

The Squad – Rules and Concept

In “The Squad” you play a collection of squads, squad leaders, and other military units. Your goal is to destroy your enemy, occupy different designated target areas or a combination of the two.

Version 1 will have only squads, squad leaders
Version 2 will add basic support weapon
Later versions details will be added later

Unit counter

Squad has 3 numbers on the front:

F-R-M

F – Fire power. The strength of the squad before any modifiers.

R – Range. This is the attack range of the squad. This is also the range the squad can view enemy for the first time.

M – Moral. How much perseverance the Squad has before breaking down in combat.

Squad has one number on the back:

M

M – Moral. How much moral it takes to recover from broken state.

Leader has 2 numbers on the front:

L-M

L – Leadership. The leadership value of the leader. (-) is treated as negative number.

M – Moral. Same as squad.

The map

The map is constructed from hexes. Each hex has a major terrain the fill it representing it.

The can be other terrain features in a hex, or on the borders.

The play

Rally Phase – Both players try to rally their broken units.

Pre Movement fire – Fire before movement at full strength.

Movement – Move units that did not fire up to their max movement range.

Defense fire – During movement you will commence defensive fire. This is not the same as Squad leader (SL) game.

Advance Fire – Firing units after movement

Route – Broken units seek cover in wood or buildings.

At first version no advance phase and close combat phase.

The defense fire happens in parallel to the Movement phase. See movement and defense fire.

Movement

Every squad has 4 movement points

Every Leader has 6 movement points

A Squad with leader will have 6 movement points

Each hex entered will have a movement cost based on the terrain. Each edge crossed will add extra movement cost if there is an obstacle (not in first versions).

Carrying equipment in access of squad basic capabilities will cost extra movement points (will be added in Version 2).

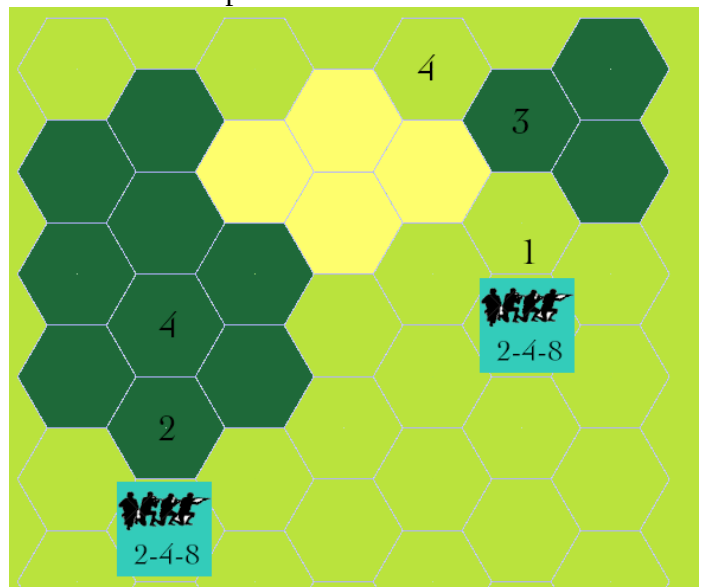
In the movement phase both player declare the movement of all the units. The movement declaration is done by defining the movement path of each unit that moves.

As you declare your movement, the enemy declare its units movement based on the predefine scenario rules, not taking into account any of your actions, but the current position of units on the board.

Once the movement declaration is done the movement is executed. This is done by counting movement points (MP).

With each MP, all the units that can advance with that amount of MP are advanced. All the units that advanced or that did not move and did not fire may fire. Units that moved and fired stop moving immediately. This process continue until all units reached their target hexes.

Movement example:



The player plans the two units movement. Left unit moves into two woods, right unit moves to plain area, then woods and plain area again.

The movement of the units following the MP:

MP 1	The right unit moves into the plain terrain.
MP 2	The left unit move into the woods.
MP 3	The right unit moves into the wood.
MP 4	Left unit moves into the second wood, right unit moves into the plain terrain.

After each time a unit moves, it has a chance to fire. If it fires it will stop its movement.

The unit do not change movement if they are fired upon unless they broke.

If the unit broke they will continue movement unless it move toward an enemy unit. (see moral)

Stacking

Each hex can contain at the end of the movement phase only one squad and one leader. (This might change after some scenarios testing).

Equipment stacking limit will be defined in Version 2.

Line of sight

In order to for a squad to see an enemy unit and fire on it, it has to have line of sight (LOS) to it.

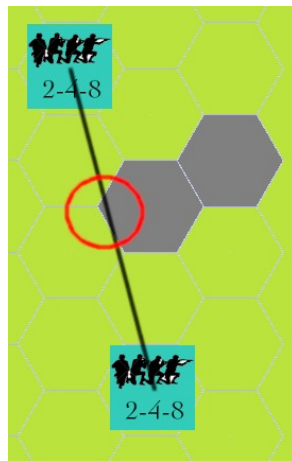
Line of sight is taken from the center of the hex the squad to the center of the hex the target is in.

In the path crosses a hex that contain a terrain the blocks LOS path then the target is not visible.

Adjacent hexes are assumed to always have LOS.

In the example, the two units do not have LOS. The edge of the building blocks the LOS as marked in the red circle.

The LOS tracing is managed by the Application and will show which units are visible and which are not.



Units visibility:

If a unit is no longer visible by any of your units it will be removed from the screen. First time an enemy is visible is when it enter the units range. The unit visibility range is twice the unit range.

Combat

A unit uses its fire power in order to attack an enemy unit within its LOS.

A unit may not fire more then once each turn.

Several adjacent units may combine their fire power into one fire group.

Fire power modifiers:

If a target is adjacent to the firing unit, the fire power is doubled.

If the target range exceeds the units range but up to double the range, the fire power is halved.

If the unit has moved and fires, then the fire power is halved.

Two dice are rolled. Their sum, plus a squad leader leadership is the attack value. This value is compared to the fire group fire power.

Based on the result in a table (table might be modified based on difficulty level, so it is not published here), squad and squad leaders will have one of three results

NA – Not affected. Fire did not affect the unit.

- Moral roll. The unit might break.

K – Killed. The unit died and is removed from the game.

Terrain can affect the combat dice roll.

Moral

The moral value shown on the unit is the basic moral value of the unit. A roll of two dice equal or lower then this value in a moral check means the unit passed the check.

A leader adds his leadership modifier to the units in the same hex.

In case there is a squad leader in the same hex as a squad and he break, an extra moral roll is needed.

Broken Units:

Once a unit is broke it is turned to the back side.

As long as a unit is not broke, it can attack and advance toward enemy units.

Broken units must will seek cover in woods or building but are not allowed to move toward enemy units.

During the rally phase units may try to rally. Unlike SL game, Squads do not need an unbroken leader with them in order to rally (in case stacking limit will change this rule might change also).

Leadership of the unbroken leader leads to a moral check of the unit with it in the same hex.

Scenario types

Destroy all enemy units in defined number of turns

Survive the attack of the enemy defined number of turns (not all units killed)

Reach designated target locations

Enemy tries to reach designated target locations (which you don't know)

Define length of game

Define level of difficulty

There is a chance a scenario will not be winnable because of the randomness

Map generating

Version 1

the base of the map will be plain area (open terrain), on top of it several layers will be added:

Wheat field – a general rectangle area, can be several small areas of this type or one large

Woods – odd shaped areas based on oval areas.

Version X

Buildings – A building is made up from one or more hexes (up to 5) with pre defined shape of buildings. A building hex will be a filled by the building, not drawn as a regular building. This will help simplify LOS.

Terrain colors:

Plain	Does not block LOS	1 MP cost	No combat affect
Wheat	Does not block LOS	1 MP cost	+1
Wood	Blocks LOS	2 MP cost	+2
Building	Blocks LOS	2 MP cost	+3

Future Version options:

Hedges, walls, 2 level buildings, roads etc.