

WARS OF INSURGENCY

SEQUENCE OF PLAY

1. Roll Initiative
2. All place Order Markers
3. High Roll moves Squad #1 and resolves any fire. Next highest roll moves Squad #1, fires, etc.
4. Check for "split" squads

Infantry move
8" per turn.

***In Difficult terrain,
roll 1d6 per SQUAD.
Subtract that number
in inches from move***

Off-

Vehicle Movement	Road	Road	Difficult
Truck or similar civilian vehicle	18	6*	(impassable)
Jeep/ 4WD/ Wheeled APC	18	9	1**
Tracked vehicle	9	9	3**
Aircraft	Anywhere on board		

Vehicles bogging down in terrain (roll for each turn moving)

- * If traveling more than 3" turn, roll 1d6: : 4" = bog down on a 1; 5" bog down on a 1-2; 6" bog down on a 1-3
- ** Roll 1d6, bog down on a 1.

Visibility: May be shoot out (or be shot at) when within 1" of edge of jungle, marsh, etc. (4" if both are inside)

LEADERS

- Always be attached to a squad. May move to another squad within 8" during the movement of the squad he begins with.
- May "SWAP" his squad's order marker with another of his squads when it is either's turn to act (& neither has acted yet).

MORALE

When a squad falls BELOW half strength (and at the end of each turn it takes further casualties), test morale:

Militia need 5-6, Regular 4-6, Professional 3-6 to pass

- If fail, drop prone & take no action until rallied
- To rally, roll morale again. Pass = rallied (may act). Fail, flee 8"

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SHOOTING - Weapon Ranges

Type	Effective	Extreme (-2AD)
Grenade	5"	--
Small Arms	20"	40"
RPG	15"	30"
LMG	36"	54"
HMG	48"	72"
Recoilless	36"	72"
Mortar	48" (Min. 10")	72"

Blast radius = 1.5" for grenades/RPGs; 2.5" for mortars/recoilless

SHOOTING - Attack Dice (AD)

Quality / Attack Dice (Attack dice score hits on **4-6** on 1d6)

Weapon Type	Militia	Regular	Professional
Infantry, small arms	1	2	3
Infantry, LMG	3	4	5
Infantry, RPG (to hit)	1	2	3
Infantry, RPG (damage)	3	3	3
Grenade	2	2	2
Mortar	4	4	4
Vehicle mtd. HMG	4	5	6
Vehicle mtd. recoilless rifle	4	4	4

Spreading LMG, HMG fire to hit more than one target

- Subtract 1 AD for each additional enemy figure targeted

SHOOTING - Defense Dice (DD) Save on a **5-6** on 1d6

Militia	1 DD	Jeep/Truck	3 DD*
Regular	2 DD	AFV	6 DD*
Professional	3 DD	[* target is vehicle itself, not crew]	
Light Cover	+1 DD (fence, riding in open vehicle, prone)		
Med. Cover	+2 DD (jungle, wattle hut, riding in open AFV)		
Hard Cover	+3 DD (stout walls, sandbag bunker, turret)		
Moving Fast	+1 DD (Any vehicle that moved 10"+ last move)		
Aircraft	+1 DD (Any aircraft being targeted)		

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