
THE AD WARS

INTRODUCTION

“AD Wars” I have designed to use “Warhammer Ancient Battles” rules (1st edition) with 6mm Science Fiction miniatures.

The following rules are alterations to the Warhammer Ancient Battles rules.

These rules are a work in progress and still not play tested. So if you have any comments, rule discussions or rules alterations, please join;

<http://groups.yahoo.com/group/6mmScienceFictionWarGames>

CHARACTERISTICS

Each miniature represents an Element of an Army from a single vehicle or a base of infantry. Each unit consist of a number of elements, for example; 3-6 Infantry elements, 3-6 Vehicles or 1 War Machine.

Units

For most units, each element of the unit moves in open formation and must stay within 2 inches of each other. If three elements or more of the unit are touching, this is classed as a close formation.

Facing

In AD Wars, units move and react quickly, so most unit can turn and face at will. And shoot at who they want to (But there are a few elements that cannot). The only time they cannot turn and face if they already engage in combat or they are performing a Fast March. A unit can defend against multiple attacks by assigning elements to each attack front. If a single element has multiple attacks, they must attack the same unit.

Cavalry

Horse (or beast) and rider do not have a separate profile.

Bases

You have to decide what miniatures is what, but generally a single base of Infantry is represented by a base of 5-10 miniatures and vehicles are mounted singly.

THE TURN

Turn Sequence as is, but with the following the following alterations;

1. Start of the Turn

“Electronic Warfare” actions must be declared at the start of the turn. All orders are transmitted electronically by radio and they can be jammed. If any of the players units have any jammers, decide which enemy units’ communication you wish to jam (per

Jammer). A unit who's communications are jammed dose not received any benefits from any character's near by (unless with the unit) and cannot call in Aircraft or Artillery support or use their advanced fire control and missile targeting.

2. Movement Phase.

Aircraft must declare their attack paths in the "Declare Charges Phase". Any enemy units which can put up Anti-Aircraft Fire can shoot and fighters may declare intercept on the attacking aircraft, see aircraft rules later for more details.

MOVEMENT

Declare Charges

Charges as normal, but only Cavalry can Counter Charge.

Movement Rates

Any reduction for movement will be list on the profile or on the equipment list.

Manoeuvre

All Units are moved similar to Skirmishers, but each element must stay within 2 inches and can touch. Also they do not Double Pace.

Terrain

Built up Areas (BUA) are classed as Difficult Terrain if entered.

Charging

As rules.

Marching

All Units can March Move, except War Machines, unless their profile says they can.

Fast March

A Unit must be one element wide to perform a Fast March Move. War Machines cannot Fast March. A Scout (Musician) is required for a unit to Fast March, but in AD Wars if a unit is moving along a road it dose not need a Scout to Fast March.

New Movement Rules

To embark or disembark infantry from APC, VTOL Transporters, Assault Landers or Drop Ships is either; the Infantry will move or the Transporters will move, not both a single turn.

For example;

- The APC dose not moves, and then the infantry disembark and moves.
- The APC moves, and then the infantry disembark and left beside the APC (touching (and class as a close formation)).
- Also infantry can Charge as they disembark (as point one).
- Infantry can embark if they start their turn if they touching the APC, so the APC can move, or the infantry moves and embark onto the APC and the APC dose not move.

There are several different sorts of Vehicles in AD Wars. They include Wheeled, Tracked, Hover, GRAV, Walkers, VTOLs and Aircraft. Each one moves in a different way across terrain than Infantry (see table below).

Description	Infantry	Wheeled	Tracked	Hover	Anti-Grav	Walker
Built up Area	Difficult	Difficult	Difficult	Difficult	Difficult	Difficult
Brush, Scrub	Difficult	Very difficult	Difficult	Difficult	Open	Difficult
Debris, Loose Rocks.	Difficult	Very difficult	Difficult	Difficult	Open	Difficult
Fords, Steams, Shallow water	Difficult	Difficult	Difficult	Open	Open	Difficult
Marshes, bogs, thick mud	Difficult	Impassable	Impassable	Open	Open	Very difficult
Soft Sand	Difficult	Very difficult	Difficult	Open	Open	Difficult
Steep or treacherous slopes	Difficult	Very difficult	Very difficult	Very difficult	Very difficult	Difficult
Woods or dense foliage	Difficult	Impassable	Impassable	Impassable	Impassable	Very difficult
Thick woods	Very difficult	Impassable	Impassable	Impassable	Impassable	Impassable
Almost sheer slopes	Very difficult	Impassable	Impassable	Impassable	Impassable	Impassable
Fast flowing fordable rivers.	Very difficult	Very difficult	Very difficult	Difficult	Open	Very difficult
Rivers, lake, sea.	Impassable	Impassable	Impassable	Open	Open (Cannot end move over water)	Difficult (Sea is impassable)

All Aircraft and VTOLs can fly over all terrain, but if they land, it must be in open terrain.

VTOLs can hover and not move.

Aircraft must move (unless landed). See aircraft rules for how they move.

SHOOTING

All troops may Move and Shoots, except for war machines (shooting a super heavy gun or mega cannons) and artillery.

Elements with more than one weapon may only shoot once per turn, unless they have a Twin Weapon System or they profile say they can.

The following weapons table is combined table of all missile weapons (see later for descriptions).

Weapon	Maximum Range	Save Modifier	Strength
Small Arms	8	0	3
Anti Personnel Weapon	8	0	4
Anti Tank Weapon	8	0	6
Land Air Weapon	12	0	6
Infantry Gun	24	0	7
Light Gun	24	0	7
Medium Gun	30	0	8
Heavy Gun	30	-1	9
Super Heavy Gun	48	-2	10
Mega Cannon	48	-6	10
AA Gun	24	0	6
Guided Missile	48	0	6
Guided Bomb	12	-2	8
Rocket Pack	24	0	6
Rocket Artillery	48 (Indirect fire)	0	7
Artillery Gun	48 (Indirect fire)	0	8
Ballistic Missile	Unlimited (indirect)	-2	8

Cover

Built up Areas are classed as Hard Cover

To Hit Modifiers

Use the following Revised "To Hit Modifiers" table;

+1	Shooting at a war machine.
+1	Target unit is in a close formation.
-1	Shooting while moving.
-1	Shooting at an enemy who is charging.
-1	Shooting at long range.
-1	Shooting at moving VTOL.
-2	Shooting at moving aircraft.
-1	Target has camouflage technology.
-1	Target is behind soft cover.
-2	Target is in/behind hard cover (BUA).

Armour

Armour	Save
Infantry Body Armour	6+
Infantry Battle Armour	5+
Light Armour	5+
Medium Armour	4+
Heavy Armour	3+
ECM *	<i>Add +2</i>

*An element that has ECM only affects attacks by guided missiles against itself.

Armour Save Modifiers

Ignore the table in WAB for shooting. Use Armour Save Modifiers from the “weapons table” above.

If an APC was carrying infantry is destroyed, then the infantry are also destroyed.

HAND TO HAND COMBAT

Hand to Hand combat in AD Wars is different than WAB, because each element attacks in a different way, from Infantry firing their hand weapons and throwing grenades to tanks firing their main guns to attack the enemy tanks.

So you will have to take in account what weapons each unit has when working out the strength (S) of any attack, as follows;

- When AFV are attacks an AFV in Hand to Hand Combat and is armed with a Light, Medium or Heavy Gun, then use the strength (S) of the weapon not the AFV strength (S).
- When infantry attacks AFV in Hand to Hand Combat, when both are in a Built up Area, add a bonus of +2 to the infantry strength (S). (*This simulate infantry can creep up to an AFV without being seen when within a BUA and place a bomb on the AFV.*)

Bonus Points Table

Use the following Revised “Bonus Points Table”;

+1	Sergeant.
+1	Recon Unit.
+1	High Ground.
+1	Flank Attack.
+2	Rear Attack.
+1/+2	Destroyed War Machine.*

* +1 per Super Heavy AFV or Mech and +2 per Titans Mech or Oversize AFV.

Because we are dealing with a different scale game than WAB, class the rule ”Units Reduced to Less than Five” as “Units Reduced to One Element”.

PANIC

Panic as WAB rules.

LEADERS, STANDARDS & MUSCIANS

As normal a unit can have leaders. I have re-named the types of leaders as follows; Captain (Leader), Sergeant (Standard) and Scout (Musician). Leaders cost 5 points each.

CHARACTERS

In AD Wars there are only two types of Army Generals; “Commander in Chef” and “Sub Commanders”. An army is formed up by a number of combat groups. Each Combat Group can have one Sub Commander. If there is more than one combat group in the army then you can also have one Commander in Chef.

Commanders in Chef and Sub Commanders have their own AFV which may have a Command Squad of 0-4 mixture of AFV to form a HQ Unit (Generally an air defence vehicle is a must in an HQ Unit). Commanders may leave his HQ Unit and join anther unit.

Army Battle Standards are called “Recon Units” in AD Wars.

SPECIALS RULES

Infantry Equipment

Each infantry element is armed with small arms and may carry one additional weapon ATW or LAW or APW or infantry gun. Infantry Units can have a mixture of weapons (e.g. Unit of 6 elements have 4 ATW and 2 LAW).

Small Arms

Small arms are your basic infantry weapons; Pistols, Assault Rifles, Grenades etc...

Infantry - Anti Personnel Weapons (APW)

APW heavy weapons for infantry (e.g. Machine guns and mortars).

Anti Tank Weapon (ATW)

Infantry weapon for shooting AFV

Land Air Weapon (LAW)

Infantry defence against aircraft attacks and have a BS of 6. They are classed as a guided missile so can be disrupted by an ECM.

Infantry Gun

Cannot shoot and move in the same turn. Infantry elements with an infantry gun cannot have jet bikes, jump packs or battle armour. Infantry fleeing will always leave the infantry gun behind.

Body Armour

Infantry armour with a 6+ armour save.

Battle Armour

Infantry armour with a 5+ armour save and increases the infantry move to 5. Jump packs can be used with battle armour, but not with jet bikes.

Jet Bikes

Infantry on jet bikes have a move of 8 and they are class as a GRAV for Terrain. Infantry can only shoot small arms when moving.

Jump Packs

Jump infantry have a move of 6 and classed as GRAV for terrain, but must land at their end of there move, so they cannot stop on water.

Light vehicles

Light vehicles are unarmed vehicles like cars, trucks or jeeps which infantry can ride in to increase their move to 8.

AFV Weapons

Generally all AFV are allowed Anti Personnel Weapons. Also AFV and Fighters are allowed one main weapon. Fighter bombers are allowed two weapons. Super Heavy Tanks and Mechs are allowed up to four weapons. Titans and Oversize Vehicles are allowed how many they like (but remember, what you see is what you get).

Anti Personnel Weapons (APW)

APW are small arms for AFV (e.g. Machine guns).

Light Gun

Light Guns are generally mounted on light AFV, but are used on War Machines for range finding.

Medium Gun

Medium guns are generally mounted on main battle tanks (MBT).

Heavy Gun

Heavy guns are only available to heavy tanks and war machines.

Super Heavy Gun

Super Heavy Guns are only available to war machines. War machines cannot shoot a super heavy gun while moving.

Mega Cannon

Mega cannons are only available to war machines. War machines cannot shoot mega cannon while moving. A Mega cannon inflicts 2 wounds per hit.

AA Gun

Defence and attack weapon against aircraft. Have two attacks when shooting, but must be against the same unit.

Guided Missiles

Has a BS of 8, but can be disrupted by an ECM.

Guided Bombs

Can only be use by bombers. Line of sight weapon, but attacks like artillery shell (see artillery rules).

Rocket Pack

Direct Fire weapon, so must have a line of sight to target area, but attacks like rocket artillery (see artillery rules).

Rocket Artillery

Indirect fire weapon, see Artillery rules.

Artillery Gun

Indirect fire weapon, see Artillery rules.

Ballistic Missile

Indirect fire weapon, see Artillery rules. The number of ballistic missiles is limited to the number purchased.

Other Equipment

If allowed by the profile, vehicles can have any number of additional equipment.

Amphibious

Wheeled and tracked vehicles which are amphibious class rivers, lakes and sea as difficult terrain to cross.

Camouflage

Advanced camouflage technology makes it harder to target the target vehicle when shooting by -1.

Electronic Counter Measures (ECM)

ECM disrupts incoming guided missiles and adds +2 to armour save modifier.

Fire Control

Fire control is an advanced targeting system for guns and adds +1 to BS for gun. Can be Jammed.

Shields

Force fields defence technology against attacks. All elements with shields gains an armour save of 5+ with no bonuses, before the normal armour saving throw (if any).

Jammer

Only HQ command vehicles can have a jammer. An HQ element that has a jammer can jam any enemy unit communication within 24 inches. They do not need a line of sight to the enemy unit. A Unit who's communications are Jammed, dose not received any benefits from any commander near by (unless with the unit) and cannot call in Aircraft or Artillery support and use their advanced fire control or missile targeting. Any other friendly units within 4 inches of a unit who's communications are jammed; their communications are jammed as well.

Missile Targeting

Advance targeting system for guided missiles and adds +1 to BS for guided missile. Can be Jammed.

Sealed System

The AFV has its own air supply and is not affected by chemical attack and may enter an area that has been nuclear attacked.

Smoke Launchers

An AFV can put an area of smoke in front of itself (place a marker in front of the AFV). Smoke blocks line of sight, so nobody can shoot through it. The smoke marker is removed in the elements' next shooting turn (helpful to infantry to disembark from APC).

Twin Weapon System

Allows two of the same type of weapon mounted together on a vehicle to be fired together at the same target unit (when shooting, not hand to hand combat).

Psychology

Psychology rules as per WAB rules book.

Light Troops

The light troop's rules are not used as written in WAB, but some elements of the rules are used in the special skills (see later).

Artillery

There are two types of artillery; indirect and direct.

To shoot indirect artillery the target must be spotted. A friendly ground unit must have a line of sight to the target to call in artillery fire. To call in artillery fire the friendly ground unit must contact his Combat Group Sub Commander to order the artillery to fire. This cannot be done if any of the units involved have their communications jammed.

AFV, VTOLs and War Machines with Rockets Packs are classed as a normal line of sight shooting weapon, so do not need to be called in to support an attack.

Use the stone throwers rules for indirect artillery with the following modifications. Artillery is class as an AFV, so ignore the general WAB rules on war machines. If

charge they cannot shoot their main weapon. Attacking an artillery vehicle is the same as for an AFV.

You do not need to guess the range, just put the template down where you want it, but all templates must be placed before any dice are thrown.

All artillery elements in the same units must shoot at the same target area and all the templates must be placed within 1 inch of each other (a line is acceptable).

Artillery, Rockets Packs and Guided Bombs uses the 3 inches blast template and Ballistic Missile uses the 5 inches blast template.

When shooting artillery, perform the attack as per a stone thrower, but only receives 1 wound.

A “Misfire” result is a fail attack, the crew has realised that they were aiming at the wrong target or their timing was off, so they did not shoot.

Artillery may fire other types of shells; Smoke, Chemical or Nuclear (discuss with the other players).

Smoke

Place smoke marker down on the target area. Any elements in the area are affected. Smoke blocks line of sight, so nobody can shoot through it and elements that move through the smoke cannot fire that turn. The smoke marker is removed in the shooters next shooting turn.

Chemical

All elements within the effected area of the chemical attack dose not received damage as normal; they must perform a saving throw, equal or lower then their toughness (T) or die per turn they remain in the area.

Nuclear

Treat as a normal attack plus a chemical attack. No elements can enter an area which had a nuclear attack for the rest of the game.

Aircraft

Aircraft are Fighters, Fighter Bombers, Bombers, Drop Ships and Assault Landers. VTOLs are classed as flying AFV.

Fighters and Fighter Bombers

All Fighters can make an “intercept” on enemy aircraft which has declared their attack run.

Drop Ships and Assault Landers

Troops and vehicles may be land from orbit by the use of Drop ship and Assault Landers.

Drop ships are large craft that can carry complete Units of Tanks, APC, infantry etc... Assault Landers carry's a complete unit of infantry or a light AFV straight onto the front line. It is possible to make a charge from an Assault Lander (as per APC), but not from a Drop Ship.

Aircraft are not placed on the table during set up and can be place on the table when the player wants to, in their move phase.

Attack Approach

The Attack Approach simulates the approach of aircraft to the area of the battle and not where the aircraft is actually is. A player in his turn move phase can place a unit of aircraft on his table edge are consider to be on Attach Approach and can only remain on Attach Approach for one turn and must perform an action in the next, but A fighter aircraft who is on Attack Approach in the enemy's turn can "Intercept" any enemy aircraft on their attack run.

Aircraft Attack Run

Any aircraft was on Attack Approach last turn, must declare in the "Declared Charges Phase" their target or fly off the table their action.

A unit of aircraft cannot attack a ground unit unless it is called into support an attack on the target unit. Aircraft are assigned to the command of the Commander in Chef. To spot a friendly ground unit must has line of sight to the target, then he can call in support from his Combat Group Sub Commander, then Commander in Chef must contacted by the Sub Commander for support from aircraft to attack. This cannot be done if any of the units' communications has been jammed.

Any attacking aircraft can be intercepted by a fighter aircraft. Intent to intercept must be declared before the attacking aircraft are moved from its Attack Approach position.

The attacking aircraft are than moved to where they wish to shoot their target ground unit from, except if the aircraft are going to fly off the table, than remove them. Move any intercepting aircraft to where they wish to shoot from.

Intercept

If the attacking aircraft has been intercepted they can change their target to the intercepting aircraft. If aircraft are shooting at each other, than the aircraft unit with the highest initiative shoots first (if initiatives are equal than roll a D6), than perform the combat between the aircraft units.

Aircraft Ground Attack

When a ground unit is attacked by aircraft they can shoot at the aircraft by using AA Guns, Guided Missiles and Land Air Missiles (LAW). Any other anti-aircraft ground units from the same combat group who did not moved in their last turn or shot in the current turn can also shoot at the attacking aircraft. After any anti-aircraft shooting the attacking aircraft may shoot at their chosen target.

Landing

Any Drop Ships or Assault Landers was on Attack Approach last turn can land in any open terrain areas. Any enemy anti-aircraft units who has not moved or shot in the current or their previous turn can also shoot at the Drop Ships or Assault Landers while they are landing or taking off.

All aircraft that had attacked or incepted will fly off the table at the end of their turn and they must stay off the table for one whole turn Drop Ships and Assault Landers who have taken off are removed from the table. Drop Ships and Assault Landers cannot return to the table unless the scenario dictates they can.

War Machines

War Machines are anything that is very big, they include; Super Heavy Tanks, Mechs, Titan Mechs and Oversize AFVs.

Because of their size; Super Heavy Tanks and Mechs course “Fear”, and Titans and Oversize Vehicles course “Terror” in other types of enemy units.

Special Skills

In AD Wars some elements have special rules which are listed below.

Light Unit

Light units can move at double pace (as per WAB), but cannot shoot if they do so.

Lightning Attack

Units with lightning attack can make a normal move (not march) immediately after shooting (in the shooting phase, not as a charge reaction).

Guerrillas

A guerrilla unit may “flee” or “fire and flee” as a charge reaction and rally immediately at the end of the move (and reform in any direction), and are not destroyed if the charge still reaches them, so close combat from the charge will still take place.

Tactics

In “hand to hand combat”, re-roll all hit dice that miss at their first attempt in the first turn of each combat.

Intercept

The aircraft unit can intercept an attacking aircraft unit.

Stubborn

As per the WAB rule book.

Warbands

As per the WAB rule book.

BUILDING & FORTIFICATIONS

A group of buildings is classed as a Built up Area (BUA). BUA are difficult terrain and takes an element half his move to move through. Single building, dose not generally matter for movement, unless an enemy Unit has occupied it. Elements inside a BUA receive the benefit of hard cover if they are getting shot at, of -2 to hit them.

GENERIC ARMY LIST

The following generic army list, so give you an idea on how an Army in AD Wars is built and to get you playing the rules.

Other Army List ideas I have for the future are base on the game “ORGE” from Steve Jackson Games (i.e. cyber tanks) and the “Kra’vak” miniatures from Ground Zero Games.

Army Composition

An army is formed up by a number of combat groups. Each Combat Group can have one Sub Commander. If there is more than one combat group in your army then you have one Commander in Chef.

The following is a typical Combat Group with a HQ, infantry, armour and artillery units, with the option to have aircraft and war machines units.

HQ Unit: Each Commander may have a HQ squad of 3-4 AFV; this generally includes an air defence vehicle.

Recon Unit: A typical combat Group can have a single Recon unit.

Infantry: A typical combat group has 3-4 units of 3-5 APC, carrying an Infantry element in each.

Armour: A typical combat group has 2 units of 3-5 medium tanks and 1 unit of 3-5 heavy tanks.

Artillery: A typical combat group has 1 unit of 3 artillery vehicles.

Aircraft: May have one flight (unit) of 1-3 aircraft per combat group. If the army is form by more than one combat group, than the aircraft are assigned to the command of the Commander in Chef and not to a Sub Commander of a combat group.

War Machines: May have one unit of 2-4 super heavy tanks or 2-4 mechs or 1 titan or 1 oversize vehicle per 2000 points.

This is only a basic example of an army and can be expanded on with Landers, Engineers and Boats etc...

Characters

Commander or Sub Commander AFV

	M	WS	BS	S	T	W	I	A	Ld	Pts
AFV	8	4	4	4	8	3	5	2	9	140

Equipment: Armed with anti personnel weapons and light armour. May have a jammer (+20 pts), electronic counter measures (+10 pts), camouflage (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

Special Rule: *Army General and may have a HQ squad of 0-4 AFV.*

0-1 Recon AFV

	M	WS	BS	S	T	W	I	A	Ld	Pts
AFV	8	4	4	4	8	2	4	1	8	80

Equipment: Armed with anti personnel weapons and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

Special Rule: *Army Battle Standard.*

Infantry

Infantry

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	4	3	3	3	3	1	3	1	7	35

Equipment: Armed with small Arms. May have body armour (+5 pts) and land air weapon (+15 pts) or anti tank weapon (+15 pts) or infantry Gun (+15 pts) or APW (+15 pts) and jet bike (+15 pts) or light vehicles (+15 pts).

Special Rule: *Infantry can be carried in APC.*

Power Armoured Infantry

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	5	3	3	3	4	1	3	1	7	50

Equipment: Armed with small Arms and body armour. May have land air weapon (+15 pts) or anti tank weapon (+15 pts) or APW (+15 pts) or infantry Gun (+15 pts) and jet bike (+15 pts) or jump packs (+15 pts).

Special Rule: *PA Infantry can be carried in APC.*

Battle Armour Infantry

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	5	4	4	4	5	1	3	1	8	90

Equipment: Armed with small arms and battle armour. May have anti personnel weapons (+20 pts), land air weapon (+15 pts), anti tank weapon (+15 pts), sealed system (+10 pts) and jump pack (+15 pts).

Special Rule: *Can only be carried in Heavy APC.*

Commandos

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	4	4	4	3	3	1	4	1	8	60

Equipment: Armed with small Arms. May have body armour (+5 pts) and land air weapon (+15 pts) or anti tank weapon (+15 pts) or APW (+15 pts) and jet bike (+15 pts) or jump packs (+15 pts) or light vehicles (+15 pts).

Special Rule: *Guerrillas, Tactics, Stubborn and can be carried in APC.*

Militia

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	2	3	2	1	2	1	5	20

Equipment: Armed with small arms. May have anti tank weapon (+15 pts) or land air weapon (+15 pts) or APW (+15 pts) and may be mounted on light vehicles (+10 pts).

Special Rule: *Warbands.*

Armour**Light AFV**

	M	WS	BS	S	T	W	I	A	Ld	Pts
APC	8	3	3	4	5	1	3	1	7	50

Equipment: Armed with anti personnel weapons. May have light armour (+10 pts), light gun (+15 pts) electronic counter measures (+10 pts), amphibious (+10pts), smoke launchers (+10 pts), sealed system (+10 pts) and camouflage (+10 pts).

Special Rule: *Light unit and Lightning Attack.*

Medium APC

	M	WS	BS	S	T	W	I	A	Ld	Pts
APC	8	3	3	4	8	1	3	1	7	70

Equipment: Armed with anti personnel weapons and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), smoke launchers (+10 pts), light gun (+15 pts) and may replace light armour for medium armour (+10 pts).

Special Rule: *Transports one infantry elements.*

Light Tank

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tank	8	3	3	4	7	1	3	1	7	80

Equipment: Armed with light gun, anti personnel weapons and light armour. May have electronic counter measures (+10 pts), amphibious (+10pts), camouflage (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and fire control (+10 pts).

Special Rule: *Light unit and Lightning Attack.*

Medium Tank

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tank	8	3	3	4	8	1	3	1	7	120

Equipment: Armed with medium gun and anti personnel weapons and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

Heavy Tank

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tank	8	3	3	4	8	1	3	1	7	175

Equipment: Armed with heavy gun and anti personnel weapons and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

AA Tank

	M	WS	BS	S	T	W	I	A	Ld	Pts
AA Tank	8	3	3	4	8	1	3	1	7	140

Equipment: Armed with AA gun and anti personnel weapons and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

Missile Tank

	M	WS	BS	S	T	W	I	A	Ld	Pts
Missile Tank	8	3	3	4	8	1	3	1	7	140

Equipment: Armed with guided missiles, anti personnel weapons and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), missile targeting (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

Combat Walkers

	M	WS	BS	S	T	W	I	A	Ld	Pts
Combat Walkers	6	4	3	4	7	1	4	1	7	75

Equipment: Armed with anti personnel weapons and light armour. May have a light gun (+10 pts), electronic counter measures (+10 pts), fire control (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and camouflage (+10 pts).

Attack VTOL

	M	WS	BS	S	T	W	I	A	Ld	Pts
VOTL	12	4	4	4	6	1	4	1	8	75

Equipment: Armed with anti personnel weapons and electronic counter measures. May have rocket pack (+20 pts) or guided missiles (+20 pts) or light gun (+15 pts) and camouflage (+10 pts), light armour (+10 pts), fire control (+10 pts), sealed system (+10 pts) and missile targeting (+10 pts).

Transport VTOL

	M	WS	BS	S	T	W	I	A	Ld	Pts
VOTL	12	3	0	3	6	1	4	1	8	50

Equipment: Equipped with electronic counter measures. May have camouflage (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and light armour (+10 pts).

Special Rule: *Transports one infantry element.*

Artillery**0-1 Armoured Artillery**

	M	WS	BS	S	T	W	I	A	Ld	Pts
Artillery	8	3	3	4	8	1	8	1	7	120

Equipment: Armed with artillery gun or rocket artillery, anti personnel weapons, and light armour. May have electronic counter measures (+10 pts), camouflage (+10 pts), sealed system (+10 pts) and may replace light armour for medium armour (+10 pts).

Special Rule: *Artillery.*

Aircraft

Fighter

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fighter	U	0	4	0	6	1	5	1	8	75

Equipment: Armed with anti personnel weapons, electronic counter measures and sealed system. May have light gun (+15 pts) or rocket pack (+20 pts) or guided missiles (+20 pts) and light armour (+10 pts), camouflage (+10 pts), missile targeting (+10 pts), fire control (+10 pts), and light armour (+10 pts).

Special Rule: *Intercept.*

Fighter Bomber

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fighter Bomber	U	0	4	0	6	1	4	1	8	120

Equipment: Armed with anti personnel weapons, electronic counter measures and sealed system. May have light guns (+15 pts) or rocket pack (+20 pts) or guided missiles (+20 pts) or guided bombs (+25 pts) and camouflage (+10 pts), missile targeting (+10 pts), fire control (+10 pts), twin weapon system (+10 pts) and light armour (+10 pts).

Special Rule: *Intercept and may be armed with two weapons.*

Assault Lander

	M	WS	BS	S	T	W	I	A	Ld	Pts
Assault Lander	U	3	3	4	6	2	4	1	8	100

Equipment: Armed with anti personnel weapons, light armour, electronic counter measures and sealed system. May have camouflage (+10 pts), smoke launchers (+10 pts) and may replace light armour for medium armour (+10 pts).

Special Rule: *Transports four infantry elements or a light AFV.*

War Machines

0-1 Super Heavy Tanks

	M	WS	BS	S	T	W	I	A	Ld	Pts
Super Heavy Tank	8	3	3	4	9	3	3	2	7	250

Equipment: Armed with anti personnel weapons and medium armour. May have a light gun (+15 pts), medium gun (+20 pts), heavy gun (+25 pts), super heavy gun (+30 pts), rocket pack (+20 pts), guided missiles (+20 pts), electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), missile targeting (+10 pts), twin weapon system (+10 pts), smoke launchers (+10 pts), sealed system (+10 pts) and may replace medium armour for heavy armour (+10 pts).

Special Rule: *Fear and may have four additional weapons.*

0-1 Mechs

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mech	6	4	4	4	8	3	4	2	8	250

Equipment: Armed with anti personnel weapons and light armour. May have, light gun (+15 pts), medium gun (+20 pts), heavy gun (+25 pts), super heavy gun (+30 pts), rocket pack (+20 pts), guided missiles (+20 pts), electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), missile targeting (+10 pts), twin weapon system (+10 pts), sealed system (+10 pts) and replace light armour for medium armour (+10 pts) or heavy armour (+20 pts).

Special Rule: *Fear may have four additional weapons.*

0-1 Titan Mech

	M	WS	BS	S	T	W	I	A	Ld	Pts
Titan	6	4	4	4	8	4	4	3	8	500

Equipment: Armed with anti personnel weapons and medium armour. May have light gun (+15 pts), medium gun (+20 pts), heavy gun (+25 pts), super heavy gun (+30 pts), mega cannon (+35 pts), rocket pack (+20 pts), guided missiles (+20 pts), electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), missile targeting (+10 pts) twin weapon system (+10 pts), sealed system (+10 pts) and may replace medium for heavy armour (+10 pts).

Special Rule: *Terror and may have any number of extra weapons.*

0-1 Oversize AFV

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oversize AFV	8	3	3	4	9	5	3	4	7	500

Equipment: Armed with anti personnel weapons and heavy armour. May have additional anti personnel weapons (+10 pts), light gun (+15 pts), medium gun (+20 pts), heavy gun (+25 pts), super heavy gun (+30 pts), mega cannon (+35 pts), AA gun (+20 pts), rocket pack (+20 pts), guided missiles (+20 pts), ballistic missile (+20 pts per missile), electronic counter measures (+10 pts), camouflage (+10 pts), fire control (+10 pts), sealed system (+10 pts), missile targeting (+10 pts) and twin weapon system (+10 pts).

Special Rule: *Terror and may have any number of extra weapons.*

AUTHORS NOTES

Army Lists

For the generic army list states values, I have used the standard values (as infantry). I have assumed that most troops are better trained, so I have given train troops a leadership of 7 and very well trained troops 8, but militia 5.

For movement the basic is 4 the infantry, 6 for mechs, 8 for vehicles and 12 for VTOLs.

AFV are assumed when in Hand to Hand combat, they be using their close combat weapons; i.e. APWs strength is 4. So the army list shows this.

For the points system I have used Warhammer 40k for a guild. I have work out the points for infantry elements and have classed them as 5 infantry per base.

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