

DISPOSABLE HEROES Infantry

Movement / Fire – Infantry

All Models must remain within command distance (GUTS score in inches) of each other.

| Movement | Distance | ROF | Range |
|-----------|----------|------|-------|
| Sneak | 3" | Full | Half |
| Manoeuvre | 6" | Half | Half |
| Run | 9" | None | None |

- **Pistols, SMG, Assault rifles, Flamethrowers, Rifle grenades and AT weapons:**

Do not half ROF and Range when Sneaking or Manoeuvring.

- **Semi-auto weapons** use full ROF while Manoeuvring

- **HMG + Mortar:** cannot move and fire. 180° to the front

A single model can't advance towards the enemy. He may join another unit as part of his activation.

Shooting – Infantry and Infantry Guns

Only half of the units in the squad may fire (rounding up)!

| Modifiers | ACC 5 |
|--|-------|
| Concealment (e.g. high grass, fields, light veg.) | -1 |
| Light Cover (e.g. bushes, scrub, low walls) | -2 |
| Medium Cover (e.g. rubble, hedges, stone walls, woods) | -3 |
| Heavy Cover (e.g. buildings, ruins, bocage, foxholes, vehicles) | -4 |
| Prepared Cover (e.g. bunkers, sandbag emplacements) | -5 |
| For every Linear Obstacle (fence, hedge or wall) between the two units | -1 |
| if firing at a gun crew behind a gunshield | -1 |
| if using scoped weapons | +2 |
| Camouflage (only in open, concealment, light and medium cover) | -1 |

- A roll of "1" is always a hit, and a "10" is always a miss (exception bunker).

- For bunkers you have to roll a "1" and than a "5" or less (+ / - Modifiers).

- Snipers can always choose to hit the enemy figure with the highest GUTS rating

Grenades: 2 figures per unit may throw grenades. Us the "to hit" numbers listed above. If in base contact with cover, then no cover modifiers apply. Grenades can be thrown at units outside LOS, and hit on a "1". You can lob grenades into open-topped vehicles.

Snap Fire: An unpinned unit may fire out of turn if an enemy manoeuvres or runs within 12" of it. It fires at half ROF, hits on a "2" if not activated, or a "1" if it was activated earlier that turn.

Long Range: If a unit fires at long range (up to double the normal range) it reduces the ACC to 1 (no other cover modifiers). Enemy in heavy + prepared cover may not hit by long range fire, but must take Guts check.

Sniper spotting: Before a unit may fire at a sniper it has to make a spot Check (ACC – cover modifiers)

Flamethrowers hits regardless of cover-modifiers / Vehicles: automatic penetration

Infantry Casualties

Small Arms Fire

For every hit roll a D10. For every roll equal or less the AP value of the weapon a casualty is inflicted. The owning player picks which figure to remove.

Blast Effect

Roll a D10 for each figure in the target unit (a minimum of 5 D10). For every roll equal or less the AP value of the weapon a casualty is inflicted. Roll separate for Leaders and Special weapons!

- If a blast hits in an enclosed space add 1 to the AP of the fired weapon.
- Grenades in open-topped vehicles: All passengers are affected by a blast, and you roll on the hull damage chart.
- If a blast hits a gun crew throw as usual for the crew. Than roll a d10 for the gun. Modify the AP with the DM of the target.

Special rules

Leaders and Special Weapons can be killed by a single "1" to wound roll. Special Weapons are: LMG, HMG, Reloadable AT-weapons, Rifle Grenades and Mortars.

Wounds on multiple Units: You may apply wounds to another unit in command distance (model with highest Guts to model with highest Guts in the other unit). Both units have to make a Guts Check. If one check fails, both are affected.

Snipers can always choose to hit the enemy figure with the highest GUTS rating.

If a model with a **flamethrower** is hit, roll a D10. On a "1" the model explodes. If part of a unit, roll for every model a D10 with - 2 to the AP of the flamethrower.

| Indirect Fire | |
|---|-----|
| No cover modifiers apply! | |
| Situation | ACC |
| LOS to target by firing unit | 3 |
| No LOS to target by firing unit | 1 |
| LOS to target by another friendly unit | 1 |
| LOS to target by another friendly unit with radio | 2 |
| LOS to target by a recon unit with radio | 3 |
| LOS to target by FOO with radio | 4 |

| Close Combat | |
|---|----------------------|
| <ul style="list-style-type: none"> A unit may move into close combat by moving at least one of his figures into base-to-base contact with an enemy figure. You may fire (and throw grenades) before charging into contact. Grenades don't cause casualties in this occasion. If the enemy unit isn't pinned, you need to pass a Guts Check to charge in: | |
| Modifiers | Highest Guts in Unit |
| for each figure more than the enemy | + 1 |
| for each figure less than the enemy | - 1 |
| for each grenade being used | + 1 |
| for charging a unit in light cover | - 2 |
| for charging a unit in medium cover | - 3 |
| for charging a unit in heavy cover | - 4 |
| <ul style="list-style-type: none"> If you pass the guts check you can charge in If you fail, your unit does nothing else that turn Charging units can be snap fired at, but don't take another check The attacked unit can try to evade an enemy charge. After the attacker's Guts Check the unit can move back 9". The attacker will get a free snap fire, hitting on a "1". Units can always evade (even if they've already been activated), but they count as activated and pinned afterwards. | |
| Melee | |
| 1. Roll a d10 for initiative + the number of figures you have fighting. + 1 for each grenade used. | |
| <ul style="list-style-type: none"> A pinned unit always fights last A unit taking casualties from snap fire always fights last (roll initiative again if both apply). | |
| 2. Roll a D10 for each attacking figure They hit on a 6 or less. Then roll a D10 for each hit – the figure kills the enemy on another 6 or less. | |
| 3. Roll a D10 for each defending figure The other unit now attacks with its surviving figures. You continue until one side has lost all its figures. | |
| <ul style="list-style-type: none"> The victorious unit may now be moved into cover. All units involved in the close combat are considered to have been activated. | |

| Guts Check | |
|---|--|
| <ul style="list-style-type: none"> Vehicles only need to roll a Guts Check if their armour was penetrated Units in bunkers only need to roll a Guts Check if there were casualties inflicted All other units make the check whenever they are shot at | |
| Modifiers | Highest Gut in Unit |
| Concealment (high grass, fields, light veg.) | + 1 |
| Light Cover (bushes, scrub, low walls) | + 2 |
| Medium Cover (rubble, hedges, stone walls, woods) | + 3 |
| Heavy Cover (buildings, ruins, bocage, foxholes, vehicles) | + 4 |
| Prepared Cover (bunkers, sandbag emplacements) | + 5 |
| for each casualty suffered | - 1 |
| Morale Modifier (MM) for each weapon fired | - ? |
| <ul style="list-style-type: none"> You may use the Platoon Commander's rating if he is within command distance of the unit A unit hit by a flamethrower and suffering casualties has to pass a Guts Check or "rout" immediately. A roll of "1" is always a passed, and a "10" always means you have failed | |
| Failed Guts Check Effect | |
| 1. Pinned! | Unit will remain in cover, or move its command distance to the nearest cover. It counts as being activated for the turn. |
| 2. Fall Back! | Move 6" away from the enemy, The unit will stop if it reaches better cover. |
| 3. Rout! | Move 9" away from the enemy. It doesn't stop for anything! |