
ON THE BOUNCE

Tactical Action in The 21st Century

IMPORTANT CAVEAT

These rules have had little or no testing - various factors, numbers and values will change during this run of the game. Feel free to suggest changes or better numbers - although while I will listen to your view, I don't guarantee to take any notice if it changes the game in a way that goes against the overall concept.

Jim

Notes on Troop Types:

Hovertank - fast, well armoured combat vehicles mounting 'smart' anti-hovertank missile launchers, gatling cannon and an array of clever ECM and other whizzy stuff (I'll make something up later, as needed). Moves using ground effect system, and can cross most terrain and 'hop' vertical obstacles up to 4 metres high (with a short run-up). (= the equivalent of a Main Battle Tank).

HoverCar - very fast, lightly armoured combat vehicles with a couple of smart missiles and a gatling cannon. (= armoured car or light tank).

HoverBus - very fast armoured troop carrier, with gatling cannon (= MICV)

HoverGun - lightly armoured vehicle with a long range Gun on it. (= SPG)

HoverRLS - lightly armoured vehicle with long range rocket launcher on it. (= MLRS)

Atmosphere Interdiction Remote (AIR) = a remotely piloted combat aircraft. Effectively a sort of super-Harrier, controlled from a bunker or a ship. Can fly supersonic or hover. Carries a variety of weapons. Tends to have a short loiter-time though, and vulnerable to SAM fire. Being unmanned these tend to take higher casualties than manned vehicles.

Combat Infantry - men (and women, of course) in advanced combat armour, with environmental protection and all sorts of whizzy stuff. (= grunts). These would be organised into squads of 4 and would carry a selection of weapons, including smart missiles (to KO tanks), directed energy weapons (DEW) and clever ECM and targeting devices.

Old Kit - recognisable 'modern' weapons such as Challenger IV (UK), the Powell Tank (USA) and the Tiger 3 (WEU) are still in use, although not very effective against the Hovertank. Also old attack helicopters still pack a punch (but are not well armoured).

Combat Assumptions

The assumptions built into the rules are:

- a. Infantry have considerable firepower and can take on Hovertanks at close range, but lack mobility on their own. Due to the dispersed target infantry represent, they can benefit from cover or close terrain (such as built up areas).
- b. The Hovertank's main adversary is another Hovertank.
- c. Long range artillery is useful where a stationary target has been identified, but is less useful against moving targets.
- d. AIR has very powerful short-term striking power, but tend not to hang about, and are dependent on there being weak SAM AA defences.

Command and Control

Each player controls one unit of vehicles/men.

Typical organisations are:

Hovertanks are usually in units of 5

Old technology tanks are usually in units of 10.

Orders may be written or use cards (if I get round to doing them).

Standard orders are:

FORMATIONS

Line

Column

Box

Echelon Right

Echelon Left

MOVEMENTS

Advance to (name point)

Move (direction) at (speed)

Command Delays

Hovertanks and Combat Infantry can write for each turn.

Old tech must write two turns in advance.

Movement Distances

	Open Terrain	Rough Terrain
All Hover vehicles	12"	12"
Tracked	6"	4"
Wheeled	8"	2"
Infantry on foot (all types)	3"	2"
AIR	Any distance	Any distance

Crossing a terrain obstacle - deduct half a move

Direct Fire Weapons

Roll 1d6 : Base score for a hit. Figure in brackets for damage.

Weapon	Range:	6"	12"	24"	36"	48"
Smart AHGW		3(10)	4(10)	4(10)	5(10)	6(10)
HoverGun (point target)						
Gatling Cannon		3(7)	5(6)	-	-	-
120mm Tank Gun		3(8)	5(4)	5(3)	6(2)	6(1)
Combat Squad		3(7)	4(6)	5(1)	-	-
Infantry Squad		4(5)	5(2)	-	-	-
AIR - Ground Attack		2(15)	-	-	-	-
Artillery (point target)		-	3(4)	3(4)	4(4)	4(4)
Attack Helo		3(4)	4(4)	5(3)	6(3)	-

Modifiers:

- Target in Cover -1
- Firer Moving -1 (not Hovers or AIR)
- Target moving 8" or more -1

Area Weapons

HoverRLS, HoverGun and conventional artillery batteries affect areas rather than point targets.

HoverRLS has the option to launch a single, double or triple strike (it only has enough rockets for three launches).

The HoverRLS must be stationary for two turns before it can fire, *and the point of impact stated at the start of those two turns.*

Artillery must be stationary, and the point of impact either pre-registered, *or stated three turns before firing.*

Weapon Type	Area Hit (ins)	Effect (Damage on all in area)
RLS Single	5 x 5	5
RLS Double	10 x 5	5
RLS Triple	15 x 5	5
RLS Double Dense	5 x 5	6
RLS Triple Dense	5 x 5	7
AIR Cluster Bombs	3 x 3	5
AIR FAE	5 x 5	4
HoverGun Battery	5 x 5	5
Artillery Battery	3 x 3	4

Damage

To work out damage inflicted when hit - take the damage value of the weapon used and deduct the armour value of the target. The result is the number of damaging hits inflicted.

A target can take a number of hits up to its damage value before being Kod.

Armour Values and Damage Table

Unit	Armour Value	Damage Value	Ammo Carried
Hovertank	5	6	12 AHGW
HoverCar	3	6	4 AHGW
HoverBus	3	6	n.a.
Hover RLS			3 shots
HoverGun	3	6	12 shots
Combat Infantry	1	4	n.a.
Old MBT	3	4	20
Old ACV	1	3	n.a.
Infantry	0	2	n.a.
Towed Arty	0	1	20
Attack Helo	0	2	8
AIR	1	4	varies
Buildings	1	2	n.a.
Bunkers	6	2	n.a.

Morale

Erm, I can't be bothered to do this now. - to be added. Umpire to determine Morale Effects as appropriate.

AIR to AIR and AIR to Air and SAM to AIR Combat

Combat between AIR units is quite rare, since the opposition can't afford AIR units.

AIR to Air combat is more common, as is SAM to AIR combat.

SAM Batteries RADAR and MIDAR systems can try to achieve a lock on an AIR unit anywhere on the operational combat zone (= the table). Roll 2+ to achieve a lock.

Once locked, the battery can fire 1, 2 or 4 missiles. Roll 3+ to achieve a hit.

Counter measures:

ECM are assumed in the die rolls.

The AIR can take Violent Evasive Manoeuvres (VEM) -1 on each missile's die roll. AIR cannot engage any targets during that turn, or the turn after.

The AIR can use SAM Countermeasures (SAC) -1 on each missile's die roll. SAC are consumable, and each AIR only has 4 SACs.

Conventional Jets can engage AIR in combat using one of three systems:

Long Range Missiles

Dogfight Missiles

Cannons

These may not be mixed in the same turn.

Long Range missiles are launched from off table and count as SAMs. Dogfight missiles and cannons are used when the aircraft fights in a dogfight. Incoming jet attacks have one pass at the AIR units targeted, then take two turns off table to come around for another attack. They may not loiter in combat zone.

Typical conventional jets would have:

Cannon, 2 dogfight missiles, 2 long range missiles

Defending AIR units have the following systems:

AIR-1e3 (Fighters) : 6 x dogfight missiles, cannon

AIR Fighters may loiter in the combat area for up to 20 turns.

AIR-3A (Bombers) : No dogfight missiles, cannon, choose munitions from any four of the following:

- Snakepit Anti SAM Missiles
- Guided Cluster Bombs
- FAE Bombs
- Area Denial Weapons (these are strictly illegal under the Basingstoke Convention of 2015, but we do have a

few)

AIR Bombers may loiter, but the normal combat approach is to make a single pass, then leave the combat area for one turn before making a subsequent pass.

Dogfight Missiles:

To simplify the dogfight element - pair off AIR units and Jets - roll 1d6 each and the highest score wins.

+2 to AIR units.

-1 if attacking an AIR unit performing VEM.

-1 for each enemy outnumbering you

The winner gets to fire a missile, score 3+ to hit. A hit kills.

AIR units doing VEM cannot fire their missiles, even if they win the dogfight roll.

Dogfight Cannon:

If one side is using cannon, then they must win the dogfight as above by 2 or more to get close enough to use cannon. Score 4+ to hit. A hit kills.

AIR units doing VEM cannot fire their cannon, even if they win the dogfight roll.

Helicopters

Attack Helicopters cannot engage in anti-AIR combat, but are vulnerable to attack from AIR. Dogfight missiles and Cannon are effective against Helicopters, but the dogfight roll must still be made. If the Helicopter wins it has successfully evaded attack.

Orbital Weapons

PEC forces have access to the *Satellite Rain™ Orbital Weapon System*. without going into tedious technical detail this is a sort of high level super artillery, which can create non-nuclear devastation over a large area. It takes considerable time to set up and target, however, and it is somewhat indiscriminate - every point on a typical combat area is a potential impact point.

In the current political climate its use can only be sanctioned in extreme circumstances, and then only on the highest authority (usually head of state level).