

OPEN DAY PLAY SHEET^{v2}

COMBAT RANGES & EFFECTS

WEAPON TYPE	EFFECTIVE RANGE	DAMAGE PER HIT
INFANTRY RIFLE		1
HEAVY WEAPON	+ +	2
SMALL MISSILE	LINE OF SIGHT	1D3

Rifles do one damage per hit. **Heavy weapons** do two damage per hit. **Multiple weapon mounts** of Heavy Weapons on vehicles get +1 Attack dice per each extra mount or barrel.

MISSILES MAY ONLY FIRE ONCE PER TURN

Missiles fire with dice equal in number to their Attack Dice. If not in direct Line of site they may be spotted by a friendly unit that has LOS on target. Deduct 1 Attack dice per unit in LOS 'spotting chain'. Each 'hit' achieved from this is translated into **1d3 actual** hits.

COMBAT RESULT

Any unit that receives red dice score which is 2 + higher or more than Quality Level (ie if a Veteran gets to 6) is killed and removed. Any unit may spend actions bowling to remove red dice pips. Roll Quality/Attack Dice: remove one pip for **each SIX** which is rolled.

VEHICLE DAMAGE

Roll one D6 for every hit that **exceeds** their armour value. Mark results with dice where indicated. These hits are permanent and cannot be fixed within the game.

1	Miss	
2	Systems Damaged: Minus 2 dice in attack. No Dragging other units or gaining support from them.	
3	Drive Damaged: costs 2 actions to move once.	
4	Cargo Destroyed: (any infantry units on board killed).	
5	Weapon Destroyed: a double mount becomes a single mount - a single mount or a firing team in a jeep is destroyed/killed.	
6	Bang! Vehicle and cargo/crew are destroyed/ killed.	

Moving into Contact gets one Close Assault. Additional Actions spent get more close assaults. **No firing** into or out of an assault. **Combat** is Attack dice versus attack dice minus **ALL** but **IGNORING** any and any dice.

ATTACK DICE

Elite get 5 Attack Dice
Veterans get 4 Attack Dice
Trained get 3 Attack Dice

COMBAT RESOLUTION

Attackers dice bowled versus Defenders Dice bowled. Overs are re-rolled. Paired off.

Each attacker dice which is higher than defenders is a HIT

V = 2 hits

BONUS IN SHOOTING ATTACK

+1 Dice for each of target
+1 Dice for each support with
-1 Dice for each intervening cover
-1 Dice for each of firer **ONLY**
-2 Dice for over effective range

INDICATOR DICE













Visibility (or dust on vehicles)
 Damage on infantry (max of 2 more than Quality Level)
 Support (and added defence)
 Activated this turn
 Drive unit (vehicles only)
 Weapon hit (vehicles only)
 Systems Hit (vehicles only)

RULES & MOVEMENT NOTES

- **THREE Actions per turn:** Move, fire, Close Assault, Support, Mount/dismount, Recover (infantry).
- Activated units (and dragged units - see below) are all marked with a yellow dice
- No more than **TWO** actions of the same type may be performed in 1 turn.
- Actions may be taken in **any order** (eg: **Move, Move, Fire, or Recover, Move, Fire, or Move [inc a FREE close assault], Close Assault, Close Assault**) but they must be nominated in advance.
- Moving may incur a movement dice or and - for vehicles - dust trails or
- When moving, units may **drag other similar units** less than a base width away with them. They get the same number of blue dice or as the activated unit. These may **CARRY OVER** to the next turn, **reducing one pip/cloud per turn**. The limit to the number of pips/dust is 6.
- Infantry units (any number) cost **One Action** to mount/dismount from a vehicle in the vehicle's turn.
- Infantry can drag other units into/out of a vehicle, even if they haven't previously exited the vehicle.
- **Infantry in a jeep** can fire if they have Heavy Weapons.

A unit with a Green Support dice allocated to gives **plus one Attack dice** in support (of another adjacent unit - one base width or less apart) and **plus one Attack dice in defence if they are attacked**. These can be allocated to any adjacent unit to that which has been activated in attack or by the marked unit in defence later in the turn. 'Supporting' units cannot attack themselves this turn. Supporting units are **not counted** in close assault combat.

MOVEMENT DISTANCE

SPEED (Visibility)	Leg or Tracked	Wheeled	Rocket-sled
SLOW 			
MEDIUM 			
FAST 			



VEHICLES



US Heavy Vehicle: **WHEELED**
Double Heavy Weapon
 Takes **3** infantry bases, any type
 Armour Value: **5**



Chinese Heavy Vehicle: **WHEELED**
Double Heavy Weapon
 Takes **3** infantry bases, any type
 Armour Value: **4**



US Medium Vehicle: **ROCKET SLED**
Single Heavy Weapon
 Takes **2** infantry bases, any type
 Armour Value: **3**



Chinese Light Vehicle: **WHEELED**
No weapon but Heavy Weapon team
ONLY may fire from rear of vehicle. Any hit of 4 or 5 means the infantry team killed.
 Takes 1 infantry base, Missile (who cannot fire from rear) or Heavy Weapon team
 Armour Value: **2**



British Medium Vehicle: **WHEELED**
No weapon but Heavy Weapon team
ONLY may fire from rear of vehicle. Any hit of 4 or 5 means the infantry team killed.
 Takes 2 infantry base, Missile (who cannot fire from rear) and Heavy Weapon team
 Armour Value: **4**

TROOPS

RECOGNITION TIPS:

US troops: **Gold Visors**
 Chinese Troops: **Red Visors**
 British Troops: **Silver Suits**

Rifles: 4 man teams



Heavy Weapons: 3 man teams



Missile Troops: 2 man teams









British Heavy Weapons: 4 man teams



ACTIVATION

- Each turn is divided into a number of phases where players move some of their units in the order of card play. With between 3 and 5 cards (see below), players may not **always** get to move **all** of their units.
- Units are all rated for different quality rating (QR): **5**: Excellent/Elite; **4**: Good/Veteran; **3**: OK/Trained
 At the beginning of a turn, each player gets dealt cards equal to the Quality Rating (QR) of their units.
- Each phase, the players chose one card from their hand and play it face down. When all cards are played they are then revealed.
- Players then activate a unit in **priority order** of the card 'face value' for that initiative suit (with the ACE as high). In the event of a tie, go in 'suit' order (i.e. Hearts, Clubs, Diamonds, Spades).
- If a player plays a **JOKER** they may chose to go first (beating any aces) OR they may chose to end the turn and new cards will be dealt for the next turn. However, if **two JOKERS** are played, a full colour joker beats a black and white one!
- Repeat these phase steps until all players have exhausted either their available units or card supply.

END OF TURN

- Remove all yellow  and green dice. 
- Bowl action dice equal to the quality of the unit to remove **multiple pips** from Red dice  (on **ANY** result of a 6): Any that result in a pip count equal to or higher than their quality level are removed from play.
- Reduce blue dice   (and/or dust ) by one pip/cloud. Dust/blue dice are caused by speed!