SEQUENCE OF PLAY

A) Both sides Fire. Resolve Artillery Fire.
Stands that fire may not move
B) Side A may move XD6 stands
C) Side B may move XD6 stands
D) Both sides Fire. Hvy Wpns that moved may not.
E) Resolve Assaults, Alternate by Player
F) Remove Pins & Smoke

XD6 = Movement Points

X =Total Stand Points/6, round down. Elite stand =1.33 Points, Regular = 1 Point, Militia = .67 Points. For every 5 stands lost reduce X by 1. but never < 1.

MOVEMENT COSTS

Type	MP	Clear	Wds	Hill	Town	Road
Inf	3	1	2	2	2	1
Hvy Wpn	2	1	2	2	2	2
Trckd	5	1	4	2	2	1
Whld	5	1	4	2	2	.5

A Hvy Wpn that moves may not fire. Inf & Hvy Wpn can make 1 diagonal move. Turns are free. Pinned units may not move.
Infantry may only move 1 diagonal per turn. MP = Movement Points

ASSAULT

Must begin the Assault Phase next to the block to be assaulted (not diagonal.) Must pass a Morale Test to Assault.
Attacking & Defending stands roll 3D6 each. Result of 6 = Kill. All infantry must suffer hits before any vehicles are hit. No Infantry saves. Armored vehicles save on a D6 result of 5 or 6.
Modifiers are:

+1D6	-1D6
Elite	Militia, Pinned,
Armored Vehicle	Weapon Crew
	Poorly Armed

The side that suffers the most kills retreats 2 blocks & is pinned.

SAMPLE ARMOR RATINGS

Trucks, Jeeps, Hummer – soft
APC's, AML-90, PT76, LAV, Saladin, Fox – 0
AMX-13, Panhard, EBR, Sherman, M24, M41, TAM, Panzer IV, BMP3 – 1
T34/85, Bradley, Panther, SU-100 – 2
M26, M46, M47, AMX-30, JS2 – 3
Centurion, JS3, T54/55, T62, M48 – 4
T64, T72, M60, Oliphant – 5
Flank Armor = Frontal Armor/3

HELICOPTERS & AIRCRAFT

Helicopters may fire & move without restrictions. If they load or unload troops then they may move 10 blocks, otherwise movement is unrestricted. Helicopters may have ATGM. Assume that they have a 20-30mm gun & Rockets. Enemy troops whose block they move over or adjacent to may fire small arms. Roll for each stand 2D6. On an 11 or 12 it is shot down. Aircraft move across the board in a straight line & end off of the board. They may perform 2 attacks & suffer AA fire as they fly.

Small Battle Modern Rules for Seven Year Olds, by John Kelly, 08/28/2005

FIRING

Weapon	Max Range Blocks	xD6	Pen	Modifiers
Assault Rifle	4	2	---	Elite +1D6
RPG/Bazooka	3	3	2	Militia -1D6
HMG	8	4	---	Short Range +1D6
Coax/Hull MG	6	4	---	Clustered +1D6
RR*	6	2	6	Pinned -1D6
Gun ≤90mm*	8	3	3	
Gun >90mm*	14	3	7	
Rockets*	20	3	1	On Helicopters & Aircraft
20-30mm	10	5	1	Includes AA & chain guns
Mortar*	2-15	2	---	No Modifiers
ATGM/SAM	2-20	1	8	Hits on a 4+, No Modifiers.

Roll xD6. Pinned on a 5. Killed on a 6.
Defender selects kills, attacker selects pins. Clustered = Target with more than 3 infantry or 1 vehicle stands in a block. *High Explosive, a hit or pin affects all stands in block. Pinned ATGM may not fire. Smoke counts as cover. Short Range = ≤2 blocks.

INFANTRY & HEAVY WEAPON SAVES

Hvy Cover +2	Elite +1	Gun >90mm, Bomb, Artillery -2
Lgt Cover +1	Militia –1	Gun ≤90mm, 20-30mm Gun, RR -1

Roll 1D6. Saves on a 5 or 6.

ARMORED VEHICLE, HELICOPTER, & AIRCRAFT SAVES

+(Armor- Penetration) Short Range -2
Open Topped -1
Roll 1D6. Saves on a 2, 3, 4, 5, or 6. Vehicles always at least immobilized on a 1.Vehicles are never pinned. Helicopters saves ignore armor/penetration.

INDIRECT FIRE

All artillery, mortar, bomb, & gun HE hits effect all infantry stands & soft vehicles in the block. Select target block & roll 1D10 for deviation. Will deviate into an adjacent block except on a 9 or 10.
Modifiers are:

2nd round of fire +2	Aircraft +4
On table firer +2	Militia -1

Once on target do not roll for further deviation. Smokes goes away on a D6 result of 4, 5, or 6.
Artillery & bombs get 4D6.

MORALE TEST

Elite +1	In Cover +1	Leader present +1
Militia –1	Enemy not Visible +1	

Roll 1D6. Pass on 4-6. Test Morale to remove a Pin or to Assault.

GENERAL RULES

Tabletop is marked off into 4" square blocks. Infantry mounted on 3x3cm bases. Troops may be Elite, Regular, or Militia. Vehicles may fire main gun & coaxial/hull MG at same block or may fire cupola MG, not both. HMG, RR, Guns, & AA must face a block edge or corner & may only fire into their frontal arc (3 adjacent blocks, expands out by 1 block on each side per distance increase.) Infantry may fire to their front & sides but not to their rear. Only 3 stands may fire out of each side of a block. Woods, Hills, Towns, & Smoke block fire. ATGM & Bazookas may only fire at vehicles. Weapons with a penetration of (---) may not fire at armored vehicles. Soft vehicles are treated like infantry. Infantry that is in cover & does not fire may only be seen within 4 blocks, & vehicles within 8 blocks. Determine LOS center to center of blocks. If a Movement Point is spent to move a Leader then any stands that are in the Leader's block may move. Vehicles may fire MG & move.