Future War Commander Reference Sheet

Phases

Initiative Phase - Command Phase - End Phase

Initiative Phase

- carry out one action against nearest visible enemy unit
- recce units may carry out a recce action
- designate targets using target designators
- restore shields and generate shield domes

Command Phase

Modifiers

-1	opportunity last turn/initiative action this turn
-1	each successive order to the same formation
-1	per x cm distance (except independent units)
-1	moving in dense terrain or obscurants
-1	assaulting the enemy (except elite/assault troops)

Artillery Support

Requesting Support

-1	each successive request made by the FAO
-1	per additional three artillery units requested
-1	requesting obscurants, heavy orbital strikes or counter-battery fire
-1	target is equipped with adaptive camouflage

Artillery Deviation

- roll 1 die per x cm between FAO & target (-1 die if higher) & directional die against aiming point

Fire Zone

- 30cm diameter for artillery barrages
- 20cm diameter for artillery concentrations

Resolving Artillery Fire

- total attacks (concentration) or half attacks (barrage)
- roll attacks against each unit in the fire-zone

Air Support

Requesting Support

-1	each successive request made by the FAC
-1	per additional aircraft unit requested
-1	opponent has partial air superiority
-2	opponent has full air superiority
-1	target is equipped with adaptive camouflage

Aircraft Deviation

- roll 1 die per x cm between FAC & target (-1 die if higher) & directional die against aiming point

Anti-Aircraft Fire

- roll attacks of all AA/CO/HQ units within range/LOS
- roll one die per hit to see if aircraft abort
- attacks reduced by 1 per hit

Fire Zone

- 20cm diameter for ground-attack and gunships

Resolving Air Attacks

- roll attacks against each unit in the fire-zone
- may roll double attacks against a single unit

Firing

Modifiers

+1	within half range (except mortars or howitzers)
+1	firing on enemy flank or rear
-1	equipped with stabilisation & firing on the move

Close Assault

Modifiers

+1	assaulting the enemy
+1	each unit in support (within 10cm/LOS)
+2	each massive unit in support (within 10cm/LOS)
+?	each IFV unit in support of infantry on foot
-1	suppressed
-1	fighting to flank or rear (each)

Result

- score equal hits, fight another round
- more hits: loser retreats, winner consolidates
- twice as many hits: loser KO, winner consolidates

Scoring Hits

- units in the open are hit on 4, 5 or 6
- units in soft or partial cover are hit on 5 or 6
- units in hard or full cover are hit on 6

Suppression

- roll one die for each hit taken in the current attack
- suppressed if any die equal to/greater than score to hit

Fall-Back

- roll only when a unit is already suppressed
- roll one die for each hit taken in the current attack
- total scores & move unit away from nearest attacker

End Phase

- remove all outstanding hits
- recover suppressed units (active player only)
- remove designated target markers and frozen markers
- remove obscurants from the previous player turn
- remove shield domes from the previous player turn
- check to see if the battle ends

End of the Battle

- an objective has been reached as part of a scenario
- a set number of turns has been played
- a player concedes defeat
- a battlegroup withdraws from the battlefield

Breakpoint

- all units count towards the breakpoint, except command, recce, sniper, aircraft, artillery, unarmoured transport, and expendable units
- massive units count as two units

Tech Levels

Primitive	radius 15cm, deviate one die per 20cm
Contemporary	radius 20cm, deviate one die per 30cm
Advanced	radius 25cm, deviate one die per 40cm

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Command Blunder *(double six scored by CO or HQ)*

2	Roll one die and the CV of the command unit is reduced by half this number next turn
3	All HQs in the battlegroup suffer a -1 to their CV for the remainder of the current turn and next turn
4	All units under command make one half move directly towards their own table baseline
5	Roll one die and the unit nearest the enemy takes this number of attacks from firing
6	All units under command make one half move directly towards the nearest visible enemy unit
7	Roll three dice and the command unit moves this distance directly towards its own table baseline
8	All units under command make one full move directly towards the nearest visible enemy unit
9	Roll two dice and the unit nearest the enemy takes this number of attacks from firing
10	All units under command make one full move directly towards their own table baseline
11	The CO of the battlegroup suffers a -2 to his CV for the remainder of the current turn and next turn
12	Roll one die and the CV of the command unit is reduced by half this number for the rest of the game

Artillery Support Blunder *(double six scored by FAO)*

1 or 2	Roll one die and the command value of the FAO is reduced by half this number for the duration of the next turn (ie: -1 if the die score is 1 or 2, -2 if the die score is 3 or 4 and -3 if the die score is 5 or 6).
3 or 4	Roll one die and each requested artillery unit takes this number of attacks. Artillery units count as being in partial cover, whereas spacecraft count as being in full cover. Spacecraft have unlimited hits and a save value of 3. Any suppression result means the artillery unit is not available during the next turn.
5 or 6	All requested artillery units target the nearest friendly unit to the aiming point. Test for deviation from the friendly unit as normal.

Air Support Blunder *(double six scored by FAC)*

1 or 2	Roll one die and the command value of the FAC is reduced by half this number for the duration of the next turn (ie: -1 if the die score is 1 or 2, -2 if the die score is 3 or 4 and -3 if the die score is 5 or 6).
3 or 4	Roll one die and each requested aircraft unit takes this number of attacks, calculated as air superiority. Any suppression result means the aircraft unit is not available during the next turn.
5 or 6	All requested aircraft units target the nearest friendly unit to the aiming point. Test for deviation from the friendly unit as normal.

Fall-Back

- troops are knocked-out when falling back further than 10cm in one fall-back result (except recce units)
- troops are knocked-out when falling back into enemy units, suppressed friendly units, impassable terrain, scorched terrain, shield domes, toxic ditches, laser wire, or off-table
- troops falling back into unsuppressed friendly units halt on contact, suppressing them
- dug-in troops & deployed guns are knocked-out when falling back further than 10cm, otherwise they hold
- massive units do not fall-back under any circumstances

Retreat

- retreating into other units, impassable terrain, shield domes, toxic ditches, laser wire, or off-table
- retreating into suppressed friendly units, in which case *both* units are knocked-out
- retreating unlimbered guns, dug-in AFVs, grounded gunships or dropships, or units in dug-outs
- massive units only retreat if they are in base-contact with an opposing massive unit

Testing For Casualties

1. take the attack value of each unit attacking the same target;
2. apply any modifiers to the attack value of each unit, then roll this number of dice, grouped by the score to hit;
3. one hit is achieved for each die roll equal to or greater than the score required to hit the target;
4. the opposing player should roll one die for each hit taken in the current attack - one hit is saved for each score equal to or greater than the save value of the unit;
5. if the total number of unsaved hits against the target unit is equal to or greater than its *hits* value, it is knocked-out, otherwise place a marker next to the unit to indicate the number of unsaved hits against it;
6. roll one die for each unsaved hit taken in the current attack (unless the unit was knocked-out);
7. the unit will become suppressed if any of the die are equal to or greater than the score required to hit the unit;
8. if the unit is already suppressed, total the scores of the dice and the unit will fall-back this distance in centimetres directly away from the nearest visible attacking unit;