

I-48 TACTIC

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1-48 Tactic

WWW.1-48TACTIC.COM

Version 2.2

QUICK START RULES

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

SETUP: PREPARE THE BATTLEFIELD!

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

THE GAME: Central to 1-48TACTIC is the concept of Actions; during their turn, every player will be able to perform a number of activities with a variable number of troops depending on how many Actions they have available.

Each player is given a total of 5 Actions Tokens (AT) every turn, which can all be spent that same turn or saved for later, in whatever proportion one prefers, provided at least one AT is spent in each turn. There is not a maximum number of AT that can be saved up nor a maximum number of AT that can be spent in a single turn. However, you will find that if you save up too many, your opponent will quickly get the upper hand!

AT Action Tokens are needed for everything you want your soldiers to do. Learning to spend them wisely is the key to master the game!

ATs can be spent as you like in your own or your opponent turn, subject to the following restrictions:

- 1) a Character is permitted to perform only Actions that are listed on his stat card, except for the "Close Combat" (H2H) and "Take Cover" actions which are always permitted.
- 2) a Character can not perform more Actions in a single turn than the max number of permitted Actions indicated on his stat card (unless he is allowed to do so by a friendly Character with the "Command" Ability.
- 3) Each time you get your Character to perform an action put an Action Token on his card.
- 4) Spent ATs cannot be reused.

If a player should spend all of his ATs at any point he can take no further Action and his turn it's over.

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.



- a: Character's name, Role and Point Value (between brackets)
- b: Playable faction it belongs to.
- c-d-e-f: Permitted Actions (Move, OF, Move & Fire, SF)
- g: Command Ability
- h: Max number of Actions allowed per Round.
- i: Weapon(s) Type.
- j: Max Number of Shooting Actions per turn.
- k: Number of Attack Dice rolled at Long Range.
- l: Number of Attack Dice rolled at Short Range.
- m: Weapon outline.
- n: Number of Attack Dice rolled in Hand to Hand combat.

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

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

ACTIONS

Attack Actions are Fire, OF, SF, Move and Fire, Throwing Handgranade and H2H.

A Character can attack only with the weapons with which he is equipped with. Characters with more than one weapon can use only one per turn.

Fire: Declare which one of your miniatures is firing and which one is the target; if the target Character is beyond 5u it can choose to Take Cover. Roll as many D6 as indicated by the "L" value if the target is at Long distance (beyond 10u) or by "S" if the target is at Short distance (within or exactly at 10u). Each Shot costs one AT. When shooting at a target in the open every 4, 5 or 6 is a hit, while in partial cover a target is hit only rolling a 5 or a 6. One or more hits always cause only one wound result except for a double 6 (headshot!) which eliminates the target.

Throwing Handgranade: cost 2AT. Place a marker (anyone would do) where you are throwing it (even behind or inside a partial cover) but within Short distance (no more than 10u). It can also be thrown beyond 10u but subject to dispersion. Roll a D6: on a 5-6 it will explode where you placed the marker; on a 2-3-4 your opponent will get to move the marker up to 2 u in the direction he wants and on a 1 he'll get to move it up to 4 u. A handgranade makes a single attack against every Character (friend or foe, unless in cover) within the "R" distance, all together at the same time: Roll as many D6 as indicated by the "S" value, counting every 4,5 or 6 as a hit. If one or more hits are scored, count each hit as a separate wound. Wounds are allocated one at a time to all Characters within radius, starting with the lower H2H value.

Aim: Cost 1 AT. when shooting it increases the number of D6 rolled by the Aim value indicated in the stat card.



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

Take Cover: spend 1 AT to increase the score required to hit the Character by 1. Can be done even in the open and it is cumulative with terrain. It lasts until the Character takes any other Action, but it has no effect if the Character is being fired upon from within 5u.

Move: the max number of u a Character can move by spending one AT. Climbing up or down any elevated position costs two ATs. Any change in direction or facing are free. Friendly Characters don't prevent movement across. No Character can ever spend more than 3 AT in movement in the same turn.

Opportunity Fire (OF): 1 AT to place a marker in any point of the battlefield in LOS. As soon as an enemy Character comes within range (the distance from the marker indicated on the card next to the OF symbol) you get the option to take one immediate shot at it. This shot is free, happens in your opponent turn and the target Character can not choose to Take Cover from it. marker remains in place until used or the Character takes any other Action.

Move and Fire: it 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. You can shoot either at the beginning or at the end of the movement, but not halfway during it. Move and Fire does count as a Move Action toward the Max 3 move per turn limit and can never be used together with Aim.

Suppression Fire: 1 AT to place a marker in any point of the battlefield in LOS. Every friendly or enemy Character that at any moment find themselves within range of the Suppression Fire marker won't be able to do any Attack Action for that turn except throwing handgranades at a reduced distance of 5u max (subject to dispersion) or get into H2H. All and only the Characters with the SF symbol on their card can start this Action but SF requires at least two Characters firing at all times (unless one is armed with a MG). Once initiated any friendly Character can join it, each spending 1 AT and placing a SF marker on their cards. Marker remains until the Character firing is wounded, killed or do any other Action. As long as the marker is in place, at the beginning of all your turns roll one D6 for every Character in LOS shooting: for each dice that score a 6 the enemy with lowest H2H value, within range of the marker and in LOS, takes a Wound. This roll doesn't require to spend any more AT. A Character can't do Suppression Fire if it has already done any other attack Action in the same turn.

WOUNDED AND ELIMINATED

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

ABILITIES

Abilities are specific to a Character and are permanently in effect if they appear on its stat card. They don't require spending ATs to use.

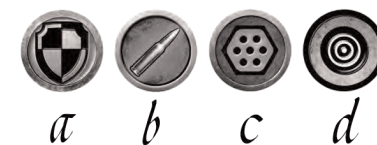
- Command:** a Character with this ability does allow a friendly Character within its command radius (5u) to perform more Actions than those indicated on its stat card. The maximum number of extra Actions allowed is the value indicated next to the Command symbol on the card. Each extra Action thus allowed still cost one AT as normal.
- Camouflage:** a Character with this always counts as if having Take Cover (+1 to hit) whenever in partial cover.

THE BATTLEFIELD:

1-48TACTIC is played 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.

MEASUREMENTS AND LINE OF SIGHT (LOS)

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



- a: "Take Cover" marker
- b: "Wound Shock" marker
- c: "Suppression Fire" (SF) marker
- d: "Opportunity Fire" (OF) marker



If any one point of the target base (but not all of it) is visible from any point of the attacking Character base without passing through the Total Cover then the target is in Partial Cover. If the whole of a target base is visible then there is a clear LOS and the target is in the open. Similarly a Character is behind cover if no point of the target base is visible from any point of the attacker without crossing the Partial Cover, but if any point of it's base can be seen it counts as being in the open. 60mm round scenic bases are all partial cover. If a Character gets inside one any measuring is still taken as normal from its base edge. **No scenic element or Character offer partial cover if it's within 2 u from the shooting Character.**