

SUPPLEMENT 1

Additional rules for FAD4

Introduction:

The following are various rules options, additions and variations that have been developed over the past year or so. I have compiled them into one document for easy consumption. Feel free to try them out and let us know what you think.

As time goes on, it may be feasible to do a number of these supplements. Things from supplements are of course candidates for inclusion in the rules at later points, particularly if people take a liking to a certain rule.

Platoon coherency:

This rule is primarily intended for larger games, where players have command of multiple platoons, such as a company or battalion level engagement. It helps platoons operate more like a real unit.

When used, the forces must be organized into platoons. A platoon may only consist of mixed unit types (infantry and vehicle) if the vehicles are transports for the infantry. Otherwise, vehicle platoons must consist of vehicles only. A typical platoon will consist of 3-6 distinct units on the tabletop.

Each platoon is centered around a leader figure. This may be an independent figure, a part of a squad or a command vehicle.

When operating on the table, each element of the platoon must remain within a certain distance of its commander. This is known as the Order Distance. For infantry units, this is determined as follows:

Base range 5"
+ 5 x Commanders coherency rating
+5 if all elements are powered armour
+10 if all elements are vehicles

This is the distance at which an element can operate from its commander with no ill effect. Elements with the Recon trait (infantry) or Forward Observer ability (vehicle) may add 15" to this distance.

An element that finds itself outside this distance must test Command Response, even if the conditions for such a test do not normally exist. If a 1 is scored, the element will abandon its current position and move to within Order Distance if possible. If this is not possible, the element will move to improve its defensive position as much as possible.

When using these rules, it is recommended that you alternate activating entire platoons, rather than individual squads or vehicles.

Night fighting:

Fighting during night time presents a significant obstacle, even to a well equipped force. Troops that are not trained and outfitted for nocturnal operations are likely to face complete chaos.

Unless night vision capable, all weapons are reduced to a range modifier of X2. This is increased to X4 when firing against vehicle targets, unless the weapons natural range modifier is lower than this.

Troops that are night vision capable may fire unrestricted at targets within their night vision range.

Normal range penalties apply however.

During night fighting, the total fire effect required to pin a unit is reduced by 2.

All command response tests are subject to a -1 negative modifier. This is waived for units with night vision, who have an enemy within visual contact.

Units that are not directly observed by an enemy may hide without requiring a dice throw.

When attempting to reveal a hidden unit, after selecting the marker you wish to reveal the unit as, roll a Quality test on 1D6. If failed, the marker is removed as a dummy. If this leaves only one hidden marker left for the unit, it is then revealed in the position of the remaining marker. This rule is ignored if only one hidden marker remains for the unit.

During the setup and scenario sequence, each side receives 1D6 additional dummy markers when deploying their forces.

Lull in fight:

This rule can be used in any game, but is better suited to large actions. If both players initiative roll comes up a 1, a lull has occurred in the fighting.

All units that are within 12" of enemy troops must withdraw at least their basic move. Troops further away may withdraw a basic move but are not required to.

Each player may roll to recover any wounded troopers. Units with the Self-repairing or Regenerate traits recover all wounded automatically. Any stabilized wounded may be moved to the rear.

Any indirect fire weapon that has lost contact may be recovered on a D6 roll of 5+.

Any unit that has lost any support weapons may recover the weapon on a D6 roll of a 6.

Any troops that are outside the enemy's line of sight may assume hidden positions.

Once these actions are carried out, the battle resumes, with a new initiative roll.

Additional traits:

Weak: 0.9
-1 to assaults

Dependent: 1.1
When led by an officer, unit is an additional +1 to command response. When leaderless, unit is an additional -1 to command response.

Huge: 1.3
A huge model may fire a heavy weapon even if moving, but at a -2 penalty to fire effect. Huge models do not receive any benefits of cover. They roll 4 kill rolls in close assaults, +1 if carrying a dedicated close combat weapon (mechanical or natural).
If a close assault fails to destroy a huge model, the opposing unit must withdraw from the assault even if they won the assault.

Night vision:	1.1
The unit may fire normally out to the specified range (standard is 20"). Other night time penalties still apply.	
Obvious target:	0.8
Any model that is an obvious target may always be fired upon, despite the target priority rules. An obvious model may not hide.	
Frenzied :	1.3
This model rolls 2 additional kill rolls in assault combat. Frenzied models in powered armour receive a total of 4 kill rolls.	
Resilient :	1.2 for RE 2. Plus 0.2 per RE
The model may survive multiple fatal wounds. A Resilient model should have a number of Resilience points. Each "wound" result causes the loss of one Resilience, each "kill" results in the loss of two Resilience.	
When reduced to 0, the model is considered to be wounded, when reduced below 0, the model is killed.	
Resilience points may not be regained during a battle.	
Slick :	1.2
A slick model may only be engaged by 2 opponents in close combat. Thus against a unit of 5 models with this trait, you could not count more than 10 opponents for assault bonus and kill rolls.	
Ignore pain :	1.2
The model may continue to move and fight if wounded. Each activation, roll a die. On a 1, the effects of the injury kick in, and the model is removed as a casualty.	
Detection :	1.1
Each activation, all hidden markers within 12" must be removed or revealed.	
Gung ho:	1.1
The unit may ignore being "under fire" on any turn where they move to close assault an enemy.	
Hesitant:	0.8
Unless within 15" of enemy troops or being fired upon, the unit must test Quality to activate. If the roll fails, the unit will move to cover if within one move, or otherwise remain stationary	
Inflexible:	0.8
The unit may not fire in a turn where it moved	
Bestow trait:	1.4
If a character with this trait joins another unit, he may bestow a specified trait upon them, as long as he remains part of that unit. The indicated points cost is for Bestow Trait only. The character must also pay for any traits he can bestow.	

Fast And Dirty Gentleman's rules

While FAD is not really a tournament game, a lot of new players find themselves a bit lost trying to figure out what makes for a balanced scenario.

The force generation, priority and scenario systems all help give direction to this process, but a lot of people like points systems, and its what people coming from other systems will often expect.

The current points system is very good, but it is aimed at the collector with a decent miniatures collection. The intention is that you write up your own TO&E and then determine the points costs, or prepare unit cards for the models on your shelf. Therefore, we made very few judgement calls on what can and cannot be built. You can stat out a unit armed with nothing but plasma rifles, if you like. Who are we to say such a unit cannot exist?

But for players who are getting started in FAD, this can be a daunting prospect, and therefore, I think it is worthwhile to have a set of "gentleman's rules" available. Guidelines that a new player can use to build a "fair" army. As players get more comfortable with the system, they'll develop a sense of what is and is not acceptable in their games, but this provides a good starting point.

These guidelines will produce a force similar to what people expect to see from other science fiction miniatures rules.

Infantry squads:

A squad should contain from 4 to 12 troopers. For every 3 troopers, 1 special weapon may be taken. Up to two personalities may be taken.

Powered armour squads:

A squad should contain from 3 to 6 troopers. For every 2 troopers, 1 special weapon may be taken. If the squad contains 4 or more troopers, one special weapon slot may be filled with a heavy weapon. Up to two personalities may be taken.

Heavy weapon teams:

The force may contain up to 2 independent weapon teams for every 3 squads of infantry. Any weapon team may be taken as an off-table weapon, or attached to an infantry squad. Weapons teams may not contain any personalities.

Independent models:

Up to one independent model (officer, sniper, psionic etc) for every squad in the force. No more than half the independent models in a force may be snipers.

Vehicles:

Up to one vehicle for every 3 squads of infantry. Transports are excepted from this rule, provided they carry no more than 2 weapons.

Any unit may have up to 3 traits. Traits that are taken by every non-vehicle unit in the force do not count against this limitation.

Scenarios should then be generated following the Scenario rules in the FAD appendix.

Specialist qualification: (optional)

Some players may prefer a game where highly specialized units must be qualified for, by taking more regular forces. This is easily accommodated.

Any infantry unit is categorized as Grunt or Specialist. If a unit has more than 1 trait (not counting traits applied to every unit), has powered armour, has 2 personalities or more than 2 special weapons, it is a Specialist unit.

Otherwise, it is a Grunt unit.

An army may not contain more Specialist units than it contains Grunt units.

If using this rule, the same principle also applies to independent models. Grunt units permit Grunt independent models only. Specialist units permit any valid independent model to be taken.

Rules Clarifications:

Powered armour and Heavy Weapons

Powered armour troops do not form heavy weapons teams. Rather each figure may carry and operate a heavy weapon on its own.

When calculating points costs, simply add the cost of the weapon to the cost of the powered armour figure, just like you would a support weapon

Powered armour and Save

If a model with the Save trait is also wearing powered armour, the saving throws in assaults are not cumulative. The effect is simply that the model may save against both assault and ranged combat casualties.

Squad composition

All members of a squad must have the same Quality rating and should carry the same type of basic small arm. Individuals with alternate weapons can be ignored, or handled through Personalities and Support weapons

Leadership 0?

The rules permit an Officer with a leadership bonus of 0. This is included to cover characters that are either inept leaders, as well as independent characters that are not formal leaders. Such a character will still grant a bonus to Command Response tests.

Adding heavy weapons teams to a squad

As per the Heavy Weapons Team rule, a normal squad may contain a weapons team. For points cost purposes, these are calculated individually, then added together.

Both squad and team must have the same Quality, Resolve and all Traits must be the same

Unarmed troops: When calculating points costs, the cost modification for an unarmed figure is -1

Non Combatants:

Non Combatants (NC) are any unit that rates lower than conscripts. Civilians caught up in the fire fight, panicked colonial militia, news crews and similar would qualify. Any unit that has at least a basic inkling of what combat involves, most likely should rate as Conscript instead. Depending on scenario, units that are surprised, confused, extremely unwilling or under effects of various hallucinogenics or nerve gasses might also be eligible for this rule.

If a NC unit is engaged, by either being Under fire or Pinned (as defined by the combat rules below), within 20 inches of visible, aggressive enemy, or within 8 inches of enemy, regardless of visibility, before acting, the unit must test for NC Response on the following chart. If the optional Command Response rules are used, this rule overrides those.

1: Unit flees D6+base move in inches (base move is reduced normally if Under Fire. If Pinned, unit recovers from Pinning and is instead considered Under fire)

2: Unit fires ineffectively. One enemy within 12 inches may be marked Under Fire.

3: Unit freezes in place, but may return fire, if fired upon

4-6: Unit may act as player desires.

For any Quality test purpose, count as Rabble (5+)

Anime combat rules:

FAD is quite flexible, and can handle a variety of situations and themes. For playing games based on anime shows and games, as well as other "heroic" settings, you may wish to consider the following rules and options:

No wounded. Any roll that beats your armour means you've been blasted. The exception are personalities that are down to their last life point (see below)

Each side should have plenty of individuals and personalities, roughly 1 per 2 squads, or even more.

Personality models move and operate as their own squads. Most will probably be fitted with jump capable powered armour. Any personality model will have from 2 to 5 life points. Any damage result that would kill the figure, instead simply deducts one life point. This applies even for anti tank weapons, and such likes.

A wounded personality may not move, but may fire at the closest target, rolling only one D6 for fire effect, however.

Each player nominates one personality as their hero / villain. The hero can never be pinned or "under fire", and always moves 2 inches faster than normal troopers of his type.

The ultimate goal of the hero / villain is of course to battle his opposing number. At the beginning of each turn, if two heroes can see each other, they will exchange fire, each receiving a bonus fire action, simultaneously. After resolving this, each side may then act normally, with each hero receiving their regular activation and action, as normal.

When fighting regular troopers in assault combat, the hero never receives a penalty for being outnumbered. If a hero takes damage in an assault, he marks off a single life point, and then disengages by moving 6 inches in any direction.

Regardless of armour and defence values involved, a damage roll of a 6 will always damage the target. Nothing is impervious to a determined or lucky attacker!

Uncontrolled forces

The following rules can be used for any situation, where some or all of a force needs to be controlled by the rules. Examples include solo play, same-side play where the players are fighting a neutral opponent, allied forces etc.

These rules will provide a guideline to how an uncontrolled force acts, and pursues its objectives. They will still require a certain level of fairness from the players side, due to the vast possibilities that can occur on the gaming table.

Groups:

A force should be divided into a number of groups. Each group may comprise any number of units that have a shared objective. A group could consist of as little as a single unit. It is not recommended that a group exceeds a platoon.

On the table, each unit in the group is treated normally for all gaming purposes. The group is only used within the Uncontrolled forces rules described here.

Approach:

Each group will have an Approach selected before the game starts. There are four options:

Target: The group will move to destroy or occupy a specified objective. This could be an enemy unit, terrain feature, objective, building etc.

Engage: The group is tasked with locating, engaging and destroying enemy forces.

Hold: The group is designated an area to defend, and will attempt to hold it.

Fall back: The group is retreating to a designated rallying point.

Each group should have a rallying point indicated as well, regardless of its Approach. This may be the same for the entire army, or could be separate for each group.

Discipline:

Each group is given a discipline rating, to indicate their willingness to follow the given orders. This may correlate to quality but does not have to. It is more a reflection of their commanders dedication to a specific objective, the artificial player as it were.

This discipline will range from 2+ to 5+, just like Quality does.

Discipline test:

At the beginning of each turn, before any activations take place, each group should test its discipline, by rolling 3 dice, and comparing to its Discipline score. This functions exactly like a morale test.

If 2 or all 3 dice are passed, the group will carry out its current orders this turn. Test again next turn.

If only 1 die pass, the commander is temporarily uncertain of the situation. The group will hold its current position this turn. Units capable of improving their defensive position in one move will move to do so, either by seeking cover or moving out of LOS. Test again next turn.

If all dice fail, the commander has determined that his objective is unsustainable, and the group will at full speed towards the nearest defensible position. No further tests are taken until the group reaches this position.

Individual units are still subject to all normal rules that may apply, including Command response, morale, under fire etc

This may cause some units to be unable to comply with the overall direction they have been given.

Target:

A group with the Target approach will move at combat speeds, attacking enemies that are between it and its objective, or occupying the objective.

Enemies outside those parameters will be attacked only in response to fire directed at the group.

If no eligible targets are available, the group will move at its fastest possible rate, but will retain a group formation. Units in the group should not be dispersed more than 8" between each group, under normal circumstances.

The group will close assault units occupying its objective. Intervening enemies will be assaulted if the unit has at least equal assault factor.

Engage:

A group that is engaging will move at combat speeds, attacking enemies as they present themselves. If enemies are visible, the units will move only to improve their defensive positions.

If no enemies are present, the unit will advance at combat speeds, either towards the center of the enemy table edge, or towards the nearest terrain feature that lies to their front.

Units will only be assaulted if the unit has at least equal assault factor.

Hold:

The group will occupy its designated position, only moving to maintain or reoccupy that position.

The units will fire at enemies that are moving towards or attacking the position. It will assault only to reclaim the position if lost.

Fall back:

The group will move at full speed towards its rallying point, attempting to move as defensively as possible.

If fired upon, units will slow down to combat speed, in order to return fire while moving. Units will not assault, unless their escape is cut off.

Aborting the mission:

Once half a group has become casualties, the Discipline will drop one rating (though never worse than 5+). This reflects the commanders loss of confidence that he has enough men left to complete the mission.

Scenario Generation

The following rules allow players to set up a non-player force as part of the advanced scenario generation process.

The usual process is still followed with the following amendments for the non-player force.

Select Stance and Attitude

The stance and attitude for the non-player force can be chosen to suit the game being played or determined randomly:

Stance

1-2 Offensive
3-4 Neutral
5-6 Defensive

Attitude

1-2 Aggressive
3-4 Cautious
5-6 Passive

Determine Recon

Non-player forces with a Defensive stance and Passive attitude will not deploy any additional recon forces

Otherwise any units in the non-player force with the Recon or Infiltrate Traits will automatically be assigned to recon duties. In addition, Forces with an aggressive stance roll for each platoon; on a 5+ one squad from that platoon is also assigned to recon.

Set-up Terrain

Terrain is set up in any agreeable fashion as usual. A D6 is rolled for the non-player force, and Recon Points added as normal. However if the non-player force wins the roll, the player deploys on a random table edge. Objective markers are then deployed as normal.

Determine Missions

This is done as normal except that the non-player force does not assign any bonuses.

Deploy Contact Markers

Real and dummy markers are assigned as normal. Those for the non-player force should be shuffled blind. When placing markers roll a D6 for the no-player force:

1-2 Dispersed – no marker may be closer than 6" to another
3-4 No restrictions
5-6 Concentrated – no marker may be more than 12" from another.

Spend Recon Points

Each time the player spends a RP roll a D6, on a 4+ the non-player force will spend an available Recon Point to try and block it.