

AlienStarGames

WORLD WAR 3

rules

Fast Play Tabletop Rules for the period 1955 to 2030
2mm to 1/35th scales



BATTALION TO CORPS LEVEL

INTRODUCTION.

Thank you for downloading these rules. I hope you enjoy gaming with them. I will be most happy to receive any comments, suggestions, ideas etc. Any feedback received will be gratefully acknowledged.

I began modern period wargaming with a passion in the early 1980's with rules from the Wargames Research Group, the 1950 to 1985 set. This was my introduction to the world of wargaming. Succeeding editions from a variety of vendors have succeeded in turning me to other periods because of the sheer complexity of the rules. This is exemplified by current sets. The complexity of which is a burden, unless you are a techno-head. Personally I do not like the idea of playing a battalion sized game in four or more hours which in real life takes 30 minutes to occur. The self same rule writers also criticise you, the player (and purchaser) for becoming over-indulgent by and with weapon performance characteristics, armour etc. The cause of which is the rules and rule writer. Why is this so? Because the rules provide a plethora of tables and weapon charts that players scour and use to their advantage. As I have said, this is fine if you are a walking technical manual. I believe present rules put a lot of people off a very exiting and tactically flexible period.

These rules are more general and careful in their approach to weapon performance, do not use one model equals one real tank/weapon or man. They do not use an alternate move fire system, where a coup-de-grace can be delivered without a single 'shot' being returned. They can be played in real time or faster, and you can easily use a division or corps. It is only at high level that an army's true strength and weaknesses can be found and exploited. The rules ignore the theoretical characteristics of equipment ignored by real life troops. These rules focus on real life men and women and the equipment they use and how they use it and not the other way round.

Any advantage in performance of one piece of equipment over another is compensated partly by the factors of grading, EW or a difference in scale representation.

Good tactics, tactical thinking and careful planning will more than compensate for an enemy's technical or numerical advantage. Outwit and off-foot your opponent. Develop battle strategy and develop the

courage to see it through. Commanders who change course half way through a battle generally usually come to grief.

CHOICE OF FIGURE AND MODEL SCALE

These rules can be used with any of the popular figure scales. These are 2mm, 6mm, 10mm, 15mm, HO/OO, 1/72nd, 20mm, 25mm and 1/35th scales. I personally use 1/72nd. The 6mm scale is the standard for modern wargamers, are well detailed, relatively inexpensive and can provide large games. The larger scales provide more detail, access to excellently detailed plastic kits and is ideal for the small skirmish game involving a company or two of AFVs and troops.

ARMY SIZE AND TROOP REPRESENTATION

An army consists of any number of battle groups each of 12 troop stands, one of which includes its only HQ.

A stand consists of a square base to which is fixed a number of foot figures or one or two vehicles, helicopters or aircraft. A stand represents a platoon sized unit of foot (without their vehicles), AFVs, APCs, a Recce unit, ATGW section, a battery of SPGs, field guns, howitzers, mortars or rockets, a flight of helicopters or aircraft. Stand size is relatively unimportant but should be large enough to accommodate at least 4 foot figures, one vehicle, helicopter or aircraft. However, the recommended stand size is 250m square at the ground scale used.

A battle group may comprise any type of Stand. If a battle group is comprised of any helicopter, aircraft, or battery stands then they may only select targets within 5000m of their own BGHQ (battle group head quarters). A battle group that wholly comprises of helicopters, aircraft or battery stands can select targets within 5000m of any friendly BGHQ on a throw of 4+. Such a throw is made each time a stand of the battle group wishes come on table and attack.

PLAYING AREA AND GROUND SCALE.

The optimum playing area is 3000m wide for every battle group used, the depth is at least half of the width. 6'x4', 8'x4' and 8'x5' gaming areas (herein referred to as the table) are the most common.

The ground scale is as in the following table;

Model Scale	Ground Scale. Every...
2mm	1cm equals 250m
6mm	3cm or 1" equals 250m
10mm/12mm	5cm or 2" equals 250m
15mm	7 cm or 3" equals 250m
20mm, or HO/OO, 1/72 nd	10cm or 4" equals 250m
25mm	15cm or 6" equals 250m
1/35 th (or 50mm)	20cm or 8" equals 250m

For example, in 15mm, 750m in real life will equal 9" on your games table. It is a good idea to have a pre-marked ruler with your chosen ground scale.

TIME SCALE

Players take alternate turns, during which the player whose turn it is may make a number of optional actions for each stand of a battle group. Movement is taken alternately, fire is not. A turn simulate, on average 15 minutes in real life.

DICE

All dicing uses ordinary six sided dice marked 1 to 6.

TERRAIN

The flexibility that is modern warfare is that it can occur in almost any terrain. Throw a die on the below table to establish the game's climatic zone.

Climatic Zone	Die Score	Examples
Desert	1	North Africa.
Steppe	2	Poland, East Russia
Tropical	3	Burma, S. China, Indo-China
Temperate	4 - 5	Europe, USA
Cold	6	Japan, Manchuria, Finland, Russia

If the armies of both players come from the same climatic zone then the battle occurs in that terrain. If the climatic zone of the armies is different, then each player throws a die, the higher score choosing.

The playing surface is usually comprised of 12"/300mm or 16"/400mm carpet tiles, blocks or marked on squares. Dice for a major terrain feature in each square as below;

Die Score	Climatic Zone is:				
	Desert	Steppe	Tropical	Temperate	Cold
1	H	H	SFH	SFH	LFA
2	H	LFA	SFH	H	H
3	O	LFA	LFA	LFA	LFA
4	O	O	LFA	H	H
5	O	O	O	O	O
6	O	O	O	O	O
MBUA	6+	6+	5+	5+	5+
MINOR	1D6	1D6	2D6	2D6	1D6

A major terrain piece can be no larger than the square it is in and no smaller than 1/3 of the said square. Dice again for each square using the **MBUA** (Major Built Up Area) row of the above table, this is the score required on a die to establish the presence of a built up area. Dice again for each square using the **MINOR** row on the above table, using the specified dice, this is the number of minor terrain features in the said square.

SFH: Steep Forested Highland, impassable to vehicles and bad going to troops on foot. In the tropical climatic zone, the forested areas can be jungle in which case movement is only possible on roads unless jungle trained infantry. Roads in jungle **SFH** areas count as bad going even if surfaced highway.

LFA: Large Forested Area, impassable to wheeled and half-tracked vehicles, bad going to other vehicles and good going to troops on foot. In the tropical climatic zone the forested area can be jungle which is impassable to all vehicles except by road and bad going to troops on foot unless jungle trained infantry.

H: Highland, impassable to wheeled and half tracked vehicles except by road, bad going to full tracked vehicles except by road and good going to troops on foot.

O: Open terrain with no major features, good going to all troops.

MINOR TERRAIN FEATURES

For each square throw on the MINOR row on the table on Page 4. The result is the number of minor terrain pieces in the said square. Dice again to establish the minor terrain type. 1 or 2 is a wood unless in LFA or SFH which is an ignored result. 3 or 4 is a BUA. 5 or 6 is a hill or rise. Minor terrain features can be no larger than 750m and cannot be placed any closer than 250m to another minor terrain feature. They can be placed on major terrain features.

MBUA AND BUA

Built up areas as rolled for in the MBUA row as on the table on Page 4 can be placed over any terrain feature (Humans build in the most ridiculous and dangerous of places) MBUAs can be no larger than 2000m square. MBUA and BUA have to be interconnected with at least another MBUA or BUA by road. MBUA and BUA are best represented on table by black cloth with model building placed loosely on top so these can be moved out of the way when troops enter the area.

PLACEMENT OF TERRAIN

Both players throw a die. The higher scoring player places all of the terrain, the lower scoring player chooses his starting table edge, also called his base edge, (opponents start opposite each other) he then decides who has first move.

TERRAIN, GENERAL RULES

Shooting at a stand that is behind and touching the crest of a rise is counted as being in cover. Shooting from outside a wooded area at a stand that is in the immediate edge of a wooded area, or shooting from within a wooded area at a stand that is also within a wooded area or in the immediate edge of a wood is counted as being in cover. Shooting from outside an **MBUA** or **BUA** at a stand that is in the immediate edge of an **MBUA** or **BUA**, or shooting from within an **MBUA** or **BUA** at a stand that is also within an **MBUA** or **BUA** or in the immediate edge of an **MBUA** or **BUA** is counted as being in hard cover. A stand within a wooded area or **MBUA** or **BUA** can only be

seen by, and fired upon by other stands with 250m. In other circumstances major and minor terrain features blocks sight.

Highland should be at least four contour levels high, **SFH** are higher. A rise should be one or two contour levels high. Terrain contours can be made out of carpet tiles if using 2mm or 6mm figures or expanded polystyrene carved hills such as from Gallia if using larger scales. Movement in **MBUAs** or **BUAs** or over hills or rises are bad going to all troops except infantry. Shooting at a helicopter that is hovering just behind the edge of a **MBUA**, **BUA**, wood, hill, highland or rise is counted as being in cover from ground fire. If both players agree, then a river can be present. It can run across the diagonal of the table or from the left to right half way across. The river will run around **SFH**, **H**, hills and rises. Where roads cross the river a bridge or ferry will result. The river can be represented by blue or brown cloth cut in strips 250m wide at the ground scale used. Such a river (such as the Thames, Rhine or Seine) can only be crossed by bridge or ferry.

DEPLOYMENT

Both sides can deploy on table troops anywhere within 2000m of their own table base edge. Aircraft, helicopters and some artillery are placed off table in a zone behind the players' table base edge. This off table zone can be up to 10in deep, but represents a zone up to 30,000m deep in real life.

TACTICAL MOVES AND MARCHES

The distance that a stand can move during a turn depends on its type. Maximum moves distances in good/bad going are:

STAND TYPE	MARCH	TACTICAL
INFANTRY	1500m/500m	500m/250m
WHEELED VEHICLES	6000m/2000m	1000m/500m
SLOW TRACKED	3500m/1000m	500m/250m
MEDIUM TRACKED	4200m/1000m	750m/250m
FAST TRACKED	5000m/1500m	1000m/500m
VERY FAST TRACKED	6000m/2000m	1250m/500m
HELICOPTER	20,000m	4000m

Stand Type will be explained later. Unless otherwise stated in the terrain rules, roads cancel the negative effect of some terrain types. A

stand may make any number of turns without penalty. A march move cannot start, end or bring a stand to within 2000m of any enemy stands.

TROOP GRADING

Troops are graded according to their training, experience, morale, leadership, motivation, response to orders and discipline and reaction when under the stress of combat. The grading is 'A' for troops of the highest calibre and/or motivation, SAS, SBS, Spetnaz, Paratroops, Marines. 'B' class would be the best regulars, British, Israeli, Republican Guard. 'C' grading would be the bulk of trained regulars and best Territorials. The 'D' grading would go to inferior regulars, greens, levy, militia, guerrillas, and raw troops. The 'D' class troop grading sometimes have high, albeit brittle moral and are generally uncooperative and difficult to control.

COMMAND POINTS

A battle group (**BG**) consists of 12 troop stands, one of which is its only **HQ**. Each **BGHQ** dices for its **command points (CPs)** at the appropriate time in the turn sequence, it can then spend it's **CPs** on march or tactical moves. Command points are diced for according to the grading of the troops as follows on the below table:

If a battle group consists of troops of different grading, dice for the lowest grade.

A battle groups' HQ stand must be clearly identifiable, either by markings or having an additional command model mounted on the base. Alternatively, you can have an additional non combative command stand with the appropriate command model mounted on it.

Grade 'A' troops	Throw three dice and use the two higher scores.
Grade 'B' troops	Throw and use the score of two dice.
Grade 'C' troops	Throw three dice and use the two lower scores.
Grade 'D' troops	Throw four dice and use the two lower scores.

Battle groups without communications gear, radios etc., decrease their score by rolling a further die and deducting half of the score rounding up. Some battle groups can be classed as **Mobile**, these

troops emphasise mobility and rapid advance at the expense of cover. On the other hand troops who are reluctant to engage or have a tendency to get bogged down under fire are classed as **Cautious**. **Mobile** troops add 2, while **Cautious** deduct 2.

SEQUENCE OF PLAY

The two sides take alternate turns. During each player's turn he:

- 1). Dices for each battle group's command points, dices to recover any of his stands from repulsed status (Page 15). Throws 1 die for each suppression marker, one stand at a time removing one marker on 5+ (Page 15).
- 2). He first takes any required march moves. March moves can be made by a single stand or by a group of stands linked together. Linked stands must move parallel to, or follow, the first of them that moves; and must move the same distance or turn through the same angles. All stands of a linked group must be within 250m of another stand of the linked group being moved. A linked group move by road must be in a one stand wide column. A march move costs **3CPs** plus **1CP** for every 500m the linked group is from it's **BGHQ**.
- 3). He positions any **EWAC** or **AS** aircraft behind his own base line to indicate that the table's airspace is now being disputed and covered by **EWAC** and **AS** elements. This move costs 2 CPs per stand. He may now engage any enemy **EWAC** or **AS** aircraft that are behind the enemy baseline and resolve the action.
- 4). He now positions any **STRIKE** or **CAS** stands short of their intended target. His opponent may shoot at these with any of his stands that are in range at their current position, including any off table **AS** stands. Any surviving **STRIKE** and **CAS** stands now conduct their attack. **STRIKE** fly off permanently while **CAS** stands can return and conduct a further two attacks. This move costs **3CPs** per **STRIKE** stand and **4CPs** per **CAS** stand.
- 5). He makes his tactical moves starting with one vehicle, foot or helicopter stand at a time and completing tactical moves for each battle group before moving on to another. There are **6 tactical** move options, each one costing **1CP**. The maximum number of command

points a BGHQ can spend on a single stand is demonstrated on the below table:

TACTICAL MOVE OPTIONS

A **BGHQ** can spend a number of **Command Points (CP)** according to their Troop Grade . The maximum amount of **Command Points** a **BGHQ** can on the below table.

TROOP GRADE	MAXIMUM CPs PER STAND	MORALE PASS
GRADE 'A'	2	3+
GRADE 'B'	2	4+
GRADE 'C'	1	5+
GRADE 'D'	1	6+

It takes an extra **CP** for each **3000m** the stand being moved is from it's **BGHQ**. To clarify, Grade A and B stands can have two **CPs** spent on them, whilst Grade C and D stands can have only one.

The allowed tactical move options are as below;

OPTION	TACTICAL MOVE OPTION
OPTION 1:	Move up to a full tactical move without firing.
OPTION 2:	Fire twice halted, or once if artillery.
OPTION 3:	Move up to half of a tactical move and then fire.
OPTION 4:	Fire, then move up to half of a tactical move.
OPTION 5:	Move up to a full tactical move and then fire.
OPTION 6:	Vehicle to bus or de-bus infantry. The infantry cannot take any other option.

Bussed infantry cannot carry out any tactical move until de-bussed. Bussed infantry share the same combat result as their transport until de-bussed and moved 250m away. Infantry just de-bussed may spend 1CP making a tactical move. Stands may take as many tactical move options their Command Points allow. Each tactical move uses up 1CP unless otherwise specified.

TARGET ACQUISITION.

Before a target stand can be engaged, it must be acquired, that is sufficiently recognised, identified and located before direct or area fire can be brought against it. The ranges at which enemy stands are acquired is as follows:

OPPOSING STAND'S STATUS	MOVING	STATIONARY
Infantry in cover	125m / 500m	Contact / 125m
Infantry in the open	750m / 1500m	250m / 500m
HEL or VEH in cover	500m / 1000m	250m / 500m
HEL or VEH in the open	2500m / 5000m	1000m / 2000m

HEL and **VEH** mean helicopters and vehicles respectively. The distance before the slash is the range at which acquisition is automatic. The distance after the slash is the range at which 5+ is required on a die to achieve acquisition. +1 to the die if the shooter is firing on option B, or the target has a placed 'FIRE' marker (P13). Target acquisition is carried out at the appropriate time in a stands tactical move option. When stands classed as **LIGHT**, **MEDIUM** or **HEAVY BARRAGE** or **SALVO RL** shoot, see **ARMY SIZE AND TROOP REPRESENTATION** on Page 2.

SHOOTING AND TACTICAL INITIATIVE.

When a player shoots with a stand at the appropriate time in the stands tactical move, he must clearly nominate shooter and target. **BOTH** stands then attempt detection. Then **BOTH** stands dice for tactical initiative.

BOTH shooter and target throw a die and add any of the below modifiers, then the two scores are compared.

Modifier	Condition
+1	To the score if of higher grade.
+1	If the target has a fire marker.
+3	To the score if a successful detection is made.
-1	For each suppression marker the stand has.
-2	If the stand cannot cause an effect on the target (P14).

IMPORTANT

The stand with the highest score by **4** or more can then shoot at the stand with the lowest score if it can and wishes to do so, even if it is the stand that did not initiate the move and whose turn it is not. If the difference between the scores is 0, 1, 2 or 3 then **BOTH** stands shoot at each other if they can and wish to do so. As soon as a stand 'shoots' they have a **FIRE** marker placed to their front which remains until the shooter moves. The shooter cross references his troop or weapon type/class (the Shooters Class as on the Score Required for Effect table) with that of the Target's Class. The result is the score required on a die to score an effect on the target. If you fail to reach this score you can still cause an effect on the target, albeit at a reduced rate. The target has to be detected and within the shooters range and be of a type that an effect can be caused. If the result of the cross reference is a dash, the shooter cannot cause an effect on the target. The score to cause an effect is increased or decreased for each one of the following that apply:

MODIFIER	CONDITION
+1	If firing on a tactical move option 3, 4 or 5.
+1	If the target is in cover (see TERRAIN, GENERAL RULES on Page 6).
+1	If the shooter is pinned.
+1	Extra if the target of ATGW is in cover (see TERRAIN, GENERAL RULES on Page 6).
+2	If the target is in hard cover (see TERRAIN, GENERAL RULES on Page 6).
+2	If the shooter is repulsed.
-2	If shooting at a ground stands flank arc*.
-3	If shooting at a ground stands rear arc.

*If shooting at an AFV with added skirt plates to hull and/or turret, or reactive or ablative armour, this modifier becomes -0 if the firing stand is infantry and -1 if other type of firing stand. To gain this additional modifier the stand's model must have a representation of this armour.

THE SCORE REQUIRED FOR EFFECT

Cross reference the shooters class and the targets class:

Shooter is...	The Target's Class									Range
	INF	SMT	LA	MA	HA	XA	ART	AC/H	SAM	
OBS	4	4	5	6	-	-	-	-	-	500m
RG	4	3	4	5	6	-	-	-	-	500m
IG	4	3	3	4	5	6	-	-	-	500m
Mortars	5	5	6	-	-	-	-	-	-	2000m
HMG	4	4	5	-	-	-	-	-	-	1000m
AC & VLG	4	3	4	6	-	-	-	-	-	1000m
L-Guns	5	2	3	4	5	6	-	-	-	1000m
M-Guns	5	2	2	3	4	5	-	-	-	1500m
Hvy Guns	4	2	2	2	3	4	-	-	-	1500m
L-ATGW	-	4	4	5	6	-	-	-	-	2000m
M-ATGW	-	4	3	4	5	6	-	-	-	4000m
H-ATGW	-	4	2	3	4	5	-	-	-	8000m
L-Barr...	3	3	4	5	6	-	-	-	-	OT
M-Bar...	4	3	3	4	5	6	-	-	-	OT
H-Bar...	5	2	3	3	4	5	-	-	-	OT
C-Battery	-	-	-	-	-	-	4	-	-	OT
Salvo RL	3	2	2	3	3	4	-	-	-	OT
STRIKE	3	2	3	3	4	5	4	6	-	3000m
CAS	5	3	4	4	5	6	5	6	-	1500m
AS	-	-	-	-	-	-	-	4	-	OT
AAA	-	-	-	-	-	-	-	6	-	2000m
PD-SAM	-	-	-	-	-	-	-	5	-	6000m
AD-SAM	-	-	-	-	-	-	-	4	-	8000m
EWAC	-	-	-	-	-	-	-	-	4	6000m

The entries on the above table may seem a little cryptic. They will be explained in the section **The Score Required for Effect Table Explained**, which can be found on Page 16. If an effect is scored on the target, cross reference the score of a die with the targets grade and observe the result on the below table.

Important note: If you miss the score to gain an effect still consult the Results Table which is, incidentally, on the next page.

RESULTS TABLE

DIE SCORE	TARGET's GRADE			
	A	B	C	D
1 or less	Green			Yellow
2	Green		Yellow	Yellow
3	Green	Yellow	Yellow	Orange
4	Yellow	Yellow	Orange	Orange
5	Yellow	Orange	Orange	Red
6	Orange	Orange	Red	Red
7	Orange	Red	Red	Red
8 or more	Red	Red	Red	Red

Green = No effect, **Yellow** = **Pinned**, **Orange** = Repulsed, **Red** = Destroyed. A stand gets one suppression marker for every P result and two suppression markers for every R result. P, R results and suppression markers are accumulative. The score of the die is modified if any of the below apply.

-1	For each 1 the score required for effect is missed.
-1	If the target is an armoured AC/H such as the A10.
-2	If the target is an AC/H with an EW suit or escorted by, or is an EWAC stand.
+1	For each 1 the score required for effect is exceeded.
+1	If the Shooter is IG or RG with Light Mortars
+1	For each suppression marker the target has.
+2	If the target is a transport AC/H such as the C130 or Mi6.
-1	For each 1 the score required for effect is missed.
-2	If the target is an AC/H at night .

AC/H means aircraft of any sort including helicopters. Suppression markers are placed touching the effected stand, they can be removed on a throw of 5+, see Page 8, Sequence of Play phase 1.

Pinned stands cannot move any closer toward enemy stands, they remain pinned until the enemy shooting fails to produce the pinned result. Bussed Infantry share the same result if their transport is the target.

Repulsed stands must immediately move 500m away from any enemy stand, into cover if this is possible. In the player's next turn repulsed stands take a moral test to recover from the repulse result. The stand recovers from its repulsed status if the test is passed. An aircraft stand that is repulsed must immediately cease from its attack and leave the table, it does not count as being lost.

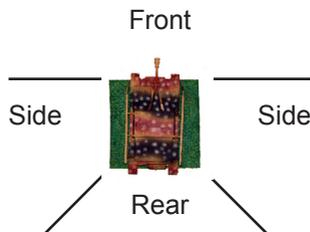
Destroyed means that the stand is destroyed and removed from play or replaced with a suitable destroyed stand model or figures of the appropriate type and with all the crew watching their equipment burn (no one dies in ASG games).

STAND and BATTLE GROUP REACTION

A moral test has to be taken when 4 of a battle groups 12 stands are repulsed or when 6 of it's 12 stands are pinned or repulsed. Tests are taken whenever this criteria is met. When a morale test is failed all the battle group's on table stands must move a minimum of half a tactical move per turn toward their own sides baseline. The battle groups stands may not initiate fire and CPs can only be used to halt retreating stands. Unless testing to recover from being repulsed, throw a single die for the entire battle group. Stands can retreat and still maintain their front arc aspect to the enemy. When half of a sides battle groups fail a morale test the side has lost the game. The score required to pass a moral test can be found in the table at the bottom of page 9, right hand column.

FRONT, FLANK, REAR AND SHOOTING ARCS

The diagram below shows the front, flank and rear arcs of ground vehicles, shooting is to the front and side arcs only. Aircraft and AFV's with a fixed gun like the Swedish S Tank can only fire at targets in their Front arc. Infantry can shoot all round.



TROOP TYPE AND STAND COST

Because of equipment characteristics a points value is used, see below. Both players agree to a game of a certain mutually fixed points value. On the **SCORE REQUIRED FOR EFFECT** table, in the

The shooter is column, the definition of the entries here are:

OBS: OBSOLETE RIFLE GROUP. A platoon armed with SLRs or assault rifles, plus support from LMGs and light anti-tank weapons such as 3.5 RL, RPG 2, M72 or RPG-18. **1pt.**

RG: RIFLE GROUP. A platoon of foot armed with SLRs or assault rifles, plus support from LMGs, light AAGW such as SA7 or Blowpipe, and medium anti-tank weapons such as Carl Gustav or RPG7. **1.5pts.**

IG: INFANTRY GROUP. A platoon of foot armed with assault rifles such as SA80, plus support from LMGs, Light AAGW and heavy anti-tank weapons such as LAW 80. **2pts.**

MORTARS: A battery of 4 to 8, 80mm to 120mm mortars. **5pts.**

HMG: Heavy machine guns. 12.7mm to 15mm. Vehicle or AFV mounted.

AC and VLG: Autocannons and Very Light Guns. 20mm+ auto cannon and chain guns. Also, guns of up to 60mm.

L-GUNS: Light AFV guns, 70mm to 90mm with RMG, RHMG, Optical or Laser Ranging.

M-GUNS: Medium AFV guns 100mm to 115mm firing APFSDS, HEAT, HEP or HESH with IFCS or DFCS. Guns of this calibre that do not have this ammunition and fire control are classed as Light guns.

H-GUNS: Heavy AFV guns, 120mm or more firing APFSDS, HEAT, HEP or HESH with IFCS or DFCS. Guns of this calibre that do not have this ammunition and fire control are classed as Medium guns.

L-ATGW: Light Anti-Tank Guided Weapons either vehicle or helicopter mounted, or on foot and given to a Rifle or Infantry group. Examples are Milan, Dragon, Spigot and Sagger.

M-ATGW: Vehicle or helicopter mounted only, such as TOW, HOT, Spiral, Hellfire, Spandrel, Shillelagh and Swingfire.

H-ATGW: Vehicle or helicopter mounted only, such as MMW Hellfire, Javelin or Trigat.

L-BAR: A barrage of Light artillery from 6 to 8 guns up to 105mm.

M-BAR: A barrage of artillery from 6 to 8 guns up to 155mm with an integrated computerised fire control system. Batteries with guns of this calibre that lack a computerised fire control system are classed as L-BAR.

H-BAR: A barrage of artillery from 6 to 8 guns up to 203mm with an integrated computerised fire control system.

COUNTER BATTERY: Artillery used exclusively to fire on enemy artillery and mortars.

SALVO RL: A barrage from salvo or multiple rocket launcher's such as BM21 or MLRS, or from a heavy rocket such as Frog, Pluton or Lance.

STRIKE: A flight of strike aircraft such as Tornado, Phantom, SU24, F111, F15, Jaguar, Mig27, B1, B2 and F16.

CAS: A flight of Close Air Support aircraft such as Harrier, A10, SU25, Pucara or Hawk.

AS: A flight of Air Superiority aircraft such as F14, F15, F16, F18, F117, Mig21, Mig 29, SU17, Tornado ADV or EFA.

Any advantage or disadvantage in performance of one aircraft over another is compensated partly by the factors of grading, EW or made up for in numbers.

AAA: Specialist Anti-Aircraft Artillery, on foot or mounted in vehicles such as auto cannons, man portable AAGW and includes Vulcan, Blowpipe, Redeye, SA7, Stinger or ZSU-23-4.

PD SAM: Point Defence Surface to Air Missile systems such as Chapparral, Rapier or SA8.

AD SAM: Area Defence surface to air missile systems such as SA6, Hawk, Patriot.

EWAC: An aircraft dedicated to the role of electronic warfare or has a EW suite and is armed with anti-radar homing AS missiles able to take out SAM sites.

On the **SCORE REQUIRED FOR EFFECT** table, the definitions of entries in “The target is?” columns are:

INF. The target is an obsolete rifle group, a rifle group or an infantry group.

SMT. The target is a vehicle classed as **Soft Motor Transport** such as trucks, jeeps and Land Rovers.

LA. The target is an AFV classed with Light armour such as most APCs, MICVs, Scorpion, IKV91, M901, Saladin, Striker, Spartan.

MA. The target is an AFV with Medium armour, such a T55, T62, T10M, Centurion, AMX30, AMX32, M60, Leopard 1 series.

HA. The target is an AFV with Heavy armour such as STRV103, M1, Chieftain, Leopard 2, T72, T80 and Merkava.

XA. The target is an AFV with advanced Chobham armour types or similar such as Challenger, M1A1, M1A2, Leopard 3, Leclerc and Merkava 3.

OPTIONAL RULE: Some modern MBTs have active armour systems, this includes ERA (Explosive Reactive Armour) together with APS (Active Protection System) that includes microwave radar and penetrator intercept system. **-1 to the dic score on the Results Table.**

ART. The target is either a Light, Medium, or Heavy battery of guns stand, a Salvo RL stand or a battery of mortars stand.

AC/H. The target is either a stand of **EWAC, AS, STRIKE, CAS** or a stand of helicopters. **AC/H** meaning Aircraft/Helicopters.

SAM. The target is a PD-SAM or AD-SAM stand.

RANGE. A target can only be engaged if it is within range. In most circumstances the target has to be detected. In the range column you will see the entry **OFF TABLE**, this means that the stand is off table and is positioned behind your baseline. Counter battery, AD SAM, EWAC and AS stands do not have to detect their target, just nominate shooter and target and take it from there. Counter Battery can only be used after the potential target has fired. Other off table stands have their targets nominated for them, see ARMY SIZE AND TROOP REPRESENTATION, paragraph 3, Page 2. strike and CAS aircraft are placed short of the target as stated in the "THE SCORE REQUIRED FOR EFFECT" table, Range column, they must detect their targets. When Strike and CAS stands engage enemy off table stands just nominate shooter and target, the enemy can then fire on such aircraft with any AS, AAA, PD-SAM, or AD-SAM stands that are positioned off table and have the higher tactical initiative score.

SELECTED VEHICLE CHARACTERISTICS.

L = Light, M = Medium, H = Heavy, X = Chobham, G = Gun, A = Armour, ATGW = Anti Tank Guided Weapon, AC = Autocannon, Ms = Mortars, LB =Light Battery, MB = Medium Battery, HB = Heavy Battery, SRL = Salvo Rocket Launcher, HMG = Heavy Machine Gun, W = Wheeled, 1/2T= Half Tracked, S = Slow, F = Fast, VF = Very Fast, AAA = Anti-Aircraft Artillery, Hel = Helicopter, PD-SAM = Point Defence Surface to Air Missile, AD-SAM = Area Defence SAM, RG = Rifle Group, IG =Infantry Group and OBS =Obsolete Rifle Group.

German AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
Leopard 1	MA, MG, VF.	TANK-
Leopard 2	HA, HG, VF.	TANK
Leopard 3	XA, HG, VF.	TANK+
Jaguar	LA, MATGW, VF.	APC+ATGW
Marder	LA, AC, LATGW, VF.	MICV

US AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
M3 Bradley	LA, AC, MATGW, VF.	MICV
M2 Bradley	LA, AC, MATGW, VF.	MICV
M109	LA, MB, F.	ART
M110	LA, HB, F.	ART
MLRS	LA, SRL, F.	SALVO RL
Sheridan	LA, LG, M-ATGW, VF.	MICV
M60 A1/A3	MA, MG, F.	MICV
M60 A2	MA, LG, M-ATGW, F.	TANK-
M1A2	HA, MG, V.	TANK+
M150	LA, MATGW, VF.	PD-SAM
M901	LA, MATGW, VF.	APC+ATGW
Vulcan	LA, AAA, F.	APC+AAA
Chaperral	LA, PDSAM, F.	PD-SAM
M113	LA, HMG, VF, +RG.	APC
Hawk	LA, ADSAM, F.	ADSAM

SOVIET and FSU AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
T55/T62	MA, MG, F.	TANK-
T64/T72	HA, HG, VF.	TANK
T80U	XA, HG, VF.	TANK+
BRDM3	LA, MATGW, W.	APC+ATGW
BMP 1	LA, LATGW, LG, VF.	MICV
BMP2	LA, LATGW, AC, VF.	MICV
BMP3	LA, MATGW, MG, VF.	MICV
BTR 60/70/80	LA, HMG, W, +RG.	APC
SA8/11	LA, PD-SAM, W.	PD-SAM
SA6/13	LA, ADSAM, F.	AD-SAM

BRITISH AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
Ferret	LA, W.	APC
Saladin	LA, LG, W.	LT TANK
Scorpion	LA, LG, VF.	LT TANK
Scimitar	LA, AC, VF.	LT TANK
Chieftain	HA, HG, F.	TANK
Challenger	XA, HG, F.	TANK+
FV 438	LA, MATGW, F.	APC+ATGW
Striker	LA, MATGW, F.	APC+ATGW
Spartan	LA, LATGW, F.	APC+ATGW
Warrior - Gulf	MA, LATGW, VF, +IG.	MICV
Warrior - Gulf	MA, AC, VF, +IG.	MICV
Warrior	LA, AC, VF, +IG	MICV
FV 432	LA, F, HMG, +IG or +RG	APC
Rapier	LA, PDSAM, VF.	PD-SAM
Saxon	LA, HMG, W, +RG	APC.

ISRAELI AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
Bengurion	MA, MG, M.	TANK-
Merkava 1/2	HA, MG, F.	TANK
Merkava 3 or 4	XA, HG, F.	TANK+
Zelda	LA, HMG, F, +RG.	APC

FRENCH AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
AMX10RC	LA, MG, W.	LT TANK
AMX30	LA, MG, VF.	TANK-
AMX32 LeClerc	XA, HG, VF.	TANK+
AMX10P	LA, AC, VF, +RG	APC

SWEDISH AFV

VEHICLE	CHARACTERISTICS	POINTS CLASS
STRV 103	HA, MG, F.	TANK
IKV 91	LA, LG, VF.	LT TANK
Pbv 302	LA, AC, VF, +RG.	APC

Optional Rule: Fv438 and M901 when in cover, these vehicles can only be fired upon by aircraft, helicopters, infantry and artillery.

Generic Vehicles

VEHICLE	CHARACTERISTICS	POINTS CLASS
Trucks/Jeeps etc.	SMT, W, (+RG).	SMT
Helicopter 1	Hel, AC, MATGW,	Helicopter
Helicopter 2	Hel, HMG, MATGW, LAAGW	Helicopter
Helicopter 3	Hel, HMG, HATGW.	Helicopter

POINTS VALUES

As mention in the section above, before the game both players agree to either a number of points with which stands may be 'bought' or agree to an equal number of stands. The accumulative point values of equipment as in the POINTS CLASS column above is as follows:

Obsolete Rifle Group 1pt, Rifle Group 1.5pts, Infantry Group 2pts, extra to provide RG or IG with Light Mortars 0.25pt, APC 5pts, MICV 10pts, Lt Tank 15pts, Tank- (Tank minus) 25pts, Tank 30pts, Tank+ (Tank plus) 40pts, Soft Motor Transport (SMT) 2pts, Mortars 5pts, any with AAA +3pts, any with ATGW +5pts, AD-SAM 50pts, PD-SAM 70pts, any Artillery (ART) 40pts, Salvo RL 50pts, any Helicopter 100pts, any Aircraft 200pts. 'D' grade troops half points, 'B' grade troops increase points by one and a half, 'A' grade troops double points. Points values represents such factors as availability, cost, performance, reliability, immunity to battle damage and offensive capability.

The following rules are optional and add a little more depth to the game. Please agree which ones before you draw up your army.

Field Engineering

If both players agree before the game an attack/defender battle can occur. Any stand in a defending army may be statically dug-in at a cost of 1pt. Statically dug-in stands are in hard cover. The defending side may also use obstacles either anti-tank or anti-personnel (half-tracks, wheeled, towed and towing vehicles also fall into this category), the type of which must be declared when an enemy stand comes within 500m. When a stand touches such an obstacle it needs a 4+ to cross. -1 from the die score if the stand has one or two suppression markers and -2 from the die score if it has more suppression markers. Obstacles represent mines, dragons teeth, ditch, wall etc. and are represented on table as the appropriate model on a base 250m x 250m whether it takes up that space in real life or not.

SMOKE

A battery of Artillery may create a smoke screen that is 250m x 500m it is positioned on an area using the same rules as if the area was a target stand. A battery of mortars stand can create a smoke screen that is 250m x 250m. The screen is removed when the players' turn ends. A smoke screen blocks sight. Unless in an attacker/defender game (where ammunition is assumed to be stock-piled) a battery only has enough smoke for two turns of fire.

ILLUMINATION

A battery of Artillery can illuminate a zone that is 500m in diameter. It is positioned on an area using the same rules as if the area was a target stand. A battery of mortars can create an illuminated zone that is 250m in diameter. All target stands within the zone can be detected at daylight detection distance (Page 11) subject to weather. Unless in an attacker/defender game (where ammunition is assumed to be stock-piled) a battery only has enough illumination rounds for two turns of fire. Areas illuminated are represented by card or plastic cut-outs. Areas of smoke can be represented by stands with balls of cotton fluffed up. Or, if you have your own effective method why not let us know.

Time of day and Night fighting

Using the right hand column, throw a die on the below table to establish the season in which the game is set.

The Season	The Hour	Climatic Zone		Die Score
		Dawn	Dusk	
Winter	Throw 2d6	7 - 9am	3 - 5pm	6
Autumn	Throw 2d6	6 - 8am	5 - 7pm	5
Spring	Throw 2d6	5 - 7am	7 - 9pm	3, 4
Summer	Throw 2d6	4 - 6am	9 - 11pm	1, 2

Throw another die, if the result is 1, 2, 3 or 4 it is A.M. (throw on the 'The Hour' column above to get a result that is 2am to 12 noon) while a score of 5 or 6 indicates P.M. (2pm to 12am) which is modified by the hours of dusk/dawn. Night is the period Dusk to Dawn and Day is the period Dawn to Dusk. Dusk and dawn reduce the daytime detection ranges (Page 11) by half and night reduces target detection (Page 11) to a maximum of 125m for target stands in the open and 75m for target stands in cover.

Adverse Weather Conditions

Cross reference the games' Season with Climatic Zone (Page 4), throw a die to see if Adverse Weather Conditions affect the game.

Season	Climatic Zone			
	Temperate	Tropical	Dessert	Cold/Steppe
Winter	4+	5+	5+	3+
Autumn	5+	5+	6+	4+
Spring	5+	5+	6+	5+
Summer	6+	4+	5+	6+

AWC reduces detection range (Page 11) by half and renders smoke ineffective. AWC can be conditions such as storm, gale, heavy rain, monsoon, snow, blizzard, cold, dust or sand storm, mirage, thirst, appropriate to the climatic zone.

Fantasy Armies

There is no objection for the use of fantasy armies, I have two myself, the Isle of Man army and their opponents of Ynys Mon. Your fantasy army must have a geographical location, it must also have, depending on its in/dependence from its 'mother' nation, unique insignia. As for equipment, there are no limitations here. Many small nations buy from a variety of sources – so can you.

Tactical and gaming advice

Some final points. Choose an army that suits your style, one you can love even when it loses. Learn to use it well. Obviously, real life tactics will work the best under these rules. There still is plenty of scope for you to be inventive and innovative. Your army will need input and initiative from you, don't abdicate that responsibility. One thing I do hate though, are those players to whom winning is the only thing. It isn't. To win is nice, it's the icing on the cake. But having fun and enjoyment is the main thing, win or loose. Play fair and have fun. Well, that's about it. I hope you enjoy your gaming, let me know how you get on.

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