

# 6mm Modern v0.2

by Matthew Caron (<https://www.mattcaron.net>)

## Acknowledgements

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**Hasbro** for creating G.I. Joe. G.I. Joe is a registered trademark of Hasbro, Inc. and is used without permission in a fan project. No infringement on their intellectual property is intended - I just like the IP and want to fight battles from the cartoon show.

### Military service members worldwide

We play at this. You do it for real. Respect.

## Crosslinks

You can find 3D printable models for most of the army list entries in a separate GitHub repository here:

[https://github.com/mattcaron/6mm\\_remixes](https://github.com/mattcaron/6mm_remixes)

## Notes

**Basing** Use whatever basing you like (or none at all for vehicles). I tend to use:

- 1" x 1" - Infantry bases.
- 1" x 1.5" - Light Tanks, IFVs, etc.
- 1" x 1.75" - Medium Tanks
- 1" x 2" - Heavy Tanks

## Scale

**Ground scale:** This game is designed to be played on a 4' x 4' table or larger. It is based off 12" = 1km, which ends up with 1" = 83m (not that this is particularly relevant).

**Model scale:** As the name implies, this is designed to be played with standard 6mm / 1/285 / 1/300 models (often called Microarmor).

## Rules

These rules are a modification of the OnePageRules Grimdark Future rules, which can be downloaded at <https://onepagerules.com/portfolio/grimdarker-future/>, with the following modifications:

### Models

To be abundantly clear, in these rules a Model is an individual vehicle (based or not) or a collectively based fighting element (squad, section, etc) of infantry. As is true in the main rules, Models are grouped into Units.

### Movement

Movement distances are as follows:

**Advance:** The unit moves up to 4" and may shoot after moving.

**Rush:** The unit moves up to 8" and may not shoot.

**Charge:** The unit moves up to 8" to get into base contact with the enemy.

### Melee

Melee combat is modified in that the Determine Attacks phase uses all weapons, not just melee weapons. (The logic here is that, at this scale, it's more of a close range firefight than a true hand to hand combat). All other melee combat resolution steps remain unchanged.

## Special Rules

The special rules are used as written, except as noted below:

### Aircraft

Non-Aircraft models that shoot at Aircraft count as being an extra 6" away when measuring and get -1 to their hit rolls.

When an Aircraft is activated it must move a full 9" to 18" in a straight line.

### Ambush

At the beginning of any round after the first you may place the model anywhere on the table over 5" away from enemy units.

### Blast(X)

Blast can deal more than one hit in the target unit if that unit is a stand of Infantry.

## Deadly(X)

Deadly cannot deal more than one hit in the target unit if that unit is a stand of Infantry.

### Fast

Fast units move 6" when using Advance actions and 12" when using Rush or Charge actions.

### Hero

Given the collective nature of stands in this game (a squad, a tank (and crew), etc.) heroes are effectively upgrades to all models in a single unit - the idea being that the hero's presence spurs the unit on to greater heroic feats, it is a specialized unit led by that hero, or something similar. Note that you can only have one of these heroes **in the whole army**. (You can only have one Snake Eyes). The hero should be represented by a differently painted figure on a stand or individual vehicle.

### Heroes and Combined Units

If a player uses the Combined Units rule (buying two copies of a unit), both units must pay the cost of the hero upgrade despite there only being one hero vehicle / stand (this keeps the game fair).

### Infantry

Models denoted as Infantry are Infantry. This is not a special rule, it just means that they are more vulnerable to Blast(X) weapons (see Blast(X) rule, above), and less vulnerable to Deadly(X) weapons (see Deadly(X) rule, above).

### Scout

After all other units have been deployed models with scout may be deployed and then moved by up to 6", ignoring terrain.

### Slow

Units with this special rule move 2" when using Advance actions and 4" when using Rush or Charge actions.

### Transport

... embarked units may use any action to disembark but only move up to 2". Additionally, the stated transport capacity is the number of Infantry stands which can be carried.

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## Optional Rules

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All of the optional rules should work just fine as long as you halve the ranges (round up), but the following rules are modified:

### Extra Actions: Overwatch

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The following changes are made to the Overwatch action:

- An individual model may hold an action; the entire unit does not have to (this allows one vehicle in a unit to provide air defense while the others fire for effect).
- The shooting reaction distance is reduced to 12".

### Suppression

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Suppression is changed as follows:

- Under **Using Suppression**:  
Whenever a friendly unit within 3" is destroyed or routs after losing melee.
- Under **Heroic Inspiration**: "and from all other friendly units within 6" (this doesn't require any rolls)."

## Recommended Optional Rules

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The following optional rules are highly recommended:

- Extra Actions: Overwatch
- Suppression

## Further Modifications

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### Splitting Fire

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As it is now very common for models to have multiple weapon systems (multiple soldiers aggregated together, vehicles with multiple weapons, etc.) models may now split fire between different target units as long as the split is based on discrete weapons systems. You cannot split dice from the same machinegun across two different targets, for example.

## Notational Changes

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### Basing

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In addition to the standard [X] nomenclature, I have prepended an (N) nomenclature to entries. Given the following entry:

#### **M1 Abrams (1)[4]**

This should be read as 4 tanks, 1 per base (a platoon). Given this one:

#### **Fire Team (4)[2]**

That is to be read as 2 stands of infantry, 4 soldiers per base (a U.S. Army Squad, comprised of 2 fire teams.). Conversely, a U.S. Marine squad of 3 bases of 4 soldiers would look like this:

#### **Fire Team (4)[3]**

# G.I. Joe

Name	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Greenshirt Squad (4)[2]	3+	5+	Infantry Rifles (6", A4)	Infantry, Slow, Tough(4)	A	100pts
A.P.C. Section (1)[2]	3+	5+	50mm cannon (24", A1, AP(3), Deadly(3))	Fast, Tough(3), Transport(2)		215pts
Dragonfly XH-1 Section (1)[2]	3+	4+	25mm chain gun (24", A3, AP(2))	Fast, Flying, Tough(3)	B	335pts
			Sidewinder missiles (24", A1, Anti-Air, AP(3), Deadly(3))			
			Rocket pods (12", A2, Blast(3))			
			X-551 Mini cannons (12", A12)			
F.L.A.K. Battery (3)[2]	3+	5+	M-34 Grenade launcher (6", A2, Blast(3))			
F.L.A.K. Battery (3)[2]	3+	5+	F.L.A.K. cannon (12", A3, Anti-Air, Blast(3))	Immobile, Infantry, Tough(3)		80pts
H.A.L. Battery (2)[3]	3+	5+	Heavy Artillery Laser (18", A2, AP(4), Deadly(3))	Immobile, Infantry, Tough(2)	C	125pts
Headquarters Command Center	3+	2+	.50 Cal. MG (24", A3, AP(1))	Immobile, Tough(24)		1615pts
			.50 Cal. MG (24", A3, AP(1))			
			Twin Anti-Tank gun (48", A2, AP(4), Deadly(6))			
			Flamethrower (A6)			
M.M.S. Battery (2)[3]	3+	5+	Raytheon MIM-23 HAWK missiles (24", A2, Anti-Air, AP(3), Deadly(3))	Immobile, Infantry, Tough(2)	D	175pts
M.O.B.A.T Section (1)[2]	3+	2+	130mm Cannon (48", A1, AP(4), Deadly(6))	Tough(9)	E	680pts
P.A.C./R.A.T. Unit (3)[1]	5+	5+	.50 Cal. MG (24", A3, AP(1))	Slow, Tough(6)		105pts
			Quad Machineguns (12", A12)			
			Flamethrower (A6)			
Polar Battle Bear Section (2)[2]	3+	5+	Missile Launcher (12", A1, Anti-Air, AP(3), Deadly(3))	Fast, Infantry, Tough(2)		160pts
			Twin Machineguns (12", A12)			
			Rockets (12", A2, Blast(3))			
R.A.M. Section (2)[2]	3+	5+	Gatling Gun (12", A12)	Fast, Infantry, Tough(2)	F	130pts
Skystriker XP-14F Flight	3+	4+	20mm Cannon (24", A6, AP(2), Deadly(2))	Aircraft, Tough(6)	G	465pts
			Missiles (36", A1, Anti-Air, AP(3), Deadly(3))			
V.A.M.P. Section (1)[2]	3+	4+	Twin Machine Guns (24", A6, AP(1))	Fast, Scout, Tough(3)	H	220pts
Whirlwind Battery (2)[3]	3+	5+	Twin Gatling Gun (12", A24, Anti-Air)	Immobile, Infantry, Tough(2)		200pts
Wolverine Section (1)[2]	3+	3+	ATGM (24", A1, AP(3), Deadly(3))	Fast, Tough(6)	I	290pts

## A | Upgrade unit with one of:

Hero - Airborne (Ambush)	+20pts
Hero - Breaker (??)	+XXpts
Hero - Flash (Replace Infantry Rifles with Laser Rifles (6", A4, AP(4)))	+20pts
Hero - Doc (Regeneration)	+60pts
Hero - Duke (Quality 2+)	+35pts
Hero - Grunt (Fearless)	+40pts
Hero - Gung-Ho (Strider)	+10pts
Hero - Rock n' Roll (Replace Infantry Rifles with SAWs (6", A12))	+20pts
Hero - Scarlett (Melee Combat Training (Add A4, Deadly(2), Stealth))	+35pts
Hero - Short-Fuze (Replace Infantry Rifles with Mortars (12", A2, Blast(3), Indirect))	+30pts
Hero - Snake-Eyes (Impact(4), Stealth)	+40pts
Hero - Snowjob (Sniper)	+10pts
Hero - Stalker (Scout)	+20pts
Hero - Torpedo (??)	+XXpts
Hero - Tripwire (Add Explosives(A1, AP(3), Deadly(3)))	+25pts
Hero - Zap (Replace Infantry Rifles with Anti-Tank Weapons (6", A4, AP(3), Deadly(3)))	+40pts
<b>Upgrade unit with one of:</b>	
J.U.M.P. Jetpack (Flying)	+20pts
Falcon Glider (Ambush)	+20pts

## B | Upgrade unit with:

Hero - Wild Bill (Relentless)	+25pts
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## C | Upgrade unit with:

Hero - Grand Slam (Increase range to 24")	+40pts
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## D | Upgrade unit with:

Hero - Hawk (Increase to AP(4))	+85pts
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## E | Upgrade unit with:

Hero - Steeler (Ambush)	+20pts
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## F | Upgrade unit with:

Hero - Rock n' Roll (Replace Gatling Gun with High Speed Gatling Gun (12", A24))	+55pts
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## G | Upgrade unit with:

Hero - Ace (Unit quality 2+)	+175pts
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## H | Upgrade unit with:

Hero - Clutch (Strider)	+5pts
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## I | Upgrade unit with:

Hero - Cover Girl (Regeneration)	+80pts
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## Special Rules

**Yo Joe!:** Once per game, the G.I. Joe player may invoke the battle cry "Yo Joe!" (yes, the player must actually say it in an awesome and dramatic fashion). For the remainder of the turn, the player may reroll all roles (just once).

# Cobra

Name	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Trooper Squad (5)[3]	5+	6+	Infantry Rifles (6", A5)	Infantry, Slow, Tough(5)	A	100pts
F.A.N.G. Section (1)[2]	5+	5+	Missiles (24", A1, Anti-Air, AP(3), Deadly(3)), 20mm Grenade Launcher (12", A2, Blast(3)) Bomb (6", A1, Blast(6))	Fast, Flying, Tough(3)		125pts
H.I.S.S. Mkl Tank Section (1)[2]	5+	3+	ATGM system (42", A1, AP(3), Deadly(3))	Fast, Tough(6)	B	215pts
H.I.S.S. Mkl Transport Section (1)[2]	5+	3+	ATGM system (42", A1, AP(3), Deadly(3))	Fast, Tough(6), Transport(1)	C	240pts
S.N.A.K.E. Squad (3)[3]	5+	4+	Machineguns (6", A6), Flamethrowers (Adds Impact(3))	Impact(3), Tough(6)		250pts

## A | Upgrade with one of:

Hero - Cobra Commander (Quality 4+, Fearless)	+65pts
Hero - Destro (Defense 5+)	+30pts
Hero - Major Bludd (Sniper)	+25pts

## Upgrade with:

Viper Glider (Ambush)	+10pts
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## B | Replace any ATGM with:

Twin 90mm Cannon (36", A2, AP(3), Deadly(3))	+30pts
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## Upgrade all:

Drivers to Track-Vipers (Quality 4+)	+40pts
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## C | Replace any ATGM with:

Twin 30mm Cannon (24", A4, AP(2), Deadly(3))	+35pts
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## Upgrade all:

Drivers to Track-Vipers (Quality 4+)	+40pts
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## Special Rules

**Cobra!:** Once per game, the Cobra player may invoke the battle cry "Cobra!" (yes, the player must actually say it in an awesome and dramatic fashion). For the remainder of the turn, the player may reroll all roles (just once).