

PATROL ANGIS QRS

Initiative & Activation

- Dead Commander = -1 Initiative
- Roll 1d6 for each platoon. High roll is number of Activation tokens. Winner gets +1 token.
- Take turns placing 1 Activation token per platoon on Troop Elements, starting with loser.
- One Activation token cancels and is cancelled by one Re-motivate token.

Combat Actions

Take turns spending Activation tokens to activate Troop Elements, starting with Initiative winner, until all Activation tokens are spent.

Infantry

- Move and Ranged Fire
- Move and Close Combat
- Rapid Move
- Precise Ranged Fire
- Overwatch
- Dash
- Self-Protection
- Command & Control
- Reform Troop Elements
- Let it Pass

Portable Weapon Platform

- Move and Ranged Fire
- Rapid Move
- Precise Ranged Fire
- Command & Control
- Reform Troop Elements
- Let it Pass

Infantry Sized Vehicle

- Move and Ranged Fire
- Move and Close Combat
- Rapid Move
- Precise Ranged Fire
- Dash
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Overwatch

- Can't use if **Rapid Move, Dash** this turn
- Prevents **Rapid Move, Dash** on same turn
- Spent Activation token becomes Overwatch token
- ¼ move (or 1cm)
- No further actions until used or cancelled
- May spend Overwatch token to shoot at TE that enters LOS, at any point during enemy movement
- May spend Activation token instead
- Only one Overwatch attack, per Troop Element, per enemy activation
- Target survivors may return fire as normal
- Close combat ATTACKS and ranged weapon HITS (not necessarily KILLS) cancel Overwatch

Move and Ranged Fire

- Infantry support and AoE weapons can **move OR shoot** in on activation
- Infantry support and AoE weapons may **shoot ONCE per TURN** or TWICE with loader
- Shoot before or after moving
- If move into contact with enemy, see **Move and Close Combat**
- Can use Jump Jets
- 1. Roll to hit
- 2. Target rolls an armor save for every hit
- 3. Infantry target may spend unused Activation tokens to cancel two kills each
- 4. Initiative winner chooses how kills are applied
- 5. Target infantry survivors may return fire with non-support/non-AoE infantry weapons (see 1,2,3,4)
- 6. If figures were killed, or target has Re-motivate token, check morale

Move and Close Combat

- Fight Close Combat before, during or after move
- If target can't be reached, defaults to **Move and Ranged Fire**
- If engaged Troop Element is activated without intent to move away, fight Close Combat first
- Can use Jump Jets
- 1. Hits are automatic. Count hits.
- 2. Target rolls an armor save for every hit
- 3. Initiative winner chooses how kills are applied
- 4. Survivors counter-attack (see 1,2,3)
- 5. No Morale check
- 6. If target destroyed, winner may occupy target space

Rapid Move

- Can't use if **Precise Ranged Fire, Overwatch, Dash** this turn
- Prevents **Precise Ranged Fire, Overwatch, Dash** on same turn
- Only ONCE per TURN
- May move THREE TIMES
- Enemy +2 target number to shoot this TE for remainder of TURN
- Enemy -1 target number to close combat this TE for remainder of TURN
- Jump Jets may be used on any of the three moves.

Precise Ranged Fire

- Can't use if **Rapid Move, Dash** this turn
- Prevents **Rapid Move, Dash** on same turn
- Only TWICE per TURN
- No move
- -1 target number to shoot

Dash

- Can't use if **Rapid Move, Precise Fire, Overwatch** this turn
- Prevents **Rapid Move, Precise Fire, Overwatch** on same turn
- Only TWICE per TURN
- May move TWICE
- May shoot once before or after either move
- +2 target number to shoot
- Jump Jets may be used on either or both of the two moves

Self-Protection

- Prevents **Rapid Move, Precise Fire, Dash** on same turn
- ½ move
- +2 armor rating until move
- Effect is not cumulative

Command & Control

- Troop Element with Commander only
- Send activation token to other Troop Element for later use
- On a roll of 8 on 1d8, the token is lost in transit

Reform Troop Element

- Move into contact with and join another Troop Element or split a Troop Element into one or more Troop Elements and move
- Resultant Troop Element(s) must be valid
- Pool or split Activation tokens as desired
- May "join" self for morale purposes as below
- "Troop Element members killed" percentage resets

Let it Pass

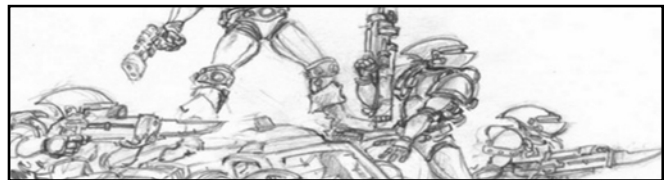
- Discard Activation token to no effect

Target Numbers & Modifiers

Movement Cost Modifiers (per cm moved, minimum total movement 1cm after modifiers)	
x1	Open Ground, Grass, Flat Fields, Tracks, Low Hills
X(1/2)	Paved Roads, Laid Flat Surfaces
x2	Rocky Ground, Scrub Ground, Sand, Light Snow, Light Woods, Rubble, Stream, River Ford
x3	Forest, Steep Hills, Deep Snow, Jungle, Thick Rubble, Shallow River
x1	Building, Fence, Hedge, Wall (Climb up/down)
x1	(Plus terrain cost) Move through friendly troops
+2	Turn Infantry Sized Vehicles up to 90 degrees in one direction
*	Open Sea, Deep River, Crevasse, Cliff (impassible without special equipment)

Armor Save Target Number Modifiers (Base = 5+)	
-*	Target Armor Rating (AR+2 if Self Protection)
+*	Weapon Strength
-1	Portable weapon crew

Morale Target Number Modifiers (Base = 2+) (% based on "full" TE)	
+1	Less than 25% (minimum 1 member) of Troop Element killed
+3	25% or more but less than 50% Troop Element killed
+5	50% or more of Troop Element killed
-1	Nearest Troop Element is friendly
+2	Nearest Troop Element is enemy
+2	Platoon/Lance has already suffered killed members this turn
-1	Troop Element DMR 2
-2	Troop Element DMR 3+
-1	Troop Element has 8+ members (when attack occurred)



Ranged Fire Target Number Modifiers (Base = 2+)	
Range	
*	No shots beyond range
-1	Point blank range
Cover (MAX +4)	
*	Shooting TE does not count cover from terrain that it is fully within
*	Infantry targeting through more than 10cm of intervening cover can't shoot
*	ISV and PW targeting through more than 15cm of intervening cover can't shoot
+1	Less than 3cm intervening cover
+2	3cm to 5cm intervening cover
+3	More than 5cm intervening cover
+3	Entire target TE fully within covering terrain (do not count as intervening)
Special	
-1	Target is Infantry Sized Vehicle
+1	Target Movement Rate is 20cm+