

Martians, Indunas, Colonels and Emirs was originally published to cover tactical mass warfare on Mars during the Victorian Science Fiction Era of the late 1800s. Units with twenty men as well as those with 500 men can be represented on the board.

GENERAL DATA

1.1 Game Scale

One casting equals 10 men

One turn equals one minute

20mm+ castings : One inch = ten yards OR One centimeter = 5 yards

15mm /6mm castings : One inch = twenty yards OR One centimeter = 10 yards.

1.2 Movement Stands

1.21 15mm & 10mm Scale: a Basic movement stand is 1 ½" frontage by 1"-1 ¼" depth or if millimeters are preferred, then the basic size is 40mm wide x 30mm depth. For 6mm Scale the basic movement stands are the same but double the casting used per stand.

1.22 20mm+ Scale Basic movement stand is 3 inches frontage by 2 inches depth or for millimeters use 80mm width and 40mm depth.

1.23 Mounting notes. A movement stand represents an infantry detachment or firing platoon; a cavalry troop or section; or an artillery gun section of one or two guns.

- a. A basic stand will hold 3- 8 foot castings without a problem and can hold 9 with crowding.
- b. Skirmish infantry and units of 3castings men are mounted with three castings per stand
- c. A basic stand will hold 2-3 cavalymen. One casting is mounted for skirmish order.
- d. Artillery guns in firing order, unlimbered, will be mounted on a basic stand. Two crewmen are mounted PER gun in the section. Substitute stands are used to represent damaged sections.
- e. A Vehicle, aviation model, limber or wagon will use a basic stand.
- f. Commanders are combined with two staff or flags bearers on a normal stand. Heroic Characters are mounted with two other castings as well.

1.3 Sequence of Play (Initiative)

Phase I - Administration : Send / Signal Orders & Determining Initiative

Phase II- Aviation Operations

Players move all their Aviation assets during this phase. Move and Attack in Order of Initiative.

Phase III - Regimental Activities

Conducted in order from the Player with the most to the least Initiative

See rule 2.6 for examples of Regimental Activity Sequence

Phase III – VEHICLE Rapid Response Operations (All Players)

Players move all their Vehicle assets during this phase. Move and Attack in Order of Initiative

Phase IV – Melees (All Players)

1. Resolve Objective Combat and conduct retreats if used.
2. Resolve New Field Melees by round; Conduct Morale Checks and Retreats
3. Resolve Engaged Melees from previous turns; Conduct Retreats and Morale Checks

1.4 Glossary

Aviation = Craft soaring high in the skies. Many were balloons but some were heavier than air.

Company = Also called an Unit in the Army lists. The basic combat unit composed of a number of stands.

Genre = The specific environment that the players are following. Many possible scenarios 'worlds' involving both Mars and Venus have been developed by both authors and game designers.

Pro-Earth Martians = Some Martians have come to support the Earth Powers. Many of these have been incorporated into the Colonial Regiments of the Earth Powers. They are known by names common to the Earth Powers such as Askaris, Turcos, Spahis and Sepoys.

Regiment = First level of the command structure of combat units. It is composed of a variable number of units. The number is listed in the Army Lists. Foot units tend to be larger (easier to control) than mounted or vehicle units.

Vehicles = These can be steam powered but may have other fuel sources depending on the genre.

COMMAND AND CONTROL

2.11 **Regimental Commanders**, non-player casting, will control between two and ten units.

2.12 **Brigade Commanders** will control two or more regimental commanders. He should always be a player casting. A personal escort/guard will be mounted on the stand with him. If there are more than one brigade commander per side, then one will be appointed as the CnC.

2.21 **Optional Order Rules** will slow the game but are viewed as key by some play-testers. Brigade Commanders will send orders to Regimental Commanders. A messenger casting can be used with Couriers moving at cavalry charge speed. A 'courier' is mounted on a half-stand. It cannot be fired at or charged. It must flee if located in an enemy charge path. Signals may also be given via flags or heliographs. Types of orders are:

- a. General Advance = Attack the enemy to your front
- b. Assault = Charge and secure a specific terrain feature as stated in the order.
- c. Hold = Stop and defend your current position or a specific terrain feature. Counterattacks can be used to retake a lost position.
- d. Withdrawal = The command must move to a position or terrain feature which is closer to their friendly board-edge than they are now located. They cannot charge or counter-charge.

2.22 Regimental commanders will relay orders by the use of signals. The commander will react/signal his command, during the Administration phase following the movement turn in which the new orders arrive. There is no delay between the signal and reaction by the unit.

Commander Casualties

2.31 If a stand with a commander attached receives casualties due to artillery or musketry or was involved in a Melee, then roll a d10 to see if he was hit. A roll of 0 indicates that he was hit.

2.32 In single battles all commander hits are kills and the casting is removed. In campaigns an additional roll is made with an ODD result for death and EVEN result for wounded.

2.33 During the Administration Phase on the turn after a commander is hit, those units affected by his loss must check morale. The loss of a regimental commander will only affect those units in his command. The loss of a brigade commander will affect all units within visibility.

Determine Initiative

2.4 The Initiative rating is an evaluation of a regiment's position and mobility abilities and it indicates how fast/well a player can allocate resources to handle the situation. Each turn, the players will determine who has initiative. Having or not having the Initiative will determine the order of Regimental Actions. To determine initiative each Regiment will add together the points from the Initiative Chart to produce a total. Next, you will compare the totals for each Regiment. An Initiative Priority list will be established accordingly by regiment, not by player. Example: Player A's Regiment Alpha is in Priority position One, Player B's Regiment Gamma is in Place Two and Regiment Zeta is in Place Three and Player A's Regiment Beta is in position Four. The Initiative Points are allocated per STAND.

Unit Type >	Infantry	Artillery	Assault	Cavalry	Recon	Lgt Cav
Initiative Pts >	1	0	2	3	3	3

For Advanced scenarios the players may want to use any or all of the following to add variables to the system. Roll a d10 for the Commander's ability Bonus. Roll a d6 for each Recon or Light Cavalry Squadron (instead of the set 3 points). Count Skirmish Deployed Infantry as 2 points instead of one.

Regiment Action Status Cards

2.5 Each player will receive a red and a black playing card, for each Regiment in their Command. . It is recommended that a Status sheet with a per Turn Initiative Value for all regiments be maintained. The Status sheet will help remind the players of the order of movement for each turn.

The red card is used to designate the firing status of that unit. The Black Card is used to designate the movement status of that unit. The appropriate card is discarded once a Regiment conducts those functions. At the end of the turn a player will discard any unused cards. Attached units will act according to the orders/ actions of the assigned regiment. We recommend the same 'card' number be used for each unit in both the red and black cards. For example the American Badger Regiment uses the Three of hearts and the three of clubs as its' status cards.

An extra Black and Red Card is given to each player (not Regiment) to reflect Commander motivation. Either card but not both can be used in a single turn. The card can be used at anytime which may result in one unit per player per turn moving OR shooting twice but not both.

Though we use playing cards as they 'mess up' the board less, some players may want to use poker chips or status chips to mark the actions of each unit on the board. In the case of chips white may need to be used rather than black. If this method is used, we would use a different color (yellow, blue) for the commander motivation marker.

Description of a Regimental Activity Sequence

2.6 During this Phase a player can operate the companies of his Regiment in any order. The consideration (trick) is that all companies must conduct the same 'ordered operations' such as move or shoot. An action card is not needed for a unit to be involved in a Melee.

Combat Situations. Examples of Movement and Combat.

Regiment K Fires Musketry and then Moves.

Regiment L Moves then Fires Musketry.

Regiment N Moves adjacent to an enemy unit and conducts Melee in the Melee phase..

Regiment O Fires and then moves adjacent to an enemy unit and then Melees

Regiment Q Conducts Contact Fire. The fire may be returned by the enemy if they have not already fired. If the results end in a disengagement, he can then Move. If the results leave the unit in contact, then he cannot move.

Regiment P Moves and holds fire to be used as Opportunity Fire.

Regiment S Moves and is fired upon by Regiment P who is using Opportunity Fire. After the fire is resolved, Regiment S continues to move and uses Musketry after he completes movement. He could have returned Opportunity Fire at the time he was engaged.

Regiment T Fires Musketry and then Moves. He is fired upon by Regiment P who is using Opportunity Fire. After the fire is resolved, Regiment T completes movement. He could NOT have returned Opportunity Fire at the time he was engaged since he had already fired.

Regiment H Moves and then Fires Musketry. The Player plays his Motivation card and the Regiment H moves again.

Regiment I Fires Musketry and then Moves. The Player plays his Motivation card and Regiment I moves again.

Regiment G Moves and The Player plays his Motivation card and Regiment G moves again. adjacent to an enemy unit and then Melees..

Regiment F Moves and The Player plays his Motivation card and Regiment F moves again. It holds fire to be used as Opportunity Fire.

FORMATIONS

3.1 The castings on a stand assumes the formation best suited for them to operate

3.2 Infantry Formations

The stands of a unit must be placed in either a Line or Column formation. The bases must be placed in straight lines. Side by side stands represent a line and back to front stands represents a column. A large formation can detach skirmishers from the main body.

3.21 European Trained Armies can use the Square formation. It consists of the stands from a single unit/ regiment being placed in an all around defensive position. Two stands are placed back to back. Three stands are in a triangular arrangement. Four or more stands are placed in a box arrangement with as near as equal sides as possible.

3.22 Multi-unit “Marching Order Squares” are when several units are combined. Some units may be in line while others are in column. Artillery guns can help form a side. Cavalry units cannot comprise a side. Unit squares cannot be used as part of a “Marching Square”.

3.23 Stands in deployed Order can be considered to be partially in a Prone Position. Deployed Skirmish infantry are mounted on stands but only three castings are used

3.24 Native “Non-European trained” units can use a Mass formation which consists of multi-rank lines or a Double Column but cannot use a Square.

3.3 Cavalry Squadrons

Cavalry units can be merged with other units to form a squadron (same as foot regiments). Squadrons in line must have the troop stands adjacent and in a straight line. Cavalry in Skirmish

Order are mounted one casting per stand and must be contacting the other skirmishing stands. Native units can use a Mass formation of multi-rank lines or a Double Column.

3.5 Artillery Units

An artillery stand represents a one or two gun section. The only formations are limbered and unlimbered. Due to the time required to limber a gun, once a gun section is unlimbered, it must remain unlimbered for the rest of the battle.

3.51 Unlimbered guns are facing toward a designated front side.

3.52 Limbered guns direction of march is the same direction as the horses face.

3.61 Stands cannot be interpenetrated by other stands. Stands must move through a gap.

3.62 A unit reduced to one man is removed from play. The unit disperses due to attrition.

3.63 Due to a morale loss, combat, etc., stands may become Disrupted/Suppressed. Such stands cannot declare charge and must reform with its unit ASAP.

MOVEMENT

The movement rates are the distance that a stand can travel over rolling terrain in two minutes while retaining its formation. The movement rate may be modified by difficult terrain or when moving on a road. All movement is conducted in a straight line.

4.1 Infantry movement rates are Field, Charge, Road and Skirmish.

a. Field is the basic rate which reflects the problems of maintaining a line formation.

b. Charge is a faster pace used to make contact with the enemy.

c. Road rate of march is a fast non-combat pace. It can be used by a unit not within 300 yards of the enemy WHETHER or NOT they are on a road. Units using this rate are considered to be in a column. Zulu and Dervish units will use this rate as their Field rate.

d. Skirmish rates can only be used by units in open order. It is an unregulated face pace.

4.2 Cavalry units will use either Field, Charge, Road/ skirmish rates of movement.

a. Field rates are used when within 300 yards of any enemy units.

b. Charge rates represent the Gallop speed used to gain momentum prior to contact.

c. Road / Skirmish rates represent a loose formation rate distances. This rate can only be used by non-Skirmish units if the unit begins the turn more than 300 yards from an enemy unit.

d. Dismounted cavalry units move as skirmish infantry.

4.3 Artillery

4.31 Limbered artillery moves at either a Field rate or a Road rate.

a. Field rate is used anytime that the limber team is not located on a road.

b. Road rate is used only when the limber team is located on a road.

4.32 Unlimbered artillery can only move by prolong and is conducted instead of firing during the Artillery Fire Phase. GGs/ MGs on Tripods are being carried rather than pushed.

4.33 A gun's crew can flee if charged or due to a morale loss. They use foot skirmish rates.

4.34 Changing a gun's direction of fire is conducted instead of firing.

4.4 Wheels and Changes in Facing

Any change in the facing direction of a foot or cavalry stand is referred to as a wheel.

- a. A stand including Limbered guns, that wheels will move at tactical Move rates..
- b. Wheel reduction also applies to skirmish troops.
- c. A stand that is following a road will not consider slight turns to stay on a road as a wheel.
- d. If the stand began the turn within 300 yards of an enemy unit, it cannot claim road advantage.

4.5 Tactical Movement and Adjustment Shifts

During a battle any unit which conducted any Formation or direction change limited the distance remaining in the time allotted for that 'turn'. Therefore any unit which conducts a formation or facing/direction change can only move the tactical distance allowed.

Also, trained units were able to conduct minor lateral and backward shifts in order to maintain a battle line. The shift can be up to a maximum of twenty yards. All European trained units can use it. Native units cannot use it.

Troop Type	Field	Charge	Road/ Skirmish	Tac Adjust Shift	20 yds
Infantry	60 yds	100 yds	120 yds	Tac Moves	30 yds
Cavalry	100 yds	160 yds	160 yds	Tac Moves	50 yds
Recon	100 yds	100 yds	120 yds		
Assault	80 yds	80 yds	100 yds		
Aviation	400 yds	400 yds	400 yds		
Artillery	120 yds	N/A	200 yds	Prolonge	20 yds

MORALE

Morale endurance is a combination of unit numbers and training. The more casualties that a unit suffered, the more likely it would be that the unit will fail morale. Each unit will have a numerical morale rating based on the unit's training. Checks will be required if a stand/ unit receives a casualty from fire or loses a melee. Certain results on the skirmish fire table could cause an automatic morale loss without the stand having to check.

5.1 Morale Ratings

Each stand will have the morale rating of its parent unit. All stands in a unit will have the same morale rating. Commands including a variety of militia, volunteer and ad hoc units will have a variety of morale ratings. The Morale ratings are:

- 0 = Raw untrained militia - Levy
- 1 = New Regulars, Veteran Militia and Volunteers - Green
- 2 = Trained Volunteers, Long Service Followers and Regulars
- 3 = Veteran and Elite Troops
- 4 = Elite formations of Regular units or Fanatics

5.2 Situation modifiers

Situation modifiers will balance the chance for successful morale checks and represent the effects of unique conditions. The modifiers are :

- a. "European Trained Troops"....+ 2
- b. Mounted troops.....+1
- c. Artillery firing stand OR in Skirmish Order...+3
- d. Number of adjacent stands of the same unit is 5+...+ 2
- e. Two or more cavalry troops are adjacent...+ 1
- f. Unit is located in a protective position or Objective Zone...+4
- g. Skirmish stands in woods or rough terrain...+ 2
- h. Character or Commander Advantage Bonus...+ 2

5.3 Reasons for Morale Checks

A stand will have to check morale do to the following conditions :

- a. It suffers a casualty due to musketry or artillery fire.
- b. When it is in a melee and suffers more hits than it inflicts (or the same number)
- c. Its commander has been killed/hit.
- d. When an adjacent stand fails a morale check, unless you are currently engaged in a melee.
- e. When a 0 Morale rated unit wants to charge an enemy unit.

5.4 Morale Check Procedures

- a. Determine a valid cause for the check.
- b. Determine the number needed to pass the check. A morale total is 10 +, then the stand automatically passes. $\text{Morale Total} = \text{Number of unit stands} + \text{Morale grade} + \text{Modifiers}$
- c. Roll a d10. A roll higher than the morale total, then the stand fails morale. A 0 is read as 10
- d. A second d10 die roll is made for stands that fail morale.

5.5 Morale Losses

A morale loss indicates that a number of men in that unit decided to quit fighting and retreat. Castings lost to a morale check DO NOT cause an additional morale check. Minus ONE from the roll if the unit has a MG of 3 or 4 and add ONE if it has a MG of 0.

Morale Loss Effects Chart (Roll a d10)

- 1-3 = Stand halts in place. It cannot charge or counter-charge. Artillery cannot fire.
- 4-6 = Stand must flee 100 yards. Gun crews must flee without the guns.
- 7-9 = Stand including gun crews must flee 100 yards and loses a casting to attrition.
- 0 = Stand surrenders if its casting strength is 1-3 and an enemy stand is within 100 yards
Otherwise the 0 die roll is read as a 9.

5.6 Additional Morale Rules and Notes

5.61 Attrition is the term for a morale loss casualty. There is no Morale Loss Recovery since the Loss affects are considered in the Attrition and Suppression movement hesitation results.

5.62 A stand that surrenders also represents men who flee the battlefield.

5.63 Heroic Character and Commander Advantage is when a Character or commander is contacting or within 60 yards of that unit.

5.64 Fanaticism is an optional rule. Morale rating 3-4 troops can ignore a 1-9 die roll result and continue to move forward. However it will lose one casting to attrition if the die roll was 1-6 and two attrition losses if it was 7-9.

5.65 Martian troops marked with a (*) will have variable morale among units, not stands in a unit. Roll a die for each unit. 1-3 & 0 = 1, 4-6 = 2, 7-9 = 3; On MMG 4 allowed units 0 = 4.

ARTILLERY OPERATIONS

6.11 Artillery units represents a 1-2 gun section, limber and crew. All sections have two guns. One gun casting per gun is preferred but not required. The limber castings represents all of the draft animals needed to haul the guns. Two gun crew castings are mounted per gun.

6.12 There are four artillery guns classes which are Rifled-Cannon, Smooth-bore, Howitzers-Mortars and Gatling Gun/ Machineguns. Rockets are treated as Light guns in these rules but they cannot fire at targets less than 100 yards distance. .

6.13 Limbered guns cannot move within 200 yards of the enemy. Unlimbered guns cannot prolong if it would move within 60 yards of an enemy unit.

6.14 Captured guns cannot be fired or moved. Any troops can be attached to fire a GG/ MG. Crews without guns are treated as skirmish infantry and must evade (removed from play).

6.15 Due to the short time duration of the battle, every gun is considered to have enough rounds to last the entire game. Any loss of ammunition would be reflected in the loss of crew casting.

6.16 Organization. The artillery stands can be operated as a brigade Reserve under the command of the Brigade Commander or attached to a specific regiment. If attached they will function when that regiment is ordered to act. If in a Brigade Reserve, they will act when the Brigade Motivation card is played.

6.2 Effects of Hits on Gun Operations

The crew and guns are the main components which can be hit when a gun is unlimbered. When limbered, the limber team can also be hit. Once a firing section is hit, then it is determined what was hit. The effects on operation depends on the type of hit.

a. Gun Hit : A hit will reduce its firepower rating, chance to hit, by half. Two hits destroys it.

b. Crew Hit : A hit will cause a morale check. There are no effects on firing until it is reduced to only one remaining crewman. Its firepower rating is reduced by half. A de-crewed gun cannot be fired or moved.

c. Limber Hit : A hit will reduce its movement rate by $\frac{1}{4}$ per hit. A second hit will reduce its speed to $\frac{1}{2}$ of the original rate. Once it has been hit four times, the gun cannot move or unlimber. Limber hits are on the equipment, as well as, the draft animals.

6.3 Kill Zones and Target Selection

6.31 A gun section can fire at any unblocked enemy stand located in its kill zone.

6.32 A kill zone equals the width of the firing stand AND extends in a straight line for the maximum range of the gun class or until it contacts a blocking feature. The kill zone cannot be angled. The firing stand must change its direction of fire in order to change the kill zone. Gun sections can be placed adjacent to each other but it does not increase their kill zones

- 6.33 A gun can only affect the first target it contacts.
- 6.34 Blocking features which stop a gun's kill zone includes objective zones, hills, woods, rough terrain, friendly stands and enemy stands (unless you use rule 9.45).
- 6.35 Howitzers ignore blocking units but cannot fire over woods, hills or other objective zones.
- 6.36 Shell Fire Optional rule. When firing at unlimbered guns with Howitzers or mortar fire:
- Estimate the range in inches without using a ruler.
 - Roll a d10. An even result means that the round landed at the estimated range. An odd result indicates that there was a deviation.
 - Roll a d10 for deviation. 0 = An airburst with no effect
1-2 = Right 4 inches 3-4 = Left 4 inches
5-6 = Long 4 inches 7-9 = Short 4 inches
- 6.37 You cannot target couriers or an unattached commander.
- 6.38 The kill zone is the same whether it is a one or two gun section.
- 6.39 Machine Guns and Gatling Guns have extended Kill zones and can engage any target located forward of their firing stand as long as it does not have a Blocked LOS.

6.4 Artillery Options During a Turn

- Fire with a Regimental Musketry Action or when a Brigade Motivation Card is played.
- Prolong or move in the Regimental Movement action and not Fire.
- Change the direction of fire during a Regimental Action and not Fire..
- Unlimber a gun in the Movement phase. The firing section can face any direction.
- Move a limbered gun in a Regimental or Brigade Movement Action.
- Gatling Guns and Machine Guns can fire and change direction in two different Actions but cannot Fire and Move in the same turn. .

6.5 Artillery Firing Sequence

Guns can change direction or prolong instead of firing. Fire at all field targets, then fire at objectives and finally resolve shell fire.

- Check the kill zone for targets.
- Choose a Gun type Class and index it with the range.
- Adjust the chance to hit or dice rolled by any modifiers. Roll the d10 to hit.
- Remove any casualties and conduct morale checks on hit stands.

6.6 Elevation Effects on Fire

- 6.61 Blocking units are ignored if they and the target are at a lower elevation than the guns.
- 6.62 Guns can target only units located within 60 yards of the edge of the hill.
- 6.63 Guns deployed on a hilltop must be within 60 yards of its edge or on the slope in order to fire or be fired at by enemy units located at a lower elevation.
- 6.64 Blocking features located at lower levels do not block firing between units at higher levels.

6.7 Artillery Firing Fundamentals

- Based on the gun class and range, a number of dice will be determined to be rolled. The state number is the number of dice per gun in the firing section.
- The Gatling/ Machine Gun Class can engage Multiple targets. The shooter will assign how many dice that he wants to fire at each target until the total allowed number is reached.

- c. The To-Hit number which inflicts a casualty is based on troop type and Terrain Protection.
- d. All skirmish troops and Artillery crews are rated as Open Order.
- e. Treat Stationary Limbered guns and wagons as a Cavalry target class. Treat a wagon or limbered gun that moves over 60 yards as an Open target (Only a 0 will hit)
- f. Mortars and Howitzers ignore the penalties for Protective cover and Earthworks.

6.81 Artillery Fire Charts

Kill Dice to Roll

Modifiers Target is in:

Gun Type	01-100 yd	101-300 yd	301+ yds	Situation	< 300 yds	301+ yds
Rifled gun /RC	6	6	4	Earthworks	-3 dice	-4 dice
Smoothbore/SB	6	4	2	Woods/Rough	-2 dice	-3 dice
Mortar/How	4	4	2	Protective	-3 dice	-3 dice
Gatling/MG	8	8	4	Consec target	+2 dice	+1 die

Consec Target means = the Same guns Fired at the same target last turn

The To Hit Number on a d10 die

Target Type >	Infantry	Mass Inf	Cavalry	Open Order
Number needed >	0,1	0,1,2,3	0,1,2	0

INDIVIDUAL MUSKETRY

7.1 Musketry Classes are Improved Rifle, Rifle, Musket, Bow, Javelin and Skirmish fire. The ranges are considered effective ranges not maximum ranges.

7.11 Muskets have a range of 200 yards. Stands with mixed muskets/ rifles are Musket rated.

7.12 Cavalry Carbines can fire when dismounted. They can fire mounted only when in skirmish order. Carbines cannot fire during a charge. Ranges are RC 200 yds and MC 100 yds.

7.13 Rifles have a range of 300+ yards. Improved rifles have the same range.

7.14 Bows and javelins use the same column. Javelins have a range of 60 yards, bows 100 yds.

7.15 Skirmish fire is individual fire by open order troops at specific targets. They will affect morale more than combat ability. Skirmishers are either classed as musket, rifle or jav-bow.

7.2 Musketry Kill Zones

7.21 The kill zones for formed troops is the width of the firing stand. It is measured in a straight line from the edge of the stand forward until maximum range is reached.

7.22 The kill zone for formed troops cannot be angled.

7.23 The kill zone for formed units, more than one adjacent stand, is measured from the outside edge of each end-stand. An example: Stands A, B, C form a unit. Target X is in front of stand C. As separate stands B and A could not fire at X. However, since they are part of a unit with C, they can now fire at X who is in the unit's kill zone.

7.24 Any stand blocked totally or partially by a friendly unit cannot be a target.

7.25 Any stand partially blocked by enemy stands or features can still be a target.

7.26 Skirmishing stands can fire in any direction, 360 degrees. However only ½ of the allowed dice are used when the target is to the flank of the skirmishing unit.

7.3 Individual Musketry Phase Sequence

- a. Determine if any targets are in a stand's kill zone. A specific stand must be the target.
- b. Count the number of castings on the firing stand. Modify this number by any training, situation or other considerations. The final total is the stand's firepower rating.
- c. Index the firepower rating with the weapon class and range.
- d. Roll a d10. Determine if any hits are made.
- e. Remove casualties and check the morale for units that were hit.

7.31 Skirmish fires are conducted **before** volley fires. They roll on a special column. If they hit, they may cause a morale loss rather than a casualty but may cause both. Stands hit by skirmish fire DO NOT have to take a morale check.

7.4 Determining the Firepower Rating

- a. Count the number of castings on the firing stand
- b. On the Firing Chart, the number of dice rolled is based on a per number of shooters ratio. A 1:2 indicates that one dice is rolled per two eligible shooters..
- c. All skirmish troops and Artillery crews are rated as Open Order targets.
- d. Treat Stationary Limbered guns and wagons as a Cavalry target class.
- e. The Skirmish Dice is the number of Dice to be rolled for the entire unit regardless of size.

7.41 Modifiers to Musketry Values

- Firer is MG 3 or 4.....+1 die
- Poor Weather Conditions. & Target is in Protective cover...- 2 dice
- Target is in Earthworks..... - 4 dice and treat as Open Order

7.5 Musketry Fire Tables

Weapon	Skirmish Die	01-100	101-200	201-300	301+ yds	Situation	Change
IR	6	1:1	1:1	1:2	1:3	Earthworks	-4
R	4	1:2	1:2	1:3	1:4	Protec Cover	-2
M	3	1:3	1:4	N/A	N/A	MG3 or 4	+1
Bw/J	2	1:4	N/A	N/A	N/A		

The To Hit Number on a d10 die

Target Type >	Infantry	Mass Inf	Cavalry	Open Order	Skirmish Fires
Number >	0,1	0,1,2,3	0,1,2	0	0

7.51 Morale Effects due to skirmish hits

- ONE-TWO HITS = Unit Halts in place with no hits
- THREE HITS = Unit Halts in Place with a Casualty
- FOUR+ HITS = Retreats 100 yards with a casualty

FIELD MELEES

Melees occur after all other Action/activity phases have been completed. All units in contact with enemy stands must participate in Melees.

8.11 A player causes a melee by moving into contact with the enemy.

8.12 Skirmish units can charge objective zones and skirmishers but cannot charge formed units.

8.13 Cavalry can charge objective zones.

8.14 Attacking stands that contact at an angle or only part of the stand are shifted to match up with the defender. If as part of a multi-stand charge it contacts two defenders, then it is not shifted. If it charges alone, it is shifted to match with the stand that it has majority contact.

Charging and counter-charging stands are shifted to match stands. The charger shifts.

8.15 All castings on a stand are eligible to fight.

8.16 Combatants may be **Engaged** in a melee if they inflict the same amount of damage OR the loser passes morale OR its morale loss does not require a retreat.

8.17 A flank contact occurs if the charger contacts or extends past any part of the stand's rear edge or Contact on a side edge if none of the charger's stand extends past the front edge.

8.18 Stands who are the target of a charge and have elected to hold fire as Opportunity fire can fire a volley at one inch range as the chargers are advancing. The defender cannot have fired during the Musketry Phase

8.2 Field Melee Phase Sequence

- a.. Skirmishers and gun crews may flee or melee if enemy stands move within one inch/3cms..
- b. Determine the number of fighting castings. Adjust the number by training and situation modifiers. Count Stand Castings + MMG + Other Modifiers = Melee Value
- c. Compare the Melee Value to the Ratio of Automatic Kills (ex. 1 :4) for that weapon class. Use the appropriate table to determine a die chance for an additional hit with fractional MV.
- d. Compare the number of hits inflicted to the number of hits received. The stand that receives more hits than it inflicts is the loser. The loser has to roll for morale.
- e. Remove casualties and make moves resulting from a morale loss.

8.3 Multi-Stand/ Unit Melees

Often a situation will occur when several units from both sides will be making contact.

8.31 If only some of the stands in a charging unit makes contact, the non-contacting stands may hold or continue to advance if they would contact stands of the SAME target unit.

8.32 To determine a winner, total all of the hits issued or received by the unit. Morale is still rolled and applied separately by each stand in the unit. French stands A and B contact Martian stands X, Y and Z. A inflicts one on X and two on Y. B inflicts two on Z and one on Y. X inflicts two on A. Y inflicts one on B and one on A. Z inflicts one on B. As a result A inflicted three and received three. B inflicted three and received two. X inflicted two and received one. Y inflicted two and received three. Z inflicted one and received two. As a result Arab Y and Z are losers and must check morale. French A is Engaged. French B and Martian X are winners and do not check morale. A and X are now Engaged. B can advance if X and Z fail morale and must retreat. If either passes morale then B is engaged with them.

8.33 Units charging in a column can apply casualties to the rear stand rather than the lead stand.

8.4 Vehicle Melees.

Vehicle stands can be Melee and Overrun by enemy units Vehicles will have fired during the Vehicle Response Activity Phase. The Vehicles can voluntarily move into contact with enemy units are halt short of the enemy. If the enemy unit is foot or mounted, they must make a morale check to see if they desire to melee with the vehicle unit. If they pass Morale, then they will Overrun the vehicle stands. The vehicle is automatically destroyed but they will roll Kill dice equal to the number of MGs on the vehicle to see how many foot/mounted castings are lost during the assault. Vehicle units cannot Overrun or Melee with other vehicle units.

8.5 Field Melee Combat Charts

Count Stand Castings + MMG + Other Modifiers = Melee Value. Compare the Melee Value to the Ratio of Automatic Kills (ex. 1 :4) for that weapon class.

Weapon Class = Ratio of MV (Kills per MV)

Bayonet 1: 3 ST Spear 1 :4 Sword 1 : 6

Fractional Die chance table for Additional Hits (d10)

Fraction>	1	2	3	4	5
Bayonet	1-3	1-6	N/A	N/A	N/A
ST Spear	1-2	1-5	1-8	N/A	N/A
LS/Sw	1	1-3	1-4	1-6	1-8

. Melee value Modifiers :

Status	Nodifier	Status	Modifier	Status	Modifier
Add Unit MMG	?	Enemy has Sh	-2	Enemy in Earthworks	-6
You are Mtd	+3	Mtd w/ Lance	+1	Enemy in Protective Cover, Woods, rough	-3

9.0 Aviation Rules

It must be remembered that while Aviation is a vital aspect of most VSF genre, they are not the focus of these rules. They play a support role in these campaigns to secure territory on the Martian landscape.

The types of aircraft available will depend on the genre being followed. Many of these craft can be massive. Most Regiment assets of this type are being deployed in massive air battle for control of the skies. The rules designed here regard those craft which can provide close support to ground operations in the area.

Close Support Aviation craft can be grouped into three types which are Ground Attack Craft (GAC), Air Superiority Fighters (ASF) and Low Level Bombers (LLB). A fourth group of aircraft includes Air Transport Raiders (ATR). A model represents two craft.

The basic attack tactic is for the craft to swoop in from high altitude, attack the enemy, then return to the relative safety of initial position. This gives the appearance that the aircraft are conducted a long distance fire. The ycan engage any target within 360 degrees and a 400 yard range. The limited range represents the time that is required to move to the target, attack and

return. Due to the travel to the target being conducted at a high altitude, the only troops able to use defensive anti-aircraft fire are the target units and any ASF units patrolling the area.

All Aviation operations will occur during the initial phases of each turn. The player with the most aviation stands will have the option of either moving first or last. The other players will move in the order of who has the most aviation stands from the most to the least.

LLB units use the dropping of bombs on the target. GAC units are the most effective and use a combination of bombs and machineguns to engage the target. Both unit types will move to the selected target and then return.

ASF units are armed with machine guns but can only attack other aviation units. They can attack at any time (opportunity ambushes) an enemy aviation unit comes within a 400 yard range.

ATR units are strictly transports. An ATR model represents enough actual craft to transport an artillery section or 12 casting infantry unit. Only light and medium artillery rated guns can be carried by skimmers. They can land and deploy their cargo no closer than 200 yards from the nearest enemy LAND unit.

Land units which are the target of aviation attacks can conduct anti-aircraft fire WITHOUT having to use the RED Fire Card for their Regiment.

Aviation Combat

Aviation units attack land units as if they were using cannon or machinegun fire. The distance to target is regarded as the 301+ yard range. Bombs are regarded as Shell Fire and will use the deviation rule but range will not have to be estimated.

ASF units will attack other Aviation units with MGs and they can only respond with MGs, not cannon or bombs can be used in defensive fires. ASF units will roll a d10 per MG and get a hit on a '9 or 0' result. Unless ASF, other aviation units will roll a d10 per MG and get a hit on a '0' result.

All aviation units can be shot at by anti-aircraft fire by the target. All IR/R/M units need a '9' to hit the aircraft. All MGs and cannon need a '9 and 0' to hit.

Since a Aviation stand represents a fight of two aircraft, each stand can take four hits before it is destroyed. There are no reduced capabilities for damaged stands.

10.0 Steam Power Vehicle Rules

They are mainly two types of steam driven vehicles in these rules. These are Recon and Assault vehicles. All Vehicle operations will occur after Regimental actions phases of each turn. This represents the need of the commanders to react to situations with high speed resources. The player with the most vehicle and skimmer stands will have the option of either moving first or last in that Phase. The other players will move in the order of who has the most vehicle/skimmer stands from the most to the least

Lightly armored battle cars or armored cars are rated as Recon vehicles. They move at Light Cavalry speed. They are armed with machine guns. Their armor plate is thick enough to prevent the vehicles from being affected by musketry or bows. They can be affected by machineguns, cannon fire and overrun by the enemy during a melee.

Heavily armored Assault vehicles are called tanks or Land Battleships. They were armed with a combination of cannon and machine guns. The guns cannot be elevated enough to engage Aviation units. Their armor plate is thick enough to prevent the vehicles from being affected by musketry or machinegun fire. They can be affected by cannon fire and overrun by the enemy during a melee.

Vehicles cannot enter woods or rough ground. They must roll a d10 if entering protective positions or entrenchments. If a '0' is rolled, then the vehicle breaks down at that point. (Optional rule: For those players wishing to allow vehicle to enter woods and rough terrain, the break down attempt is rolled for each turn that the vehicle is in difficult terrain.)

Turreted vehicles can fire 360 degrees. Non-turret vehicles have the same Kill Zones as MGs or cannon depending on how they are armed. Vehicle units cannot Overrun or Melee with other vehicle units. They must destroy other enemy Vehicles by Fire

11.0 Skimmer Rules

The Skimmers appear in some Martian genre. In these rules they are fragile and are not considered battle craft. They are used as transport craft to haul special reaction units to the battlefield. They are manned by skilled Martian civilian drivers. They can be viewed much like artillery limber drivers of the 1700s.

A skimmer model represents enough actual craft to transport an artillery section or 12 casting infantry unit. Only light artillery rated guns can be carried by skimmers. Infantry skimmer units were light infantry trained to fight as mounted infantry or dragoons fought on Earth.

Since the skimmers were fragile and civilian controlled, they can not voluntarily move any closer than 200 yards to the nearest enemy unit. Once a Skimmer is unloaded, it cannot be reloading during the battle. It must leave the battle area (board).

12.0 Heroic Characters

Much of the VSF genre involves the use of role-playing systems. As a result Heroic personalities have become important in many genre. The stands represent the Character and their followers/associates (bodyguard). They are mounted on the basic stand but only THREE casting are used. Accessories (ex. = cycles or cars) can also be mounted on the stand but will not have an influence on combat or movement. The character himself will be the last casting removed if the stand suffers losses.

Heroic Characters Fire as if armed with IRs and Melee as if armed with Bayonets. They are targets of Distance Fire as Open troops but melee as if Formed troops or the type of foot troops that they are attached to. They can have a Player Motivation Card BUT it can only be used on a company to which the Heroic Characters are attached.

Artillery Fire Charts

Kill Dice to Roll				Modifiers Target is in:		
Gun Type	01-100 yd	101-300 yd	301+ yds	Situation	< 300 yds	301+ yds
Rifled gun /RC	6	6	4	Earthworks	-3 dice	-4 dice
Smoothbore/SB	6	4	2	Woods/Rough	-2 dice	-3 dice
Mortar/How	4	4	2	Protective	-3 dice	-3 dice
Gatling/MG	8	8	4	Consec target	+2 dice	+1 die

The To Hit Number needed to be rolled to get a hit on a d10 die is

Target Type >	Infantry	Mass Inf	Cavalry	Open Order
Number >	0,1	0,1,2,3	0,1,2	0

Morale Tables

Morale Total = Number of unit stands + Morale grade + Modifiers

Roll a d10. A roll higher than the morale total, then the stand fails morale. A 0 is read as 10 d. A second d10 die roll is made for stands that fail morale.

Minus ONE from the roll if the unit has a MG of 3 or 4 and add ONE if it has a MG of 0.

Morale Loss Effects Chart (Roll a d10)

- 1-3 = Stand halts in place. It cannot charge or counter-charge. Artillery cannot fire.
- 4-6 = Stand must flee 100 yards. Gun crews must flee without the guns.
- 7-9 = Stand including gun crews must flee 100 yards and loses a casting to attrition.
- 0 = Stand surrenders if its casting strength is 1-3 and an enemy stand is within 100 yards
Otherwise the 0 die roll is read as a 9.

Field Melee Combat Charts

Count Stand Castings + MMG + Other Modifiers = Melee Value. Compare the Melee Value to the Ratio of Automatic Kills (ex. 1 :4) for that weapon class. Melee value Modifiers :

Status	Nodifier	Status	Modifier	Status	Modifier
Add Unit MMG	?	Enemy has Sh	-2	Enemy in Earthworks	-6
You are Mtd	+3	Mtd w/ Lance	+1	Enemy in Protective Cover, Woods, rough	-3

Weapon Class = Ratio of Automatic Kills per Melee Value

Bayonet = 1:3 ST Spear = 1:4 Sword & Long Spear = 1:6

Fractional Die chance table for Additional Hits (d10)

Fraction>	1	2	3	4	5
Bayonet	1-3	1-6	N/A	N/A	N/A
ST Spear	1-2	1-5	1-8	N/A	N/A
LS/Sw	1	1-3	1-4	1-6	1-8

Vehicles in Melees

The vehicle is automatically destroyed but they will roll Kill dice equal to the number of MGs on the vehicle to see how many foot/mounted castings are lost during the assault.

Musketry Fire Tables

Determine the Firepower Rating. Count the number of castings on the stand. Modify this number by any training, situation or other considerations. The final total is the stand's firepower rating. On the Firing Chart, the number of dice rolled is based on a per number of shooters ratio.

Index the firepower rating with the weapon class and range. A 1:2 indicates that one dice is rolled per two eligible shooters.

Weapon	Skirmish Die	01-100	101-200	201-300	301+ yds	Situation	Change
IR	6	1:1	1:1	1:2	1:3	Earthworks	-4
R	4	1:2	1:2	1:3	1:4	Protec Cover	-2
M	3	1:3	1:4	N/A	N/A	MG3 or 4	+1
Bw/J	2	1:4	N/A	N/A	N/A		

The To Hit Number on a d10 die

Target Type >	Infantry	Mass Inf	Cavalry	Open Order	Skirmish Fires
Number >	0,1	0,1,2,3	0,1,2	0	0

Morale Effects due to skirmish hits

- ONE-TWO HITS = Unit Halts in place with no hits
- THREE HITS = Unit Halts in Place with a Casualty
- FOUR+ HITS = Retreats 100 yards with a casualty

Movement Rates

Troop Type	Field	Charge	Road/ Skirmish	Tac Adjust Shift	20 yds
Infantry	60 yds	100 yds	120 yds	Tac Moves	30 yds
Cavalry	100 yds	160 yds	160 yds	Tac Moves	50 yds
Recon	100 yds	100 yds	120 yds		
Assault	80 yds	80 yds	100 yds		
Aviation	400 yds	400 yds	400 yds		
Artillery	120 yds	N/A	200 yds	Prolonge	20 yds

Aviation Attacks

Aviation units attack land units as if they were using cannon or machinegun fire. The distance to target is regarded as the 301+ yard range. Bombs are regarded as Shell Fire and will use the deviation rule but range will not have to be estimated.

ASF units will attack other Aviation units with MGs and they can only respond with MGs, not cannon or bombs can be used in defensive fires. ASF units will roll a d10 per MG and get a hit on a '9 or 0' result. Unless ASF, other aviation units will roll a d10 per MG and get a hit on a '0' result.

All aviation units can be shot at by anti-aircraft fire by the target. All IR/R/M units need a '9' to hit the aircraft. All MGs and cannon need a '9 and 0' to hit.

All Aviation units have four hits before they are eliminated.

Sequence of Play

Sequence of Play (Initiative)

Phase I - Administration : Send / Signal Orders & Determining Initiative

Phase II- Aviation Operations

Players move all their Aviation assets during this phase. Move and Attack in Order of Initiative.

Phase III - Regimental Activities

Conducted in order from the Player with the most to the least Initiative

See rule 2.6 for examples of Regimental Activity Sequence

Phase III – VEHICLE Rapid Response Operations (All Players)

Players move all their Vehicle assets during this phase. Move and Attack in Order of Initiative

Phase IV – Melees (All Players)

1. Resolve Objective Combat and conduct retreats if used.
2. Resolve New Field Melees by round; Conduct Morale Checks and Retreats
3. Resolve Engaged Melees from previous turns; Conduct Retreats and Morale Checks

1.3 Sequence of Play (Traditional IGO/UGO)

Phase I - Administration : Send / Signal Orders

Phase II - Artillery Fire (Both Players)

Fire unlimbered guns & Gatling Guns /MGs; Remove Casualties; Check Morale for units hit

Phase III - Individual Musketry (Both Players)

Units fire individual weapons; Check Morale for those units receiving casualties

Note. Certain Skirmish fire results will cause morale losses without a check

Phase IV – Movement by Player I

1. Conduct Facing Changes
2. Conduct Charge Moves
3. Conduct Normal Moves
4. Unlimber /Prolonge guns

Phase V – Movement by Player B

1. Conduct Facing Changes
2. Conduct Charge Moves
3. Conduct Normal Moves
4. Unlimber /Prolonge guns

Phase VI - Secondary Fire Phase for Machine Guns and Gatling Guns. (Both Players)

Phase VII – Melees (both Players)

1. Resolve Objective Combat and conduct retreats
2. Resolve New Field Melees by round; Conduct Morale Checks and Retreats
3. Resolve Engaged Melees from previous turns; Conduct Retreats and Morale Checks