

TABLE-TOP TROOPERS

"DEREK'S DOZEN"




 <p>"LMG"</p>	<p>MOVE: 1 RANGE: 4 TO HIT: * TO BE HIT: 4 SPECIAL: None</p>	 <p>"SQUADDIE"</p>	<p>MOVE: 3 RANGE: 3 TO HIT: * TO BE HIT: 3 SPECIAL: None</p>
 <p>"SQUAD LDR"</p>	<p>MOVE: 3 RANGE: 2 TO HIT: * TO BE HIT: 2 SPECIAL: Subcommander may move 1 other piece when he moves</p>	 <p>"SARGE"</p>	<p>MOVE: 2 RANGE: 2 TO HIT: * TO BE HIT: 3 SPECIAL: Master soldier may be used to take the place and abilities of any KIA (except the Captain)</p>
 <p>"MARKSMAN"</p>	<p>MOVE: 2 RANGE: 3 TO HIT: +1 TO BE HIT: 3 SPECIAL: None</p>	 <p>"FLAMER"</p>	<p>MOVE: 2 RANGE: 1 TO HIT: +3 TO BE HIT: 3 SPECIAL: None</p>

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 <p>"RECON"</p>	<p>MOVE: 4 RANGE: 2 TO HIT: * TO BE HIT: 3 SPECIAL: None</p>	 <p>"GUARD"</p>	<p>MOVE: 1 RANGE: 2 TO HIT: +1 TO BE HIT: 2 SPECIAL: Vision-Guard's targets do not receive terrain bonus on their To Be Hit score</p>
 <p>"GRENADE"</p>	<p>MOVE: 2 RANGE: 2 TO HIT: -1 TO BE HIT: 3 SPECIAL: Grenade-successful attack delivers damage to the target and all adjacent squares. If no cover, then target(s) killed on a roll of 1!</p>	 <p>BERSERKER</p>	<p>MOVE: 4 RANGE: 0 TO HIT: (+3) TO BE HIT: 2 SPECIAL: Rage-this soldier fights hand-to-hand only (same space as enemy). If Berserker rolls 1, he is killed.</p>
 <p>"SNIPER"</p>	<p>MOVE: 1 RANGE: 3 TO HIT: +2 TO BE HIT: 3 SPECIAL: None</p>	 <p>"CAPTAIN"</p>	<p>MOVE: 1 RANGE: 2 TO HIT: +1 TO BE HIT: 3 SPECIAL: Command- while in play, may move any other two pieces in line-of-sight (if he does not move in the same turn!)</p>

TABLE-TOP TROOPERS

By KenMGames, 2001

VARIANT RULES

By Derek - boardgamesbook@yahoo.com

OTHER SOLDIERS

The ones marked '+' are new; the rest are from the original rules (for comparison).

+QuickDraw:

Move 2; Range 2; TH *; TBH 2.

Special: Fires at two targets in the same turn

SMG:

Move 2; Range 3; TH +1; TBH 3.

Special: None.

Shot Gun:

Move 2; Range 2; TH +2; TBH 3.

Special: None.

+Mortar:

Move 1; Range 4; TH *; TBH 2.

Special: Can only fire every 2nd turn; after a move, takes 1 turn to setup. Does damage as per grenade.

Sure-Shot

Move 1; Range 3; TH +1; TBH 4.

Special: None.

ALTERNATE MOVEMENT

Two soldiers can be placed in the same square; this allows them to move but not shoot together. Paired soldiers can count as one for purposes of movement (including special abilities, for example, of the Captain), provided that they start in the same square and stay together for the whole of the movement turn.

Paired soldiers are vulnerable to fire from special weapons, including LMG, Flamer, Grenade, Mortar and Shotgun. A soldier firing one of these weapons at the paired soldiers may roll twice to hit; once for each soldier.

COMMAND RADIUS

The Special Ability of both Captain and Squad Leader apply within a Command Radius equal to twice their Range.

ALTERNATE SEQUENCE OF PLAY

The sequence of play is as follows:

1. Player A moves a piece (or pieces, by using Special Abilities or Alternate Movement)
2. Player B moves a piece (or pieces, by using Special Abilities or Alternate Movement)
3. Player A fires with one piece (that did not move), followed by Player B and so on, until all that pieces can fire have done so
4. The above steps are then repeated, starting with Player B.

SPECIAL LMG RULE

An LMG may hit all targets in its Line-of-Fire (LOF). The LOF starts in the firing soldier's square and passes through each square in a specified direction, up to its maximum range. The firer can roll to hit each soldier in a square that the LOF passes through. Normal bonuses and penalties apply.

ADDITIONAL TERRAIN

Ridge

A ridge runs along the edge of a square. It cost +1 to cross, and adds +1 to the TBH roll of an attacker.

DEREK'S DOZEN

Sections and Leaders

For organization purposes, Derek's Dozen is organized into 3 Sections (section commanders shown in **bold**).

Section	Nickname	Roles	Soldiers
Alpha	"A OK"	Command	Captain , Guard, LMG, Sniper
Bravo	"Black Belts"	Scout and Attack	Squad Leader , Squaddie, Recon, Berserker
Delta	"Dirty Dogs"	Follow and Secure	Sergeant , Grenade, Marksman, Flamer

Notes:

1. Within a section, soldiers tend to have similar movement rates - this allows them to function well as a group
2. Delta Section tends to get the specialist weapons - therefore, the Flamer might be replaced by SMG, Shotgun or Mortar. In Alpha Section, the LMG might be replaced by a Mortar.
3. The 'Charlie' section is occasionally filled by a Heavy Weapons unit (e.g. Heavy Machine Gun or Anti-Tank)