

MICRO ARMOUR®: THE GAME - MODERN

SEQUENCE OF PLAY

0. PRE-GAME "ORGANIZATION" PHASE.

1. POSTURE DETERMINATION PHASE

2D6 + Cohesion. Highest total has initiative in this phase. Mark required stands or groups in movement posture. [6.01.01]

2. JOINT ARTILLERY FIRE PHASE

Players alternate artillery attacks & airstrikes [7.9 - 7.14]. Both direct and indirect artillery attacks take place at this time. See Direct Artillery and Indirect Fire Procedure Charts.

3. 1st STANDARD FIRE PHASE

Only TL4 & TL5 stands fire in this phase. Players alternate executing fire actions [7.0 - 7.4]. Any one stand may only be the target of one attack per fire phase. See Standard Fire Procedure Chart.

4. 2nd STANDARD FIRE PHASE

All qualified stands fire in this phase. Players alternate executing fire actions [7.0 - 7.4]. See Standard Fire Procedure Chart.

5. JOINT PLOT PHASE

Players plot indirect artillery fire missions for future turns [7.11]. Players plot air strike fire missions for future turns [7.13]. See Indirect Fire Procedure and Air Strike Procedure Charts.

6. MOVEMENT PHASE

Alternate executing moves [8.0 - 8.5], with OF [7.5]. After all ordered movement, execute independent moves [8.2.8]. Opportunity Fire [7.5], Overruns [8.6] & Close Assaults [8.7] are performed, in that order. Stands entering Artillery Impact Marker roll for effect.

7. 3rd STANDARD FIRE PHASE

Players alternate executing fire actions of qualified TL5 stands. See Fire Procedure Chart.

8. MARKER REMOVAL PHASE

Remove green & red beads and impact markers on completed artillery attacks. Then attempt cohesion rolls to remove "S" & "D" markers [7.7]. See Marker Removal Chart.

DIRECT ARTILLERY FIRE PROCEDURE

1. Identify Target location(s).
2. Designate attacking Stand(s).
3. Roll for cohesion, modified for terrain etc.
4. (Mortars Only) Roll for deviation.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower value.
7. Reduce defense of "Armored" targets by 50%.
8. Subtract modified defense from modified fire power to obtain "combat differential."
9. Roll two six-sided dice (2D6).
10. Modify the total rolled by applicable terrain effects.
11. Cross-reference the modified die roll and combat differential on the "CRT" and apply the result.

STANDARD 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, ATGM's TL, and terrain.
2. Select appropriate attacker firepower value.
3. Modify "Armoured" defense strength for facing, or "Personnel" for movement, if required.
4. Subtract modified defense from firepower to obtain "Combat Differential".
5. Roll two six-sided dice. (2D6)
6. Modify the die-roll for applicable terrain and range effects on Terrain Effect Chart.
7. Cross-reference the modified die roll and Combat Differential on the "CRT" and apply the result. ATGMs do not suffer "Range" Effects.

COMMAND EFFICIENCY TABLE

Modified 2D6 Die Roll +/- Command Bonus	< 4	4	5	6	7	8	9	10	11	12	13	14	15	> 15
# of Orders this turn	0	1	1	1	2	2	3	3	4	4	5	6	6	7

GENERATION MODIFIERS:

Generation I Force -1 Generation II Force none Generation III Force +1 Generation IV Force +2

COMBAT TABLE CARD

INDIRECT FIRE PROCEDURE

1. Reveal your written indirect fire missions. Mission information must be unambiguous.
2. Roll for cohesion for each firing stand, modified for terrain & Tech Level.
3. Roll for deviation. If successful, skip to step "5".
4. Roll 1D8 for direction, and 1D8/2 for distance of deviation. Impact markers must maintain original "sheaf" pattern.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower value.
7. Reduce "Armored" defense & moving "personnel" defense value by 50%.
8. Subtract modified defense from fire-power to obtain "Combat Differential".
9. Roll two six-sided dice (2D6).
10. Modify the total rolled by applicable terrain effects.
11. Cross-reference the modified die roll and Combat Differential on the "CRT" and apply the result.

AIR STRIKE PROCEDURE

1. Make a Cohesion die-roll for this Air-Strike. Failure cancels the mission.
2. Reveal the written "Flight Path" plot of the Air Strike to your opponent.
3. Place the attacking aircraft at its "Entry Point".
4. Move it along its "Flight Path" to the "POA". Qualified enemy "AA" units may attack as you do.
5. If the aircraft reaches its POA, make a Cohesion die-roll for "Deviation", modified for "Combat Results".
6. If the die-roll is successful, skip to step "H".
7. Roll "1D8" for direction, and "1D10" for distance. Move the aircraft to this new POA.
8. Locate the nearest target (friend or foe) to the aircraft. Move the aircraft to this target's location and execute a "bombing" attack(s) or begin "strafing" at this point. (If several targets are equidistant, decide the target by die-roll.)
9. Ascertain the defense class of the target stand(s).
10. Select the appropriate "Ordnance" or "firepower" value (AP or HE).
11. Reduce the defense values of "Armored Vehicle" or moving "Personnel" targets to 25% of original(round up).
12. Establish "Combat Differential" as in other attacks.
13. Roll "2D6", modified for terrain effects etc.
14. Cross-reference the modified die-roll and Combat Differential on the "CRT" and apply the result.
15. Move the aircraft from its present location to its "Exit Point", suffering attacks as in step "4" above.

ANTI-AIRCRAFT FIRE PROCEDURE

1. Notify your opponent to temporarily halt the movement of his aircraft.
2. Make the required cohesion roll, modifying AA "gun" fire for range effect.
3. Subtract the aircraft defense value from the AA stand's HE firepower value to obtain "Combat Differential."
4. Consult the AA vs. Aircraft Table" and apply any "column shifts" that may be called for.
5. Roll two six-sided dice (2D6).
6. Cross-reference the die-roll and modified Combat Differential on the "CRT" and apply the results.

OVERRUN PROCEDURE

1. Perform all movement connected with this "Overrun".
2. The defender makes one cohesion die-roll for each overrunning stand, modified by the following:
 - +4 added if the defender is "Suppressed".
 - +3 added if the defender is "Disorganized".
 - +3 added if attacker is a tracked vehicle.
 - +2 added if attacker is an "IFV" carrying troops.
3. Defender suffers one attack at +6 for each failed roll.
4. Each attacker makes one cohesion die-roll, modified by the following:
 - +4 added if the attacker is "Suppressed".
 - +3 added if the attacker is "Disorganized".
5. Each attacker that fails this roll suffers an attack at +2.

MOVEMENT COHESION CHART

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

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	
	18	-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)	
	16	-S-	-S-	-S-	-S-	-S-	-S-	-S-	-S-	S	S	(S)	(S)	
	15	-S-	-S-	-S-	-S-	-S-	-S-	-S-	S	S	(S)	(S)	D	
	14	-S-	-S-	-S-	-S-	-S-	-S-	-S-	S	(S)	(S)	D	D	
	13	-S-	-S-	-S-	-S-	-S-	-S-	S	(S)	(S)	D	D	D	
	12	-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	

-S- = "NO EFFECT" Suppressed - if attacker is TL1 or TL2 treat as "No Effect."

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.

- Attacks at greater than +9 always result in an "E."
- Modified die rolls may not exceed +19.
- Artillery & Air-Strike "only" may attack at less than -3. (Result is "S")
- All "AA" weapon stands firing at aircraft treat "-S-" as "No Effect"

• "Support" stands and "Artillery, Air-Strikes, & Infantry Close Support Artillery Vehicles" treat "-S-" as "S"

• Any stand firing at a Helicopter treats "-S-" as "No Effect" regardless of Tech Level.

RANGE EFFECT CHART

	Tech Level				Effect on Die Roll
	TL1	TL2	TL3	TL4	
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.

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

TERRAIN EFFECTS CHART

TERRAIN TYPE <i>All terrain effects are cumulative</i>	Movement Point Cost per 100 Meters			(Target in this terrain)	IS LINE OF SIGHT BLOCKED?
	TRACKED UNIT	WHEELED UNIT	FOOT UNIT	FIRING UNIT COHESION & CRT DIE ROLL EFFECT	
Clear	1	2	1	none	no
Smoke	+1	+2	+1	firing <i>into</i> or <i>out of</i> smoke +3	yes
Light Buildings	1	2	1	if personnel +4 otherwise +2	yes ‡
Heavy Buildings	1	2	1	if personnel +6 otherwise +4	yes ‡
Woods	3	4	1	if personnel +4 otherwise +2	yes ‡
Grove	2	3	1	if personnel +2 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 1	1	3	1	if personnel +2 otherwise +1	if personnel - yes otherwise - no
Rough Terrain 2	2	5	1.5	if personnel +4 otherwise +2	if personnel - yes otherwise - no
Rough Terrain 3	3	7	3	if personnel +6 otherwise +4	yes ‡
Slope	+1	+2	+1	none	yes
Hilltop or Ridgecrest	+1	+3	+1	+2 **	yes
Light Improved Position	2	3	1	if personnel +4 otherwise +1	no ‡
Medium Improved Position	2	4	1	if personnel +5 otherwise +2	no ‡
Heavy Improved Position	3	not allowed	2	if personnel +7 otherwise +3	no ‡
Barbed Wire	+3	not allowed	+2	-1 ##	no
Wreck	+0	+1	+0	+1	no
Minefield	+1*	+1*	+1*	+2 ##	no

* Applies only when leaving area.

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

‡ Concealing terrain: If a stand in this terrain has fired this turn, ignore cohesion penalty. Combat Die roll effect remains in effect.

§ Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that terrain passes. Stands on a road or track which are stationary, or are paying the terrain penalty while moving *do* gain those defensive benefits.

Cohesion effect is reversed to "+" for a stand in wire or minefield attempting movement

Terrain type never affects stands firing **out**, only those firing **into** terrain. (See "Smoke" [7.9.9-7.9.11] for the only exception). Regardless of Terrain or other effects, a "natural" Cohesion roll of "1" always succeeds, and a "20" always fails.

MARKER REMOVAL PROCEDURE

- Remove all movement & impact markers.
- Roll 1D20 cohesion roll for each stand with "S" and / or "D" markers:
 - To remove "S" marker: Pass cohesion roll, modified for "S" (+4). (Recovers)
 - To remove "D" marker from a stand: Roll unmodified "1" (Rally!)

If this roll is unmodified "20," = stand panics to (S). Panic!

CLOSE ASSAULT PROCEDURE

- If not in movement posture, the defender rolls makes a "cohesion" die-roll with the following modifiers:
 - +4 is added if the defending stand is "Suppressed".
 - +3 is added if the defending stand is "Disorganized".
- If successful, the defender may attack any one assaulting stand with a -3 die roll modifier.
- The attacker makes one "cohesion" die-roll for each assaulting stand with the following modifiers:
 - +4 is added if the assaulting stand is "Suppressed".
 - +3 is added if the assaulting stand is "Disorganized".
- Each successful assaulting stand attacks with -3 die roll modifier. Additional modifiers are:
 - 3 if assaulting stand is Engineer or "Type S" infantry.
 - 3 if assaulting stand is "Mounted Cavalry" and the defender is not an armored vehicle.
 - 1 because the assaulters have successfully closed the "range" to less than 100 meters.

OPTIONAL MARKER REMOVAL CHART

Cohesion Level	Rally * #	Recovery #	Panic #
20	10 or less	100 or less	129+
19	9 or less	95 or less	126+
18	8 or less	90 or less	123+
17	7 or less	85 or less	120+
16	6 or less	80 or less	117+
15	5 or less	75 or less	114+
14	4 or less	70 or less	111+
13	3 or less	65 or less	108+
12	2 or less	60 or less	105+
11	1	55 or less	102+
10 or less	1	50 or less	99+

* THE "RALLY" NUMBER MUST BE THE RESULT OF AN UNMODIFIED "NATURAL" DIE-ROLL.

A.A. VS. AIRCRAFT TABLE

		Aircraft Tech Level				
		TL1	TL2	TL3	TL4	TL5
AA Tech Level	1	None	1 Left	2 Left	3 Left	4 Left
	2	1 Right	None	1 Left	2 Left	3 Left
	3	2 Right	1 Right	None	1 Left	2 Left
	4	3 Right	2 Right	1 Right	None	1 Left
	5	4 Right	3 Right	2 Right	1 Right	None

Left Shifts NEVER reduce "Combat Differential" below -3.

There are no restrictions on Right Shifts.

TURN SEQUENCE CHECK LIST

	TL1	TL2	TL3	TL4	TL5
Posture Determination Phase ¹	X				
Joint Artillery Fire Phase ²	X	X	X	X	X
1st Standard Fire Phase				X	X
2nd Standard Fire Phase	X ³	X ⁴	X	X	X
Joint Plot Phase	X	X	X	X	X
Movement Phase	X ³	X ⁴	X	X	X
3rd Standard Fire Phase					X
Marker Removal Phase	X	X	X	X	X

1] Posture requirements are detailed under Rules Section 6.1

2] No Artillery stand may fire and move in the same turn.

3] No TL1 stand may attempt to Move and Fire in the same turn.

4] TL2 stands forfeit 50% of movement in any turn they attempt to fire.