Version 0.1 Beta – July 2012

1·48 TACTIC

1-48TACTIC beta

ACTION PACKED RULES FOR ONE HOUR GAMES!
Welcome to the most innovative and exciting WWII skirmish game around!!

Visit the game support group at: http://games.groups.yahoo.com/group/1-48TACTIC

Foreword to the beta version

In 1-48TACTIC you command a small force based on a real world army of WWII and attempt to attain victory over your opponents with your superior tactics and a little luck! The aim of these rules is to provide the simplest possible set of wargame rules that generate a fast playing cinematic game and which gives an involving, passionate and satisfying experience, but also respects real battlefield tactics simulated with intuitive and realistic mechanics. The focus is on small scale action, typically from a section (4-5 figures) to a whole infantry squad per side, but the whole game can be scaled up or down at will without bogging down thanks to 1-48TACTIC robust engine and unique command and control system. That said, we would suggest to play your first battles with forces of no more than 5-6 figures each, which will already give you a very enjoyable game. You'll learn all the basic rules in the first couple of games and if you want you can then begin to experiment and eventually try to scale it up as you expand your collection.

Throughout these rules when a reference is made to a specific ACTION it will be written in all caps to make it easier to identify it.

After you tried this beta version please feel free to comment it on the game support group at:
http://games.groups.yahoo.com/group/1-48TACTIC
your input can still be decisive and as always any and all feedback is very welcome!
1-48TACTICbeta is provided absolutely free, however once testing is complete the final version of these rules will be published by Baueda Wargames, completed with full color graphics and explanatory diagrams as well as many photographic examples, both as a very affordable pdf download and as a only slightly more expensive hard printed copy. We are also working on expanded rules for multiplayer games, more weapons and armored support, this beta version of the rules however sticks to the basic game in its most essential form, which produces fast and exciting games that last less than an hour. The other rules are available separately for download in the support group.
Full credit will be given to all those who actively participate in the beta test program.

Notes for 1-48COMBAT players

If you are familiar with 1-48COMBAT you will find it very easy to move on to 1-48TACTIC, however the notes that follow sums up the main changes and are provided in the hope they may help you to memorize the differences more quickly and also help to explain them to your fellow players.

The first obvious difference is that the turn system has changed, I hope you'll agree that this just makes the game going even faster and eliminates several oddities and quirks, however since it is a radical change to the most

fundamental game mechanisms it obviously has many consequences, here are the main ones summed up:

- Since there is no end of round anymore initiative is rolled for only once at the beginning of the game. In this basic version players then keep alternating turns but in the expanded rules there will be a mechanism to snatch initiative from your opponent, attempting to do this will be tied to the Command ability.
- You get only 5 AT per turn, but you can save as many as you like for later turns (except that you still need to play at least one per turn).
- You can keep piling up unspent ATs up to a total max of 12, and spend as many as 8 in a single turn.
- Spent ATs must be left on the cards until the beginning of your following turn.
- OF and SF tokens remains on table indefinitely so long as the appropriate conditions are met.
- Wound markers remains until the end of the owner's turn immediately successive to that (of his opponent) in which he's been hit.

Another important series of changes affects the combat mechanics, in particular:

- MOVE AND FIRE action can not be broken in half any more, you can shoot either before or after moving, but not halfway through.
- Grenades are now available to all characters as long as they are purchased and assigned at deployment time; They do not disperse if thrown at 5u or less and attack in a more linear way. Smoke grenades are also available.
- When using OPPORTUNITY FIRE you do not have to pay again another AT for shooting.
- SUPPRESSION FIRE has a more realistic chance (lower) to hit by random ricochets.

Also there are several important new rules regarding terrain:

- Partial Cover's effect is now cumulative.
- To count as a Total Cover a scenic element (or part of it) must be at least as large as a game card.
- Only the part of a scenic elements that offer Partial Cover that actually is within 2u from the shooting character is now ignored, not all of it; this does not apply to the 60mm round cover bases which are still considered as a whole single element thus avoiding any need for measurements. The effects of 60mm round Cover Bases are explained in detail in the rules.

1-48TACTIC: THE GAME!

Play is by alternate turns, starting with an Initiative Roll. Central to 1-48TACTIC is the concept of Actions. Each player is given a total budget of 5 Actions Tokens (AT) every turn, which he can spend during that same turn or save for later, in whatever proportion he likes, provided he spends at least one AT in each of his own turns. A maximum of 12 AT can be saved up to be played later, however a player can never play more than 8 AT in a single turn, even if he has more saved (those would still remain available to him for later turns obviously!). Action Tokens are used for basically everything you want your characters to do, and learning to spend them wisely is the key to master the game!

ATs can be spent or saved as you like during your turns, only subject to the following restrictions:
 -A character is permitted to perform only those Actions that are listed on its stat card, except for the "Attack" and "TAKE COVER" actions which are always permitted to all.
 -A character can not perform more Actions during a single turn than the max number of permitted Actions indicated on its stat card.
- A player must always use at least 1 AT in each of his own turns.
Each time your character performs an action put an AT on its card. Spent ATs cannot be reused. ATs spent during your opponent's turn (for example to TAKE COVER) do not count against the maximum of 8 ATs per turn, but are still subject to the max number of permitted Actions as indicated on a character's stat card.
In your own turn, once you spend ATs on a character to do something and then move on and spend ATs on a different character you can not go back and do more actions with the previous one in the same turn, even if he would still have more actions permitted by his theoretical max allowance. Note that TAKE COVER happens in your opponent's turn, not in yours, and is therefore not affected by this limitation.

Once the player who won the initiative runs out of ATs, or whenever he chooses not to spend any more anyway, his turn ends and his opponent receive his 5 new AT and takes his own turn. Note that the AT spent must remain on the cards for the duration of the entire opponent's turn, as they are needed to determine if a character is still able to spend some to TAKE COVER if he is shot at!
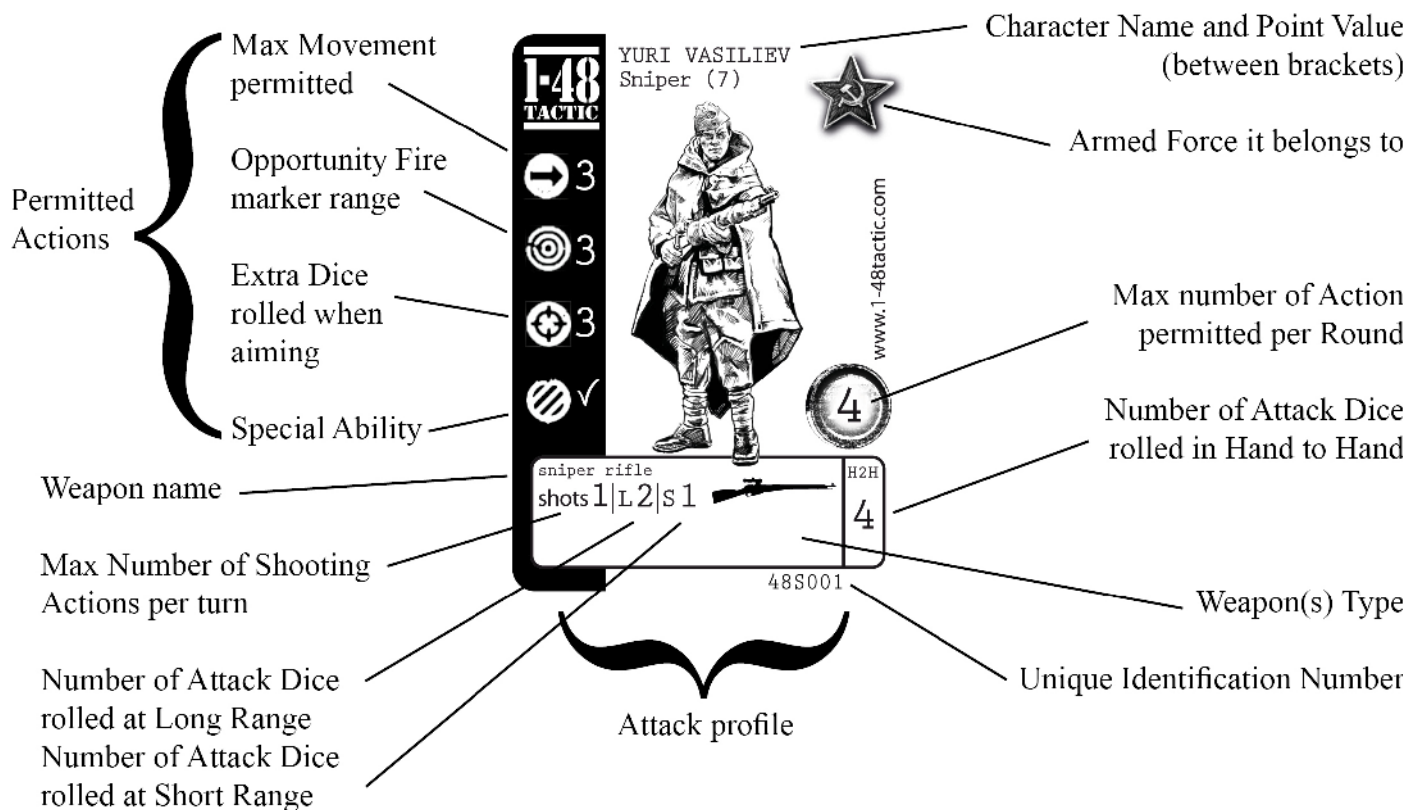
To play the game you need:

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! We produce exquisitely crafted miniatures, resin scenic elements, stat cards, action tokens, fire and wound markers and anything else you may need to play 1-48TACTIC with, but you can try out the game immediately without parting with your hard earned cash: just print out the card, figures and token pages at the end of these rules, glue them back to front after carefully folding along the register lines and cut them out. That's it, you can now play the game right away or if you prefer you can use any suitable miniature and scenic item you may already have around, simply mark the bases of each miniature so you know which card it refers to. It may not look that good in paper but don't worry about it, soon you'll be so hooked up by this game that you'll want to buy the whole range of miniatures!

The battlefield:

1-48TACTIC is played by two people, with each in command of a single section or squad, on a board no smaller than 60x60 cm (2'x2'). All measurements are in units (u) with a unit being either one inch or 2,5 cm throughout a game.

The characters:

Each miniature in 1-48TACTIC represent a real person called a character. Every single character has its own stat card which shows its profile, abilities, equipment and permitted actions. Let's look at an example:

Permitted Actions
- Max Movement permitted
- Opportunity Fire marker range
- Extra Dice rolled when aiming
- Special Ability

Weapon name

Max Number of Shooting Actions per turn

Number of Attack Dice rolled at Long Range
Number of Attack Dice rolled at Short Range

Character Name and Point Value (between brackets)

Armed Force it belongs to

Max number of Action permitted per Round

Number of Attack Dice rolled in Hand to Hand

Weapon(s) Type

Unique Identification Number

Attack profile

Setup: prepare the battlefield!

Set up the table by placing at least as many scenic elements as there are the miniatures in play, keeping in mind that the more you use the more interesting will be your game!
Scenic elements are fundamental for the gameplay, they offer protection to your troops and could eventually also represent a game objective. Unless playing a scenario game you can place them in any way you like, but a realistic set-up always makes for the best games! As you place the scenic elements on the table you have to declare if they offer partial or total cover.
1-48TACTIC makes also use of original 60mm round partial cover scenic elements, you don't actually need them for playing the game, feel free to use your own models instead (or even placeholders like books, mugs etc.) but they are designed to improve the game and to this end have a few specific rules detailed in the terrain section.

[*INSERT DIAGRAM: deploying with intervening scenic element whole or partially within deployment area*]

The total value of your force must be agreed on with your opponent before the game starts. Every figure in the game has a point value shown on the stat card that it comes packaged with. Only one miniature of each particular character is allowed in a player's force. Simply add together the total points of all your figures to calculate the total value for your squad, we suggest you to keep your first games at 30-40 points per side to begin with.
In your first games or in tournaments it's generally better to play balanced matches with forces of equal Point Value, but a difference of a few Points it's never a problem.
Roll a dice each for deployment: the highest scoring player will set up the battlefield, but his opponent will choose n which side to deploy his own troops. The first player will have to deploy on the opposite side; all characters must be deployed within 5u from the table edge of a player own side.
In case of uneven forces the player with the highest total Point Value deploy first; if the total is exactly the same roll a dice and the lowest scoring will have to deploy his first character. Players then take turns deploying one character at a time, anywhere they like as long as it is within 5u from the table edge of a player's own side, until all figures are

on the table.
Now put all corresponding cards and the game Tokens in front of you and let the battle begin!

Initiative Roll:

Once all characters are deployed on the table the game starts with the initiative roll, both players rolling one D6 each at the same time: the highest score wins the initiative. If the initiative roll scores are even just keep rolling...
The player who wins the initiative goes first, receive 5 ATs and begins his turn. Note that generally AT are collected at the beginning of one own turn, however in the first turn of a game (only) both players get their 5AT immediately, so that if the player who won the initiative shoots the other can choose to spend some of his immediately to take cover.

ACTIONS:

Every character can perform the basic Attack and TAKE COVER actions plus all those indicated on its stat card as listed below.

MOVE:

The value next to the symbol on the card is the max number of u a character can move by spending a single AT. If a single movement Action includes climbing up or down a ladder or crossing over obstacles like Partial Covers it costs 2 ATs instead. It is possible to MOVE passing over or across obstacles only if they are no wider than the character movement allowance and no higher than 2u.
Any change in direction or facing are free. Actual **miniature facing is irrelevant**, the figures only represent the position of the real characters on table who are assumed to be able to look around as needed, they are not frozen into a stiff pose! All measurements are always taken from the closest point of the *base* anyway.
Changing direction any number of times during movement is always allowed, as long as the total distance travelled is within the maximum movement allowance indicated by the character's card. Friendly characters don't prevent movement across, but obviously bases cannot end the move on top of one another.
If there isn't enough movement allowance left to completely clear the base of a friendly character or an element of terrain one must stop short.

[*INSERT DIAGRAM: measuring movement around and across scenic items*]

No character can ever spend more than 3 ATs in movement actions during a single turn. Note that "MOVE AND FIRE" actions do count as movement actions for this purpose.

Attack actions

These can be Firing (Shooting), Throwing Hand Grenade or Hand to Hand (H2H) close combat.
A character can always attack only with the weapons that he is equipped with as detailed in the Attack Profile on his stat card. Additional weapons can be purchased separately (like hand grenades) or can be used only in a particular situation like vehicle mounted or fixed emplacement weapons for example. Characters equipped with more than one weapon may choose to use the one they prefer but can use only one in any given turn anyway.

General Firing procedure

To shoot at an enemy character first of all you need to declare which one of your miniatures is firing and which one is the target. At this point if the target character is beyond 5u it can choose to TAKE COVER, see below. Now you can fire: the maximum number of shots you can take in each turn is determined by your weapon "Shots" value as indicated on the stat card. Each shot costs one AT and allow you to roll as many D6 as indicated on the stat card for the weapon used, the L value if the target is at Long distance (beyond 10u) and the S value if the target is at Short distance (within or exactly at 10u).
When firing 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. The number of hits when firing is largely irrelevant, one or more always causing only one wound result. The only exception is in the case of a double 6 which is a head shot and instantly eliminates the target.

When a player declares that his character is going to shoot at an enemy character he must immediately place one AT token on the card, this is a final decision, it can not be changed later and the AT can never be taken back. At this point the target character may choose to TAKE COVER (assuming he is allowed to) in which case he must also immediately place the AT token on his card and again this can not be changed later and the AT can never be taken back. If he does TAKE COVER then the shooting character may then choose to AIM to increase his chances to score a hit, provided this is otherwise allowed. He may also have no more chances left to hit (so he may not actually even need to roll at all!), but he still counts as having shot and has spent the AT for shooting anyway; as does the one who did TAKE COVER. This remains true even if he did AIM and has spent also an extra AT for rolling more dice!

TAKE COVER:
When fired upon from further away than 5u a character can spend 1 AT to reduce by 1 the score of all dices rolled to hit against him by a single enemy character during that turn. Even if the shooting character can shoot more than once (Shots >1) the target will continue to count as "in cover" from him (without having to spend any further AT for this), but he does not count as in cover for further attacks from OTHER characters.
The target can of course choose to TAKE COVER again from a second attack from a different enemy, but again he will have to spend another AT for that. Incidentally this means that crossfire is the key to successfully attack against well protected opponents!

TAKE COVER is not allowed if a character is being fired upon from 5u or less, this also apply to everything that counts as TAKE COVER, so if fired upon at 5u or less the Camouflage ability has no effect and a wounded character receives no benefit.
Provided the player still has AT left to spend, that the character has not yet used up all his available Actions for that turn, that the attack comes from further away than 5u and it is not of a type that doesn't allow to TAKE COVER (such as OPPORTUNITY FIRE for example) it is possible to TAKE COVER even in the open; in this case it simulates hugging the ground.

AIM:
Used when shooting, this increases the number of D6 thrown with the first shot (only) by the AIM Factor value indicated on the stat card. Each character can use it only once per turn. Cost 1 AT.

MOVE AND FIRE:
This combines a movement action with a shooting action (1 shot) at the cost of only 1 AT. The value indicated on the stat card is the max movement in u allowed with a single Action. It allows to shoot at a target that is in LOS either at the beginning or at the end of the movement, but not halfway. Shooting happens normally with the values indicated on the stat card for the weapon used.

THROWING HAND GRENADE
Characters who have hand grenades listed in the Attack Profile on their stat card can always THROW hand grenades. All others can do so only if they have one purchased before the game starts. Extra grenades cost 1 VP each and are represented by an apposite token which is placed on the card of the character you wish to equip with the grenade. They can be transferred to another character within 1u, to do this does not count as an action and doesn't require the expenditure of an AT. Note that characters who have the hand grenade listed in the Attack Profile (but no purchased ones) can never pass their to another character, only the extra ones paid for in advance and represented by markers can be exchanged freely. Extra grenades purchased in advance are strictly one shot weapons; once thrown, irrespectively of the result, the grenade marker is discarded.

Throwing a grenade always cost 2 ATs. They can be thrown anywhere you like (also up to one level higher or beyond an obstacle, even a Total Cover) within 5u. In this case you do not need to have LOS to where you throw the grenade and they always land where you intend. They can also be thrown further away, up to 10u, but in this case you need LOS to the target point and they may go astray, place a marker (anyone will do) wherever you intend to throw it (even behind or inside a partial cover) and roll a D6: on a 5-6 it will explode exactly 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 2u.

There are several types of grenades, the most common are antipersonnel fragmentation grenades. These are the only one which are available to Characters who have hand grenades listed in the Attack Profile on their stat card; any other type must be purchased separately even by them.

When explodes a fragmentation grenade makes a single attack against every character (unless it is in cover) within its R distance (2u, the blast radius), all together and at the same time: roll as many D6 as indicated by the grenade S value (Short range attack, 4), every 4,5 or 6 is a hit.

- If you score one or more hits: each hit is a wound. Wounds are allocated one at a time to all characters within the blast area alternatively (note that they may belong to more than one player, explosions hurts friend and foes alike!), one at a time, starting from the character with the lower H2H combat; in case of equal values roll for it. Characters wounded twice are killed by the explosions.

- If you score two or more 6: all characters are eliminated.

It isn't possible to choose to TAKE COVER when attacked by a grenade.

It is allowed to THROW a grenade putting the temporary dispersion marker in contact with a character base, but not on top of it. It is also possible to place such marker in contact or above a scenic element that offers Partial or Total Cover. Note however that any cover (even only partial) effectively terminates the effect of the grenade. If you throw it inside a building, a vehicle or a bunker it would hits only those inside, if you throw it next to it but outside it would not hit those inside.

Smoke grenades cost the same and are thrown exactly like the others. They are not designed to kill, but the most commonly used types were filled with white phosphorus, which was spread by explosive action. White phosphorus catches fire in the presence of air, and burns with an intense flame while producing copious amounts of white smoke. These therefore double as incendiary grenades and have a small chance to cause injuries to enemies. Their main effect however is creating a dense smoke screen that reduce visibility. In game terms smoke screens don't break the LOS (and therefore do not deny OF or SF) but effectively behave like a temporary Partial Cover and therefore do reduce the chance of scoring a hit when shooting, including when using OF; like any other Partial Cover they are ignored at 2u or less from the shooting character. The effect of a smoke screen is cumulative with any other eventual Partial Cover, including eventually another smoke screen, even if the two are overlapping.

When explodes a smoke grenade makes a single attack against every character (unless it is in cover) within its R distance (2u, the blast radius), all together and at the same time: roll as many D6 as indicated by the grenade S value (Short range attack, 1), every 5 or 6 is a hit.

Place a 4u smoke marker in the point where the smoke grenade lands. At the beginning of your next turn place a second 4u smoke marker where you like, provided it is in contact with the first one, then remove the first one. At the beginning of the turn after that all the smoke has dispersed and the last marker is also removed.

HAND TO HAND (H2H):

A close combat (H2H) attack does not count in itself as an action and does not require spending any AT. Moving into contact with an enemy base to initiate H2H combat however does. As soon as a character reaches into base to base contact with an enemy he will begins a H2H fight by rolling as many dice as his H2H factor indicates. Each 5 or 6 is a hit and each hit is a wound. If the character attacked survives the first roll, it will immediately fight back in the very same way; the fight will continue until one of the two characters is eliminated. Note that characters wounded in a previous attack will obviously continue to fight with the H2H value defined in his card turned on the wounded side.

Multiple H2H attacks on a single character are resolved in the order they happen, that is the first combat must be resolved before the second can start. Unless otherwise specified a character may initiate only one single H2H fight per turn.

OPPORTUNITY FIRE (OF):

This is a way to watch over an area so that a character can react instantaneously to enemy actions in that particular area. It cost 1 AT to place one "target" Marker at any one point on the battlefield as long as it is within LOS. As soon as an enemy character enters in range of the marker (the value shown on the character card next to the "target" symbol) your opponent turn is halted and you get an immediate shot at him, provided of course he is also in LOS! This shot doesn't require the expenditure of another AT, happens during your opponent's turn and the target character can not choose to TAKE COVER from it. Once this attack is over your opponent will resume its turn. The character in overwatch can also choose to AIM when taking OPPORTUNITY FIRE, provided that his weapon allows it, that he hasn't already done all actions available to him in this turn and the owning player still has one AT

left to spend for it of course!

The "target" marker can be placed beyond any number of Partial Covers, provided there is LOS to the point, but LOS to an enemy is evaluated as normal at the time of firing. For example, if you place the marker at the corner of a building an enemy character approaching from behind will be in range of the marker as soon as it's close enough, but obviously you would still not be able to fire at him anyway so long as he remains behind the Total Cover.

Once placed the "target" marker will remain active where it has been placed until it's used or the character who placed it does not make any other Action, in which cases it's immediately removed.

Note that you can take the opportunity shot only when an enemy character enters the marker range (and you will notice that this range depends from which character is put in overwatch) or attempts to do an action. If you place the marker so close to an enemy character that he is already inside the range he would not trigger it until he MOVE or try to shoot. OPPORTUNITY FIRE is best used to prevent an enemy to move freely, typically to cover the flanks of your advancing troops or block an access between buildings.

If you want to effectively pin down an opponent and prevent him to shoot you should use SUPPRESSION FIRE instead.

SUPPRESSION FIRE (SF):

This is a way to saturate an area with all available firepower so as to force the enemy to keep in cover and prevent them to shoot effectively. The first step is to initiate or order firing, this is typically only allowed to NCO, officers or heavy automatic weapons crews; they will have the "SUPPRESSION FIRE" symbol on their card. It cost 1 AT to place a "Suppression" Marker at any one point on the battlefield in LOS, as you do so place also another marker (possibly of the same color) on the card of the character firing. This alone however is not always enough, generally a single character alone is not able to generate a volume of fire sufficient to effectively suppress the enemy, you need to have at least one other characters firing too; this counts as a separate action by a separate character, he will also have to spend 1 AT to participate and also place a SUPPRESSION FIRE Marker on his own card. A character who carries an MG alone is an exception to this as he can do SF by himself but normally a minimum of two characters firing is required to initiate and maintain SF. For example a NCOs can initiate a SF action (spending 1AT) because SF is one of the actions permitted to him (he has the SF symbol on the card) but to do so he needs to have at least one other character joining in the action (also spending 1AT). Note that the other character does not need to also have the "SUPPRESSION FIRE" symbol on his card to participate to the SF. The SF Action can be used by characters who do have the "SUPPRESSION FIRE" symbol on their card to coordinate the fire of any number of friendly characters, any one can join in it once the SF has been initiated, as long as the player is spending 1 AT for each, and placing a SUPPRESSION FIRE Marker on their cards to do so. Anyway don't forget that all must have LoS to the marker at all time to join in and maintain the action.

Once established a SUPPRESSION FIRE area prevents any character (even a friendly one!) that at any moment in the turn finds itself within range of the SF Marker to take any Attack Action for that Turn except throwing a hand grenade at a reduced distance of 5u max, which in this case will be subjected to dispersion as if thrown beyond 5u. Characters that are under the influence of SF can still move freely and eventually initiate H2H combat normally. In addition to this there is a small chance that the suppressed enemy may be hit by a ricochet or by accidentally exposing himself. To simulate this as long as the marker is in place roll one D6 at the beginning of all your turns for every character firing, in other word for any character with a SUPPRESSION FIRE Marker on its card who has a LOS to the enemy. Only a 6 will result in a hit, a character within range of the marker and in LOS will then be wounded (owner choice). Note that the number of hits scored is irrelevant, one or more always causing only one single wound on one single character as a result. As usually the only exception is in the case of a double 6 which is always a headshot and instantly eliminate the target. This attack does not count as an action and doesn't require to spend any more ATs.

A character cannot use SUPPRESSION FIRE if it has already done any other attack Action during the same turn. The marker on the table remains in place until there are enough characters participating, but as soon as a character currently doing SF makes any other Action the marker on his card will be removed. For the SUPPRESSION FIRE to continue at least two characters or one MG must always continue to shoot (hence have the SF marker on their card and be in LOS of the SF marker).

Note that a character doesn't need to actively participate to the SF or continue to be part of it even if he initiate it, as long as there are always at least two characters maintaining the SF. For example let's say an enemy is just behind a

house corner, a NCO does not have LOS himself to the enemy target mini, hence he will not be shooting (no dice will be rolled for him at the beginning of the player next turn). However he has LoS to a point 2u to the side of the enemy target mini, so he may still initiate the SF by spending 1AT and placing a SF marker there, provided that there is at least one other friendly character that has LoS to the marker and who also spend 1AT to participate. In this case the NCO would still be part of the SF he initiated but would not be rolling against the enemy target mini as he has no LoS to him. If also the other character participating in the SF does not have LoS to the enemy (he must have it to the SF marker anyway!) no dice would be rolled for a possible stray hit, however the enemy would still be suppressed within the range of the SF marker: although he can not be hit directly the shower of bullets raining down so close to him would make him think twice before exposing himself to shoot!

Note that in this case if the NCO or the other mini do MOVE the SF marker is removed as there won't be the required min 2 characters left maintaining it. However the player could first move a third character to join the SF, he will then be able to move the NCO away while leaving the other two to maintain the SF.

Also note that if the enemy target mini (or any other for that matter) would move in a way as to still be within the SF marker range and now also be in LoS of one of the characters shooting, this would start to roll against them without having to pay any ATs.

SUPPRESSION FIRE is an effective way to cover your advancing troops and to prevent enemy snipers or MG to shoot at friends in a difficult position. Note however that suppressed enemies can just move out of the marker range, they would still not be able to shoot in that same turn but SF would not be rolling against them at the beginning of your turn and unless you initiate a new SF (spending again all ATs required) on their new position they will free to fire again in their next turn. Another good way to stop suppressing fire is to drop a smoke grenade on the SF marker!

ABILITIES

These are specific to an individual character and are permanently in effect if they appear on the stat card. They don't require spending ATs to use.

Command: a character with this ability may allow any number of friendly characters within its Command range (which is always 5u) to perform more Actions than those indicated on their stat card. The max. number of extra Actions that can be made by the other friendly characters is the value indicated next to the Command symbol on the card. Each such extra Action cost the normal number of ATs which are placed on their own card as usual. The only difference is that the character can place more than would normally be allowed to him so long as he remains within the Command range.

Note that the character with the Command ability does nothing, he does not "give" actions to another character and does not spend AT himself, so using of a character Command ability does not prevent that character from doing anything else, like maintaining SF or OF for instance.

Example: Boris (NCO with Command Ability = 2) does not have any AT on his card. Irina (AT value = 3) spends 2 AT to AIM and FIRE and one more to MOVE near Boris. Normally she wouldn't be able to perform any other actions during this turn (she has AT value = 3, and she performed 3 actions), but now she's within 5u from Boris, so she will be able to perform two more actions up to 5 in total (3 = her own AT value + 2 = Boris Command Ability), for example she could fire again (she has a semi-automatic rifle that allows 2 shots per turn, but note that she wouldn't be allowed to AIM again this time, as that can be done only when taking the first shot!) and then MOVE again, as long as she remains in range of the NCO. Boris does nothing, doesn't transfer any AT and doesn't take any AT from Irina, so he would still have no AT on his card. Irina would now have 5 on hers.

Camouflage: a character with this ability always counts as if having TAKE COVER whenever he is in Partial Cover. It would therefore only get hit on a roll of 6 instead of 5 or 6 if behind a single Partial Cover and would not be possible to hit him behind two or more Partial Covers.

Like the TAKE COVER action the Camouflage ability has no effect if the character is being fired upon from 5u or less.

WOUNDED AND ELIMINATED

When a character is wounded his card is immediately turned on the wounded side and the values indicated there are

used from this moment onward. The Wound Marker is also immediately placed on the base of the wounded figure and remains there until the end of the owner next turn. The wound marker represent the initial shock and pain of being hit and the physical as well as psychological consequences (the wound would probably require immediate attention!) the character therefore will be temporarily disabled and will not be able to take any action in the first turn after he has been wounded, but immediately counts as if having TAKE COVER against any further attack from any enemy. Note however that as with the TAKE COVER action this does not apply if the character is being fired upon from 5u or less! This temporary situation lasts only until the Wound Marker is removed, in practice when a character is hit will miss his next turn. On the contrary, the lasting effects of being wounded (that is, using the reduced values on the wounded side of the card) are permanent and apply for the rest of the game. If a wounded character is wounded again, or if he is hit with a double 6 result in a single shot, or if is hit by an explosion, is eliminated.

Example: a character is hit, his card is turned and a wound marker is immediately placed on the base of the miniature, now the character will not be able to take any Action in his next turn but always count as if having TAKE COVER against any attack from any number of enemies. If he was already behind a partial cover at this point he could only be hit again with a score 6. His opponent best chance to finish him off would be to try to get close enough (less than 2u) so that the cover won't count any more (and therefore he would then hit on a 4, 5 or 6) or shooting at him from a position from which he is not in cover (and therefore he would then be hit on a 5 or 6), or get in contact to finish him in H2H or throw a grenade inside his cover. In all cases even one single additional hit would be enough to kill him since he is already wounded. Assuming he does survive any eventual further attack, the wounded character would anyway not be able to make any action in his turn. Only at the end of the owning player turn the wound marker is removed. The wounded character now does not automatically count as if had TAKE COVER any more, but he can spend AT to do it as usual. He will be free to MOVE and shoot as he likes in the next turns but from now on he will be using only the stats on the wounded (red) card side.

When a character is killed in action his miniature can be left face down on table where it would still count as a Partial Cover, regardless of the actual dimensions of the figure itself. Its card however is immediately removed from play and the character counts as lost. If the character carried extra grenades these are left on the table and can be picked up by any friend or enemy that gets in base to marker contact. This does not count as an action and does not require expending an AT.

MEASUREMENTS AND LINE OF SIGHT (LOS)

All measurements are in units (u) being either one inch or 2,5 cm throughout a game, make sure you agree on this before the game starts! All distances are measured from the closest possible point on the edge of a character base, a scenic element or a marker.
Whenever there is a reference to "Short Range" that is defined as within or exactly at 10u; beyond 10u is considered "Long Range".
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's base, then 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 by intervening terrain and/or figures.
If the entire target base is visible then there is a clear LOS and the target is in the open.
If the target character's base is completely hidden behind a scenic element that provides Partial Cover, or is partially hidden behind a Total Cover but at least one point of it is visible from any point of the attacking character's base, then the target is in Partial Cover.
If some of the target character's base is behind a Partial Cover but even only one point of it is visible from any point of the attacking character's base, then the target is in the open.

[INSERT DIAGRAM: several scenic element that provides different level of cover]

The effect of Partial Covers is cumulative, each intervening one increasing by 1 the score required to hit, thus when firing at a target behind a single Partial Cover a target is hit on a score of 5 or 6, if there are two intervening separate elements that offer Partial Cover is hit only with a 6, and with three or more Partial Covers in the way it's impossible to hit. Note that if there are two intervening separate elements that offer Partial Cover and the target chooses to

TAKE COVER it won't be possible to hit him anymore! No part of a scenic element offers partial cover if it is at 2u or less from the shooting character, but the rest still counts. To count as separate elements two scenic pieces or part thereof that offer Partial Covers must also be at least 2u apart, otherwise they are considered as a single impediment. For example if there is a section of a barricade 5u long and the shooting character is in contact with one end while the target is at the other end, the first 2u of it are ignored (it's at 2u or less from the shooting character) the part immediately after that count as one Partial Cover (it's at more than 2u from the shooting character) then the next 2u are again ignored (it's at 2u or less from the first Partial Cover), the part after that count as a second cover and finally the rest of it is ignored once more (it's at 2u or less from the previous Partial Cover), so in this case the target counts as being behind two Partial Covers. A very simple way to check this is just measure a scenic element counting how many whole "u" it is, then divide that by two (eventually rounding down), that's the number of equivalent Partial Covers (in the example above, 5/2=2.5 rounded down to 2)

Laser Pointers
Provided both players agree, true LOS can be assessed with the help of a laser pointer. In this case the actual point from which the laser beam is emitted must be placed on the top of the head of the character shooting, so as to be as close as possible to it. An enemy can then be shot at so long as the laser can illuminate any part of the target miniature's body, considering only the actual physical body, not the base or any item of weapon or equipment. In this case all partial or total covers are ignored except for the 60mm round cover bases which have their own specific rules detailed below.

TERRAIN

To determine the effect of a scenic element just compare it to a game card: if the element has an uninterrupted surface (that is without windows or holes in it, but not necessarily coplanar) that has an area at least as large as the card, either standing, placed on a side or even partially folded (no more than 90deg.) than that surface (but not necessarily the whole scenic element it belongs to) offers Total Cover, breaks LOS and can not be crossed.
If it does not qualify as a Total Cover but is at least 1u in height it is a Partial Cover, it gives some protection but does not break LOS and can be passed over or trough.
Characters (friend or foe and living or dead alike), trees and bushes, smoke and anti-tank barriers, trenches and wooden fences always offer Partial Cover; closed doors or windows and all motorized vehicles always count as Total Cover regardless of the actual dimensions of the model. It is possible to throw a grenade inside a roofed position only from 5u or less and in this case it will be subjected to dispersion as if thrown beyond 5u.

[*INSERT DIAGRAM: shooting into and out of a building: 48IFN1*]

Some terrain are inaccessible and can not be crossed, yet don't offer protection even as Partial Cover, typical examples would be barbed wire and wire fences or deep holes in the ground, channels, watercourses or areas of impassable ground wider than a character's movement factor, etc. Note that an impassable element may block access to an area that by himself would be perfectly normal, as a general rule, if there is enough space to place the base in a specific place you can, otherwise it is considered impassable.
On the contrary some terrain offer protection as Partial Cover but is not an obstacle to movement, like smoke or shrubs for instance.

[*INSERT DIAGRAM: moving through terrain with obstacles*]

Everything else is just scenic eye candy that has no influence on the game.
It is good gamesmanship to declare at the beginning of a game which of the scenic elements on the table offer Partial or Total Cover and which are impassable.

60mm Round cover Bases

These are a bit of a special type of terrain, they represent prepared, reinforced or naturally protected positions, such as foxholes, shell holes or any particularly sheltered spot. They are always all partial cover, regardless of the actual

dimensions of the scenic depicted on them. If a character arrive in contact to it with its base, from whatever direction, it can always choose to enter inside for free, the extra movement is not measured, doesn't count as an Action and does not require spending AT. The character is simply positioned in the apposite hole; it is then always considered as being in partial cover if fired upon from any direction.

[*INSERT DIAGRAM: moving into and out of a cover base*]

Any eventual measurement it is still taken as normal from the character base's edge, this include the movement required for an adversary to arrive in H2H base contact, although in this case the actual model is left outside, in contact with the Cover Base. Characters inside a Cover base normally have priority in H2H combat, that is they roll first against an opponent even if it's him who initiated the fight, however there are specific close combat weapons (like bayonets for instance) that always give priority to the user.

Note that no part of a scenic element offers Partial Cover if it is at 2u or less from the shooting character, the Cover Bases are no exception to this, but are considered as a single entity to this end, so if any part of it is within 2u the whole cover base is ignored.
If a character is killed inside a cover base the dead body is left inside and it close the hole so that no one can enter it any more.

VICTORY!

There are three basic game types you can choose from: Scenario, Mission or Skirmish.
In a Skirmish game the first player to eliminate at least half of the enemy characters wins the game. Note that here the point value of each character is irrelevant!
In Mission mode at the start of the game each player choose a 3D scenic element or a point of the table at least partly within his own deployment zone which will be his game objective; if his opponents gets at least one miniature in base contact with it will win the game, regardless of the losses incurred to do so. Note however that even in Mission mode, if a player eliminates at least half of the enemy characters before his objective has been reached he will still win the game!
Scenario games are based on forthcoming separate booklets which will contains detailed instructions for setting up and playing the game and will include victory conditions specific to that particular scenario.

RULES FOR USING REINFORCEMENTS

Reinforcements operate using a single card for two Characters, each being represented by one side of the same card. They can be in the field only one at a time. The first one (at the owner's choice) can be deployed at the beginning like any other, or can enter the game in any of the following turns of the owning player. In this case the Character can be deployed anywhere as long as its base is placed in contact with the owner board edge. The card must always be placed with the description of the actual Character in play turned upwards. As soon as a reinforcement is wounded the miniature is immediately removed from the play and all spent AT are removed from its card. Starting with the beginning of his next turn the player can deploy the second Character, subject to the same limitations as the first one. Remember to turn the card with the corresponding side up!
Once a Reinforcement has been wounded and eliminated it can not be used again. The point value shown on both sides of the card is the total cost for both Characters.

Reinforcements are extremely useful to solve many combat situations and by entering at the right moment where they are most needed can turn the tide of a battle!

Army Exercises
Normally, Soviet don't fight Soviets and Germans don't fight Germans. However, especially in a tournament, you may find that you and your opponent both have forces of the same side. If this happens, you can fight Soviet vs. Soviet or Germans vs. Germans — this represent a combat exercise or war game and it is in any way equivalent to a live combat action.

Enjoy!
As with any rule there will always be some particular situation that has not been covered, in this case roll a D6 for it and then report the case at http://games.groups.yahoo.com/group/1-48tactic so that we can incorporate a fix in the next version... and now, have a great time with 1-48TACTIC!

Afterword

this beta version of the rules is a full, complete but basic game in its most essential form; in addition there are several advanced rules in development that will soon be added to the beta test program, these are mostly related to new character types including Officers, Scout, Doctors, Spotters, Radio Operators etc. and related new abilities including Take Initiative, Treat Wound, Spot, Call Support, etc. plus new infantry weapons including handguns, shotguns, knifes, etc. and detailed rules to support tournament play. This basic version is also meant to be the foundation for a number of future expansions, all true to the same vision for a fast, dynamic and emotional game, but addressing other specific situations not yet covered here.
In particular I'm now working on these:
1-48TACTIC: RATTENKRIEG Contains detailed rules for moving and fighting inside multilevel buildings and ruins including weapons specifically designed or modified for this, advanced rules for fire and smoke and even optional rules for night combat and hidden movement.
1-48TACTIC: ACHTUNG PANZER! Contains full rules for all sort of vehicles, armored and non, as well as covering all infantry weapons specifically designed to deal with them. Includes many common vehicle profiles to get you started playing right away!

If you are interested in participate to the development of these new exciting titles join us at
http://games.groups.yahoo.com/group/1-48TACTIC

and now, have a great time with 1-48TACTIC!