

This is an introductory rules set for GHQ's Modern Micro Armour® land warfare game. Based on the proven system used in Micro Armour®: The Game - WWII, these rules expand the technological horizon to reflect military developments since 1945. The complete rules have been played by thousands of gamers, and we are sure that you will enjoy them too. Once you have mastered the mechanics involved in maneuvering main battle tanks, you'll be ready to go on to the rich array of weapons and tactics characteristic of the last half of the 20th Century (The Century of Conflict).

[01.00] Introduction

"Micro-Armour® - The Game Modern" is a set of rules produced for use with GHQ's 1/285th scale Micro-Armour® miniatures. It covers tactical armored warfare in the last half of the Twentieth Century. This period, between 1946 and 2000, has been one of immense tension and endless "Brushfire" wars between armies equipped primarily with weapons designed either by the nations of "The West" or the "Soviet Block."

In order to cover such a vast array of military innovations effectively, we have decided to divide the armies of the twentieth century into four distinct "generations". The first of these generations (Generation I) encompasses the period between 1898 & 1935, including WWI. Generation II includes the Spanish Civil War, WWII, and the Korean War, and ends in about the year 1960. WWII is thoroughly covered in GHQ's WWII Micro Armour®: The Game. Generation III includes the main part of the "Cold War" and runs through Vietnam and the Arab / Israeli wars and ends around 1980. Generation IV continues the never-ending Arab /Israeli conflicts and the "Arms Race" of the "Reagan years" and through the death of the Soviet Union and on into the foreseeable future. You should keep in mind that we are trying to simulate the "Real World" here. Nations do not, and never have, behaved in an orderly or logical manner. There are armies in existence today whose training and doctrine more closely resemble those of 1914 than 1999. Corrupt, dictatorial, or otherwise backward nations have had great difficulty in modernizing their armies. This is understandable in that modern tactics demand ever greater knowledge, expertise, and especially individual initiative to function effectively. Those possessing these traits are often distrusted in many countries (if not imprisoned simply on principle).

The development of weapons and technology has also been rapid and decisive. The performance of these weapons has improved so radically that, they too, have been divided into stages. For clarity we have called these "Tech Levels" and there are five of these: Tech 1, Tech 2, Tech 3, Tech 4, and Tech 5 (TL1 and TL5 are not covered in these introductory rules). The rules below explain the differences in the way these "Tech Levels" affect play and strict attention should be paid to these.

There are many possible combinations of "tech levels" and "generations". Don't be surprised to see a highly efficient and motivated army with archaic weapons or one with the most modern hardware but incapable of finding its own ass with both hands! This is the nature of the world we live in.

"Micro Armour®: The Game - Modern" is played in scenarios of from eight to twenty turns. Each scenario will have its own victory conditions and perhaps one or two special rules that apply only to that scenario. Each game turn represents approximately three minutes of real time and one inch on the playing surface equals approximately one hundred (100) yards or meters. Hills and ridges are about ten (10-50) meters in height per level.

[02.00] General Description of Play

During each game turn, you may move and initiate combat with your weapon stands in order to gain certain victory conditions. These actions will be regulated by a rigid sequence of play that allows the action to progress in a smooth and orderly manner.

[03.00] Equipment

[3.01] Playing Surface

Unlike a board game, where the playing surface is provided for you, you create the playing surface in a miniatures game. This surface may be as elaborate or as simple as you desire. Keep in mind that terrain features must be distinct, clearly delineated, and unambiguous. On no account should they ever interfere with the smooth flow of play. "GHQ" manufactures a terrain building system called Terrain Maker®. This product, though not required, is recommended particularly for those who are aiming for a higher level of esthetics. (In other words, it looks great!)

[03.02] Playing Pieces

Your vehicle models should be mounted on one inch by one inch (1"x 1") stands. These stands may be larger than this if necessary, but this should be avoided if possible. Each stand will represent a platoon of from three to six armored vehicles. These models should be mounted so that they clearly face one side of the stand. Each stand should also be marked in some way for ease of identification. This is important in first "generation" battles. It becomes vital in later "generations".

In addition to your models, you will require certain markers to play the game. These are provided for you and they will indicate suppression, disorganization, wrecks, and whether a stand has "fired" this phase. Their use will be described in the appropriate sections below. We also recommend pencil and paper as useful.

Lastly, we highly recommend that you obtain a bag of small multi-colored beads from your local hobby or craft store. These are both inexpensive and easy to recognize and players have found them extremely useful for marking stands as above. They aren't absolutely necessary but things flow more quickly and smoothly with them than without them.

[03.03] Charts and Tables

The various charts and tables included with the rules are explained in their appropriate rules sections. Please examine them thoroughly before reading further, as a clear understanding of their use is pivotal to enjoyable and "effective" play.

[03.04] Dice

Two kinds of dice are required to play the "TANKS!": One twenty-sided die (1D20) and two six-sided dice (2D6).

[04.00] Cohesion

"Cohesion" is the single most important aspect of play! It is the very core of the "Micro-Armour®" games. If a stand, or group of stands attempts any sort of task, there is generally a "cohesion roll" associated with that task. Whenever a cohesion roll is called for, roll 1D20. The number obtained will be subject to various modifications as explained below in the rules. The modified roll must be equal to or less than the player's "Force Cohesion Level" to be successful.

Failure Has Its Consequences!

[04.01] Generational Effects On Cohesion

The advantages accruing to a higher "Generation" force are among the most important aspects of the tactical revolution which has taken place over the last half of the twentieth century. Generational differences between armies reflect the lessons learned in combat by those nations willing to learn them. For example, the performance of the US-

led Forces in the "Gulf War" reflected many of the lessons learned in the brutal fighting in Southeast Asia. The tactics of the Iraqi's, on the other hand, primarily reflected experience obtained and lessons learned in their long war with Iran. In this conventional war (conventional for a much earlier era) human wave assaults and area-bombing were common tactics, air power was of minor importance, and night actions were unheard of. The US experience was in an "unconventional" war where training, discipline, and individual initiative were vital for both sides and the intelligent application of massive firepower and air superiority was learned (the hard way) by the Americans. The comparative results were dramatic.

Generational differences are not as important in the introductory rules as they are in the "Standard" version since we deal here only with armored vehicles and ATGM's. Their importance increases dramatically in the "Standard" rules when infantry, artillery, and airpower come into play. In the interest of simplicity we will deal only with "Generation III" and Generation IV" armies in this "Introductory" version. The effects of an army's "Generation" are explained in the various rules sections below. We recommend you pay them strict attention.

[05.00] Sequence of Play

Strict adherence to the "Sequence of Play" below is required **without exception**. A turn is not considered over until both sides have had an opportunity to complete all phases.

Note! The sequence of play listed below is an abbreviated form of the one used in the complete rules.

0. Pre-Game "Organization" Phase - This phase occurs once before play actually begins. Each player should write out, on a piece of paper, the "I.D." codes of those stands he wishes to be formed into "Battle Groups" for the duration of the scenario.

1. Initiative Phase - Each side rolls 2D6 and adds the result to their Base Cohesion level. The side with the highest total has the "Initiative" this turn. In case of ties, roll 2D6 (unmodified) and check again.

2. 1st Standard Fire Phase - Players alternate attacks by qualified stands of TL4. "S" and "D" markers are placed and stands removed according to the **Combat Results Table**.

3. 2nd Standard Fire Phase - Players alternate attacks by all qualified stand. "S" and "D" markers are placed and stands removed according to the **Combat Results Table**.

4. Joint Movement Phase - Players alternate attempts to move their stands up to their full allotment of movement points. TL2 stands are a partial exception, in that those TL2 stands that have attempted to fire (whether or not they succeeded in actually firing) may utilize no more than half (50%) of their allotted movement points. Otherwise, they may move like other stands.

To sum up: TL4 stands may fire "twice" and move. TL3 stands may fire "once" and move. TL2 stands may either move at full value or fire "once" and move up to half!

5. Marker Removal Phase - Players may attempt to remove "Suppressed" and "Disorganized" markers from their stands as per the rules governing this process.

* Section 06.00 is not used in the introductory rules *

[07.00] Combat

[07.01] Line of Sight

Line-of-sight refers to the ability of one stand to "see" another. A clear **line-of-sight** must exist between an attacking stand and a target before any attack on that target may be attempted.

07.01.01 There is a maximum sighting distance given for each scenario. The general terrain in an area, weather conditions, "micro-contour", etc. may effect this. As a general rule, maximum sighting distance in "open" terrain is 40", that for "mixed" terrain is 20", and for "closed" terrain it is 10".

Line-of-sight is determined by drawing an imaginary straight line between the center of an attacking stand and the center of its target stand. This line may not be blocked in any way. All tank stands and certain types of terrain may block line-of-sight (See the Terrain Effects Chart).

07.01.02 Ambiguous lines-of-sight should fall in favor of the defender. (When in doubt, roll the dice!)

07.01.03 The terrain occupied by a target stand may modify an attacker's firing "Cohesion" die-roll. (See Terrain Effects Chart.) However, all terrain effects for a given target stand are **ignored** for "Cohesion" purposes in any phase after it has fired.

Note! It is often advisable to wait for an enemy stand in covering terrain to fire at you before you fire at him. This doesn't negate the effect of the cover on the CRT, but it does for "Cohesion" purposes!

07.01.04 Stands at higher elevations gain a ten-inch (10") bonus in maximum sighting distance for each level of height above base-level they occupy, subject to scenario restrictions. Stands at higher levels may trace lines-of-sight over intervening friendly stands. However, regardless of height, no line-of-sight may be traced over intervening enemy stands.

[07.02] Combat Principles

07.02.01 A single attack is defined as the application of the firepower of one or more stands against the defense value of a single stand. However, each stand taking part in the attack is required to fire **individually**. That is, the firepower of two or more stands may **never** be combined into a single value.

07.02.02 Each "shot" is called a **Combat Event** and the results of combat are both cumulative and progressive. The exact procedure for resolving attacks and combat events is detailed in the **Fire Procedure Charts**. These charts detail the steps required in the various "Fire Procedures". You must perform all required steps whenever you fire.

07.02.03 In the course of a turn a stand may be vulnerable to attack under one or more of the conditions below:

- It may suffer one attack during the "1st Fire Phase".
- It may suffer one attack during the "2nd Fire Phase".
- It may suffer one "Opportunity Fire" attack during the "Joint Movement Phase".

(Opportunity Fire is covered under Rule 07.06.05 below.)

07.02.04 The side with the initiative controls who executes the first attack in each phase. The sides then alternate attacks until they both "pass". At this point, the "Fire Phase" ends.

07.02.05 Each stand has up to two firepower values: one for use against armored targets ("**AP**" value), and one for use against unarmoured targets and personnel ("**HE**" value). In the introductory rules the "AP" value is the only one used since all stands in the introductory rules are armored vehicles.

[07.03] Anti-Tank Guided Missiles (ATGM's)

ATGM's (Anti-Tank Guided Missiles - generally "wire-guided" missiles) must obey certain special rules when firing.

07.03.01 ATGM stands attack in the same manner as other stands with the following exception. When you attempt to fire an "ATGM", A penalty may be added to your "Cohesion" roll. This reflects your opponent's automatic efforts to distract the "Gunner" and cause him to miss. The severity of the penalty is based on ATGM "Tech Level":

TL3 Missile	+2
TL4 Missile	+1

07.03.02 "Range" does not alter the effectiveness of ATGM's as it does

cannon. (See Weapons Data Sheets and Range Effect Chart.) They will, however, have a "minimum" range below which they may not fire.

07.03.03 Anti-Tank Guided Missiles are large and often cumbersome to handle. ATGM vehicles may possess a limited number of launchers and the crew may be required to exit the vehicle to reload them. Therefore; whenever an ATGM armed stand fires, you should take note of the natural (unmodified) "2D6" number rolled on the "Combat Results Table".

This number should be compared to the "Depletion Number" on the "Weapons Data Sheet" for that weapon. If the number rolled is equal to or less than the stand's "Depletion Number", the ATGM stand has depleted its supply of missiles and the player should make a written note of this condition.

07.03.04 Depleted ATGM armed stands cannot execute ATGM fire at enemy stands. To accomplish "Resupply", you must make a special, Cohesion die-roll during the next "Marker Removal" phase, unmodified except for a "+4" die-roll penalty. If successful, the stand returns to full effectiveness. If this roll fails, you may continue to attempt "Resupply" in each ensuing "Marker Removal" phase until you are successful.

[07.04] Performing Standard Fire

For each attack:

- A. Designate target stand.
- B. Designate all attacking stands.

For each firing stand: (Combat Event)

- A. Roll for cohesion, modified for "S" and "D" effects on the firer, "ATGMs", and appropriate terrain effects.
- B. Select appropriate attacker firepower value. (Intro rules only use AP value.)
- C. Modify "Armored" defense value for facing, if required.
- D. Subtract modified defense value from firepower value to obtain "Combat Differential".
- E. Roll two six-sided dice. (2D6)
- F. Modify the die roll for applicable terrain and range* effects on "Terrain" and "Range" Effects Charts.
- G. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

* Notes: The effectiveness of cannon fall off as range increases. These effects vary with "Tech Level". Cross reference "Tech Level" and "Range" to target to obtain the appropriate effect. ATGM's do not suffer this effect. Also: A stand may suffer attack once only per "Fire" phase. Remember that a single attack may consist of any number of attacking stands, but you must designate them all in advance.

[07.05] Combat Results

There are four possible combat results.

- | | | |
|----|------------|---|
| 1. | S | SUPPRESSED = Effectiveness reduced. |
| 2. | (S) | SUPPRESSED = As S above. If already "Suppressed" Convert the " (S) " to a " D " instead. |
| 3. | D | DISORGANIZED = Effectiveness seriously reduced. |
| 4. | E | ELIMINATED = Remove from play. |

"Suppression" and "Disorganization" effect all "Cohesion" die-rolls involving combat, movement, "Marker Removal" etc.

07.06.01 "Suppression" - "S" primarily represents the shock effect of coming under fire. In practical terms, if a stand is "Suppressed", you are required to modify all Cohesion die-rolls by +4. No matter how many times a stand suffers "Suppression", the effect remains the same.

07.06.02 "Suppression" - "(S)" represents a more severe form of "Suppression". This effect is similar to that suffered by a fighter in a boxing match when he staggers after being hit by repeated blows. None of these blows, individually, would be sufficient to knock him down, but the cumulative effect is sufficient. In game terms, if a stand already has a "Suppression" marker on it, all "(S)" are converted into "D" results instead. If there is no "S" marker on the stand, treat "(S)" as "S" (described above).

07.06.03 "Disorganization" - "D" represents shock as well, but its primary cause is casualties. As such, it is generally more long lasting than suppression and much more difficult to recover from. In the game, whenever you make a "Cohesion" roll for a stand which has been "Disorganized", you must add three (3) to the number rolled. If a stand receives a second "D", the stand is "Eliminated" and removed from play. This may be an actual "D" or a converted "(S)" as explained above.

07.06.04 "Elimination" - "E" does not necessarily mean that all the vehicles, aircraft, or weapons that the stand represents are destroyed, nor does it mean all the personnel in a stand have been killed. It simply means that this stand, as a result of shock, confusion, casualties, or morale failure, is no longer capable of making a positive contribution to the completion of the mission depicted in the current scenario. It should be removed from the map.

07.06.05 Opportunity Fire

Opportunity Fire takes place during the Joint Movement Phase. Any TL4 stand that has attempted to fire no more than once and any other stand that has not yet attempted to fire at all yet, may do so at this time. There are certain requirements to do this:

- **1.** The target stand must be "moving" to suffer Opportunity Fire. A stand is considered "moving" the moment a player touches it to begin moving.
- **2.** The firing player must tell the owning player to stop moving the stand and announce the attack. Opportunity Fire attacks are handled like any other attack. (See 07.04 above.)
- **3.** After a stand suffers opportunity fire, the owning player rolls for cohesion. If the stand passes the roll, it may continue moving as long as it has movement points left.

(See Movement Execution, Rule 08.02 below.)

[07.07] Marker Removal

In the "Marker Removal" phase you must roll "1D20" for each of your stands containing a "S" marker, a "D" marker, or both. This roll may produce one of four possible results:

- **1.** If the roll, modified for any "S" or "D" markers (See Rule Section 07.06 "Combat Results") is equal to or less than your "Force Cohesion Value", remove the "S" marker from the stand.
- **2.** If the unmodified roll is a "1" remove all markers from the stand ("D" and "S"). (This is the only way to remove "D" markers.)
- **3.** If the unmodified roll is a "20" the stand receives an immediate "(S)" as per the "Combat Results Table".
- **4.** If none of the above conditions are met, the roll has no effect.

[07.08] Facing and Range

07.08.01 A stand faces in whatever direction the model mounted on it faces. (See Playing Pieces above.) Armored vehicles retain 50% of their defense value (rounded up!) when they are fired upon through other than their "**Forward Defensive Arc**". (See the included "Templates".)

Note - If a line drawn from the center of the attacker's stand to the center of the defender's stand passes outside the area defined as the front arc of the target by the Facing Template, reduce the defender's armour value as above. Ambiguous lines fall in favor of the defender.

07.08.02 To calculate **Range Effect** in "Standard Fire", measure the distance from the center of the firing stand to the center of the target stand. Find that distance in the range line of the "Range Effect Chart" for the "Tech level" of the firing stand and cross-reference the effect on the attacker's "2D6" combat die-roll. Remember, ATGM's do not suffer "Range Effects"!

07.08.03 Stands in Base Contact (Touching) are at one-inch range. (100 yards / meters)

07.08.04 A stand in base contact with an enemy stand along one-half or more of its front edge is "Engaged" with that stand. "Engaged" stands may not fire at any stands other than those with which they are "Engaged".

07.08.05 No stand may exceed its maximum firing range under any circumstances.

[08.00] Movement

[08.01] Basic Principles

08.01.01 There are two kinds of movement: **Ordered Movement** and **Independent Movement**. Movement is initiated by **"Battle Group"** and executed by stand. A stand moves based on its movement value modified by terrain etc.

You form Battle Groups before the scenario begins, grouping your stands into them to speed play and prevent confusion. Battle Groups, as such, are defined as any number of stands moving under the orders of a single commander. You may not change the composition of any Battle Group or organize new ones after play commences! As far as a given scenario is concerned, Battle Groups are permanent formations.

The component stands of a Battle Group need not be in base contact. They may be anywhere on the playing surface. Note! It is very important that you designate Battle Groups clearly and unambiguously. Failure to do so will result in confusion and arguments!

The important thing to remember is that all the component stands of a particular Battle Group are subject to a single cohesion die-roll in order to move.

[08.02] Movement Execution

08.02.01 Before movement can begin each player must roll "2D6" modified by the command value of his "GHQ" stand, and the "Generation" of his force. A "Command Value" is assigned to each "GHQ" in a scenario. Compare the modified die-roll to the **Command Efficiency Table**. This gives the number of **Movement Orders** each player may issue this phase.

Note! - Movement orders may not be accumulated from phase to phase. Unused orders are lost at the end of the phase.

08.02.02 If your "GHQ" has been eliminated, you may issue no further orders.

08.02.03 The "Movement" Cohesion die-roll for any group of stands is modified by minus two (-2) for each HQ or GHQ stand which is part that group.

08.02.04 The player with the initiative decides who attempts movement first in each phase. Players then alternate attempts until all movement is complete.

Note - You are not forced to move a stand because it is part of a Battle Group. Movement execution is by individual stand and is always voluntary.

08.02.05 "Ordered Movement" consists first of selecting a Battle Group, then using up (Burning) an order, making the required Cohesion die-roll, and if this roll is successful, moving the stands of that "Group" or not, as you wish.

08.02.06 You may attempt "Ordered Movement" for a group as many times as you like so long as you expend one movement order for each attempt.

08.02.07 If you fail to move a group on your first attempt, you may try again and again as long as you continue to expend orders for it. Each attempt is considered a separate movement action. Your opponent must be allowed a movement action of his own before you attempt moving a group a second or third time.

08.02.08 Once you have used up your orders for a phase, you may attempt to move groups (or individual stands) "Independently". Any group or individual stand that tries to move without a movement order is attempting to move on its own initiative or "independently". Any group, qualified to move, that has not yet moved in the phase may attempt independent movement. Doing so is allowed once only per **group**, per **phase**, and requires a +3 die-roll modifier.

Once Again: You may attempt to move a group any number of times with orders but only once independently per phase.

For example: You have 2 orders to "Burn" this phase. You use them both trying to move the same group, and fail both times! Since the group has not yet moved, you may attempt to move it "independently" one time.

08.02.09 Due to "S" and/or "D" effects, one or more stands in a group may not succeed in moving along with the others. These are **Stragglers**. You may expend additional orders to move them later or attempt to move them independently as you wish.

08.02.10 You may not attempt any independent movement for your side until you have used up all your orders for this phase.

Note - The use of ordered movement, independent movement, the presence of HQ's etc. are detailed in the Movement Orders Chart.

[08.03] Requirements and Limitations

08.03.01 Each stand may execute movement once per movement phase by expending up to its total movement value. This value may not be exceeded and unused movement points may not be accumulated from phase to phase.

08.03.02 Stands move across the playing surface, inch by inch, expending movement points as they do so. A stand may not enter or cross terrain without having sufficient movement points remaining to do so.

08.03.03 A stand with a movement value of one or more may always move one inch per phase as long as it avoids impassable terrain.

08.03.04 All vehicles in the "tank" rules are **Tracked** (T). The "Terrain Effects Chart" covers how terrain effects movement.

08.03.05 Friendly stands may pass freely through one another, but no two stands may end the movement phase occupying the same space or "overlapping". If a stand is forced to halt where it would violate this rule, move it back along its previous path until there is room for it.

08.03.08 Any stand may change facing freely while moving or upon the completion of movement.

[09.00] Terrain

The terrain in an area and certain terrain edges may alter the cost of moving through them. These costs are detailed in the Terrain Effects Chart. Terrain also may effect combat die rolls and LOS. These are also detailed in the chart.

09.00.01 Terrain effects are allocated in proportion to movement points and may be expended in increments as small as .5 inches.

Example: A "Tracked Vehicle" stand with ten movement points could theoretically move three inches along a good road for 1.5 movement points, .5 inches through woods for 1.5 movement points, one inch up a slope for two movement points and five inches in clear terrain for 5 points, based on the "Terrain Effects Chart".

[09.01] Wrecks

Whenever an armored vehicle is removed from play, replace it with a wreck counter. Wreck counters provide cover for stands placed on them and do not count for overlap purposes. See the "Terrain Effects Chart" for details.



MODERN MICRO ARMOUR® GAME

Create your own Tank Scenario

To get a feel for Modern Micro Armour®: The Game, create your own introductory scenarios with ANY modern tank models. When you purchase the full game, you will get both pre-generated historical & hypothetical scenarios and a complete scenario generation system. Here is an abbreviated procedure that you can use to get started today. For best results, pick tanks that are similar in size, armour and armament, and from the same generation.

For each force

- 1] Create a "generic" battalion of 10 of your favorite tanks (3 companies of 3 + an HQ tank*).
- 2] Consult the table on the opposite side of this form. What is the points cost for your force?
- 3] Assign a Cohesion Level: 14 or 15 is a good place to start.
- 4] Fill in this formula: [# of tanks] x [points per tank] x [cohesion level/10]

EXAMPLES:

Force #1's tanks are T-80U/AT-8's with a cohesion of 15. Therefore $10 \times 427 \times 1.5 = 6405$ points.
 Force #2's tanks are M1A2's with a cohesion of 16. Therefore $10 \times 574 \times 1.6 = 9184$ points.

* In the complete game, any stand used as an HQ costs double points. Not required in the Introductory Game.



Courtesy Armor Magazine: Illustration by Jody Harmon

PLAY BALANCE

Achieve balance in your scenario in one of the following ways:

- Simulate pre-battle "attrition" by removing a tank or two from the larger force. In the example above removing three M1A2's is near perfect (6429 points).
- Add a few "extra" tanks to the force which needs more points. In the example above, add 3 or 4 T-80Us.
- Modify one or both Cohesion Levels: In the example above, dropping the American to 11 creates a 6314 to 6405 ratio.
- If your opponents are new to wargaming, consider handicapping yourself by giving the "better" force to the "new guy."

TERRAIN SUGGESTIONS:

- The map should be approximately 36"x 60".
- Terrain is "Mixed": Maximum sighting distance - 30"
- Keep your terrain simple. Get fancier after you understand the game! To keep the game fair, make the terrain neutral. ie.equal numbers of terrain features & types on each player's half of the board.
- 10 - 30% of the playing surface should be woods, broken up into small wood lots of four-six inches each.
- There may be up to two towns of 7 sq. inches total area.
- A "Good" road could run from the one narrow edge to the other. "Poor Roads" or "Tracks" may be added at your discretion.
- If there are any hills, put one on each side of the board.

INITIAL DEPLOYMENT:

Both sides enter the playing surface on turn one (1),
 Force #1 from one narrow edge,
 Force #2 from the other narrow edge.

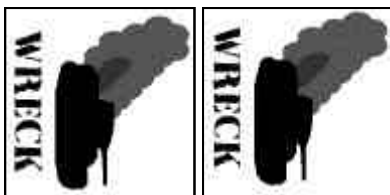
VICTORY CONDITIONS:

Destroy 51% or more of your enemy's tanks while loosing 50% or less of your own.

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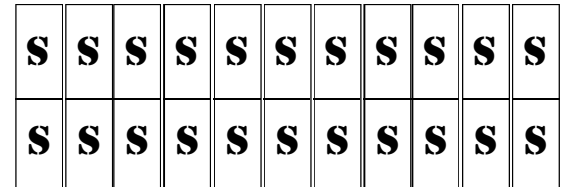
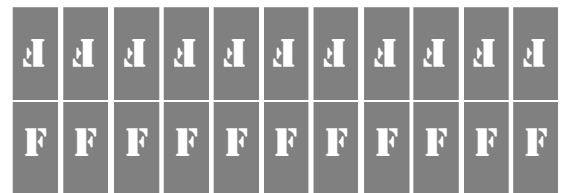
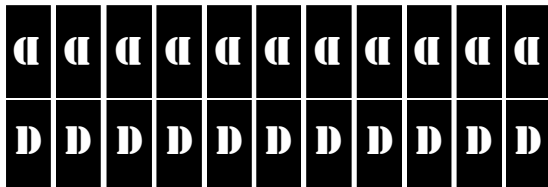
SCENARIO LENGTH: 12 TURNS

TARGET FRONT



Tank's frontal armor template

Players have permission to photocopy this sheet for their own personal use. Cut "D" or "S" markers in pairs, then fold so that they stand up. We recommend card stock.





MODERN MICRO ARMOUR®: THE TANK GAME

Tank Data Table



Weapon	Points	Tech Level	Cannon Attack Value	Cannon Range	Defense [Armor]	Speed W/T/A	ATGM Attack Value	ATGM Range	ATGM Min. Range	ATGM Dep. #
PT-76	98	2	9	20	[4]	12 T (A 2)	-	-	-	-
T55A	151	2	15	20	[14]	12 T	-	-	-	-
T55M	268	3	17	30	[15]	12 T	-	-	-	-
T55M / AT-10	335	3	17	30	[15]	12 T	20	40	4	[4]
T-62	149	2	17	20	[14]	16 T	-	-	-	-
T-62M / AT-10	336	3	18	20	[14]	16 T	20	40	4	[3]
T-72	274	3	19	25	[15]	20 T	-	-	-	-
T-72B / AT-11	415	3	19	25	[15]	20 T	20	50	4	[3]
T-74	308	3	20	30	[15]	20 T	-	-	-	-
T-80 / AT-8	408	3	20	30	[16]	18 T	20	50	5	[3]
T-80 (Reactive) / AT-8	411	3	20	30	[17]	18 T	20	50	5	[3]
T-80U / AT-8	414	3	20	30	[18]	18 T	20	50	5	[3]
T-80U / AT-11	427	3	20	30	[18]	18 T	20	50	4	[3]
T-90 / AT-12	563	4	23	40	[20]	16 T	21	50	4	[3]
Type 59	149	2	15	20	[13]	12 T	-	-	-	-
Type 69	253	3	16	30	[13]	12 T	-	-	-	-
Type 69I	259	3	16	30	[15]	12 T	-	-	-	-
Type 98	439	4	21	35	[18]	16 T	-	-	-	-
Chieftain Mk5	317	3	18	35	[16]	12 T	-	-	-	-
Challenger	354	3	20	35	[18]	14 T	-	-	-	-
Challenger MkII	552	4	25	40	[20]	14 T	-	-	-	-
Leopard-I	223	2	17	30	[14]	16 T	-	-	-	-
Leopard-II	331	3	22	30	[18]	16 T	-	-	-	-
Leopard-IIA6	548	4	25	40	[18]	18 T	-	-	-	-
AMX-30/B2	279	3	18	30	[15]	18 T	-	-	-	-
Le Clerc	552	4	25	40	[19]	18 T	-	-	-	-
Centurion Mk13	229	2	18	30	[15]	10 T	-	-	-	-
Panturion	279	3	18	30	[16]	12 T	-	-	-	-
Merkava	279	3	18	30	[16]	12 T	-	-	-	-
M48A5	271	3	18	30	[13]	12 T	-	-	-	-
M60A1	230	2	18	30	[15]	12 T	-	-	-	-
M60A3	279	3	18	30	[16]	12 T	-	-	-	-
M60A3/Reactive	282	3	18	30	[17]	12 T	-	-	-	-
M1 Abrams	291	3	18	30	[18]	20 T	-	-	-	-
M1A1 Abrams	314	3	20	30	[20]	20 T	-	-	-	-
M1A2 Abrams	557	4	25	40	[20]	20 T	-	-	-	-
M551A1 / Shillelah	191	3	10	20	[8]	18 T	20	25	3	[7]

Speed - Maximum Cross Country Speed in Inches.
T = Tracked Vehicle W = Wheeled Vehicle
(A) = Amphibious (Water) Speed.

ATGM Minimum Range - Minimum Range At Which ATGM May Be Used.



SEQUENCE OF PLAY

1. INITIATIVE PHASE

Each side rolls 2D6 and adds the result to their Base Cohesion level. The side with the highest total has the "Initiative" this turn. In case of ties, roll 2D6 (unmodified) and check again.

2. FIRST JOINT FIRE PHASE

Players alternate attacks by qualified stands of TL4. "S" and "D" markers are placed and stands removed according to the Combat Results Table.

3. SECOND JOINT FIRE PHASE

Players alternate attacks by all qualified stand. "S" and "D" markers are placed and stands removed according to the Combat Results Table.

4. JOINT MOVEMENT PHASE

Players alternate attempts to move their stands up to their full allotment of movement points. TL2 stands are a partial exception: TL2 stands that have attempted to fire may utilize no more than half (50%) of their allotted movement points. Otherwise, they may move like other stands.

5. MARKER REMOVAL PHASE

Players may attempt to remove "Suppressed" and "Disorganized" markers from their stands as per the rules governing this process.

FIRE PROCEDURE

For each attack:

1. Designate target stand.
2. Designate all attacking stands. Check Line of Sight.

For each firing stand: (i.e. Combat Event)

1. Roll for cohesion, modified for firer "S" and "D" effects on the firer and terrain.
2. Select appropriate attacker firepower value.
3. Modify defense strength for facing if required.
4. Subtract modified defense from firepower to obtain "attack superiority".
5. Roll two six-sided dice (2D6).
6. Modify the total rolled by applicable terrain and range effects on Terrain & Range Effect Charts.
7. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

MOVEMENT COHESION CHART

CONDITION	COHESION DIE ROLL MODIFIER	CONDITION	COHESION DIE ROLL MODIFIER
GHQ Eliminated	NO FURTHER ORDERS ALLOWED	Other unit or group without order	+3
Each HQ or GHQ attached to unit or group	-2	Unit "Suppressed"	+4
Unit or group under order	NO EFFECT	Unit "Disorganized"	+3
"R" unit or "R" group without order	NO EFFECT		

COMMAND EFFICIENCY TABLE

Modified 2D6 Die Roll +/- Command Bonus	3-	4	5	6	7	8	9	10	11	12	13+
# of Orders this Phase	0	1	1	1	2	2	3	3	4	4	5

COMBAT RESULTS TABLE

		Combat Differential													
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	
DIE ROLL	19	S	S	S	S	S	S	S	S	S	S	S	S	S	
	18	S	S	S	S	S	S	S	S	S	S	S	S	S	
	17	S	S	S	S	S	S	S	S	S	S	S	S	(S)	
	16	S	S	S	S	S	S	S	S	S	S	S	(S)	(S)	
	15	S	S	S	S	S	S	S	S	S	S	(S)	(S)	D	
	14	S	S	S	S	S	S	S	S	S	(S)	(S)	D	D	
	13	S	S	S	S	S	S	S	S	(S)	(S)	D	D	D	
	12	S	S	S	S	S	S	S	S	(S)	D	D	D	D	
	11	S	S	S	S	S	S	S	(S)	D	D	D	D	E	
	10	S	S	S	S	S	S	(S)	(S)	D	D	D	E	E	
	9	S	S	S	S	S	(S)	(S)	D	D	D	E	E	E	
	8	S	S	S	S	(S)	(S)	D	D	D	E	E	E	E	
	7	S	S	S	S	(S)	D	D	D	E	E	E	E	E	
	6	S	S	S	(S)	D	D	D	D	E	E	E	E	E	
	5	S	S	(S)	(S)	D	D	D	E	E	E	E	E	E	
4	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E		
3	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E		
2	(S)	D	D	D	E	E	E	E	E	E	E	E	E		
1	D	D	D	D	E	E	E	E	E	E	E	E	E		
0	D	D	D	E	E	E	E	E	E	E	E	E	E		
	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9		

- All attacks great than +9 eliminate the defender.
- Modified die rolls may not exceed +19.

EFFECTS

S = "SUPPRESSED"
+4 added to all cohesion rolls, this stand. Effect is not increased by further "S" results.
(S) = "SUPPRESSED" if already "S", treat as "D" result. Otherwise, treat as "S".

D = DISORGANIZED
+3 to this stand unless it rallies. If already "D" treat as "E"
E = ELIMINATED
Remove stand from play.

Combined cohesion die roll modifiers due to combat results may never exceed +7.

TERRAIN EFFECTS CHART

TERRAIN TYPE	Movement Point Cost per 100 Meters			(target in this terrain) FIRING UNIT COHESION & CRT DIE ROLL EFFECT	IS LINE OF SIGHT BLOCKED?
	TRACKED UNIT	WHEELED UNIT	FOOT UNIT		
CLEAR	1	2	1	none	no
SMOKE	+1	+2	+1	FIRING INTO OR OUT OF SMOKE +3	yes
LIGHT BUILDINGS	1	2	1	+4 IF PERSONNEL OTHERWISE +2	yes‡
HEAVY BUILDINGS	1	2	1	+6 IF PERSONNEL OTHERWISE +4	yes‡
WOODS	3	4	1	+4 IF PERSONNEL OTHERWISE +2	yes‡
GROVE	2	3	1	+2 IF PERSONNEL OTHERWISE +1	yes‡
GOOD ROAD	.5	.5	1	none§	no
POOR ROAD	1	1	1	none§	no
TRACK	1	1.5	1	none§	no
MARSH, FORD, SOFT SAND, MUD	4	8	3	(Target in Movement Posture) -1	no
ROUGH TERRAIN ONE	1	3	1	+2 IF PERSONNEL OTHERWISE +1	IF PERSONNEL - YES OTHERWISE - NO
ROUGH TERRAIN TWO	2	5	1.5	+4 IF PERSONNEL OTHERWISE +2	IF PERSONNEL - YES OTHERWISE - NO
ROUGH TERRAIN THREE	3	7	3	+6 IF PERSONNEL OTHERWISE +4	yes‡
SLOPE	+1	+2	+1	none	yes
HILLTOP OR RIDGE CREST	+1	+3	+1	+2**	yes
WRECK	+0	+1	+0	+1	no

ALL TERRAIN EFFECTS ARE CUMULATIVE.

* Applies only when leaving the area..

** Applies only to fire coming through the ridge crest or from below the hilltop.

‡ Concealing Terrain: If a stand in this terrain has fired this turn, ignore cohesion penalty.

§ Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that road or track passes. Stands on a road or track which are stationary or paying the terrain penalty while moving do. Terrain type never effects stands firing out, only those firing into terrain.

RANGE EFFECT CHART

	Tech Level				Effect on Die Roll
	T1	T2	T3	T4	
R	1	1	1	1	-1
A	2"-5"	2"-8"	2"-10"	2"-12"	no effect
N	6"-10"	9"-16"	11"-20"	13"-24"	+1
G	11"-15"	17"-24"	21"-30"	25"-36"	+2
E	16"-21"	25"-33"	31"-41"	37"-49"	+3
	>21"	>33"	>41"	>49"	+4

ATGMs NEVER suffer range effects except for minimum range limits.

MARKER REMOVAL

- 1] Remove all fire markers.
- 2] Roll 1D20 cohesion roll for each stand with "S" and/or "D" markers:
To remove "S" marker: Pass cohesion roll, modified for "S" & "D". (Recovers)
To remove "D" marker from a stand: Roll unmodified "1" (Rally!)
if this roll is an unmodified "20," = stand panics to (S) [Rule 07.07]



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