

Medic, Medic ! (Version – July 2011)

Firing – (Blaze away at flesh !) D20 – score or more to hit

3/4 man Squad or Heavy Weapon Base [2 man infantry base use a +02 modifier]	Range (cm) [Up to]	Beaten Zone cm (frontage)	Hit in Open	Hit Soft Cover	Hit Hard Cover	Hit Dug In	Hit Pillbo x etc.	Firers Cumulative Modifiers to hit
Assault Rifles (e.g. M16)	40	5	07	09	12	15	20	Under HE or Rocket fire +03
Automatic Wpns (e.g. AK47)	20	5	07	11	13	16	20	
SMG	10	10	06	08	11	14	18	Under MG or small arms fire +02
Sniper	70	-	05	07	10	12	20	
LMG	50	5	06	08	11	14	18	Strafed or Bombed +03
GP/M MG	70	10	05	07	10	13	17	
HMG	100	10	07	09	10	11	17	Attacked by Tank-like +02
20 – 30mm Auto (per barrel)	150	10	04	06	09	12	15	
35 - 40mm Auto (per barrel)	250	10	03	05	08	11	14	Firer Pinned or Moved<50% + 03
RPG	15	-	07	06	08	11	15	
Mortars (up to 82mm)	10 - 150	50mm dia	06	10	12	16	20	Firer moved more than 50% +06
Auto Grenade Launcher etc.	30/10#	25mm dia	08	10	15	18	20	
Big Ones = Speed 0 unless in vehicle.	# If hand held and thrown							Target speculative +04
Guns 37 - 47mm, unguided rocket	150	40 mm dia.	03	05	08	12	16	
Guns 50 - 74mm	250	60 mm dia.	03	05	08	12	16	Target covered by smoke +02
Guns 75 - 85mm & Mortars>82mm.	500	80 mm dia.	03	05	08	11	15	
Guns 88 – 100mm	600	100 mm dia.	03	05	08	11	14	Target moved +04
Guns 105 - 115mm	700	100 mm dia.	03	05	08	11	14	
Guns 120 – 125mm & Aircraft bombs	750	120 mm dia.	03	05	08	11	13	

Large Muple Rockets	750	200 mm dia.	02	04	07	07	12	Each figure in base killed +02 Night-Bare eyes +05, Devices +02 Chemical vs 3 rd world -06 vs others [1 st time] -04 vs others [subsequent] -02 Using stabilised weapon -02 Using Fuel Air/Barometric 05 Suicidal or Raw +02 Nifty -01 Mean -02
---------------------	-----	-------------	----	----	----	----	----	---

Firing – (Tin Targets = OMGIAT, Ship, Helo, low level Aircraft – Big SAM at all heights) D20 –score or more to hit.

Gun etc. \ Target Armour	NONE !!	NAFF	O.K	Good	Mean	Evil	
Naff (20 – 37mm) per barrel	06	11	15	20	20	-	Stabilised gun firing -04
O.K (40 – 47mm) & Small SAM	08	11	14	16	20	20	Nightfighting equip used (at night!) - 04
Fine (50 – 74m) & Small AT/RPG	07	10	12	14	18	19	Night +05
Good (75 – 85mm) & Big SAM	05	09	10	12	15	17	Ground Target hull down etc. +02
Mean (88 –100mm) & Rockets	04	07	10	11	13	15	Target moving over half +02
Evil (105mm +) & Bigger AT	03	07	08	09	10	11	Ground firer moving <kph/2 +02, >kph/2 +05
MGs [ranges see above]	07(All)	13(GP,M ,H)	18 (H)	-	-	-	Firer Helo or Aircraft moving +04
Note: All A/C weapons count a -02 further modifier to account for partial top attack etc. Recoilless rifles count as 1 category smaller than calibre (for lower velocity etc.)							Firer Helo hovering or vertical only +02
							2 nd or subsequent shot at target - 01
							Target under 25cm distant - 02
							Suicidal/Raw +02, Nifty -01, Mean -02

Casualties – (Medic Medic !) D20

OMGIAT

18 plus	KO(crew dead etc)/Ship Aircraft Abort Go home
08 – 17	Major system fails [etc. Troops bail out anyway]
	08- 11 Communications (Air abort) 12 - 15 Main Gun (Fixed wing abort) 16 - 17 Engine (Fixed wing bail Helos land)
03 – 06	Bells ringing [Armoured do nothing 1 turn] [Soft skin ruined – bail out]
01 – 02	Light damage only – carry on
Hits from weapons over 30mm or from multibarrel/chainguns Add 2 to roll	

Soft Flesh

Figs\Score	01-05	06 – 010	11 - 18	19	20
Figure Casualties.	0	0	1	2	3
Pinned Bases (in addition to Casualties)	0	1	1	1	2

Note: Pinned troops do not move. They may fire & melee. Attempt to rally off D20 (score 01-10) after melee.

Deduct 2 from die roll for effect on troops wearing body armour.
Add 2 to die roll for hits from 90mm or bigger weapons

Morale - (Am I bovvered !) D20 [Roll on 1st figure Casualty, 25% & each loss beyond 40%, To Charge, Voluntarily]

Factors

Troop Type	Base value	Commander (if present) + or -	Each casualty Dead	Each situational Advantage to max of 5	Each situational Disadvantage to max of 5
Raw	0	1	-4	2	-4
Dodgy	2	2	-3	2	-4
O.K	4	2	-2	2	-2
Nifty	6	4	-2	3	-2
Mean	8	4	-1	4	-1
Suicidal	8	+2 only	-2	2	-2

Result (Number or exceed unless stated)

Gung Ho (take next objective at full speed)	Move to next Objective	Hold	Fallback 1 move	Retreat 30 cm each move	We're gone!
18 or more	16	8	6	2	less
22 or more	14	6	4	0	less
24 or more	12	5	3	-1	less
28 or more	10	4	2	-3	less
36 or more	8	3	0	-4	less
16 or more	8	6	3	1	less

Notes: Air, Armour and specialists +2 to score, Test by sub-unit (sub-unit = smallest body under ORBAT of Officer/tribal commander with discrete written orders)

Movement – (And the Stig's lap time in this)

Infantry max of 15cm, light man portables – max of 10cm per turn. – take 25% to bus/de-bus or enter/leave buildings

Real Heavy Weapons (including mortars over 82mm) – max of 5cm per bound – require 1 bound to bus/de-bus/ set up/ breakdown etc.

Vehicles move as Characteristics Chart [1 Kph = 0.5 cm per bound] but.....

When Evasion move is used x-country then roll D20 – Score of 01 -04 means “Broke something serious” abandon vehicle at starting point (01), 25% (02), 50% (03), 75% (04). Road speed only if move on metalled road.

If towing then limit to Kph generally or 75% road speed whichever slower.

Aircraft move at 5m per bound – if Aircraft/Helo wishes to fire, they ‘halt’ at firing point (50 cm short of target – above low level height, 25cm short if at low level) then proceed on way following bound. Note: Rockets & bombs use directional dice in cm (cm x2 above low level) to resolve hit point. Helos move up to 100 cm per bound – transit to hover takes 25%, landing or take off takes 50% of bound.

Melee - (Up close and personal)

Use 1 x D20 per figure engaged (bases in contact) roll as either “Hit in Open” or “Hit in Hard Cover” (if in houses etc.) with modifiers as appropriate. Hit = Dead opposing figure. Defender rolls first – dead don’t fight back.

MEDIC, MEDIC ! (Version – July 2011)

Warfare 1970 – 1995

**A fast play set of rules for demonstration games etc. covering modern colonial and intervention actions
Developed from a Mike Slack original idea by Pete Connew of the Abbey Wood Irregulars.**

Turn Sequence

- Resolve Initiative** At the beginning of every turn each senior force commander (1 per force) throws 2 d6 highest adjusted roll has initiative and the rest follow in sequence. Force commanders of good quality troops (Mean or Nifty) add 1 to roll. Commanders of poor troops (Raw or Dodgy) deduct 2 from roll.
- Fire** [Initiative holder (see note below) first and non-holder second in each of the following categories and in that order – Air, Sea, Artillery, Heavy Weapons, Vehicles, Infantry Portables, Infantry (where more than 2 forces involved follow adjusted die roll high to low)] [Note: 0 is miss]
- Morale** [Simultaneous]
- Move** Any compulsory moves then voluntary moves, Highest Initiative holder first if within Command radius Ground forces may move voluntarily if within command radius of Officer/Commander in chain of command. Those outside command radius only obey compulsory movement obligations. Command radius is: Raw or Dodgy = 10cm, OK & Suicidal= 20cm, Nifty or Mean = 30 cm. [Helos and Aircraft exempt from this rule].
- Melee** Defender rolls first, then Attacker (dead don’t roll – wounded/pinned may)

Rally Pinned troops [Simultaneous] – D20 each pin 11-19 clear pin (Pinned troops don't move !).

Consolidate dead/wounded [Bases need to be in contact or within 20mm to do that]

Issue/Revise Orders

Vehicle Type	Armour	Gun(s)	Firing Range [1m=1cm]	Basic X-Country KpH	Swim	Road	Minor Obstacle Reduction	Major Obstacle Reduction	Evasion X-Country	Other Remarks
T72	Mean	120mm	2000m	40	-	60	10	30	50	
T80	Evil	120mm	2000m	50	-	70	10	30	60	
BMP 1	OK	73mm [+ ATGW ?]		40	-	60	10	30	50	8 pax
BMP 2	OK	30mm		40	-	60	10	20	50	7 pax
BTR 60	Naff	HMG		40	5kph	80	20	30	50	12 pax
BTR 80	Naff	HMG/30mm		45	8	80	10	30	60	7 pax
Land Rover/ Civil 4x4	None	-	-	50	-	80	10	20	60	4 pax
VW Bus	None	-	-	10	-	60	10	30	10	8 pax
Civil Pick-up	None	-	-	30	-	100	10	30	40	4 pax
Truck (Civil)	None	-	-	20	-	80	20	30	30	12 pax
Truck (Military)	None	-	-	40	-	80	20	40	50	12 pax
UNIMOG	None									8 pax
AAV-7A1	OK	7.62mm x2		40	13	65	10	30	50	26 pax
HUMMV	Naff	-		50	-	80	10	40	70	4/5 pax
LAV 25	Naff	25mm	600m	50	12	100	10	30	60	
CONDOR/V100	OK	2 x 7.62mm		40	10	70	10	30	50	
M1	Evil	105/120mm	3000m	50	-	65	10	30	60	

T62	Mean	122mm	2000m	40	-	60	10	30		
D-30	None	120mm	12000m	-	-	-	-	-	-	
M119 lt gun	None	105mm	8000m	-	-	-	-	-	-	
Leopard A1	Evil	105mm	2500m	50	-	70	10	30		
M113 A2	Naff	-	-	40	5	60	10	30		11 Pax
Aircraft				2000 - 5000						
Helos				0 - 1000						Pax as sized
Movement & reductions in KPH [1 Kph = 0.5cm per move]					REVERSE : Max 30% of Basic X/Country					

Vehicle Characteristics [Scale from this for any missed] -