

Inferior units succeed on a 1; Average units succeed on a 1-3, and Superior units succeed on a 1-5. If the action fails, it must be attempted again the following turn.

Interception

Interception represents the action of aircraft designed to achieve air superiority. An interception action may be targeted at any CAP, CAS, Attack Helicopter, or air-mobile infantry making a non-light infantry move on the table. The intercepting unit must move within 1" (WWII), 12" (Post-war), or 24" (Modern) of the target to perform an Interception. A 3 or less on one die is needed for success, with this base number modified as follows:

Intercepting unit is Superior: +1

Intercepting unit is Inferior: -1

Target unit is Superior: -1

Target unit is Inferior: +1

Target is attack helicopters or air-mobile infantry: +1

If the interception is successful, the target unit is removed from play. Note that CAS units may be subject to AA fire as they perform an Interception, as a reaction.

Reactions

Reactions are more restricted than primary actions. If an enemy unit is making a primary move action, or is combining a move action with fire or close assault actions, any unit which is eligible to fire on the acting unit may make a reaction fire on it at any point where it is within range and line of sight, as needed for fire. This is true also for anti-aircraft fire. CAS units may make Interceptions as reactions. Units other than SAMs which make reaction moves, including direct and indirect fire and interception, but excluding AA fire, are not permitted to make a primary action in the same turn. SAMs which use AA fire as a reaction may not make a primary move in the same turn. AA fire may be used as a reaction before or after other fire or primary actions. Note that units may make more than one reaction in a turn: they might use AA fire capability as a reaction, and later, in response to a different enemy unit, might use their direct or indirect fire capability as a reaction. Note that only enemy units trigger reactions.

Mines

Scenarios may allow one or both sides to create mine fields, for a set number of square inches. Any enemy unit entering a minefield must stop, and may move through the minefield on subsequent turns at a rate of 1" per move. Areas where it has moved are considered to no longer contain mines. For modern and some post-war scenarios, mines may also be spread by CAS units – a fire action is used, and 4 square inches of minefield are produced. Mines may be specified as "anti-armor", in which case they only affect MBTs, mechanized infantry, SP artillery, SP anti-tank, and light armor units.

Airdrops

Some units may be air-dropped, rather than air-lifted. To represent this, a transport (soft, unlimited movement) must fly over the area where the unit is to be air-dropped as a move action, and it may be subject to AA fire. The unit is placed on the table and marked as suppressed.

WWII AA Units

For WWII scenarios – before the existence of SAMs – you may field large-caliber AA guns. These function like SAMs, except that they are subject to long-range modifiers, lacking radar guidance systems, and have a range of only 18".

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Incoming!



Simple Miniatures Rules for Operational WWII, Post-War, and Modern Combat

Incoming! provides fast-play, simple rules for modern combat, from WWII through the current day. It represents forces at the brigade and division level, with battalions as the maneuver elements. Figures may be anything from 6mm to 25mm scale. All dice are ordinary six-sided dice, and all measurements are in inches. With larger-scale miniatures (15mm – 25mm) players may choose to double all base sizes, ranges, and distances.

Turn Sequence

- (1) Players dice for initiative, with high score choosing to make an action or force his opponent to make an action. Ties are re-rolled.
- (2) Acting player selects a unit to make a legal action or combination of actions, which may be any unit which has not already fully acted or reacted this turn.
- (3) Opposing units may choose to make reaction moves against the acting unit with any eligible units.
- (4) Repeat steps 1-3 until all units have acted/reacted. The turn then ends, and is repeated.

Unit Types and Representations

Each unit represents a battalion or similar-sized formation. This may optionally include an anti-aircraft company if such is attached to the unit.

Light Infantry: Infantry which lack motorized transport or armored vehicles. This includes paratroopers.

Motorized Infantry: Infantry with unarmored, motorized transport (trucks).

Mechanized Infantry: Infantry with armored vehicles attached, either tanks, armored personnel carriers, or infantry fighting vehicles.

Air-Mobile Infantry: Infantry transported by helicopter.

Motorized Reconnaissance: Reconnaissance units lacking armored vehicles.

Light Armored: Reconnaissance units with armored vehicles, or light-armored tank units.

Main Battle Tanks (MBTs): Armored battalions composed of medium or heavy tanks.

Towed Anti-Tank: Anti-tank guns towed by motorized vehicles.

Self-Propelled Anti-Tank: Self-propelled and lightly armored anti-tank units.

Towed Artillery: Artillery – whether guns, missiles, or rockets – which are towed with or mounted on trucks.

Self-Propelled Artillery: Artillery which is lightly-armored and self-propelled.

Attack Helicopters: Units composed of armed attack helicopters.

Close Air Support (CAS): Flights of ground-attack aircraft.

Combat Air Patrol (CAP): Flights of interceptor/fighter aircraft.

Surface-to-Air Missiles (SAMs): Dedicated air defense missiles.

Units are rated as Superior, Average, or Inferior. This reflects the quality of the soldiers/crew and also the technology level and quality of their equipment. Bases should be 4" wide by 3" deep, with whatever number of figures is appropriate, representing a single unit. As long as base sizes are consistent, base size is not important. Multiple bases of smaller size may also be used, in which case all bases must be within 1" of another base in their unit when on the tabletop, with the full unit taking up approximately 12 square inches on the tabletop.

Actions

Move: Unit moves according to its speed: slow (light infantry, towed artillery, towed anti-tank, SAMs); medium (motorized and mechanized infantry, MBTs, self-propelled artillery and anti-tank); fast (motorized reconnaissance and light armored); unlimited (air-mobile infantry, attack helicopters, CAS, CAP). Base movement rates are: slow – 4"; medium – 8"; fast – 12". Unlimited units may move as far as desired, including on and off-table. Unit must be on-table to make any action/reaction other than movement onto table, however. Rough terrain halves movement; roads double movement – movement is pro-rated in half-inch increments. Move is up to modified base move, and includes unlimited facing/direction changes. Amphibious units move at quarter speed when swimming. Air-mobile infantry may choose to move as light infantry. All units except towed units and SAMs may both move and fire or close assault as a single action, firing at any point during the move. Friendly units may interpenetrate.

Fire: Unit may attack any single enemy unit. It may not be suppressed when it fires, and must meet all other requirements for legitimate fire. Fire is of three types: direct fire; indirect fire; and anti-aircraft fire. The chart below describes the fire capabilities of all unit types.

Close Assault: The only way enemy bases may move into contact is via a close assault. This is resolved as regular fire. Close assaults may only be made by unsuppressed units, and may not be made by artillery, attack helicopters, SAMs, CAP or CAS.

Reorganize: This action is used by a unit which is not in close assault and wishes to recover from suppression. It is not needed for CAP or CAS.

Stand: If a unit chooses to stand, it performs no action for the turn. Once having made this action, a unit may still make reactions.

Intercept: This action may only be taken by CAP units wishing to intercept other CAP, CAS, air-mobile infantry making a non-light infantry move, or attack helicopter units. See below.

Fire Capability Table

Key: DF = direct fire; IF = indirect fire; S = soft targets (infantry, trucks, towed guns); LA = Light armored; A = Armored; AA = anti-aircraft fire. * = only with attached AA company.

Type	Fire	Range	Armor Type
Infantry	DF (S: 3; LA: 2; A: 1), AA* (2)	6" (Light 4")	S or LA (Mech)
Light Armor	DF (S: 4; LA: 3; A: 2), AA*(2)	8"	LA
MBTs	DF (S: 5; LA: 4; A: 3), AA*(2)	8"	A
Towed Anti-Tank	DF (S: 4; LA: 3; A: 2), AA*(2)	8"	S
SP Anti-Tank	DF (S: 4; LA: 3; A: 2), AA*(2)	8"	LA
Towed Artillery	IF, DF (S: 5; LA: 3; A: 1), AA* (2)	24"	S
SP Artillery	IF, DF (S: 5; LA: 3; A: 1), AA* (2)	24"	LA
Attack Helicopters	DF (S: 4; LA: 3; A: 2), AA(2)	8"	LA
CAS	DF (S: 5; LA: 4; A: 3)	8"	-
CAP	None	-	-
SAMs	AA(3)	36"	S or LA

Notes: Range for all non-SAM AA is 6".

The numbers given on the Fire column are the base numbers to hit for each of the target types. This number or less must be rolled on a single adjusted die to score a hit – each attack roll uses one die. It is possible to roll for both direct or indirect fire and AA fire (either as an action, a reaction, or in combination) with a single unit in a single turn.

Modifiers to base hit numbers:

Firer is Superior: +1

Firer is Inferior: -1

Target is Superior: -1

Target is Inferior: +1

Fire is at long range (half of range or greater) without enhanced guidance systems (Does not apply to SAMs): -1

Target is in contact (close assault): +1

Target of close assault is suppressed: +1

Infantry firing at MBTs, light armor, SP artillery or SP anti-tank target in rough (woods or built up): +2

Target is unmoving in rough (woods or built up): -1

Target is unmoving in prepared defenses: -2

Firer lacks gun stabilization and is moving this action: -1

Units without thermal sights, etc. firing at night: -1

Damage is calculated as follows:

Subtract the number rolled from the modified number needed to hit:

0-2 = Target Suppressed

The target unit takes a suppression marker, which can only be removed through a successful "reorganize" action. The unit may make no other action until it has reorganized. If CAS, CAP, Attack Helicopter or Air Mobile not moving as light infantry, unit is driven from the table. Otherwise, unit holds position. Units are either suppressed or unsuppressed – they cannot be double-suppressed, etc. Each additional suppression pushes the target unit back 1-6" and it is destroyed if it cannot move back without encountering enemy bases or impassable terrain.

3+ = Target Destroyed

The target is immediately removed from play.

Ranges are measured along the two closest points between the units. For direct fire, there must be an unobstructed line of sight (that is, there can be no more than 2" of obstructing rough terrain). Units cannot direct fire through hills or similar solid features. Airborne firers always have clear line of sight to targets, as do units performing AA fire. To indirect fire, a friendly unit must have a clear line-of-sight to the target unit, but not necessarily the firer. Units may fire in any direction.

Anti-Aircraft Fire

Anti-aircraft fire is performed exactly like other types of fire, except that it is considered a separate part of the action, and may be taken as a separate reaction by a unit which has already acted or has yet to act, or as part of a primary action in addition to direct fire, indirect fire, movement, etc. Anti-aircraft fire uses all of the modifiers and results noted above, except that cover modifiers never apply. Anti-aircraft fire may only be used against CAP, CAS, air-mobile infantry making a non-light infantry move, or attack helicopter units.

Reorganize Actions

A reorganize action may be successful or may fail. Determine which by rolling a die: