



Special Operations Rules

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Movement

Type	Distance	Notes
Walk	5 cm	-1cm standing from prone/ Sneaking
Run	10 cm	-2cm standing from prone/ Sneaking
Sprint	15 cm	2 turns only before rest
Wheeled Vehicles	20 cm	
Tracked Vehicles	25 cm	

Combat

Roll d10 to hit, base of 4 for Special Forces, and base of 6 for regular troops

Weapon	Short Range	Medium Range	Long Range
Rifle	30	80	200
SMGs	25	60	120
Pistols	16	30	50
MGs	35	85	250
LAW	25	60	100
Sniper Rifle	50	100	250
Shotguns	10 (+ 1 effect)	20	50 (- 2 effect)
ATGW	Min 20 cm Range, Maximum of 1000cm		
Grenades	Guess range up to 20 cm, then roll 1d6 + scatter dice		
M203	Guess range up to 100 cm, then roll 2d6 + scatter. Min range 10cm		
Mortar	Guess range up to 200 cm, then roll 3d6 + scatter. Min range 20cm		
Law/RPG	Kill APC on D6 roll of 2 – 6, Kill Tank on D6 roll of 4 – 6		
Milan ATGW	Kill APC on D10 roll of 1 – 10, Kill Tank on D10 roll of 4 – 10		

- All have a burst radius of 5cm
- WP grenades create smoke as well.

Modifiers

+ 2 Medium Range	+ 1 Walking	+ 2 Light Cover
+ 4 Long Range	+ 3 Running	+ 4 Hard Cover
- 1 Per Aim (Max 3 turns)	+ 2 Serious Wound	+ 1 Under Fire
+ 1 Wearing Armour	+ 1 Sniper at Short Range	+ 1 Full Auto (2 + Shots)
+ 1 Target Prone	+ 1 Firer Sneaking	- 2 Sniper / Aim (6 max)
+ 1 Grenade Launcher Fitted	+ 2 Through Smoke	+2 if Chobam/Reactive Armour.

HTH Combat

Each combatant rolls a d6, the highest score wins.

Modifiers

+ 2 Special Forces - 2 Unaware of Attack - 1/ extra attack (2 max)

- If loser was unaware then wound roll is at +2 effect.

Wounds

Roll a d6 for each hit and consult the following table

Die Roll	Effect
1 – 2	Light wound (No effect) 2 light = 1 serious
3 – 4	Serious (+2 to firing) 2 serious = Neutralized
5	Neutralized (May do nothing but crawl 3cm)
6	Dead

Modifiers

- Kevlar gives save of 5-6
- Flak jacket give save of 6 (+1 to effect and –1 to save for 7.62, .44, .357, +2 to effect and –2 to save to for .50)
- Subsonic ammo +1 save
- AP ammo –1 save

Spotting

Roll a d10 to see if visible

Visibility	Distance (cm's)			
	0 – 20	21 – 50	51 – 100	100 +
Normal	2	3	4	5
Reduced	3	4	5	6
Poor	4	5	6	7
Bad	6	7	8	10

Modifiers to base chance

- | | |
|-------------------------------|------------------------------------|
| -3 Target Running | - 4 Night Vision |
| - 1 Target Walking | - 4 (- 2 at night) Binoculars |
| + 2 Light Cover | + 3 Hard Cover |
| + 1 Target Sneaking | + 2 Target Prone |
| - 4 Target Firing | -1 Target Firing Suppressed Weapon |
| + 2 Target Wearing Gille Suit | +/- 0 Firing Subsonic Ammo |

Weapons

Type	Weapon	Feed	Ammo	ROF	Slots
Rifle	5.56 Assault Rifle +2 Mags	Mag	5	5	1
Rifle	7.62 Battle Rifle +2 Mags	Mag	4	4	1
Rifle	7.62 Sniper Rifle +2 Mags	Mag	3	1	1
Rifle	.50 Sniper Rifle +2 Mags	Mag	3	1	2
MG	5.56 SAW +2 Mag/1 Boxes	Mag*/Box	5/8	5	1
MG	7.62 GPMG +1Box/Belt	Box**/Belt	5/8	6	2
MG	0.50 MG +1 Belt	Belt	5	6	4
Pistol	9mm / 0.45 Handgun + 3 Clips	Clip	8	2	1
Pistol	.357/.44 Handgun + 2 Clips	Clip	6	2	1
SMG	9mm Silenced SMG +2 Mags	Mag	6	6	1
SMG	9mm SMG +3 Mags	Mag	6	6	1
HVY	M203/ BG17 GL*** +4 Grenade	Grenade	1	1	1/0
HVY	Under barrel shotgun*** +8 Shots	Mag	1	1	1/0
HVY	Law 80 / AT4 ****	Missile	1	1	1
HVY	6 Fragmentation Grenades	Grenade	1	1	1
HVY	4 WP Grenades	Grenade	1	1	1
HVY	4 Gas Grenades	Grenade	1	1	1
HVY	4 Flash\ Bang Grenades*****	Grenade	1	1	1
Shot	H+K CLAWS/SPAS 12 +2 Mags	Mag	5	3	1
HVY	51/60mm Mortar + 2 Bombs	Bomb	1	1	2
HVY	RPG + 1 Rocket	Rocket	1	1	1
HVY	Milan ATGW + 1 Rocket	Rocket	1	1	2

* Mag will fit Assault Rifle

** Box will fit Battle Rifle

*** Can attach to a Assault/Battle Rifle for no cost, but with only 2 grenades/ 4 shots

**** 1 shot only

*****As tazer but with -1 effect 2-5cm

Ammunition

Type	Calibre	Slots	Amount
Mag	5.56	1	4
Box	5.56	1	2
Mag	7.62	1	3
Box	7.62	1	2
Belt	7.62	1	2
Mag	0.50	1	3
Belt	0.50	1	1
Clip	9 mm / 0.45	1	6
Clip	9 mm SMG	1	4
Clip	0.357 / 0.44	1	5
Grenade	40 mm / M203	1	4
Mag	12 Gauge	1	3
Bomb	51 mm / 60 mm	1	4
RPG Rocket	-	1	2
Milan Missile	-	1	1

Communications

Type	Effect	Slots
Lash Mike	(Set to own teams frequency)	0
Man Pack Radio	(May communicate with other teams)	1

Equipment

Type	Effect	Slots
Flak Vest	Save of 6 on D6, +1 to hit	0
Kevlar Vest	Save of 5-6 on D6, +1 to hit	1
Medical Kit	May reduce the level of one wound by 1. Will not heal a dead character	1
C4 Explosive	3 turns to set and make very big bang	1
Tazer	Short Range 5cm, Long Range: 10cm +2 to hit, roll d6, 1 No Effect, 2-6 Neutralized	1
Gas Mask	Negates Gas	1
Night Vision Mask	+ 4 to spotting at night	1
Binoculars	+4 to spotting, +2 at night	1
Tripod for 7.62 MG	No penalty for auto fire	1
Subsonic Ammo	-1 to spot, +1 save. Suppressed weapons only.	As Ammo Type
Gille Suite	+2 to spot, can't sprint, 1 turn to put on take off	1
Bergen	Give 4 extra slots, takes 1 full turn stationary to access slots	2
Claymores (2)	20cm with 45° arc +1 effect to front, 10cm to rear +0 effect.*	1

- May be command detonated or trapped (5cm area)

Troopers

Each player will control a squad of Special Force Troopers, each trooper will have 4 slots to carry equipment.

Skills

After the completion of each mission each Special Force Trooper that survives may gain a skill. Roll 1D6 for each figure. On a roll of 6 that figure get a roll on the skill table.

Die Roll	Skill	Benefits
1	Strong as an Ox	+ 1 Slot
2	CQB Specialist	- 1 to hit at short range
3	Tough as nails	First wound treated as 1 level lower
4	Pitcher	May reroll the scatter die for grenades once per turn
5	Super Fit	Walk 6cm Run 14cm
6	Players Choice	-

2 Figure in every section may speak the language of the mission site.