

NCO

The Squad Based WW2 Tabletop Skirmish Game

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Created and Written by Elijah Kellogg, February 2017. Revised September 2018.

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INTRODUCTION

NCO is an enjoyable and competitive ruleset for recreating WWII firefights between two opposing squads of soldiers on a tabletop surface. As with all WWII games, NCO is closely based off the realities, situations, equipment and men of the world-wide, historical conflict. However, unlike the typical WWII tabletop engagement, this game is played at the uniquely turbulent, violently intimate, and painfully essential level of squad vs squad skirmishing. Many battles were won and lost at this very level of combat, and it is a great honor and pleasure to bring this ferocious contest of interpersonal war to the tabletop scale.

Squads were the smallest and most fundamental division of WWII soldiers. When peering through the crosshairs of his rifle, a man would be staring into the faces of other men from an enemy squad—not flags, not machines, and certainly not an ideology. Small groupings of humans personally shot at and killed other small groupings of humans in WWII. The statement seems obtuse, but maybe it is a gruesome truth that is far too understated—or overlooked altogether—as we reflect on the global conflict. Indeed, caught in this very manner of daily killing, thousands upon thousands of men lived and died for nearly a decade across the entire world. Typically numbering from anywhere between five to fifteen men, a squad was the individual soldier's only hope for companionship and survival during the long days of fighting. And there, at the heart of every squad, was a Non-Commissioned Officer: abbreviated NCO.

Typically ranked as sergeants or the equivalent, NCOs were the last line of communication to the regular soldier before orders were executed. These men were thankless tacticians of the instantaneous. An order from the platoon's lieutenant meant virtually nothing without the sergeant's ability to put his peers into immediate, effective action, and then hold these men to the objective until it was accomplished. What "should of" happened on paper and what *actually* happened in the heat of battle was often a discrepancy solely rooted in the moment-to-moment command of the NCO. On any given day of the war, a dozen men could proficiently succeed, or efficiently and unceremoniously die, as a direct result of the orders given to them by their commanding sergeant.

In NCO the game, you are the sergeant of your squad. And your squad of men will live, or die, by your orders.

SETTING UP THE GAME

Like most tabletop games, NCO utilizes a flat playing surface, small scale-models, a handful of six-sided dice (D6) and measuring tape (in inches) for gameplay. Here's a list of everything you'll need to enjoy a game:

- + A table with at least 2-3 feet squared of gaming space, covered with plenty of appropriate 3D terrain
- + Scale* models to represent your squad of soldiers
- + Squad rosters and the game rules
- + Two identically shaped and sized—but different color—sets of dice in a dice bag, specifically for use as “Order Dice”. One die per soldier model. (see more about order dice under “The Order Dice System” section)
- + “Event Chart” and general use tokens
- + A few six-sided Dice (D6) for active rolling
- + Measuring Tape (in inches)**

**“Scale” is relative to the scale with which you and your opponents decide to play. The rules, especially the table dimensions and distances, were written for 20-28mm scaled miniatures (that’s roughly 1/56 scale) on 25mm round bases. That said, the game would just as likely succeed in other scales, such as a 15mm or 1/72 scale.*

***All distances are dictated and decided in inches. Players may premeasure freely throughout the game, even before making a move.*

Typical NCO games are played between two squad rosters that each total exactly 100 valor points and 50 specialist points. As you will find, each soldier you can include in your squad is worth a certain amount of “valor points” or “specialist points”, depending on his rank, weapons, skills and items. Valor and specialist points are deliberately separate when it comes to building your squad and cannot be interchanged with, nor exchanged for, one another. More on that in the “Building a Squad” section.

NCO games are played within a 3’ squared area, on a three-dimensional map, among appropriately scaled, model terrain. NCO is a true, 360° line-of-sight game. If one model could realistically see another model from their actual position on the board, then they can interact (ex. “Fire” at one another). If two models cannot see each other, they will be relatively unaware of each other’s presence and cannot interact. This game is not unlike real-live war, and players should keep this in mind when setting up the board and positioning their models. The landscape of World War II was extremely diverse: from fighting in destroyed cities, to intricate trench warfare in forested woods, to jungle raids on exotic islands. You really cannot go wrong with your setting, but my rule is simply this: the more captivating the terrain, the more captivating the game. While I’ve taken great care in creating a balanced, challenging and exciting ruleset, your choice of terrain really helps make the game the most fun it can possibly be. If you and your friends are playing with balance and competition in mind, then just be sure that the terrain is always evenly placed on the board in a manner that is advantageous for both sides and where line-of-sight is broken-up and not easily gained.

WHO WINS THE GAME

A typical NCO battle lasts for 6 turns and the winner is the player who has scored the most points by the end of the final turn. While there are many unique and challenging scenarios that offer much more variety when it comes to victory conditions and points (found in the “Scenarios” section), the end of a battle will always involve tallying up points from soldiers eliminated during the game. While valor points and specialist points are different when it comes to building your squad, for the purposes of calculating victory, they are equal in worth. Thus, for a basic game of NCO, the object is to kill as many enemy soldiers as possible (gaining points) while keeping your own soldiers alive (and thus keeping points from your opponent).

BUILDING A SQUAD

Before engaging in battle, players get to “build” their squads. To build a squad, players will first determine the size of their engagement and how many points to spend when building their rosters. In a typical game, each player will get up to 100 valor points and 50 specialist points to spend. Players will use these points to acquire outfitted soldiers for their squad, clearly listing each squad member on a roster sheet. For every soldier on the roster, the player must have a corresponding model that clearly represents each soldier on the battlefield. You may add as many different or duplicate types of soldiers as the point limits allow, unless a soldier is marked as (unique). If the soldier is marked with a (unique), then there can only be one of these soldiers per squad. Also, the only soldier each player *must* include in their squad is a Sergeant. Every squad needs a sergeant to act as the unit’s NCO.

Valor Points

Valor Points (vps) are used to acquire unspecialized soldiers for your squad. These common men of uncommon service, as in reality, are the bulk of your fighting force. As you’ll find in the “Soldier Barracks” section, there are many different ranks of soldiers to choose from, each with their own corresponding characteristics and equipment options. Soldiers fresh out of basic training are inexpensive and unadorned, while veteran soldiers—especially those with skills and big guns—will cost you more.

When adding an item to a soldier, the points of these items are added to the soldier’s cumulative point value. Here’s an example: The player adds a Lance-Corporal (16vps) to his squad. He gives the Lance-Corporal an LMG (4vps), an extra grenade (4vps) and Letters from Home (2vps). The Lance-Corporal’s total worth is 26vps.

Specialist Points

Specialist Points (sps) are used to acquire specialized soldiers for your squad. Specialists were typically well-trained soldiers assigned to a platoon or squad to execute specific tasks of warfare. These men could have been from another chain of command altogether, but once on the field and under the watch of an NCO, their specialized skills would become indispensable to the allies around them. In NCO as a game, specialists are assumed to be under your command for the battle, and as you’ll find in the “Specialist Camp”, there are many different types of specialized soldiers to choose from, each with their own corresponding characteristics and equipment options. Adding a specialist to your list is exactly like adding a soldier, with the only difference being that you spend sps to acquire him and outfit him with additional weapons and items, instead of vps.

****Remember:** valor points and specialist points are not interchangeable when building your list, nor can they be exchanged for one another. If the battle to be played has a 100vps and 50sps limit, those points must be spent within their own designations. When soldiers are killed and eliminated from a battle, however, they will all always be worth their vps or sps in a common pool of victory points.

THE PROFILE OF A SOLDIER

As you'll find, every soldier in your army—regular or specialist—has a characteristics profile. It looks like this:

Private~ M-5 C-2 H-3 P-3 Cost: 8vps

Let's break this Private's characteristics profile down:

Movement (M)

This value stands for a soldier's normal movement value, in inches. Thus, "M-5" means the Private can move up to 5 inches. Movement in this game is omni-directional, so long as the move makes real-life sense. All horizontal and vertical movement is measured from the base of the model. A soldier's normal movement value counts towards walking, crawling and mounting waist high objects. If a soldier executes a "Run" order, movement is doubled, and can count towards running, jumping horizontal gaps (no more than 2" wide), and scaling vertical surfaces such as fences, ladders and brick walls.

Courage (C)

This value stands for a soldier's overall confidence and alertness in the heat of battle. The higher the courage value in a soldier, the more effective they will be in executing orders and fighting in close combat situations. As a skittish new recruit, this Private has a low courage base value of 2. See the "Secondary Actions" and "Close Combat" sections for more info on how a soldier's courage impacts his effectiveness on the battlefield.

Health (H)

This value stands for a soldier's maximum health. Thus, "H-3" means the Private can take up to two wounds before counting as a casualty. If a soldier's health value reaches 0 at any point in the game, then he has died and is immediately removed from play. Health can be regained in various ways up to a soldier's initial, max value. See the "Health & Psyche Effects" section for more details about health as it pertains to gameplay.

Psyche (P)

This value stands for a soldier's maximum mental strength. Thus, "P-3" means the Private can lose up to two psyche before having a mental breakdown. If a soldier ever reaches 0 psyche (and still has a remaining health value), then the soldier begins to descend into a debilitating panic. Psyche can be regained in various ways up to a soldier's initial, max value. See the "Health & Psyche Effects" section for more detail about psyche as it pertains to gameplay.

Cost

This is the soldier's point value at base cost, without adding any additional weapons or items. When tallying points at the end of the game, players will count their soldiers base cost, plus any additional cost that went into weapons, skills and items (see below).

WEAPONS, SKILLS, & ITEMS

Every soldier comes with presets and options for taking different types of weapons, skills and/or additional items. Under the profile of each soldier is where you will find what they take for free—without cost—and what they can take for additional points. Some soldiers have a lot of different options, so be sure to take your time surveying the "Weapons Stats and Effects", "Skills", and "Items" sections.

THE ORDER DICE SYSTEM

NCO utilizes an “Order Dice” drawing system for determining when soldiers get to execute an action during each turn of the game. For both squads on the field, there will be two corresponding sets of colored, six-sided dice. There should be one die present in an order dice set for each model present on the table. All the dice in a set should be uniform in color. These dice do not have to be specially manufactured, but both player’s order dice sets must be identical in shape, weight and size. In fact, the only difference between the two opposing players’ set of order dice *must* be their color.

There are six different orders that the player may give to his soldiers and specialists during the order dice phase: each represented as a number on the six-sided order die. Here are the descriptions of those different orders—listed by number:

- 1) “Down”**- The soldier hits the dirt right where he was standing and does not move, nor shoot. The soldier can use items and perform certain actions only when given a “Down” order. Also, the soldier is now an additional -1 to hit when being fired upon. An order die can be immediately drawn and used to assign a “Down” order for any soldier who is targeted by an enemy’s “ranged attack” and has yet to be assigned and execute an order. If a player chooses to do this, the appropriate die is pulled and the order given immediately before any attack rolls are made. If a “Down” order is given in this manner, the soldier may not use an item.
 - 2) “Rally”**- The soldier concentrates his energy on regaining his nerves or tending to a wound. The player states aloud whether he wishes to replenish the soldier’s health or his psyche (up to their initial maximum), and then rolls a D6. On a result of 1, regain +1 of the chosen value. On a 2-3, regain +2. On a 4-5, regain +3. On a 6, regain +4.
 - 3) “Cover Fire”**- Instead of aiming at a single enemy soldier, the soldier centers his aim on a general area of the field and then haphazardly fires his weapon. The player chooses a target point on the table—over an enemy model or not—where he wants his soldier to aim and execute “Cover Fire”. This point must be within line-of-sight of the soldier and within range of his weapon. All soldiers, friend or foe, within 2" of this target point become individual targets of the “Cover Fire”. Because “Cover Fire” is a poorly aimed volley of fire, the attacking soldier must apply a -2 initiative modifier to all of his resulting rolls to hit. If a soldier is hit by a “Cover Fire” ranged attack, then not only does he apply wounds from the ensuing wound chart roll, but—if he also has yet to take an order during the Order Dice Phase—he must immediately pull an order die and execute a “Down” order, without the ability to use items.
 - 4) “Fire”**- The soldier stands and fires any one of his equipped weapons towards one enemy model. Roll to-hit and, if the shot hits, roll on the wound chart. Soldiers may not fire more than one weapon per “Fire” order.
 - 5) “Advance”**- The soldier moves up to his maximum movement value listed in his profile, * and then the soldier may “Fire” any one of his weapons towards one enemy model. This shot is affected by a -1 to-hit modifier for moving and shooting (in addition to other applicable modifiers), otherwise roll to-hit and roll on the wound chart as normal.
 - 6) “Run”**- The soldier vigorously moves across the field up to double his movement value. * This move does not have to be in a straight line, and can include jumping up to 2" horizontal gaps, climbing ladders and scaling climbable surfaces. *This order may also be used as an “Assault” order against an enemy soldier.* The player must declare the assault before moving the soldier, indicating which enemy soldier he is attempting to connect with in close-combat. This targeted soldier, if he has not already taken an order, may counter the charging man by pulling an order die and immediately executing a “Fire” order. If the shot does not kill the man executing the “Assault”, or no attempt to “Fire” at the charger was made, then the charging soldier will move up to double his movement value to connect with his enemy. The two will then immediately fight to the death in close combat. (See the “Close Combat” section for more info)
- *Note that a soldier may not voluntarily “Advance”, nor “Run”, off of the battlefield.*

PLAYING OUT A BATTLE

Once the players have setup the 3x3' battlefield, compiled their rosters, chosen their models, gathered order dice, and selected a scenario, it is time to battle! Before starting, players should share their rosters with each other, double-check for point accuracy, and make sure they both have enough order dice in their sets to represent each of their squad members on the field of battle.

Determine Sides and Deploy your Soldiers

To start the game, players will each roll a D6 to determine which side of the battlefield they will each deploy their squads, and who will deploy first. The player who rolled the higher number gets to choose his deployment side, and the player who rolled the lower number must immediately deploy the whole of his squad on the opposite side. After this, the player who had the higher number deploys his soldiers, on his side, in response. Different scenarios can make deployment areas vary in size and position on the table, but for a typical battle, a player's deployment area is anywhere along the length of his starting table edge and within 3" of this edge. *Players may also choose to use the alternative deployment rules for any of their battles, found under the "Scenarios" section, at the bottom page 16.*

Follow the Turn Phase's

Typical Games of NCO last for 6 turns, each with three different phases. They are as follows:

PHASE 1) ORDER DICE PHASE

At the start of a new turn, including the first turn, both players' place all of their order dice sets into a single dice bag and shuffle the contents. The players will then take turns blindly drawing a die from the bag, without looking into the bag itself.

The color of the die drawn from the bag will clearly indicate whose it is, and this player must then use his order die to give an order to one of his soldiers. To give an order, the player simply places the die next to one of his available soldier models, with the order-number he wants the soldier to execute facing up. Once an order is given to a soldier, the soldier must immediately execute that order, following the order's directions under "The Order Dice System" section above. *Be sure to remember which player got to assign the turn's first order, as it will matter in the next phase.*

Once the effects of this order are fully resolved, then the next player blindly draws a new die from the bag. This order die is again given to its player, the player uses the die to assign an order to any one of his soldiers who have yet to execute an order, and in this manner the system repeats and the play unfolds until all the order dice have been drawn from the bag and assigned.

Two notes:

1) While this initiative system is designed to simulate the chaos of battle, favoring only statistical advantages, sometimes the players may fall into a rare streak of pulling the same squad's dice repeatedly. To help keep this system in check, if players have drawn 4 of the same squad's dice in a row—blindly or with the aid of items and/or skills—then the opposing player may openly choose who gets the next order die. After this choice is made, then the following orders revert back to a blind draw.

2) Sometimes a soldier is killed and the model is removed from play before getting an order. When you remove the model, remember to remove a matching die from the bag. When a soldier is removed, but an extra die remains in the bag, it can skew the odds a bit and makes for a confusing end to the phase.

PHASE 2) SPECIAL ACTIONS PHASE

When the fighting intensifies, the common soldier—quite rationally—keeps his head down, forgoes the heroics and sticks to his orders. Then there are those who, whether in instinctive fury or uncommon valor, act and fight beyond the call of duty. The special actions phase represents moments of battle where the exceptionally courageous take advantage of the chaos and choose to execute additional actions.

After all the order dice have been pulled from the bag, and all of the soldiers from both sides have executed their orders, the turn devolves into a furious phase of extended heroics. Every soldier with a current courage value of 4 or higher will execute one of four special actions during this phase. Soldiers with a current courage value of 3 or less may not take a special action this phase. Also, regardless of courage value, if a soldier had just executed either a “Rally”, “Cover Fire” * or “Run/Assault” order in the previous phase, then he is too preoccupied—either with applying bandages, reloading bullets or catching his breath—to take a special action this phase. The player who did not have the first order die draw of the previous phase goes first in this phase, assigning a special action to any one of his soldiers who is currently qualified to make one.

** Even when executing a “Fire” or “Advance” order, ranged attacks from certain weapons are always worked out like a “Cover Fire” order due to their large area of effect. While the weapon’s ranged attack is treated like “Cover Fire”, **this does not mean the order given to the soldier became a “Cover Fire” order.** The actual order assigned to a soldier is noted when considering Special Actions.*

These are the four special actions a qualifying soldier may execute during this phase:

“Focus Fire”- The soldier calms his breathing, takes aim, and fires a well targeted shot at an enemy soldier. All “Focus Fire” shots are resolved like normal “Fire” orders, except they ignore negative to-hit modifiers from an enemy taking cover or being “Down”. Remember: if the soldier using “Focus Fire” just executed an “Advance” order this turn, the -1 to-hit modifier for moving and shooting still applies, along with any other modifiers.

“Assault”- The soldier aggressively moves towards an enemy soldier and engages with his opponent in close-combat. This special “Assault” action is resolved similarly to a normal “Assault” order during the order die phase, but the soldier’s movement is not doubled. Also, just like an “Assault” during the order die phase, the enemy soldier may execute a “Fire” order in response to this “Assault” action, but only if the enemy soldier is also capable of executing a special action this phase and has yet to do so. If/when the assaulting soldier is moved into base-to-base contact with his enemy, resolve close combat as normal.

“Mend”- The soldier tunes out of the battlefield chaos and concentrates on tending to his wounds or encouraging a nearby comrade. The player has a choice of effect when using “Mend”. He may either A) choose to have the soldier mend himself and regain +1 health and +1 psyche, or B) choose to have the soldier shout a rousing word of encouragement to a fellow soldier, regaining +1 psyche for himself and regaining +2 psyche for any single, friendly soldier within 3” of his base.

“Ambush”- The soldier hunkers down into a ready position and patiently waits for the perfect moment to fire his weapon. The player places a token next to the soldier who is executing an “Ambush” action. This soldier is now considered to be in a “Down” position for the remainder of this turn and next until he chooses to trigger his “Ambush”. While “Down”, the token must stay with the soldier even if the order die is collected for the new turn. During this turn or the next, the soldier may trigger his “Ambush” action when any enemy movement order falls within the soldier’s line-of-sight: including all “Advance”, “Run” or “Assault” orders. When the soldier triggers his “Ambush”, movement is immediately interrupted, the enemy model halts where they are, and a “Fire” or “Cover Fire” order is executed. An order die is pulled from the bag—if executed during the order die phase—and the shooting order chosen is resolved as

normal. If the enemy soldier is hit, he cancels his action and immediately changes his order to “Down”. The player may choose to cancel the “Ambush” at any time during the next turn by simply assigning the soldier a different order.

As mentioned, the player who did not have the first order die draw of the previous phase goes first in this phase, assigning a special action to any one of his soldiers who is currently qualified to make one. The soldier immediately executes the action given to him. To show that this soldier has executed his special action, the player should place a token of sorts on the soldier’s order die. After this soldier has finished taking an action, the opposing player now does the same thing: assigning one special action to any one of his soldiers who is free to make one. After this soldier has executed his action, then the play moves back to the previous player and he gives a special action to another qualified soldier. Thus, in this alternating manner, both players take turns assigning and executing special actions until all qualified soldiers have taken one. Once this happens, the phase is over.

PHASE 3) END PHASE

Once the Special Actions Phase has ended, the turn is essentially over. Players now make certain that remaining casualties and unnecessary tokens are cleared from the table. They then recollect all of the order dice and place them back into the dice bag. The final thing players must do before starting the next turn is roll on the “Event Chart”

“Events” in this game are happenings that realistically color the battlefield with unforeseeable challenges. There was never a level of battle more impacted by the unpredictable nature of war than at the level of squad vs. squad, close-quarters fighting. Before starting a new turn, players roll 1D6 twice and consult the “Event Chart” (found on page 12). Once the new event is determined and clear to both players, its rule must be immediately applied to the battle. After applying the new rule of the event, players may now start the new turn and repeat phases 1, 2 and 3. In this manner, the game is played out until the end of the final turn (typically turn 6), which is the end of the battle.

Battle End and Tallying Victory Points

As mentioned under the “Who Wins the Game” section, the most basic games of NCO will immediately end after the 6th turn, where players will then tally their dead, calculate victory points and declare the outcome of the battle. Also, as mentioned under the “Who Wins the Game” section, every enemy casualty, regular or special, is worth his cumulative, acquisition points (vps or sps) in victory points. The only exception to this rule is a dead sergeant, who, as the NCO of a squad, was mandatory for each player to take and, at base value, costed 0 points. *A dead enemy sergeant will always grant the player an additional 55 victory points!*

Whether playing historically, casually or competitively, it is *strongly recommended* that once players get a grasp on the basic gameplay of NCO, they utilize and enjoy the additional rules and victory conditions found in the “Scenarios” section. That stated, regardless of whether the game is basic or scenario driven, the outcome of every game can be calculated on this chart:

Crushing Victory- ≥ 150 Victory Point Difference

Decisive Blow- 149-110 Victory Point Difference

Tactical Success- 109-75 Victory Point Difference

Narrow Advantage- 74-50 Victory Point Difference

Entrenched Stalemate- 49-0 Victory Point Difference

Tournament Note: When organizing multi-battle tournaments, simply have each player keep record of their total victory points from each battle as they go. The player with the most overall victory points by the end of the event is your NCO champion.

GAMEPLAY MECHANICS AND SPECIAL RULES

Rolling to Hit

Once a “Fire”, “Focus Fire” or “Cover Fire” order is executed, the player will need to roll a single D6 for each enemy model under fire. A few weapons will grant the player to roll two D6 for each targeted model under fire. The minimum value always needed on a D6 roll for a shot to be considered a “hit” is a 3 or higher (3+). That means when a 1 or 2 is rolled, on a typical roll, the shot misses.

This minimum being established, there are many different conditions within the game that can make the shot easier or harder to hit its intended target. Types of firing orders themselves can give benefits or negatives to a shot, and the very nature of certain weapons or skills can change the accuracy of the shooter himself. There are also in-game conditions that can tweak the likelihood of a shot hitting its target or missing. All of these conditions are called “modifiers”. For every negative modifier, the face value needed on a die to count a shot as a hit will be raised, and for every positive modifier, the die value required to hit will be lowered. These modifiers can add-up (along with any modifiers an order or weapon or skill may add as well) creating near impossible shots or relatively easy ones. * Here are those in-game modifiers:

Negative modifiers (not including weapon and skill modifiers):

- Target behind cover, -1 to hit. (Meaning your 3, 4, 5 or 6 on a D6 to hit would now be a 4, 5 or 6 to hit)
- Target is currently considered “Down”, -1 to hit.
- Shooter moved before firing this turn, -1 to hit.
- Shooter down to 1 health, “Walking Wounded”, -1 to hit.
- Shooting in response to an “Assault” order, -1 to hit.
- Shooter’s ranged attack is considered “Cover Fire”, -2 to hit.

Positive modifiers (not including action, weapon and skill modifiers):

- + Shooter has full psyche, +1 to hit. (Meaning your 3, 4, 5 or 6 on a D6 to hit now includes 2 as well)
- + Target is within half the range of a weapon, +1 to hit.
- + Shooter has the “High Ground” and is at least 3” above his target (base to base), +1 to hit.

** Many shots may be modified down to what seems like any value on a D6, including rolling a 1, would hit. This is not the case. The lowest a shot can be modified is down to a 2+. A roll of a 1 always means the shot has missed. Similarly, after adding up the modifiers, many shots may prove to be well over the limit of a six-sided die, needing a 7 or more. While improbable, these shots are not impossible! Here’s what happens: If a shot is 7 or more to hit, roll a D6. If the roll is anything but a 6, it misses. If the roll is a 6, then roll the die one more time. On a 5 or 6, the shot hits its target!*

Rolling to Wound

Once a shot has hit its target, the player must roll on the wound chart to see how the enemy was hit. Simply roll a D6 and see what happens to the targeted soldier per the result on the die:

Wound Chart

1 Graze. The soldier has only been grazed by the incoming fire. He is taken aback, but not wounded. -1 psyche

2-3 Ringer. The shot hits the soldier, but has deflected off equipment. The soldier is thoroughly spooked. -2 psyche

4-5 Flesh Wound. The shot hits an appendage of the soldier. The wound is serious, but not fatal. -2 health, -1 psyche

6 Mortal Wound. The shot hits the soldier’s body and, if not fatal, will leave the man forever injured. -3 health -2 psyche

**Certain weapons can boost the damage done by a hit. If a wound is modified above a roll of 6, the soldier has taken an instantly fatal shot is removed as a casualty immediately.*

Close-Combat

If a soldier successfully executes an “Assault” order, and if a responding “Fire” order does nothing to kill the assaulting soldier, then the now base-to-base contact of the soldiers means they have entered a round of close-combat. Somebody will not survive the ensuing struggle.

To resolve a round of close-combat in NCO, each player rolls one D6 and adds the courage value of their soldier in combat to the resulting roll. The player with the higher outcome wins the round of combat, and the losing soldier must apply the difference of the two rolls against his health value. *So, for example, Player One’s Corporal successfully assaults Player Two’s Private. Both players roll a D6, with Player One rolling a 3 and Player Two also rolling a 3. The Corporal’s courage value is 4, so his total combat score is 7. The Private’s courage value is 2, so his total score is 5. The private has lost combat and takes -2 to his health.*

If the results of close-combat kill a soldier, then he is removed as a casualty. If the results do not kill a soldier, then another round of combat is immediately fought, this time with the losing soldier’s courage value counted as being 0. Players each roll a D6 again, and add the courage values of their soldiers to the result. This formula for combat repeats until at least one soldier is dead. It is entirely possible that multiple rounds of combat rolls will be necessary before one soldier rises victorious. Thus, it is also possible that a round of rolls will come where both soldiers have dropped to a courage value of 0 for the fight.

If the results of a round of close-combat ever end in a tie, at any point in the fight, then both soldiers are immediately removed as casualties, having struck each other with a fatal blow.

Health and Psyche Effects

Healthy soldiers, both physically and mentally, are essential to the success of a squad’s operation. When soldiers lose health or psyche, players simply keep track of this on the soldier’s profile with the use of tokens, a counting die, pencil/eraser, or similar.

Walking Wounded

If a soldier’s health has dropped to the point where he has only one wound left before he dies—until he can be mended back to better health—the soldier cannot be assigned “Run”, “Advance”, nor “Cover Fire” orders. When shooting, this wounded soldier must always apply a -1 to-hit modifier. Also, if the wounded soldier is “Assaulted” and the enemy soldier comes into base-to-base contact, then he fights in the round of close combat, but without the benefit of adding his courage value to his close combat roll.

Mental Breakdown

As long as a soldier’s psyche has at least one value left, he will keep fighting as normal. He can do what is necessary to regain psyche normally. However, the moment a soldier reaches 0 psyche (and still has a remaining health value), he will have an immediate, mental breakdown and the soldier must be immediately assigned and execute a “Down” order (if not already “Down”) without the ability to use or receive the effects of an item, nor take a special action in the special action phase. If the soldier continues to take wounds that impact psyche while he is already at a psyche of 0 and currently “Down”, he is not further impacted: he remains at 0 psyche and in the “Down” position until the next turn. If the soldier with 0 psyche comes under assault and enters close combat, he fights back, but his combat roll is made without adding a courage modifier. On the following turn, when first possible, the controlling player must assign the soldier a “Rally” order, with the explicit aim of restoring psyche. This order must be the first order given to any and all soldiers who are currently having a mental breakdown, before any other orders can be given to any other soldiers.

After a soldier has regained his psyche, he will continue to fight as normal, but if the soldier's psyche ever reaches 0 for a second time, roll a single D6 to see what immediately happens:

1-4 Incapacitated. The soldier's bodily systems have physiologically shut-down due to over stimulation and stress. As a result, the man blacks-out on the spot and has become functionally useless to his squad. Remove the soldier as a casualty, as if he had been killed.

5-6 Snapped. The soldier loses his senses entirely and devolves into a frantic fit of animalistic rage. The soldier who has snapped immediately executes an "Assault" order directly towards the nearest, visible soldier—friend or foe! The movement value of the soldier is doubled when executing this action. The unfortunate soldier who is being targeted by the assault may respond with a "Fire" order/action per the typical "Assault" rules. If the snapped soldier reaches another soldier and engages in close combat, then both soldiers are instantly removed as casualties. If the soldier fails to reach his target, or has no plausible target of assault to begin with, he immediately comes out of his fit and goes "Down", automatically regaining all of his psyche back to full.

Terrain

Every game of NCO will be unique and exciting, largely thanks to the terrain set on the table. The terrain on the battlefield not only enhances the look of a game, but also greatly enhances the strategy and gameplay. Without any interesting terrain features, a game could be potentially very bloody and very boring. Below is a list of different types of terrain, their rules as they relate to the game, and some examples of how they may be represented on the table. After setting up the terrain on your battlefield, be sure that both players know exactly what type of terrain is featured and how it impacts the rules of the game.

Obscuring Terrain. If a soldier model is behind a piece of terrain that completely obscures the model from line-of-sight, then he is in full cover. When in full cover, a soldier cannot be targeted for any type of shooting or assaulting action from an enemy soldier who cannot see the model, *with the exception* of becoming collateral from a "Cover Fire" order (in which case, the full cover terrain piece is considered "Cover" when applying to-hit modifiers [-1]). Many terrain pieces can act as full cover if a soldier is completely hidden from a potential attacker's vantage and line-of-sight. Oppositely, if any part of the model's body can still be seen from the vantage point of the attacker, even if the model is assumed to be "Down", then the model may still be targeted—and target others—and the cover is not considered full cover, but rather normal "Cover". Ideas for obscuring terrain: High walls, Buildings, Hills, Dense Hedgerows and Thicketed Forests; Any terrain piece that completely obscures a model from line-of-sight.

Cover. If a soldier is fully within, or at least quarter-obscured by, a terrain piece that grants cover from the viewpoint of a potential ranged attack, then the soldier he is at -1 to be hit. Also, other soldiers directly obscuring the path of a shot, friend or foe, grant a cover modifier. Ideas for cover: Buildings, Walls, Sandbags, Trenches, Tank Traps, Tanks, Cars, Armored Vehicles, Deep Craters, Barriers of Mixed Media, Forests, Fences, Shrubs, Waist-High Crops, Wagons, Barbed Wire Barriers

Difficult Ground. This terrain piece may be the most difficult for players to identify and should be agreed upon before the start of a battle. Difficult ground would be any surface, greater than 2" of width on the field, where a "Run/Assault" order would be impossible to execute. Sometimes terrain could be both providing cover for a soldier, but also prove to be difficult to maneuver through, such as a ransacked house, or a densely thicketed forest. Ideas for difficult ground: Swamps, Rivers, Thickets and Shrubs, Sand Dunes, Rubble Filled Alley

High Ground. If a soldier is on a terrain piece that makes him at least 3" vertically above other soldiers (from base to base), then the soldier is considered to be on "high ground" and gains a +1 to hit for any ranged attacks on enemies 3" or more below him. Ideas for high ground: Multi-Story Building, Guard Tower, Water Tower, Overpass

EVENT CHART

Before the start of a new turn of battle, players will always roll 1D6 twice in a row and consult the chart and descriptions below to find out what new battlefield event has taken place and how it will impact the following turn and/or game.

Second		D6 Roll >		>		>		>	
First		1	2	3	4	5	6		
D6 Roll	1	Able	Baker	Charlie	Dog	Easy	Fox		
V	2	Baker	Charlie	Dog	Easy	Fox	Mike		
V	3	Charlie	Dog	Easy	Fox	Mike	Roger		
V	4	Dog	Easy	Fox	Mike	Roger	Victor		
V	5	Easy	Fox	Mike	Roger	Victor	X-ray		
V	6	Fox	Mike	Roger	Victor	X-ray	Able		

Able (1/18 Odds)

UNCOMMON VALOR: The fighting activates a surprising streak of courage within an unlikely hero. Both players each select one of their lowest ranked soldiers or specialists and permanently give them +1 to their current courage and psyche values.

Baker (1/18)

DISSENT AMONG THE RANKS: Particularly grueling conditions of battle begin discouraging any attempt of heroics among the men. For this turn only, all soldiers, except Sergeants, must apply -1 to their courage profile.

Charlie (1/12)

FIGHTER INBOUND: A low-flying plane screams overhead, spooking many of the lower-ranked soldiers on both sides. Roll a D6 for every soldier at C3 or less. On a 1 or 2, the soldier must be ordered "Down" during the Order Dice Phase (but may still use items).

Dog (1/9)

NONCOMBATANTS: A group of unarmed civilians appear on the battlefield and confusion arises among the soldiers as to what they should do. For this turn only, no "Cover Fire" orders may be assigned (but weapons always treated as "Cover Fire" may still be used).

Easy (1/7)

TECHNICAL DIFFICULTIES: A specialist's weapon has jammed and malfunctioned. Each player chooses an opposing specialist (if any remain) and this specialist may not fire his primary weapon for the entirety of the turn.

Fox (1/6)

FOG OF WAR: A sudden plume of smoke and haze covers the battlefield, significantly hindering vision. For this turn only, all effective weapon ranges lose 3" off their distance.

Mike (1/7)

MOMENT OF CLARITY: In a rare moment of clear air and bright light, all soldiers get a better view of the battlefield and spring for advantageous positions. All soldiers gain +2 movement value for the entirety of the turn.

Roger (1/9)

CROSSED SIGNALS: Intel from HQ has been misunderstood and there is a moment of hesitant confusion for both opposing NCOs. While dealing with the miscommunication, both sergeants for each side lose their abilities to take a special action this turn.

Victor (1/12)

HORRORS OF WAR: A grotesquely wounded man from another platoon wanders near the battlefield, screaming in agony and causing quite a terrifying scene. As second thoughts of escape tempt, soldiers within 6" of any table edge immediately lose -1 psyche.

X-ray (1/18)

INCOMING!!! The entire field begins to erupt with massive artillery shell explosions. Roll a D6 for every soldier on the field before the start of the next turn. On a 1-2, he immediately loses -2 health and -1 psyche. 3-4: he loses -1 psyche. 5-6: no effect.

SCENARIOS

1. Secure the Sectors

Deployment- Typical deployment rules are in effect.

Turns- 6 turns total.

Scenario Rules- Before deployment, divide the Battlefield into nine, equally square sectors, with rows and columns of three. The object of this battle is to hold more sectors than your opponent by the end of turn 6. To hold a sector, players must have at least one more soldier within the sector's boundary than his opponent. If a sector is contested, meaning there is an equal amount of friendly and enemy soldiers within the sector, then the sector is not considered to be in the possession of either player. If there are no soldiers within a sector, then this sector is also not considered to be in the possession of the either player.

Victory Rules- Tally eliminated enemy soldier points as usual. In addition to these points, add bonus points for each sector held by your soldiers in this manner:

- +10pts for each of the three sectors held on the player's deployment edge.
- +15pts for the left-middle and right-middle sectors held, where no soldiers originally deployed.
- +25pts for the center-middle sector held.
- +30pts for each of the three sectors held on your opponent's deployment edge.

2. Fight to the Center

Deployment- Both players deploy their troops per the typical rules, with the exception that each player can deploy their soldiers within their designated edge of the table, as well as the table edge to their left (within 3" of each edge).

Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1 or 2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- Before deployment, find the exact center of the board and set a token or terrain piece down on the field to make the center clear to both players. The object of this battle is to get your sergeant and soldiers as close to the center of the board as possible, without letting the enemy sergeant do the same. In the rare circumstance that the game ends and opposing soldiers are exactly the same distance from the center, then neither squad gains points for these men.

Victory Rules- Tally eliminated enemy soldier points as usual. In addition to these rules, bonus points apply:

- +If your Sergeant is closer to the center of the board than your opponent's, gain +50pts.
- +For every regular soldier closer to the center of the board than your opponent's regulars, gain 5pts (+10max)
- +For every specialist soldier closer to the center of the board than your opponent's specialists, gain +10pts (+20max)

3. Rescue Mission

Deployment- Typical deployment rules are in effect.

Turns- 6 turns total, or until a soldier carrying the injured pilot touches the edge of the battlefield where the soldier deployed.

Scenario Rules- The squad who had deployed second is on a rescue mission to save a stranded, injured pilot behind enemy territory. The squad who deployed first is the possessor of this territory and has orders to capture, or at least kill, the pilot. *After deployment*, but before anything else happens, find the exact center of the board. Once the center is identified, place on this point a model or token that represents the injured pilot and roll a D6. On a roll of 1, the pilot wanders 3" from his position directly towards the center of the enemy table edge. On a roll of 2-3, the pilot wanders 2" from his position, directly towards the left corner of the friendly table edge. On a roll of 4-5, the pilot wanders 2" towards the right corner of the friendly table edge. On a roll of a 6, the pilot wanders 3" directly towards the center of the friendly table edge. Regardless of where he wanders, once he has reached this final position, the pilot passes out from his injuries and remains immobilized for the rest of the battle.

The object of this battle, for both players, is to pick-up the pilot and bring him back to your table edge before the opposing squad does. To do this, one of your soldiers must grab the pilot by coming into base-to-base contact with him and then executing a "Down" order. Once a soldier has grabbed the pilot, wherever he moves, the pilot will go with him. The soldier carrying the pilot cannot be assigned any other order except an "Advance" or "Down" order. The soldier who is carrying the pilot will not drop the pilot, nor pass him off, and the pilot cannot be killed while in his possession. He will either bring the pilot all the way back to his deployment edge of the field or die trying. If the soldier carrying the pilot dies, however, the pilot is dropped in this location and can be picked-up by any other soldier who touches him and executes a "Down" order as well.

While not preferable by HQ, the enemy squad who is looking to capture the pilot may choose to kill him instead. From turn 3 onward, instead of capturing the pilot, the sergeant of this squad, and the sergeant model alone, may choose to kill the pilot by either executing a "Fire" order or an "Assault" order. Assume the pilot is always in a "Down" position. Any wounds done to the pilot will result in his death, and a successful "Assault" order will automatically kill the pilot.

Victory Rules- Tally eliminated enemy soldier points as usual. In addition to these rules, bonus points apply:

- +If the pilot is successfully rescued by his allies, this player gains +75pts.
- +If the pilot is successfully captured by his enemies, this player gains +60pts.
- +If the pilot is killed in action, the enemy player gains +15pts.

4. Extermination Order

Deployment- Typical deployment rules are in effect.

Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1 or 2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- Players have each been given special assignments to kill specific men in the opposing force. Each player rolls a hidden D6 and secretly jots down the number somewhere nearby. He will not reveal the number he rolled until the end of the game, but here is each secret mission as it relates to the number:

1-2- Kill at least half (rounding up) of the enemy's regular soldiers.

3-4- Kill at least 3 of the enemy's specialist soldiers.

5-6- Kill the enemy sergeant, while ending the game with yours at full health.

Once the missions are in mind, the players fight the battle as normal, while trying to successfully, and secretly, execute their specific assignment.

Victory Rules- Tally eliminated enemy soldier points as usual. In addition to these points, bonus points apply:

+60pts for completing your secret mission.

+15pts if you can, in one try, correctly guess your opponent's secret mission by the end of the game, before he reveals it.

5. Search and Destroy

Deployment- Typical deployment rules are in effect, but deployment zones are now 6" into the table from the edge, instead of 3".

Turns- 6 turns or until one of the supply drops is destroyed.

Scenario Rules- Before the game starts, each player must designate a "supply drop" position on the battlefield with equally sized tokens/terrain pieces. The supply drop which a player designates must be touching his battlefield deployment edge but must also be at least 6" away from both the left and right neutral table edges of the battlefield. These supply drops are loaded with high-explosives, so while the player's soldiers must protect the drop they deployed around, they will not—at any time during the battle—get within 6" of it themselves.

The objective of this scenario for both players is to destroy your enemy's supply drop before they destroy yours. To do this, before deployment, each player openly designates one soldier—not a specialist—from their roster as "The Bomber". The Bomber cannot transfer his bomb to any other soldier. To complete his objective, The Bomber must come into base-to-base contact with the enemy's drop and be assigned a "Down" order to blow it up. If this happens before turn 6, the game comes to an immediate end. If a Bomber is killed before completing his objective, then the game simply continues on with the squad unable to destroy the enemy drop.

Victory Rules- Tally eliminated enemy soldier points as usual. In addition to these points, bonus points apply:

+75 points for destroying the enemy supply drop.

6. Intel Retrieval

Deployment- Typical deployment rules are in effect.

Turns- 6 turns total.

Scenario Rules- A vehicle carrying important intelligence has been shot up and destroyed in this area, scattering multiple pieces of sensitive information across the battlefield. This intel cannot fall into enemy hands. Before the battle starts, find the exact center of the field and place a token there to imply that a piece of the intel is laying there. After this, both players each place two more tokens on the field at least 4" from the center piece, 4" inches from each other and 8" from the deployment edges of the battle field.

The object of this scenario is for players to secure at least 3 out of the 5 pieces of intelligence by the end of turn 6. To do this, soldiers will need to grab the pieces by coming into base-to-base contact with them and executing a "Down" order. Once a piece is secured by a soldier, the player has two options. He may either keep the soldier alive—holding the intel on the battlefield—by the end of turn 6, or he may attempt to order his soldier in such a way that the soldier leaves the battlefield, via his deployment edge, with the piece securely in his possession. If the player wishes to move the soldier holding the piece of intel off the field, then all he must do is use "Advance" and/or "Run" orders to do so. Once the range of a movement order brings the soldier past his deployment table edge, the player has permanently secured the piece of intel. The soldier who was carrying the piece will not return to the battle for the rest of the game (he is alive, and does not count as a casualty when tallying victory points). Apart from a panicking soldier, this is the only situation in which a soldier can voluntarily leave the battlefield. If the soldier carrying the intel is killed, he will drop it where he lies for somebody else to pick it up. Soldiers will not pass pieces of intel to each other, but will keep the piece until it is secured or the soldier is dead.

Victory Rules- Tally eliminated enemy soldier points as usual. In addition to these points, bonus points apply: +45 points if your squad has secured (has removed from, or is holding on, the battlefield) at least 3 out of the 5 pieces of intel by the end of turn 6.

+15 points for every piece of intel, except the centerpiece, that your squad has successfully removed from the battlefield.

+30 points for successfully removing the center piece of intel off of the battlefield for your side.

ALTERNATIVE DEPLOYMENT RULES

If both players agree to do so, for any game of NCO you may choose to use these alternative deployment rules:

After rolling a D6 to determine deployment table edges (per the normal rules), players keep all of their soldier models off of the battlefield and immediately begin the Order Dice Phase for Turn 1. During this phase, and only during Turn 1, players must assign all of their soldiers and specialists either an "Advance" or "Run" order. This means that each soldier model will move onto the battlefield, one-by-one, from their respective deployment edges as part of their Turn 1 order die execution. When moving a model onto the table, simply measure the movement distance from the table's edge and place the model anywhere within this distance. Remember to keep all movement rules in mind when placing and potentially shooting with each new soldier.

SOLDIER BARRACKS**Sergeant~ (Unique)** **M-5** **C-6** **H-6** **P-6** **Cost: FREE**

Primary: May take a rifle or SMG for FREE,

or this soldier may take a "Nation Specific" weapon of choice for FREE

Secondary: Pistol for FREE

Hand Grenade Limit: First two are FREE, one additional costs 4vps

Items: May take two items at cost

Skills: Inspiring Presence (1), one other skill for FREE, and may add a third Skill slot for 6vps

Veteran Corporal~ **M-5** **C-5** **H-5** **P-6** **Cost: 20vps**

Primary: May take a rifle or SMG for FREE

or this soldier may take a "Nation Specific" weapon of choice at cost

Hand Grenade Limit: First is FREE, one additional costs 4vps

Items: May take one item at cost

Skills: First one for FREE, and may add a second Skill slot for 4vps

Corporal~ **M-5** **C-4** **H-5** **P-5** **Cost: 18vps**

Primary: May take a rifle or SMG for FREE

or this soldier may take a "Nation Specific" weapon of choice at cost

Hand Grenade Limit: First one is FREE, one additional costs 4vps

Items: May take one item at cost

Skill: May take one skill for FREE

Veteran Lance-Corporal~ **M-5** **C-4** **H-4** **P-6** **Cost: 16vps**

Primary: May take a rifle or SMG for FREE, or an LMG for +4vps,

or this soldier may take a "Nation Specific" weapon of choice at cost

Hand Grenade Limit: First one is FREE, one additional costs 4vps

Items: May take one item at cost

Lance-Corporal~ **M-5** **C-3** **H-4** **P-5** **Cost: 14vps**

Primary: May take a rifle or SMG for FREE, or an LMG for +4vps,

or this soldier may take a "Nation Specific" weapon of choice at cost

Hand Grenade Limit: May take one for FREE

Items: May take one item at cost

Hardened Private 1st Class~ **M-5** **C-3** **H-4** **P-4** **Cost: 12vps**

Primary: May take a rifle or SMG for FREE

Items: May take 1 item at cost

Private 1st Class~ **M-5** **C-2** **H-3** **P-4** **Cost: 10vps**

Primary: May take a rifle or SMG for FREE

Items: May take 1 item at cost

Private~ **M-5** **C-2** **H-3** **P-3** **Cost: 8vps**

Primary: Rifle for FREE

Items: May take 1 item at cost

SPECIALIST CAMP**Engineer ~** M-4 C-3 H-5 P-4 **Cost: 17sps**

Primary: May take an LMG for FREE, or a flamethrower for +3sps,
or HE weapon for +3sps

Secondary: Pistol for FREE

Grenades: First two are FREE, and each additional costs 4sps

Items: May take one item at cost (in sps)

Political Officer~ (Unique) M-5 C-4 H-4 P-5 **Cost: 15sps**

Primary: Pistol for FREE

Skills: Idealist, Ruthless, Natural Leader

Items: May take two items at cost

Marksman~ M-5 C-3 H-4 P-5 **Cost: 15sps**

Primary: Rifle(Scoped) for FREE

Secondary: Pistol for FREE

Skills: Covert, Deadeye

Items: May take one item at cost

Chaplain~ (Unique) M-6 C-2 H-3 P-6 **Cost: 13sps**

Primary: Pistol for FREE

Skills: Covert, Religious Rites

Items: May take two items and both items are FREE of cost

Medic~ (Unique) M-6 C-2 H-3 P-5 **Cost: 12sps**

Primary: Pistol for FREE

Skills: Covert, Field Medicine

Items: May take two items and both items are FREE of cost

Scout~ M-6 C-2 H-3 P-4 **Cost: 8sps**

Primary: May take a Rifle(Scoped) or an SMG for FREE

Skills: Covert

Items: May take one item at cost

GENERIC WEAPON STATS AND EFFECTS

Rifle- Effective Range 20"

No additional rules.

Rifle (Scoped)- Effective Range 30"

Treat the weapon as being fired from half-range at any distance (+1 to hit at any distance). The soldier cannot use the scope of his rifle while executing an "Advance" order, and thus the gun is treated like a regular rifle.

Sub-Machine Gun, SMG- Effective Range 12"

Roll two D6 per target when rolling to hit with this weapon. Any successful hits from this weapon are each rolled separately on the wound chart. Apply total resulting health loss before psyche loss. When used for a "Focus Fire" action, treat as normal "Fire" order. +1 Courage value when fighting in close-combat with a SMG.

Light Machine Gun, LMG- Effective Range 24"

Always treat "Fire", "Cover Fire" and "Focus Fire" orders as a "Cover Fire" order, but with only a -1 hit modifier. Roll two D6 per target when rolling to hit with this weapon. Any successful hits from this weapon are each rolled separately on the wound chart. Apply total resulting health loss before psyche loss. Cannot be fired during an "Advance" order. The shot gains a +1, instead of a -1, to hit when executing a "Fire" order in reaction to an "Assault". -1 Courage value when fighting in close-combat with an LMG.

Pistol- Effective Range 12"

Apply a -1 to-hit modifier when firing beyond half the weapon's range. Cannot be used to execute a "Cover Fire" order. When used for a "Focus Fire" action, treat as normal "Fire" order. +1 Courage value when fighting in close-combat with a pistol.

Flamethrower- Effective Range 12"

When using the flamethrower, always treat "Fire", "Cover Fire" and "Focus Fire" orders as a "Cover Fire" order, but without applying any modifiers whatsoever, positive or negative. +1 to the wound chart roll when resolving wounds from this weapon and add an additional -2 psyche to the result of the wound chart for soldiers wounded by the flamethrower. A flamethrower will run out of fuel after 4 uses total. Once the fuel is out, the soldier drops the weapon and bares only his pistol for the rest of the battle.

High Explosive Weapon, HE- Effective Range 16"

When using an HE weapon, always treat "Fire", "Cover Fire" and "Focus Fire" orders as a "Cover Fire" order. Apply the -2 to-hit modifier for executing a "Cover Fire" order, but no other modifiers are applied whatsoever: positive or negative. This weapon cannot be fired while executing an "Advance" order. +2 to the wound chart roll when resolving wounds from this weapon and add an additional -1 psyche to any soldiers wounded by the high explosives. HE weapons cannot be used when firing in reaction to an "Assault", and while this soldier can be assigned an "Assault" order himself, he will drop his cumbersome HE weapon before he executes the order, thus baring only his secondary weapon for the remainder of the game.

Hand Grenades- Effective Range 8"

When using a grenade, always treat a "Fire" or "Focus Fire" order as a "Cover Fire" order. Once a target point is chosen within range (no line-of-site necessary, and able to be thrown over terrain up to 3" tall), roll a D6. On a 4-6, the grenade lands on point and detonates. On a 3, the grenade bounces 3" past the point and detonates. On a 2, the grenade falls short 3" and detonates. On a 1, the grenade is a dud and does not detonate at all. **For each soldier caught within the 4" detonation diameter, roll to hit as normal (3+), but with no modifiers of any kind added to the roll—positive or negative.** +1 to the wound chart roll when resolving wounds from this weapon and add an additional -1 psyche to soldiers wounded. Each grenade is a onetime use weapon.

SKILLS

Inspiring Presence (1 & 2)

This soldier's very presence among his comrades invoke a calm and determination that aids in their courage and willingness to fight for the cause. This effect is reciprocal and the soldier himself gains the benefits of the confidence his squad has attributed to him. All allied soldiers (including the soldier himself) who are within 4" of this man regain +1 psyche (up to their initial maximum) whenever he is assigned an order die action other than "Rally" or "Down". A soldier can take this skill twice, so that the effect of his inspiration is even greater! Inspiring Presence (2) extends the range of this man's Inspiring Presence to 8".

Ruthless

All soldiers within the squad fear this man. He is undeniably unmoved by the conflict and seemingly feeds off the violence surrounding him and his peers. Driven only by the objective, he is not afraid to endanger—or even threaten—his peers to achieve his task. All allied soldiers (including the soldier himself) within 6" of a soldier with Ruthless will, under all circumstances, lose health instead of psyche if they are down to only 1 psyche point remaining.

Natural Leader

It is uncertain as to why soldiers will gravitate to this man's side in times of intense fighting, but this natural-born leader has the ancient ability to command in crisis. When this soldier is assigned an order die, the player may immediately pull and assign another order die to any one soldier within 4" of this soldier's position, as long as the soldier has a lesser courage value. Then, both soldiers may immediately execute their orders in any combination the player chooses.

Idealist

This soldier is a fanatic for the cause and sees his part in the war through a patriotic, maybe even delusional, worldview. A soldier with Idealist who executes a "Mend" action during the reactive phase, immediately and automatically regains all his psyche as the action's only effect.

Covert

Through drills that extended beyond basic training, this soldier is battle-field smart and prepared to survive. When this soldier executes a "Down" order he gains the benefit of -2 to be hit, instead of the normal -1.

Deadeye

With natural hunting skills refined by weeks of sharpshooting practice, this soldier has become a deadly shot. When executing a "Fire" order, always read the order as a "Focus Fire" order. Furthermore, when executing an actual "Focus Fire" order, resolve the order as described, but if the shot hits, add an additional +1 to the wound chart roll.

Fighting Instinct

A quick learner, this soldier is extremely reflexive when it comes to handling immediate threat. Whenever in close combat, this soldier adds +1 to his courage profile value.

Field Medicine (Medics Only)

This soldier has been trained to provide first-response aid for the wounded and is a welcomed presence to the injured ally. When executing a "Rally" order, if he chooses to regain health, he always regains +3 health, and he may choose to transfer the results of this action to one other soldier within 3". A soldier with this rule may also use an item when "Down" and transfer the effect of the item to one other soldier within 3", but only if he is using Morphine, Flask or Tobacco. A soldier trained in Field Medicine will not execute "Fire", "Focus Fire", "Cover Fire", nor "Assault" orders. However, this soldier may respond to an "Assault" by executing a "Fire" order.

Religious Rites (Chaplains Only)

This soldier has been trained to provide religious services and last rites to all soldiers, and is a calming, sobering presence on the heated battle field. When executing a "Rally" order, if he chooses to regain psyche, he always regains +2 psyche, and he may choose to transfer the results of this action to all soldiers within 3". A soldier with this rule may also use an item when "Down" and transfer the effect of the item to one other soldier within 3", but only if he is using Letters from Home, Flask or Tobacco. A soldier trained in Religious Rites will not execute "Fire", "Focus Fire", "Cover Fire", nor "Assault" orders. However, this soldier may respond to an "Assault" by executing a "Fire" order.

ITEMS**Extra Magazine: 3 points**

Once per battle, a soldier who is carrying an Extra Magazine may use the Extra Magazine to execute a second “Fire” order immediately after executing a “Fire” order. This cannot apply to flamethrowers, nor high explosive weapons. This cannot be used when executing a “Cover Fire” order. This item may be used after a “Focus Fire” order only if the soldier executing the order has the “Deadeye” skill.

Religious Icon: 2 points

A soldier who takes a religious icon adds +1 psyche value to his initial profile.

Service Medal: 2 points

A soldier who takes a service medal adds +1 courage value to his initial profile.

Letters from Home: 1 point

Once per battle, when the soldier carrying Letters from Home executes a “Down” order, the player may roll one D6. On a roll of 2-5, the soldier regains +1 health and +1 psyche. On a 6, the soldier regains +2 health and +2 psyche. On a 1, the soldier loses -1 psyche.

Morphine: 2 points

Once per battle, when the soldier carrying Morphine executes a “Down” order, he may become instantly immune to negative psyche effects for the rest of the battle. However, he will also permanently have -2 to his courage profile for the rest of the battle.

Flask: 1 point

Once per battle, when the soldier carrying a Flask executes a “Down” order, he may immediately regain +1 psyche and +1 health. In addition, for this turn only, the soldier immediately adds +2 to his courage value. If he uses this item, then during the next turn, he must be assigned a “Down” order and he cannot, under any circumstance, make a second action during the reaction phase.

Tobacco: 1 point

Once per battle, when the soldier carrying Tobacco executes a “Down” order, he may immediately regain +1 psyche. In addition, for this turn only, the soldier immediately adds +1 to his courage value.

Lucky Trinket: 1 point

Once per battle, when a soldier carrying a Lucky Trinket is hit by a ranged attack of any kind, before a roll on the wound chart is made, the controlling player rolls a D6. On the result of a 1-5, nothing happens and the wound chart roll is made as normal. On the roll of a 6, however, the wound chart roll is automatically set to 1 and the hit soldier only loses -1 psyche from a scary, but lucky, graze.

Intel: 5vps (Sergeant Only)

Once per battle, before any given order-die-pull, the player may use his sergeant’s Intel to immediately pull two of his own order dice from the bag and assign these orders to any two of his soldiers. If the player’s sergeant is dead before the use of this item, the item is considered lost. The player must announce that he is using his Intel before pulling out the two dice. If the opposing player mentions that he also would have liked to use Intel at the same time, then he must respectfully wait his turn to do so. First to mention using Intel, uses it first.

Field Map: 3vps (Sergeant Only)

Once per battle, before the beginning of a new turn, the player may use his sergeant’s field map to give all of his soldiers +1” to their base movement value for the entirety of the proceeding turn of battle.

NATIONAL & DIVISIONAL SQUAD RESTRICTIONS

<u>NATION/DIVISION</u>	<u>MAX SOLDIERS+SPECIALISTS IN SQUAD</u>		<u>CANNOT TAKE</u>
US ARMY	-	12	- No Political Officer
US MARINES	-	14	- No Political Officer
US AIRBORNE	-	12 (+10 specialist points)	- No Chaplain, No Political Officer
GERMAN HEER	-	12	- No Political Officer
GERMAN FALLSCHIRMJAGER	-	12 (+10 specialist points)	- No Chaplain, No Political Officer
GERMAN SS	-	10 (+15 specialist points)	- No Chaplain
ITALIAN	-	12	- No Political Officer
BRITISH	-	12	- No Political Officer
BRITISH AIRBORNE/COMMANDOS	-	10 (+15 specialist points)	- No Chaplain, No Political Officer
FRENCH/ FREE FRENCH	-	12	- No Political Officer
IMP. JAPANESE ARMY	-	16	- No Chaplain
IMP. JAPANESE NAVY	-	12 (+10 specialist points)	- No Chaplain
SOVIET ARMY	-	16	- No Chaplain
SOVIET NAVY	-	14	- No Chaplain
CHINESE NATIONALIST	-	16	- No Chaplain, No Political Officer
CHINESE COMMUNIST	-	16	- No Chaplain, No Engineers
CANADIAN	-	12	- No Political Officer
AUSTRALIAN/NEW ZELAND	-	12	- No Political Officer
HUNGARIAN	-	14	- No Political Officer
NORWEGIAN	-	12	- No Political Officer
ROMANIAN	-	14	- No Political Officer
DUTCH	-	12	- No Political Officer
DANISH	-	12	- No Political Officer
GREECIAN	-	12	- No Political Officer
POLISH	-	14	- No Political Officer
BELGIAN	-	14	- No Political Officer
FINNISH	-	12	- No Political Officer
LOCAL/PARTISAN/FREE MILITIAS	-	16	- No Chaplain, No Engineers, No Political Officer

QUICK REFERENCE SHEET:**The Three Phase of a Turn:****Phase 1) Draw Order Dice and Execute Orders**

Orders by their dice number:

1) "Down" 2) "Rally" 3) "Cover Fire" 4) "Fire" 5) "Advance" 6) "Run" (also used for "Assault")

Phase 2) Execute Special Actions

Three special actions a soldier with a courage value of 4+ may execute during this phase (as long as they did not previously execute a "Rally", "Cover Fire" or "Run/Assault" order in the previous phase):

1) "Focus Fire" 2) "Assault" 3) "Mend" 4) "Ambush"

Phase 3) End Turn and Roll for an Event

Be sure to roll for a new battlefield "event" and apply its effect on the battle before the beginning of the next turn.

To Hit Mods (starting from a 3+ on a D6 roll):**Negative modifiers (not including weapon and skill modifiers):**

- Target behind cover, -1 to hit.
- Target is currently considered "Down", -1 to hit.
- Shooter moved before firing this turn, -1 to hit.
- Shooter down to 1 health, -1 to hit.
- Shooting in response to an "Assault" order, -1 to hit.
- Shooter's ranged attack is considered "Cover Fire", -2 to hit.

Positive modifiers (not including action, weapon and skill modifiers):

- + Shooter has full psyche, +1 to hit.
- + Target is within half the range of a weapon, +1 to hit.
- + Shooter has the "High Ground", +1 to hit.

Wound Chart (resulting from a D6 roll):

1 Graze. -1 psyche
 2-3 Ringer. -2 psyche
 4-5 Flesh Wound. -2 health -1 psyche
 6 Mortal Wound. -3 health -2 psyche
 7+ Instant Death. Soldier removed as a casualty.

Weapon Ranges (excluding special rules and weapons from Appendix A. Nation Specific Weapons):

Rifle- Effective Range 20"
 Rifle (Scoped)- Effective Range 30"
 Sub-Machine Gun, SMG- Effective Range 12"
 Light Machine Gun, LMG- Effective Range 24"
 Pistol- Effective Range 12"
 Flamethrower- Effective Range 12"
 High Explosive Weapon, HE- Effective Range 16"
 Hand Grenades- Effective Range 8"