

## 2. INTRODUCTION

### Land Warfare in the Far Future

**LaserGrenadiers** is a rules system for 25mm to 30mm science fiction wargaming that captures all of the excitement of futuristic armored warfare, the tension of command, and the drama of science fiction adventure. This is a game with its roots deep in traditional wargaming systems, yet it also offers unique and original systems to capture the spirit of war in the far future.

**LaserGrenadiers** has not been developed from a role-playing system that focuses on the individual actions of a few character pieces. Instead the emphasis is on commanding and controlling a combined arms force of futuristic infantry, armored vehicles, artillery and aircraft. All of the troops are equal. There are no super-human soldiers or super heroes with incredible combat abilities or stamina. Any soldier is knocked out of action by one hit that penetrates his armor.

To win a battle in **LaserGrenadiers**, a player must outmaneuver and outfight the opposing player. Once a battle develops, every move puts troops at risk. As the players maneuver their forces to dominate the field they must always balance the risks with possible gains. The players are challenged to deploy and move their forces as skillfully as possible in order to maximize enemy losses while minimizing the losses of their own forces.

### Simplicity and Playability

The heart of **LaserGrenadiers** is the combat system, which is simple enough to make large scale battles manageable, yet realistically structured to capture the flavor of futuristic warfare and make even a small battle tense and challenging.

The players field individual infantry figures and vehicles in combined arms battlegroups. The basic characteristics of each piece are its movement rate, armor protection, morale level, and the ranges and attack strengths of its weapons. When a piece fires at an enemy piece, simple charts are used to

determine the chance of a hit, whether the armor is penetrated, and the damage to the enemy piece. Dice are rolled for combat results, capturing the imponderables of combat.

**LaserGrenadiers** emphasizes playability over complexity. Because they will be repeated for every piece on the tabletop throughout the game, the game mechanics are brief and simple. As a result they are easy to learn, and do not slow down the action. Once the players are familiar with the system they will find that the flow of the system is restricted only by their tolerance for the stress of command.

### Initiative

Initiative is randomly determined at the beginning of each turn. This creates an additional challenge for players and adds a heightened sense of tension and anticipation to the combat system. Winning the initiative may allow a player to make a critical attack, while loss of the initiative may prove to be an advantage as a player suddenly finds an inviting target breaking from cover and advancing into range. The unique move/countermove system enhances the feeling of combat as hover tanks advance, artillery attacks slam home and assault landers sweep forward.

### Losses, Damage and Morale

In **LaserGrenadiers** each infantry unit and vehicle in a battlegroup is listed on a special status sheet to record losses, battle damage and current morale status. As infantry units take losses their morale begins to suffer. As vehicles take damage, losing weapon systems and losing movement, targeting and damage control capabilities, their morale level also declines.

Battles seesaw as forces on each side get pinned down, give ground or break and run. Some units fight to the last man, defiant to the bitter end. The status sheet system makes damage scoring simple and shows the condition of a vehicle or infantry unit at a glance.

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### Major Battles and Small Adventures

**LaserGrenadiers** allows players to fight both large and small actions. Large-scale actions include assault landings on hostile planets, delaying actions and meeting engagements. Battles can even be fought with multiple players or with teams of players on each side.

Small-scale actions include commando raids on enemy outposts and bases, rescue missions and alien raids on backwater planets. **LaserGrenadiers** can also be used to play out small science fiction adventures.

### A Weapon for Every Need

**LaserGrenadiers** offers the player an incredible variety of modern and futuristic weaponry. Conventional weapons include rifles, machineguns, flamethrowers, grenades, recoilless rifles, antitank launchers, artillery, rockets, missiles and bombs. Futuristic weapons include lasers, disruptors, masers, scramblers, phasers, particle beams, and fusion, ion and plasma weapons.

An attempt has been made to provide the players with all of the popular weapons of science fiction literature and movies without restricting them by tying them into one particular story-line or history.

This incredible array allows the players to field forces with the science fiction weaponry of their choice and to create opposing armies equipped with unique weaponry. The players may even develop weapon of their own.

Because of its flexibility and the wide range of weapons offered in the rules. **LaserGrenadiers** makes allowances for the variety of imaginative weapons that model and miniature manufacturers have placed on their vehicles and men.

### A Game Scaled for Enjoyment

**LaserGrenadiers** utilizes 25mm to 30mm figures: the most popular and widely available range of science fiction miniatures on the market. This scale offers a wide range of

figure types that are very impressive when painted. Players can create their own vehicles by building science fiction kits and by converting historical kits from the wide range of plastic models on the market. For terrain features and scenery, players can utilize trees and buildings produced for model railroading as well as those produced for wargaming.

### Options Add to the Excitement

**LaserGrenadiers** includes many optional rules that allow players to increase the complexity and realism of their games. Optional rules include scanners, vehicle cannibalization, repairbots, leadership, morale classes, fires and others. **LaserGrenadiers** also provides rules for campaign games, historical and tactical notes, and helpful information on modeling. The whole package gives a science fiction wargamer everything he needs for some truly exciting and memorable battles.

### Getting Started

Rules are always longer and seem more complicated than the actual process they are describing. Once players are familiar with the basic processes they will find little need to check the rules except to answer a question that arises during game preparation or play. The rules occasionally include some of the design philosophy that went into the game so that the players understand why things are being done and how the rules are attempting to simulate combat.

