

# Prophecy of War

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## 1. Introduction

These rules are intended to fill a gap in the science fiction wargaming rules market. We needed a set of rules that could cope with the sheer amount of models that we wanted to use, because, of those rules that we tried, none could match our demands. Often playing games with six players, and each wanting to use over fifty models, as well as infantry and air support, we found that our sessions were somewhat slow. Even worse was the amount of time calculating army lists. We wanted to be able to turn up and play (lazy as that sounds).

### 1.1 Design philosophy

These rules are not intended for any specific future, or universe. They are useable in any futuristic game intended to create large scale mayhem. We have assumed that the current military balance has remained intact, since most science fiction wargamers tend to enjoy using land vehicles (even if they are far out of scale in many cases). This means that infantry and tanks still have a place on the battle field. There are many rules sets that provide infantry rules, and we have always found them to be tedious when used in large numbers, so we wanted something really fast. The aim was to make infantry into a useful tool within the game, and not just a minimum requirement in an army list.

Since the rules were intended for a removed view of command, we felt it essential to avoid mechanisms for 'designing' tanks and complicated points systems for individual vehicles, while maintaining enough flexibility to allow players to design their own forces, and to use a points system if required. To achieve this we have simply stated that there were various sizes of vehicles, with the appropriate armament, armour, equipment and mobility.

In order to ensure a certain amount of 'realism' in the game we had to ascertain what a commander at this level would actually be concerned with. Real military commanders are often concerned with manoeuvring units two command levels below their own position. Hence a battalion commander is often responsible for the positions of the platoons under his/her command. This leaves him/her in control of somewhere between nine and fifteen units to control, depending on the organisation and support available. This happens to be the ideal range of units for a wargamer to control during a game; enough to keep him/her interested, but not too many to make it excessively complicated. It did mean, though, that a player would be dealing with squadrons of tanks and platoons of infantry, as opposed to individuals, in our battalion per side games.

The command and control plays a very important role in the rules. Units become damaged and demoralised very quickly, leading to a fast degradation in the ability to command. Players who can retain the coherency of their units and command lines will have much greater chances of victory.

Given the proliferation of wargames rules in general, we have attempted to incorporate all of the best methods from each of our favourite rules sets, and you may notice many of the mechanisms that have been adapted. Combined with these are our own ideas, and hopefully you will agree that the end result is the very best that can be achieved.

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## **1.2 Counters**

To play the game you will need to cut out the set of counters provided, or use some other form of designation system (simply taking notes will do if you prefer not to have peripherals on the table).

## **1.3 Dice**

Virtually all dice play in the game uses a ten-sided die, a D10, and a six sided die, a D6.

## **1.4 Scale**

The rules are intended for use with 1/300th miniatures, or anything close to this. The ground scale is 1" = 50 metres. We suggest at least a 6' X 4' playing area per one hundred models (i.e. 50 models on each side), but the larger the playing area the more room there is to manoeuvre and take advantage of the terrain.

## **1.5 Time scale**

Due to the nature of warfare, it would be insensible to allot a particular amount of time to each turn. There are often very lengthy periods of waiting, followed by sporadic fire fights and rapid manoeuvres. The waiting periods are filled with preparation, reorganisation, re-supplying, regrouping, re-ordering etc.. Hence each turn is the time it takes for sufficient action to take place to be worthwhile playing. If a time scale is absolutely necessary, then assume fifteen minutes per turn.

## **1.6 Terrain**

The battle field should have sufficient regions of diverse terrain to make the game both interesting and challenging. If the area is the traditional grassland, then there should be plenty of woods, hills, small towns, rivers, marshes, etc. This terrain lets players formulate plans based on the lay of the land, as well as providing cover and hindrances for units. It also makes the game more interesting both to look at and to play. We find that the more additional terrain, the better. Just think of how much cover there can actually be per 600m (12" on the table), so don't be afraid to put more on.

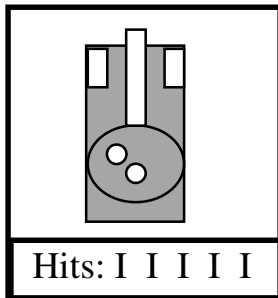
Terrain features should have easily recognisable edges (although this may not be wholly realistic). In other words, it should be immediately obvious whether a unit is within a given terrain piece or not.

Professional warfare is as much about manoeuvring as it is about firepower. Therefore, the larger the space that you can get to play on, the more the game will revolve around skill, and the more influence each person will have on the game. The rules are fast enough to cope with considerable amounts of manoeuvring without letting the game get out of hand. Due to the nature of the game, the initial troop movement is easy enough, and forms a very important part of the game. Once contact is made, both sides quickly become bogged down in fire fights, so it is essential to gain the better tactical position early on.

## 2. Organisation

The organisation rules are based on the current trends of grouping vehicles together for mutual protection and to enhance firepower. It is possible that, in the future, vehicles will fight as individual units, but here we assume that people will still fight better as groups rather than separately. A specific command structure is used, but if this is not appropriate to your gaming universe then feel free to alter it as desired.

Vehicles are organised into groups of three, four or five models, representing troops, platoons, flights, or whatever you wish to call them. From now on they will be referred to as units. If you do not have enough models to play the game in this way, it is easy to improvise. The picture below shows how a single model can be mounted onto a base so that it represents an entire unit.



Each time that the unit receives a casualty, one of the hits is crossed off. This method saves dramatically on the number of models required, but is less visually appealing and necessitates the use of bases for each unit.

This technique is ideal for very large games, but equally a small game of a battalion per side can be cheaply played (using around twenty to thirty models in total).

An infantry unit also consists of three to five stands (sections/fire teams) of infantry (each holding two to ten figures). A unit is the lowest level with which we will be concerned. All movement, morale, combat etc. is conducted as a unit. The only exceptions to this rule are over-size units (the fortress tanks and huge walkers we all love to use). These remain as single models, and have slightly different combat rules, although for the purposes of organisation they count as a unit each.

Units are further organised into companies (usually of three or four units), and companies into battalions (usually of three companies and an assets group). In a two player game, each player should have at least one battalion, although it is playable with up to three battalions for competent gamers who want a more challenging game. With one battalion each, the game can be played to a conclusion in about an hour (not including preparation time), and makes for an excellent competition or fast-play game. For games with more than two players we recommend a battalion each, and expect the game to take longer to play.

With larger forces it may be helpful to form companies of a single unit type, to allow easier manoeuvring. A whole company of Recce vehicles for instance, can advance at a much faster rate, optimising their performance.

## 2.1 Asset groups

An asset group represents all attachments to a battalion that do not fight in the same manner, and are not normally part of the unit. All units in this category act independently and need only maintain unit coherency. They do not receive competence markers.

Examples of this type of unit include aerospace fighters/bombers, VTOL gun ships and off-table artillery.

## 2.2 An example mixed battalion:

1 **armoured company** consisting of:

1 unit of light tracked tanks  
1 unit of medium tracked tanks  
1 unit of heavy GEV tanks

1 **support company**, consisting of:

1 unit of medium GEV AA tanks  
2 units of on-table medium GEV artillery

1 **mechanised infantry company**:

3 units of infantry with APCs  
1 unit of power armoured infantry with APCs

**Assets:**

1 unit of light aerospace fighters

## 3. Commanders and Experience

The command system is based upon the assumption that leaders can be categorised according to ability; those who are more experienced are more likely to be able to retain control of their forces. The 'experience' of the troops represents their training, past battle experience and their equipment. More experienced troops are less likely to panic, and are less likely to risk their own lives unnecessarily.

Each unit is assigned two values. One value represents the competence of the unit commander; either good, average or poor. A good commander is experienced and capable of inspiring his/her troops. An average commander is a keen, well-trained officer of indifferent ability. A poor commander is an inexperienced or incompetent officer.

The second value is the experience of the troops themselves. Green troops are troops with no battle experience, and often poorly motivated. Regulars represent the bulk of troops, who have participated in some active service. Veterans are those who have considerable service time under their belt and know how to stay alive in a battle.

There are a few exceptions to this rule. These mostly fall into the 'assets' category in the battalion organisation. These include all troops that cannot be included into the normal structure (i.e. cannot maintain company cohesion). The first of these is air units (excluding drop troops). It is well known that all pilots are heroes, and so do not need to take morale checks or have competence markers. Also, off table artillery is very far from the action and so does not suffer morale problems either.

Over-size units do not receive competence markers because they are not subject to the morale rules. Either the unit is entirely computerised, or the crew are too far removed from the combat by the sheer amount of armour.

The markers provided each have two values and use the following mixes, and we recommend that you stick to these, unless specified otherwise:

25% poor commanders	25% green troops
50% average commanders	50% regular troops
25% good commanders	25% veteran troops

For game purposes, these values can be scenario driven, i.e. designated by the GM, or fixed proportions can be handed out to the players who then assign them to their troops. However, we prefer the random mix. Put all of the markers in a bag and pick for each unit in turn.

### 3.1 Tidying the game up

If you run out of markers in very large games, or simply if you want to reduce the number of markers on the table, then use a single marker for each company instead of for each unit. The values then apply to all units within that company. This is not recommended for games of a battalion per side because there will not be enough variation in troop qualities (although this may be desirable for some games).

## 4. Vehicles

It is assumed that all vehicles carry equipment appropriate to the technological level of the force using them, including defences (such as point defence lasers, reactive armour, smoke cover, camouflage, stealth systems, AA capability), survival equipment (NBC protection), and guidance systems (night scopes, wire/laser guided rockets etc.). Hence the details of the technology are irrelevant, and it is only the relative merits of the vehicles that matter. Thus a unit of heavy tanks will have slightly superior equipment to that of an equivalent medium tank unit - based on the premise that the more expensive a vehicle, the better it's defences will be.

All vehicles are grouped into several loose categories;

- a) **Light**                      Light tanks, scout copters, recce vehicles, APCs, light artillery, scout walkers.
- b) **Medium**                    Main battle tanks, large APCs, medium artillery, attack copters, attack walkers.
- c) **Large**                      Heavy tanks, Heavy artillery, small troop transporters, gun ships, heavily armoured walkers.
- d) **Very Large**                Super-heavy tanks, troop transporters, large battle walkers. This is the largest category for which a unit will contain more than one model.
- e) **Over-size**                 Anything extremely large, fortress tanks, large transporters, battlemechs, titans, etc. Each of these counts as a single unit.

It should be fairly obvious to you which division your models fit into. The difference in game terms is very definite, but we urge you to use the models to represent the size that they are designed to, and not to field your main battle tanks carefully disguised as Jeeps.

## 5. Weapons classes

Weapons are **not** classified into different projection types, sizes, area effects and so on. Instead, all vehicle based weapons are simply determined by the role that they play. The size of a weapon is assumed to be appropriate to the vehicle that is carrying it and only the **relative** merits of the weapons are used for combat.

Vehicles may be armed with one of two types of weapon systems (assumed to have enough ammunition for the duration of the battle, unless otherwise stated):

**Aimed/Direct fire weapons:** All autocannons, lasers, rail guns, etc.

**Area saturation weapons:** Multiple rocket launchers, artillery pieces etc.

## 6. Unit Types

### 6.1 Mobility types

Ground vehicles can be either tracked/wheeled (no recognised difference), GEVs (ground effect vehicles, which hover above the ground) or walkers. There is no cost difference, but each has its advantages and hindrances.

### 6.2 Recce tanks

These are very fast light tanks. They are designed to move in, spot the enemy and retreat. They may be used as reinforcements at dangerous moments, but they are not designed for combat. They are more expensive than normal tanks due to the increased performance, and so should be used carefully.

### 6.3 Main Battle Tanks

Still the mainstay of the futuristic armoured divisions. These are highly advanced fighting machines, designed for brute force destruction. They carry many on-board systems for defence, attack, survival and anti-air capability. Progressively more effective at closer ranges.

### 6.4 Artillery

The traditional form of modern artillery, using satellites, laser spotting, remote adjustment etc. These may be on or off the table. On table artillery can perform direct fire, or indirect if preferred. Off table artillery units cannot be targeted, but have to be spotted for. Off table artillery units count as **assets** in the battalion organisation, and so do not receive markers.

### 6.5 Missile tanks

These are the multiple rocket launcher systems of the future that rely on area saturation to destroy the enemy. Effective at any range, but vulnerable in close range fire fights with other tanks.

### 6.6 Armoured personnel carriers

These are the battle-field taxis. They are designed to carry troops to their destination, but only have enough fire power to protect themselves; not enough to contribute significantly to the battle. Each unit can carry a unit of infantry, of equivalent size (5 vehicles can carry 5 stands of infantry). These vehicles are not bought separately, they are an integral part of a mechanised infantry unit. They stay with the infantry at all times, hiding close by in times of danger. They count as **light tanks** when being fired upon, but may not fire at other units. If an APC is lost, the element inside is destroyed as well; if an infantry element is lost, so is the APC. They may be of any mobility type, including walkers.

### 6.7 Air units

Due to the obvious problems of high powered direct fire weapons in aerial warfare, all combat aircraft are assumed to be armed with area effect weapons, either firing aimed rockets at multiple targets simultaneously, or using area saturation weapons. Aircraft fall into three categories:

## 6.8 Aerospace

High-speed attack aircraft. Attacks consist of low altitude passes, firing at the optimum time. These units are capable of approaching the enemy from any direction, and can take out aircraft, tanks or infantry. They only have limited fuel though, and may only make a certain number of passes (usually five). They are placed in the **assets** category in the battalion structure.

## 6.9 VTOLs

Vertical Take-Off and Landing craft. These are the equivalent of modern day helicopter gun ships. They are designed for terrain following and can combat infantry or tanks, but are vulnerable to other aircraft and AA fire from the ground. They are placed in the **assets** category in the battalion structure.

## 6.10 Air Transports (Drop ships)

These are either of the above types, but for game purposes they act as VTOLs, due to the obvious problems of high acceleration and deceleration while trying to disembark troops. They are used for transporting infantry into advantageous positions to either hinder the enemy or to capture a strategic position. They are not designed for combat use, and are vulnerable to AA fire. They do not carry sufficient weaponry for an offensive capability. Transports are never far away if the troops need them, but will not stay on the battle field for obvious reasons, and are treated in the same manner as APCs.

## 6.11 Infantry

Infantry remain in common use in land forces, and are used to support the armoured units. They carry advanced weaponry, targeting systems, have good anti-tank capability at close range and wear sufficient protection to counter most nasty anti-infantry weapons to some extent. Their main use is to occupy and defend areas inaccessible to other unit types, and to attack enemy infantry.

## 6.12 Power armoured infantry

These are the armoured infantry of the future. Each man is encased in mechanically enhanced armour, capable of many super human feats. They can move faster, since they do not become tired. They can pack more fire power per section, and are superb when used to assault other infantry.

## 6.13 Combat Walkers

These include all vehicles that use legs for movement. They are the larger cousins of the power armoured infantry, but are designed for anti-tank use. They are fast in favourable terrain types, but suffer in bad going. Walkers are treated simply as a different mobility type of combat vehicle. Hence they may perform any role, such as direct fire, missile support, artillery (?), and so on.

## **6.14 Over-size Combat Vehicles**

These are not normal fighting vehicles, and there is a considerable jump in size difference from the 'very large' class. This category covers all combat vehicles that one could describe as 'obscenely large'. Multiple turreted tanks supported on four medium tank chassis's, giant battlemech walkers and Terminator style VTOLs all fall into this category. These mammoths have vast arrays of weaponry available, and can easily handle a unit of tanks. They have the best armour available, and a whole host of defensive capabilities. They do not suffer from morale problems; the crew are very well protected and only the densest fire will beat their defences. They may be of any type and mobility.

## **6.15 AA units**

These are specialised units designed for an anti-aircraft role. They may perform only very limited anti ground-vehicle fire, but can effectively combat infantry units.

## 7. Turn sequence

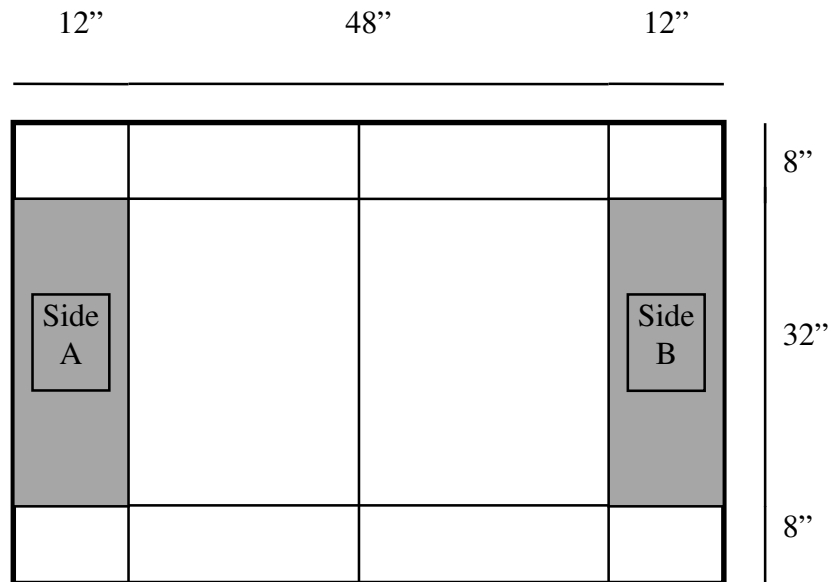
Although an alternate turn sequence is used, we have attempted to make the game as simultaneous as possible. Hence, no matter whose round it is, it is possible for both forces to fire and take morale tests. Thus only movement is performed in alternate bounds.

1. Player A rolls for Activation Points.  
Arriving flanking forces are placed on the table.
2. Player A then activates those units that he/she wants, and can.  
Player A declares the arrival of flank marches for the following round.
3. Player A may move any activated units, and place aerospace in desired position on table.  
Smoke screens are placed.
4. Player B declares any delayed fire (including AA fire), and then resolves the effects.
5. Player A declares any fire from activated units, and then resolves the effects.
6. Any activated units, that have not fired or moved, may put out AA fire, or be placed on delayed fire.
7. Both players check morale for all units that have come under fire.
8. Remove all aerospace fighters (except those on delayed fire) from the table.
9. Player B begins his/her round, reversing roles with player A.

## 8. Deployment areas

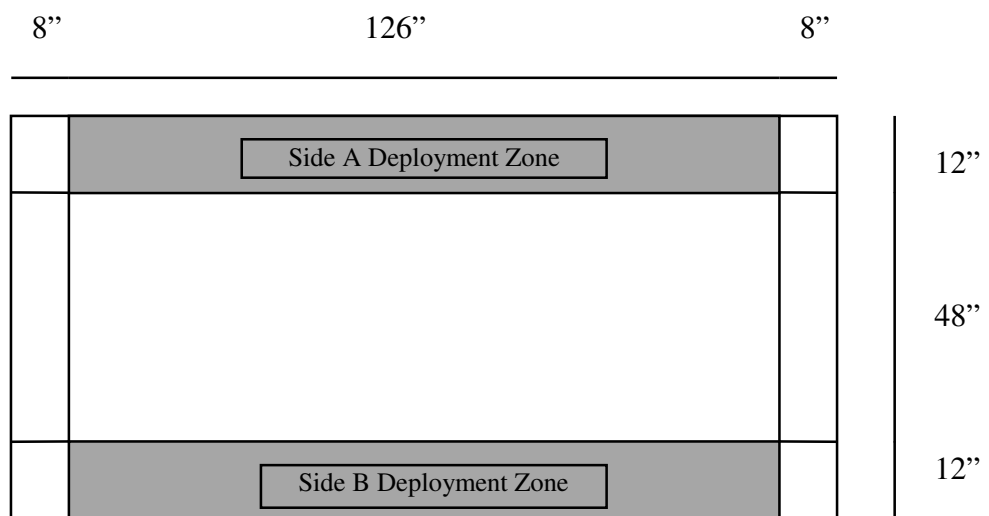
For encounter battles, toss a coin. Whoever has to set up first is allowed to choose which side of the table to approach from.

This should be dealt with by the scenario, but as a standard for battalion size encounter battles, each player may set up his/her forces up to 1/6 of the area depth in, and 1/6 of the width from each side. The units may be placed anywhere within this area. Any troops not placed on immediately count as a flank march. For a 6' x 4' table, deployment areas would be:



### 8.1 Larger Games

For brigade level games (2 or more battalions), a proportionally larger table is required, so for example the following table could be constructed from three 6' x 4' tables, although a 10' x 6' table would probably suffice. Remember, more table means more room to manoeuvre, and hence opportunity to 'play to the terrain'. If the forces start in long lines of squashed tanks, the game will reduce to a dice rolling competition. If this is so, take an entire battalion off.

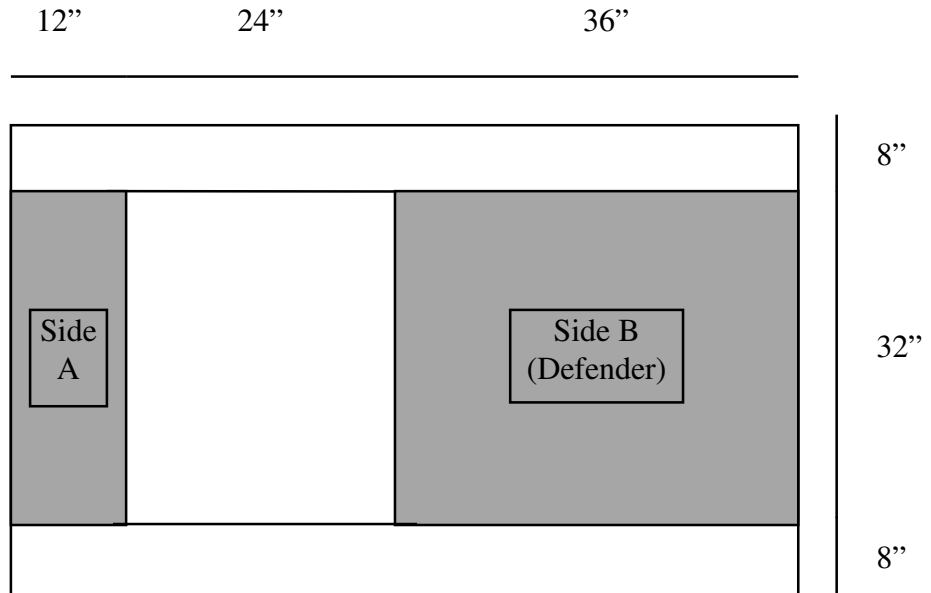


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## 8.2 Attack/Defence

For attack/defence games, the defender should set up all of his/her forces first, and then the attacker. Unless already stated, for instance in the scenario, the defender may choose from which side to defend. Normally, defenders may set up as far as the half way point on the table, but not within 1/6 of the width of the table from each side. Ambush/Convoy games use the same set up as the attack/defence game. For a 6' x 4':



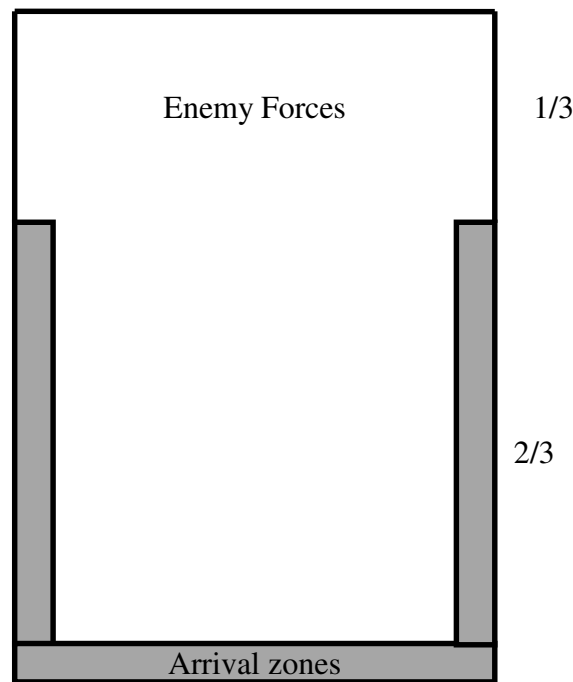
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## 8.3 Flank Marches

These are conducted off-table. The flank from which the attack/s will come must be recorded before the game starts. It is assumed that it is possible to sneak forces around the flank of an enemy, whether defender or attacker. The forces use whatever means of cover are available to remain undetected. Up to half of the companies of the force may be sent on a flank march (rounding down). Asset groups do not count for these purposes. Hence for a three company battalion, only one company may be sent on a flank march. It is possible in larger games to have flank marches from both flanks. For a three battalion size force it would be possible to have an entire battalion do a flank march on one side, and still have a company on the other flank.

Flanking forces may be brought on to the table by the expenditure of 5 Activation Points. However, the forces do not arrive until the following friendly round. This allows the opposition one round to react to the newly perceived threat. All units must be placed on the table at the start of the player's turn, before activation points are issued. It is allowable for a player to have multiple flanking forces arriving on the same flank, but these must be recorded as being separate at the start, and the Activation point costs must be paid for each group. The flanking force may be placed along the player's own base edge (a late arriving force) or up to  $\frac{2}{3}$  of the distance along each side. A flanking force may not arrive along more than one edge.



All normal coherency rules apply once the companies are placed on the table. Therefore, if a flanking force is out of range of its parent battalion, all costs are doubled. The units are placed, within 4" of the side of the table, anywhere along the flank from which they arrived. It is conveniently assumed that opposing forces engaged in a flank march on the same side of the table will take different routes, and therefore will not encounter each other. Alternatively, if you wish, as soon as one flank march is declared, check if the opposition has a flank march on the same side. If this is so, then either play the encounter out on a separate, smaller table, or assume that the smaller force has to retreat. This retreating force may be brought on as a flanking force, but may only be placed on the owner's home table edge; not on the sides.

## 9. Activation Points

The purpose of activation points is to emulate the difficulties of controlling forces in a combat environment. A commander can receive and process only so much information on the battlefield. Everything starts off in control, with units moving according to plan and following orders, but this lasts only until the initial contact, when units take casualties, meet unexpected enemy forces and start returning fire. Communication becomes difficult, units panic, officers misinterpret orders and the battle becomes much harder to control.

Each battalion receives 2D6 Activation Points at the start of the players' round. These are used to activate units. Normally a unit will only cost 1 activation point, but there are exceptions to this rule, explained later. Only by being activated can a unit do *anything* (voluntarily) in a round. It is assumed that inactivated units are regrouping, resting, returning ineffective fire where fired upon and generally staying as far away from the combat as possible.

From the beginning of the battle, **all fresh units in company and battalion coherency are activated for free every turn** (they are following the battle plan). Any unit that becomes worn, moves out of coherency distances (even accidentally by casualties), or gets any morale result other than 'carry on' (obviously excluding assets), instantly loses this free activation and may never regain it. Such units may now only be activated through the allocation of activation points. Units that cannot have been instructed before hand (such as surprised defenders) and *all aerial units* do not receive these free activation points.

If a difference between the competence, or equipment, of the two opposing forces has to be represented beyond those allowed for in the rules (for example; an advanced alien battalion attacking human forces with inferior communication technology), then this is an excellent point to do so. By simply giving one side a bonus or reduction in their Activation Points, the differences in communication and motivation can be represented. For example, an erratic nation may receive a D12 roll instead of 2D6, or an advanced army might receive a +1 bonus to their Activation Points.

When distributing Activation Points, it is often best to start the turn with all competence markers facing downwards and turn up those for the units that you wish to activate. When a unit has finished its move and fired, the marker can be turned over again. Units on delayed fire keep their markers face up to remind the player that this unit may fire in the opponents turn, or can use the relevant marker.

### 9.1 Activation Points costs

To activate a unit: 1

To remove one adverse morale level: 1 (Puts the unit up one level on the morale results table :-  
it reduces the negative effects once per turn per unit.)

To mount/dismount infantry: 1

To spot for artillery per fire mission: 1 (Only activated units not involved in a fire fight can do this.)

To call down first artillery strike: 1 (either on or off table)

To call down second artillery strike: 3 (either on or off table)

To call down third artillery strike: 5 (either on or off table)

To bring on an off-table flank march: 5

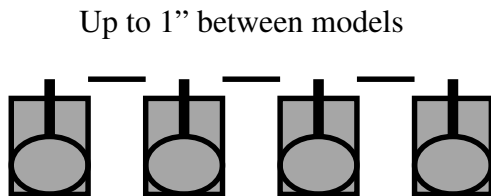
## 10. Unit coherency

Units consist of several elements, and these must be moved together at all times. The formation of the unit is irrelevant in game terms, but all models must remain within an inch of at least one other model in the unit, and cannot be voluntarily taken out of this range. All unit types must obey this rule. If coherency is broken because an element is removed, just put the models back into coherency next time the unit is activated.

It is important to make it obvious how the unit is positioned. For example, if a unit is meant to be in cover, then the majority of the models must actually be in some form of cover.

For the purposes of distance measuring, for movement and fire combat, take the mid-point of the unit to be the reference point. For an odd numbered unit (three or five elements) this would be the central element. For a four element unit, use the midpoint between the second and third models.

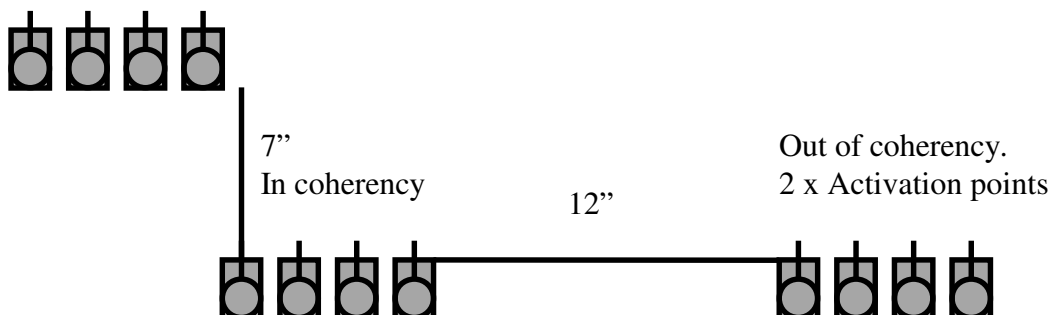
Models from different units may not intermingle with each other (to avoid blue on blue fire). Example of unit coherency:



### 10.1 Company coherency

All units in a company must have at least one model within **eight inches** of an element from another unit, within the same company, to remain in effective communication. If this coherency is broken, either by events or through choice, then all actions carried out by any unit not in coherency with the main group cost double activation points. Note, one unit must always be denoted as the command unit if a situation arises such that a company has split into two groups of two or more units. This specifies which sub-group must pay double costs (owner's choice). Asset units do not have to remain in company coherency.

Example of company coherency:



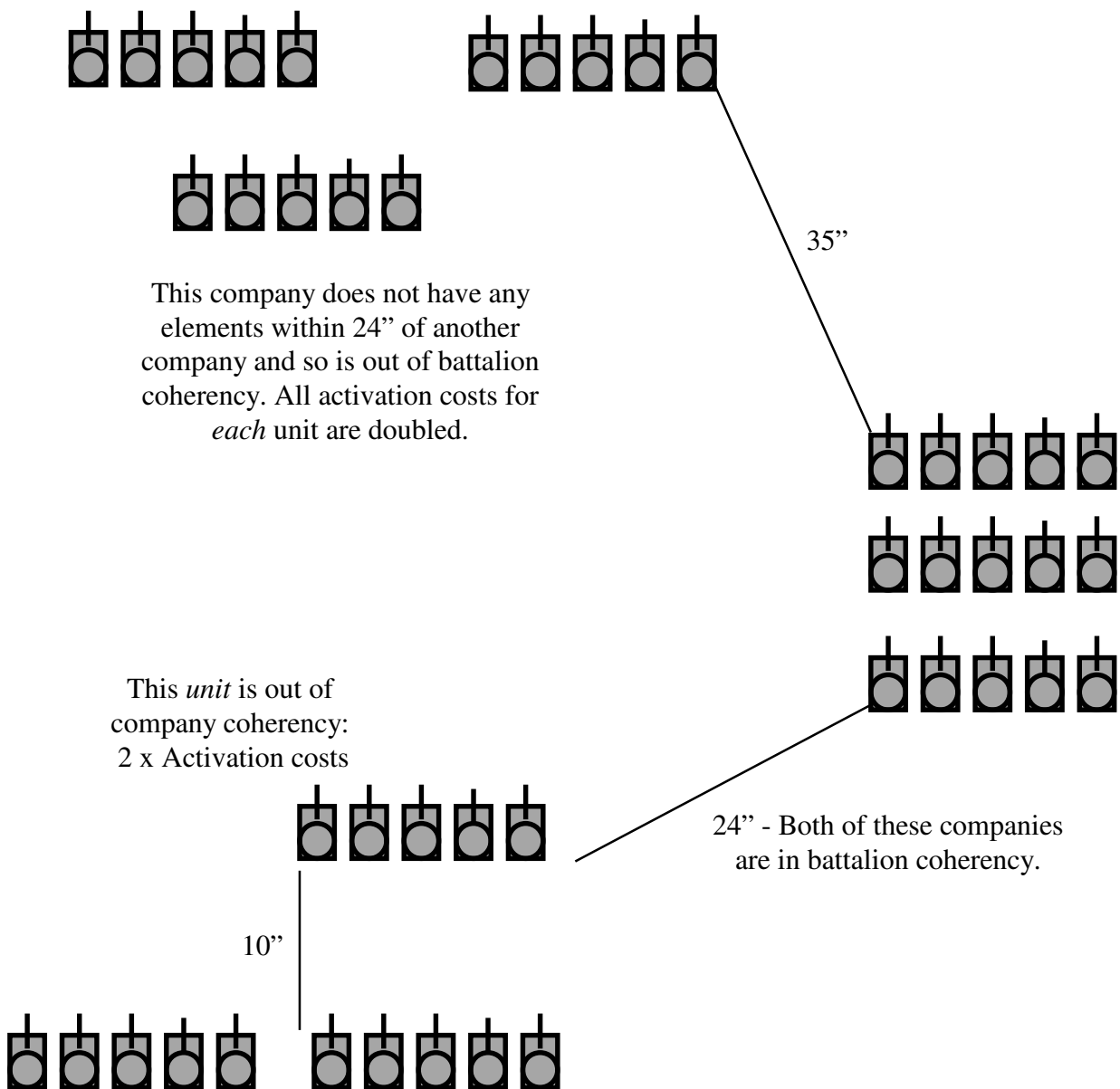
# Prophecy of War

## 10.2 Battalion coherency

Each company must have at least one element from one of its units within **twenty four inches** of an element from a unit within another company in the battalion. If this coherency is broken, either by events or through choice, then all actions carried out by any unit within that company cost double activation points.

It is assumed that even if a unit is the 'link' unit in battalion coherency, but it is not in company coherency, battalion orders are on a different communications net and therefore can still be relayed to the rest of the company. Hence only the link unit will suffer the double activation points penalty (for being out of company coherency).

Asset units do not have to remain in battalion coherency.



## 11. Movement and positioning

For unit movement, it is assumed that the advantages and disadvantages of each mobility type average out, with no particular battlefield advantages for any type.

Only activated units may move, and this may be adjusted according to any morale effects received. The following movement rates are those we feel are appropriate to a battle situation. It is well worth noting that the movement rates for given terrain types are hopefully balanced, so that it shouldn't matter which units are used, except that certain vehicles will be more suited to certain terrain.

<b>Movement:</b>	<b>Easy going</b>	<b>Good going</b>	<b>Bad going</b>	<b>Difficult</b>
Recce tanks	16	14	10	2
Land (tracked/wheeled) tanks	10	8	6	2
GEV tanks	14	12	8	2
Walkers	10	10	6	2
Infantry	2	2	2	2
Power Armoured Infantry	4	4	4	4
VTOLs	30	30	30	30
Aerospace	Anywhere on table			

Drop ships count as VTOLs while moving.

Drop ships and APCs 'dismount' to form an equal number of infantry stands.

Regular infantry find open water to be impassable.

**Recce and land tanks** use the following terrain designations:

Easy going: Roads.  
 Good going: Open ground, scrubland, desert.  
 Bad going: Rough ground, fields, urban areas, hills, (open water if amphibious), snow.  
 Difficult going: Mountainous areas, light woods, river/stream crossing.  
 Impassable: Swamp, dense woods, open water (if not amphibious).

**GEV tanks** use the following terrain designations:

Easy going: Roads, calm open water.  
 Good going: Open ground, desert, snow.  
 Bad going: Swamp, scrubland, hills, rough open water.  
 Difficult: Urban areas, fields, rough ground, river/stream crossing.  
 Impassable: Mountains, all woods.

**Walkers** use the following:

Easy going: Roads.  
 Good going: Open ground, scrubland, hills, rough ground, fields, snow.  
 Bad going: All woods, mountains, swamp, river/stream crossing, desert.  
 Difficult: Urban areas.  
 Impassable: Open water.

## 11.1 Embarking/disembarking units

Transports of any sort (they are all assumed to be of an appropriate size, and can be of any movement type) can carry infantry on a one to one basis. They are almost always bought as part of the infantry unit. The two should be regarded as just one unit but with two different 'modes', in a similar manner to historical mounted infantry. The first is the vehicle mode, during which the unit moves like the equivalent vehicle. Once the infantry disembark, the unit as a whole becomes an infantry unit. The infantry stands are placed on the table and the vehicle models are removed from the table, or placed behind the infantry. Either way, the vehicles are assumed to be nearby, and will replace the infantry models any time that the player wishes them to re-embark. If either a vehicle or an infantry stand is lost then its alternative form is also lost.

## 11.2 Over-size transports

It is possible to have huge troop transporters, such as the AT-AT walkers in Star Wars, or massive drop ships, whatever takes your fancy. Each vehicle can carry a unit of infantry, or power armoured infantry, *as well as* their APCs, or can carry a unit of light/recce tanks. When the infantry or tanks disembark they are placed at the rear of the vehicle (unless the model obviously suggests otherwise). The vehicle remains on the table and can continue in the same manner as any other over-size vehicle. The infantry need only be activated once they are intended to be disembarked. As soon as the infantry disembark, they must obey the cohesion rules with the rest of their company (which could be the over-size vehicle, and at least one other unit).

## 11.3 Air units

VTOLs remain in the battle area at all times, and only leave once they reach 'depleted' status (see morale rules). Once they leave the table they cannot return. They do not have to conform to company coherency (since they are independent), but must retain unit cohesion. They cost only one activation point under normal circumstances.

Aerospace fighters remain off the playing area until they are activated. In the movement section they can be placed anywhere on the table, remaining in unit coherency. Due to the high fuel usage and time demand on these units, they have only a limited number of passes (entries on to the table). We recommend five passes to be a sensible number, but this can be determined by the scenario. At the end of the turn they are removed from the table again, if they have not been placed on delayed fire. Such units remain on table until the end of the opponents round, when they are removed with the other aerospace units.

## 11.4 Hidden units

These are optional rules, but for attack/defence games it may vital that the defending player should be able to have hidden units. Hidden units do not begin the game on-table but, instead, the centre of the unit is represented by a grid reference written down secretly by the owner of the unit prior to the game beginning. This grid must be with reference to the close left hand corner on the unit owners side, and must be written in terms of inches. Do not forget that hidden units must still conform to all of the coherency rules (It is possible to have units on their own, they just cost double activation points).

Units remain hidden until either an enemy unit attempts to move through the occupied position, or until the owner wishes to reveal them (once activated they must be placed onto the table). This **does** allow the other player to fire any units on delayed fire in the same round. This simply represents the enemy having suspicions as to the enemy position and just waiting for them to reveal themselves. Hidden units not spotted in this way (if no enemy units engage them from delayed fire) count as unseen enemies in the morale check, if they fire in the same turn as appearing.

## 11.5 Cover

Units entering an area of woods, buildings etc. are defined as either being on the edge or inside the area. Units on the edge receive cover from fire directed at them, and can also fire out. Units inside the area cannot be seen from the outside, nor can they fire out. Combat distance is 1", i.e., fire combat may only take place between units 1" apart.

Cover is obtained by a unit if it becomes only partially visible, and often partially protected, due to intervening terrain between themselves and an enemy unit. Common forms of concealment include woods, hedges, walls, urban areas, ridge lines etc.. A unit must be in physical contact with whatever it is claiming cover from.

## 11.6 Prepared positions

It is possible for units to have prepared defensive positions, using trenches and natural obstacles or large pits for vehicles. These work in the same way as for normal cover, but provide better protection.

Prepared positions can be made during the battle by any activated ground unit using explosives and special devices. The unit may not perform any other actions apart from preparing the position. The position is considered finished at the end of the players' round. All units are assumed to have such devices unless specifically stated otherwise.

## 12. Fire combat

Fire combat is any combat between two units. It has already been assumed that units carry weapons and defences appropriate to their size and role. Hence a fire fight now becomes a battle of the weapons versus the defences for each unit. Larger vehicles carry larger guns and have better armour. Larger units have better combined protection from defence lasers, ECM, smoke, flak, flares etc., and more firepower.

All fire combat between units is conducted unit-unit. There are no templates, or area effects. It is assumed that area saturation weapons bombard only the area in which the target unit resides. Each unit can fire only once per turn (apart from artillery), only if it has been activated.

When a unit fires at another unit, it receives a Fire Value, FV, which represents the effectiveness of the fire. This is the roll needed on a D10 to inflict damage on the opposition. If the FV is equalled or beaten, one model from the enemy unit is removed. If the dice roll is equal to or less than half of the FV (rounding down), a second model is removed (i.e. it causes double the damage).

### 12.1 Example of damage:

A medium missile tank unit firing at a heavy vehicle unit receives an FV of 3. If the player rolled a '4' or more this would do nothing. The fire would still count for morale purposes, but inflicts no damage. A roll of '2' or '3' would mean that damage was done, and the target unit player has to remove one model from the unit. A roll of '1', which is less than half of the FV of 3, would indicate that double damage is done, and two elements are removed.

If a units' FV drops to below 1, the fire counts only for morale purposes. For an FV of 1 it is impossible to do double damage. If the FV is above 10, then the unit will always inflict at least one casualty, but fire is still carried out in the same way.

### 12.2 Who can fire

Any activated unit can fire at an enemy unit, given the units natural firing restrictions (given below), unless their morale result stated that they could not fire. There is only one exception to this rule; artillery must be ordered to fire through the use an activation point. Artillery may fire up to three times in a round, allowing for the extra activation points.

### 12.3 Line of sight (LOS)

Common sense needs to be applied here. If a unit can see most of the elements of the target unit, then it has LOS. Obstacles such as woods, hills, urban areas, etc., block LOS. The height of the observers and targets, intervening terrain, smoke etc., must all be taken into consideration. If only partial line of sight is available, but the firing unit knows that the enemy unit is there, then the target unit can be considered to be in cover, but visible. If there is considerable doubt as to whether the unit can be seen at all, then either say that the unit does not have LOS or toss a coin.

## 12.4 Ranges and Effects:

Direct fire:	LOS
Vehicles vs. Infantry:	LOS (but much harder over 4")
Infantry:	LOS (but much harder over 4")
Direct area saturation:	LOS
Artillery:	Any distance
AA fire:	LOS

### **Direct fire weapons:** (direct fire vs. ground vehicle)

FV is given by:

- 10
- 1 per 6" or part to the target
- 1 if the target unit is in cover
- 2 if the target is in prepared positions
- +/- size difference between the unit vehicles
- +/- difference in numbers

### **Everything (including infantry) vs. Infantry:**

- FV of 4 against normal infantry
- FV of 3 against power armoured infantry
- 1 if the target unit is in cover
- 2 if the target is in prepared positions
- 2 if range is over 4"
- +/- difference in numbers
- +1 if AA unit

### **Everything (except direct fire) vs. ground vehicles:**

- FV of 4 against vehicles (AA units have an FV of 1)
- 1 if the target is in cover
- 2 if the target is in prepared positions
- 2 if infantry firing over 4"
- +/- size difference between the unit vehicles, if vehicles firing
- +/- difference in numbers

## 12.5 Example of fire combat

We will take an exchange of fire between two different units as an example. Firstly, Player A activates a unit of heavy tanks with three models and chooses to fire at a unit of five light missile tanks in a wood line 25" away. The tanks receive an FV of 10 -5 (distance) -1 (cover) +2 (size difference) -2 (difference in numbers) = 4. Hence a roll of 1 or 2 would result in 2 casualties, and a 3 or 4 in 1 casualty.

In the following round, Player B decides to activate his light missile tank unit and returns fire. The unit receives an FV of 4 -2 (size difference) +2 (difference in numbers) = 4.

## 12.6 Priority fire

An optional rule, but highly recommended; firing units will always fire at the enemy unit that appears to pose the greatest threat to itself.

There are certain guidelines for defining this, but ultimately it is up to the controlling player to be a good sport and do what he really thinks:

- a) Units will nearly always fire at any unit that fired at them (the most dangerous of these if several units fired).
- b) Units will normally engage closer enemy than those further away, unless a distant unit poses an obviously more dangerous threat.

## 12.7 Firing at half effect

Due to morale results, some units will fire only at half effect. For this, work out the fire combat in the normal manner, but the unit can only inflict damage if it would have done double damage, in which case it destroys **only one** element. In other words, unless the unit inflicts double damage on the target unit, it counts only for morale purposes.

## 12.8 Over-size vehicles

These count as an entire unit of 5 vehicles of a size class above very large, and fire accordingly. They are immune to normal damage, but if any unit does a double damage hit, then the over-size vehicle is destroyed.

## 12.9 Smoke / Shields

All ground units, including infantry, carry advanced smoke / shield (effectively the same as smoke) devices. These can provide a smoke screen directly in front of the unit, which will last for the subsequent round. The smoke is impenetrable by observation devices, and so the unit cannot see or be seen through the smoke. This prevents any enemy unit in front of the smoke from being able to see them, and hence from firing at them. Smoke may be placed in any way around the unit, but must always touch elements of the unit. Smoke cover is placed during the **movement phase**, before a unit moves (they are therefore only useable by stationary units). Only activated units may place smoke. Only artillery may provide separate smoke screens.

## 12.10 Delayed fire

Units designated as being on delayed fire have postponed their fire phase until the oppositions' round. Hence, *after* the enemy has moved, they can fire. This is the best way of maximising damage to units that are advancing towards your troops. Only artillery may not be placed on delayed fire, since they require the use of an activation point in order to fire.

## **12.11 Flank attacks**

There is an imaginary line across the frontage of a unit, perpendicular to the majority of elements, and any fire received from behind that line counts as a flank attack. It is not possible to refuse the flanks, due to the scarcity of the units positioning. Flank attacks do not alter damage, but count for morale purposes only.

## **12.12 Artillery**

Artillery may be on or off table. On table artillery may spot for itself (i.e. can fire at any units with which it has LOS. Either type may fire indirectly via a spotting unit. Spotters cost an extra activation point. A spotter unit must have LOS with the unit or area it is targeting for the artillery. Note that artillery may fire up to 3 times in a turn, if given enough activation points. This represents the different intensities of bombardment available.

## **12.13 Artillery Mission types**

### **12.13.1 High explosive rounds**

A mix of anti-tank and anti-personnel munitions, designed to destroy any unit at which the artillery fires. This is the standard, default ammunition.

### **12.13.2 Mine laying munitions**

The artillery can lay a 6" X 6" mine field with mixed mine types.

### **12.13.3 Smoke rounds**

The artillery can lay down a strip of smoke cover 8" long and 1" wide. This will last for three turns.

### **12.13.4 Counter battery fire**

Any artillery unit is capable of tracking the trajectory of any shells/missiles firing over the battlefield and can target enemy units that are on table and have fired from their current position, even if it does not have LOS or spotters. This only applies to enemy units that use area saturation weapons. Fire is calculated in the normal way. Off-table artillery may also be targeted in this way.

## 12.14 Anti-Aircraft fire

All activated medium and heavier vehicle/walker units that do not fire at other ground units may put up AA fire. Only air units that can be seen can be fired at. LOS will be blocked only by obvious obstructions, such as a hill. Unless the unit is actually within 1" of the obstacle, it will not block LOS to aerospace units (they fly high enough to be seen from most places). VTOLs are more difficult to spot, and should be assumed to be at the height of the model stand for the purposes of determining visibility.

Each medium or larger vehicle unit receives an FV of 1 plus modifiers.  
AA units have an FV of 3 plus modifiers.

Aerial units can target each other in a dogfight at any distance, providing that they have LOS, using the following factors plus modifiers:

	FV:
Aerospace vs. aerospace:	3
Aerospace vs. VTOLs:	4
VTOLs vs. VTOLs:	3
VTOLs vs. aerospace:	2

Drop ships cannot put out offensive fire.

**Modifiers:** +/- size difference between the unit vehicles  
+/- difference in numbers

## 12.15 Mine fields

A mine field is a 6" X 6" area (or other designated area) of mixed mines, capable of taking out all ground unit types (infantry, tanks, GEVs, walkers etc.). Every turn that a unit starts in, moves into or passes through a mine field it receives damage as if from an unmodifiable FV of 2. These are obviously not that powerful, but are intended to delay or channel the enemy, rather than to destroy them. A activated unit may spend a turn clearing paths through the mine field, but must remain stationary, without firing, adjacent to the area of the mine field to be cleared. A 1" x 1" area can be cleared for each element in the unit. Therefore a five element unit may create a 1" x 5" path through in one round.

## 13. Morale

Whenever a unit has been fired at during the turn, whether in the enemy's turn or the player's, the unit must take a morale test. Certain units are immune (over-size vehicles, aerial combat units), but these are obvious because they do not have competence markers.

### 13.1 Worn units

A worn unit is any unit that has suffered a casualty. The unit has been involved in one or more fire fights and the members are tired and shaken.

### 13.2 Depleted units

These are units that have been reduced in numbers even further. They have suffered serious damage from the enemy and have become demoralised to the point of finding it hard to continue the fight. Depleted aerospace units cannot return to the battle. VTOLs must fly away towards a friendly table edge, or the safest route out otherwise. They also may not return to the battle.

Any unit originally of four or five models that is reduced to two models counts as depleted. Any unit of three models that is reduced to one model counts as depleted.

### 13.3 Company morale

If 2/3 of the units in a company become depleted, the company becomes demoralised. When a company becomes demoralised, all of its units move down one level on the morale results table. For example, if a veteran unit rolled a modified score of 7, they would only be able to fire at half effect, and would not be able to advance (see below).

### 13.4 Battalion morale

When all of a battalion's companies are demoralised, the battalion counts as demoralised. In a battalion per side encounter battle, the battalion commander would normally be the loser (unless both battalions reach the same state simultaneously, in which case it is a draw). It is possible to play until one side completely dissolves, but this can be tedious for the losing player. If the game must continue, then none of the units in the battalion may advance any closer to the enemy. Any movement must be away from the enemy.

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## 13.5 Unit morale test:

- D10
- +1 if Officer is Poor
  - +2 if Officer is Average
  - +3 if Officer is Good
  - 1 unseen enemy firing upon them (aircraft, artillery, hidden troops)
  - 1 attacked in flank (enemy unit firing from the side)
  - 1 per additional unit **above one** firing upon them this turn
  - 1 per depleted unit in the company
  - 1 if unit is worn
  - 3 if unit is depleted

Green	Regs	Vets	Result:
10-13	7-13	9-13	Carry on as normal
7-9	5-6	6-8	No Advance, may fire at full effect
5-6	3-4	3-5	No Advance, may fire at 1/2 effect
0-4	-1-2	-2-2	No Advance, may not fire
-1 or less	-2 or less	-3 or less	Unit surrenders/scatters/routs

## 13.6 Morale effects

All morale results apply for the subsequent two rounds - for one whole turn, i.e. A unit receives an adverse morale result during the opponents round, and this is applied for the owners round and the opponents next round (only important for delayed responses from units).

A result of 'No Advance' means that the unit may move, but may not move any closer to any visible or known enemy units.

## 13.7 Countering the effects

It is possible to counter the effects of the morale by expending an activation point. In our veterans example (in a demoralised company), by expending 2 Activation Points per turn to activate the unit, the player would move the unit back up to it's original morale level, so that the unit could fire at full effect. This additional point can only be spent once per turn per unit.

## 13.8 Double morale checks

It is possible that a unit can be forced to take a morale check in both the players' and the enemy's turn. In this case the unit will act upon the *worst* of the two results.

## 14. Additional Rules

The above rules should cover all of the basic requirements for a game. However, situations often arise that are not provided for in the rules. In order to pre-empt these, the following few rules are simply additional extras that may prove necessary for your games.

### 14.1 Delayed Fire

In addition to the previous rules for delayed fire, you may wish to allow units on delayed fire to engage an enemy unit *at any time* during the opponents movement phase. This gives a unit the opportunity to fire at enemy units moving from cover to cover across open ground that may not otherwise be visible at the end of the movement phase. If a unit is visible for less than 2/3 of its move, then include an extra -1 factor for enemy units firing at the unit. However, this does increase the complexity of the game, and you may prefer to keep the rules on a simpler basis.

### 14.2 Amphibious units

Amphibious tracked/wheeled vehicles are assumed to drive either under water or on the surface; the owner decides. Surface units may fire with a -1 modifier. Infantry crossing water without APCs can be assumed to have assault boats (which count as GEV APCs on water, but cannot be used on land). Such assault boats must have been previously provided for; the infantry can arrive in them, or can take them from a designated location, but cannot mysteriously acquire them during a game.

### 14.3 Fighting Vehicle transports

Given the current trend to make APCs into proper fighting vehicles, it is possible for any size of vehicle to be used as a troop transporter. For a small points increase, any unit of vehicles may carry an equivalent sized unit of infantry or power armoured infantry. The normal rules for embarking/disembarking apply, except that both units act separately once disembarked. The organisation of such units is left to you; you may wish to merge the units into a single company, or to have a company of vehicles transporting a company of infantry. If the carrying vehicle is destroyed, so is the unit inside. Thus, although the units can provide better protection and firepower than APCs, the owner runs the risk of losing two units each time.

### 14.4 Very large transports

If an over-size vehicle is large enough, then allow it to carry one, two or even three units inside (for an extra 5 points per unit). This can be used for entertaining results on an unsuspecting enemy force. An entire game can revolve around three over-size VTOLs landing behind the enemy lines and dropping off a complete battalion.

# Prophecy of War

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## 14.5 Mounted Infantry

Many sci-fi worlds involve infantry that use their own transport such as riding animals, motorbikes and jet bikes. There is no activation cost to mount/dismount such a unit. When fired upon, a mounted unit counts as normal infantry. The unit may not fire at enemy units while mounted (effective fire is impossible).

For movement purposes:

Mount type	Terrain categories	Easy going	Good going	Bad going	Difficult
Riding Animal	Walkers	10	10	6	2
Ground motorised	Tracked	10	8	6	2
Hover motorised	GEV*	14	12	8	2

\*With the exception that Hover bikes may count woods as Difficult.

## 14.6 Non-professional units (militia)

It is assumed in the rules so far that engagements of the future will largely be battles fought between professional soldiers. This of course will not be the case and there will be occasions where conscripts or local militia will be used. These troops tend to fight more as mobs than organised units. However, this is solely due to a lack of organised training. Militia units still use competence markers, but with certain restrictions:

No militia units ever receive the initial free activation point.

All non-professionals receive an additional **-1 to all fire values**.

Militia infantry have a combat distance of only 3”.

All militia use the following morale results table:

Greens	Regs	Vets	Result
8 - 13	7 - 13	7 - 13	No Advance, fire at full effect
4 - 7	3 - 6	2 - 6	No Advance, fire at 1/2 effect
1 - 3	0 - 2	-1 - 1	Retreat 1/2 move, no fire
0 or less	-1 or less	-2 or less	Scatter/surrender/rout

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## 14.7 Mercenaries

Mercenaries are a fast source of equipped experienced troops, but are often unreliable in battles. Since their livelihood depends on staying alive with their equipment intact, and often they do not share the enthusiasm of the other combatants, mercenaries tend to be wary about committing themselves to a fight that they could lose. Therefore, any mercenary unit must take a test the **first time** each of the following apply:

- Before initiating fire combat.
- Before advancing to within 12" of an enemy unit.
- Being fired upon.

Roll a D10:

- + 1 up to + 3 for extra payment received before the game.
- + 1 if the mercenaries support the friendly forces
- + 1 for every 25% that the friendly forces outnumber the enemy (in points).
- 1 for every 25% that the enemy forces outnumber the friendly forces (in points).
- 1 for each worn unit in the company.
- 1 if the mercenaries actively dislike the 'friendly' forces.

Result:

Modified roll	Result
7 or more	Carry on
2 to 6	No advance, full fire allowed, must roll again next turn.
1 or less	Unit leaves the battlefield via closest safe edge. Coherency rules are ignored.

All mercenaries count as **veterans**, and receive competence markers. Any mercenary unit that becomes depleted leaves the battlefield automatically via the safest route.

## 14.8 Biological and Chemical Warfare

Any unit may be armed with this type of weapon, if it is plausible within the scenario. Fire Combat is calculated in the usual manner, but the results are rather more variable. All units are assumed to be protected against these weapons to an extent. If this is not the case (as specified by the scenario), then any unit sustaining any damage is immediately wiped out. For those units that are protected, if a single hit is received, then an element is not immediately removed, but instead each element in the unit has a 1/5 chance of being destroyed. A double damage hit increases this chance to 2/5. It is thus possible for an entire unit to be wiped out instantly, or for no damage to be received, despite the 'damage' roll.

## 14.9 Nuclear Weapons

These rules are here if you really feel the necessity to use these weapons on table. Any player dropping such a device must declare this in the flank march declaration section and secretly write down the landing point (x, y co-ordinates). It costs 5 activation points to initiate and the device lands at the same time as a flank march would arrive. The activating player then announces the co-ordinates of the landing point, which do not have to be on the table - they can be anywhere as long as this is recorded properly.

Anything (buildings, woodland, units) within a radius of 100" from the impact point is instantly vaporised. Anything within 240" of the impact point has a 1/5 chance of survival. This chance is increased to 3/5 for troops in prepared positions. All units within 400" suffer double activation point costs for the remainder of the game and must immediately make a morale check with a -4 modifier.

## 14.10 ECM units

Previously, it has been assumed that the battlefield electronic warfare is taken into account in the normal exchanges of fire and activation point rolls. However this is not a very satisfactory method. ECM units are units armed with weapons exclusively designed to interrupt, damage or even destroy enemy communication systems. Any vehicle type or infantry unit can be armed with ECM weaponry, in place of its usual weapon systems.

ECM units use the direct fire rules (infantry still use infantry rules), including all of the modifiers. Any unit receiving a single damage from an ECM unit does not lose a casualty but instead it may not be activated during the owners' following activation phase. This includes over-size vehicles.

Double damaged units have had many of their communication circuits damaged permanently. As well as not being activated in the owners' following turn, the unit permanently costs double activation points. No further ECM damage may be caused to such a unit.

ECM units may also be used for AA fire. If they are not specialised to do so, they fire as normal units, but with the above effects. Specialised AA ECM units fire as normal AA units, but again with the above effects. Any air unit that receives a double damage hit must leave the battlefield, and may not return. AA ECM units may not be used against ground units.

## 14.11 AA infantry units

It is possible for infantry units to specialise as AA units. In this case, the unit counts as medium AA tanks for firing purposes. However, the unit also receives the AA vehicle FV against other vehicles and infantry.

## 15. Points values:

Unit type	Cost per model
Over-size	40
Recce	5
Light	4
Medium	5
Heavy	6
Very Heavy	7
Infantry	2
Power Armoured Infantry	3
6" X 6" minefield	10

- +1 pt : Motorised/Mounted Infantry (including Power Armoured Infantry).
- +3 pts : Drop ship Infantry (including Power Armoured Infantry).
- +1 pt : Make vehicle into troop carrier.
- +1 pt : On-table Artillery.
- +3 pts : Off-table Artillery.
- +3 pts : VTOL vehicle.
- +4 pts : Aerospace vehicle.
- 1 pt : Downgrade to militia.
- 1 pt : Downgrade to mercenaries

For oversize vehicles, multiply all factors by 5.

Thus for an oversize aerospace troop carrier, the cost would be:

$$40 + (4 \times 5) + (1 \times 5) = 65 \text{ points}$$

## 16. Alien races

Life in the science fiction futures would be very dull without a few token alien types. These are limited only by our imaginations. Ignoring those aliens who seem to look, act and think like us there are many interesting possibilities for gaming. However, due to the need for these aliens to be able to 'join in' our large scale warfare, we are somewhat constrained. If you can think of a species that you want to game with, then do so. Agree the rules with your fellow gamers first, though. We present here a few examples, which we do not claim to be very inventive, or different, but should provide some variety in your games. It is quite possible to combine several of these types into one species, if you want something really complicated to play.

### 16.1 Alien type One: **Very aggressive**

This category covers the more belligerent Orcs of fantasy and science fiction who are all very brave in large groups, but tend to remember that they had "left the oven on" when it comes to doing anything on their own. It can also be used for humans affected by combat 'stimulants' to make them into war-mongers. The side effects however are variable and the unit finds itself having mood swings, and the aggression tends to wear off when their colleagues drop in large numbers.

These units will act as normal human troops until they come under fire, and will use the following morale rules instead:

The unit morale test:

- D10 +/- leadership level (the officer may try to alter the reaction)
- 1 Unseen enemy firing upon them (Aircraft, artillery, hidden troops)
  - 1 attacked in flank (enemy unit firing from the side)
  - 1 per additional unit above one firing upon them
  - 1 per depleted unit from company
  - 1 if the unit is worn
  - 3 if the unit is depleted

Green	Regs	Vets	Result:
7 +	9 +	10 +	Unit must move as fast as possible towards the last unit to fire at them. They may fire.
5 +	6+	7 +	No advance. If the unit fires, it must do so at the last unit to fire at it.
2 +	1+	0 +	Carry on as normal
0 +	-1 +	-2 +	Unit retreats a full move and may not fire.
-1 or less	-2 or less	-3 or less	Unit surrenders/scatters/routs

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## 16.2 Alien type Two: The Wheeners

This species is the butt of many jokes. They are very small and they are not taken very seriously as military powers. Part of the problem is that they just don't look like fighters, they are too cute and cuddly. However, millennia of oppression have made them very fast and good at hiding so that they make really hard targets to hit.

Advantages:

Due to their hiding abilities, and their nippy little tanks, all ground units automatically gain a cover bonus, as well as any other bonuses they may receive (including from cover).

Disadvantages:

These are small people. A normal medium tank is *really* big to them. Therefore, if they wish to buy a tank equivalent to their adversaries, they must pay extra for it. Whatever size they buy, they must pay the price of the size above it. In other words, if they want medium tanks, they must pay for large tanks.

## 16.3 Alien type Three: Bio- Aliens

These are a race who 'grow' their vehicles, as well as their weapons, houses, wives etc. They are the bio-chemists of the universe.

Advantages:

Because everything is genetically engineered, they have the ability to 'heal' themselves very rapidly. Hence any damaged elements of a unit can return to their parent unit after D5 rounds (at the end of the turn), assuming it is still there. Returning units upgrade the units' morale accordingly.

For example, a worn unit of infantry suffers double damage in a fire fight and loses two sections, causing it to become depleted. The player rolls two D5s (a D5 is half of the score on a d10) one scoring a 1 and the other a 4. Therefore one of the sections will have recovered enough to return at the end of the following turn, provided it's parent unit survived the morale check. If it does make it back, the unit will return to worn status, or possibly the previously lost unit may return before hand.

Disadvantages:

All units are especially susceptible to Biological and Chemical weapons. When fired upon, each element has a 2/5 chance of being destroyed from a single damage hit and a 4/5 chance from a double damage hit. Destroyed elements can still recover at the normal rate.

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## 16.4 Alien type four: Psionics

These are a species who use psychic links for communications. They cannot read the thoughts of other races, but they are aware of the strengths of emotions.

Advantages:

They detect all hidden units immediately. As well, because they communicate via the mind, they gain a +3 modifier to their Activation point rolls.

Disadvantages:

Due to the stress associated with receiving all of the fear and aggression present on a battlefield, this species tend to find concentrating quite hard, and become upset very easily. The effects are worsened when an enemy unit actually attacks them, causing the emotions to become focused on the target unit, as well as their weapons. Even worse, they are well aware of the deaths of their comrades. When a psionic force starts to lose, it loses very rapidly. Hence the psionics use the following morale tables:

The unit morale test:

- D10 + leadership level
- 1 attacked in flank (enemy unit firing from the side)
- 2 per additional unit above one firing upon them
- 1 per depleted unit from company
- 1 if the unit is worn
- 3 if the unit is depleted

Green	Regs	Vets	Result:
9 +	7 +	8 +	Unit may carry on as normal.
7 +	6 +	4 +	No advance. Unit fires at half effect, due to emotional turmoil.
3 +	2 +	1 +	No advance. Spend a turn grieving for lost comrades. May not fire.
0 +	-1 +	-2 +	Unit retreats a full move, wailing and screaming. The unit may fire at full effect for stress relief.
-1 or less	-2 or less	-3 or less	Unit surrenders/scatters/routs

## **16.5 Alien type Five: Hive aliens**

These are aliens who do not see themselves as true individuals. Although they may have distinctive personalities, they regard the good of the collective as of supreme importance. They will try to fulfil their role to the best of their ability, regardless of the casualties of their comrades. This category will also suit android / robotic units.

### Advantages:

Due to their selfless nature, these aliens will carry on until death. Therefore, units will always be able to fire at the enemy, even when depleted, and never have to take morale tests.

### Disadvantages:

Because these creatures feel the need to obey their orders unthinkingly, they often fail to see the flaws in their superior's instructions. As a result, they often take orders too literally, or do incredibly stupid things. For the officers, this is a nightmare. They have to specify all of their orders exactly, given all of the possible outcomes, and this takes a very long time. Therefore all activation costs for these aliens are doubled. These units do receive the free activation from the start of the battle.

## **16.6 Alien type Six: Mind stealers**

In a similar manner to the psionic aliens, these have certain telepathic powers, but they are of a more sinister nature. Whenever they come into close proximity with the enemy, they have the ability to 'convince' them that they are fighting for the wrong people, and that there is only one true cause.

### Advantages:

Whenever a unit comes into contact (the models are touching) with an enemy unit, it is converted and comes under the control of the mind stealer player (from that moment). It becomes amalgamated into the company that captured it, and must maintain company coherency. This unit does not count for morale purposes towards mind stealer units (they do not care what happens to these weak minded idiots), but is affected itself if it's new colleagues are damaged.

### Disadvantages:

Taking control of someone's mind is tricky, and even more so when trying to capture thirty people at once. The captured unit must be activated every turn, in order to keep it under control. If at any stage the unit is not activated, control is lost. The unit does not return to the previous owners control, but enters into a blood lust. They now hate the mind stealers, feeling abused and manipulated. The unit counts as activated every turn (in the original owners phase) at no cost to the original owner. It will fire at the closest enemy unit, or move into range or LOS (not bothering with cover) and then fire. The blood lust will continue until the unit is wiped out, or the aliens are destroyed. The unit may not be recaptured due to its intoxicated state, and does not take any morale tests.

Funnily enough, the mind stealing abilities do not work on robotic units.

## **16.7 Alien Type Seven: Totally alien**

These are the aliens that really are alien, and not just extremities of humanity. Their technology is not really comprehensible to us (see Babylon 5 for examples). How you wargame these is up to you, but an example is given.

All units count as activated every turn, and the player still gains 2D6 Activation points per turn. They do not suffer any morale problems, nor do they have to retain company or battalion coherency. They can only use air based units; aerospace, VTOLs, Drop ships with troops aboard and off table artillery (orbital gun ships). All enemy units firing at them gain a FV modifier (-1 to -3 depending on just how powerful they are). All alien units gain a bonus (+1 to +3) to their FV when firing. These are extremely powerful, and should be costed accordingly. For aliens with +/- 1 modifiers we would rule that all units cost at least double points.

## 17. Scenarios

Games are often played as simple encounter battles, which are very rare in real wars. With a little imagination a game can be transformed from a dull dice rolling session into a real challenge for both players. Since we are dealing with the science fiction genre, anything goes. The game does not have to revolve around a fight between the two forces at all. There are many areas that inspiration can be gained from. We include here optional rules for randomising the two sides involved, but if you think up any better ideas then please use them. A randomised game is no substitute for a properly run scenario, but this often requires an organiser, which most people do not want to do.

### 17.1 Technology levels

The first randomisation (or just pick one if you prefer) is that of the forces involved. Many rules allow the vehicles to be designed by the players as they want, but this often leads to battle groups consisting of a real mixture of technologies. We work on the principle that an army will always use the current technology available to its civilisation, and not past technology. For instance, you would not catch the British army using muskets, simply because they are cheaper to produce than the SA80 (although this may not actually be the case). In a similar manner, we would not expect an army that has been using GEV technology for two hundred years to revert to tracked tanks (although their use for a specific purpose should not be ruled out).

For the randomisation of forces, each side should be allocated a points value available for purchasing troops. For a good strength battalion, a points value could be around 300 points. The process of choosing the troops should always take place *before* the terrain is set up or the scenario is stated. This stops people picking scenario-driven forces, and makes them choose a good all round mix, which is far more 'realistic'. To add a random factor to your forces (or just pick one), each side, or player, rolls a D100. Use 2D10, counting one as the 'tens' and the other as the 'units'.

Dice roll:	Technology level:
1 - 25	Low tech
26 - 50	Mid tech
51 - 75	High tech
76 - 100	Ultra high tech

#### 17.1.1 Low tech forces:

Low tech forces are the near future forces of Earth, or similar cultures. Their armed forces have not yet suffered badly from the 'streamlining' of more advanced armies, and tend to have more troops. They therefore receive 10% extra points to spend.

Low tech forces use the following restrictions while picking forces:

- May use tracked ground vehicles only.
- No vehicle may exceed the 'large' class.
- Regular infantry only (no power armoured infantry).

## 17.1.2 Mid tech forces:

This is the next stage of an earth like civilisation, discovering ground effect technology, and generally advancing on all accounts.

- Up to medium sized GEVs allowed
- Up to very large vehicles allowed.
- Regular infantry only (no power armoured infantry).

## 17.1.3 High tech forces:

This civilisation now depends entirely on GEV technology for its land based transport. Advances in robot technology have made it feasible, even advantageous, to use battle walkers. With the new walker technology came battle suits for soldiers, allowing power armoured infantry. Weapon technology is making serious use of lasers, as well as other very advanced systems.

- All ground vehicles must be GEVs (no tracked).
- Up to medium sized walkers allowed.
- Vehicles of any size allowed.
- No missile tanks allowed.
- Power armoured infantry allowed.

## 17.1.4 Ultra high tech forces:

A technology level probably consistent with that of some of the civilisations in Star Wars (especially the Empire). Walkers are now a fully integrated part of the military system. Projectile weapons have ceased to be used, and energy weapons are in. Air units use very rapid fire laser cannons for area saturation.

- All ground vehicles must be GEVs (no tracked).
- Any size walkers allowed.
- No missile tanks allowed.
- No Artillery units allowed.
- Power armoured infantry only.

## 17.2 Force strengths:

For certain games, especially attack/defence games, try making the sides very imbalanced, so that the attackers have a large numerical advantage. Then the game can revolve around the defenders merely trying to hold up the enemy for as long as possible, perhaps until a relief force arrives, even though it is obvious that they will all die in the end. There is no reason why games should start with two equal sides at all.

Further, it should be noted that battles between evenly pitched forces are extremely rare. Therefore more realism can be brought in by varying the points available to each player. This also has the side effect of keeping the uncertainty of warfare. Players, having been allocated a points value, should roll on the following table. If players really feel that they cannot trust each other at this point (perhaps you should not be playing together) then use markers, or cards, that the players can keep until the end of the game. For an even more variable game, double the values given here, but be aware that this can create an almost pointless game at the extremes (despite the number of historical examples).

Use a D100:

Dice roll	Percentage change to original points
1 - 2	-20
3 - 7	-15
8 -15	-10
16-34	-5
35-66	No change
67-85	+5
86-93	+10
94-98	+15
99-00	+20

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## 17.3 Extra conditions for forces

Another D100 can be rolled to add more interest and diversity to the forces (or more than one if desired):

- |       |  |
|-------|--|
| 1-5   | Your force is particularly experienced. At least 50% of the units must be veterans.  |
| 6-10  | Your force has not had any battle experience. At least 50% of the units must be greens.  |
| 11-15 | Your officers are of an outstanding quality. At least 50% must be <i>good</i> .  |
| 16-20 | Your officers are uncaring or inexperienced. At least 50% must be <i>poor</i> .  |
| 21-25 | The force is particularly short of ammunition. Each unit has only D6 + 3 rounds worth. (Roll either for the whole force, or individually for each unit).                                       |
| 26-30 | The force is demoralised due to low pay, and food shortages and hence suffers an additional factor of -1 on all morale checks at all levels.   |
| 31-35 | The command structure is very good. You receive +1 activation points per turn.   |
| 36-40 | The command structure is very bad. You receive -1 activation points per turn.  |
| 41-45 | Your armour technology is more advanced than most; all enemy units receive a -1 modifier to their Fire Value when firing at your units.  |
| 46-50 | Your weapons technology is more advanced than most; all units receive +1 to their FVs  |
| 51-55 | Due to enemy ECM (Electronic Counter Measures), your company and battalion coherency distances are reduced to 6" and 18" respectively.   |
| 56-60 | Due to improved reconnaissance, your forces arrived early, and may set up 100% further into the battle field than normal to start with (whole table less opponents set up area for defenders). |
| 61-65 | Your force is of alien type 1.   |
| 66-70 | Your force is of alien type 3.   |
| 71-75 | Your force is of alien type 4.   |
| 76-80 | Your force is of alien type 5.   |
| 81-85 | Your force is of alien type 6.   |
| 86-90 | You have excellent vehicle manoeuvring systems, all vehicles gain an extra + 2" in easy and good going.  |
| 91-95 | Due to exceptionally high morale, all units receive a +1 modifier to their morale checks.  |
| 96-00 | Re-roll twice on the table. Where opposite results appear, use the first result and re-roll the second.  |

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## 17.4 Randomised scenarios

Roll a D10:

Roll	Game Type	Objectives	Needed in game
1	Encounter	Both players: Must destroy 75% of the enemy forces	
2	Encounter	Player A: Must destroy all urban areas on the table. Player B: Must keep at least 50% of urban areas intact during the game.	5 or more small hamlets. A town or city for larger games.
3	Encounter	Player B: Must destroy all urban areas on the table. Player A: Must keep at least 50% of urban areas intact during the game.	5 or more small hamlets. A town or city for larger games.
4	Attack/defence	Player A: Attacker, must demoralise the enemy within 2D6 +4 rounds. Player B: Defender, must have 50% of units not depleted by the end of the allotted time.	
5	Attack/defence	Player B: Attacker, must defeat the enemy within 2D6 +4 rounds. Player A: Defender, must have 50% of units not depleted by the end of the allotted time.	
6	Convoy attack	Player A: Ambusher, must destroy 75% of enemy units. Player B: Convoy, must get 50% of units off the opponents base table edge. No flank marches.	A road passing down the centre of the table.
7	Convoy attack	Player B: Ambusher, must destroy 75% of enemy units. Player A: Convoy, must get 50% of units off the opponents base table edge. No flank marches	A road passing down the centre of the table.
8	Rescue/destroy	Player A: Rescuer, must rescue 2 out of 3 defectors hiding in random terrain features on the table (woods, urban areas, under bridges etc.). Roll a D10 for each terrain feature searched: A 1 indicates that a defector is here. Features may not be researched until all others have been investigated first. Defectors must be escorted off table. Player B: Same as above, but must kill the defectors. Victory if all defectors are killed.	Plenty of hiding places.
9	Rescue/destroy	Player B: Rescuer, must rescue 2 out of 3 defectors hiding in random terrain features on the table (woods, urban areas, under bridges etc.). Roll a D10 for each terrain feature searched: A 1 indicates that a defector is here. Features may not be re-searched until all others have been investigated first. Defectors must be escorted off table Player A: Same as above, but must kill the defectors. Victory if all defectors are killed.	Plenty of hiding places.
10	Breakout	Both players: Victor is first to get 60% of units off opponents base table edge.	

## 18. Victory conditions

This should largely be defined by the scenario in question, but as a general rule, whichever side first becomes entirely demoralised is the loser. This may not be appropriate, or the losing player may wish to continue, but the game must end once all of the units on one side have become depleted. There is no reason why a game should not end in a draw, if agreed to by both sides. This will most often occur if neither side has met its requirements for victory.

It is possible to work out more complicated methods of victory conditions if you wish. A score can be calculated by allocating a value to the scenario objectives, and then looking at the casualties on both sides. For instance,

Total final score =  
+ points value of all enemy units destroyed  
+ points value of all enemy units depleted x 1/2  
+ points achieved for objectives  
- points value of all friendly units destroyed x 3/2  
- points value of all friendly units depleted

Objective points should range from 10 points to 50 points. For instance, if the battle revolved around the capture of a city, then it should be worth 50 points, with several lesser objectives around the table, such as hills overlooking the city, or communications outposts, etc.. Each physical objective, as well as mission objectives should be clearly labelled at the start of the game.

Only by having a positive score can the player be the winner. If both players have negative scores, the battle is drawn. If the score difference is greater than 50 (for a battalion per side game), and the higher score is positive, then that player has won the battle. This of course will have to be modified to suit the scenario.

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