Afterglow
Skirmish Warfare in the Far Future.

These rules were designed to allow people with a range of figures (i.e.; not all Games Workshop) to vaporise each other into a satisfying afterglow…

The troops described (at the bottom) are a representative selection from both GW's W40K, the Havok figures/rules released by Bluebird, and Galoob's Warrior Bugs from Starship Troopers.

Game Sequence
1. Roll Command Points.
2. Move Troops
3. Ranged Combat
4. Close Combat

1. Command Points
Each squad rolls 1D6 and modifies it according to Leadership.

These command points may be used as follows:

	Cost
To move a figure	1
To move a figure outside command radius of 6"	2
To snapfire at a new target during movement phase	1
To reload a heavy weapon	1

The 'command radius' is measured from the squad's leader. If all ranking figures have been killed (or there were none to begin with) nominate a figure and mark it in some way.

Other costs may be agreed for special actions.

2. Move Troops
Each figure that can, may move up to 6" + its Speed factor.

Once a figure is within 12" of visible enemy this becomes 1D6" + Speed factor, for remainder of game.

Where important, initiative goes to the squad with the greater Speed characteristic (or roll 1D6 each).

Dense undergrowth, barbed wire, rivers etc all half a figure's speed (rounded up).

3. Ranged Combat

Weapons:	Combat Dice	Short Range	Max Range	Notes	Ammo before Reload
Bolt Pistol	1	Up to 3"	12"		Unlimited*
Bolter	2	Up to 6"	24"		Unlimited*
Lasgun	2	Up to 6"	36"		Unlimited*
Assault Rifle	2	Up to 6"	24"		Unlimited*
Storm Bolter	3	Up to 6"	24"		Unlimited*
Hand Flamer	3	n/a	6"	*Can hit 3 adjacent targets*	6 Shots
Grenade	3	n/a	8"	*3" radius area of effect*	Scenario
Missile	3	n/a	18"	*3" radius area of effect*	6 Shots
Autocannon	4	Up to 6"	18"	*Can hit 3 adjacent targets*	6 Bursts
Heavy Flamer	4	n/a	12"	*Can hit 3 adjacent targets*	3 Shots

*Unlimited means that troops take sufficient ammo to last a battle and that reload time is so fast that ammo is, for the purposes of the game, unlimited.

Roll number of combat dice for weapon, add any ranged combat skill and situational modifiers.

Each score of six or more is a hit. All natural rolls of 1 are misses.

Situational Modifiers:		
	Target stationary	+1
	Target in open	+1
	Target at short range	+1

Snapfiring	-2	*Firing at target not visible at start of turn*
Firer pinned down	-1	

Targets roll a saving throw on 1D6 for each hit, adding Armour and situational modifiers.
Each score of 6 or above is a save. All natural rolls of 1 are fails.

Situational Modifiers:

Target moved >3" this turn	+1
Target in hard cover	+1
Low visibility	+1

Figures must be able to trace a direct line-of-sight to their target.
Grenades and missiles can be fired indirectly, but may scatter on a miss.

Roll 1D6:

1	falls short 1D6",
2-3	left 1D6",
4-5	right 1D6",
6	goes over 1D6".

4. Close Combat

Weapons:	Combat Dice	
Bolt Pistol	2	*Firing*
Bolter/Lasgun/Assault Rifle	3	*Bayonet/butt*
Combat Knife	2	
Power/Chain - Sword/Axe	4	
Power Fist	4	
Bare Hands	1	
Robot/dreadnought claw	4	
Vehicle collision	6	*Running someone over*
Genestealer/Pteravore claw	4	
Warrior Bug claws	6	

Roll number of dice for weapon and add close combat skill factor.
Each score of six or more is a hit. All natural rolls of 1 are misses.
Targets roll a saving throw on 1D6 for each hit adding their Armour factor.
Each score of six or above is a save. All natural rolls of 1 are fails.
Figures must be within 2" to engage in close combat.

Courage

Humans and Orks can only move to engage robots, pteravores/genestealers/bugs or armoured vehicles in close combat if they first pass a courage test.
Roll 1D6, adding their courage factor and score 6 or more to pass. Otherwise the figure must remain at a firing distance.
Humans and Orks who are engaged in close combat by the above, who survive the round, must also test their courage to remain. Test as above, failure means the figure must move away next turn.
Humans and Orks who take 3 or more hits from ranged fire in a single round (and survive of course) are pinned down. To move next go they must pass a courage test. They may test each turn until they pass.
Pinned figures may only return fire, they may not snapfire.

Troop Listings.

What follows are tables that will help you choose and play with commonly available SF models. The factors given are purely advisory and you should feel free to change them.

Points Costs

The points cost give at the end of the factors is based on the following, simplistic formula:

Sum of all factors below + No. of ranged and close combat dice

Only basic weapons are taken into account, so if you have a Space Marine Sergeant the points cost here is for one armed with a bolter. If you've given him a power sword and power fist then you will need to add these to his basic cost.

Organisation.

All human troops are organised into squads of 5-10 figures.

- Space Marine and Imperial Guard squads of less than 10 figures must be led by a Sergeant. Those of 10 figures may have an Officer as well. There must be at least one officer for every three squads.
- Darkest Suns squads are always led by a Leader. Klan Warrior squads have no leaders.
- Nexus squads can be led by Leaders or by Tribunes. Tribunes may form their own independent squads and these have no leaders.
- Form Robots, Dreadnoughts and Tank Bugs count as squads in their own right.
- Pteravores and Genestealers form into groups of 3-8 figures and have no discernible leaders.
- Warrior Bugs form into groups of 3-5 Bugs and are directed telepathically by an off-table Brain Bug.
- Ork Gretchin squads are led by an Ork Boy.
- Ork Boyz squads are led by an Ork Nob. Every three – five squads of Ork Boyz are led by a Big Nob.
- Ork Nobz can be formed into a squad of 3-5 Nobz to act as a bodyguard for the Big Nob.

Troop Types	Close	Ranged	Armour	Speed	Courage	Leadership	HTK	Cost
Space Marines								
Marine	+1	+1	+2	0	+2	0	1	12
Sergeant	+1	+1	+2	0	+2	+1	2	14
Officer	+1	+1	+2	0	+3	+2	3	17
Terminator	+2	+3	+3	0	+2	+1	2	20
Imperial Guard								
Guardsman	0	0	0	0	0	0	1	6
Sergeant	+1	+1	0	0	+1	+1	1	10
Officer	+1	+1	0	0	+2	+2	2	13
Darkest Suns								
Soldier	+1	+1	+1	0	+2	0	1	11
Leader	+1	+2	+1	0	+2	+1	2	14
Klan Warrior	+2	0	0	+1	+2	0	1	10
Nexus								
Trooper	0	0	0	0	0	0	1	6
Leader	+1	+1	0	0	+1	+1	1	10
Tribune	+1	+1	0	0	+2	+2	2	13
Form Robot	+2	+3	+3	+1	+2	+2	3	28
Aliens								
Pteravores	+1	n/a	0	+3	+3	-2	1	10
Genestealers	+2	n/a	+1	+3	+3	-2	1	12
Warrior Bugs	+4	n/a	+2	+3	+3	-2	2	18
Tank Bugs	n/a	+2	+2	0	+3	-2	4	13
Orks								
Gretchin	0	0	0	+1	-1	-1	1	5
Ork Boyz	+1	0	0	0	+1	0	1	8
Ork Nobz	+2	+1	+1	0	+2	+1	2	15
Big Nob	+3	+1	+2	0	+2	+2	3	19
Troop Types	**Close**	**Ranged**	**Armour**	**Speed**	**Courage**	**Leadership**	**HTK**	**Points**