

Apocalypse: Earth

Background

The threads that weave history are fragile indeed. Who knows what effects the smallest, most seemingly inconsequential decisions can have on the future? Just imagine if events had turned out even slightly differently.....

We are in the later part of the twentieth century. At its finest hour, humanity has turned in upon itself. Now, the Western Alliance fights a dogged and determined war of survival against the Holy Army of Tsar Joseph Djugashvili and his Soviet Empire, who in their turn attempt to turn back the numberless Asiatic hordes of Communist China and her allies. Meanwhile, as the world economy collapses, jihad fundamentalism takes hold of the Islamic Middle Eastern nations calling for a crusade against the infidel. Even those not resident on the planet find themselves forced to take up arms, as renegade billionaire and cult leader Yogi Raeshnau and his lunar colonists join the fight to ensure the flow of materials and supplies to keep their colony alive.

Most sinister of all, with the world in chaos, the forces of anarchy and revolution coalesce into a loose alliance of terrorists, assassins, criminals and fanatics known only as "The Brotherhood".

Humanity's golden age has turned into a nightmare. Now, the destiny of the entire human race hangs in the balance.

Game Mechanics

1) Initial Setup

Each faction has an **initiative rating**, representing the degree of training and the general quality of its troops, commanders, and intelligence. To determine who gets the initiative, each player rolls a D6 and adds its initiative rating. The player with the highest score gets to:

- a) Choose which side of the table to set up on
- b) Force his opponent to set up first
- c) Choose whether to go first or second

Additionally, each side has an **air power rating** – this is used only if the Optional Advanced Rules are in play and is covered in that section.

When setting up, each side has an area 24cm in from each edge and up to 12cm in depth to set up in:



Certain units can be deployed in cover as “hidden”- this renders them invulnerable to fire, but they may not move or fire until they reveal themselves. Units may NOT (unless stipulated in their individual description) be deployed as hidden in the open.

Units then alternate their actions as detailed in the playsheet: an example of the turn sequence is below

Player 1 Unit A moves & fires

Player 2 Unit A moves & fires

Player 1 Unit B charges – is fired on by Player 2 Unit C who are on overwatch.

Player 2 Unit B charges Player 1 Unit A

Player 1 Unit C charges to support Unit A

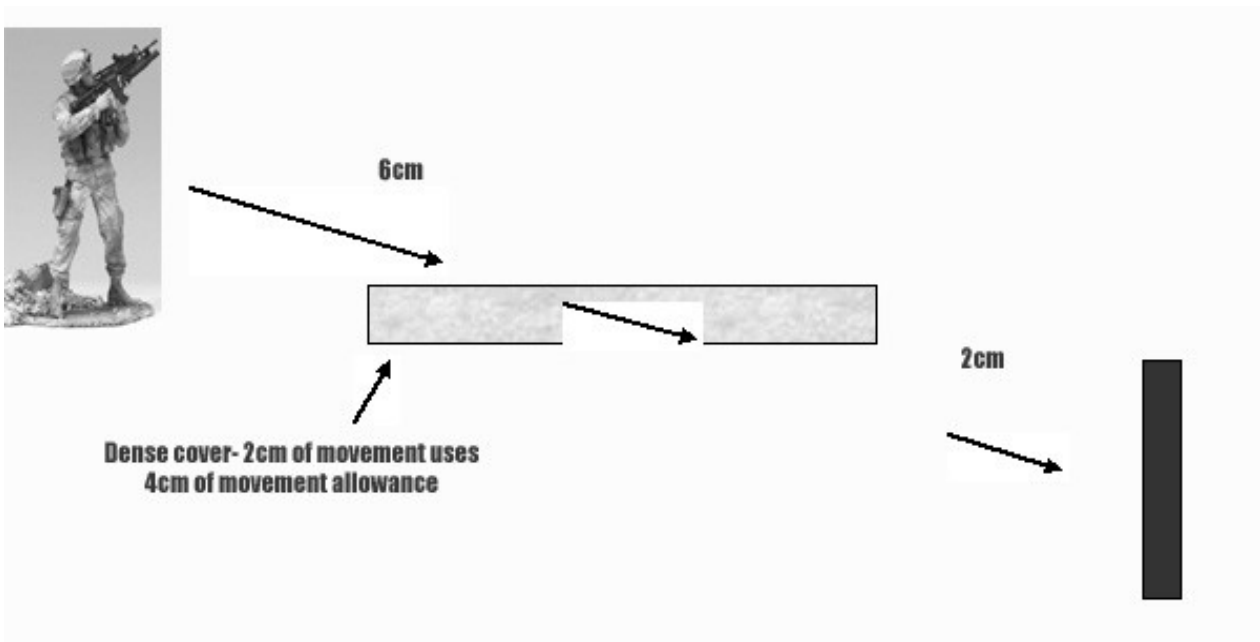
Player 2 Unit C have already fired, so the turn moves to the Admin phase (see playsheet)

2) Movement

a) Moving

Each unit has its own movement rating – for infantry this is normally 12 cm across open ground. Moving through difficult ground (i.e. marsh, swamps, rubble, dense foliage) slows movement rates down by half – for instance, an infantryman can cover 6cm of open ground, burrow through 2cm of dense foliage (using 4cm of his movement allowance) and still have another 2cm left to move across open ground to hide behind a wall.

Fig1a) Infantry movement



Certain units (special forces, snipers, heavy vehicles etc.) are better at moving through cover than others and so the penalties are different. These will be noted on the unit's profile.

b) Unit Coherency

The basic unit of movement and combat is the **squad**, a unit of between 6 and 10 troops (exceptions are the 3 – 4 man fire team in Western Alliance armies and the special case of Brotherhood guerrilla forces). Next up from that is the **platoon**, a unit of about 30 troops (comprising usually 3 squads and a command/ heavy weapons section) commanded by an officer. Next up from that is the **company**, a unit of approximately 100 troops (generally organised into three platoons and a command / heavy weapons section). Going higher up is the **battalion** (500+ troops), the **regiment** (varies, but generally 1-2,000), the **brigade** (3,000) and **division** (10 – 20,000). Generally, in *Apocalypse* the forces will be roughly company sized.

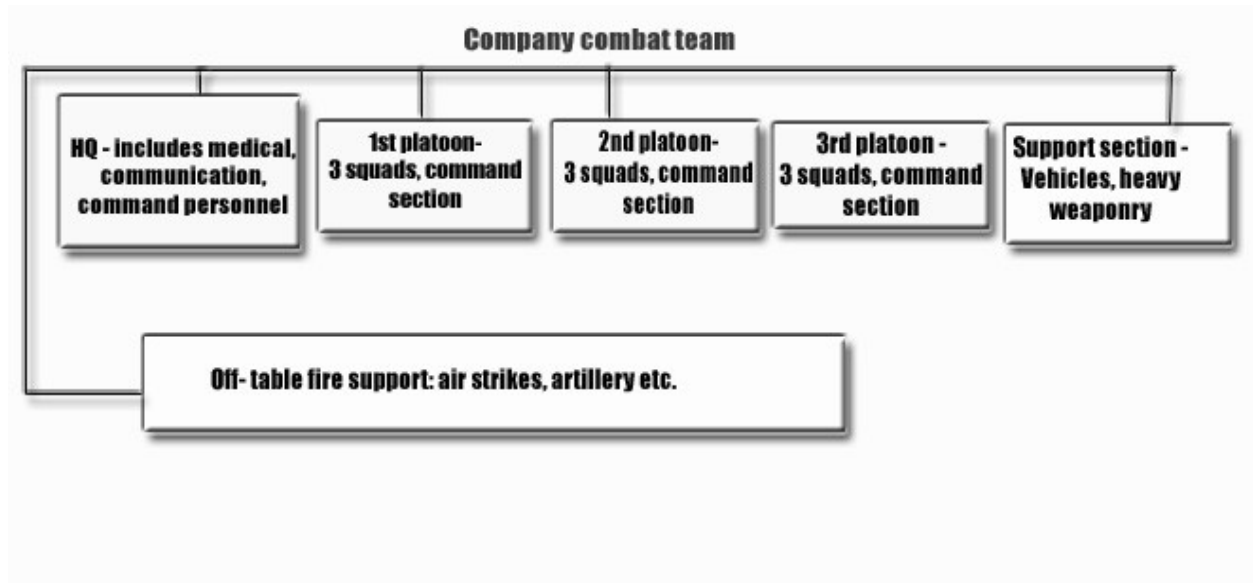


Fig 1b) Typical company combat team organisation

As a general rule (modifiers will be noted in the army lists section), each trooper in the squad (or fireteam) should stay within 6cm of each other, and each squad commander should be no further than 12 cm from his platoon HQ. These in turn should always stay within 24cm of the company HQ.

Fig 1c) Infantry unit coherency

Unit	Stays within	Of
Trooper	6cm	Other squad/ fireteam member
Fireteam (Western Alliance only)	12cm	Squad commander
Squad	24cm	Platoon HQ
Platoon	36cm	Company HQ

Any trooper (with exceptions that will be detailed in the army list section) that finds himself out of unit coherency after his move must take a morale check (these will be detailed later on). Sorry, but battlefields are scary and dangerous places, so getting lost on them is not a good idea.

3) **Combat**

a) **Firing**

Firing takes place after movement (except for troops on overwatch- more on that later). Each weapon has its own characteristics that will be detailed on its profile, but the standard procedure is as follows:

The roll to hit for each shot is a 6. The number of shots a weapon can fire is defined by its **Rate Of Fire (R.O.F.)** characteristic – e.g. a standard assault rifle fires 3 shots, a submachine gun 5 shots, a belt fed machine gun 10 etc.

Cover modifiers are applied as follows :

- 1 for soft cover,
- 2 for hard cover.

Soft cover is defined as foliage, broken ground, fences etc., anything that obstructs the target outline and covers less than half of the target. Hard cover covers more than half the target figure and is generally considered to be walls, hedgerows etc. Of course, it goes without saying that your troops cannot fire at enemies they cannot see....

In order to roll the score of 7 or 8 on a D6, first roll a 6 and then either a 4+ (for a 7) or a 5+ (for an 8).

Other weapons (e. grenades, demolition explosives) will be detailed in the “Armoury” section.

Each time a squad or fireteam (again with exceptions that will be detailed later) takes a casualty, that unit must take a morale check – again, sorry, but seeing your friends get shot is a pretty scary thing as well.

b) **Close Combat**

Close, or hand-to-hand, combat, is probably the most terrifying and desperate aspect of warfare. In **Apocalypse: Earth**, it is played as follows:

Close combat happens when one unit **charges** another- a unit ordered to charge must first take a morale check (representing the troops attempting to psyche themselves up for the ordeal). If it passes, the unit forgoes its opportunity to shoot, but gains an extra 6cm of movement. If the unit being charged has not fired, it now gets an opportunity for defensive fire.

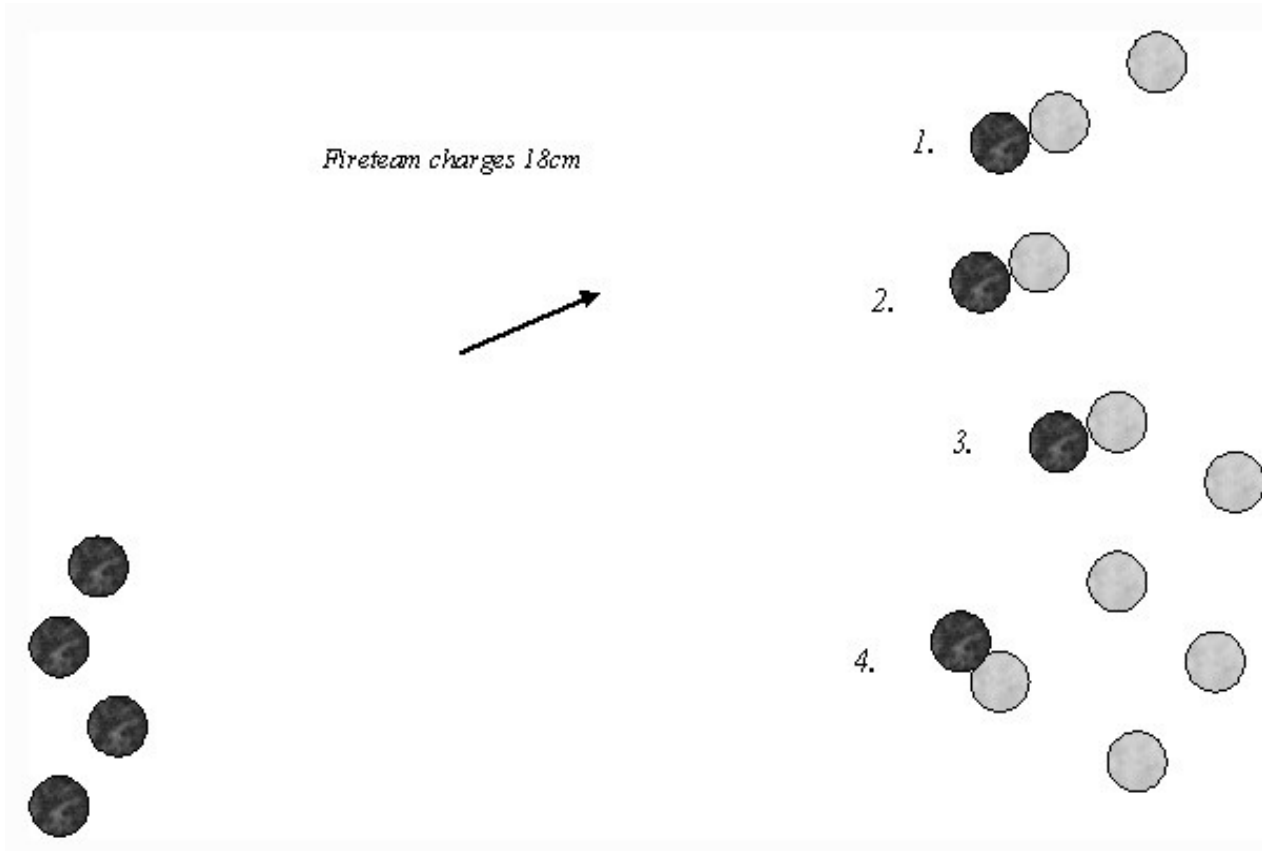
Assuming the attacking unit survives (in this case the attacking unit need not take a morale check, as the troops are so hyped up), the defending unit must take a morale check, to represent the terrifying ordeal of being set upon by a squad of crazed, bloodthirsty infantrymen wielding bayonets. Assuming the unit doesn't break and flee or surrender, the fighting is worked out as follows:

Each unit has a Close Combat Rating (C.C.R.) which is defined in its profile. To this is added a D6 score, plus the following modifiers:

Criteria	Modifier
Trooper is charging	+1
Trooper is in soft cover	+1
Trooper is in hard cover	+2
Trooper is following up attack	+1 (cumulative)

The winner of the combat is the highest scoring trooper. In case of a tie, re-roll. Each round of combat, the unit which takes more casualties takes a morale check (with a -1 modifier for each round they have lost). For an example of this in action, see overleaf

A 4 man Special Forces fireteam (C.C.R. 5) erupts from cover and charges a 9 man squad of green ChiCom infantry (C.C.R. 2) that are in soft cover. The ChiCom troops have already fired at a Western Alliance squad elsewhere on the battlefield. Both sides pass their morale checks and close combat proceeds.



SF Trooper 1 rolls a 4 – with his C.C.R. of 5, plus his +1 charge bonus adds up to 10. His ChiCom opponent rolls a 3- with his C.C.R. of 2, plus his +1 bonus for being in soft cover, adds up to 6 – the ChiCom trooper is killed.

SF Trooper 2 rolls a 2- with his C.C.R. of 5, plus his +1 charge bonus adds up to 8. His ChiCom opponent rolls a 6- with his C.C.R. of 2, plus his +1 bonus for being in soft cover, adds up to 8 – the SF trooper is killed.

SF Trooper 3 rolls a 5 – with his C.C.R. of 5, plus his +1 charge bonus adds up to 11. His ChiCom opponent rolls a 3- with his C.C.R. of 2, plus his +1 bonus for being in soft cover, adds up to 6 – the ChiCom trooper is killed.

SF Trooper 1 rolls a 4 – with his C.C.R. of 5, plus his +1 charge bonus adds up to 10. His ChiCom opponent rolls a 3- with his C.C.R. of 2, plus his +1 bonus for being in soft cover, adds up to 6 – the ChiCom trooper is killed.

The ChiCom squad has come off worst, losing 3 of its men against 1 SF trooper, so they have to check morale. They pass. A second round of close combat is played out.

The ChiCom troopers pile on their SF opponents, 2 ChiComs on each SF trooper.

SF trooper1 rolls a 3 – he is no longer charging, so he only has his C.C.R. of 5, giving him a total score of 8. His ChiCom opponent rolls a 3 also, with his C.C.R. of 2 and soft cover bonus of +1 gives him a total of 6. The first ChiCom trooper is killed. The follow up trooper rolls a 1, adds his follow-up bonus (+1) and his soft cover bonus (+1) to his C.C.R. of 2, giving him a total score of 5. His SF opponent rolls a 5, adds to his CCR of 5, scoring 10 and killing his opponent.

SF trooper 2 rolls a 2 – he is no longer charging, so with his C.C.R. of 5, he gets a total score of 7. His ChiCom opponent rolls a 5 – with his C.C.R. of 2, plus his soft cover bonus (+1) this gives him 8- SF trooper 2 is killed.

SF trooper3 rolls a 6 – he is no longer charging, so with his C.C.R. of 5, he gets a total score of 11. His ChiCom opponent also rolls a 6 – with his C.C.R. of 2, plus his soft cover bonus (+1) this gives him 9, so he is killed by his opponent.

The follow up ChiCom trooper rolls a 3, with his soft cover bonus (+1), his follow up bonus (+1) and his C.C.R. of 2 giving him a total score of 7. His SF opponent rolls a 3, giving him 8, killing the ChiCom infantryman

The ChiCom infantry squad has come off worst again, losing 4 of its men for 1 SF trooper. The remaining two ChiCom infantrymen check their morale (this time with a –1 modifier, having already lost a round of close combat) and fail. Because the SF troopers are visible and within 12 cm of them (and closer than any visible friendly units), they surrender to the remaining SF troopers

4) **Morale**

Units test for morale in a variety of circumstances, but the basic procedure is always the same. The unit (usually squad or fireteam, but occasionally an individual trooper, depending upon the circumstance) rolls a D6 – a roll of **1** is a **fail**.

Test for morale if:

Trooper is out of unit coherency (individual trooper)

Charged by enemy

Each time the unit takes casualties (**not** for each casualty, not applicable in close combat)

Loses a round of close combat (additional cumulative –1 modifier for each previous round lost)

If a unit fails a morale test, it first becomes **suppressed**. A suppressed unit may not move or fire and will automatically surrender if engaged in close combat. **if enemy units are visible, within 12cm and closer than any visible friendly forces**, the unit surrenders to the enemy and become prisoners of war.

The suppressed unit may attempt to rally itself- to rally, a unit simply takes another morale check, with an extra check for each casualty the unit has taken that turn. If it passes all of these, the unit rallies and may function normally again.

5) Optional Advanced Rules:

a) Overwatch

A unit may be set on overwatch to give covering fire to friendly units and suppress enemy forces. A unit set on overwatch forfeits its opportunity to move and fire in its own turn, but may fire **or** move in the opposing player's turn. This option is generally used with heavy, rapid fire weapons such as heavy machine guns.

b) Fire Support

Off table fire support may be bought as part of the force package before the game. The fire support options available differ from faction to faction, but are one of two types – **airstrikes** or **artillery fire**.

Although the exact fire support protocols vary from faction to faction, the general rule is that **only an officer or his 2ic / executive officer may call in fire support**, and for this to work the **platoon / company communications net must still be online (i.e., the radio operator must still be alive.)**

Air support is the most potentially devastating form of fire support, but is more prone to enemy interdiction. When an airstrike is called, the player nominates the target spot, plays his airstrike card and rolls 2D6 on the following table:

Score	Result
2 – 4	Mission aborted
5 - 6	Off target – scatters 2D6 x2 cm
7 - 9	Mild deviation – scatters 2D6 cm
10 +	Spot on target

c) Prisoners (*this rule is not recommended for large games*)

Prisoners, once captured, need to be escorted off the friendly edge of the table to count toward victory points totals. This need not be done by the capturing unit – they may escort their POWs to another friendly unit who can escort the POWs. POWs may not fire, but move under the command of the capturing player.

The escorting unit may move and fire as normal, but must keep the POWs within 2cm to get them off the table.

d) Casualties (*this rule is not recommended for large games*)

This rule attempts to represent the attempts a unit will make to get one of its wounded to safety when they are hit.

When a trooper is hit, rather than just removing him, roll a D6 to determine his condition:

6: The trooper is OK, just stunned – he may not fire next turn, but will move into the nearest cover.

5, 4, 3: Man down – the trooper has not been killed, but must be got to medical attention. His unit (fireteam or squad) will attempt to get him toward the nearest medical aid, either a medic or the Forward Aid Post.

2, 1: Dead. Trooper is removed from action

If this rule is in use, during their initial setup phase each player will mark some kind of covered location (ideally a building, but failing that ruins, thick tree cover, or even the reverse slope of a hill will do) as the Forward Aid Post for the force. Wounded troopers successfully brought to the FAP count towards the victory points total.

e) Fires

Some weapons (e.g. flamethrowers, napalm strikes etc.) set items of terrain (generally accepted as buildings or trees) on fire. Each turn, roll a D6 for each fire raging:

1: The fire goes out

2-5: The fire remains burning

6: The fire spreads to the nearest piece of flammable terrain within 12cm. If there is no flammable terrain within 12cm the fire remains where it is. Flammability is defined by common sense- buildings, trees, hedges, grass, vehicles are all included.

Troops and vehicles will not enter an area on fire. Troops caught in one will take damage as if from a flamethrower. Cotton wool can be used to represent an area on fire, as this will block line of sight through burning areas.

f) “Where`s the sarge?! Where`s the sarge?!”

To represent the faith a small unit places in its leader, and the intensified confusion and fear the unit feels if its leader is killed, a unit that loses its leader during the turn must take a double morale check (i.e. roll the D6 twice and if either die scores a 1, the unit fails and becomes **suppressed**)

g) Advanced Setup

Each faction has an air power rating, representing not only the strength of their airforce, but also their air defences, which goes to determine air superiority – each player rolls a D6, and adds their air power rating.

The highest scoring player subtracts the lower score and air superiority is worked out as follows:

<i>Difference</i>	<i>Status</i>
Equal scores	Air parity – no change
1 - 3	Air denial – enemy air strikes suffer a –1 modifier
4 - 6	Air superiority – friendly airstrikes have +1, enemy have -1
7+	Air supremacy – friendly airstrikes have + 3, enemy have -3

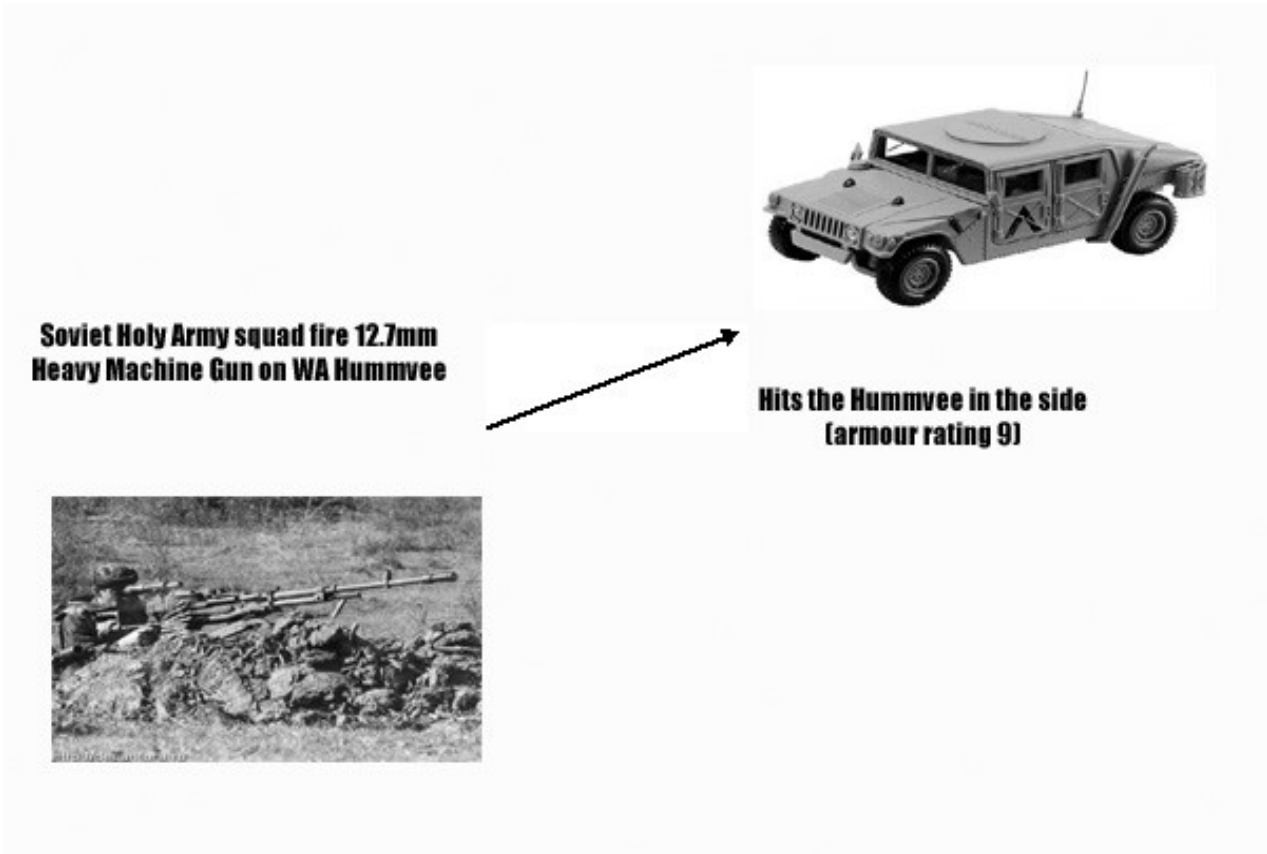
a) Use in combat

Each vehicle has an armour rating for its front, side, rear and top. If the vehicle is hit (although they are much larger targets, vehicles are often much faster moving and so can be hard to hit, especially in a fast paced combat situation where the adrenalin is pumping), the attacker checks the penetration rating of his weapon (e.g an assault rifle is 3 + D6, whereas a .50 cal machinegun is 5 + 2D6, a railgun 12 + D6) and matches it against the amour rating for the area of the vehicle targeted.

If penetrated, the vehicle rolls on the appropriate damage table - front, side, rear or top – to check the damage. These tales are included in the vehicles profile.

For an example of this, see below:

A Holy Army squad turns their 12.7mm heavy machinegun on a Western Alliance Hummvee.



The machine gun has an ROF of 10 and a penetration of 5 + 2D6The squad roll 3 hits from 10 shots. They then roll for penetration – first scoring a 3, making for a total peneration of 8, which fails to penetrate, then a 7 and a 4. The 7 penetrates (7 + 5 = 12), but the other shot does not (5 + 4 = 9).

The Western Alliance player rolls 2D6 for the damage for his Hummvee and scores a 7. He checks this and discovers that the Hummvee has its front wheel blown off. It slews to a halt as described on the profile, but does not crash. The vehicle can no longer move, but may still fire its armament and act as cover for following infantry

b) Repairs (*optional advanced rule – not recommended for larger games*)

Most military vehicles are very rugged and designed to sustain damage and be easily repairable on the battlefield. A combat mechanic may attempt to repair **1 piece of damage** the vehicle has sustained (**more mechanics may attempt to repair other pieces of damage**, e.g., one change the wheel, one fix the .50 cal, one the targeting computer) – for each piece of damage being repaired roll a D6, on a 6 the attempt is successful.

7) Psychic Powers

The paranormal has long held a fascination for leaders of a certain bent, whether military or civilian, and in the *Apocalypse: Earth* universe, many of these ideas have been pursued and developed, notably by Tsar Djugashvili. *Apocalypse: Earth* “Army List” section features a number of units (particularly in the Soviet Holy Army) with psychic capabilities. These capabilities are detailed in the unit profiles.

8) Experience levels

For many units in the *Apocalypse: Earth* game, this will be one of their first experiences of real combat, and all the training in the world is no match for genuine experience.

Experienced troops need only check morale if -

- : they lose more than one member in a turn of combat
- : if their unit commander is killed
- : if they are charged

Veteran troops need only check morale if -

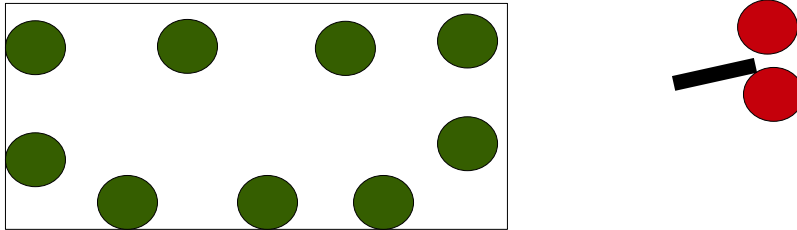
- : they lose half or more of their unit strength in a turn of combat
- : if they are charged by a unit with twice or more of their numerical strength

9) Buildings

As well as blocking lines of sight, creating “safe zones” and restricting vehicle movement, buildings can also be entered by infantry and used for cover, and also destroyed by certain types of high calibre fire.

All infantry counts as in “hard cover” when within a building for the purposes of close combat. For ranged weapons, the building may be considered a static APC – any weapon that penetrates, each hit is randomly distributed about the infantry within.

For example:



A Soviet Holy Army unit fires a heavy machine gun (penetration 6 + 2D6) at a building given armour rating 15, and containing a 9 man WA rifle squad . Of the 8 shots, 3 hit their target, rolling 7, 5 and 10- giving penetration of 13, 11 and 16. One shot has penetrated the target, and one randomly selected squad member is hit with normal consequences.

Buildings may also be hit with high calibre and area effect weapons- flamethrowers, railguns, tank guns and rocket propelled grenades (to cite a few examples) will have catastrophic effects for the troops within.

NB – infantry equipped with hand grenades and Molotov cocktails may attempt to get up close to the building and lob a grenade through an opening. To do this, the model's base must be touching the buildings exterior.

-vs direct fire high calibre weapons (ie RPG, any cannon over 30mm)- penetration worked out as normal, if penetrated all inside hit as frag grenade (representing that these attacks are aimed at the building)

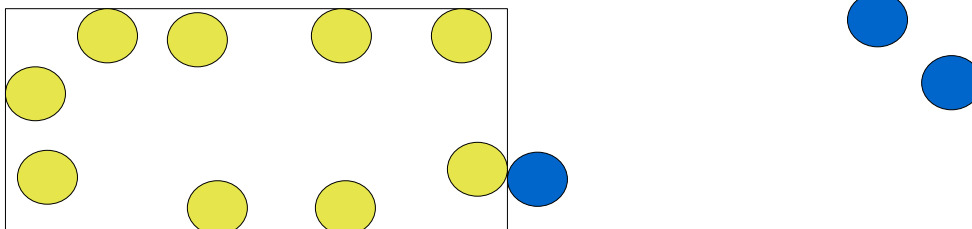
-vs flame weapon, any troops under template take damage normally, building catches fire as per rules (everyone burns).

-vs direct fire low calibre weapons (ie anything up to 30mm)- infantry count as in hard cover (representing the fact that these types of weapon will be aimed at the infantry)

-vs infantry grenade attack- damage taken normally, as if in hard cover (representing furniture, doors etc that can help protect from blasts)

-vs close assault- count as in hard cover

For example:



While two of his comrades provide covering fire, a FutureCorp security guard approaches and hurls a grenade through a loophole in the building housing a Jihad Pact squad. His two squadmates fail to hit anything, but dropping the grenade causing carnage. Every infantry member is hit, 6 out of the 9 are killed and the squad fails its morale check. In their next movement phase, the remnants pile out of the door and surrender to the FutureCorp team.

Q & A Appendix

Q) What happens if a squad takes casualties from a unit on overwatch? Does the unit have to take a morale check? What if it fails?

A) If the squad is fired upon and takes casualties, after the unit firing has finished, then the target squad checks morale right then – if they fail, they become suppressed right then, regardless of how much move has been taken. They cannot shoot, and must use what move allowance they have left to get into cover and stay there. They may attempt to remove suppression on the admin phase of the turn as normal.

Q) What happens if a squad takes casualties whilst already suppressed?

A) If a unit already suppressed is fired upon from a distance of more than 12cm and/ or invisible (remember, less than that and visible and the suppressed unit is taken prisoner), then in the admin phase of the turn they must check morale twice and pass both – fail either and they remain suppressed for the next turn.

Game Sequence Summary

Initial Setup Phase – set initiative, (decide air superiority, set up Forward Aid Posts – advanced rules), set up forces

Players alternate units, one at a time, using the following procedure

Player 1 : Move (Player 2 overwatch troops can fire – advanced rules)

Use Psychic Powers

Fire (call supporting fire – advanced rules)

Close Combat

Rally fleeing/ suppressed units

Player 2 : Move (Player 1 overwatch troops can fire – advanced rules)

Use Psychic Powers

Fire (call supporting fire – advanced rules)

Close Combat

Rally fleeing/ suppressed units

Administration phase:

Check fires (advanced rules)

Set overwatch (advanced rules)

Repair vehicles (advanced rules)