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1-48TACTIC

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

- KICKSTARTER COMING SOON! -

You can always find the latest version of these rules at http://1-48tactic.com/rules.htm
Visit the game support group at: https://groups.yahoo.com/neo/groups/1-48TACTIC

Introduction

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 game that generate a fast playing, involving, passionate and satisfying cinematic experience, but also respects real battlefield tactics simulated with intuitive and realistic mechanics.
The focus is on small scale action, typically from a section (4-6 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. We would still suggest to play your first battles with forces of no more than 5 figures each, which will already give you a very enjoyable game. This will allow you to become familiar with all the basic mechanics in the first couple of games and you can then begin to experiment with different compositions and if you like even scale the games up as you expand your collection.

Foreword to the 2.1 version

This version is a minor update to the previous **1-48TACTIC** rules, the main difference is in the victory conditions, from now on the sum of all eliminated Character's point value is considered instead of the number of actual figures. This makes very little difference in small games but it becomes important when you play with 50 points or more of troops. Makes for a much more interesting and fair game. The other notable change is in the OF and SF tokens that are now 25mm round. This makes all markers the same size as the figure bases and also slightly increase the effectiveness of both these options. We will release shortly 3D markers designed specifically for the new size, but if you already own the 3D markers form previous edition fear not! All you need to do to make the suitable for the current rules version is glue them vertically on 25mm round bases. This will just make them even more visually attractive as well as being easier and more convenient to pick up and handle!

THE GAME:

Play is by alternate turns, starting with an Initiative Roll. Central to **1-48TACTIC** is the concept of Actions; in his turn every player will be able to perform a variable number of activities with a variable proportion of his troops, depending on how many Actions he has available.

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.

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. There is not a maximum number of AT that can be saved up to be played later, nor a maximum number of AT that a player can spend in a single turn, however you will find that if you try to save up too many your opponent will quickly take the upper hand! 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 CLOSE COMBAT 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.

Provided that all of the above are respected a player can even spend ATs to do something with a Character, then move on and spend ATs on a different Character and then can go back and do more actions with the previous one, all in the same turn.

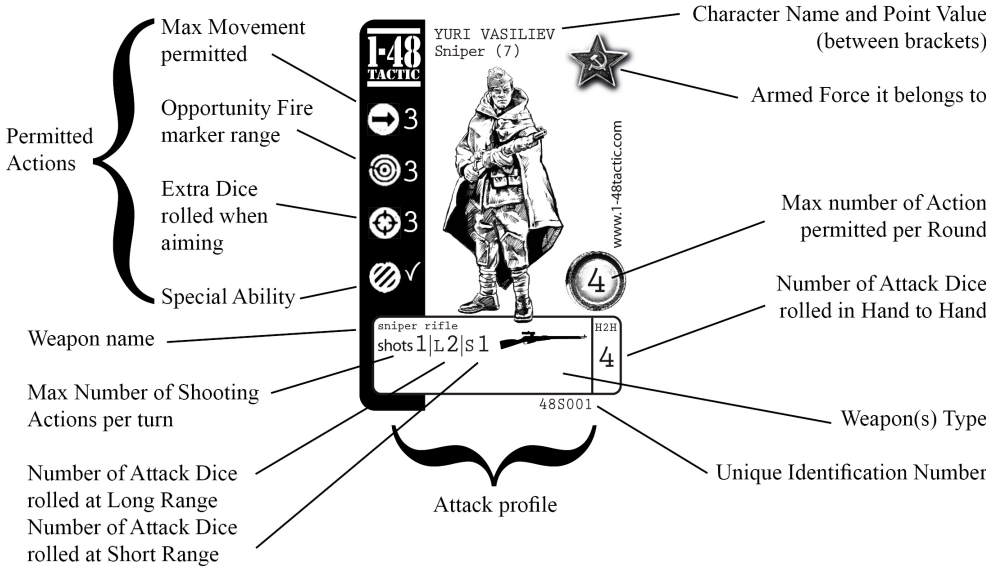
Once the player who won the initiative runs out of ATs, or whenever he chooses not to spend any more, his turn ends and his opponent receive his 5 new AT and takes his own turn.

To play the game you need:

A board to play on; some figures with their stat cards, Action Tokens, OPPORTUNITY and SUPPRESSION FIRE, cover and wound markers, some scenic elements, a bunch of six-sided dices (D6) and of course at least one opponent!
We are working to offer 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 belongs to it. It may not look that good but don't worry about it, soon you'll be so hooked up by this game that you'll want to buy our whole range of miniatures!

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 unique profile, abilities, equipment and permitted Actions. Let's look at an example:



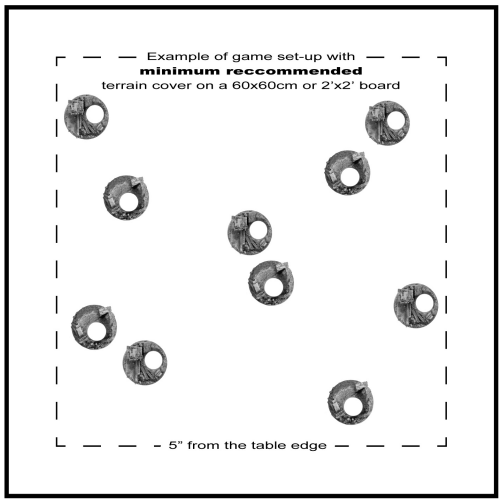
THE BATTLEFIELD

1-48TACTIC is played by at least 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.
Larger multi-player games are also possible and we will soon publish suitable rules for them, but this beta release only focus on 1 vs 1 games.

SETUP: PREPARE THE BATTLEFIELD!

Set up the table by placing **at least as many scenic elements as there are miniatures in play** between all players, keeping in mind that the more you use the more interesting will be your game! As a general rule we suggest placing your cover at least 5u from the table edge. Scenic elements are fundamental for the gameplay, they offer protection to your troops and could even represent a game objective. Unless playing a scenario game you can place them in any way you like, but we have found that 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 for them in the terrain section.



The total value of your forces 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. Simply add together the total value of all your figures and any additional weapon or equipment eventually purchased separately (such as hand grenades for example) to calculate the total value for your force. We suggest you to keep your first couple of games at 30-40 points per side until you have familiarized yourself with the rules.
In your first games or in tournaments it's also generally better to play balanced matches with forces of equal Point Value, but a difference of a few Points isn't usually a problem. Roll a dice each for deployment: the highest scoring player will set up the battlefield, but his opponent will choose on which side to deploy his own troops. The first player will have to deploy on the opposite side. Start by putting down all cards in front of you.
When Playing on the minimum recommended size board (60x60cm or 2'x2') all Characters must be deployed against the table edge of a player own side. Using 3'x3' or larger boards Characters can be deployed anywhere 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 until all figures are on the table. Once all Characters have been deployed any eventual additional weapon purchased separately, like grenades, is assigned by placing the corresponding token on the card of the chosen Character. All Characters start the game IN COVER.
and now... 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.

ACTIONS

Every Character can perform all the basic actions like CLOSE COMBAT and TAKE COVER plus all those indicated on its stat card, as listed below.
Once taken a legal action can not be undone.

TAKE COVER

During it's own or it's opponent turn a Character can TAKE COVER, which depending from the actual situation may represent crouching, flattening against a wall or a tree, taking evasive actions or seek repair behind small terrain features (not necessarily represented on the gaming table). Provided the player still has AT left to spend, that his Character has not yet used up all his available Actions for that turn, that the attack comes from further away than 5***u*** and it is not of a type that doesn't allow to TAKE COVER (such as OPPORTUNITY FIRE for example) a player can TAKE COVER after his opponent announce it's firing at him. It is possible to TAKE COVER even in the open; in this case it may simulate hugging the ground or maybe zigzagging, depending on the general situation. It cost 1 AT to get into cover and to place one “IN COVER” Marker next to the Character's model base.
Being IN COVER increase by 1 the score required to hit the Character, thus when firing at a target in the open who is IN COVER one would hit only on a score of 5 or 6. The effect of being IN COVER is cumulative with the Protection or Concealment given by terrain, so when firing at a target behind a single Partial Cover who is also IN COVER one can hit only on a score of 6. Even if the shooting Character can shoot more than once (Shots >1) the target will continue to count as "in cover" (without having to spend any further AT for this), however IN COVER is not effective if a Character is being fired upon from 5***u*** or less, this also apply to everything that counts **as** TAKE COVER, so if fired upon from 5***u*** or less even the Camouflage ability has no effect and a Character that has just been wounded receives no benefit.
TAKE COVER offer protection from shooting even from different directions, but has no value against the effect of High Explosives, Gas or Fire. Characters can not TAKE COVER while climbing ladders or ruins.
TAKE COVER only last as long as the Character does not make **any** other Action, such as moving or firing, in which cases it’s immediately removed. A character obviously can not maintain OPPORTUNITY or SUPPRESSION FIRE while is IN COVER, so while neither prevent the other they are mutually exclusive: a character in OF or SF that takes cover will immediately drop out of OF/SF (removing the relevant markers accordingly) and a character that is IN COVER will not be so any longer as soon as he initiates an OF or SF Action. Having previously been IN COVER and subsequently have performed other Actions does not prevent to TAKE COVER again, even in the same turn, provided the player still has AT left to spend and that the character has not yet used up all his permitted Actions for that turn.

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 two ATs instead of one. 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 2***u***.

Any change in direction or facing are free. Actual **miniature facing is irrelevant**, the figures only represent the position on table of the real Characters 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 Character's **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. Moving upward, including climbing, is measured as horizontal movement, but can not be done using a MOVE AND FIRE Action. Friendly Characters don’t prevent movement across and can be placed in base to base contact but can never end the MOVE with bases overlapping one another. If there isn't enough movement allowance left to completely clear the base of another 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 used in the same turn if purchased separately (like hand grenades) or if can be used only in a particular situation, as in the case of vehicle mounted or fixed emplacement weapons for example. Characters equipped with more than one weapon may choose to use the one they prefer in any given turn; they can even use more than one in the same turn, but switching weapon in the middle of a turn is an Action which requires 1 AT to be paid for as usual.

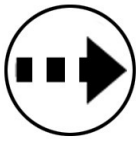
General Firing Procedure

To shoot at an enemy Character first of all you need to declare which one of your miniatures is firing and which one of your opponent's is the target. At this point if the target Character is beyond 5u can choose to TAKE COVER, see below..Now you can fire: the maximum number of times a Character can perform a shooting action in each turn is determined by his weapon "Shots" value as indicated on its stat card. Each shot costs one AT and allow to roll as many D6 as indicated on the stat card for that weapon, using the L value if the target is at Long distance (beyond 10***u***) and the S value if the target is at Short distance (within or exactly at 10***u***).
When firing at a target in the open every 4, 5 or 6 is a hit, but the amount of intervening cover allowing protection to the target increase the minimum required to score a hit. The number of actual hits scored in a **single** shot is largely irrelevant, one or more always cause only one wound result. The only exception is in the case of a **double 6** which is a critical or **head shot**, an automatic success that instantly kills a target Character.

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. This represent actively attempting to shoot at a target, raising your weapon, try to get a good view at it etc. but not actually squeezing the trigger just yet. At this point your opponent may choose to TAKE COVER with the target Character (assuming he is allowed to) in which case he must also immediately place the required AT token on his card and again this can not be changed later and the spent AT can never be taken back, as it represents reacting to a somehow perceived danger, or maybe just a bad feeling, by using extra caution. Regardless of the target being or going into cover or not, the shooting player may now choose to also use an AIM Action to increase his chances to score a hit, provided this is otherwise allowed. Again, he must immediately place the required AT token on the card and again this is a final decision which can not be changed later and the spent AT can never be taken back. If he does take an AIM Action the target again has a new opportunity to TAKE COVER if he hasn't already.
It is possible that at this point the shooting Character has no more chances left to hit (so he may not actually even need to roll at all), but he would still count as having taken the shot and he would still have spent the ATs for shooting anyway; so does the one who did TAKE COVER. This remains true even if he did take AIM and has spent the extra AT for rolling more dice.

AIM

Used when shooting, this Action increases the number of D6 thrown with the first shot (only) by the AIM Factor value indicated on the stat card. A Character can use it more than once per turn if his weapon allows it (semi-automatic rifles for example) but must pay one AT for each shot fired aiming. Can never be used if shooting using a MOVE AND FIRE Action. 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. Note that if you are shooting using MOVE AND FIRE you can not also use AIM.

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 an extra 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. These extra grenades 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, just move the token from one Character's card to the other. There are several types of hand grenades, the only one which are available in unlimited quantity to Characters who have "hand grenades" listed in the Attack Profile on their stat card is the actual type specified; any other type must be purchased separately even by them. Note that Characters who have the hand grenade listed in the Attack Profile (but no purchased ones) can never pass theirs to another Character, only the extra ones paid for in advance and represented by tokens 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 short range. In this case you do not need to have LOS to where you throw the grenade and they always land where you intend. Grenades can also be thrown further away, but in this case you do need LOS to the target point and the throw may go astray, so it is subject to a dispersion roll: place a grenade marker 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 result of 2, 3 or 4 your opponent will get to move the marker up to 2u in the direction he wants (including across or through cover) and on a result of 1 he can move it up to 4u.
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 on top of 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.
It is never allowed to THROW a grenade if the throwing Character or another friendly one can be caught in the explosion, unless these are all already in cover when the grenades is thrown.

One of the most well known type of grenade is the anti-personnel fragmentation one (commonly shortened as “frag” grenade), which have very thick metal bodies designed to disperse lethal fragments upon detonation.
Fragmentation grenades are mainly defensive weapons designed to be used from a position of cover, (e.g. in a slit trench or behind a wall) because they have an effective radius pretty close to the max distance they can be thrown at: 5u (short range) up to 10u maximum distance (subject to dispersion).
When it explodes a fragmentation grenade makes a single attack against every Character not in cover within its blast radius (the R distance, 4u for frag grenades), all together and at the same time: roll as many D6 as indicated by the grenade S value (for Short range attack, typically 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 current H2H combat value; in case of more than one figure with equal H2H values who threw the grenade choose how to allocate the hit. Characters can not be wounded more than once by the same explosion, but if they ate already wounded taking a second hit will kill them. Since it is not the explosion itself to cause much damage but the shrapnel generated by the relatively low power explosive, if a Character had chosen to TAKE COVER when attacked by a frag grenade only a result of 5 or 6 is a hit.

Concussion grenades (also called blast grenades) are anti-personnel devices that are designed to damage the target with explosive power alone; they are offensive weapons and their small effective casualty radius is much less than the distance they can be thrown at.
They are thrown exactly like frag grenades except that they can be thrown at up to 10u (short range) without dispersion and 15u subject to a dispersion roll. Compared to frag grenades, the explosive filler is usually of a greater weight and volume but the case is much thinner. The shockwave effect of the blast rather than any expelled fragments is the effective killer, thus laying down or getting behind a small repair is pointless; for this reason a Character who is IN COVER would get no benefit at all when attacked by a concussion grenade, being hit on a 4, 5 or 6 exactly as if he did not. An exploding concussion grenade has an effective blast radius of only 2u (its R distance), but other than that it attacks and deal damage exactly like a frag grenade, with the blast radius effectively terminated by Sheltering or Protecting cover as it is always the case with all explosions.

Smoke grenades are also thrown up to 10u (short range) without dispersion and 15u subject to a dispersion roll. They are not designed to kill, but they were usually 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. Smoke grenades therefore double as incendiary grenades and can cause serious injuries at close range. When it 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 (typically 1), as always every 4,5 or 6 is a hit. Being IN COVER gives no benefit when attacked by a smoke grenade.
Their main effect however is creating a dense smoke screen that reduce visibility. In game terms smoke screens do break the LOS (and therefore may deny OF or SF) and effectively behave like a temporary Concealing terrain, therefore reducing 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. Place a 5u smoke marker centered on the point where the smoke grenade lands. At the beginning of your next turn place a second 5u smoke marker where you like, provided it is in contact with or overlap the first one. At the beginning of the turn after that all the smoke has dispersed too much to be still used effectively as cover and both markers are removed.

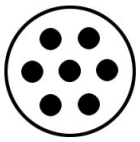
HAND TO HAND COMBAT (H2H)

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 requires a normal MOVE action. 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 6 is a hit and each hit is a wound. H2H combat is a messy and bloody affair, with the Characters wrestling in a deadly struggle for their very lives, thus it is adjudicated simultaneously and even if the Character attacked does not survives the first roll, it will still get to fight back in the very same way. It is therefore entirely possible that both Characters may die at the very first roll. If they don't then the fight continues until at least one of the two Characters is eliminated. Note that Characters wounded in a previous round will continue to fight with the H2H value defined in his card turned on the wounded side!
The effect of all close combat weapon is factored in the H2H value of the Character, but there are specific close combat weapons (like bayonets and handguns for instance) that also give priority to the user in H2H combat, thus they would roll first against an opponent (even if it's him who moved in to initiate the fight) and if he gets killed he will not have the chance to fight back. If both the attacking and defending Characters are using H2H priority weapons like bayonets or handguns however then the fight is still considered simultaneous! 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.

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 and happens during your opponent's turn. 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 corner in 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 to block an access or a passage.
If you want to more 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 only allowed to NCO, officers or Characters equipped with suitable wapons which have the "SUPPRESSION FIRE" (SF) symbol on their card. It cost 1 AT to place a SF Marker at any one point on the battlefield in LOS, and as you do so you must place also another marker on the card of the Character firing. This alone however is not always enough, as 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 Character firing too; this counts as a separate action by a separate Character who will also have to spend 1 AT to participate and also place a SF 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 any other Characters joining in after the SF has been initiated do not need to also have the "SUPPRESSION FIRE" symbol on their 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 at any time once the SF has been initiated, as long as the player spend 1 AT for each Character joining in, and place a SF Marker on their cards to do so. Anyway don't forget that all participants must have LoS to the marker at all time to join in and maintain the SF action.

Once established a SF 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 Shooting Action for that Turn.
Note that this means that SF can be used to effectively negate the effect of existing OF, since the Character in overwatch would not be able to fire any more within the SF area! In such a case the OF marker would remain in place but can not actually be used, even if a target enters its OF range, so long as the SF remains active; if the SF should be terminated for any reason the character originally put in overwatch would immediately regain the OF and would still be able to take an opportunity shot at the current marker location without having to pay a new AT for it, provided that in the meantime he doesn't move or do anything else that would otherwise terminate the OF of course!
Characters that are under the influence of SF can still move freely and eventually even initiate H2H combat normally. Within an active SF area it is also possible throwing a hand grenade at the reduced distance of 5u max, this represents a "blind" throw which is therefore always subjected to dispersion.

In addition to this there is also 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 (thus with a SUPPRESSION FIRE Marker on its card) who has a LOS to at least one enemy Character within the SF range . Roll the dice all together at the same time; only a 6 will result in a hit, one Character within range of the marker and in LOS will then be wounded (lower H2H value first, or in case of a tie at the owner's choice). Note that as usually a double 6 is a head-shot and an instantly kill, however any number of further hits scored in this attack would be irrelevant, as SF can always hit only **one** single Character per turn. This attack does not count as an action and doesn't require to spend any more ATs.

The marker on the table remains in place so long as 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) otherwise the SF terminates and all the SF markers are immediately removed.

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, however he has LoS to a point 2u to the side of the enemy Character. 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 SF marker and who also spend 1AT to participate. In this case there would not be rolling against the enemy Character since nobody has a LOS to him, however the enemy would still be suppressed as is within the 3u 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! In this case if the NCO or the other Character 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 get 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. The same NCO may now also initiate another SF

somewhere else.
Note that the Character that starts within enemy SF can still move out of it and lay OF in the same turn, for example climbing upstairs!
Also note that if an enemy Character (or a friendly one for that matter!) would move in a way as to get himself into the SF marker range and also in LoS of one or more of the Characters maintaining the SF, they would start to roll against him without having to pay any additional ATs.
SUPPRESSION FIRE (commonly called also **covering fire**) is an effective way to cover your advancing troops and to prevent enemy snipers or MGs to shoot at friends in a difficult position. Note however that suppressed enemies can just move out of the marker range, although they would still not be able to shoot in that same turn the SF would not be rolling against them at the beginning of your next turn and they will be free to fire again in their next turn. Other than moving away, a good way to curtail the effect of SUPPRESSION FIRE is to drop a smoke grenade right 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 will therefore only get hit on a roll of 6 instead of 5 or 6 if behind a single Partial Cover and will 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 and offers no protection from High Explosives, Gas or Fire attacks.

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 Shock 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 shock marker represent the initial panic, trauma and pain of being hit and the physical as well as psychological consequences (even the slightest firearm 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 also 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, so 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 shock marker is immediately placed on the base of the miniature and on its card. 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 of 6. His opponent best chance to finish him off would be to try to get close enough (less than 2u) so that all the cover would be ignored (and therefore he would then hit on a 4, 5 or 6), or shoot at him from a position from which he would not be behind cover (but if shooting from further away than 5u he would still count as being IN COVER and therefore he could be hit only with a score of 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 eliminate him since he is already wounded. Assuming he does survive any eventual further attack, the wounded Character would anyway not be able to take any action in his turn. Only at the beginning of the owning player next turn the wound marker is removed. The wounded Character now does not automatically count as if he had TAKE COVER any longer, but can spend AT to do it as usual. He will be free to MOVE and shoot as normal in this and any subsequent turn, 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 is turned sideways but has to be left on table where it still counts as a Partial Cover, regardless of the actual dimensions of the figure itself. Note that a such a body counts as Partial Cover against shooting but does not block movement across, although ending movement on top of it it's not allowed. The Character card however is immediately removed from play and count as lost. If the Character carried extra grenades these are left on the table next to the body and can be picked up and used by any friend or enemy that gets in base to marker contact. Collecting grenades in this way does not count as an action and does not require expending any AT.

If the Character has been killed from distant shooting the owner decide how the body is positioned on the table. He can place it as he likes provided that the base remains within the area that it was originally occupying when the character was standing. If the Character is killed in H2H combat then it's the owner of the opponent that choose how to place the body of the figure he just eliminated.

VICTORY!

There are three basic game modes you can choose from: Scenario, Mission or Skirmish.
In a Skirmish game the first player to eliminates more than half of the enemy total force point value, and also more than he himself has lost at that point, wins the game. Note that here only the point value of each Character is considered and the actual number of figures lost 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 in doing so. Note however that even in Mission mode, if a player eliminates more than half of the enemy total force point value before any objective has been reached he will still win the game!
Scenario games are based on one of our forthcoming separate booklets which contains detailed instructions for setting up the game and generally include victory conditions specific to that particular scenario.

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.
Unless otherwise stated, whenever there is a reference to “Short Range” that is defined as within or exactly at 10u; beyond 10u it is considered “Long Range”.
If a target Character is hidden behind a scenic element that qualify as *Sheltering terrain* 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. This is referred to as Total Cover. Otherwise there is a Line Of Sight (LOS) to it, which could be clear or partially obstructed by intervening terrain and/or figures.
If the target Character's base is completely hidden behind a scenic element that provides *Protection* or *Concealment*, or it's partially hidden behind *Sheltering* terrain but at least one point of it is visible from any point of the attacking Character's base, then the target is said to be in Partial Cover.
If some of the target Character's base is behind a scenic element that provides *Protection* or *Concealment* but even only one point of it is visible from any point of the attacking Character's base, or if the entire target base is visible, then there is a clear LOS and the target it's in the open.

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

The effect of scenic elements that provides *Protection* or *Concealment* 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 only on a score of 5 or 6, if there are two intervening separate elements that offer partial cover it is hit only with a 6, with three or more partial covers in the way it's impossible to hit. No scenic element or part of it offers *Protection* or *Concealment* if it is at 2u or less from the shooting Character, but any eventual part at least 2u wide that extends further than 2u would still count. To count as separate elements two scenic pieces or part thereof must also be at least 2u apart, otherwise they are considered as one single partial cover.
For example assuming there is a section of a barricade 5u long and a shooting Character is at 2u distance from one end while the target is at the other end, the first 2u of the barricade count as one Partial Cover (it's all at more than 2u from the shooting Character) the 2u immediately after that are ignored (as it's at 2u or less from the first Partial Cover) then the next 2u again count as cover (it's at more than 2u from the first Partial Cover), so in this case the target would count as being behind two partial covers.

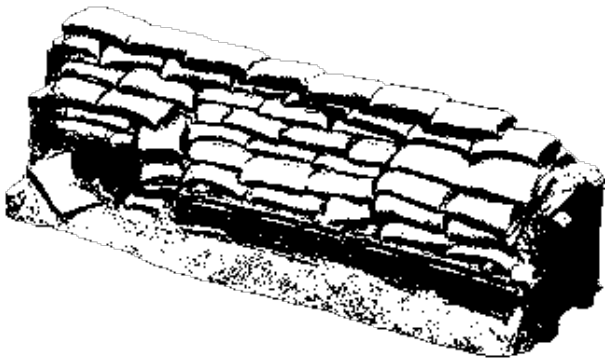
If the Character in the example above moves first in contact with the end of the barricade before shooting, the first 2u of the barricade are ignored (as it's at 2u or less from the shooting Character), the 2u immediately after that count as one Partial Cover (it's all at more than 2u from the shooting Character) then the next 1u is again ignored (it's at 2u or less from the first Partial Cover), so now the target would count as being behind one single Partial Cover.

A very simple way to check this is just measure a scenic element counting how many whole “u” it is, then divide that by four (eventually rounding down), that's the number of equivalent Partial Covers (in the example above, 5/4=1.25 rounded down to 1).

TERRAIN

In **1-48TACTIC** all terrain belong to one or more of the following categories:

Type	LOS	Movement	Cover	Min Size
Sheltering	Break	Impassable	Total	1 card
Protecting	OK	+1AT	Partial	1u high
Concealing	Break	Normal	Partial	1u high
Impassable	OK	Impassable	None	1ux1u
Difficult	OK	-1u	None	1ux1u



To determine the effect of a scenic element just compare it to a Character stat card:
if the element has an uninterrupted surface (that is without windows or holes in it, but not necessarily flat or coplanar) with an area ***at least as large as*** the card, either standing, placed on a side or even partially folded (at no more than 90deg.) than that surface (not necessarily the whole scenic element it belongs to) offers shelter. Sheltering terrain is defined as anything that does not only completely conceal but is also capable of physically protecting an individual from enemy fire; it doesn't only affords the benefit of stealth but offer actual protection from small arms fire or artillery fragments. Sheltering terrain breaks LOS and can never be crossed. Unless specifically defined by the scenario or some specific rule all barred doors or windows and all closed motorized vehicles (armoured or not) always qualify as Sheltering regardless of the actual dimensions of the model.

A substantial physical barrier which does not qualify as Sheltering but it's at least 1u in height it's defined as Protecting terrain, This is defined as anything that is capable of at least partially protect from enemy fire and shrapnel; it gives some cover but does not break LOS and can be passed over or through. Characters (friend or foe and living or dead alike), tree trunks and stumps, anti-tank barriers, open top bunker, foxholes, entrenchments and all portions of building and ruins too small or with too many opening to qualify as shelters are typical examples of Protecting terrain.

Concealing terrain is similar, it include anything that lacks the substance, firmness or strength to physically give actual protection but does at least partially hide, cover or in any way reduce visibility. It does break LOS and count as protecting toward small arms fire but not toward the concussion effect of explosions, artillery fragments or fire. Smoke, wooden fences, bushes and vegetation in general are typical examples of Concealing terrain.
Protecting and Concealing terrain are also referred together as Partial Cover.

Some area or terrain features are Impassable and can not be entered or crossed, yet don't offer any protection, concealment or shelter; typical examples would be barbed wire and wire net fences or large, deep opening in the ground. Channels, large watercourses and all open water areas are always impassable unless on a suitable vehicle.
Some terrain features (typically ruined buildings) may have areas that can not be immediately identified as clearly impassable: in these cases as a general rule, if there is enough space to place the character base standing in a specific place you can do it, otherwise that area is considered impassable.

Note that Sheltering terrain is always also Impassable, while Protecting and Concealing terrain may or may not be so.

Difficult terrain is anything that hinder movement but offer no protection, like deep snow or mud; it reduces the max number of ***u*** a Character can move by spending a single AT by 1u but has otherwise no effect on LOS or shooting, except that a Character can never enter or leave Difficult terrain using a MOVE AND FIRE Action.

Prepared fighting positions with overhead cover and roofed bunkers are a special case of Protecting terrain: it is possible to throw a grenade inside such a position (including throwing into a building through a window) only from 5u or less and subject to a dispersion roll. Only from 2 u or less it is always possible to throw a grenade inside without rolling for dispersion.

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

Multi-level terrain

In the interest of simplification **1-48TACTIC** considers all terrain as being divided by abstract, vertical height levels every 3u, which is roughly equivalent to the level of a residential building floor. Direct movement between different height levels is only possible where there is a specifically defined passage represented by a dedicated scenic element, such as a staircase, a ladder or an improvised substitute for it.
A different height level could also be reached by moving along a gentle sloping road that counts as normal movement. In the case of dedicated scenic elements these are always considered Difficult terrain and should be no more than 2 or 3u in extension, so that they can be cleared with a single move, or include a stop every 2u or 3u to allow for the miniatures to interrupt their movement halfway through. Such stops are best implemented as 25mm round holes so that a single miniature can be placed in it. If a Character arrive in contact with such an element with its own 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 free to

resume its movement from any part of the element itself. For example a partially ruined building may have a staircase with a landing halfway; any Character that get in base contact with the staircase, either at ground floor or at the upper level could be positioned on the landing, thus concluding it's current MOVE. He may then take another MOVE Action leaving from either the ground floor or at the upper level as he prefer, regardless from where it was coming from. Note that a Character can never enter or leave such dedicated scenic elements using a MOVE AND FIRE Action!

[*INSERT DIAGRAM: moving up and down different height levels*]

When shooting at a target on a different height level all intervening Partial Cover is ignored except for the one closest to the target. Total Cover affects only the height level it reaches: a target at ground floor behind Total Cover can still not be hit by a shooter on a higher level, but two characters at the second floor of a building can shoot at each other even if there is a Total Cover between them, provided this does not reach the same height level they are at (for example a tank in the street below).
Roll 1 dice less anytime a Character shoots at a target on a higher level.
The OPPORTUNITY FIRE range is extended by 1u anytime a Character place the “target” Marker on a lower level.

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

Everything else is just considered 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 Shelter or Protection and which are Concealing and/or Impassable.

60mm Round cover Bases

These are 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 considered Protecting terrain, regardless of the actual dimensions of the scenic elements 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. 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.

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 kills in H2H an enemy which is inside a cover base or any other similarly defined scenic element with a 25mm round hole, he can immediately take his place in it, this does not count as a MOVE action and does not require the expenditure of any AT.
If a Character is killed inside a cover base by shooting the dead body can be intentionally left inside it, in which case it does “close” the position so that no character can enter and occupy it any more. Obviously the base still count as (one) partial cover though! In such a case the dead body can be moved out to free the space once again, by any Character in base contact, however this is considered equivalent to a MOVE action and does require the normal expenditure of 1 AT.

Laser Pointers

Provided both players agree beforehand, 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, considering not only the actual physical body but including the base and any item of weapon or equipment. If the laser can illuminate ALL of the target miniature as defined above all partial or total covers are ignored (except for the 60mm round cover bases which have their own specific rules as detailed above) and the target is considered in the open. If only part of the target miniature as defined above can be illuminated than the target is considered behind one Partial Cover (1 only, regardless of how many actual scenic pieces there are in between). If none of the target miniature can be hit by the laser then it is behind Total Cover and can not be shot at. Note that in this case anything that break the laser beam trajectory (for example a model of a tree, bush or a dirty window glass) so as to prevent it from reaching the target does count as Total Cover. In this case rationalize it as the target not being visible as opposed to the glass panel or foliage providing any actual protection from enemy bullets!
Smoke rules remain unaffected, the smoke screen still breaks LOS and provide COVER even if the target miniature can be illuminated.

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 operate 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 turned with the description of the actual Character in play upwards.
As soon as a reinforcement Character is hit, instead of being wounded (or killed by a “double six” head shot) the corresponding miniature is immediately left for dead and all spent AT are removed from its card which gets turned with the other Character's side up. Starting with the beginning of his next turn the player can now deploy the second Character, subject to the same limitations as the first one.
Once a Reinforcement has been hit and eliminated it can not be used again, so once both have been hit once the card counts as lost.

The point value shown on both sides of the card is the total cost for both Characters. A single reinforcement card although it use and represents two miniatures count as one single Character lost when both are eliminated.
Reinforcements are unaffected by “double six” head shots: any other Character would be immediately eliminated by an head shot even if it wasn't wounded before, but if the first reinforcement figure is hit by a “double six” it just gets replaced as usual.
Reinforcements are extremely useful in many different combat situations, can be cynically exploited to create Partial Covers or change the balance of power on one side of the table: by entering at the right moment where they are most needed they can turn the tide of a battle!

ARMY EXERCISES

Normally, Americans don’t fight Americans 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 rationalize it as representing 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 https://groups.yahoo.com/neo/groups/ **1-48TACTIC** so that we can incorporate a fix in the next version!

AFTERWORD

This (2.1) version of the rules is a release candidate. It is 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 Fire, etc. plus new infantry weapons including shotguns, mines, fire-throwers, etc. and more 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 we are now working on these:

1-48TACTIC: ACHTUNG PANZER! which include 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!

1-48TACTIC: RATTENKRIEG which 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.

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

After you tried any of these version of the rules 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!

1-48TACTIC ***release candidate*** is provided absolutely free. The final version of these rules will be published by Baueda Wargames if the kickstarter campaign to fund it is successful, completed with full color graphics and explanatory diagrams as well as many photographic examples, both as a very affordable pdf download and as a high quality hard printed copy. We are also working on expanded rules for multiplayer games, more weapons and armored support. If you are interested in trying them and maybe contribute to development you will find all the other rules available separately for download in the files section of the support group.
Full credit will be given to all those who actively participate in the beta test program.

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

OPTIONAL ADVANCED RULES

Psychological Shock

Technically known as Acute Stress Reaction, it is the sudden mental panic condition arising in response to witnessing a terrifying or traumatic event. When a soldier is wounded or killed in action the closest of all friendly Characters within 2***u*** must test for shock. To do this simply roll 1D6, if the result is equal or below the max number of permitted Actions currently indicated on its stat card the Character holds on and continue fighting, but if he roll above then he is thrown in a temporary state of panic and becomes unable to take any further action until it gets over it; to show this just turn his card sideways (tapping). Note that unlike the effect on the wounded Character himself, a shocked Character does NOT counts as if having automatically TAKE COVER. To recover from a state of shock the panicking Character must repeat the test roll and pass it. Unlike the first test roll which is compulsory, free and automatic to repeat the roll is an Action and requires the expenditure of 1 AT. The new roll is treated exactly as any other Action and can be repeated any number of times, subject to all the normal conditions and restrictions; this is the ONLY Action allowed to a Character in a state of shock-induced panic. A friendly Character with the Command Ability can use it to allow a panicking Character to repeat the shock test roll and /or can spend ATs himself to boost the chances of the shocked Character of rolling successfully (1AT = -1 to the roll score).
Once the test is successfully passed the Character recover his full ability to fight and his card is turned back up.
Note that a wounded Character generally has a lower max number of permitted Actions and thus be more subject to suffer the effects of psychological shock, this is realistic and intentional.