# KR 16





Kometenmelodie Rules version 1.6

2<sup>nd</sup> Edition

# THE IDEA BEHIND THE RULES

These are a free set of scenario driven sci-fi skirmish rules.
They are intended to be used with 6mm figures with no more than about 20 figures per side with a few vehicles in support.
They are not meant to be super detailed, nor do they make any claim to be accurate, if that is even possible with fictional things?

They are simply a set of rules I wrote for my own games with my own figures and I thought I would share them for free.

When writing them I have made the assumption you will be familiar with wargames and as such some things have been glossed over.

I play the rules as they are, as they are what I like; you should play them the way you like even if that means changing them.
They are just core mechanics to bolt around your own sci-fi world.
I use my own sci-fi world of Kometenmelodie as background; this is in another document that can also be found on the Angel Barracks website.

The various troop types in KR 16 range from next to useless to super reliable.
You will need to write scenarios to make best use of these various troops types.
Rooks for example simply cannot hit troops in heavy cover; they aren't good enough, simple as that.
That means if your force is full of Rooks then you will need to make the scenario balanced somehow, that of course is your job to figure out.
Maybe have so many of them they can close assault the better troops where the cover has no effect.
Maybe they have a tank that just ignores cover and blows them all to bits?!

You make the call!

# INITIATIVE

Both players roll a D6, the 1 who rolls highest chooses who goes first that turn.
Roll for initiative at the start of every new turn.

# THE TURN

The player that goes first selects a squad (sometimes called a unit) and tries to command it.
(In most cases a squad is made up of 5 troopers or 1 vehicle)
This is done by choosing 1 of the orders below and rolling equal to or greater than that orders difficulty rating on a D6.
Add the squads COMMAND BONUS to the result.
**You must say which order you are attempting <u>before</u> you roll.**

*Example:* a Grunt squad rolls a D6 and scores a 4, this is modified by +0 so remains a 4.
However if the squad had been Elite then the score of 4 would have been modified by +1 to result in a 5.

# ORDERS

| ORDER | DIFFICULTY | DESCRIPTION |
|---|---|---|
| Advance | 4+ | May move up to 6cm and may fire small arms once after moving |
| Aimed Fire | 4+ | May not move, all the squad gets +1 to hit |
| Take Cover | 2+ | May not move, squad is at -1 to be hit from firing |
| Fall Back | 3+ | May move up to 6cm and may fire small arms before moving, must end turn further away from enemy, firing incurs -1 to hit |
| Run | 4+ | May move 12cm, may not fire |
| Weave | 4+ | May move 8cm, squad is at -1 to be hit from firing, may not fire |
| Assault | 5+ | May move 10cm, must engage the enemy in Hand to Hand |
| React | 3+ | Unit may only react during its opponents move by either: Firing if an enemy units crosses its LOS, at -1 to hit Taking Cover if an enemy units crosses its LOS (Both of these reactions occur before the enemy unit may fire) |

The chosen squad must then roll equal to or greater than the relevant orders difficulty.
If the unit fails then the turn passes to the other player who may then select 1 of their own units and attempt to command it.
However, if the unit passes its command roll, it carries out the order as described and when finished the same player may attempt to command another of their units in the same fashion.

This alternating between players continues until every squad in play on both sides has attempted a command roll.
Note that units can have a commander model that is up to 1 level more experienced as part of the unit.
The commanders command bonus is used for the purpose of command rolls.

*Example:* a unit of Rooks can have a Grunt commander as part of the unit, as such all command rolls are taken using the commanders command bonus.
So a Rook unit would normally add -1 to its command rolls, but with a Grunt commander they add +0.

# TROOPS

Troops are rated on their Attack Bonus, Command Bonus and Saving Throw. The greater the troops experience the better dice roll modifiers they have. Below you can see the 4 grades of troops and what their dice roll modifiers are.

The saving throw is not included as that is not related to experience; the saving throw is covered later.

|  | ROOK | GRUNT | ELITE | GUARD |
|---|---|---|---|---|
| ATTACK BONUS | -1 | +0 | +1 | +1 |
| COMMAND BONUS | -1 | +0 | +1 | +2 |

**ROOK**s should be thought of as either militia or talented civilians or troops from basic training that have never yet been in a single conflict.

**GRUNT**s are the bread and butter of these games; they are troops with combat experience.

**ELITE**s are troops that have completed a few tours of duty and may come from Special Forces branches.

**GUARD**s are super experienced, super tough, the very best that mankind has to offer.
If you think of a GUARD unit as being made up of Arnie, Sly, Statham, Rousey, Willis etc whilst all in their prime, then you are getting close!

All figures in a squad must remain within 2cm of another squad member.
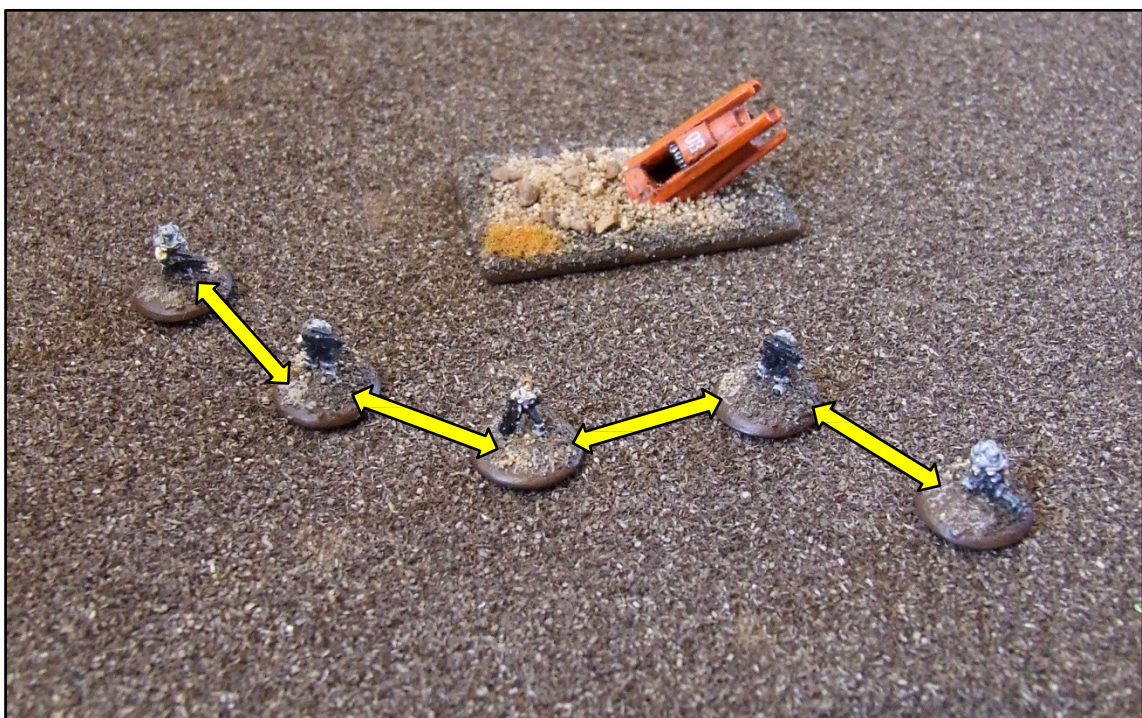
When rolling to hit you need to score 5 or greater on a D6.
This is modified by the troops attack bonus, orders given and any terrain modifiers.
Infantry and vehicles with turrets are assumed to have a 360 degree fire arc.

You roll as many D6 as the firing squad has DV based on its weapons.

*Example: a Grunt squad has 5 troops, 4 with assault rifles (1 DV each) and a LMG (3 DV each)*
*That makes a total of 7 DV, so 7 D6 are rolled.*
*They are Grunts so have an attack bonus of +0.*
*The enemy is in light cover so the rolls are subject to a -1.*
*This gives an overall modifier of -1.*

*The rolls are:*
*1, 1, 3, 3, 4, 5 and 6, making after modifiers a 0, 0, 2, 2, 3, 4 and 5.*
*As we need 5 or more to hit only 1 hit was made.*
*Had it not been for the cover then 2 hits would have been made.*

Firing is done as squad vs. squad and squads may <u>not</u> split their fire.

*Example: you have a squad of 5 troopers, 4 of them have assault rifles and 1 has a rocket*
*launcher. They have 2 targets, an enemy infantry unit and an APC.*
*They must either all fire at the infantry or all at the APC, they may not split fire such that the 4 with*
*rifles fire at the infantry and the rocket launcher fires at the APC.*

Squads may fire any of their weapons once per turn and in any order assuming their order permits this.

*Example: a squad of 5 troopers may fire its RPG 1st, then 3 men may fire their assault rifles and the 5ᵗʰ*
*man may then throw a smoke grenade.*

For each hit a squad takes it must make a saving throw depending on the armour it has.
If each save is passed it has no effect on the enemy.
However, when a squad fails its first save it gets a SHAKEN marker.
When a squad has a shaken marker it is harder to command and has a -1 to any command rolls.

When a SHAKEN squad take another hit from failed save it must lose a figure.
The firer rolls a D6 and on a 6 he may choose which figure is removed, otherwise the defender choses.
Remove the figure and also remove the SHAKEN marker.

If the squad is hit again and fails a save it again gets a SHAKEN marker.
SHAKEN markers remain until either a trooper is killed or until the squad passes a command roll.

*Example: A squad is hit and must make 4 saves.*
*It passes 3 and fails 1.*
*That squad is given a SHAKEN marker and suffers -1 to its command rolls.*

*However, before it gets chance to make any command rolls the enemy shoots the squad again, this time getting 3 hits.*
*The squad rolls its saves and passes 2 failing 1.*
*So the squad must now lose a trooper and also removes the SHAKEN marker.*
*The firer rolls a D6 and gets a 4, so the defender chooses which figure to remove.*


**Example:** *A squad is hit and must make 3 saves.*
*It passes 2 and fails 1.*
*That squad is given a SHAKEN marker and suffers -1 to its command rolls.*
*This squad later in the turn tries to make a command roll, the player chooses Advance which requires a result of 4+, the player rolls a 4 but as it has a SHAKEN marker it is modified to a 3 and as such fails its command roll and remains SHAKEN.*


**Example:** *A squad is hit and must make 9 saves!*
*It passes 4 and fails 5.*
*Failed save 1 = give the squad a shaken counter*
*Failed save 2 = remove the shaken counter and lose a figure (D6 to decide who)*
*Failed save 3 = give the squad a shaken counter*
*Failed save 4 = remove the shaken counter and lose another figure (D6 to decide who)*
*Failed save 5 = give the squad a shaken counter*


# COVER


There are 2 types of cover:

**Light:**  rocks, trees, hedges, crates, sandbag emplacements, light buildings etc
**Heavy:**  bunkers, heavy industrial buildings, etc

Light cover modifies the attackers firing to hit roll by -1
Heavy cover modifies the attackers firing to hit roll by -2

Cover does not affect infantry movement rates or Hand to Hand rolls.


Cover should be represented with clear boundaries.
Any model within that boundary is deemed to be in cover regardless of any actual cover being modelled.
Troops within 2cm of the edge of any boundary can be seen and can see; as such they can fire out and be fired upon.
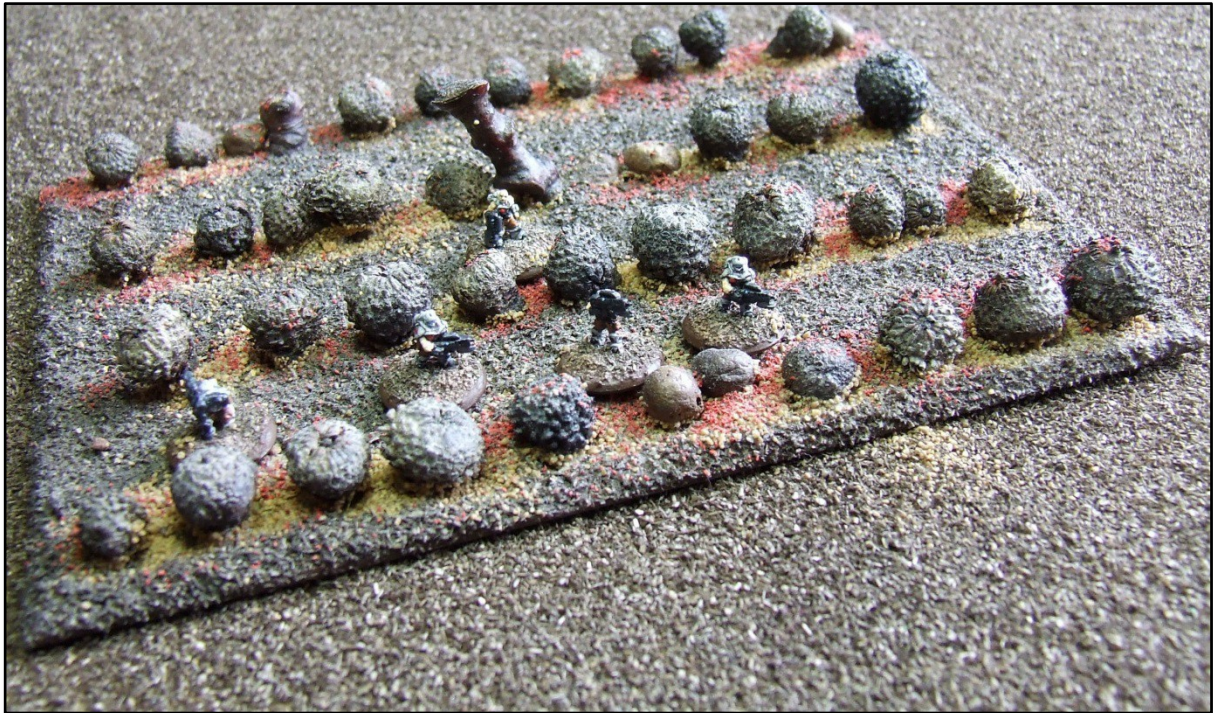Troops further in than 2cm may not be seen and cannot see out.


**Example:** *A squad is firing at another squad which is in Light cover.*
*There are a total of 5 DV, they need 5+.*
*The results are 2, 3, 5, 4 and 3.*
*With the cover modifier these become:  1, 2, 4, 3 and 2 so no hits.*

*Example:* In the above we can see 4 troopers within 2cm of the edge and 1 trooper (the commander) not within 2cm of any edge.
The 4 troopers can shoot and be shot at, whilst the commander cannot.

You can see that even though the figures are not completely behind the alien plants, they are still classed as being in cover as they are within the boundaries of the terrain piece.

# HAND TO HAND

Units that passed their Assault order may engage the enemy in Hand to Hand.
Each squad rolls 1D6 per figure, they need a 5 or more to hit.
This is again modified by their attack bonus.
For each hit the target must make a saving throw, failure means the figure is killed.
Once again roll a D6 to decide who chooses which figures die.

*Example:* a squad of 5 grunts engages a squad of 6 Rooks.
The grunts roll 5D6 and get 2, 2, 3, 3, and 5.
Grunts have an attack bonus of +0 so they score 1 hit.

The Rooks roll 6D6 and get 1, 1, 3, 3, 5 and 6.
Rooks have an attack bonus of -1 so they too score 1 hit.
Both sides make a saving throw, both need a 5+.
The Grunts roll a 6 and save, the Rooks roll a 2 and fail.
The Grunt player rolls a D6 and scores a 5, so the Rook player chooses which figure is removed.

Units engaged in Hand to Hand do not need to be given orders, at the end of each turn, after the turn they first engaged they fight another round of Hand to Hand.

This continues until 1 side loses all its troops, always fighting at the end of the turn.

However you may attempt to leave Hand to Hand.
To do this you must state at the start of the turn that you wish to leave Hand to Hand this turn.
Then at the end of the turn when they would normally fight another round, the unit that wishes to leave must roll a D6 and get a 4 or greater, this is modified by the squads Command Bonus.

If they pass they move 6cm away and the enemy remains in place.
If they fail, the enemy may roll to hit as normal but the squad that failed may not.

*Example:* Here we see 4 Razor Hounds in hand to hand with 5 RDF troopers.
*The Razor Hounds will roll 4D6 and the RDF will roll 5D6.*

# INFANTRY SAVES

| SAVE | EXAMPLES |
|------|----------|
| 6+ | Flak vest, riot gear etc |
| 5+ | Full combat gear, helmet, vests, shins etc |
| 4+ | Heavy carapace armour |
| 3+ | Power Armour* |

* Power Armour grants +1 to the wearer in Hand to Hand combat hit rolls and grants a +1 bonus to the Assault order roll, after all troops in PA are often eager to get stuck in!

# VEHICLE SAVES

| SAVE | EXAMPLES |
|------|----------|
| 6+ | Civilian vehicles |
| 5+ | APCs, IFVs, Light Tanks, Agile Vehicles, Light ECM |
| 4+ | Medium Tanks |
| 3+ | Heavy Tanks |
| 2+ | Super Heavy Tanks |

Please note that where infantry armour saves are all about the armour, vehicle saves are about the ability to avoid damage.

This can be heavy thick armour, it could be extensive ECM that stops incoming shots, it could be force fields, or it could simply be that the vehicle is very fast and agile and hard to get a bead on, such as a remote operated spy drone.

# WEAPONS

**Small Arms**

| WEAPON | RANGE | DV | NOTES |
|---|---|---|---|
| Handgun | 12cm | 1 | |
| Assault Rifle | 24cm | 1 | At 12cm or under re-roll any 1's when firing, do this only once |
| Sniper Rifle | 40cm | 3 | May not kill more than 1 figure per shot |
| Light Machine Gun | 32cm | 3 | |
| Heavy Machine Gun | 32cm | 4 | |
| Minigun | 32cm | 5 | May not aim fire if hand held, can aim if on vehicles |
| Rocket Launcher | 40cm | 3 | Can damage vehicles |
| Flame Thrower | 12cm | 3 | Ignores cover penalties |
| Shotgun | 12cm | 3 | |
| Mortar | 50cm | 4 | Can damage vehicles, may fire without LOS at -1 to hit as long as the firer knows the target is there |
| Frag Grenades | 8cm | 3 | |
| Smoke Grenades | 8cm | N/A | 4cm x 2cm template that blocks LOS, lasts until end of next turn (no need to roll to hit, just place template) |
| Grenade Launcher | 16cm | * | Can fire any regular grenades |

**Vehicle Weapons**

| WEAPON | RANGE | DV | NOTES |
|---|---|---|---|
| Light Cannon | 60cm | 4 | Ignores light cover to hit penalty |
| Medium Cannon | 75cm | 6 | Ignores light and heavy cover to hit penalties |
| Heavy Cannon | 90cm | 8 | Ignores all cover to hit penalties and downgrades cover with each hit |
| Grenade Machine-gun | 40cm | 4 | Can only damage vehicles with a save of 5 or 6, anything with a better save cannot be damaged |
| Smart Missile Pod | 100cm | 5 | Can fire guided which grants +1 to hit but target gets +1 to its save |
| Smoke Launchers | 16cm | NA | As per smoke grenade |

(Vehicle weapons can harm vehicles)

# VEHICLES

Vehicles do not need to make command rolls as such.
Rather you assign each vehicle a grade, such as Rook, Grunt etc and roll to see if it does anything against a target of 4+.
Modify the result by the command bonus as normal.

Vehicles have 3 actions they may choose from.

1: They may move at full speed, if they do so they may not fire any weapons.
2: They may move at combat speed and fire a single weapon.
3: They may remain stationery and fire all weapons, 1 of which can be aimed at +1 to hit.

When firing modify the result by the attack bonus, and as normal a 5+ hits.

Vehicles may not move through cover.

Passengers and vehicles.
Troops may leave a vehicle if the order given allows movement and they pass their command roll.
Place the troops at the door of the vehicle and move them as normal.

Troops may enter a vehicle if they have an order that allows movement and they can reach the door of the vehicle, assuming their move takes them to the door of the vehicle, take them off the table and note they are inside the vehicle.

Vehicles do not receive shaken markers.
When a vehicle is hit by weapons that can harm it (see weapon chart) it must make a save as normal.

However vehicle damage is different to normal damage.
When a vehicle fails its save, it must roll on the vehicle damage chart.
This is modified by excess failed saves…

Vehicles work out saves from 1 weapon at a time.
The amount of failed saves determines how much damage that 1 shot does.
For each failed save past the 1$^{st}$ you add 1 to the result of the damage roll.

*Example: an APC is hit by a Light Cannon, the attack has 4 DV so 4D6 are rolled needing 5+, and it gets a 1, 3, 6 and 6.*
*So the vehicle must make 2 saves, it fails both.*
*This means that it failed 1 save past the 1$^{st}$ failed save and adds +1 to the damage roll.*

*Example: an APC is hit by a Heavy Cannon, the attack has 8 DV so 8D6 are rolled needing 5+, it gets a 1, 3, 4, 5, 5, 5, 6 and a 6.*
*So the vehicle must make 5 saves, it fails 3 and passes 2.*
*This means that it failed 2 past the 1$^{st}$ failed save and as such adds +2 to the damage roll.*

# MILITARY VEHICLE DAMAGE CHART

Roll a D6 for each shot that resulted in a failed save and modify as described above

| RESULT | DESCRIPTION |
|--------|-------------|
| 1 | Crew shaken, the vehicle gets -1 to its next command roll. This is removed even if it fails |
| 2 | Targeting system destroyed, -1 to all the vehicles to hit rolls |
| 3 | Running gear damaged, vehicle may not move faster than combat speed |
| 4 | Running gear destroyed, vehicle may not move |
| 5-6 | Weapon destroyed, roll a D6, on a 6 the firer chooses which 1 |
| 7 | Vehicle destroyed, all passengers must make a save or die, they are placed at the door if they pass the save |
| 8+ | Vehicle destroyed, all passengers are killed, no chance to survive. Zoom Zigg |

If a vehicle has been already damaged and its next damage result has already been applied and can't realistically be applied again (such as a vehicle with running gear destroyed getting the same result again) re-roll until you obtain a result that can be applied realistically.
-This is of course user discretion.

Vehicles have a save modifier based on where they are hit.
If hit on the side or rear they get -1 to their save.

# CIVILIAN VEHICLE DAMAGE CHART

| RESULT | DESCRIPTION |
|--------|-------------|
| 1 | Crew shaken, the vehicle gets -1 to its next command roll. This is removed even if it fails |
| 2-3 | Vehicle immobilised, may not move |
| 4-5 | Vehicle destroyed, all passengers must make a save or die, they are placed at the door if they pass the save |
| 6+ | Vehicle destroyed, all passengers are killed, no chance to survive. Zoom Zigg |

# AIRCRAFT DAMAGE CHART

| RESULT | DESCRIPTION |
|--------|-------------|
| 1 | Crew shaken, the vehicle gets -1 to its next command roll. This is removed even if it fails |
| 2 | Targeting system destroyed, -1 to all the vehicles hit rolls |
| 3 | Weapon destroyed, roll a D6, on a 6 the firer chooses which 1 |
| 4-5 | Forced to land, crew must make a save or be killed. Model may not move or fire weapons. |
| 6+ | Crash land, all passengers are killed, no chance to survive. Zoom Zigg |

When shooting, a flying vehicle counts as being 10cm further away than it actually is.

*Example:* a VTOL attack ship is 32 cm away from an infantry squad with a rocket launcher.
*A rocket launcher has a range of 40cm, so this would normally be in range.*

*However, as it counts as being 10cm further away we must pretend it is 42cm away, thus it is actually out of range.*

*This extra 10cm is to abstract the fact it is higher.*
*This extra 10cm is only applied in the flyers favour.*
There is a -1 to shoot at flyers if their last action was to move.



**Typical Vehicles**

| TYPE | FULL SPEED | COMBAT SPEED | SAVE | NOTES |
|---|---|---|---|---|
| Pick-up truck | 28cm | 21cm | 6+ | No weapons |
| APC | 20cm | 15cm | 5+ | LMG & smoke |
| Light Tank | 18cm | 14cm | 5+ | Light cannon, LMG & smoke launcher |
| Medium Tank | 16cm | 12cm | 4+ | Medium cannon, HMG & smoke |
| Heavy Tank | 14cm | 10cm | 3+ | Heavy cannon, 2 x HMG & smoke Can move through heavy cover at combat speed |
| Super Heavy Tank | 10cm | 7cm | 2+ | 2 x Heavy Cannon, 2 x HMG & smoke Can move through any cover at full speed |
| Attack Chopper | NA | 50cm | 5+ | Minigun and 2 x one off rockets (use light cannon stats) |
| Transport Chopper | NA | 40cm | 5+ | 2 x HMG, can let troops out without landing but may not move if doing so |
| Remote Drone | NA | 30cm | 4+ | Can be hit by small arms. See special rules for drones |

These vehicle stats are rough guidelines, please feel free to come up with anything you like. However, be aware that in infantry games such as this, vehicles are very powerful, even the simple APC, so choose what you have in each game wisely otherwise it could very once sided and unfair.

Please note that flyers do not have a Full Speed stat.
This is because full speed if used would be so fast that it would cover the table and be travelling so quickly it would not have time to be shot at. (This would unbalance the game)
As such we have just combat speed which should still be enough to travel the table in 2 turns and still allow them to lay down fire.

# ADDITIONAL RULES

**Minefields**

There are 3 types of minefield: AP, AT & Mixed

AP are anti-personal minefields.
Whenever a figure walks through an AP minefield he may set off the mines. Roll a d6 for each figure that walks through a minefield.
1-3 = ok 4-6 = the mine triggers
If a mine is triggered the figure takes a hit from 3DV.
Armour saves as normal, failing to save results in a normal hit, so either shaken or killed.
If a figure moves any faster than advance the mines are triggered automatically, no need to roll, just apply the 3DV roll. If a squad is moving through a minefield, roll for each figure separately.
You must roll each turn that a figure moves in a minefield.

AT are anti-tank minefields.
Whenever a light or medium vehicle (save of 4 or more) moves through an AT minefield roll a d6.
1-2 = ok 3-6 = the mine triggers
If a mine is triggered the vehicle takes a hit from 4DV. Armour saves as normal.
Rolls on the vehicle damage chart have a +1 to the roll (7 counts as 6) heavy and very heavy vehicles (save of 3 or 2) will trigger mines automatically.
You must roll for each turn that a vehicle moves in a minefield.

Mixed minefields.
These are the most common sort of minefield.
Vehicles must roll on the vehicle chart and infantry on the infantry chart.
Vehicles will trigger AP mines in the mixed minefield and as such can be used to safely clear them.
Any armoured vehicle will trigger AP mines without being damaged.
Infantry may then safely move in the path cleared by the vehicle. However the vehicle will still need to roll for AT mines.

**Snipers**

When a sniper is accompanied by a spotter and they use the aimed fire order, the sniper may choose to re- roll 1 D6 from the attack. This 2nd roll must be accepted even if worse than the original. Snipers also increase the odds of the firer choosing the kill.
Normally if a model is killed, the firer rolls a d6 and on a 6 they get to pick which model is removed; snipers get to pick on a 5 or 6.
If shooting at a sniper that has not moved this turn, the attacks roll suffers a -1 to hit.



**Drones**

If a drone is within 30cm of an enemy unit you get +1 to your initiative roll. Once per game, each drone can use its special ability which is to make any player re-roll a single die roll.
No more than +1 to the initiative, regardless of how many drones you have.
Drones are flyers.

**Medics**

At the end of the turn a medic may try to treat a wounded trooper.
The medic must roll a 5+ using their command bonus.
A pass means that any shaken counter may be removed from the squad they are in.
If this happens, the medic may not shoot in the next turn.

If the medic is not part of any squad they may treat any 1 shaken squad within 6cm.

**Buildings**

Buildings in KR 16 have 2 uses, concealing infantry or offering infantry cover.

If a building is being used as cover then treat the building as cover, see the previous section on cover.
If a building is being used as concealment then all troops that are inside may not be the target of attacks from anyone outside that building, they are for all intents and purpose concealed and cannot be seen.
This of course means they may not attack anyone that is outside either, or they would give away their position.
So, how do you kill troops that are concealed in a building?
The easiest way is to destroy the building.

Buildings have structure points (SP).
SP are reduced when the building is hit by weapons capable of damaging vehicles.
For each hit that a weapon does the building loses a SP.

*Example:* A medium cannon of 6 DV rolls 6D6 and gets 3 hits, as such the building loses 3 SP.

When a building has lost half or more of its SP then it is so damaged it can no longer offer concealment and is now just classed as cover.

*Example:* a house with 8 SP takes fire from rockets and mortars and now has only 4 SP left, it is now cover and troops may not be concealed inside it.
*The same house with 5 SP or more remaining can still offer concealment to troops inside.*

Once a building reaches 0 SP it is destroyed and any troops inside when it reaches 0 SP must make a saving throw or be killed.

**Some Example Structure Points**

| | |
|---|---|
| Small Junker Shack | 2 |
| Small OKI MHU | 3 |
| Large OKI MHU | 6 |
| Huge Junker Shack | 8 |
| OKI defence wall section | 5 |
| OKI gate section | 3 |

**Proximity Mines (PMs)**

Proximity mines are favoured by the Junker Insurgents and they litter the area around their settlements with them.

Any model that comes within 4cm of a PM will trigger it on the roll of a 2+.
They do 4DV to anything within the blast radius of 6cm.

PMs can be triggered by small arms fire.
It is a normal 5+ to shoot at the PMs and they save on a 6+.
If they fail the save they blow up as above.

**Walkers**

Walkers are classed as vehicles.
They have the same stats and use the military vehicle damage chart.
The only significant difference (and I guess the reason for walkers) will be their ability to traverse terrain.
Walkers may move through light cover at either speed.
Walkers may move through heavy cover at combat speed.

**Roads**

The only significant advantage of roads is that they are generally smooth and flat.
As such, a vehicle travelling at Full Speed may fire a weapon despite normally not being able to, however this is at -1 to hit.
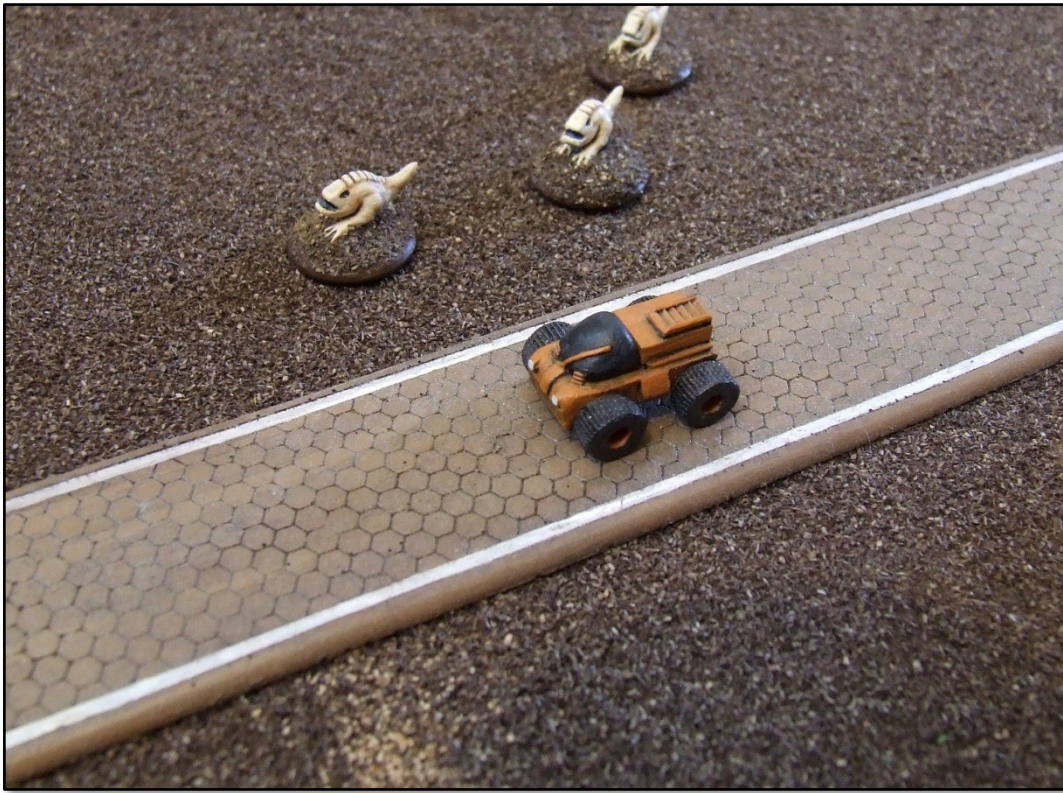
**Junker Insurgents**

The Junker insurgents are in no way as well trained, or as well-equipped as the RDF; as such they have to find another way to get the edge.

Junker infantry can be shown as Junker civilians on the table top.
Only when the Junker Infantry decide to fight are they revealed.
At this point, remove the Junker civilians and replace them with the Junker insurgent models.
Until then the models move at 6cm per turn and can't be shot at.

Junkers tend to be brave and brash at first, as such when they are first revealed they can choose any order and be assumed to pass the required command roll.
However now that their disguise is gone they must roll as normal for all further orders.

You may only reveal one Junker squad per turn with the automatic command roll rule.
If you wish to reveal more than one Junker squad in a turn then all subsequent squads must make a command roll as normal.

The RDF adhere to Rules Of Engagement and as such they may not fire until fired upon or until they see a very clear and present danger.
Hence the insurgents tactics of deception.

# CAMPAIGN RULES

Playing a campaign adds a whole new aspect to games.

In a stand-alone game the players can afford to lose troops as they may not be needed for the next game.
However in a campaign where losses are recorded and the outcome of a mission, won or lost, will have a knock on effect on the next game we need to introduce some form of book-keeping.

Campaign games will have major and minor victory conditions as do normal games, but each type of victory grants Victory Points, or VP.

VP are used to replace lost troops, repair damaged vehicles and acquire new troops.
**Earning VP**

A minor victory gets you 50 VP.
A major victory gets you 100 VP.
Taking out an infantry figure gets you 5 VP.
Taking out a vehicle (immobilising and making it unable to fire) gets you 20 VP.



THE REGIONAL DEFENCE FORCE



THE CRIMSON ALLIANCE

**Spending VP**

VP are used to buy new troops and new vehicles, they can also be used to train troops and repair vehicles.

Infantry killed in a game may not actually be dead, so before you replace them with VP, roll to see if they are gone for good:

1-3 = yes, they are dead dead.
4 -5 = no, they are fit to fight in the next game.
6 = no, but they must sit the next game out whilst they recover.

To repair a vehicle it costs in points, 10% of their original value for each thing that is wrong with it. (based on critical hit chart rolls)

***Example:*** *A vehicle lost its targeting system and had its drive train damaged, that is two things wrong with it so the repair cost is 20% of its full points value.*

So you have rolled to see who was just injured and now you need want to spend the VP.

Each VP translates to a point to spend.


**Points Values**

Now you need to know how many points things are worth.
That is the tricky bit, I have created a rough system that will allow you to work out the points value of any and every possible troop.

However it is not perfect, just a guideline so keep that in mind.

You can see from the notes the general way things are worked out so it should not be too difficult to create new vehicles and weapons and fit them into the KR 16 background of Kometenmelodie or your own game world.

Like I say, it is not perfect but used with some common sense and not taken as gospel it should serve you pretty well.

# Rough Points Values for Infantry

## Rating

| | |
|---|---|
| Green | 3 |
| Grunt | 7 |
| Elite | 10 |
| Guard | 14 |

## Saving Throw

| | |
|---|---|
| 6 | 2 |
| 5 | 4 |
| 4 | 8 |
| 3 | 16 |
| 2 | 32 |
| 1 | NA |

## Weapons

| | |
|---|---|
| Each 10cm of range | 1 |

Damage Value

| | |
|---|---|
| 1 | 1 |
| 2 | 2 |
| 3 | 4 |
| 4 | 8 |
| 5 | 16 |
| 6 | etc. |

## Weapon Special Abilities

+1 points for each positive ability (such as the RDF rifle which gives +1 in melee.)

-1 per points per negative ability (such as the minigun which can't aim fire)

## Example Abilities

| | |
|---|---|
| Junker Insurgent Ambush Ability | 1 |
| Medics | 3 |
| Sniper | 9 |

## Examples

A grunt RDF Trooper

| | | |
|---|---|---|
| Grunt | 7 pts | |
| Save of 5+ | 4pts | |
| RDF rifle | 6pts | 3 pts for range (24cm) |
| | | 1 pt for DV of 1 |
| | | 1 pt for re-roll ability |
| | | 1 pt for +1 in melee |
| Smoke Grenades | 3pts | |
| Frag Grenades | 5 pts | |
| **Total** | **25 points** | |

A grunt Junker Insurgent

| | | |
|---|---|---|
| Grunt | 7pts | |
| Save of 6+ | 2 pts | |
| Assault rifle | 5pts | (same as RDF but without melee bonus) |
| Molotov Cocktails | 4pts | |
| Insurgent Ambush | 1pt | |
| **Total** | **19 points** | |

# Rough Points Value for Vehicles

**Command Roll**

(Crew Rating)

| | |
|---|---|
| 6+ | 5 |
| 5+ | 10 |
| 4+ | 20 |
| 3+ | 40 |
| 2+ | 80 |
| 1+ | NA |

**Saving Throw**

| | |
|---|---|
| 6 | 4 |
| 5 | 8 |
| 4 | 16 |
| 3 | 32 |
| 2 | 64 |
| 1 | NA |

**Weapons**

| | |
|---|---|
| Each 2cm of range | 1 |

Damage Value

| | |
|---|---|
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |
| 5 | 32 |
| 6 | 64 |
| 7 | 128 |
| 8 | 256 |
| 9 | 512 |
| 10 | etc |

**Speed**

Each 5cm of full speed        1 pt

(combat speed is about 75% of full speed)

**Special Abilities**

+20% of total cost for each positive ability (such as the MS1 Command Modules +1 to initiative ability)

-20% of total cost for each negative ability (such as the Bullfrogs -1 to hit if it moves and fires in the same turn)

**Examples**

Pathfinder Ranger

| | | | |
|---|---|---|---|
| Command roll | 4+ | 20pts | |
| Save | 5+ | 8pts | |
| Full speed | 20cm | 4pts | |
| GMG | | 29pts | 40cm range = 20pts |
| | | | 4 DV = 16pts |
| | | | (36 points) |
| | | | Can't damage vehicles with a save of 4 or better -20% |
| Smoke Launcher | | 9pts | |
| **Total** | | **70pts** | |

Bullfrog Pickup Truck – Missile variant

| | | | |
|---|---|---|---|
| Command roll | 4+ | 20pts | |
| Save | 6+ | 4pts | |
| Full speed | 28cm | 6pts | |
| Rockets | | 37pts | 60cm range = 30pts |
| | | | 4DV = 16pts |
| | | | (46 points) |
| | | | -1 to hit if it moves and fires in same turn – 20% |
| **Total** | | **67pts** | |

That should enable you to work out the points values of your troops.

Arrgh you cry, do I have to work all this out myself?
Nope, below are some points values for the more common things you will need.

| WEAPON | RANGE | DV | NOTES | POINTS |
|---|---|---|---|---|
| Handgun | 12cm | 1 | | 3 |
| Assault Rifle | 24cm | 1 | At 12cm or under re-roll any 1's when firing, do this only once. | 5 |
| Sniper Rifle | 40cm | 3 | May not kill more than 1 figure per shot | 7 |
| Light Machine Gun | 32cm | 3 | | 8 |
| Heavy Machine Gun | 32cm | 4 | | 12 |
| Minigun | 32cm | 5 | May not aim fire if hand held, can aim if on vehicles | 19 |
| Rocket Launcher | 40cm | 3 | Can damage vehicles | 9 |
| Flame Thrower | 12cm | 3 | Ignores cover penalties | 7 |
| Shotgun | 12cm | 3 | | 6 |
| Mortar | 50cm | 4 | Can damage vehicles, may fire without LOS at -1 to hit as long as the firer knows the target is there | 15 |
| Frag Grenades | 8cm | 3 | | 5 |
| Smoke Grenades | 8cm | N/A | 4cm x 2cm template that blocks LOS, lasts until end of next turn (no need to roll to hit, just place template) | 3 |
| Grenade Launcher | 16cm | * | Can fire any regular grenades | 6 |

| WEAPON | RANGE | DV | NOTES | POINTS |
|---|---|---|---|---|
| Light Cannon | 60cm | 4 | Ignores light cover to hit penalty | 55 |
| Medium Cannon | 75cm | 6 | Ignores light and heavy cover to hit penalties | 142 |
| Heavy Cannon | 90cm | 8 | Ignores all cover to hit penalties and downgrades cover with each hit | 420 |
| Grenade Machine-gun | 40cm | 4 | Can only damage vehicles with a save of 5 or 6, anything with a better save cannot be damaged | 29 |
| Smart Missile Pod | 100cm | 5 | Can fire guided which grants +1 to hit but target gets +1 to its save | 98 |
| Smoke Launchers | 16cm | NA | As per smoke grenade | 11 |

| VEHICLE | POINTS |
|---|---|
| Bullfrog Pick Up Truck | 30 |
| Bullfrog Pick Up Truck - Missiles | 67 |
| Juraped Mount for Infantry | 6 |
| Pathfinder Ranger | 70 |
| Pathfinder Archer | 139 |
| Pathfinder Paladin Warrior | 201 |
| MS1 Command Module | 56 |

| SPECIAL | POINTS |
|---|---|
| RDF Assault Rifle | 6 |
| Molotov Cocktail | 4 |
| Junker Rocket Launcher | 7 |
| Insurgent Ambush Ability | +1 |
| Medic | +3 |
| Sniper | +9 |

To begin a campaign simply agree on a starting points value and buy your troops.

# CREDITS AND THOUGHTS

Well here it is; the second edition of KR 16.
Only seems like yesterday that I uploaded the first edition to the site, but here we are over two years later and it is still going strong.

I did a second edition as since the early days new rules had been written and many more models have been made.
In fact I am not sure the original version had any buildings or vehicles in it all.
So this second edition is more current and prettier.
Plus it has campaign and points value suggestions for those that like that sort of thing.

Oh, this may seem daft but...
Whilst these rules are free, if you want to pass on a copy to a mate could you instead of sending them a copy, get them to download it from the site please?
That way I can see how popular they are by the amount of downloads.
If people just forward on a copy by e-mail it is harder to judge how many people are reading it.
But if everyone that has a copy has been to my site to get it, I can gauge interest much more easily.
If people keep downloading it, I will keep supporting it.

Thanks to Greg and my Wife for actually helping me playtest the original rules.
Thanks to all those that play the rules and offered suggestions and feedback.

Thanks of course to coffee.

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Waffle ends.

Size Matters!