

S.M.L.E.

[Short Magazine Lee Enfield *]

Fast Action Skirmish System for WW2
and Twentieth Century wargames

Chris & Alex Nicole 2004-2015

Introduction

S.M.L.E. is a set of wargame rules for skirmish games using models and miniatures on the tabletop. SMLE was derived from Slammer, our Science Fiction rules. At one level you might just see SMLE as Slammer with the chrome scraped off, but I hope to add more historical background and period flavour. It is primarily intended for WW2 but it should work reasonably well for gaming most twentieth century conflicts. It pays to study your period, good references on military organisation and tactics should be most useful to you. Whilst soldiers and equipment were much alike across the period, their tactics, training and ethos can make a great difference to their performance on the table top.

I intended from the start that SMLE would be flexible and adaptable to different scenarios. The game uses a rather innovative Activation mechanism, as well as determining when units move, it also covers Morale and allows for multi-player or solo games. I have intentionally kept it fairly 'loose', particularly in areas like troop motivation and Hollywood heroics. We use miniatures on the table top to represent men, and/or women who might well be scared or heroic, angry or bored, professional or just hungry, above all they are unpredictable. You may find that an element of role play here makes the game much more enjoyable even if you are losing. SMLE is meant to be fun!

SMLE is designed as a modular rules system, i.e. you should be able to use the bits you like, and/or replace the bits you don't like. The Activation system is based on studies of Twentieth Century infantry squad tactics, chiefly Paddy Griffith's "Forward into Battle". It is designed to work well for C20 games.

S.M.L.E. stands for Short Magazine Lee Enfield, the British rifle. I really don't mind if you refer to the game as 'Smelly'.

Chris Nicole 3rd June 2015

** The Lee–Enfield bolt-action, magazine-fed, repeating rifle was the main firearm used by the military forces of the British Empire and Commonwealth during the first half of the 20th century. It was the British Army's standard rifle from its official adoption in 1895 until 1957.*

It featured a ten-round box magazine which was loaded with the .303 British cartridge manually from the top, either one round at a time or by means of five-round chargers. The Lee–Enfield was the standard issue weapon to rifle companies of the British Army and other Commonwealth nations in both the First and Second World Wars (these Commonwealth nations included Australia, New Zealand, Canada and South Africa, among others).

As a standard-issue infantry rifle, it is still found in service in the armed forces of some Commonwealth nations, notably with the Bangladesh Police, which makes it the longest-serving military bolt-action rifle still in official service. Total production of all Lee–Enfields is estimated at over 17 million rifles.

<http://en.wikipedia.org/wiki/Lee-Enfield>

Game Scales

SMLE is not tied to any company product line. You can use whatever figures or models you have available. The ground scale works best with 15mm figures and 1/100th scale models but should work just as well with any of the popular miniatures ranges. If you are using 28mm figures or larger and you feel that the ranges or moves are too short, just double them.

- One figure represents one individual.
- One model represents one vehicle, weapon or structure, etc.
- All die rolls use six sided dice.
- Each turn is as long as it takes to complete one round of actions.
- All distances for range and movement are measured in inches on the table. (One inch on the table represents approximately five metres or yards on the ground.)

Wherever possible Figures should be a reasonable representation of their troop type and equipment. Vehicles, buildings or structures should be to a scale compatible with the figures used. Do try to use figures from the same scale or things are going to look very odd.

Organisation of Forces

Historically the basic unit of most twentieth century armies comprises a section or squad of around 8-12 men armed with a bolt-action rifle and a light machine gun. Later squads are generally smaller and may have one or more automatic weapons. It's pretty common for armed forces to be under strength so please don't give all your squads their full 'parade ground' allocation of troops and equipment. Research your period and put the appropriate organisation into your scenarios.

SMLE is a tabletop wargame, intended for games using around a dozen elements on each side. Each element is a team of two to six figures. A section or squad comprises 8-12 figures organised in 2-4 elements grouped under a section leader. A Platoon is a group comprising several sections acting under a Platoon leader. Platoon level allows games using up to fifty figures on each side, possibly with a few vehicles in support. SMLE games should work best using mainly infantry forces fighting over a relatively small area of dense terrain.

We use the terms **Team**, **Section** and **Platoon** to define levels of organisation and leadership in SMLE.

- A **Team** is an element of two to six figures acting together and similarly armed and equipped.
- A **Section** or Squad is a group of two to four Teams. A section may have a Section Leader.
- A **platoon** is a group of two or more Sections acting under the command of a Platoon Leader.

When you are organising your troops, bear in mind that Veterans and Elites were few and far between. In most armies less experienced troops form the bulk of most units. Depending on the period you are gaming, you may have veterans in your army, but they are likely to be acting as NCO's and section leaders for green or trained troops:

- A **veteran** team would be two or three figures,
- a **trained** team would be three or four figures,
- a **green** team would be four-six figures,
- an **untrained** mob could be up to twelve figures and will tend to be braver the larger it is.
- (Support weapons count as two figures.)

Ideally SMLE should be played to a set scenario, with required objectives for each side. It is not necessary that forces be balanced, but objectives should be. Each side should have a reasonable chance of achieving their goals and/or denying them to the enemy.

Individuals

Leaders, heroes/heroines, specialists or other significant individuals should be represented by specific figures. For other troops it is sufficient to identify the type of figure and the team it belongs with.

Leaders

A Leader is a specific figure within a section or platoon group. The Leaders role is to motivate, encourage and direct the actions of their group. The Leader's figure may attach to any of the teams in their group. A Leader may move from team to team in their group as required.

A **Section Leader** is an individual figure at section level, One leader per section (2-4 teams) . The Section Leader may attach to any of the Teams in their section.

Platoon Leaders come with a command team (2-4 figures). One platoon leader per 2-6 sections.

Optional Rule:

If you want to use superior leaders I suggest rolling 1d6 for each leader's quality at the start of the game, rather than paying more points for better leaders

1	Incompetent	No activation modifier, followers act at the leaders AL
2-4	Okay	+1 to activation, as basic leaders.
5,6	Good	Up 1 Activation level, Good Leaders roll 1D6 again and on a 5 or 6 they are Exceptional
*	Exceptional	Up 2 activation levels

Teams

Figures in a Team may be based individually or grouped together on a single base. Support weapon crew are best based together with their weapon, but if they're not it really doesn't matter. Your forces should be grouped into teams of two to six figures representing:

Command Teams:

Leaders; Officers, NCO's, communications specialists and 'advisors'.

Fire Teams;

Grunts armed with weapons common to the whole unit, e.g. rifles and grenades. A fire team may also include a figure with a squad support weapon, such as; a LMG, BAR or grenade launcher.

Support Weapon Teams:

Crew served support weapons. e.g. Machine Guns; mortars; anti-tank guns, guided missiles, etc.

Vehicle Crew:

Commander; driver; gunner; loader; radio operator; etc.

Specialists:

Medics; engineers; snipers; media crew; civilian advisors or observers.

A specialist team will usually be attached to another team (usually a Command team), or independent specialist teams such as artillery observers or snipers may include their own Leader element.

Generally, if figures are based individually, in order to maintain team cohesion, each figure in a team should remain within a half move of another member of the same team. Distances are measured from the nearest figures. If a figure becomes separated from their team-mates by more than the required distance; then all the figures in the split team suffer a separation modifier to their activation roll until they reform.

Sections or Squads

Two, three or four teams should be grouped together under a leader into a **section,squad** or gang, depending on the scenario and the type of forces represented. Each team should remain within one full move of another team in the same section to gain the leaders activation modifier.

For Example;

A WW2 British Infantry Section consists of eight - ten soldiers.

These are organised as three elements:

Section Leader and first rifle group;

A Sergeant or corporal armed with a rifle or SMG.

Two or three figures armed with rifles.

The Section Leader may attach to any of the teams in the section.

Second rifle group;

Three or four figures armed with rifles,

Support team;

Two figures, one with a Bren Gun and one with a rifle or SMG.

Alternatively these could be organised as two elements consisting of a rifle group including the section leader and four to six riflemen and a gun group of three men armed with a Bren LMG and two rifles.

At Section Level, activation rolls are made for the section leader and each team.

Platoons

Two to six sections may be grouped under a leader into a **platoon** level group.

At platoon level each team would be one element and activation rolls would be made for each section.

Figures in each team would all be treated as the same quality / motivation.

For Example;

The British Infantry Platoon might include three infantry sections as above, plus a command and weapons section consisting of;

Platoon leader and command team; three or four figures as command and communication specialists.

One or two weapons teams; e.g. a light mortar team, and or anti-tank team.

The whole platoon may be transported in one or two trucks, alternately each section might have its own carrier.

It is possible to use SMLE for **company** level games involving two to four platoons grouped under a company leader, where each element represents a section of 8 - 12 figures. This would probably work best as a multi-player game with each player running a platoon, or using smaller scale figures (6-10mm), with the figures mounted together in teams on a single base.

If playing a company level game treat each team or base as one figure for combat resolution. All the teams in a section would have the same troop quality and or motivation. Leaders would be at platoon and company level.

Troop Quality

Each element requires a troop quality rating that represents the general level of training and experience of the figures in the unit. In a section level game you may want to give each figure its own rating, to represent the figures individual fighting ability. The entire team should still have a troop quality rating for

Activation purposes. This should represent the majority or average level of the figures in the team. (Elite round up; Others round down.)

For a platoon level game, all the figures in a team should have the same rating.

Leaders, Heroes or other significant individuals should always be given an individual quality rating.

These may be different from the other figures in their team.

Suggested Troop quality ratings and typical examples are as follows:

Untrained

People with no military training and little or no combat experience. Civilians are usually rated as untrained.

Ordinary folks; refugees; citizens; rioters; innocent-bystanders; petty criminals; victims, etc.

Green

Figures with only basic weapons training or little combat experience;

Conscripts; Militia; New recruits; Irregulars; Corporate Security; Civilian Police*;

Gangsters; Terrorists.

[* while Police might be treated as Green in a military situation, they may be Elite motivation.]

Trained

Fully-trained, competent troops and regular soldiers;

Trained is assumed to be the default level for teams in SMLE , they gain no additional modifiers or incur any penalty. Most Military types would be rated as trained.

Veteran

Combat experienced well trained professional soldiers;

In most armies the Veterans will tend to be section or platoon leaders whilst the majority of the unit are trained or green.

Generally poorer troops should be organised into larger teams; i.e. 4 - 6 figures.

Better quality troops i.e. Veteran and Elite may form smaller teams of 2 - 4 figures.

This is intended to simulate the higher level of initiative and self confidence in better quality troops.

For Example:

A typical trained infantry team would be 3 or 4 figures.

A special forces section of 4-6 figures might have 2-3 veteran teams of 2-3 figures each.

A militia squad of 10-12 figures would have 2-3 green teams of 4-6 figures.

An untrained group of hostages, rioters, refugees or could be treated as a single mob of up to 12 figures

In a set scenario the Troop Quality should be determined before the game starts, or may be randomly determined at the start of a game.

For example;

The British Infantry section mentioned previously might roll 1D6 for each element as follows:

1	Green	New recruits & casualty replacements
2,3,4	Trained	Troops who have been in the unit long enough to know their way around
5,6	Veteran	Experienced troopers who have been through a few hard fights

In addition one roll should be made for the section leader with a +1 dice modifier.

Troop Motivation

Troop Motivation should be a special case dependant on scenario or force rational.

The following may be used in addition to the troop Quality Rating.

Elite;

Some elements may be rated as Elite. These troops believe that they are the best at what they do, (often with good cause). They try harder and will often do much better than would be expected of normal soldiers. Elite units are often innovative in their approach to warfare and may have unusual (and deadly) skills.

When rolling for Activation for Elite, add the appropriate modifiers then move up one band to the next higher Activation level.

Elite motivation may be combined with any troop quality rating, though Untrained Elite are fairly unlikely. Green or Trained Elite for example could represent recruits or casualty replacements in an Elite unit. If they survive long enough and learn they may well make it up to Veteran Elite.

The Shooting and Close Assault modifiers for Elite are cumulative with the team's quality rating.

Fanatic;

Some elements may be rated as Fanatic, this represents a reckless disregard for personal safety in the service of The Cause, or the use of illegal medication. Fanatics may have lower levels of ability as they tend not to live long enough to learn from their mistakes. (Veteran Fanatics are normally Dead.) Also experience tends to erode fanaticism fairly quickly. They tend to be very single-minded in their pursuit of an objective.

When activating Fanatics, they must take the most aggressive option available.

The Activation modifier for Fanatics is not cumulative with the troop quality rating.

Reluctant / Unwilling;

These teams may have found themselves involved in a fight they consider none of their business, they may have been in one fight too many or lost too many friends and comrades, or they may be constrained by higher authority e.g. as Peace Keepers. They may have little interest in the rights or wrongs of the situation. Their main goal is to stay alive and get the heck outta here! If fired on or pressed they will defend themselves or their comrades, but will not go out looking for trouble.

When rolling for Activation for Reluctant, add the appropriate modifiers then move down one band to the next lower Activation level.

Steady;

This represents strength in defence and a tendency to hold formation even when everything is going to heck around you, it also means Steady troops are less likely to get carried away with enthusiasm and go chasing off after the enemy.

When rolling for Activation for Steady Troops, add the appropriate modifiers then shift the Activation Level up or down one level towards 7 Advance.

Tribal / Warriors;

Warriors are in it for the fight. Whatever the strategic objective might be, Warriors will try to match themselves against the enemy troops. Warriors will tend to close with the enemy and may have higher close combat factors. They may prefer close range or melee weapons.

When activating a Warrior team, the team will usually prefer an option that moves them closer to an enemy unit. They will use cover where available, but are not averse to charging if it will bring them into contact with an enemy.

Game Turn Sequence

1	Each player rolls 1D6 Each player rolls 1D6 for each of their teams and adds the appropriate Activation Modifiers to their die score. The total score gives the Activation level for each team or group. Leave a die or marker showing their current Activation Level by each team or group.
2	Teams move one at a time in the order of their Activation Level, lowest moving first. The team with the lowest total is the active unit. If two or more elements have the same total, they dice again to determine their order of move, lowest going first at the same activation level. Each element in the active unit may perform one option at the element's Activation Level or below. An active element's turn may include a Move Option and a Combat Option , or one of the Other Options . Teams that get a double move may perform their first of two Move Options.
3	Elements on the opposing side may perform an Opportunity Fire attack at their Activation Level in response to the active units option. Opportunity Attacks may take place at any point during the active team's turn. A team that performs an opportunity fire attack may not perform an attack or other option in its own Active turn. It may perform a move option and may be subject to attack from other units.
4	When the active unit has completed it's turn, the element with the next lowest Activation Level becomes the active element and performs its options.
5	Repeat phases 2 to 4 until all units have been activated.
6	Teams or Groups that got a Double Move on their activation roll may take their second action now. The element may make a second move and/or attack if they did not make an attack in their first move. In no case should a unit initiate more than one fire attack or Close Assault in each round.

!! Everything happens when it happens !!

Generally, Activation rolls are made for teams or groups.

At Section level activation rolls are made for each team or Section leader,

At Platoon level activation rolls are made for each leader or section.

Activation rolls for individuals are only made for Leaders, Hero's or split teams.

If none of the teams grouped in a section or platoon are under fire or in contact with the enemy, the player may make one activation roll for all the teams in the group at the current activation level of the group leader. This is intended to help speed up play at the start of a game, or when using larger numbers of figures.

A team's Activation Level may be reduced during the round, due to changing situation modifiers. If a team comes under fire before it is activated, it suffers a situation modifier on the Action Table. The team's Activation Level may be reduced and any casualties may be unable to move or shoot.

Note: The Active team's Activation level should not be reduced during their Active move, but modifiers incurred during the team's Active move may effect their response to a subsequent team's move. If a team is double moving, activation modifiers incurred during their active phase WILL affect their activation level in their second movement phase.

Activation Modifiers are carried over from the previous round. For example; if a team were fired on in the previous round, they would take an under fire modifier in the current round even if they are not currently under fire.

Table 1. Activation Table.

	Team Actions	Move Options	Combat Options	Other Options
13 +	Double Move	Full Move	Close Assault	
11,12	Close	Full move	Close Assault	
9,10	Close	Half move	Close Assault	Deactivate Booby Traps
8	Advance	Half move	Direct Fire	
7	Advance	Half move	Opportunity Fire	Observe for indirect fire
6	Stand	Half move	Opportunity Fire	De-bus and Deploy
5	Stand	Half move	Return Fire	Recover Casualties
3,4	Pinned	No movement	Return Fire	Reload Heavy Weapons
2	Fall Back	Half move back	Panic Fire	
1	Fall Back	Full move back	No Firing	
< 1	Break	Full move x2	Abandon Heavy Weapons	Flee or surrender

Activation Modifiers.

Untrained	0	Leader with group	+1	Not under Fire	+1
Green troops	+2	Fresh troops	+2	Under Direct Fire	-1
Trained	+4	Armoured troops	+1	Under Auto Fire	-1
Veteran troops	+6	Concealed	+1	Under Explosive Fire	-2
Elite troops	Up 1	In Hard Cover	+2	Separated from unit	-2

Fanatics	+6 *	In Prepared Position	+3	Attacked from Flank	-1
Warriors	+2	Each wounded	-1	Attacked from rear	-2
Reluctant	Down 1	Each casualty	-2	Broken troops	-2

* The activation modifier for Fanatics is used *instead* of the troop quality rating.

A Leader is one specific figure within a team or group. The leader's team is rated at the activation level of the leader. Other teams in the same group and within one full move of the leader's team, in sight; gain the +1 bonus for having a leader with the group. In order to benefit from a group leader, teams in the group must be within a full move of the leader's team.

Fresh Troops are units that have not yet contacted the enemy, or come under fire during the game.

Broken Troops are units that have suffered a Break result on the Action Table or in Close Assault. A unit that suffers two or more Break results will retreat from the battlefield. A broken unit contacted by the enemy will surrender or be destroyed.

Armoured Troops are vehicle crew or in armoured vehicles.

Under-Fire modifiers are cumulative.

For example; *If a team comes under direct, auto fire, from the flank, the team will suffer a total modifier of - 3.*

Separation Anxiety: Elements of a unit that become separated by more than the allowed distance, suffer the -2 modifier until the unit reforms. i.e. Individual figures separated from their team, or teams separated from their group leader.

Note; Heroes and Leaders may wander off on their own without penalty, but their remaining team or group suffers the separation modifier until they return.

Casualties are dead or seriously wounded figures.

Wounded are figures with untreated light wounds.

Team Actions

Double Move;

The team may move up to their full move distance in their Active turn and may make any combat or other option. They may then make a second Active turn in phase 6. Activation modifiers incurred during their first active phase WILL affect their activation level in their second active phase.

Generally troops may only make one double move in each round. It might be appropriate in a Hollywood style game for a heroic or highly motivated unit to make succeeding double moves.

In no case should a unit be able to make more than one fire attack or close assault in each round.

Close;

The team may move towards an enemy unit, or into contact and may make a Close Assault attack. The team may make a Direct Fire attack during its active or it may make an Opportunity Fire attack in response to an enemy active team's move.

Advance;

The team may move up to half it's full move distance towards an enemy position, taking advantage of cover. The team may make a Direct Fire attack during its active turn. If the active team does not make a Direct Fire attack, it may make an Opportunity Fire attack in response to an enemy active team's move.

Stand;

The team may not move towards a known enemy position, but may move into a position of cover within a half-move distance. If there is no cover within a half-move, they will lie prone facing the nearest known enemy position.

Pinned;

The team may not move out of cover, except to fall back. If they are out in the open they will lie prone facing the nearest known enemy position. They will make best use of available cover. A pinned team may return fire against a unit that has fired at them.

Fall-Back;

The unit must move away from known enemy positions towards its own base line for at least half it's full move distance, or into cover that takes them away from the enemy.

Break;

The unit abandons its position and heavy weapons and flees away from known enemies towards its own base line. It must move at least its full move distance and may move up to twice its full move distance. It will take the line of least resistance and may attempt to pass through friendly troops. If it is contacted by an enemy unit, or is unable to retreat it will surrender or be destroyed. A broken unit may not attack or perform any other action while they flee.

Movement

An infantry element's basic move distance is dependent on the equipment carried or armour worn by the figures in the unit. This may be reduced in difficult terrain, or if a figure attempts a particular action such as running, opening a door, taking cover or entering or leaving a vehicle.

Movement adjustments due to troop quality are handled by the Action Table. Better quality troops will tend to make advance or close moves more often than poorer troops.

Table 2. Infantry Movement Examples.

	Move	Notes
Unarmoured	10"	Civilians and figures in normal clothing. *
Light Infantry	8"	Military and Police uniform and open helmet.
Heavy Infantry	6"	Ballistic cloth, flak jacket & helmet; or NBC suit
Cavalry	16"	Cavalry and bicycles were widely used for strategic movement of troops, but were not usually ridden into combat unless ambushed.
Bicycles	12"	
Warriors	+2"	Troops specialising in close assault.

* Civilians have been given a higher movement rate because they are assumed to be not making best use of cover or moving tactically.

Optional rule:

You may give Elite or Fanatic troop types a movement bonus of +2" to represent their higher motivation or better physical fitness.

Difficult Terrain;

The effect of different terrain types on movement should be determined at the start of the scenario. For example; areas of overgrown plant life could reduce movement by a half but would provide partial cover.

Terrain may have different effects depending on the armour worn by a unit; Armoured Infantry are unlikely to be bothered by nettle patches, but may become stuck in soft ground!

Taking Cover;

Any figure may take advantage of partial cover by falling prone. A figure may fall prone at any point during their move, i.e. if they come under opportunity fire. A moving figure's movement ends when they go prone. If a figure starts off prone, deduct one inch from its normal move to stand up. A figure may crawl two inches whilst lying prone and may fire their weapons.

Veterans normally end their move lying prone, that's part of the reason why they are veterans.

Encumbered Movement;

A figure, carrying a heavy weapon, for example; a light Mortar or Light Machine Gun will deduct 1 inch from their movement. A weapon team carrying a very heavy weapon, (e.g. Anti-Tank Rifle, Flame Thrower, or Mortar) deducts two inches from their movement.

Running;

A team which chooses to ignore tactical movement and run, may double their move distance. A running unit may not fire effectively, and may not engage in a close combat except to defend themselves if contacted by an enemy unit.

A unit in Light equipment that runs for three rounds must halt for one round to get their breath back. An unit in heavy equipment that runs for three rounds, must halt at the end of the third round, for two rounds. To get their breath back and find all the equipment that fell off during the run.

Opening a Door;

If the figure opening the door has moved less than half their full move, they may open the door, pass through and stop on the other side. If they have moved half their move or more, they must stop at the door. They may move through an opened door on the following round. If one figure in a team opens a door, other team members may move through the door without further restriction.

A figure may attempt to kick in or charge down a closed door during an Advance or Close Assault move. This option means that if successful the figure ends it's move on the other side of the open door. Failing to kick in the door ends that figures move. This rule only applies to normal household or internal doors, not bulkheads, hanger doors, armoured vehicle hatches or strong-rooms!

Kick in Doors;	Success on 4+ on 1D6 + modifiers;		
Untrained	-2	Elite / Fanatic	+1

Green troops	-1	Equipped with door breakers *	+2
Veteran	+1	Reluctant	-1

* Door Breakers represents a variety of equipment, including; lock-picks, sonic-screwdrivers, sledgehammers, demolition charges and battering rams.

Only one figure in a team may attempt to kick in the same door each round. If a team is rushing a door and the point man fails to kick in the door, the door will burst open and the team will end their move in a heap on the floor on the other side.

Entering or leaving a vehicle;

For troops to enter a vehicle, the vehicle must be stationary. The unit attempting to board must be within half their normal move distance of the vehicle. The team may all board the vehicle and the vehicle may move off on the following round, provided the driver and commander are already aboard. If the driver and commander have just got into the vehicle it takes a further round to find the keys and turn on the intercom before the vehicle can move off.

For troops to leave a vehicle, the vehicle must be moving no faster than the infantry unit can move on foot. One team can exit from each access door and may move no more than a half move from the vehicle in that round. The team will normally end this move lying prone while the team leader makes sure they have everybody.

Combat Options

Close Assault;

The active team may move into contact with or towards a known or suspected enemy unit, and may make a Close Assault attack. Close combat is resolved for both sides in the attackers active phase.

The team may make a Direct Fire attack during its active turn or it may make an Opportunity Fire attack in response to an enemy active team's move.

Direct Fire;

The Active team may make a Direct Fire attack against one enemy unit at any point during their Active turn. One attack roll is made for each figure in the team that can see the target unit, and is able to fire. Any casualties inflicted are distributed among the unit targeted. If the active team makes a Direct Fire attack in its active turn, it may not make an Opportunity Fire attack during an enemy team's active turn.

Opportunity Fire;

Opportunity fire attacks are made by opposing units during the active team's turn. One attack roll is made for each figure in the firing team. Any casualties are distributed among the figures in the active team. A team that makes an Opportunity Fire attack may not make a Direct Fire attack in its own active turn.

Return Fire;

The unit may only make a Return Fire attack against an enemy unit that fired upon them during this round, or the previous round. One attack roll is made for the whole team. If the attack is successful, one hit is inflicted on the enemy unit. If the unit has not come under fire they may not make a return fire attack.

Panic Fire;

The team fires ineffectively in the general direction of the nearest known or suspected enemy unit, or failing that at the nearest unit firing! One attack roll is made for the whole team at reduced effect. If the attack roll is successful, the target unit counts as coming under fire for activation modifiers, but no hits are inflicted.

Shooting

In order to fire at a target unit, at least one figure in the firing team must have a line of sight to a figure in the target unit. Only those figures that can see the target unit, can fire at it. If only part of the target unit is exposed to enemy fire then any hits on the unit are determined among the exposed figures.

In order to cause a hit on the target the firer has to score their To-Hit number or more on two die six.

·Direct Fire or Opportunity Fire; each figure in the firing team that can see the target unit makes one attack roll.

·Return Fire or Panic Fire; make one attack roll for the entire team.

Roll 2D6 and add the scores together.

Add the firer and target modifiers listed on Table 3 to the dice score.

If the modified score equals or exceeds the firer's to-hit number then the target unit or figure has been hit.

An unmodified score of two ('snake-eyes' or two ones) is always treated as a miss.

Firer To-Hit numbers:	
Untrained	9
Green Troops	8
Trained Troops	7
Veteran Troops	6

Autofire Weapons;

If the firer is using an Autofire Weapon type, the target unit takes one additional hit for each point the modified score exceeds the firer's to-hit number.

Close Range Fire;

If the target unit is at four inches or closer, each figure adds the Close factor for their weapon type as a Firer modifier to hit.

Extreme range Fire;

Each weapon type has an effective range listed on the weapons table. If the target unit is beyond the effective range for the weapon type, a Fire modifier of -4 to hit is applied. The unit may fire at up to twice the effective range of their weapons. Any fire beyond this range will be ineffective and will not cause any hits on the target unit, though they may cause it to take cover or react.

Table 3: Firer and Target Modifiers.

Firer Modifiers:		Target Modifiers:	
Elite Troops	+1	Untrained	+2
Firer moved half move or more	-4	Green Troops	+1
Firer moved up to half move	-2	Trained Troops	0
Prone Firer	+1	Veteran Troops	-1
Braced Weapons	+1	One Specific figure	-3
Firing from a prepared position	+2	Target group is unaware	+2
Not under Fire	+2	Moving into or out of sight	-2
Firer received a light wound	-2	Moved more than half move in sight	+1
Direct Fire	+2	Prone Targets	-1
Return Fire	-2	Soft Cover	-2
Panic Fire	-3	Hard Cover	-3
		Prepared Position	-4
Close Range (up to four inches): Add Close Combat factor for weapon type			
Extreme Range Firing up to 2x effective range:			-4

All modifiers are cumulative.

Braced Weapons.

Bracing covers a firer's deliberate action of preparation or aiming for the best shot. To brace a weapon the firer must spend one round stationary without firing, while they correct their position. Once braced, a figure will keep the bonus until they move, including standing up or lying prone. A firer can gain the

braced bonus for any weapon. Some Heavy Weapons noted on the weapons table must be braced before they can be fired.

Firer not under fire.

If the firing team has not been fired at in this round, or in a previous round, they gain a modifier of +2.

Prepared Positions.

Prepared Positions are locations that the defending troops have created or occupied before the scenario starts. For example: entrenchment's; foxholes; weapons pits; bug nests; observation posts or pillboxes. A prepared position gives the occupier good cover and a place to fire or observe from. Each position is set up to cover a specified (90 degree) arc of fire. Occupiers are unable to fire outside this arc without leaving the position. When first moving into a position the occupier must spend one round without firing whilst they occupy the position. Thereafter, they gain the benefit so long as they occupy the position. Prepared Positions may also be concealed or camouflaged and might not be spotted until the occupier opens fire.

Specific Figure;

If the firer is trying to hit one specific figure (e.g. a leader) amongst a target unit there is a penalty of -3.

Cover;

If a target figure is moving into or out of cover, they are more difficult to hit. If a target figure could claim advantage for two or more different cover modifiers. e.g. Moving out of soft cover, into and out of sight into hard cover. Then just apply the modifier for the best cover. i.e. Hard Cover -3.

Concealment makes the target harder to see (and shoot at) but provides little protection from incoming fire. For example: foliage, bushes, long grass, curtains or internal partitions.

Hard Cover provides physical protection to the target and may stop incoming fire.

For example: Concrete, brick or stone buildings, bulkheads or vehicle armour.

WW II Direct fire weapons table.

Direct Fire Weapon Examples:	Type	Rating	Close (<4")	Effect Range	Notes;
Anti-tank Rifle or auto-cannon. *	BH	1D+2	-2	60"	.50", 15mm - 25mm with 2-3 crew
Heavy Machine-gun (HMG) *	BAH	1D+ 2	-1	60"	Belt fed, tripod or vehicle mounted. Crew served heavy calibre e.g. .50cal, 12.7mm
General purpose Machine-gun (GPMG) *	BA	1D+1	0	40"	Belt fed, tripod, wheeled or bipod mounted, crew served rifle calibre e.g. MG42, US.30cal, Vickers MMG, etc
Light Machine-gun (LMG)	BA	1D	+ 1	28"	Magazine fed, bipod mounted, rifle calibre e.g. Bren, BAR etc.
Bolt Action Rifle	B	1D	0	24"	Standard Military Rifle
Semi-Automatic Rifle	B	1D	+1	20"	M1 Garand etc
Military Assault Rifle	B	1D	+ 2	24"	MP43-44, AK47, (Classed as BA at close range.)
Sub-machine-gun / machine pistol	BA	1D-1	+ 3	10"	Sten, Thompson, Uzi, Schmeiser etc.
Sniper Rifle	B	1D+ 1	+ 1	36"	Precision weapon with Scope
Shotgun	B	1D	+ 4	8"	Hunting or close quarter weapon
Handgun	B	1D-1	+ 3	4"	Pistol, Revolver
Bazooka/Panzerfaust	X	2D+ 2	N/A	20"	One shot Anti-Tank missile.
Flame-Thrower	EA	2D-2	+3	8"	Man pack flame thrower
Hand Grenade	X	2D	N/A	5"	Hand Grenade, stick grenade, sticky bomb, etc.
Grenade Launcher	X	--	+ 1	24"	Effect as Grenade type
Light Mortar *	XH	2D	N/ A	>12"	2" or 50mm platoon mortar One bomb per round, May not fire at less than 12" range
Medium Mortar *	XH	3D	N/ A	>18"	3" or 81mm company mortar One bomb per round, May not fire at less than 18" range
Weapon Types;					
E - Energy weapons,	B - Ballistic weapons,			X - Explosive Effect.	
A - Autofire weapons,	H - Heavy Weapons.*These weapons must be braced in order to fire.				

This table was submitted to the Slammer Yahoo group by 'Geoffrey 'Buck' Rogers. This is just my first effort, subject to some more play testing.

Unless you are playing a B-movie invasion scenario, there are unlikely to be energy weapons!

Personal weapons are; rifle, pistol, assault rifle, shotgun or smg/machine pistol. While troops have moved towards more automatic weapons as the century progressed, the weapons themselves have not changed significantly, a rifle used in the Boer war of 1901 will have the same game stats as a rifle used in a 1990's Dogs of War scenario. Except earlier rifles are more likely to be used with a bayonet.

The increased use of automatic weapons tends to mean troops go to ground sooner, they will lay down and fire or spray and pray rather than closing for a decision.

You might want to treat some issued weapons as 'poor' or unreliable, for example the early M16 used in Vietnam got a bad reputation for reliability. Possibly jamming on a 2 or 3 or requiring a task roll to prep it before firing for the first time.

Body armour apart from tin helmets was rare, most troops would be classed as 'Light' with non-combatants treated as 'Un-armoured'.

For Modern scenarios including flak jackets &/or Kevlar, you could try 'Body Armour' +1vsB/+0vsE Move 6".

Effect of Fire Hits

Hits on figures in the target unit are determined randomly among exposed figures. Even if the target unit does not take any hits it will still count as under fire on the action table, and for its own Firer modifiers.

Each weapon type has a damage rating listed on the weapons table as a die and modifier. When a hit is scored on a figure, the firer rolls the dice and adds the damage modifier listed on the weapons table. The defender rolls one die and add the modifiers listed on Table 4 for the weapon type at the target figures Armour rating.

Table 4. Armour Rating:

Armour Rating:	vs. B	vs. E/X	Notes:
None	-1	-2	Civilians, normal clothing.
Light Infantry	+0	-1	Uniform & open helmet
Body Armour	+1	0	Kevlar, flak jacket & helmet.
Defender Modifiers			
Untrained / Civilian		-1	Veteran +1
Green / Trained		0	Elite / Fanatic +1

If the firers total is twice the defender's or greater;

The defender is killed or mortally wounded and may take no further part in the game; (except to provide partial cover).

If the firers total is more than the defenders, but less than twice;

The defending figure is seriously wounded and knocked down. A wounded figure may not shoot or take part in an attack except to defend themselves in a Close Assault. A wounded figure can move no more than half their usual distance without assistance from another figure.

If the firer's and defender's totals are equal;

The target figure receives a light wound. They can take no more action for this round, but takes no other damage unless hit again. The figure has a modifier of -2 on all further actions until treated. The wound can be stabilised by first aid within the unit, until the figure can be evacuated to a medical unit.

If the target's total is greater than the firer's;

The target received a near miss or their armour has prevented any significant harm. The figure spends the remainder of this round thanking their lucky stars. In the next round they can carry on as normal.

For Example;

Close Assault

Close Assault takes place when the Active team moves into contact with an enemy unit. The Active team is treated as the attacker. The other unit is treated as the defender.

If the defending unit has not made an attack this round, they may be able to make an Opportunity Fire attack at their current Activation Level against the active team before it moves into contact. Remove any casualties from the active team before continuing with the Close Assault.

Pair up the attackers and defenders so that each figure faces at least one opponent. For each figure involved in the close assault roll one die and add the Close Combat Factor for their weapon type. Add the Close Combat Modifiers on Table 5. All factors refer to the figure itself. Where two or more opponents face a figure, roll one die for each figure and apply the results to that figure as if they were facing one opponent.

Table 5. Close Assault.

1D6 each + Weapon Close Combat Factor + Modifiers;			
Untrained	-2	Armoured Infantry	+1
Green troops	-1	Defending a prepared position	+2
Veterans	+1	Wounded	-2
Elite	+1	Surprised or unaware	-2
Fanatics	+1	Outnumbered: Each opponent after the first.	-1

Warriors	+2	Melee Weapons: Swords, Axes, etc.	+3
Improvised Weapons: Clubs, bottles, rocks, bricks, pick handles, etc.			+1

In each combat:

If the attackers total is twice or more than twice the defenders total;

The defender Breaks, they abandon their position or heavy weapons and must move a full move away from the attackers. If they cannot move away they are killed or captured.

If the attacker's total is more than the defender's total, but less than twice the defenders total;

Then the defender is killed or captured.

If the totals are equal;

The attacker is forced back out of close combat range. (>4")

If the defender's total is greater than the attacker's;

Then the attacker is killed.

If the defenders total is twice, or more than twice the attackers total;

The attacker must fall back to their position at the start of the round.

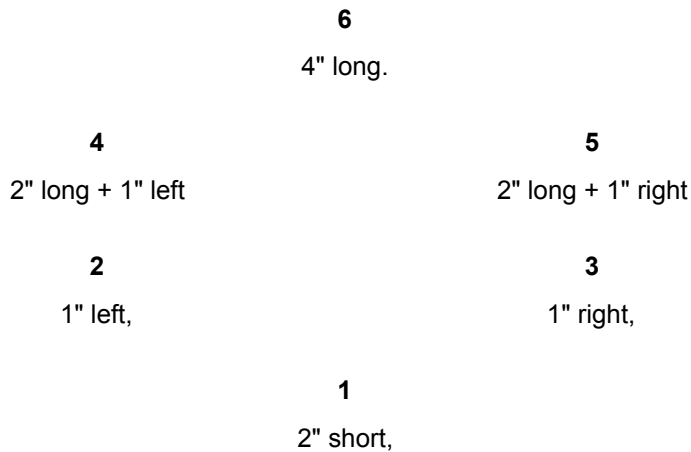
Explosive Effect Weapons

Some weapons have an explosive burst effect. These have an area effect beyond the point of impact. Any X weapon type does its full dice of damage at the point of impact as an E type attack. If it has any adds to its attack they only apply to the target figure or model at the point of impact. If the weapon misses the target figure or if it is aimed at a point on the ground then it just does burst effect damage. It does its effect number of B type one die attacks to each figure within its burst radius. Its burst effect is reduced by one die for each inch from the point of impact. So the burst radius in inches is the same as its number of dice of effect.

For artillery or mortar fire, a gun gets 1D6 effect and 1" burst radius for each inch/25mm calibre. i.e. a 75mm gun would have a 3" burst radius and do 3DEX at the point of impact. Anti-Tank guns get +1 per dice on a direct hit. 88's should be treated as 4" guns (4D+4 Ex) due to their reputation! You should seriously restrict the availability of off table gun fire in your game. Slammer is set at pretty close quarters, incoming artillery is not friendly no matter who it lands on!

Because of the burst radius, explosive weapons cannot be assumed to disappear harmlessly when they miss the target. When firing explosive weapons in Direct Fire, the firer designates a target point and rolls to hit applying the usual Direct Fire modifiers. If the firer rolls a hit result the round lands at the target point.

If explosives miss the target point. Roll 1D6 for deviation:



Deviation is always along a line from the firer to the target point.

For hand grenades half the distance missed by.

For Indirect Fire or Direct Fire beyond effective range double the distance missed by.

Indirect Fire e.g. mortars, artillery and air dropped munitions are more likely to scatter around the aim point. Also they are fired from longer range so the distance missed by may increase. When firing Indirect a command or specialist observer element must be able to see the target point and communicate back to the firing unit. The Firing unit must be stationary and at Activation Level **7 Advance** or better. Incoming fire arrives on table the following round in the firing unit's active turn.

The Observer makes a **to hit** roll and can add +2 for each subsequent round observed against the same target point. If the observer makes their to hit roll the incoming fire lands at the target point. If the observer misses their to hit roll, roll 1d6 for deviation as above and double the distance missed by.

Explosives in SMLE are very effective as they can cause multiple automatic hits against every target in their burst radius. Limit the number of explosive rounds available and count them off as they are used, this might also encourage players to use explosives more carefully or save them for when they are really needed.

Vehicle Rules

SMLE was written for infantry actions. Gamers being what they are, sooner or later someone will want to use a tank. If you are going to use tanks, (of course you are) you might want to use a better combat/hit-resolution system for your tracks. Go ahead, and let me know what you use!

Remember that any fights in SMLE will be at very close range.

Where vehicles are used in SMLE they should be treated as part of the equipment of their team. While the figures are inside the vehicle, the entire squad is treated as one unit for activation purposes. Once they de-bus the vehicle crew are treated as a separate team; though they may still be part of the same group.

Vehicle Movement.

Vehicles have a full move distance of approximately one inch for each mile per hour. This could obviously result in some vehicles being able to cross the table in less than one move, which could present difficulties in play! Bear in mind that there should be few opportunities for a vehicle to reach its full speed. If it is moving flat out it is unlikely to be able to do anything else, i.e. watch out for ambushes or land-mines, dodge obstacles, or engage enemy troops.

Vehicles should have a combat speed listed for each terrain type it is likely to meet.

This is the maximum distance they can move on the table and still manoeuvre or react to enemy fire.

Most vehicles can move faster up to twice their combat speed on a good surface but won't be able to fire or respond to enemy actions.

When you are setting up a scenario consider the terrain on your table top and note down how bad going effects vehicles. Unless you plan on surprising your vehicle commanders, assume they know their mounts capabilities and let your players know what to expect if they try driving through the swamp. A (light) GEV may well be able to skim along that canal, but how is it going to climb the steep bank on the other side?

Most vehicles can accelerate by up to half their maximum road speed in one round.

Most ground vehicles can come to a complete halt in one round.

Typical Combat Move Examples:

Combat Move;	Clear	Rough	Woods	Road	Water
Fast Wheeled,	24"	12"	12"	40"	N/A
Road Wheels,	20"	8"	8"	40"	N/A
Heavy Wheeled,	20"	N/A	8"	32"+	N/A
Light Tracks,	24"	16"	12"	32"	8"
Tracks,	20"	16"	12"	24"	N/A
Heavy Track	12"	8"	8"	16"	4"

For example;

The Jeep has a listed Road Speed of 40". It starts from halted and accelerates

On the first round it can move up to half its max speed i.e. 20".

On subsequent rounds it will be at full speed, moving up to 40".

Example:	Jeep,				
Capacity;	One team,				
Combat Move;	Clear	Rough	Woods	Road	Water
Fast Wheeled,	24"	12"	12"	40"	N/A
Armour;	Soft 1D, Open topped				
Size;	Small, target modifier +1				
Equipment;	Crew Weapons.				
Notes,	Incoming fire hits the Jeep on 1-4 and crew on a 5 or 6.				

Helicopters

Transport helicopters could be treated as 'space elevators',

- They start off table;
- They arrive at the drop zone in their active turn and may be subject to opportunity fire;
- The doors open and the troops get in or out as fast as they can;
- The elevator lifts off and leaves the area as fast as it can.
- We don't need to plot movement over the table top unless the chopper wants to play battlefield taxi, then it deserves everything it gets!

Vehicle Combat

Vehicles move and fire in their crew's activation phase and may be subject to opportunity fire.

If a tank gun hits a foot soldier the result is fairly predictable. When an infantry team fire at a tank, use SMLE shooting rules to decide whether or not they hit the thing.

Vehicle Size	Target Modifier	
Very Small:	+0	Bikes
Small:	+1	Jeeps, Scout Cars, Civilian Cars, Pick-ups, etc.
Medium:	+2	APC, Light Tank, Truck, Van, Mini-bus, etc.
Large:	+3	MBT, SPG, Lorry, 'Copter, Boats,
Huge / Building:	+4	Aircraft, Ships, Armoured Trains.
Flying Vehicle	-4	This includes helicopters (even when they hover)
Vehicle Armour		
Softskin vehicles	1D	civilians, jeeps, transport, etc.
Larger softskins	1D+ 1	lorries, cargo carriers, boats, etc.
'Bulletproof'	1D+ 2	Troop carriers, half-tracks, tankettes, MG carriers, most armoured cars and combat aircraft. Also improvised armour and heavy industrial vehicles
Light Tank	2D	APC's, Scouts, heavier armoured cars, artillery, SPG's.
Medium Tank	3D	IFV's, Tank Destroyers, Armoured Trains,
Heavy Tank	4D	Main Battle Tanks
Super-Heavy Tank	5D	

Tank armour is one 'class' less from the side or rear and 'Bulletproof' from the top. i.e. A Heavy tank has medium side and rear armour, and BP top armour.

Turret armour is the same as front armour

An attack that does double the armour or more is a vehicle kill.

It lurches to a stop and brews up.

Crew and/or passengers all take a 1D Ex attack. Survivors bail out and take cover

An attack that beats the vehicles armour = vehicle serious wound (VSW)

Hit vehicles stop if moving. They may move again on the following round.

Hit vehicles may not fire in the round they are hit, (unless they have already fired)

Aircraft abort their mission and head off table.

reduce tank armour by one Die against subsequent attacks.

Treat a VSW as a crew casualty for activation modifiers.

Crew/passengers bail out of a soft skin vehicles.

When damage equals the armour value = vehicle light wound (VLW)

Hit some non-vital or repairable component, e.g. Lights, radio, sensors, external stowage, tank riders! etc.

The vehicle can complete its move, but the crew may decide to close up if they aren't already.

Hits that score less than the vehicles armour

have no effect and can be ignored except for under fire activation modifiers.

For example;

A Bazooka (3D attack) opportunity fires and hits a Medium tank (3D armour). the Bazooka rolls 3D and gets a 15, the Tank rolls 3D and gets a 12. The attack is more than the defence but less than twice the defence, this is a 'vehicle serious wound'. The tank stops moving where it was hit. Its armour is reduced to light (2D) against any subsequent attacks. The crew treat the attack as a 'casualty' for Activation modifiers in the following round. They may choose to stay with the tank or bug out, particularly if they think they are going to be hit again.

Optional Rule

If you wanted more gruesome detail, you could work up a location chart for vehicle hits that beat the armour: e.g.

1;	Fuel/ammo	- Explosion as vehicle kill
2;	Engine	- Vehicle stops, won't move again.
3;	Crew hit	- Crew take a 1D EX attack
4;	Weapon mount.	- Weapon out of action
5;	Track/Wheel/Drive	- Vehicle reduced to walking speed 6"
6;	Cargo/Passengers.	- Passengers take a 1D EX attack

These would vary depending on the type and/or size of vehicle of course.

Example Vehicles

Example:	Jeep,				
Capacity;	One team,				
Combat Move; Fast Wheeled,	Clear 24"	Rough 12"	Woods 12"	Road 40"	Water N/A
Armour;	Soft 1D, Open topped,				
Size;	Small, target modifier +1				
Equipment;	Crew Weapons, or pintle mounted infantry support weapons, (MG, ASW, Guided missile system, etc)				
Notes,					

Example:	Truck				
Capacity;	One section, 2 or 3 teams.				
Combat Move; Wheeled,	Clear 20"	Rough 8"	Woods 8"	Road 40"	Water N/A
Armour;	Soft 1D, Open topped,				
Size;	Medium, target modifier +2				
Equipment;	Passenger Weapons.				
Notes,	Towing equipment, cargo 1 ton.				

Example:	Lorry				
Capacity;	Crew; 2, Passengers; up to one platoon, (8-12 teams)				
Combat Move; Wheeled,	Clear 20"	Rough N/A	Woods 8"	Road 32"+	Water N/A
Armour;	Soft 1D+1, Open topped,				
Size;	Large, target modifier +3				
Equipment;	Cab mounted Machine Gun, passenger weapons.				
Notes,	Cargo 3 tons.				

Example:	Tracked Armoured Personnel Carrier				
Capacity;	One section, 2 or 3 teams,				
Combat Move; Light Tracks	Clear 24"	Rough 16"	Woods 12"	Road 32"	Water 8"
Armour;	Light 2D, Small turret, roof hatches and rear door				
Size;	Medium, target modifier +2				
Equipment;	Turreted HMG or Auto Cannon, Guided Anti-Tank Missile (4D)				
Notes,	2x reloads for the ATM inside, Night Vision gear for driver and commander, amphibious.				

Example:	Scout-car				
Capacity;	Crew, 2 or 3				
Combat Move; Fast Wheeled,	Clear 24"	Rough 16"	Woods 12"	Road 40"	Water *4"
Armour;	Bulletproof 1D+2, Open topped,				
Size;	Small, target modifier +1				
Equipment;	Pintle mounted MG, Smoke Grenades x2,				
Notes,	Higher level radio, *flotation gear (One round to prepare).				

Example:	Battle Tank				
Capacity;	Crew 4, Commander, Driver, Gunner, Loader/Operator				
Combat Move; Heavy Track	Clear 12"	Rough 8"	Woods 8"	Road 16"	Water 4"
Armour;	Heavy Tank 4D, Turret (4D),				
Size;	Large, target modifier +3				
Equipment;	Turreted Tank Gun (4D, Ex), CoAx ASW, Commanders MG, Searchlight,				
Notes,	Smoke Generator, Wading Gear, Night Sight, Night Vision gear for driver and commander, 'dozer blade, Anti-missile Screens (Reduce missile attacks by 1D)				

Scenarios

A Target Rich Environment

It is possible to play SMLE at both Section and Platoon level, where one player has a Section level small force and the other player has a platoon level large force. This is particularly appropriate for a Hollywood style game, where the good guys are always outnumbered. Just ask Bruce or Arnie. There are various ways and means of balancing such a scenario. For example;

The Magnificent Seven aka. The Dirty Dozen

Give the smaller force better quality troops and equipment or a few minor heroes. Make the larger force reluctant but numerous and reliant on their few leaders for activation.

Multiple Signals, all around!

Make the smaller force the defenders, give them a few prepared positions and plenty of cover. The attacking larger force has to come to the defenders. This is a particularly appropriate scenario for an Aliens game. The defenders should have to hold off the attackers for a set period i.e. until the drop ship arrives to rescue the survivors. In which case the attackers would have to take the objective.

Commando.

Make the larger force the defenders, but disperse them to cover several possible objectives. The smaller attacking force gets to choose one objective to hit and run.

Ambush!

The smaller force sets up hidden, awaiting the larger force who have to move through the ambushers area.

Both sides should be given objectives they have to achieve or deny to the enemy. It is also a good idea to set a time limit for the game, i.e. a number of rounds to achieve the objective. A shorter time limit should speed up the game and force attackers to take action, they should not be able to just hang back and shell the defenders into submission.

Hollywood Extras

Probably the single most influential force in the development of SMLE is the movies. If Ripley had never gone bug huntin' with the marines, or big Arnie hadn't fought the big ugly in the jungle, or if Flook had never felt the Force I would probably have stopped with WW1 Aeroplanes and Goblins.

The following sections are meant to be fun, they are entirely optional and should not be taken too seriously.

Heroes; aka Starship Troupers

Heroes come in three grades depending on their star billing.

Minor Hero (+1)	Cap'n Church, Flook Starstrider, Rippley (first movie)
Hero (+2)	Bruce, Rippley (second movie)
Major Hero (+3)	Daftada, Big Arnie, Rippley (fourth movie)(what third movie?)

The number in brackets e.g. (+1) is the dice modifier a hero may add to all their dice throws. The dice modifier is always in the heroes favour. Note: When the hero rolls multiple die, the hero bonus is added to the total score not to each dice. For example when rolling 2D to hit, A minor Hero would roll 2D+1 before adding any other situation modifiers.

Possible heroic attributes could include:

Tough;

A hero can only be seriously hurt by another hero, or a monster in Close Combat. Any other hits result in a non-disfiguring, non-disabling, machismo enhancing, light wound.

Spotlight;

All figures except Heroes, Monsters, or significant individuals are Camera Fodder.

Lucky for some.. ;

If a hero is fired on, the nearest other figure takes the hit instead (and dies dramatically!)

Big Guns;

Heroes can fire weapons that usually require a jeep and two man crew to lug around. Heavy weapons do not slow down a hero, or require bracing. They can fire from the hip, and they always hit the target!

Camera Fodder;

Typical Imperial Stormtrooper or Star Fleet Security Guard, despite rigorous training and fearsome equipment their main purpose is to make the hero look good. They have special training at playing dead and will fall over dramatically if a shot comes anywhere near them. If located on a roof or near a window they must attempt to fall off it, or through it.

Note: If the scene moves somewhere else, they may pick themselves up and have another go. Often the same figure may be seen 'dying' in several different shots!

Optional Rules:

When a Camera Fodder unit is fired on, instead of rolling for effect of fire;

any figures hit perform a dramatic death and must play dead until the Hero or enemy moves out of sight. The figures playing dead may be used again later in the game.

Monsters

If the power plant has self-destructed, the survivors are back on the ship and there's still half an hour before the film ends...The Monster Aint Dead!

To some extent Monsters could be treated like Camera Fodder i.e. If a monster is fired on and apparently hit, it will fall over and play dead until some fool comes along to "see if it's dead".

If the good guys hit the monster with overwhelming fire power, the body will disappear amongst the explosions, falling rubble, flames, smoke, etc. Obviously they blew it to bits.

Later, some fool may be surprised by a wounded, possibly radioactive, and seriously p*ss*d *ff monster.

Note: This shouldn't happen more than once or twice!

SMLE Unit Points Costs

Something I usually work around in my head is:

Look at the forces you have available, and approximate the value of each side then look at force multipliers. You may want to adjust the forces or objectives to balance the scenario.

12 points for each team.

This assumes light armour and basic (1D) weapons.

A Green team would have 4-6 figures,

A Trained team would have 3 or 4 figures,

A Veteran Team would have 2 or 3 figures,

An untrained mob could have up to 12 figures.

Figures with Support Weapons or specialised equipment count as two figures.

Leaders are an extra 6 points at section level, One leader per section (2-4 teams)

Platoon Leaders come with a command team (2-4 figures) and cost 12. One platoon leader per 2-6 sections.

[This is for basic leaders. If you want to use superior leaders I suggest rolling 1d6 for each leader's quality at the start of the game, rather than paying more for better leaders]

1	Incompetent	No activation modifier, followers act at the leaders AL
2-4	Okay	+1 to activation, as basic leaders.

5,6	Good	Up 1 Activation level, Good Leaders roll 1D6 again and on a 5 or 6 they are Exceptional
*	Exceptional	Up 2 activation levels

Prepared Positions =12 points each.

Each PP can hold one team in relative comfort and security!

Explosives cost 1 point each for hand grenades or rifle grenades, 2 points for RPG/LAW,

They should be marked on the troop record sheets and crossed off as they are used.

Force Multipliers

Elite = x2

Warrior or Fanatic = x1.5

Better weapons (1D+1) = x1.5

Heavy weapons (1D+2) = x2

Heavy Armour x1.5

Power Armour x2 (or x3 vs light armour ?)

Unarmoured x.5

Strategic advantages:

If one side sets up hidden x2 (at least)

If one side has vehicles, then the other side should have some means of stopping them.

Acknowledgements

SMLE is an ongoing project, it seems I add something or try to make existing rules clearer each time I look at it. If (or when) you come across a rule or statement that seems strange or unclear, if it's not covered in the design notes send me an e-mail. I will reply and try to explain or clarify my intentions. I may also include it in the design notes or update rules to cover it. If you disagree with something in SMLE and have an alternative, try it and let me know how it works.

SMLE is derived from Slammer SF skirmish rules, written by Chris Nicole with contributions and reality testing by Alex Nicole. Slammer was originally playtested by members of Humberside Wargames Society and the Society of Fantasy & Science Fiction Wargamers; Game Design Study Group. Additional playtesting and comments in the designers notes were supplied by Tom Pope. Since then Slammer has developed greatly due to the suggestions, advice and contributions from the Slammer Yahoo group:

<http://games.groups.yahoo.com/group/slammer/>

If you have any comments or suggestions, you can e-mail them to;

Chris Nicole. c/o chris.nicoleuk@gmail.com

Slammer was influenced in approach, ideas, style and game mechanisms by many other authors. Some game designers and rulesets I particularly admire and recommend are:

John Armatys	Blitzspiel
Phil Barker and Richard Bodley-Scott;	De Bellus Antiquatus (DBA), Hordes of the Things.
Chip & Curtis (Chipco);	Fantasy Rules!
Matthew Hartley;	Riot, Scudbusters. Tusk I, II & III.
Arnold Hendrick;	Grav Armor.
Steve Jackson;	Car Wars, Ogre / GEV / Battlesuit, The Fantasy Trip, Melee / Wizard,
Jon Tuffley;	Dirtside, Full Thrust, Star Grunt,
Jim Webster;	Hell and Fateful Decisions, Hellfire.

and not forgetting Hollywood.