

... In the Noonday Sun

Fast Action Skirmish System

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Game Turn Sequence

1.	Each player rolls one die six for each of their units and adds the appropriate Activation Modifiers to their die score. The total score gives the Activation level for each unit or group. Leave a die or marker showing their current Activation Level by each unit or group.
2	Units move one at a time in the order of their Activation Level, highest moving first. The unit with the highest total is the active unit. If two or more elements have the same total, they dice again to determine their order of move, highest 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. Units 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 unit's option. Opportunity Attacks may take place at any point during the active unit's turn. A unit 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 its turn, the element with the next highest Activation Level becomes the active element and performs its options.
5	Repeat phases 2 to 4 until all units have been activated.
6	Units 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.
7	Vehicle second movement phase.

Everything happens when it happens.

Activation Table.

	Unit 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	Direct Fire	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	
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 +2"	Abandon 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	In cover	+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.

Infantry Movement.

Armour	Move	Notes
None	10"	Civilians and figures in normal clothing. *
Light	8"	Military uniform and helmet.
Heavy	6"	Infantry armour (e.g. chain mail).
Armoured	8"	Infantry armour (e.g. plate mail).
Aggressive Game	14"	Any aggressive game (e.g. elephants, big cats, rhino, etc.).
Other Game	12"	Any other game hunted for food or trophies (e.g. antelope, deer, etc.).
Livestock	8"	Any stock (e.g. cattle, goats, sheep, etc.).
Warriors	+2"	Troops specialising in close assault.

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

Kick in Doors	Success on 4+ on 1D6 + modifiers;		
Untrained	-2	Veteran	+1
Unarmoured	-1	Elite	+1
Green troops	-1	Equipped with door breakers *	+2
Armoured Troops	+0	Aggressive Game	+2

Door Breakers represents a variety of equipment, including lock-picks, sledgehammers, demolition charges or battering rams.

Firer and Hand-to-Hand To-Hit numbers	
Untrained	9
Green Troops	8
Trained Troops	7
Veteran Troops	6

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 two inches): Add Close Combat factor for weapon type			
Extreme Range Firing up to 2x effective range:			-2

All modifiers are cumulative.

Close Assault.

1D6 each + Weapon Close Combat Factor + Modifiers	
Untrained	-2
Green troops	-1
Veterans	+1
Elite	+1
Fanatics	+1
Warriors	+2
Wounded	-2
Surprised or unaware	-2
Outnumbered: Each opponent after the first.	-1
Bayonet	+1

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Melee Weapons: Swords, Axes, etc.	+2
Spears, Pole-arms, etc.	+3
Improvised Weapons: Clubs, bottles, Pick handles, etc.	+1
Defending a prepared position	+2
'Monsters'	+6

Table 4. Armour Rating

Armour Rating:	Vs. B	Notes
None	-1	Civilians, normal clothing.
Light Infantry	+0	Military uniform, kit & helmet.
Armoured Infantry	+1	Chain mail or plate mail.
Shields	+1	Shields or other protective devices.
Game or Stock	+0	Large Alien Beasties.

Vehicle Size / Target Modifier		Vehicle Armour Examples	
Very Small: Bikes	+0	Civilian / Unarmoured	+1
Small: Cart	+1	Ship, Train	+2
Medium: Wagon	+2		
Large: Train	+3		
Huge: Building, Ship	+4		

Direct Fire Weapon Examples

Direct Fire Weapon Examples:	Type	Close (<2")	Effect Range	Notes
Musket	B	+ 1	16"	
Rifled Musket	B	+ 1	18"	
1 st Generation Breechloader	B	+ 1	24"	
2 nd Generation Breechloader	B	+ 2	28"	
Handgun	B	+ 3	6"	Pistol, Revolver
Shotgun	B	+ 4	10"	Hunting weapons
Heavy Machine-gun *	BAH	+ 0	36"	Maxim, Gatling, etc.
Frag Grenade	Ex	N/A	8"	Hand Grenade.
Light Mortar *	ExH	N/ A	>12"	One bomb per round. May not fire at less than 12" range
Light Cannon	BEx H	N/ A	>6"	One shot per round. May not fire at less than 12" range.
Weapon Types		Note: * These weapons must be braced in order to fire.		
B - Ballistic weapons		H - Heavy Weapons		Ex - Explosive Effect
		A - Autofire weapons		