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## INTRODUCTION

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[1.0] INTRODUCTION
Micro Squad®: The 1:1 Scale Game - WWII is a set of rules in 1:1 scale for use with 1/285th scale GHQ Micro Armour® miniatures. It covers tactical armored warfare in the middle of the Twentieth Century. This period, between 1939 and 1945, was the most violent in the history of mankind. It was also the period in which the most radical innovations in the art and science of warfare occurred.

Each game of Micro Squad is played in scenarios of ten to thirty turns. Each scenario will have its own victory conditions and perhaps one or two special rules that apply only to that scenario. Each game turn represents approximately one minute of real time. One inch on the playing surface equals approximately twenty-five (25) yards or meters. Hills and ridges are about five (5) meters in height per level.

[2.0] GENERAL DESCRIPTION OF PLAY
During each game turn, you may move and initiate combat with your tanks, other weapons, or personnel stands in order to gain certain victory conditions. These actions will be regulated by a rigid sequence of play that allows the game to progress in a smooth and orderly manner.

[3.0] EQUIPMENT
[3.1] Playing Surface
Unlike a board game, where the playing surface is provided for you, you create the playing surface in a miniatures game. This surface may be as elaborate or as simple as you desire. Keep in mind that terrain features must be distinct, clearly delineated, and unambiguous. On no account should they ever interfere with the smooth flow of play.

[3.2] Playing Pieces
Your vehicle, infantry, cavalry, artillery, and weapon models should be mounted on one inch by one inch (1"x 1") stands. These stands may be larger than this if necessary, but this should be avoided if possible. Stands represent individual armored or unarmored vehicles, individual weapons and their crews, or squad-sized units of eight to twelve individual infantry or cavalrymen. Models should be mounted so that they clearly face one side of the stand. Each stand should also be marked in some way for ease of identification.

In addition to your models, you will require certain markers to play the game. These are provided for you and they will indicate suppression, disorganization, wrecks, smoke, artillery impacts, etc. Their use will be described in the appropriate sections below. You will also need a means of measuring distances of up to 10 feet in inch increments.

[3.3] Charts and Tables
The various charts and tables included with the rules are explained in their appropriate rules sections. Please examine them thoroughly before beginning play, as a clear understanding of their use is pivotal to effective play.

[3.4] Dice
Three kinds of dice are required to play the game:
• Twenty-sided die (1D20), used in cohesion rolls
• Eight-sided die (1D8), used for Artillery and Air Strike Deviation
• Six-sided die (2D6), used for Initiative & Combat

When more than one die of a type is required it will be abbreviated XD6 where “X” is the number of dice to be thrown. For example: 2D6 means roll two 6 sided dice.

[4.0] COHESION
“Cohesion” is the single most important aspect of play! It is the very core of Micro Squad. If a stand or group of stands attempts any sort of task, there is generally a “cohesion roll” associated with that task.

Whenever a cohesion roll is called for, roll a twenty-sided die (1D20). The number obtained will be subject to various modifications as explained below in the rules. When more than one modifier to a cohesion roll is called for they are all applicable. That is, all modifiers are applicable. The modified roll must be equal to, or less than, the player’s “force cohesion level” to be successful. This is provided within a given scenario or agreed upon by players prior to the start of the game.

Failure has its consequences, and the effects of failure are discussed in the individual rules section.

Numbering your stands eases identification. You can note if this stand is an HQ, a GHQ, or a Forward Observer (FO), without your opponent knowing their identities.
During the game, a stand can be in several different cohesion states:

**Normal** - The default state at the start of play.

**Suppressed** - Effectiveness of the stand is reduced. All cohesion rolls suffer a +4 penalty.

**Disorganized** - Effectiveness of the stand is severely reduced. All cohesion rolls suffer a +3 penalty.

*Note: A stand can be suppressed and disorganized at the same time.*

**[5.0] SEQUENCE OF PLAY**

During each game turn players may move and attack with all, some, or none of their stands. Performing these actions within the sequence of play is required without exception.

1. **Initiative Phase** - Each player rolls a six-sided die (1D6) and adds the result to his force cohesion value (obtained from the specific scenario). The player with the higher total has the initiative this turn. In the case of ties roll again.

2. **Posture Determination Phase** - There are three possible “postures” a stand may be in: the “movement” posture, the “fire/move” posture, or the “firing” posture. To determine posture for the turn, the player who has earned the initiative decides which side must indicate posture first. Then the players indicate any stands or groups of stands they wish to commit to movement this turn. They do this by forming movement groups. A movement group consists of one or more stands in contiguous contact that are committing to movement for the turn. All members of an individual movement group must be in either the movement posture or fire/move posture. Each movement group shall be marked to identify its posture as such. The first player must indicate the composition and posture of one movement group before the other player is required to indicate the composition of one of his groups. Players then alternate this activity until all movement groups for this turn have been designated. Once this is completed all stands not part of a movement group are automatically in the firing posture.

*Note: A player must designate all movement groups consisting of two, or more, stands for his side before he may designate any single-stand groups.*

3. **Artillery Fire/Air Strike Phase** - Players perform direct artillery fire attacks and execute previously plotted indirect artillery fire and air strike attacks.

4. **Standard Fire Phase** - Players alternate attacks. Stands become suppressed and/or disorganized according to the Combat Results Table (CRT) and are marked as such. Stands eliminated according to the Combat Results Table are removed from play.

5. **Joint Plot Phase** - Players plot points of impact for indirect artillery fire to be executed in later turns.

6. **Movement Phase** - Players alternate attempts to move their movement groups subject to the rules governing this process. During this phase opportunity fire (section 7.4), overruns (section 8.5), and close assaults (section 8.6) are also conducted.

7. **Marker Removal Phase** - Players remove any markers from the playing surface used to denote posture, or that a stand has fired that turn. Smoke markers and artillery impact markers are also removed at this time. They then make a cohesion roll for all stands that are suppressed and/or disorganized to attempt to “recover” or “rally”. If the cohesion roll is successful, a suppressed stand has recovered and it is no longer suppressed. If the cohesion roll is a (unmodified) 1, a disorganized stand has rallied and is no longer disorganized. If the stand is both suppressed and disorganized, the stand recovers and rallies.

If the cohesion roll is a (unmodified) 20, the stand has panicked. A disorganized stand that panics becomes suppressed as well. A suppressed stand that panics becomes disorganized as well. A stand that is suppressed, disorganized, and panics is eliminated.

The Cohesion Roll in this phase for any stand adjacent to a friendly Headquarter (HQ) stand is modified by minus two (-2).
**Example:** "Max" (our typical player) is commanding a force of Soviet armor and his "cohesion level" is 13.

On turn one, one of Max's T-34’s is fired upon and receives an "S" combat result, becoming suppressed. During the Marker Removal Phase of turn one, Max attempts to recover his T-34 from being suppressed. He rolls a D20 and gets a 10. His cohesion roll is modified by +4 due to the suppressed state the stand is in, so the modified roll becomes a 14 (10 + 4 = 14). This is 1 point higher than his cohesion level thus the T-34 fails to recover.

On turn two, Max's T-34 is fired upon again, this time obtaining an "(S)" combat result. According to the Combat Results Table, since the T-34 is already suppressed, the "(S)" result causes Max's T-34 to become disorganized, so the T-34 is now both suppressed and disorganized.

During the Marker Removal Phase of turn two, Max attempts to rally and recover his T-34 from being suppressed and disorganized. He makes a cohesion roll on 1D20. One of four things will happen:

- If Max rolls a 6 or less, his T-34 will recover and will no longer be suppressed. (6 + 3 for being disorganized and +4 for being suppressed) = 13 (His cohesion level). Note: The T-34 will still be disorganized.
- If Max rolls an unmodified 1, his T-34 rallies and recovers and is no longer disorganized or suppressed.
- If Max rolls an unmodified 20, that T-34 is eliminated because it is already disorganized and suppressed.
- If Max rolls a number between 7 and 19, nothing changes.

### [6.0] SPOTTING

Spotting refers to the ability of one stand to "see" another. A clear line-of-sight (LOS) must exist between an attacking stand and a target stand before an attack may be attempted on that target. Line-of-sight may be blocked by intervening stands and certain terrain. (See Terrain Effects Chart.)

#### [6.1] Line of Sight

6.1.1 Line-of-sight is determined by drawing an imaginary straight line between the center of an attacking or forward-observer (FO) stand (See "Indirect Fire" 7.8) and the center of the target stand. This line may not be blocked in any way.

6.1.2 For spotting and line-of-sight purposes, non-vehicle stands are divided into two types: personnel and weapons. Personnel stands include infantry, dismounted cavalry, mortar, machine gun stands, etc. They are marked in the weapons chart with a double asterisk (**) on their defense value. Personnel stands block line-of-sight to and from other personnel stands. They do not block line-of-sight to or from any other stand.

### Terrain

Terrain can block line-of-sight (LOS). In this hypothetical late war desert scenario, the German Tiger I tank can only see the lead British Staghound armoured car, visible through the gap in the sand dune (red arrow). The LOS to the Archer at far left is blocked by the building, and the trailing Staghound is behind the sand dune (black arrows).

6.1.4 If the LOS is ambiguous, rule in favor of the defender. If agreed to beforehand by both players, a die roll can resolve ambiguous lines of sight.