

8. SEQUENCE OF PLAY

Briefing

During a game turn the players will alternate moving and firing their pieces. Each player must determine which action to take when he has the initiative and how to react to enemy actions. A player may pass, surrendering the initiative in the hope that letting his opponent act next will work to his advantage. Activating a piece also includes making any necessary damage control and morale checks.

Sequence of Play

1. Determining initiative

a. At the beginning of each turn the players will roll for initiative. Having the initiative means that a player can move and/or fire one of his pieces. For the purposes of these rules, a **piece** is defined as an individual soldier, vehicle, aircraft or strongpoint.

b. Each player will roll one ten-sided die to determine which player will have the initiative. The player who rolls the lowest number wins the initiative. (Note that **LaserGrenadiers** is designed so that low die rolls are usually preferable.)

c. If both players roll the same number, an event out of their control may occur. If the players have decided to use the optional rules for **Uncontrolled Events**, they should refer to that section below.

d. The player with the initiative may choose to **pass** and allow the opposing player to have the initiative.

1. This tactic is useful in a number of situations. See the section below titled "The Tactics of Passing."

2. A player may not pass if he has troops or vehicles that have to check morale this turn.

2. Using the initiative

a. The player with the initiative selects one soldier, vehicle, aircraft or other piece to move and/or fire.

b. **Damage Control** – If the selected piece has taken damage and is capable of making repairs, the players should make a damage control check.

1. A damage control check determines if a damaged vehicle or strongpoints is repaired. The player may also attempt to perform a cannibalization. Refer to Rule 17. Damage Evaluation, for further information.

2. It is preferable to make a damage control check before checking morale, since a repair will increase the chance for a successful morale check.

c. **Morale Check** – If the selected piece has to make a morale check, the player must make the morale check to determine if the piece will be fully functional or will have restrictions imposed on its actions during the turn (such as seeking cover or falling back). If the morale check fails the player must perform the required action before taking any other action with the piece.

d. **Action** – The player with the initiative moves and/or fires the selected piece.

e. The initiative then passes to the opposing player. The opposing player will then select and move and/or fire a piece, performing damage control and checking morale as necessary.

f. Players will alternate until both players have moved and/or fired all of their pieces.

1. Not all pieces have to move or fire. A player may choose to have some pieces remain inactive during the turn.

8. SEQUENCE OF PLAY

2. Players can use small counters or other markers to indicate the pieces that have had their initiative during the turn. See the section below titled "Marking Moved Pieces."

g. When both players have moved and/or fired all of their pieces the turn is over.

OR

When both players pass two times in a row they may mutually agree to end the turn.

NOTE: The players may not end the turn if either has troops or vehicles that still have to check morale this turn. Refer to Rule 27. Morale, for more information.

4. End phase

a. When movement and fire are concluded the turn is over. If the players have been placing markers to show which pieces have had the initiative, these should be picked up.

b. The players are now ready for the next turn.

5. This is the basic sequence of play. Experienced players may choose to try the advanced sequence of play given below under Fireteam Initiative.

The Tactics of Passing

1. At any time a player may pass and let the other player move and/or fire a piece instead. Using a pass can be an effective way to shape the flow of a battle.

2. Examples

- ♦ A player may choose to pass when he has his troops in ambush positions and is waiting for the opposing troops to move into their fields of fire.
- ♦ A player may choose to pass when he does not have all of his forces on the table top and is waiting to see where the opposing forces will be deployed.

- ♦ A player may choose to pass when he does not want to reveal the locations of his troops to the opposing player. Having them remain inactive for an entire turn may be a useful trade-off in the context of a battle.
- ♦ A player may choose to pass when the opposing player has a high number of troops that have to check morale. Forcing your opponent to make morale checks while keeping many of your own forces uncommitted can be a very effective tactic.

3. It is important to remember that a player may not pass if he has troops or vehicles that still have to check morale this turn.

Marking moved pieces

1. When players have many vehicles and men on the tabletop they may find it difficult to remember which pieces have had the initiative and which pieces can still move and fire. An easy solution to this problem is to place markers by the pieces that have had the initiative.

2. Any type of marker can be used. The players can use cardboard chits from old board games, large colored beads or even small coins. Unmarked cardboard chits in various colors are usually available from well-stocked wargame stores.

3. A marker is placed beside a soldier or vehicle after it has moved and/or fired. The marker denotes the fact that the piece can perform no further action during the current turn.

4. At the end of a turn, all markers should be removed from the tabletop.

Uncontrolled Events (Optional Rule)

1. Uncontrolled events are chance occurrences that are unpredictable. They can be fortunate or unfortunate for either side.

8. SEQUENCE OF PLAY

2. An uncontrolled event occurs when both players roll the same number when rolling for initiative at the beginning of the turn.

a. When players roll the same number they should roll again until one player rolls a lower number and wins the initiative.

b. Each time that the players roll the same number when rolling for the initiative, one uncontrolled event is generated.

c. If there is one uncontrolled event, it affects the forces of the player who finally won the initiative. If there is more than one uncontrolled event, the second uncontrolled event affects the forces of the opposing player. A third uncontrolled event affects the first player again, and so on.

3. The player whose forces will be affected by an uncontrolled event rolls one ten-sided die and consults the **Uncontrolled Events** chart to determine which event occurs.

4. **All uncontrolled events have an immediate effect.** Their impact is resolved before any other movement or fire begins.

Fireteam Initiative (Optional Rule)

1. Fireteam initiative provides players with more flexibility in employing their infantry, and allows for better coordination of infantry movement and fire.

2. In fireteam initiative, all members of a fireteam have the initiative at the same time and may move and fire before the opposing player gets the initiative again. (It is important to remember that enemy forces will still be able to employ interceptive fire.)

3. Fireteam initiative allows infantry to move and fire in a more coordinated manner, and make better use of suppressive and interceptive fire. For example, one trooper may fire suppressive fire against an enemy pillbox while a second trooper moves forward to throw a

grenade. A third trooper may stand ready to fire interceptive fire against any enemy reaction.

4. This rule works best with small to average size fireteams of three to five troopers. Larger units take the initiative away from the other player too long and ruin the flow of the game.

5. When a fireteam is going to load into a vehicle, or unload from a vehicle, the vehicle can also be considered as part of that team. That is, the soldiers and the vehicle can perform their moves in the same initiative.

6. Fireteam initiative is particularly useful for:

a. assaulting enemy defensive positions

b. marching fireteams to new positions

c. embarking fireteams into transport vehicles and disembarking fireteams from transport vehicles

7. The major drawback of fireteam initiative is that when the team is done with its move all of its members are done for the turn. This may leave a gap where no troops are available to react to enemy moves.

8. When fireteam initiative is used morale should still be checked at squad level. When morale is checked for smaller units they tend to become too fragile and do not last as long in action.

9. The players must be flexible when using fireteam initiative with interceptive fire. Not all members of a fireteam will be likely to fire at a target because of range and observation restrictions. The team members who do not fire should not lose their initiative just because one or more of the team members fires interceptive fire.

10. When moving infantry, the player with the initiative must declare whether he will use fireteam movement to move a unit or individual movement to move one trooper.

8. SEQUENCE OF PLAY

11. Players can mutually agree at any time during a game to allow or disallow fireteam initiative.

UNCONTROLLED EVENTS		
DIE ROLL	EVENT	EFFECT
1	FRIENDLY ARTILLERY SUPPORT	The player receives artillery support from a battery of three 100mm howitzers. The howitzers are in radio contact. All three may be directed to fire at the same target point, or may be given separate targets. The howitzers are firing <i>Hammerhead</i> shells at long range. The artillery support is available for two consecutive turns.
2	FRIENDLY REINFORCEMENTS	The player receives reinforcements consisting of one five man fireteam equipped as Stormers or one five man fireteam equipped as Rangers.
3	FRIENDLY JAMMING	The opposing player's forces will be unable to make any successful communications attempts during this turn.
4	FRIENDLY SMART MINE	An enemy vehicle of the player's choice is hit by a friendly smart mine. The mine has a <i>Hammerhead</i> warhead with an effect area of 4 inches.
5	FRIENDLY SNIPER	A concealed sniper hits an enemy infantryman of the player's choice. The round has a penetration factor of 7.
6	FRIENDLY CASUALTY RETURN	The player gets back 20% of the infantry casualties his forces have suffered so far during the battle. Determine the individual troopers randomly.
7	ENEMY SNIPER	A concealed sniper hits an infantryman of the opposing player's choice. The round has a penetration factor of 7.
8	ENEMY SMART MINE	A vehicle of the opposing player's choice is hit by a smart mine. The mine has a <i>Hammerhead</i> warhead with an effect area of 4 inches.
9	ENEMY JAMMING	The player's forces will be unable to make any successful communications attempts during this turn.
10	ENEMY ARTILLERY SUPPORT	The opposing player receives artillery support from a battery of three 100mm howitzers. The howitzers are in radio contact. All three may be directed to fire at the same target point, or may be given separate targets. The howitzers are firing <i>Hammerhead</i> shells at long range. The artillery support is available for two consecutive turns.