

# **... In the Noonday Sun**

## **Fast Action Skirmish System**

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### **Introduction**

*...In the Noonday Sun* is a set of wargame rules for skirmish games using miniatures. I intended from the start that *Noonday Sun* would be flexible and adaptable to different scenarios. I have intentionally kept it 'loose', particularly in areas like troop motivation and Hollywood heroics. *Noonday Sun* is meant to be fun! We use miniatures on the tabletop to represent men and women who might well be scared or heroic, angry or bored, professional or just hungry, above all they are unpredictable. When you play *Noonday Sun*, occasionally try to see things through your troops' eyes. They are more than just disposable weapons delivery systems.

*Noonday Sun* is an ongoing project, and 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 *Noonday Sun* and have an alternative, try it and let me know how it works.

If you have any comments or suggestions, you can e-mail them to:  
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*Noonday Sun* is written by Olaf Meys with contributions and reality testing by Jules Moles and Mike Schubert. Additional playtesting was done by the Pretoria Wargames Club.

*Noonday Sun* has been influenced in approach, ideas, style and game mechanisms by many other authors, most notably by the game "Slammer".

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## **1. Organisation of Forces**

*Noonday Sun* is a tabletop wargame, intended for games using around a dozen elements on each side. At Section level, each element would be a single figure. At Platoon level, each element would be a unit of two to six figures. Section level allows greater detail, concentrating on the actions of individual figures. Platoon level allows larger games using up to fifty figures on each side, possibly with a few vehicles in support. Section level games should work best using mainly infantry forces fighting over a relatively small area of dense terrain, such as a built up area in a town or along a trail in the jungle. Platoon Level games work best over a larger area with more open space and room to manoeuvre.

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

### **1. Game Scales**

One figure represents one individual.

One model represents one vehicle, craft or structure, etc.

All die rolls use ten sided dice.

Each turn is as long as it takes to complete one round of actions.

All distances for range and movement are in inches on the table.

One inch on the table represents approximately 5 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.

### **2. Individuals**

Leaders, heroes/heroines, specialists or other significant individuals, should be represented by specific figures. Also dependant on the scenario and type of game; If playing a section level game, each figure should be individually identifiable. At Platoon level, it is sufficient to identify the type of figure and the unit it belongs with.

### **3. 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 units in their group.

### **4. Units**

Forces should be grouped into units of two to six figures representing:

Command Units:

- Leaders, Officers, NCO's, communications specialists and 'advisors'.
- Squads:
  - Soldiers armed with weapons common to the whole unit, e.g. rifles and bayonets.
- Support Weapon Units:
  - Troops armed with support weapons, e.g. machine guns, mortars, snipers, etc.
- Vehicle Crew:
  - Commander, driver, etc.
- Specialists:
  - Medics, engineers, civilian advisors or observers. A specialist unit will usually be attached to another unit (usually a command unit), or independent specialist units such as artillery observers would include their own Leader element.

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

## **5.Groups**

Two, three or four units should be grouped together under a leader into a section, squad or warband, depending on the scenario and the type of forces represented. Each unit should remain within one full move of another unit in the same section to gain the leader's activation modifier.

For Example;

*A British Infantry Section consists of a sergeant and nine troopers.*

*These are organised as:*

*Section Leader and first squad.*

*Five figures: section leader and four troopers armed with rifles.*

*Second squad.*

*Five figures armed with rifles.*

Two to four sections may be grouped under a leader into a platoon level group. Generally, each unit would be one element and activation rolls would be made for each section.

It is possible to use *Noonday Sun* 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 using smaller scale figures (6-10mm), with the figures mounted together in units on a single base. In this case, treat each unit or base as one figure for combat resolution. All the units in a section would have the same troop quality and or motivation. Leaders would be at platoon and company level.

## **6.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 figure's individual fighting ability. The entire unit should still have a troop quality rating for Activation purposes. This should represent the majority or average level of the figures in the unit. (Elite rounds up; others round down.)

For a platoon level game, all the figures in a unit 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 unit.

Suggested Troop quality ratings and typical examples are as follows:

### **1.Untrained**

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

Ordinary folks, Colonists, Citizens, Rioters, Innocent Bystanders, Petty Criminals, Victims, etc.

### **2.Green**

Figures with only basic weapons training or little combat experience.

Conscripts, Militia, New recruits, Irregulars, Civilian Police\*, Gangsters.

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

### **3.Trained**

Well-trained, competent troops and regular soldiers.

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

European Soldiers, Marines.

### **4.Veteran**

Combat experienced well-trained professionals.

Marines, Mercenaries.

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Generally poorer troops should be organised into larger units; i.e. 12-20 figures. Better quality troops i.e. Veteran and Elite may form smaller units of 6 - 10 figures. This is intended to simulate the higher level of initiative and self-confidence in better quality troops.

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;

Roll 1D6 for each element as follows:

1	<b>Green</b>	New recruits & casualty replacements
2,3,4	<b>Trained</b>	Troops who have been in the unit long enough to know their way around
5,6	<b>Veteran</b>	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.

### **7. Troop Motivation**

Troop Motivation should be a special case dependent on scenario or force rational. The following may be used in addition to the troop Quality Rating.

#### **1. 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 unit's quality rating.

#### **2. 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.

#### **3. 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 unit, the unit 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.

#### **4. Steady**

After adding dice and modifiers, shift the Activation Level up or down one level towards 7 *Advance*. 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.

#### **5. Reluctant/Unwilling**

These units 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

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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.

## 2. 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.***

Generally, activation rolls are made for units or groups. Activation rolls for individuals are only made for leaders, heroes or split units.

If none of the units 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 units 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 unit's Activation Level may be reduced during the round, due to changing situation modifiers. If a unit comes under fire before it is activated, it suffers a situation modifier on the Action Table. The unit's Activation Level may be reduced and any casualties may be unable to move or shoot.

*Note: The Active unit's Activation level should not be reduced during their Active move, but modifiers incurred during the unit's Active move may effect their response to a subsequent unit's move.*

Activation Modifiers are carried over from the previous round. For example; if a unit 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.**

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

**Activation Modifiers.**

<b>Untrained</b>	0	Leader with group	+1	Not under Fire	+1
<b>Green troops</b>	2	Fresh troops	+2	Under Direct Fire	-1
<b>Trained</b>	4	Armoured troops	-1	Under Auto Fire	-1
<b>Veteran troops</b>	6	In cover	+1	Under Explosive Fire	-2
<b>Elite troops</b>	Up 1	In Hard Cover	+2	Separated from unit	-2
<b>Fanatics</b>	6 *	In Prepared Position	+3	Attacked from Flank	-1
<b>Warriors</b>	+2	Each wounded	-1	Attacked from rear	-2
<b>Reluctant</b>	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 unit or group. The leader's unit is rated at the activation level of the leader. Other units in the same group and within one full move of the leader's unit, and in sight gain the +1 bonus for having a leader with the group. In order to benefit from a group leader, units in the group must be within a full move of the leader's unit.

**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 those wearing armour.

**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 unit or units separated from their group leader. Note; heroes and leaders may wander off on their own without penalty, but their remaining unit or group suffers the separation modifier until they return.

**Casualties** are dead or seriously wounded figures.

**Wounded** are figures with untreated light wounds.

### 3. Movement Options

#### 1. Double Move

The unit may move up to their full move distance in their Active turn and may make another Activation roll in phase 6. They may then make another move at their new Activation level. 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 attack or close assault in each round.



## **2.Close**

The unit may move towards an enemy unit or into contact and may make a Close Assault attack.

The unit may make a Direct Fire attack during its active turn. If the active unit does not make a Direct Fire attack, it may make an Opportunity Fire attack in response to an enemy active unit's move.

## **3.Advance**

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

## **4.Stand**

The unit 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.

## **5.Pinned**

The unit 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 unit may return fire against a unit that has fired at them.

## **6.Fall-Back**

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

## **7.Break**

The unit abandons its position and heavy weapons and flees its full move distance towards its own base line. If it is contacted by an enemy unit, or is unable to retreat it will surrender or be destroyed. A broken unit may not fire.

## **4. 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.**

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

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

### **1. 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 half but would provide partial cover. Terrain may have different effects depending on the unit.

### **2. 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 its move 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.

### **3. Encumbered Movement**

A figure, not in Powered Armour and carrying a heavy weapon, for example a Heavy Machine Gun will deduct 1 inch from their movement. A weapon unit carrying a very heavy weapon, (e.g. a Mortar) deducts two inches from their movement and may not run with it.

### **4. Running**

A unit which Breaks, or which chooses to ignore tactical movement and run, may add two inches to their move. This does not apply to armoured units as they are already moving at full speed. A running unit may not fire effectively, but may engage in a close combat if they contact an enemy unit.

A unit in light armour that runs for three rounds must halt for one round to get their breath back.

A unit in heavy armour 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.

### **5. 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 unit opens a door, other unit 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 its 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.

<b>Kick in Doors</b>	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.

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

### **6. 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 unit 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 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 unit can exit from each access door and may move no more than a half move from the vehicle in that round. The unit will normally end this move lying prone while the unit leader makes sure they have everybody.

## **5. Combat Options**

### **1. Close Assault**

The unit may move up to their full movement distance, into contact with an enemy unit and make a close assault attack on that unit at the end of their move. Close combat is resolved for both sides in the attackers phase.

### **2. Direct Fire**

The Active unit 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 unit that can see the target unit, and is able to fire. Any casualties inflicted are distributed among the unit targeted. If the active unit makes a Direct Fire attack in its active turn, it may not make an Opportunity Fire attack during an enemy unit's active turn.

### **3. Opportunity Fire**

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

### **4. 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 unit. 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.

### **5. Panic Fire**

The unit 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 unit 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.

## **6. Shooting**

In order to fire at a target unit, at least one figure in the firing unit 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 one die six. Each figure in the firing unit that can see the target unit makes one attack roll.

Roll one die six.

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.

<b>Firer To-Hit numbers</b>	
Untrained	9
Green Troops	8
Trained Troops	7
Veteran Troops	6

**Table 3: Firer and Target Modifiers.**

<b>Firer Modifiers:</b>		<b>Target Modifiers:</b>	
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
<b>Close Range (up to two inches): Add Close Combat factor for weapon type</b>			
<b>Extreme Range Firing up to 2x effective range:</b>			<b>-2</b>

All modifiers are cumulative.

### **1. 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.

### **2. Close Range Fire**

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

### **3. 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 -2 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.

### **4. 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.

### **5. Firer not under fire**

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

### **6. Prepared Positions**

Prepared Positions are locations that the defending troops have created or occupied before the scenario starts. For example: entrenchments; foxholes or weapons pits.

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 occupant opens fire.

### **7. 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.

### **8. 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.

### **9. Soft Cover**

Soft Cover 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.

### **10. Hard Cover**

Hard Cover provides physical protection to the target and may stop incoming fire. For example: Brick or stone buildings, bulkheads or vehicle armour.

### **11. Light Cannon**

If there are at least three crew with the cannon, one shot may be fired per round. As soon as there are less than three crewmen with the gun, only one shot may be fired every second round.

## 7. Direct Fire Weapon Examples

Direct Fire Weapon Examples:	Type	Close (<2")	Effect Range	Notes
Musket	B	+ 1	16"	
Rifled Musket	B	+ 1	18"	
1 <sup>st</sup> Generation Breechloader	B	+ 1	24"	
2 <sup>nd</sup> 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		

## 8. 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 one die six. On a score of 4, 5 or 6, he has damaged the target. The defender rolls one die six and adds the (cumulative) modifiers listed on Table 4. If the defender rolls 6, the shot has missed. Figures that fail their armour save are counted as killed- they may not be actually dead, but take no further part in the game (except perhaps as soft cover).

**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.

For Example;

*A British trooper armed with a rifle scores a hit on an Indian cavalryman in chain mail armour with a shield;*

*The trooper rolls 1D6 for damage effect and scores a 5. This is a damage result.*

*The cavalryman rolls 1D6 and he scores 4+1+1=6. This is a save. If he had rolled a 3 or less, he would have been killed.*

## 9. Close Assault

Close Assault takes place when the Active unit moves into contact with an enemy unit. The Active unit 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 unit before it moves

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into contact. Remove any casualties from the active unit 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 six 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.

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

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

**Table 5. 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
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

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Shields	+1	Shields or other protective devices.
Game or Stock	+0	Large Alien Beasties.

For example; A British trooper Veteran (+1) armed with a Rifle (+2) without a bayonet is attacked by two (-1) Fuzzy Wuzzies armed with swords (+2) each, and using shields.

The trooper rolls a  $5+1+1+2-1 = 8$ . This is a hit result on the 1<sup>st</sup> Fuzzy Wuzzy. He then rolls a 5 and damages the Fuzzy Wuzzy.

The 1<sup>st</sup> Fuzzy Wuzzy rolls a  $4+1 = 5$ . He fails his save and is dead.

The trooper rolls a  $4+1+2-1 = 6$ . This is a hit result on the 2<sup>nd</sup> Fuzzy Wuzzy. He then rolls a 3 and misses the Fuzzy Wuzzy.

*The Fanatic Green Fuzzy Wuzzy rolls a 5+2+1=8. This is a hit. He then rolls a 4 and hits the trooper.*

*The trooper rolls a 6. This is a save. The fight will continue when the next participant is activated again.*

## 10. Explosive Effect Weapons

Some weapons have an explosive burst effect. These have an area effect beyond the point of impact. An Ex weapon type does its full damage inside a circular template 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 determine where the template lands.

*For Example, a horse artillery gun fires at an Indian squad of soldiers. The cannon ball hits the squad and all figures under the template check to see if they made their armour saves.*

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 and rolls to hit applying the usual Direct Fire modifiers. If the firer rolls a hit result, apply the full effect to the target figure(s).

If an Ex type weapon is aimed at a point on the ground, or if a Direct Fire attack misses the target figure, roll two D6 and apply the following deviation effects:

If the total rolled is equal to the hit number, the missile lands at the aim point.

If the number rolled is more than the required to hit number, the missile overshoots the target by one inch for every point the to hit roll was missed by.

If the number rolled is less than required the missile falls short by one inch for each point the roll was missed by. (Note: the missile will not fall behind the firer.)

Deviation is always along the line of aim between the firer and target. If the aim point is beyond effective range, the missile deviates by two inches for each point the to hit roll missed by.

*Easy Method: Lay a twelve inch ruler along the line of aim between firer and target point, with the to hit number in inches on the aim point and 0 inches towards the firer. Roll 2D6 and place the point of impact on the number rolled.*

## 11. Vehicle Rules

*NOONDAY SUN* was written for infantry actions. Gamers being what they are, sooner or later someone will want to use a vehicle.

When an infantry unit fires at a vehicle, use *Noonday Sun* rules to decide whether they hit the thing.

Where vehicles are used in the game, they should be treated as part of the equipment of their unit.

While figures are inside the vehicle, the entire squad is treated as one unit for activation purposes. Once they de-bus, they are treated as separate units, though still part of the same section.

### 1. 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, dodge obstacles, or engage enemy troops.

All vehicle movement in the game is divided into two movement phases; the first phase occurs in the normal turn sequence, when the vehicle unit is activated. The vehicle moves half its movement distance and is subject to Opportunity fire from enemy units. The second movement phase occurs after the activation turns have been completed. Vehicles move the remaining half movement distance in the order of their finishing speed. Fastest vehicles move first.

Where a vehicle alters its speed during a round (either to accelerate or reduce speed). It will move half its' starting speed in inches in the first movement phase and half its' finishing speed in inches in the second movement phase. Most vehicles may accelerate by up to half their maximum speed in one round. Most ground vehicles will be able to come to a complete halt in one round. In such cases, the minimum movement distance is half their starting speed. A vehicle must move at least its minimum move distance.



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For example;

*A Train has a listed max combat speed of 40mph. It starts from halted and accelerates to full speed 40mph.*

*On the first round, it will accelerate up to half its max speed i.e. 20mph.*

*It stays halted in its first movement phase:  $0\text{mph}/2 = 0''$*

*In its second movement phase, its distance moved is half its finishing speed:  $20\text{mph}/2 = 10''$ .*

*On the second round it will accelerate from half speed to full speed i.e. 20mph to 40mph;*

*In its first movement phase, its distance moved is half its starting speed ( $20\text{mph}/2 = 10''$ ).*

*In its second movement phase, its distance moved is half its finishing speed ( $40''/2 = 20''$ ).*

*On subsequent rounds, it will be at full speed, moving half it's full movement distance in each phase.*

*If it needs to stop, it must move at least half its starting speed in the phase it puts the brakes on; it will be at speed 0 in the following phase and must halt for one round before it can accelerate again.*

Round	Starting Speed	First Phase	Second Phase	Ending Speed	Total Distance
First;	0 mph	0"	10"	20 mph	10"
Second	20 mph	10"	20"	40 mph	30"
Third	40 mph	20"	20"	40 mph	40"

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		

## 12. Scenarios

It is possible to play *Noonday Sun* 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. There are various ways and means of balancing such a scenario. For example:

### 1. The Magnificent Seven

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.

### 2. They're 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 a Last Stand game. The defenders should have to hold off the attackers for a set period, i.e. until the cavalry arrives to rescue the survivors, in which case the attackers would have to take the objective.

### 3. 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.

### 4. 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 act, they should not be able to just hang back and shell the defenders into submission.

### 5. Exterminator

The attacker gets an aggressive game (elephant or lion, etc.) or major anti-hero and has to hunt down and kill all the defenders. The defenders start off dispersed, and have to move around to acquire the weapons needed to stop the attacker. The defenders may have a minor hero, but that's bad news for the Camera Fodder!

## 13. Hollywood Extras

Probably the single most influential force in the development of *Noonday Sun* is the movies.

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

### 1. Heroes

Heroes come in three grades depending on their star billing.

**Minor Hero (+1)**

**Hero (+2)**

### **Major Hero (+3)**

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 hero's favour. Note: When the hero rolls multiple dies, the hero bonus is added to the total score not to each die. 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 large animal, 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 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!

### **2. Camera Fodder**

Typical Town 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!

### **3. 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.

### **4. Aggressive Game**

To some extent aggressive game could be treated like Camera Fodder i.e. if a lion 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 firepower, the body will disappear amongst the explosions, falling rubble, flames, smoke, etc. Obviously, they blew it to bits.

## **14. Formations**

The rules for formations are still optional because they are not completed yet. Troops move and fight in formations, and different formations have different effects on a unit's ability to move, fire and fight in close combat. Regular troops have been extensively drilled and trained and can assume a variety of precision formations. Irregulars are not professional soldiers at all; they can be hastily mustered civilians or warrior nomads, but in either case, they are not trained to move in exact formations.

Regular troops may be in column, line, square or in open order. Any regular unit can change its formation in the movement phase at the cost of half of its movement. Units may not change formation in the assault phase. The unit may make the change either at the beginning or the end of its move.

If it changes at the beginning of its move, then its movement rate is based on its new formation; if it changes at the end, then its movement rate is based on its original formation.

Irregulars must be in a warband if there are ten or more of them in the unit, or skirmish formation if less than ten. A unit reduced to less than 10 models must adopt skirmish formation in its next movement phase. Note that irregulars have no control over what formation they use; small units spread out, while large units 'mob up'.

Artillery may be limbered or unlimbered. In both cases, the gun crew is treated as being in open order.

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The units in a formation must be arranged according to the following descriptions of the specific formations:

Line: One or two figures deep and as wide as desired. All bases touching.

Column: Two to four figures wide, and more figures wide than deep. All bases touching.

Square: Four lines forming a hollow box and facing outwards. All bases touching.

Open Order: All models must be within ½"-1" of another model in the formation. Note that models must be at least ½" apart.

Warband: A rough square, roughly as many figures wide as deep. Figures may be touching or up to ½" apart.

Skirmish: Figures may be must be 1"-2" apart. No models may be touching.

### 1.FORMED UNITS

Units in line, column, or square are called formed units. This has a number of effects of the way that they work in the game.

The following rules apply to formed units:

- Units in column add +4" to their move.
- Units in square halve their move allowance and may not charge.
- Formed units move following the normal rules for movement (i.e. they must travel ahead, changing direction by wheeling, etc).
- Formed units move at half speed when moving through difficult terrain.
- Formed units may only shoot in a 45-degree arc forward.
- Formed units block the LOS for friendly models in the same manner as enemy units.
- The front two ranks of a formed unit may fire (i.e. the front rank doesn't block the LOS for models from the same unit).
- Formed units may deliver a volley instead of shooting normally (see below).
- Formed units that are fired on and take casualties. Will never have an activation of greater than

6	Stand	Half move	Opportunity Fire	De-bus and Deploy
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### 2.VOLLEY FIRE

Formed units are allowed to deliver a volley. Volley fire is not all that accurate, but can halt an enemy attack by its morale effect. You must declare if a unit will volley fire or shoot normally ('fire at will') before it shoots. Unless you declare otherwise, it is assumed a unit will fire normally. Volley fire is limited to a single shot and a maximum range of 12", regardless of the rate of fire of the weapon being used.

Halve the number of hits scored with volley fire, rounding fractions up, then roll to wound and save normally.

Units that take any casualties from volley fire must take a morale check, rather than only if they take 25% casualties. In addition, the moral check is taken with a -1 modifier for every two casualties inflicted by the volley.

### 3.CHARGE REACTIONS

A unit charged by an enemy may make a charge reaction. You may not make charge reactions against units in open order or skirmish formation, as it is assumed that they will use cover and guile to 'be on you' before you can react.

A unit that can make a charge reaction may either: Stand or Fire.

Stand: Follow the normal rules.

Fire: As fire, but the unit may shoot at the unit that declared the charge. The shooting attack is made using all the normal rules. Note that units with slow firing weapons must be loaded in order to choose this option. All other weapons shoot as if they were stationary.

### 4.GOING TO GROUND

Units in open order or skirmish formation may 'go to ground' instead of moving normally. A unit that goes to ground can only move D6", but counts as being in cover, and gains +1 to its' saving throw.

### **5.SNIPING**

Units in open order or skirmish formation may 'snipe' instead of shooting normally. A unit that snipes may not move at all, but may shoot at up to double its normal range. However, only half the models in the unit may shoot (rounding fractions up), it being assumed that the other half are aiming carefully, adjusting the sights on their rifles, and so on. A unit may go to ground and snipe in the same turn.