

Clash Of Steel Miniature Rules (updates for Modern Day scenarios)

The purpose of this newsletter is to expand upon the *Clash of Steel Miniature Rules* by including information on modern day (2005) technology. Game rules for modern weaponry and vehicles are provided. You will need a copy of the *Clash of Steel Miniature Rules* to fully utilize this information.

Races

This supplement assumes you are using 25/28mm human miniatures due to the modern day genre. Police, Special Forces, military, and civilian miniatures are what I am referring to here. The base stats are slightly different for these modern day heroes. They are as follows: MV is 6", RF is now 5, MC is 6, MA is 1 but can be improved (see later), base PV is still (-), LP is 1, and I is now 3. The Base War Value for these modern day humans is 25.

Weapons

Any melee and range weapon from the main rulebook can be added for the War Value listed. Most of these weapons would look strange though being employed by a modern day human. Therefore, any modern melee weapon you can think of that you want to add has a War Value of 5 and causes one point of damage. Examples of these are knives, police batons, baseball bats, etc.

For range weapons, it is a different story. Handguns and other gunpowder weapons used with one hand inflict one hit of damage and have a War Value of 10. Range is 15". Shotguns have a range of 12", cause two hits of damage, and have a War Value of 15.

Rifles have a range of 30", inflict one hit of damage, and have a War Value of 25. A single model/miniature may have two handguns, one handgun and a shotgun, or one handgun and a rifle. Only one weapon may be fired in the Range Fire Phase.

Armor

A model can have Kevlar, which gives a PV 8 and has a War Value of 5. Riot shields lower the PV by one, but only protect from attacks coming directly from the front of the model. Riot shields have a War Value of 10. A model with a Riot shield cannot use it with a rifle or shotgun. One must be dropped to employ the other.

Unit Organization

If your side has more than five miniatures in it, units must be created in increments of five to ten. Units must be close to equal in size as possible. For instance, a side with twelve miniatures will have two units of six. Your side must include an army commander and he follows all the rules as listed in the main rulebook.

Skills

Models may be given skills at the War Value cost listed. A model may have one skill, and an army commander no more than two skills. Skills are as follows:

Accuracy with Guns War Value: 10
The model may re-roll a RF roll once per turn, and the second roll stands.

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Close Combat War Value: 20
The model knows Martial Arts and its MA score is now 2 instead of 1.

Military Training War Value: 20
The model spent time in the service and has a RF score of 4 when using a rifle.

Night Fighting War Value: 10
Model ignores penalties listed in the main rulebook for fighting in the dark.

Police Training War Value: 15
The model spent time as a police officer and can re-roll a MC roll once per turn.

Street Fighting War Value: 10
Model gets a +1 to Initiative when fighting in an urban area.

Vehicles

Available for use are all the vehicles as listed in the main rulebook except the skimmer. All weapons are available except the lasers of course. A vehicle can have one main weapon and up to two secondary weapons now. Only two weapons can be fired from a vehicle during the Range Fire Phase. Range for all main vehicle weapons is 48", secondary weapons have a range of 12".

Breaking from Melee Combat

If a model wishes to move away from an enemy model that is touching it, its movement is reduced to 5" instead of 6" and the model suffers a -1 to RF rolls that turn. A model completely surrounded by enemy models is stuck there, and cannot break free. A model can turn and face any direction after breaking contact with the enemy.

Cover

Follow all rules in the main rulebook regarding cover. Also, intervening models provide cover to targets, and impose the -1 to hit roll restriction to range attackers. This restriction and the ½ cover restriction can stack. For example, you are shooting at a target covered at least 50% (like a corner of wall) and that has a friendly model in the way (friendly or enemy). There is a -2 to hit restriction. Remember that enemy models can block line of sight to other enemy models.

Morale Checks

Follow all rules in the main rulebook regarding morale checks, except army commanders do not need to check.

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