

## MEDIC MEDIC - expansion statements (July 2011)

*Just in case the games were getting more like a wargame again...*

- 1 Each base fires once per bound. If more than 1 weapon depicted select which fires - but only one. **CLARITY**
- 2 Reduce ability to hit by 2 for each killed member of base - **NEW**
- 3 Morale rolls for insurgents are per unit/grouping NOT per base - albeit a single tank etc. might be a group in its own right on a single base. - **CLARITY**
- 4 UN morale rolls are at platoon level - [future games will once again employ orbats properly] **CLARITY**
- 5 Rolling to release a pin is now 0-9 FAIL, 10-19 PASS (to align success with a high roll as with other rolls) - **CHANGE**
- 6 Increase Infantry movement rate to 15cm. [Note: support weapons - inc mortars above 50mm continue to move max of 10cm]. - **CHANGE**
- 7 Em- or De-bussing takes less than 50% of a move. Infantry may therefore de-buss (within immediate vicinity of vehicle) and still fire. **CLARITY**
- 8 References to target or firer moving - refer to the bound prior not the movement due this bound. **CLARITY**
- 9 Morale - when reference made to ignore first casualty its per unit/group not base. **CLARITY**
- 10 Bailed crews are (i) legitimate targets & (ii) likely to have sidearms/rifles etc. only as roles dictate. **CLARITY**
- 11 Indirect fire accuracy. Use template - adjust by direction and d20 cm on first round. Subsequent bounds use direction & d10 cm - unless observed when template only.- **CHANGE**
- 12 Note adjustments to table within OMGIAT effect of hit.- **NEW**
- 13 Recoilless rifles use calibre 1 class smaller than actual. -**NEW**
- 14 Aircraft may use bombs and gunfire/strafe in same bound at same target.- but declare beforehand.-**CLARITY**
- 15 Recovery of UN dead & wounded - Consider failure to recover a very strong modifier on morale (2 factors?). **CLARITY**
- 16 IEDs - in 1993 few suicide affairs, usually command wire detonated. [Numbers to be limited in scenarios.] **NOTE**