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1-48Combat

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To play the game you need: A board to play on; the figures with their stat cards, Action Tokens, Opportunity and Suppression fire and wound markers, some scenic elements, a bunch of six-sided dices (D6) and of course at least one opponent!

SETUP: PREPARE THE BATTLEFIELD!

Roll a dice each: the highest scoring player will set up the battlefield, but is his opponent who will choose on which side to deploy his troops. The first player will have to deploy on the opposite side. Only one character per type is allowed in each squad. The total approximate value of your force must be agreed on with your opponent before the game starts. The player with the highest total Point Value deploy first; if the total is exactly the same roll a dice and the lowest scoring player will have to deploy his first character. Players then take turns deploying one character at a time, anywhere you like as long as they are within 5u from the table edge of a player own side. Now put all corresponding cards and the 12 Action Tokens in front of you and let the battle begin!

THE GAME: Play is by Rounds, each starting with an Initiative Roll and proceeding by alternate Turns. Each player has a total budget of 12 Actions Tokens (AT) for a whole Round, of which he can spend up to a maximum of 6 at a time in each turn. Action Tokens are used for basically everything you want your characters to do, and learn to spend them wisely is the key to master the game!

Initiative Roll: Each Round starts with a initiative roll, one D6 each, the highest score goes first. Before rolling for initiative however it's possible to try to improve your chances by spending ATs, each one increasing your final score by +1. There is no limit to the number of AT you can spend in this way but the more initiative boost you'll buy the less you'll have left to spend in the actual game...

The player who wins the initiative goes first, he can spend up to 6 ATs in his turn, after which the other player takes its turn and so on until all ATs have been spent.

ATs can be spent as you like in your turn, only subject to the following restrictions:
1) a character is permitted to perform only Actions that are listed on his stat card, except for the "Attack" and "Take Cover" actions which are always permitted to all.
2) a character can not perform more Actions in a single Round than the max number of permitted Actions indicated on his stat card. Each time you get your character to perform an action put an Action Token on his card. Spent ATs cannot be reused until the end of the Round. ATs spent in your opponent turn (for example to Take Cover) do not count against the maximum of 6 ATs per turn. If a player runs out of ATs at any point his adversary keeps going until he finishes all his, even if he has more than 6 left. Once all ATs have been spent each player get back a full hand of 12 ATs and a new round begins with a new initiative roll.

THE CHARACTERS:

Each miniature in 1-48COMBAT represent a real person called a character. Every single character has its own stat card which shows its profile, abilities, equipment and permitted actions.

a: Character's name, Role and Point Value (between brackets)
b: Armed force it belongs to.
c-d-e: Permitted Actions.
f: Max number of Actions allowed per Round.
g: Weapon(s) Type.
h: Max Number of Shooting Actions per Turn.
i: Number of Attack Dice rolled at Long Range.
j: Number of Attack Dice rolled at Short Range.
k: Weapon outline.
l: Number of Attack Dice rolled in Hand to Hand combat.

VICTORY! There are two basic game types you can choose from: Mission or Skirmish.

In Skirmish mode the first player that eliminates at least half of the enemy characters wins the game. In Mission at the start of the game each player choose a scenic element at least partly within its deployment zone that will be used as his game objective; if his opponents gets at least one miniature in base contact with it it will win the game, regardless of losses incurred to do so. *Note however that even in Mission, if a player eliminates at least half of the enemy characters before any objective has been reached he will still win the game.*

WOUNDED AND ELIMINATED

When a character is wounded his card is immediately turned on the wounded side and the values indicated there used from this moment onward. The wound marker is also immediately placed on the base of the miniature until the end of the current Round. The character will not be able to take any further Action and counts as if having Take Cover until the wound marker is removed. If a wounded character is wound again, or if a character is fired upon with a double 6 result in a single shot, or hit with three or more 6 by an explosion it's eliminated.

ACTIONS

Attack Actions (Fire, Throwing Handgranade, Hand to Hand)
A character can attack only with the weapons that he is equipped with. Characters with more than one weapon can use only one in each turn. When shooting at a target in the open every 4, 5 or 6 is a hit, while in partial cover a target is hit only rolling a 5 or a 6.

Fire: 1- Declare which one of your miniatures is firing and which one is the target; 2- If the target character is beyond 5u it can choose to Take Cover. 3- Roll as many D6 as indicated by L if the target is at Long distance (beyond 10u) or by S if the target is at Short distance (within or exactly at 10u) times the number of Shots taken. Each Shot costs one AT. One or more hits always cause only one wound result except for a double 6 (headshot!) which eliminates the target.

Throwing Handgranade: cost 2 AT. Place a marker (anyone would do) where you are throwing it (even behind or inside a partial cover) but within Short distance (no more than 10u). It can also be thrown beyond total cover if within 5u. Roll a D6: on a 5-6 it will explode where you placed the marker; on a 3-4 your opponent will get to move the marker up to 1 u in the direction he wants and on a 1-2 he'll get to move it up to 2 u. A handgranade makes a single attack against every character (friend or foe, unless in cover) within the R distance, all together at the same time: Roll as many D6 as indicated by the S value. One or more hits: one character is wounded. Two 6 rolled: all characters are wounded. Three or more 6 all characters are eliminated. Can't choose to Take Cover when attacked by a handgranade.

Aim: when shooting it increases the number of D6 thrown with the first shot by the Aim Factor value indicated in the stat card. Each character can use it only once per turn. Cost 1 AT.

Hand to Hand (H2H): does not require spending any AT. As soon as a character moves into base to base contact with an enemy roll as many D6 as indicated on the stat card for H2H. Each 5 or 6 is a hit and each hit is a wound. If the the character attacked survives the first roll he will immediately fight back in the very same way; the fight will continue until one of the two characters is eliminated.

Take Cover: spend one AT to reduce by 1 the score of all dice rolled to hit against him by a single enemy character in that turn, but not for further attacks from other characters. If a character is being fired upon from within 5u it can not use Take Cover.

Movement: the max number of u a character can move by spending one AT. Climbing up or down any elevated position costs two ATs. Any change in direction or facing are free. Friendly characters don't prevent movement across, but obviously bases cannot end the move on top of one another. No character can ever spend more than 3 AT in movement in the same turn.

Target: 1 AT to place one Target Marker in any one point of the battlefield in LOS. As soon as an enemy character comes within the distance from the marker indicated on the card and in LOS you get an immediate shot at it. This shoting cost ATs as a normal attack, but happens in your opponent turn and the target character can not choose to Take Cover from it. Marker remains until used or the character makes any other Action.

Move and Fire: it combines a movement action with a shooting action (1 shot) at the cost of only one AT. The value indicated on the stat card is the max movement in u with a single Action. It allows to shoot at a target that is in LOS either at the beginning, during or at the end of the movement. Shooting happens with the values indicated on the stat card for the weapon used, typically a submachinegun.

Suppression Fire: 1 AT to place a Marker in any one point of the battlefield in LOS. Every friendly or enemy character that at any moment finds himself in LOS and within range of the Suppression Fire Marker won't be able to do any Attack Action for that Turn except throwing handgranades at a reduced distance of 5u max. Marker remains until the end of the Round or until the character(s) firing is wound or does any other Action. As long as the Marker is in place at the beginning of all your turns roll a D6: each time you score a 6 a character of your choice within range of the marker is Wound. This attack doesn't require to spend any more AT. Officers and NCOs can use this Action to coordinate fire of all friendly characters within their command radius (5u), spending one AT for each, and placing a Marker on their cards: in this case roll one D6 for every character with a Marker on its card. NCOs can also partecipate but need at least one other character firing too; only MGs can do Suppression Fire alone. A character can't do Suppression Fire if it has already done any other attack Action in the same turn.

ABILITIES

These are characteristic of a character which have a permanent effect if they appear on the stat card and don't require spending ATs to use.

a: Action Tokens (AT)
b: Target Marker
c: Suppression Fire Marker
d: Wound Marker

Command: a character with this ability may allow a friendly character within its command radius (5u) to perform more Actions than those indicated on its stat card. The maximum number of extra Actions that can be transferred is the value indicated next to the Command symbol on the card, and each extra Action cost one AT as normal.

Camouflage: a character with this ability always counts as if having Took Cover whenever in partial cover, it is therefore only hit on a roll of 6.

THE BATTLEFIELD: 1-48COMBAT is played on a board no smaller than 60x60cm (2'x2'). Larger boards tend to slow the game. All measurements are in units (u) with a unit being either one inch or 2,5 cm throughout a game.

MEASUREMENTS AND LINE OF SIGHT (LOS) All measurements are in units (u) being either one inch or 2,5 cm throughout a game. All distances are measured from the closest possible point on the edge of a miniature base or a marker. At the beginning of a game declare which of the scenic element can offer Total Cover and which are always only Partial Covers, in relation to their height. If a target character is hidden behind a scenic element that provides Total Cover so that no point of its base is visible from any point of the attacking character base it is considered not in sight and can not be shot at. Otherwise there is a Line Of Sight (LOS) to it, which could be clear or partially covered.

If any one point of the target base (but not all of it) is visible from any point of the attacking character base without passing through the scenic element then the target is in partial cover. If the whole of a target base is visible then there is a clear LOS and the target is in the open. 1-48COMBAT 60mm round scenic bases are all partial cover. If a character arrives to touch it from any direction it can choose the get into it for free, and the miniature is positioned in the apposite hole; it is then always considered in partial cover from any direction. Any eventual measuring is still taken as normal from the miniature base edge. *No scenic element or character offer partial cover if is within 2 u from the shooting character.*