



Rule Amendments

This document sets out the rule amendments that are used for 6mm TY games – the amendments have been made in an effort to generate a less tournament style of game and to move closer towards what is considered a more realistic simulation of modern warfare.

<p>AA fire on aircraft and helicopters</p>	<p>Ground teams wishing to conduct AA fire in the enemy's turn must first carry out a skill test – each team successfully rolling its individual skill number or higher is permitted to fire as per the main TY rules.</p> <p>Those teams which failed their skill roll are not considered to have seen the target nor fired and therefore are not restricted or limited in its actions in its own turn.</p> <p>Those teams equipped with “radar” are not subject to the above skill roll and are permitted to carry out AA fire as per the main TY rules.</p> <p>Note: the above rule amendment affects all teams attempting to fire irrespective of whether it is “dedicated AA” or not.</p> <p><i>This amendment attempts to reflect the fact that air units are fast moving and will fly in a manner making best use of terrain to avoid being targetted – ground units will not be focused on looking for attacking air units.</i></p>
<p>Helicopter repositioning</p>	<p>At the end of the player's turn, any of that player's helicopters remaining on the battlefield may be immediately moved up to 12” in any direction / facing that the player determines.</p>

	<p><i>This amendment represents the helicopter repositioning itself near adjacent terrain to reduce the impact of ground fire – it also mitigates against ground units “chasing” helicopters across the battlefield which is considered unrealistic.</i></p>
Helicopter artillery spotting	<p>Helicopters may act as spotters for friendly artillery units provided that the helicopter team has not carried out any form of direct fire.</p> <p>The helicopter may spot for artillery if it has moved.</p> <p><i>This amendment reflects the fact that helicopters should be able to spot irrespective of whether it has moved.</i></p>
Opportunity fire	<p>A team may carry out Opportunity Fire in the enemy’s movement phase and immediately prior to the enemy team firing if an enemy team has moved at any point within LOS of the team wishing to conduct Opportunity Fire, provided:</p> <ul style="list-style-type: none"> - It is firing an unguided direct fire weapon - It fires at the team that has moved only <p>If using Opportunity Fire, the team may not carry out defensive fire during the enemy’s assault phase, nor may it fire any weapons during its own following turn.</p> <p>If the enemy team conducts its whole movement within LOS the team conducting Opportunity Fire then it shall use its moving ROF, otherwise it shall have a ROF of 1. If the team’s ROF would normally be 1, then the firing team will have +1 added to the target’s “to hit” number.</p> <p>When conducting Opportunity Fire, the target is temporarily moved back to the position in its movement when the firer wished to open fire at it – once the Opportunity Fire is resolved, the target may be returned back to its planned final position, if it is still able to do so.</p> <p>A team may only carry out Opportunity Fire once per turn.</p> <p><i>This amendment attempts to reflect the dynamic nature of warfare and reduces the</i></p>

	<i>impact of a formal “I go you go” type system where enemy units can move in the open with impunity.</i>
Scouts and Observers	<p>Such teams shall be regarded as concealed and gone to ground at all times unless they have fired in the immediately preceding turn. If the team is in any form of cover then the team shall be regarded as Obscured, unless the team fired or was observed moving into its current position.</p> <p><i>This amendment assumes that all Scouts and Observers would be highly trained on how to deploy their vehicles to make the best use of terrain and to avoid being targeted. It also reflects the fact that enemy units would be less likely to target Scouts and Observers.</i></p>
Infantry	<p>Infantry teams shall be regarded as Obscured when behind any hedge, wall or embankment, unless the team carried out direct fire in the immediately preceding turn, or was observed moving into that position.</p> <p>Infantry teams shall be regarded as concealed in any terrain at all times except if on plain flat surfaces eg roads.</p> <p><i>This amendment attempts to reflect the fact that infantry are trained to keep their heads down and make use of all cover.</i></p>
Obscured	Obscured teams are out of sight and cannot be targeted by enemy fire.
Smoke	<p>Teams equipped with smoke have no limit on how often they may fire smoke.</p> <p><i>Units are likely to be well equipped with smoke rounds and should be permitted to fire smoke as and when they need to.</i></p>
Morale Test	<p>A unit failing its “morale test” will immediately retreat at “terrain dash” speed in the direction away from the enemy that triggered the morale test. The unit may not move within 16” of another visible enemy team (excluding Observers and aircraft / helicopters) or 4” in other situations.</p> <p>In the event that a unit cannot complete such a move, then it will be considered as surrendering and will be removed from the battlefield – vehicles</p>

	<p>will be left in place but with a destroyed marker next to them.</p> <p><i>This amendment reflects that modern units would not give up and run away, but would more likely pull back into a position of relative safety.</i></p>
<p>Aircraft and helicopter Salvo / bombardment attacks</p>	<p>Air assets launching a Salvo or Bombardment type attack must first nominate their aiming point and the undertake a skill roll.</p> <p>In the event that the skill roll is successful, then the attack is considered to be on target and the attacking player then rolls to hit for all units under the area effect template. Such rolls are made as usual for artillery type attacks with a +1 to the dice rolls.</p> <p>In the event that the skill roll is unsuccessful, then the attack has deviated and is not considered to be on target. In such cases the attacking player rolls a D6 and a result of 2,4,6 results in the aiming point being moved that many inches further forward. On a roll of 1,3,5 the aiming point is moved backwards by that many inches. In all cases of a deviated attack, the attacking player rolls to hit as per usual. Friendly teams under the Salvo or Bombardment are subject to attack as if they were enemy teams.</p> <p>Air attacks do not require an observer or spotter.</p> <p><i>This amendment attempts to create a more realistic simulation of aircraft and helicopter area effect attacks and reflect the linear deviations that would be likely if a direct hit is not achieved.</i></p>

