

ARMY MEN COMBAT v2.0

General Principles

The most important rule: Whenever the rules are unclear use common sense and personal preference. Have fun!

Quality Tests: Roll one six-sided die and if you score a 4+ it's a success.

Additional Dice: When adding dice to a roll they are added to the total roll of the unit, and not to each individual model.

Preparation

The Battlefield: The game is played on a flat 4'x4' surface, with at least 5-10 pieces of terrain on it.

The Armies: The players must put together two armies of 300pts, of which up to half are vehicles. They may also take a total of up to three units of Gunners, Snipers or Supports in any combination.

Deployment: Players roll-off and the winner picks one of the table edges as his deployment zone with his opponent taking the opposite. Then the players alternate in placing one unit each within 12" of their table edge, starting with the player that won the deployment roll-off.

Mission: The game ends after 4 rounds and players sum the point value of all enemy units they completely destroyed or that are pinned. The player with most points wins.

Playing the Game

The game is played in rounds with players alternating in activating one unit each until all units have been activated. Before each activation both players roll one die and add the number of non-activated units they have, and the player with the highest result may activate a unit next.

Activation

The player picks one unit and it may do one of the following:

- **Hold:** Move 0", can shoot.
- **Hunker:** Move 0", can't shoot, gets +1 die to blocking rolls.
- **Guard:** Move 0", can shoot in reaction to the enemy.
- **Advance:** Move 6", can shoot only after moving.
- **Rush:** Move 12", can't shoot.
- **Charge:** Move 12" into melee.

Movement

Unit members must stay within 2" of at least one other member and within 6" of all other members. Units may only move within 1" of others when charging and may only charge if at least one model can reach one model from the target.

Shooting

Models in range and line of sight may fire one weapon. Shooting models take one quality test per attack in the unit and each success is a hit. Defending models then take as many quality tests as hits and each success is a block. Subtract the number of blocks from the number of hits and the defender removes as many models from the target as the result.

Guard Actions: Units that are on guard may not move or shoot, but may react to enemy units that move into their line of sight by shooting. The player may stop enemy units at any point of their move to shoot, but the target gets +1 die to its blocking roll.

Melee

Charging models must move into base contact with the target or as close as possible. Then defenders must do the same moving up to 3". Models within 2" of enemies may strike with all their melee weapons and the charging unit gets +1 die to its attack roll. This works like shooting but casualties are only removed after both units have attacked. Once both units are done the unit that caused least wounds must take a quality test and if failed it is destroyed. If neither unit is destroyed they must continue fighting until one of them is.

Morale

If shooting brings a unit down to half or less of its original size, then it must take a quality test. If failed it is Pinned and must take a quality test when trying to activate or if it is charged. If the test is passed the unit stops being Pinned and may activate or fight in melee normally. If the test if failed the unit is destroyed.

Terrain

Cover Terrain: Infantry units with most models in or behind cover get +1 die to blocking rolls against shooting attacks.

Difficult Terrain: Units moving through difficult terrain may not move more than their Advance action distance.

Dangerous Terrain: Units moving across dangerous terrain must roll as many dice as models and for each 1 they take one hit.

Elevated Terrain: Units charging from higher elevation or being charged from lower elevation get +1 attack die in melee, and units taking shots from lower elevation count as being in cover.

Army Creation

This section of the rules provides you with guidelines on how to create balanced armies to play the game.

Infantry Units

Recruits - 5 for 15pts / 10 for 30pts

- **Equipment:** Rifles
- **Special:** Must re-roll successful quality tests (once per test).

Riflemen - 5 for 25pts / 10 for 50pts

- **Equipment:** Rifles
- **Special:** n/a

Veterans - 5 for 40pts / 10 for 80pts

- **Equipment:** Rifles
- **Special:** May re-roll failed quality tests (once per test).

Gunners - 1 for 10pts / 3 for 30pts

- **Equipment:** Machineguns
- **Special:** n/a

Snipers - 1 for 10pts / 3 for 30pts

- **Equipment:** Sniper Rifles
- **Special:** Passes quality tests on 2+ when shooting and Infantry units don't get a block die per hit.

Heavy Weapons - 1 for 20pts / 3 for 60pts

- **Equipment:** Mortars
- **Special:** May shoot at enemies it can't see as long as they are in line of sight of other friendly units.

Recruits, Riflemen and Veterans can be upgraded with the following:

- **Bayonets:** All soldiers may take bayonets for +10pts.
- **Grenadier:** One soldier may take grenades for +5pts or C4 for +10pts.
- **Specialist:** One soldier may replace his Rifle with a Flamethrower or a Bazooka for +10pts.

Weapons

Units without bayonets are assumed to use fists in melee. When attacking vehicles halve the amount of hits (rounding down), or double them for weapons with a * next to their attack number.

Fists - Range: Melee / Attacks: 1

Bayonet - Range: Melee / Attacks: 2

Bomb - Range: 6" / Attacks: 2D6*

Grenade - Range: 12" / Attacks: D6

C4 - Range: 12" / Attacks: D6*

Flamethrower - Range: 12" / Attacks: 2D6

Rifle - Range: 24" / Attacks: 1

Sniper Rifle - Range: 36" / Attacks: 1

Machinegun - Range: 36" / Attacks: 3

Bazooka - Range: 36" / Attacks: D6*

Autocannon - Range: 48" / Attacks: 3

Mortar/Missile - Range: 48" / Attacks: D6*

Cannon - Range: 48" / Attacks: 2D6*

Vehicle Rules

Activation: Vehicles may only use the Hold, Advance and Rush actions.

Movement: Vehicles move 12" on Advance and 24" on Rush actions.

Shooting: Vehicles may fire all weapons when shooting (instead of only one).

Melee: If a vehicle is attacked in melee it may not strike back.

Damage: Whenever a vehicle fails to block one or more hits, roll once for each and apply the resulting effect:

- **1-2:** Must roll a 4+ to activate next, if failed it loses its activation.
- **3-4:** May not move or pivot next time it's activated.
- **5-6:** The vehicle is destroyed.

If hit in the front roll 2 dice and pick the lowest, if hit in the side roll 1 die, and if hit in the rear roll 2 dice and pick the highest.

Vehicle Units

Jeep - 1 for 40pts

- **Armor:** Rolls +1 die to block hits
- **Equipment:** n/a
- **Special:** Transport up to 5 models. Units that move in contact may get in, and may use Advance to get out. If a unit is inside when destroyed all models are placed within 3" and the unit takes D6 hits.

Tank - 1 for 150pts

- **Armor:** Rolls +3 dice to block hits
- **Equipment:** Cannon
- **Special:** n/a

Artillery - 1 for 90pts

- **Armor:** n/a
- **Equipment:** Cannon
- **Special:** Moves only 6" on Advance and 12" on Rush actions. May only shoot when using Hold actions and target enemies it can't see as long as they are in line of sight of other friendly units.

Jeeps can be upgraded with the following:

- **Truck:** Transport 10 for +20pts.
- **APC:** Transport 10 and +1 die to block hits for +70pts.
- **MG:** Take a machinegun for +10pts.

Tanks can be upgraded with the following:

- **Medium Tank:** Add +1 die to block hits for +25pts.
- **Medium Tank:** Add +2 dice to block hits for +50pts.
- **MG:** Take a machinegun for +10pts.