendly models, LOS is blocked If both sight lines cross the base of a friendly model between the attacker and target model. Models can fire through, or from behind, friendly models without line of sight being blocked if they are in base to base contact.

If the Models are on different levels of the same terrain piece, sight lines cannot be drawn through the terrain piece's ceiling or floors.

Once LOS has been established the attacking player must now measure from

A shoots C. One of A's firing lines crosses an obstacle before hitting the C. C will have cover.

H is targeting K. Neither firing line crosses terrain before hitting K. Therefore, K is in the open.

Both of E's firing lines cross terrain. F will benefit from cover. E will also need to check to see whether F is visible behind the boxes.

the closest part of their base to the target's base to see if it is in range to shoot, for vehicles measure to the closest part of its body (or Hull). Ensure to measure from each model in the Team that wishes to shoot. This will also help to discover any possible modifiers when the time comes to roll to hit. If a Model is not in range to its target, it cannot shoot.
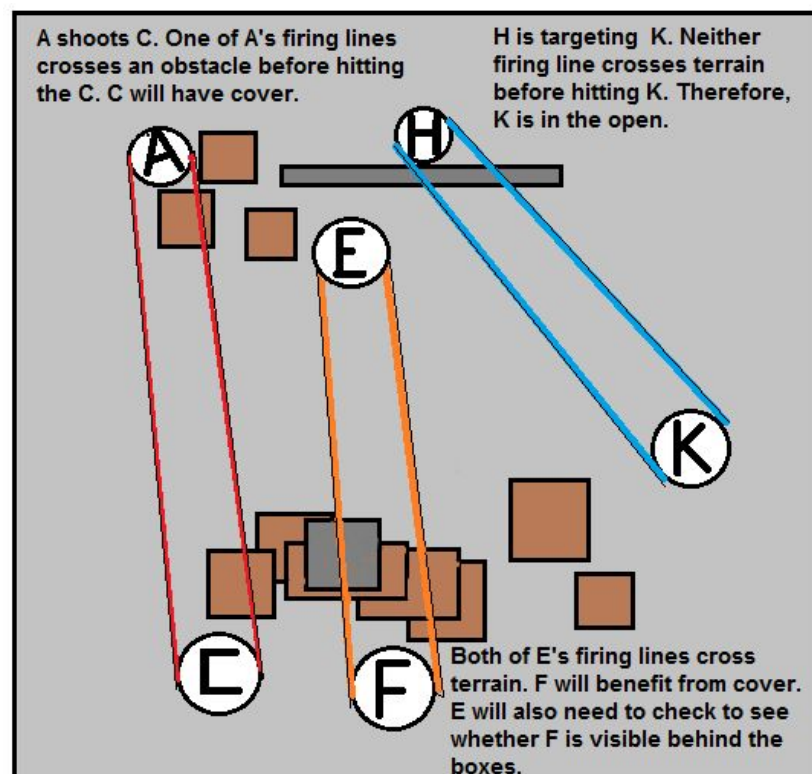
Taking the Shot - Rolling to Hit and Wound

Now that the target has been found to be viable, it is now time to start shooting. Players must be sure to remember that all shooting attacks from a Team are considered to be fired simultaneously.

Choose a weapon from the attacking team and gather as many dice relative to the weapon's Rate of Fire (ROF) - e.g. If the weapon has ROF 4 the attacking player will gather four dice.

Roll the dice and see which shots have hit their target. If the result of the dice is equal to or more than the Training stat of the attacking model, including any modifiers, the shot has successfully hit. Any other result is a miss. Sometimes, when checking for LOS, players may find that some Models in the target Team may be in different levels of cover for the attackers. If this is the case, roll the attacks for these models separately.

Now it's time to wound the enemy. Roll the dice which scored hits on the enemy Team, any results which equal or exceed the target Team's Defence have successfully wounded, any other result has failed to inflict damage.

Any model which is successfully wounded is removed as a casualty. The enemy player always chooses which models are removed as casualties.

When resolved, choose another weapon from the attacking Team, if any, and resolve these shots as noted in the steps above.

When all the necessary casualties have been removed from the battlefield the targeted enemy Team must place Shock markers next to the unit - usually this will only be one Shock marker, but as noted earlier, some weapons can generate additional Shock.

Exceptional Damage

When rolling to wound the target if you roll a natural six (6), roll the dice again. If you score another six (6) the attacker may choose which enemy Model is removed as a casualty.

HIT MODIFIERS	
Close Range (**under half range of the Weapon**).	**+1**
Firing Team has been given an Advance order.	**-1**
Suppressed (**Per Shock Point Spent**).	**-1**
Combat Reflexes.	**-1**
Attacker was on Overwatch.	**-1**
Target has Dashed to Cover.	**-1**
Target has Taken Cover.	**-2**

TEAM DEFENCE RATINGS	
Troops and Soft-Skinned Targets	**Results Needed**
All Infantry	**3**+
All Soft Skinned Vehicles	**6**+

DEFENCE MODIFIERS	
Body Armour (cumulative with cover)	**+1**
Light Cover (**Wood fences, Forests, Hedges**)	**+1**
Hard Cover (not cumulative with light cover) - (**Stone and Brick walls, Buildings, Rocky Outcrops, Shipping Containers**)	**+2**

Vehicles & Cover

When trying to work out whether a vehicle benefits from cover, or not, the attacking player must be able to draw line of sight (LOS) to at least three corners of the target vehicle's body (or hull).

If the attacker can only see two corners of the target vehicle's hull, the vehicle will benefit from cover.

If a vehicle is benefiting from cover it will gain a number of bonus dice to its defensive countermeasures pool when it has been hit by an enemy shooting attack. The bonus is based on the level of cover the vehicle occupies, +1 dice for Light Cover or +2 dice for Heavy Cover.

Destroyed Teams and Shock

Should a friendly Team be destroyed during a turn, all other friendly Teams within 6" immediately suffer D3 Shock.

WEAPONS CHART				
Small Arms				
Type	**Range (")**	**ROF**	**Pen**	**Special**
Pistol	8"	1	-	Assault, CQW
Shotgun	12"	1	-	Assault
Automatic Shotgun	12"	2	-	Assault, CQW
Submachine Gun (SMG)	12"	2	-	Assault, CQW
Rifle	24"	1	-	-
Assault Rifle (AR)	18"	2	-	Assault
Battle Rifle (BR)	24"	1	-	Assault
DMR	30"	1	-	
Sniper Rifle	48"	1		Sniper, Static, Team, Shock 2.
SAW	24"	4	-	Suppression.
Light Machine Gun (LMG)	24"	4	-	
GPMG (7.62mm)	36"	6	-	Team, Beaten Zone, Shock D2.
Medium Machine Gun (MMG)	36"	6	-	Team, Shock D2.

WEAPONS CHART					
Heavy and Explosive (EXP) Weapons					
Type	**Range**	**ROF**	**Pen**	**A/T**	**Special**
Heavy Machine Gun (HMG)	48"	3	1	-	Team, Static, Shock D3.
UBGL	24"	1	1	2	EX1, Shock 2, Static.
LGI (Individual Grenade Launcher)	24"	1	1	2	EX1, Indirect Fire, Shock 2, Static.
Light Mortar	12-24"	1	1	2	EX1, Static, Indirect Fire, Shock 2.
Medium Mortar	12-48"	1	2	2	EX2, Indirect Fire, Static, Team, Shock 3.
MGL	24"	1	1	2	Static, EX1 , Shock 2.
RPG	18"	1	1	5	Static, EX1, Shock D3.
LAW	24"	1	1	6	Static, EX1, Shock 2.
PF-89	24"	1	1	5	Static, Team, EX1, Shock D3.
Recoilless Rifle (RCL)	36"	1	1	5	Team, Static, EX1, Shock 2.
ATGM/TOW	48"	1	2	6	Team, Static, EX2, Shock D3.
AT-4 HEAT	24"	1	1	6	EX1, Shock 2, Static, One Use Only.
Anti-Material Rifle	72"	1	2	3	Team, Static, Shock 2.
Automatic Cannon	48"	2	1	3	EX1, Shock 2.

Weapon Special Rules

Assault.

Units using these weapons suffer no penalty for moving and shooting (or shooting then moving) as part of an Advance order.

Beaten Zone.

If given the FIRE order, the team may mark (with a small token) a spot on the battlefield within the weapons maximum range (36") and in line of sight.

All units (friend or foe) that move, or end their activation within 3" of the marker has entered the beaten zone, and will be fired upon - models do not have to be in LOS to be affected by Beaten Zone.

The GPMG team rolls a number of dice equal to its ROF to hit each enemy or friendly team that has entered the zone. Apply all necessary modifiers as the team is not focused on accuracy.

After hits have been completed roll to wound as normal applying all relevant modifiers for cover and body armour.

Close Quarters Weapon (CQW).

These weapons also provide +1 dice for each model attacking in Close Combat after a Charge.

Explosive (EX)

A weapon with this rule fires high explosive ammunition. To represent this, if the weapon hits its target place a template with a diameter equal to the EX number. E.g. EX2 would use a template with a diameter of 2".

Indirect Fire.

Weapons such as light mortars fire high explosives in high arcs indirectly over the battlefield. Therefore, they do not need line of sight to their target when making a shooting attack.

Indirect fire weapons can not target enemy teams if they are within 12" of the attacking team.

Shock.

This indicated the number of Shock points inflicted on the target Team after a successful hit.

Sniper.

Sniper teams that are given a Fire order use the Sniper Rifle weapon profile. Only the model armed with the sniper rifle may fire, the other team member becomes the spotter.

If given an Advance order they revert to the rifle weapon profile, unless they are armed with additional weapons, in which case they may choose to fire with a different weapon. Both team members may use their weapons if they choose to make any shooting attacks.

When targeting an enemy team Snipers can direct their shot against a specific model within the target team. In addition they ignore all modifiers 'to Hit', except for Shock, Stealthy, and Hidden. When rolling to damage Snipers ignore cover and body armour.

If the Sniper inflicts a casualty on the target unit it inflicts 2 Shock rather than the usual one.

Static.

Any team that wishes to use a fixed weapon must be given a Fire order.

Fixed weapons cannot move and fire, unless mounted on a vehicle. The other members of the team cannot make any shooting attacks with their weapons if a fixed weapon is given a Fire order.

Suppression.

When a Fireteam with a SAW is given a Fire order it can choose to go into 'Suppression' mode.

Instead of shooting normally, the SAW can choose to inflict D3 Shock on the target enemy unit. This is not in addition to the normal Shock inflicted from the rest of the unit shooting. There is no need to roll 'to hit' with the SAW, as the weapon lays down a withering hail of fire at the enemy position.

Team.

A team weapon needs at least two crew to operate at peak efficiency - usually a gunner (operator) and assistant, loader, or spotter. If the Team is reduced to one crew they will incur a -1 penalty to any 'to Hit' rolls.

When a Team is using its primary weapon (ie. GPMG, Sniper Rifle, etc…) the assistant cannot use its weapon.

If the Gunner (operator) of a Team weapon is removed as a casualty - usually because of Sniper fire - the remaining crew are removed from the battlefield.

MODERN EQUIPMENT

Assault Grenades.

Any Team equipped with assault grenades inflicts an additional casualty in close quarters for every unmodified roll of 6+.

Body Armour.

Most modern professional soldiers wear some kind of ballistics armour to protect vital areas. Models equipped with Body Armour gain +1 Defence against shooting and close combat attacks.

Climbing Equipment.

Teams with climbing equipment can climb vertical surfaces up to their movement without penalty rather than the normal 3".

Optics.

Most modern military assault rifles are fitted with optics to assist in long range firefights. A model equipped with Optics on their Assault Rifle may use the Rifle profile instead if given a Fire order.

Radio.

A Command Team with Radio (Signals Operator) has access to the Mortar Strike, High Command, and Advanced Comms Command Ability. If the Radio operator is killed this ability is lost.

Smoke.

A Team equipped with smoke grenades can choose deploy Smoke once throughout a game.

To deploy Smoke a Team must be given the Fire or Advance order. The team can then choose any team within 8" to Smoke - this can be themselves. The Team which is deploying smoke cannot undertake a shooting action this turn - ie. it cannot shoot and deploy smoke.

If the order is successful, for the remainder of the turn, any enemy Team targeting a Smoked Team suffers a penalty of -2 'to hit'.

CLOSE COMBAT

Launching an Assault

To launch an assault on an enemy Team and engage them in close combat a Team must be given the Charge order and choose an enemy Team within range as the target.

The Team being Charged (also known as the defender) may perform defensive fire if it has not been given an order, other than Overwatch, previously this turn. The defender is given the Fire order (remove an order token from the FOG and place it next to the reacting Team if it doesn't already have one) and may begin shooting its attackers as per the normal rules for shooting - applying all necessary modifiers. Remove any casualties, and apply any Shock where appropriate.

Shock inflicted by defensive fire cannot be spent to reduce the charging Team's movement.

Once this is done, move the closest charging model up to 12" (including any negative modifiers for rough ground, obstacles, and spent Shock) into base to base contact with the closest model from the defending Team. After this, move the remaining charging models into base to base contact, or as close as possible, with any remaining models from the defending Team.

Fighting Hand to Hand

After all models in the charging Team have moved, it must now adds up its attacks and roll to damage the defender. If the charging Team has targeted an enemy Team which is out of line of sight, had to move through rough terrain, cross an obstacle; or if the defending unit is behind an obstacle, in rough terrain, or in a building - then both Teams involved in the close combat will roll their attacks to damage simultaneously. There is no roll needed to hit - just roll to damage…. Close Combat is BRUTAL in CALLSIGN!

- Each model gets one attack. If armed with Close Quarters Weapon (CQW) a model gets two attacks.
- Wounding a model is the same as shooting, ignoring modifiers for cover. Therefore, a base roll of 3+ is needed, unless the target also has body armour, which will add a +1 modifier bringing the result needed to a 4+.
- Each success will result in a casualty. When the attacker has finished, the defender then does the same - following the above steps.

After everyone has made their attacks, compare the amount of casualties inflicted. The player that caused the most casualties is the victor, and the defeated enemy unit is removed from the table.

- If one side wipes out the other, they are the victor.
- No Courage test is needed if the winning side of the close combat has suffered 50% or more casualties from the combat.
- The winner may consolidate D6" once the combat is concluded.

RALLY PHASE

This is the clean up phase of the game which takes place at the end of every turn. During this phase both players must first make any necessary Break tests for Teams which have become Broken, make Rally tests to remove Shock, and then check to see whether any Victory Points have been earned.

Courage and Break Tests

Whenever a Team from your force has suffered 50% casualties or more throughout a battle it becomes Broken. A Team that has become Broken must make a Courage test at the end of the turn in which it was reduced to 50% or less strength - we call this a Break test. If the test is passed the Team continues to fight on. Should the Team fail its Break test it withdraws from combat, and the controlling player must removed the Team from the game and it counts as being destroyed.

If a Team which is Broken, and has already passed its Break test in previous turns, takes casualties in proceeding turns it must make another Break test at the end of the turn it took additional casualties. Should the Team fails this test it withdraws from the battlefield and counts as being destroyed.

The spending of Shock on Teams can force Courage tests throughout a turn, these tests are in addition to any Break test which needs to be made at the end of a turn.

Rally Tests

Any Teams which remain on the battlefield after all Break tests have been resolved can now attempt to clear off some Shock. Every Team which has one or more Shock can make a Courage test, if the test is passed remove one point of Shock on the Team.

If a Team is within the Officer's Command range it can make a Courage test for up to two points of Shock, rather than one.

Score Victory Points

Once the players have completed making Break and Rally tests they can now check to see whether any Teams have scored any Victory Points, according to the scenario being played.

HEADQUARTERS

CALLSIGN uses two major categories of Headquarters (HQ) models: Officers and Non-Commissioned Officers (NCOs).

Officers are part of Teams consisting of an Officer model together with a number of other men designated as a Command Team. NCO's are typically the leader of a Section and will be part of a Fireteam within the Section they lead.

Both types of leaders are vital when it comes to getting troops moving. To represent this Officers allow all friendly Teams to reroll failed Courage tests whilst within Command Range of the Officer. Both types of HQ allows for drawing of Extra Orders from the FOG bag when they are given an order themselves. See the table below for details.

OFFICER BONUSES			
Rank	**Courage Test Re-Roll**	**Extra Orders**	**Range**
NCO	N/A	1 (Friendly Fireteam from its Section)	12"
Lieutenant	Yes	2 (Any Friendly Team)	12"

NCO: Fire-Team Tactics - Fire & Manoeuvre (F&M).

Similar to Officers, NCO's can give extra orders. However, this is strictly limited to other Fireteams within the NCOs own Section/Squad that are within 12" coherency. This represents the Section and Fireteam tactics of modern forces; allowing them to make rapid deployments, laying down covering fire for advancing allies, or coordinating assaults on enemy fortifications.

NCOs that are given an order dice by a nearby Officer using its 'F&M' command ability can also call for a Fireteam from their own Section to 'Fire & Manoeuvre', creating a chain effect. Therefore, it is plausible for an Officer to 'F&M' two NCO Fireteams from separate sections, and in turn, those NCOs doing the same thing to an addition Fireteam from their own sections; effectively activating a possible two Sections….. But be careful…. you may not want to show all the cards in your hand too early, as the results could be bad.

Command Abilities.

Officers are the direct link between the logistics of headquarters and troops on the ground. Through the use of advanced communications, field experience, and training, Officers can request support for their Platoon and make snap decisions in the face of danger that will save lives. Callsign aims to capture these benefits with Command Abilities.

Officer Command Abilities are purchased with your force's Requisition Point allowance, this is covered in the Building Your Force chapter of the rules. Once purchased Command Abilities may be used throughout a battle when an Officer team is given an order drawn from the FOG, and is on the battlefield. Officer's that have not been deployed or are being held in Reserve cannot use Command Abilities.

You may choose to use cards to represent these abilities or simply write them down. The Command Abilities purchased should be kept secret from your opponent(s) until they are used. When selecting these abilities the following restrictions must be applied.

1. The same ability cannot be chosen twice - One of each ability only!
2. Command Abilities may be chosen after the scenario has been selected.

Command Abilities are restricted to their respective force type as different forces would likely employ different tactics, networks, and assets. There are two tables of Command Abilities from which to choose - the Professional and the Insurgent pool.

The best way to utilise Command Abilities is for each player to hold a hand of playing cards with the numbers that correspond to the abilities from the chosen ability table. Once you use the ability you can show the card then discard it showing that it has been used.

	PROFESSIONAL Officer Command Abilities	
#	**ABILITY**	**EFFECT**
1	**Get Moving!**	Target a single friendly Section or Team within 12" of the Officer. Until the end of this turn, if that unit is given a Run order, they may add 6" to their total movement.
2	**Disciplined Fire**	Choose a single friendly Section or Team within 12" of the Officer. Until the end of this turn each Fireteam which has been given the Fire order may split its fire between two separate targets. Declare which models will shoot at which enemy Team before rolling to Hit.
3	**UAV Fly Over**	An Officer Team given an Advance, Fire, Overwatch, or Take Cover order can call in a UAV Fly Over. When this ability is used, pick a point on the battlefield in LOS of the Officer model. Mark this point with a dice or token. All Hidden enemy Teams within 12" of this point are immediately revealed and are no longer Hidden. Enemy Teams with Stealthy within 12" of the marker also lose this rule until the end of the turn.
4	**Mortar Strike**	This ability is used by the Signals Operator within the Officer's Team. Give the Officer Team a Fire order and select a single enemy team in line of sight and within 48". On a 3+ they will suffer a EXP 2 hit with +2 Penetration.
5	**Priority Target**	Select an enemy vehicle in line of sight and within 12" of the Officer. All friendly Teams that target this vehicle may reroll a single failed Anti Tank dice during the damage step.
6	**Advanced Comms**	As long as the Command Team's Signals Operator is on the board, when this ability is activated, friendly Teams are always considered to be within the 12" Command Range of the Officer for the purpose of using Extra Orders until the end of the turn.
7	**Counter Intelligence**	When activated, your opponent may not use Officer Command Abilities for the remainder of the turn.
8	**High Command**	Once activated, as long as the Signals Operator from the Officer's Team is on the table, all friendly Teams are considered to be within 12" of the Officer Team for Courage tests until the end of the turn.
9	**Misdirection**	This ability can ONLY be used in the first turn of the game. Choose any friendly Team that has not been given a Fire order. The team is given a Run order and may be removed from the table and re-enter anywhere along the controlling player's board edge.
10	**Rapid Reaction**	Select a friendly Team within 12" of the Officer team that has previously been given a Take Cover or Dash to Cover order this turn. The selected team may put their order token into the bag and have the chance to activate again later this turn.

#	ABILITY	EFFECT
	INSURGENT Officer Command Abilities	
1	**Get Moving!**	Target a single friendly unit within 12" of the Officer. Until the end of this turn, if that unit is given a Run order, they may add 6" to their total movement.
2	**Keep Them Guessing!**	Target a friendly Team within 12" which was given a Run order. This Team may react to any enemy shooting attacks as if it has not received an order this turn.
3	**Civilian Local Intel**	Ask your opponent to show one of their Officer Command Abilities at random. Practically you could ask them to hold out their hand without showing the card faces and select one. View it then give it back to your opponent.
4	**Mortar Barrage**	This ability is used by the Signals Operator within the Warlord's Team. If given a Fire order select an enemy team in LOS and within 48". Roll a D6 for each Team within 6" of the target Team, including the target. On a 6 the Team will suffer an EX2 hit with +2 Pen.
5	**Hidden Threat**	Select a building that has no enemy Teams within 6". You may deploy a reserved Team completely within this building. This Team is given the Take Cover order and their order token removed from the FOG.
6	**The Streets/ Hills / Mountains Have Eyes**	When this ability is used enemy Teams cannot attempt to Rally Shock during the Rally Phase at the end of the current turn.
7	**IED**	Before the first turn of the game begins, prior to deployment of Teams and Objectives, select a part of the table. In secret, place a token or marker on this part table & take a photo or mark down on a piece of paper the location. Once this is done remove the token and continue on with placing objectives and deploying troops where necessary. Once activated this ability will cause the IED placed on the selected part of the table to explode violently. All Teams within 3" of this explosion will suffer one EXD3 hit with D3 penetration. A vehicle will suffer one Anti-Tank 2D3 hit.
8	**Radical Fanaticism**	Target friendly Team within 12". Shock cannot be spent on this Team this turn.
9	**Magazine Dump**	Target a friendly Team within 12". This Team may reroll 1's to any shooting rolls to hit this turn. Additionally each result of a '6' will cause an additional hit.
10	**Rapid Ambush**	Select a friendly Team within 12" of the Warlord Team that has previously been given a Run or Advance order. This Team's order is changed to Overwatch.

TEAM SPECIAL RULES

Guerrilla Tactics

An infantry Team with Guerilla Tactics, that has not been given an order previously this turn, and is targeted by an enemy shooting attack may make an escape reaction. A Team making an escape must be given an Advance or a Run order. If given an Advance order the Team can go into Overwatch at the end of its movement.

The Team must end its move either out of sight of the attacking enemy Team, or in cover from the attack. This move cannot bring the reacting Team closer to the attacking enemy Team.

Stealthy

Units with this ability have been trained in the use of being able to hide their movements from the enemy, denying them the ability to fully locate their position to bring accurate fire to bear.

While benefiting from Cover, Stealthy Teams cannot be targeted by shooting attacks unless the attacking Team, or one model from the attacking Team, is within 12" of the Stealthy Team.

Stealthy Teams also impose a -1 on Spotting tests when Hidden.

Hidden

Any teams with the Hidden rule have utilised the surrounding terrain and cover to such an extent that it becomes extremely difficult to locate and bring accurate firepower to bear on their position.

In order to target a Hidden Team it must first be Spotted. Enemy Teams, if given an Advance, or Fire order can choose to try and spot a Hidden Team if they are within 8". To spot, a Team must make a successful Training test. If the test is passed the Hidden team is revealed - if the test is failed, the team remains Hidden.

Hidden Teams that also have the Stealthy rule impose a -1 on Spotting tests.

Combat Reflexes

If an Infantry team with Heightened Reflexes is targeted by a shooting attack, and has not previously been given an order this turn, it may react to being shot at by being given a Fire order. Remove an order token from the FOG bag and place it on the Reacting Team.

This reaction fire is resolved before the attacker resolves their shots and incurs a -1 penalty to its to Hit rolls. Any Shock or casualties inflicted on the attacking team will impact on their effectiveness.

The Team with Heightened Reflexes may use any rules available to them under the Fire order as per usual including Optics and Suppression etc.

Medic

Medics are treated like a soldier in the Officer's Command Team and are armed the same as the Signals Operator. During the Officer's activation you may send the Medic to assist any Teams that have suffered casualties in the current turn.

To do this you may select a single friendly Team within 12" that has suffered a casualty in the current turn; move the Medic model to the target Team to represent this action. Once the medic is in base to base contact with the model from the Team, roll on the following table for each casualty suffered in this turn and apply the results.

Roll	Effect
1 - 4	**There's nothing we can do** - No effect.
5	**Don't worry son, we'll get you out of here** - The soldier is effectively out of action. However, the Team removes one Shock.
6	**It's just a flesh wound** - The soldier is returned to the Team, and it removes one Shock.

While the Medic is performing this task the Team may only be given the Fire or Take Cover order, and the Medic may not perform any shooting actions whilst using its Medic ability.

For all intents and purposes the medic is considered a part of the Team, but may only be removed as a casualty once all other members of the Team have been removed. At the end of the turn the Medic will return to the Officer Command Team.

VEHICLES

Vehicles and Cover

When trying to work out whether a vehicle benefits from cover, or not, the attacking player must be able to draw line of sight (LOS) to at least three corners of the target vehicle's body (or hull). If the attacker can only see two corners of the target vehicle's hull, the vehicle will benefit from cover.

If a vehicle is benefiting from cover it will gain a number of bonus dice to its defensive countermeasures pool when it has been hit by an enemy shooting attack. The bonus is based on the level of cover the vehicle occupies, +1 dice for Light Cover and +2 dice for Heavy Cover.

Vehicle Countermeasures

With the advancement of modern anti-material weaponry the ability of armoured vehicles to withstand their penetrative capabilities was reaching a point of diminishing returns. As a result modern vehicles turned to a range of countermeasures that were designed to prevent projectiles from striking the vehicles armour altogether.

Vehicles are not damaged like infantry teams in CS. Instead, they combine the effects of their armour and modern countermeasures, which is compared directly with the effects of an attacking weapon. To resolve damage against a vehicle there are three steps:

1. Attacker rolls anti-tank dice
2. Vehicle rolls Countermeasure dice
3. Compare the number of successes and resolve damage

Attacker Rolls Anti-Tank Dice

The attacking player rolls the number of anti-tank dice shown on the weapon profile. The score the player is looking for is 4+. Each successful hit is put aside to compare to the vehicles countermeasures.

Vehicle Rolls Countermeasure Dice

The player controlling the vehicle rolls the number of countermeasure dice shown on their unit profile, plus any bonuses for cover. Similar to the attacking roll all successes on a 4+ are put aside to compare with the anti-tank dice.

Compare Results and Resolve Damage

Compare the number of successes for the Anti-tank dice and the countermeasure dice then consult the chart below

VEHICLE DAMAGE TABLE	
RESULT	**EFFECT**
Countermeasures exceed Anti Tank	The vehicle suffers no damage
Countermeasures equal Anti Tank	The Vehicle becomes Immobilised and may not move for the rest of the game. If this result is suffered on a vehicle already immobilised it is destroyed.
Anti-tank exceeds Countermeasures	The vehicle is immobilised and catches fire. The vehicle immediately takes D6 Shock and must perform a Courage test. Any embarked infantry suffer a damage roll & must immediately disembark.
Anti-Tank exceeds Countermeasures by 2 or more successes.	The vehicle violently explodes. Any embarked Infantry must suffer a damage roll with +1 penetration then they must disembark.

BATTLE SCENARIOS

SCENARIO SPECIAL RULES

Broken

Forces in Callsign will continue to fight until they have reached their breaking point and, therefore, have become broken. A force becomes Broken when it has lost 75% of its starting order tokens at the end of a game turn, before players check to see if the victory conditions have been met.

Once a force is Broken it has withdrawn from the field of battle and the game immediately ends. Players then check victory conditions and add up any victory points - depending on the scenario.

A Broken force does not necessarily mean the game is lost.

Objective Markers

Objective markers in scenarios should be 40mm in diameter.

When placing objective markers in scenarios where they need to be placed a specific distance from one another, or specific distances from particular sections of the battlefield, measure to any part of the marker. They do not need to be centered on a specific part of the table.

If an objective marker cannot be placed in a specific part of the battlefield due to terrain, or if the marker ends up being in a position which does not make sense to the narrative of the game - players are to discuss amongst themselves, in a gentlemanly fashion, as to where the marker can be placed with as minimal deviation as possible from the original position.

Capturing Objective Markers

To capture an objective a Team must have at least one model in base contact with the objective marker, and more models than the enemy within 6".

If there is more enemy models within 6" than the Team which has captured the objective, the objective becomes contested and it no longer counts as being captured.

Victory Points

When teams are destroyed and objectives are captured, players will earn a certain amount of points throughout the game. Scenarios will specify how these points are to be counted, and when. In most cases, however, victory points are scored at the end of every turn after all orders, Courage and Break tests have been resolved - or unless specified otherwise.

Reserves

In some scenarios forces are able to place some of their units in reserve, leaving them off the table until later turns in the game and hopefully bringing them on at the precise moment to turn the tide of battle.

Before deployment each player declares which units they are keeping in Reserve, and leaves them to the side of the table. A player can never have more than 25% of its total order tokens in reserve, unless specified by the scenario.

From turn three onwards the players may attempt to bring their Reserve Teams onto the battlefield.

To do this, when a player draws the relevant order token for their force, and they wish to bring on a reserve Team, they must declare this to their opponent. The controlling player must then pass a Courage test using the Officer's Courage. If the test is failed the reserve Team stays off the board and is given the Take Cover order, if the test is passed the team may enter the battlefield.

When a team comes onto the board from reserve it may enter from the controlling players table edge, or up to 24" from any of the neutral side table edges. A Team may only be given an Advance or Run order when it is deployed from reserve.

Forward Deployment

Specially trained teams in Callsign have the ability to make their way into forward positions on the battlefield. To equate this within the game any Team which has the Forward Deployment special rule can deploy further on the battlefield than standard Teams.

After the scenario has been chosen, objectives and all other Teams have been deployed, both players roll off (roll a single D6 each) - the player who scores the highest can then choose to place their Advanced Deployment Team(s) first, or second. Once this has been decided the players alternate placing one Team at a time. Teams that are Forward Deploying can be placed anywhere on the table, so long as they are more than 12" away from enemy Teams and in cover, or out of line of sight (whilst remaining more than 12" away from enemy Teams).

In scenarios where Teams must move onto the table during the first turn, Teams with Forward Deployment can choose to deploy on the table following the rules above.

Scenario 1: CONTACT!

SUPPORT POINTS

Both players have three Support Points to select additional Teams for their forces.

SET-UP

Set up two objectives at least 18" apart and 24" up the table. You may displace these along the centre of the table until both players are happy.

Both players roll a single D6. The highest scorer then picks a table edge and selects up to half their force to be kept in reserve. The remaining half of the force will enter the table as the first wave. The opposing player then selects half of their force to be kept as reserves and the rest will enter the table as the first wave.

SPECIAL RULES

Reserves and First Wave.

OBJECTIVE

The objective is for both players to control the two objectives on the centerline of the table.

FIRST TURN

In the first turn forces will move on the table from their own table edge.

GAME DURATION

The game will last 5 turns.

VICTORY!

Players achieve 1 Victory Point for controlling an objective at the end of each turn. In addition any enemy Teams destroyed will earn an additional Victory Point at the end of the game.

Scenario 2: BLUE BIRD DOWN

SUPPORT POINTS

- The Attacker has 6 Support Points to select additional units.
- The Defender has 5 Support Points to select additional units.

SET-UP

Before beginning both players roll a D6 and the highest score may choose to either Attack or Defend.

The defender then places an objective within 6" of the centre of the table. They may then select a fire team and a support choice no larger than 3 men to deploy within 6" of this objective. These models are marked as Survivors.

The attacker can then set up any and all of their infantry anywhere on the table so long as they are more than 18" from the objective or either enemy unit that is already deployed. These units can use the hidden set-up rules. All other units are left in reserve (including vehicles etc).

The Defender then selects two table edges. During the first turn the Defender will move on to the table with the rest of their force. The attacker may only bring their reserves on from a table edge not selected by the defender.

OBJECTIVE

There are two objectives in play. The first objective for the defender is to keep the Survivors alive. The second is to control the objective. The Attacker is trying to remove the survivors and capture the objective.

GAME DURATION

The game will last 5 turns

VICTORY!

Players achieve 1 victory points for controlling an objective at the end of each turn. The Attacker will receive 2 victory points for destroying each of the Survivor units. The defender will receive 1 victory point for each survivor unit that has not been destroyed.

Scenario 3: IED (COUNTER-STRIKE)

SUPPORT POINTS:
- The Attacker has 5 support points to select additional units.
- The Defender has 4 support points to select additional units.

SET-UP

Before beginning both players roll a D6 and the highest score may choose to either Attack or Defend.

The Attacker then Selects a unit to carry an IED. Then the Attacker places 3 objective markers in the Defenders half of the table more than 12" apart and more than 6" from any table edge.

OBJECTIVE

The Attacker must attempt to plant the IED at any of the three objectives before the game ends. To plant the IED the unit holding the IED must be within base to base contact at the end of the turn.

The Defender must try and stop the IED being planted or defuse the IED before the game ends. To Defuse the IED the defender must have a unit in base to base with the planted IED and no enemies within 6" at the end of a turn.

FIRST TURN

The Defender may deploy 1 of their two sections 12" from their board edge. All other units (attacker or defender) must enter the table turn 1.

GAME DURATION

The Game will last 5 turns.

VICTORY!

If the Attacker has a planted bomb on an objective at the end of the 5th turn they are victorious.

If the Bomb has not been planted or if the bomb has been defused by the defender the Defender is victorious.

Scenario 4: RUSH

SUPPORT POINTS
- The Attacker has 5 support points to select additional units.
- The Defender has 4 support points to select additional units

SET-UP

Before beginning both players roll a D6 and the highest score may choose to either Attack or Defend.

The Defender sets up 3 objectives Named A, B and C. Objective A and B are setup along the their 12" mark, and Objective C on the 18" mark. These must all remain at least 12" away from each other. Defender can setup half their force on their side of the table, the rest moves on as a first wave

Attacker moves on as first wave + reserves.

OBJECTIVE

There are three objectives.

Objective A and B can be destroyed and Objective C can be Controlled.
The attacker must control Objective C to be able to destroy Either Objective A or B.

To destroy an objective a unit must be given the Take Cover order to dismantle, spike or dispose the objective.

FIRST TURN

All units Move on to the table from the table edge in their deployment zone.

GAME DURATION

Game duration is 5 turns.

VICTORY!

The following points are given for each player.

Attacker
- 3 points per Objective destroyed
- 1 point for controlling Objective C each turn.

Defender
- 1 Point per turn if both objectives are not destroyed.
- 1 point for controlling Objective C each turn

Scenario 5: DOMINATION

SUPPORT POINTS
- The Attacker has 6 support points to select additional units.
- The Defender has 6 support points to select additional units

SET-UP
Before beginning both players roll a D6 and the highest score may choose which table edge they will enter the battlefield, the other player gets the opposite table edge..

Once deployment sides have been decided the players must set up five objective markers on the battlefield.
- Each player gets one Home objective which must be placed 6" from their deployment table edge and 24" or 48" from the side table edges (depending on whether the game is played on a 4x4' or 6x4' table).
- One Objective marker must be placed in the centre of the table.
- The remaining two flank Objectives are placed 6" from the side board edges and 24" from both deployment board edges.

Attacker moves on as first wave + reserves.

OBJECTIVE
There are five objectives.

The Home Objectives are worth 3 victory points.
The Centre Objective is worth 2 victory points.
The Flank Objectives are worth 1 victory point each.

FIRST TURN
All units Move on to the table from the table edge in their deployment zone.

GAME DURATION
Game duration is 5 turns.

VICTORY!

The player that has scored the most victory points at the end of the game is the victor!
If the players have scored the same amount of victory points, the game is a Draw.

BUILDING YOUR FORCES

Building a force in Callsign: Warrior is wholly dependent on the mission selected to play.

All forces will be built from the core building blocks of a reduced strength Platoon. This will typically be an Officer commanding two Squads of infantry. From here forces will be able to select further options based on the mission and its requirements.

There are two types of points at your disposal, these are listed below in detail.

REQUISITION POINTS (RP)

These points represent an allowance that can be used across the force to upgrade or specialise each of your fireteams and support options. This can range from attaching Medics to your Officer team, to changing the weapon mounts on vehicles.

Typically forces with a more structured organisation will have limited requisition points, while Irregulars and Special Operations forces are highly customisable so will have a larger requisition point allowance. You are not required to spend all of these points.

SUPPORT POINTS (SP)

These points are tied directly to the parameters of the mission. Each player may select additional units with their support points allowance.

Each unit will have a cost listed on its profile. In some missions the support points will not be balanced evenly. These scenarios are usually Attacker and defender style mission in which the defending player will have the advantage of deployment and defended objectives.

SUPPORT OPTIONS

When building a force you must consider the use of support to compliment your Fireteams. When selecting support options the following rules apply:
- You may only select one of each support option listed in the army list. This does not include Vehicles.
- Some scenarios may allow players to ignore this restriction for certain teams. This will be mentioned in the scenario rules.

Designer's Note on Building Forces

Readers may find our approach to building forces disjointed but we assure you there is a method to the madness. Modern warfare is largely influenced by the operations that are at play. For this reason forces are typically modelled around flexibility and performing specific tasks if and when they are required to do them. We wanted to make this a consideration for players without bogging them down in counting each models value, thus allowing them to get models on the table quickly. There are two distinct reasons why we have designed force building in this way.

1. Each force is balanced around the core platoon and options as a whole to make sure we are balancing options holistically rather than under a microscope.
2. Having an undetermined currency before a mission allows players to make tweaks to their forces before the mission to tackle any challenges.

This may seem strange that a sniper for Insurgents is not as well equipped or experienced, but cost the same amount of support points compared to their professional opponents. To counter this the starting strength of the Insurgent platoon arguably has more firepower. They also have more accessibility to requisition points meaning they have equipment built into their infantry squads rather than their support options. The result is an overarching sense of strength that can be monitored rather than getting stuck on how much x weapons should cost for x models.

If you and your opponents feel a particular force has an edge over the others simply adjust the requisition points allowance or try different scenarios.

Allowing players to customise their forces before missions also allows you to really have some fun with scenarios without seriously hampering a force from achieving its objectives. Writing army lists for a one size fits all engagement may be suitable for other games but we want the focus in CS:W to be around getting a job done and using available assets to do so.

We want players to feel like they are approaching each mission with a plan from the ground up.

While there is no intention for CS to be used as a competitive wargaming ruleset the aim was to create a relatively balanced experienced for casual and seasoned gamers alike.

PROFESSIONAL INFANTRY PLATOON - ALPHA

This army list allows you to create most modern professional outfits based on the NATO footprint. Typically broken into two fireteams of four this will represent US, British & Commonwealth forces as well as other european countries. The professional infantry platoon is the benchmark of a solid force in CS:W. It is highly flexible, well equipped and capable of dealing with any threat an enemy can throw at it. Players who are looking for a more conventional approach to their modern warfare would do well to start here.

The Professional infantry platoon has the following points for standard games:
- **Requisition points** - 6
- **Support point modifier** - 0+/-

A Professional platoon consists of:
- **1 Lieutenant**
- **2 Infantry Squads**

HEADQUARTERS

OFFICER TEAM - Regular			
Type	**Skill**	**Courage**	**Cohesion**
Officer	4+	4+	2"
Signals Operator	4+	4+	2"
Weapons & Equipment	Assault Rifle, Optics, Body Armour, Radio (Signals Operator Only).		
Special Rules	**Officer** - Command Range 12", Re-Roll Failed Courage Tests, Two Additional Orders.		
Keywords	Regular, HQ, Infantry.		

Options:
- Add a Medic for 1 RP.
- The Officer may add a UBGL to their Assault Rifle.

INFANTRY

PROFESSIONAL INFANTRY SECTION			
FIRETEAM 1			
Type	**Skill**	**Courage**	**Cohesion**
NCO	4+	4+	2"
3 Soldiers	4+	4+	2"
FIRETEAM 2			
Type	**Skill**	**Courage**	**Cohesion**
4 Soldiers	4+	4+	2"
Weapons & Equipment	Assault Rifle, Optics, and Body Armour.		
Special Rules	Fireteam.		
Keywords	Regular, Infantry.		

Options for each Fireteam:
- The entire Fireteam may be given Assault or Smoke grenades for 1 RP.
- One soldier may add a UBGL to his Assault Rifle or Battle Rifle.
- One soldier may have a SAW.
- One soldier may swap his Assault Rifle for a DMR for free.
- One soldier may have an AT4 heat for 1 RP.

SUPPORT OPTIONS

PROFESSIONAL INFANTRY SQUAD (+1 Support point per Fire team)

You may include a further Section to your force by using the Infantry section profile above. You may select a single Fireteam for +1 SP, or both for +2 SP.

PROFESSIONAL SNIPER TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
Marksman	3+	3+	2"
Spotter	3+	3+	2"
Weapons & Equipment	Sniper Rifle (Marksman), Assault Rifle (Spotter).		
Special Rules	Sniper, Stealthy, Hidden, Forward Deployment.		
Keywords	Elite, Infantry, Support.		

Options:
- Team may be given Body Armour for 1 RP.
- The Sniper may also carry a SAW for 1 RP.

PROFESSIONAL ANTI-MATERIAL RIFLE - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
Marksman	3+	3+	2"
Spotter	3+	3+	2"
Weapons & Equipment	Anti-Materiel Rifle (Marksman), Assault Rifle (Spotter).		
Special Rules	Sniper, Stealthy.		
Keywords	Elite, Support, Infantry.		

PROFESSIONAL 50MM MORTAR TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
Gunner	4+	4+	2"
Loader	4+	4+	2"
Weapons & Equipment	50mm Mortar, Assault Rifle (Gunner & Loader), Body Armour.		
Special Rules	Indirect Fire, Team Weapon, Static.		
Keywords	Regular, Support, Infantry.		

PROFESSIONAL GPMG TEAM - 1 Support Point.			
Type	**Skill**	**Courage**	**Cohesion**
Gunner	4+	4+	2"
Loader	4+	4+	2"
Weapons & Equipment	GPMG, Assault Rifle (Loader), Body Armour.		
Special Rules	Beaten Zone, Team Weapon, Static.		
Keywords	Regular, Support, Infantry.		

VEHICLES

ARMOURED CAR - 2 Support Points.				
Type	**Skill**	**Courage**	**Troop Capacity**	**Countermeasures**
Armoured Car	4+	4+	4	3
Weapons	Pintle-Mounted HMG.			
Special Rules	Wheeled.			
Keywords	Regular, Vehicle.			

Options:
- May replace the Modern HMG with a pintle-mounted TOW with 360 degrees arc of fire for +2 requisition points.

AFV / APC - 2 Support Points.				
Type	**Skill**	**Courage**	**Troop Capacity**	**Countermeasures**
Armoured Car	4+	4+	8	5
Weapons	Turret-Mounted Automatic Cannon			
Special Rules	Tracked or Wheeled.			
Keywords	Regular, Vehicle.			

REBELS & INSURGENTS - ALPHA

This army list offers players the ability to field rebels or insurgents from around the world of all types and organisations. There is typically very little information or structure around the organisation of these types of troops so we have aimed to strike a balance with the other professional forces and special forces in CS:W. Rebels and insurgents are not the most practical or flexible of soldiers but in great numbers and the right situation can be devastating in a firefight. Vast options allow forces to be as basic or as excessively equipped as players wish. Their success will depend on the players cunning as well as picking fights when it suits them and not the enemy.

The Rebels and insurgents platoon has the following points for standard games:

- **Requisition points** - 12
- **Support point modifier** - 0+/-

An Insurgent Irregular platoon consists of:

- **1 Warlord**
- **1 Rebel Insurgent Squad**
- **2 Rebel Insurgent Green Squads**

HEADQUARTERS

WARLORD TEAM			
Type	**Skill**	**Courage**	**Cohesion**
Warlord	4+	5+	2"
Signals Operator	4+	5+	2"
2 Soldiers	4+	5+	2"
Weapons & Equipment	Assault Rifle, Shotgun, or SMG, Mobile Phone (Signals Operator Only).		
Special Rules	Officer - Command Range 12", Re-Roll Failed Courage Tests, Two Additional Orders. Guerrilla Tactics.		
Keywords	Inexperienced, HQ, Infantry.		

Options:
- One soldier may add a UBGL to their Assault Rifle
- The whole team may wear body armour for 1 RP
- One soldier may swap their Assault Rifle for an RPG for 1 RP

INFANTRY

REBEL INSURGENTS TEAM			
Type	**Skill**	**Courage**	**Cohesion**
Leader	4+	5+	2"
5 Soldiers	4+	5+	2"
Weapons & Equipment	Rifles.		
Special Rules	Guerrilla Tactics.		
Keywords	Inexperienced, Infantry.		

Options :
- The Entire squad may be given Assault or Smoke grenades for +1 RP
- Any soldiers may have a shotgun instead of a rifle
- Any soldiers may have a pistol instead of a rifle
- Any soldiers may have a submachine gun instead of a rifle
- Any Soldiers may have a Battle Rifle instead of a Rifle
- All soldiers may swap their rifles for Assault Rifles for 1 RP
- One soldier may add a UBGL to his Rifle/ Assault Rifle
- One soldier may have a Light Machine Gun Instead of a Rifle. Another soldier becomes the Loader
- One soldier may swap their Light Machine gun for a SAW for 1 RP. The loader reverts back to a normal soldier.
- One soldier may have an RPG for 1 RP
- The whole Squad may wear body armour for 1 RP

REBEL INSURGENTS GREEN TEAM			
Type	**Skill**	**Courage**	**Cohesion**
Leader	5+	5+	2"
7 Soldiers	5+	5+	2"
Weapons & Equipment	Rifles.		
Special Rules	Guerrilla Tactics.		
Keywords	Irregular, Infantry.		

Options :
- The Entire squad may be given Assault or Smoke grenades for +1 RP
- Any soldiers may have a shotgun instead of a rifle
- Any soldiers may have a pistol instead of a rifle
- Any soldiers may have a submachine gun instead of a rifle
- Any Soldiers may have a Battle Rifle instead of a Rifle
- All soldiers may swap their rifles for Assault Rifles for 1 RP
- One soldier may have a Light Machine Gun instead of a Rifle. Another soldier becomes the loader.
- One soldier may have an RPG for 1 RP
- The whole team may wear body armour for 1 RP

SUPPORT OPTIONS

REBEL INSURGENT SQUAD (+1 Support point per Squad)

REBL INSURGENT GREEN SQUAD (+1 Support point per squad)

REBEL INSURGENTS SNIPER TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
Sniper	4+	4+	2"
Spotter	4+	4+	2"
Weapons & Equipment	Sniper Rifle (Sniper), Assault Rifle (Spotter)		
Special Rules	Sniper, Static, Team Weapon, Stealthy, Hidden.		
Keywords	Regular, Infantry, Support.		

REBEL INSURGENT TANK HUNTER TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
4 Insurgents	5+	5+	2"
Weapons & Equipment	2x Assault Rifles, 2x RPGs.		
Special Rules			
Keywords	Irregular, Infantry, Support.		

REBEL INSURGENT 50mm MORTAR TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
2 Insurgents	4+	5+	2"
Weapons & Equipment	2x Rifles, 1x 50mm Mortar (Gunner).		
Special Rules	Team Weapon, Static, Indirect Fire.		
Keywords	Irregular, Infantry, Support.		

REBEL INSURGENT MMG TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
2 Insurgents	4+	5+	2"
Weapons & Equipment	1x MMG (Gunner), 1x Assault Rifle (Loader).		
Special Rules	Team Weapon, Static.		
Keywords	Inexperienced, Infantry, Support.		

VEHICLES

TECHNICAL PICKUP TRUCK (HILUX) - 1 Support Point.				
Type	**Skill**	**Courage**	**Troop Capacity**	**Countermeasures**
Armoured Car	5+	5+	6	2
Weapons	Pintle-Mounted HMG.			
Special Rules	Makeshift Armour - Reroll one (1D6) failed Countermeasures result. Wheeled.			
Keywords	Irregular, Vehicle.			

Options :
- May have a pintle-mounted MMG with 360 Degrees arc of fire for 1 RP, losing 3 transport capacity.
- May replace the MMG with a pintle-mounted Modern HMG with 360 Degrees arc of fire.
- May replace the MMG with a pintle-mounted Light Autocannon with 360 Degrees arc of fire.
- May replace the MMG with a pintle-mounted Recoilless Rifle with 360 degrees arc of fire for 1 RP,
- May have Makeshift Armour for 1 RP

ELITES & SPECIAL FORCES - ALPHA

The Elites and Special Forces army list is supplied to represent the better trained outfits from around the world. These could be highly trained professionals or experienced and deadly insurgents. We have chosen to leave this army list wide open for this reason. Players should find this army list challenging but rewarding as it requires finesse to win firefights, but can overwhelm forces that have not dedicated the correct assets to a position on the field. This force must play the objectives of each scenario and use cover wisely. Men of this talent are hard to come by!

The Special forces platoon has the following points for standard games:

- **Requisition points** - 8
- **Support point modifier** - 0+/-

An Elite / SF platoon consists of:

- **1 Officer**
- **1 Infantry Squad**

SPECIAL FORCES

Before starting the game but after the scenario, support points, and requisition points have been selected you may select one of the following doctrines.

Force Recon: Tasked with advancing ahead of a main force this platoon has been tasked with scoping out the area and dealing with any hidden threats. You may forward deploy a single infantry fireteam and all your support options. All your units increase their spotting hidden units range by 6".

Covert Insertion: Deployed in darkness, the platoon has been given the shroud of night to approach unsuspecting enemies. All units have the Stealthy rule.

From the beginning of the third and each subsequent turn, roll a die. On a 4+ the enemy has finally pegged the position of the enemy platoon through communications and intelligence, all Special Forces units lose Stealthy for the remainder of the game.

Glorious Retribution: Being tasked with truly devastating an opponent's position this platoon has been given the orders to give 'em hell! Enemy units are unable to react to any Charges made by the special forces units - unless the reacting unit has been given the Overwatch order.

HEADQUARTERS

OFFICER TEAM			
Type	**Skill**	**Courage**	**Cohesion**
Officer	3+	3+	4"
Signals Operator	3+	3+	4"
Weapons & Equipment	Assault Rifle, SMG, or Battle Rifle, Optics, Body Armour, Radio (Signals Operator Only).		
Special Rules	Officer, Combat Reflexes, Special Forces.		
Keywords	Elite, HQ, Infantry.		

Options:

- Add a Medic for 1 RP.
- One soldier may add a UBGL to their Assault Rifle or Battle Rifle.

SPECIAL FORCES OFFICERS

Special Forces Officers are drawn from the very best of leadership. So long as the Officer is on the table they will put two additional order tokens into the FOG bag each turn - these tokens must be marked differently than those already being used by the controlling player. If the Officer becomes a casualty immediately remove the bonus order tokens (or those which remain if one has been used prior in the turn) from the bag.

The bonus order tokens are used identical to a standard order token, with the exception that they can only be given to a friendly Team within 12" of the Officer team (Officer & Signals Operator). You may do this even if the Team selected has received an order previously this turn. A Team cannot receive more than one bonus order per turn.

A Team given this order from the Officer may also still receive an order from their own order token later in the turn. This is effectively a free activation for a team within 12" of the Officer each turn and allows Special Forces units to do things normal soldiers would only imagine.

INFANTRY

SPECIAL FORCES INFANTRY SECTION			
FIRETEAM 1			
Type	Skill	Courage	Cohesion
NCO	3+	3+	4"
3 Operators	3+	3+	4"
FIRETEAM 2			
Type	Skill	Courage	Cohesion
4 Operators	3+	3+	4"
Weapons & Equipment	Assault Rifle, Optics, and Body Armour.		
Special Rules	Fireteam, Special Forces, Combat Reflexes.		
Keywords	Elite, Infantry.		

Options for each Fireteam:
- The Entire fireteam may be given Assault or Smoke grenades for 1 Requisition point.
- One soldier may add a UBGL to his Assault Rifle or Battle Rifle.
- One soldier may have a SAW.
- One Soldier may swap his Assault Rifle for an Automatic Shotgun
- One soldier may swap his Assault Rifle for a DMR for free.
- One Soldier may carry an MGL in addition to his Assault Rifle for 1 requisition point
- One soldier may have an AT4 heat for 1 requisition point.

SUPPORT OPTIONS

SPECIAL FORCES INFANTRY SQUAD (+1 Support point per Fireteam)

You may include a further Section to your force by using the Infantry section profile above. You may select a single fireteam for +1 support point or both for +2 support points.

SPECIAL FORCES SNIPER TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
2 Operators	3+	3+	2"
Weapons & Equipment	Sniper Rifle (Sniper), Assault Rifle (Spotter)		
Special Rules	Sniper, Static, Team Weapon, Stealthy, Hidden, Special Forces. Combat Reflexes.		
Keywords	Elite, Infantry, Support.		

Options:
- Each man can have a submachine gun for 1 requisition point.
- The team may have a SAW that they can use instead of the sniper for 2 requisition points.
- Team may have body armour for 1 requisition point

SPECIAL FORCES GPMG TEAM - 1 Support Point			
Type	**Skill**	**Courage**	**Cohesion**
2 Operators	3+	3+	2"
Weapons & Equipment	GPMG (Gunner), Assault Rifle (Loader), Body Armour, Optics (Loader).		
Special Rules	Static, Team Weapon, Special Forces. Combat Reflexes, Beaten Zone.		
Keywords	Elite, Infantry, Support.		

VEHICLES

SPECIAL FORCES ARMOURED CAR - 2 Support Points.				
Type	**Skill**	**Courage**	**Troop Capacity**	**Countermeasures**
Armoured Car	3+	3+	4	3
Weapons	Pintle-Mounted HMG.			
Special Rules	Wheeled.			
Keywords	Elite, Vehicle.			

Options:
- May replace the Modern HMG with a pintle-mounted TOW with 360 degrees arc of fire for +2 requisition points.

SPECIAL FORCES SQUAD CAR - 2 Support Points.				
Type	**Skill**	**Courage**	**Troop Capacity**	**Countermeasures**
Armoured Car	3+	3+	6	2
Weapons	See Options.			
Special Rules	Wheeled.			
Keywords	Elite, Vehicle.			

Options :
- May have a pintle-mounted MMG with 360 Degrees arc of fire for 1 requisition point, losing 3 transport capacity.
- May replace the MMG with a pintle-mounted Modern HMG with 360 Degrees arc of fire.
- May replace the MMG with a pintle-mounted light autocannon with 360 Degrees arc of fire.
- May replace the MMG with a pintle-mounted recoilless rifle with 360 degrees arc of fire for 1 requisition point,
- May have Makeshift Armour for 1 requisition point

Special Rules:
- Makeshift Armour: you may reroll one of your failed counter measure results.