

- AA. See Air Defence Environment
 Acquire target. See Aerospace, anti-air fire
 Actions, 15–19
 disembark transport action, 24
 firing artillery, 47
 load transport action, 24
 observe action, 25
 reaction fire, 53
 removing vehicle SYS marker, 39
 transferring actions, 16
 and Electronic Warfare, 16, 52
 Activation
 and passing, 15
 and transferring actions, 16
 moving and firing artillery restriction, 47
 multiple units for close assault, 43
 reaction fire, 53
 Activation Marker, 8–9
 and game sequence, 15
 determining, 10
 Active (electronic warfare), 52
 ADE. See Air Defence Environment
 Advanced Rules. See Optional rules
 Aerospace
 aircraft facing, 49
 inbound chart, 44–45
 casualty evacuation, 45, 54
 fire combat. See Fire combat, aerospace
 Aircraft. See Aerospace
 grounded, 49–51
 Air Defence Environment, 45, 48–49
 Air Liaison, 44
 Air missions, 51
 Aliens, 58
 Allocating hits, 36
 Ammunition Supply, 30
 Angle of attack, 38
 Anti-air operations, 48–49
 Anti-aircraft coverage. See Air Defence Environment
 Archaic firearms, 34
 Armour die. See also Fire combat, armour die
 and aerospace combat, 48–49
 die shift due to cover, 13
 indirect fire die shift due to In Position, 13
 personal armour, 28
 type, 28
 vehicle armour, 31, 38
 Armour. See Buildings; Fortifications; Personal armour;
 Vehicles, armour
 Armour penetration
 personal armour, 36
 vehicle armour 38–39
 Artillery
 and woods, 12
 crew served weapons, 30
 direct fire, 47
 effects of In Position, 13
 fire combat. See Fire combat, artillery
 independent figures caught in a burst, 26
 on table, 47
 under-strength weapon crews, 30
 Assault rifle, 34
 Assault shotgun, 34
 Atmosphere. See Exotic environments
 Autopistol, 34
 Background, 28–29, 31, 65–66
 Base Impact Value. See Impact values
 Base mobility. See Movement, base mobility
 Basic systems. See System quality
 Battalion, 9
 Battles, 14
 Booby traps, 56
 Broken. See Confidence Levels
Bugs Don't Surf, 58
 Buildings, 56–57
 and suppression, 18
 Burst radius, 46
 Buzzbomb. See Infantry Anti Vehicle Rocket
 Campaigns, 60–61
 Capacity points, 32
 Casevac. See Casualties, evacuation
 Casualties
 allocating hits, 36
 artillery, 47
 close assault, 42
 evacuation, 45, 54
 kill combat result, 36, 42
 infantry casualties, 36
 leader replacement, 10
 medic, 39
 moving, 24
 power armour, 40
 replacement troops, 60–61
 treating wounded troops, 39–40
 vehicle occupant casualties, 37, 39
 wound combat result, 36, 42
 Chain of command, 9
 Chin turret, 50
 CL. See Confidence Levels
 Clearing mines, 55
 Clear terrain, 22
 Clockface direction method, 6, 46, 51
 Close assault. 41–43
 close combat weapon range bands, 34
 Combat. See Close assault; Electronic Warfare; Fire
 combat: Mines
 Combined activations, 43
 Command levels, 8–9
 and detached elements, 18
 and the rally action, 17
 bypass, 16, 44
 call for support, 44
 procedure, 16
 while suppressed, 18
 Communications roll, 16
 and detached elements, 18
 bypassing command levels, 16, 44
 Company, 4, 8–9
 Confidence Level marker, 8
 and independent figures, 26
 Confidence Levels, 20–21
 after regrouping, 17
 automatic routing in close assaults, 41
 Confidence Test, 20–21
 and anti-air operations, 48–49
 and close combat, 41–43
 ignore confidence tests, 53
 for independent figures, 26
 last stand, the, 53
 routing, 20, 41, 53
 automatic in close assaults, 41
 surrender, 53
 terror 21, 41–43
 Confident. See Confidence Levels
 Conventional machine gun, 34
 Conventional sniping rifle, 27
 Counter sheets, 6
 Counters, 6–7
 Cover, 12–13
 and hidden units, 25
 close assault die shift, 42
 effect on reorganise action, 17
 terrain occupied by a unit, 10
 Crash landings, 48–49

- and landing zones, 50–51
- Crew served weapons, 30
- Deadfall weapons, 50
- Decoys, 56
- Delivery system, 46
- Designer's notes, 2
- Designing Vehicles. See Vehicles, designing
- Detached elements, 17–18
 - and unit integrity, 11
 - vehicles as detached elements, 24
- Deviation, 6, 46, 47, 51
- DFFG. See Direct-fire fusion guns
- Dice, 5–6
- Die rolls
 - defined, 6
- Die Shift
 - armour, 12
 - close assault, 42
 - closed, 6
 - cover, 12, 42
 - defined, 6
 - firing at independent figures, 26
 - In Position, 13, 42
 - open, 6, 42
 - range, 12
- Difficult terrain, 22
- Direct fire
 - artillery, 47
 - effects of In Position, 13
 - resolution, 33–40
- Direct-fire fusion guns, 29
- Dirtside II*, 3, 65
- Disembark, 24
- Disorganised, 11
- Dispersed targets, 35, 40
 - and artillery, 46
- Disposable weapons, see Ammunition Supply
- Disrupting guidance systems and sensors, 52
- Drones, 25
- Drop troops, 51
- Dropships, 51
- Dummy markers, 25
 - and artillery, 44
 - and snipers, 27
- ECM, 32, 40, 48, 52
- Electronic Counter Measures, 32, 40, 48, 52
- Electronic Warfare, 52
 - disrupting sensors and guidance systems, 52
 - effect on transferring actions, 16
 - Electronic Counter Measures, 32, 40, 48, 52
 - system quality, 28
- Element, 8
- Elite. See Unit Quality
- Encumbrance, 22
- Enhanced systems. See System quality
- Equipment, 5
- EW. See Electronic Warfare
- Exhausted. See Fatigue Levels
- Exotic Environments, 57–58
 - and line of fire/line of sight, 11
- Extreme ADE. See Air Defence Environment
- Facing. See Vehicles, facing
- Fatigue Levels, 19
 - rest and recovery, 61
 - under-strength units, 10
- Field Defences, 13
- Figures, 5
 - availability, 70
- Final defensive fire, 43
- Fire and flames, 57
- Fire arcs. Weapons, fire arcs
- Fire combat
 - aerospace, 48–51
 - allocating hits, 36
 - ammunition supply, 30
 - angle of attack, 38
 - armour die. See Armour die
 - artillery, 44–47
 - casualties. See Casualties
 - close assault. See Close assault
 - cover. See Cover
 - crew served weapons, 30
 - dead, 36
 - destroyed vehicle, 38–39, 48–49
 - decoys, 56
 - direct fire. See Direct fire
 - disabled vehicle, 38–39, 48–49
 - dispersed targets, 35, 40
 - electronic counter measures, 32, 52
 - versus missiles, 40, 52
 - fire arcs, 32, 50
 - fire control systems. See also Fire combat, heavy weapons; Fire combat, missile weapons; Electronic Warfare; System quality
 - disrupting, 52
 - fire resolution
 - general, 33
 - guided missiles, 28–30, 34, 40
 - heavy weapons, 28–29, 37–40
 - infantry anti vehicle rockets (IAVR), 28, 30, 34, 40
 - missile weapons, 28–30, 34, 40
 - on table artillery, 47
 - potential hits, 35
 - small arms, 35–36
 - sniper weapons, 27
 - support weapons, 35–36
 - unguided rockets, 28, 30, 34, 40
 - firepower die, 27, 34–35
 - firer's die roll, 35
 - firing at independent figures, 26
 - guidance systems. See System quality
 - guided missiles. See Weapons, guided missiles
 - grenades, 30
 - heavy weapons. See Weapons, heavy weapons
 - impact die, 34–36
 - IAVRs. See Weapons, Infantry Anti Vehicle Rocket
 - incendiary weapons, 57
 - indicating damaged vehicles, 39
 - indirect fire. See Artillery
 - Infantry Anti Vehicle Rockets. See Weapons, Infantry Anti Vehicle Rocket
 - major success. See Major success
 - minor success. See Minor success
 - missile weapons. See Weapons, missile weapons
 - mortars. See Artillery, mortars
 - multiple launcher packs, 30, 34
 - night fighting, 57
 - non-penetrating hits on vehicles, 39
 - orbital support. See Artillery
 - penetrating armour, 36
 - point targets. See Point targets
 - range bands. See Range bands
 - range die. See Range die
 - recon by fire, 25
 - remote missile launchers, 40
 - sensors. See Electronic Warfare; Sensors
 - shooting down drones, 25
 - small arms weapons. See Weapons, small arms
 - smoke, 57
 - sniper fire resolution, 27
 - support weapons. See Weapons, support weapons
 - suppression. See Suppression
 - suspension hit on vehicle, 39
 - system hit on vehicles, 39

- target die. See Target die
target priority, 12
target size, 33
 and vehicle range bands, 37
terror effects, 21, 41–43
under-strength weapon crews, 30
unguided rockets, 28, 30, 34, 40
vehicles. See Aerospace; Point targets; Vehicles
 targets of small arms, 37
weapon data. See Weapons
wound, 36
wounded troops. See Casualties
into woods, 12
- Fire control die, 28
Fire control systems, 28
 and aerospace combat, 48–49
 manually operated, 32
 vehicle fire control systems, 32
Fire support, 44–46
Firearms. See Weapons, small arms
Firepower die, 27, 34–35
First game, 4
Fixed mount weapons. See Aerospace, weapon mount;
 Vehicles, weapons, weapon mount
Follow-through attacks, 41, 43
Force organisations. See Organisations, force organisation
Fortifications, 56–57
Forward observer, 44, 46
Fresh. See Fatigue Levels
Full Thrust, 65–66
- GAC. See Gauss autocannons
Game sequence, 15
Gauss autocannons, 29
Gauss machine gun, 34
Gauss rifle, 34
Gauss sniping rifle, 27
GEV vehicles, 23
Generic Weapon Table, 34
GMS, 28–30, 34, 40
 anti-aircraft fire, 48
 capacity for mounting on vehicles, 32
 GMS/P as support weapon, 34
 multi-mode missiles, 48
Grav vehicles, 23, 49–51
Gravity. See Exotic environments
Green. See Unit Quality
Grenades, 30
Grenade launcher, 34
Guided missile Systems, 28–30, 34, 40
- HAMR. See Heavy Anti-Material Rifle
Heavy Anti-Material Rifle, 27
Heavy weapons. See Fire combat, heavy weapons;
 Weapons, heavy weapons
HEL. See High-energy lasers
Hero. See Independent figure
Hidden counters, 25
 and snipers, 27
Hidden units, 25
 and encounter battles, 14
 and interrogating prisoners, 53–54
 snipers, 27
Hiding. See Hidden units
High ADE. See Air Defence Environment
High altitude orbital insertion, 51
High Motivation. See Mission Motivation
High velocity cannon, 29
High-energy lasers, 29
High-mobility wheeled vehicles. See Vehicles, mobility types
HKP. See Hyper-kinetic penetrators
Hover vehicles, 23, 49–51
Hovering, 48–51
- Hunting rifle, 34
HVC. See High velocity cannon
Hyper-kinetic penetrators, 29
- I AVR. See Infantry Anti Vehicle Rocket
Impact markers, 44
Impact values
 artillery, 46
 heavy weapons, 29
 penetrating personal armour, 36
 penetrating vehicle armour, 38–39
 small arms, 34
 sniper weapons, 27
 support weapons, 24
Impassable terrain, 22
Improvised firearms, 34
In Position, 13
 and independent figures, 26
 close assault die shift, 42
Inactive (electronic warfare), 52
Inbound Chart, 44–45, 71
 arrival of fire support, 46
 casualty evacuation, 45, 54
Incoming aircraft, 45–46, 48–49
Independent figures, 26–27
Infantry mobility, 23
Infantry Anti Vehicle Rocket, 28, 30, 34, 40
Integrated Game Sequence, 15
Integrity. See Unit Integrity
Interface landings, 51
Interrogation. See Prisoners
- Jamming, 52
- Landing zones, 50–51
Last Stand, The, 53
Laser sniping rifle, 27
Leader, 8–9
 as independent figure, 26
 casualty, 10
 replacement, 10
 suppression after casualty, 10
Leadership Value, 9
 determining, 10
 after leader casualty, 10
 after regrouping, 17
Line of fire, 11
Line of sight, 11
 triggering panic test, 21
Load into transport, 24
Lock-on, 48–49
Loitering, 45
Loiter box, 45
Low ADE. See Air Defence Environment
Low Motivation. See Mission Motivation
Low-mobility wheeled vehicles. See Vehicles, mobility types
LV. See Leadership Values
LZ. See Aerospace, landing zones
- Machine gun, 34
Machine pistol, 34
Manpacked weapons, 47
Major success
 defined, 33
 heavy weapons, 38
 small arms against point target, 37
 small arms fire, 35
 support fire, 35
Mass-driver cannons, 29
MDC. See Mass-driver cannons
Medic, 39
Medium Motivation. See Mission Motivation
Mines, 55–56

- Minefields, 55
- Miniatures. See Figures
- Minimal ADE. See Air Defence Environment
- Minor success
- defined, 33
 - heavy weapons, 38
 - small arms against point target, 37
 - small arms fire, 35
 - support fire, 35
- Missiles, 28–30, 34, 40
- Mission cards, 59, 71
- Mission Motivation, 19
- and threat levels, 20
 - suppression of high motivation troops, 10
- MLP. See Multiple launcher packs
- Mobility. See Movement, mobility
- Moderate ADE. See Air Defence Environment
- Mortars, 46–47
- Motivation. See Mission Motivation
- Movement, 22–24
- aerospace, 49–50
 - artillery move and fire restrictions, 47
 - base mobility
 - aerospace, 48–49
 - defined, 22
 - infantry, 22
 - vehicles, 23
 - combat movement, 22
 - extra move after close assault, 43
 - into close assault, 41, 43
 - dropping troops from hovering craft, 51
 - escorting prisoners, 53
 - grounding aircraft, 49–51
 - high altitude orbital insertion, 51
 - in columns. See Movement, travel movement
 - interface landings, 51
 - landing zones, 50–51
 - manpacked artillery, 47
 - mobility types, 23, 48–51
 - moving and firing artillery restriction, 47
 - orbital insertion, 51
 - overrun, 43
 - paradrop, 51
 - reaction fire triggering, 53
 - removing In Position marker before movement, 13
 - and reorganise action, 24
 - shaken units moving out of cover, 16
 - snipers while hidden, 27
 - terrain effects. See Terrain
 - towed artillery, 47
 - vehicles
 - aerospace, 49–50
 - ground, 23
- Multiple launcher packs, 30, 34
- Multiple opposed roll, 33
- Multiple suppressions, 33
- Multi-mode missiles, 48
- Night fighting, 57
- No ADE. See Air Defence Environment
- Objectives, 14
- Observation, 25
- from aircraft, 50–51
 - and woods, 10
 - disrupting sensors and guidance systems, 52
 - remote spotting, 52
 - sensors. See Sensors
 - snipers, 27
 - spotting by electronic warfare, 52
 - while suppressed, 18
- Off table support, 44–45
- Air Defence Environment, 45, 48–49
 - Inbound Chart. See Inbound Chart
 - Open sights. See Artillery, on table
 - Optional rules, 53–58
 - Orbital insertion, 51
 - Orbital support. See Artillery
 - Organisation, 8–9
 - and off table support, 44
 - bypassing command levels, 16, 44
 - force organisations, 67–69
 - balancing, 10
 - Eurasian Solar Union, 69
 - Federal Stats Europa, 69
 - Neu Swabian League, 68–69
 - New Anglian Confederation, 67–68
 - forward observer element, 44
 - snipers in a squad, 27
 - Overruns, 41, 43
- Panic, 21
- and independent figures, 26
- Paradrop, 51
- Passing on an activation, 15
- Penetration. See Armour penetration
- Personal armour, 28
- penetrating, 36
- Platoon, 4, 8–9
- Plasma gun, 34
- Point system, 10
- Point targets. See Buildings; Fortifications; Vehicles
- and artillery, 46
 - armour, 38
 - defined, 33
 - and suppression, 18
 - target of small arms fire, 37
- Poor terrain, 22
- Potential Hits, 35–36
- Power Armour, 30
- and close assaults, 41–42
 - and high altitude drops, 51
 - Armour Die type, 28
 - as casualties, 40
 - mobility, 22–23
 - triggering panic test, 21
- Preparing to play, 5–10, 44
- Principles of play, 11–13
- Prisoners, 53–54
- Quality. See System quality; Unit quality
- Quick and dirty fire resolution, 36–37
- Rain. See Weather
- Rally, 19
- Range bands
- close combat weapons, 34
 - defined, 33
 - heavy weapons, 37
 - measuring, 11–12
 - small arms, 33
 - support weapons, 33
 - and target size, 37
- Range die, 12–13
- limitations, 33
- Rapid-fire autocannon, 29
- Reaction fire, 53
- Reaction Test, 20–21
- and close combat, 41
 - and final defensive fire, 43
 - and independent figures, 26
 - to remove In Position marker, 13
- Recon by fire, 25
- Record cards, 59, 71
- Regiment, 9
- Regrouping, 17

- Regular. See Unit Quality
- Reinforcements, 60–61. See also Inbound Chart
- Remote spotting, 52
- Reorganise action, 17
- before firing artillery, 47
 - and In Position, 13
 - and moving artillery, 47
 - and travel movement, 24
 - treating wounded troops, 39
 - unit integrity, 11
- Replacement troops, 60–61
- Requesting support, 44
- RFAC. See Rapid-fire autocannon
- Rifle, 27, 34
- Rockets, 28, 30, 34, 40
- Routed. See Confidence Levels
- Routing 20, 41, 53
- automatic in close assaults, 41
 - surrender, 53
- SAW. See Squad Automatic Weapon
- Scale, 5
- Scenarios, 62–64
- Sensors. Electronic Warfare; System quality
- types, 25, 52
 - disrupting, 52
- Sequence of play, 15
- Setting up a game, 14
- Shaken. See Confidence Levels
- Shotgun, 34
- Size class
- weapon, 29
 - vehicle, 31
- Small arms weapons. See Weapons, small arms
- Smoke, 57
- Snipers, 26–27
- and encounter battles, 14
- Sniper weapons, 27
- Special characters, 26–27
- Spirit of the game, 3
- Spotting by EW. See Observation, remote spotting
- Spotting. See Observation
- Squad, 4, 8–9
- data cards, 59, 71
 - snipers in a squad, 27
- Squad cards, 59, 71
- Squad automatic weapon, 34
- Steady. See Confidence Levels
- Suggestions, 4
- Submachine gun, 34
- Superior systems. See System quality
- Supplement, 58
- Support request, 44
- Support request counters, 44
- Support weapons. See Fire combat, support weapons;
Weapons, support weapons
- Suppression, 18
- and independent figures, 26
 - after leader casualty, 10
 - and travel movement, 24
 - crew served weapons, 30
 - final defensive fire exception, 43
 - final defensive fire reaction test, 43
 - firing small arms at point targets result, 37
 - ignore suppression, 53
 - independent figures, 26
 - reorganise while suppressed, 17
 - result of small arms fire resolution, 35
- Surrender, 53
- System quality, 28
- manually operated systems, 32
 - vehicle fire control systems, 32
- Tactical notes, 4
- Target die, 33–35
- aerospace, 48–49
 - die shift due to cover, 13
 - direct fire die shift due to In Position, 13
 - shift due to cover, 12–13
- Target priority, 12
- Target size, 33
- and vehicle range bands, 37
- Technology
- heavy weapons, 29
 - Infantry weapons, 28–29
 - vehicles, 31
- Terrain
- and hidden units, 25
 - buildings, 56–57
 - defining terrain effects, 14
 - effects on base mobility, 22
 - effects on movement, 23
 - fortifications, 56–57
 - modeling, 70
 - setting up, 14
 - types, 22
 - woods, 12, 14
- Terror effects. See Fire combat, terror effects
- Terror units, 41–43
- and panic, 21
- Threat Levels, 20–21
- and combined activations, 43
 - for close assaults, 41
 - for final defensive fire, 43
- Tired. See Fatigue Levels
- TL. See Threat Levels
- Tracked vehicles, 23
- Transferring actions, 16
- and detached elements, 18
- Transporting infantry, 24
- Travel mode, 24
- Travel movement, 24
- Troop transport, 24
- Turn End Phase, 15
- Turn Track, 45
- Turret mounted weapons. See Vehicles, weapons, weapon
mount
- Umpire, 4
- Under-strength units, 10
- under-strength weapon crews, 30
- Unguided rockets, 28, 30, 34, 40
- Unit Integrity, 11
- placing figures after movement, 22
- Unit Quality, 9
- after regrouping, 17
 - and panic, 21
 - and paradrops, 51
 - improving troop quality, 60
 - power armour, 30
- Units, 8
- data cards, 59, 71
 - detached elements, 17–18
 - measuring between, 11–12
 - split between types of cover, 12
 - sub-group, 12
 - unit integrity, 11
- Untrained. See Unit Quality
- Vehicle cards, 59, 71
- Vehicles
- armour penetration, 38–39
 - armour values, 38
 - armour, 31
 - converting Dirtside II vehicles, 31

- data cards, 59, 71
 - damage, 38–39, 48–49
 - decoys, 56
 - designing, 31–32
 - as detached elements, 24
 - dropships, 51
 - facing, 49
 - grav vehicles, 23, 49–51
 - hover, 23, 49–51
 - indicating damage, 39
 - mobility types, 23, 48–51
 - movement, 23, 49–50
 - non-penetrating hits, 39
 - occupant casualties, 37, 39
 - range bands, 37
 - size classes, 31
 - small arms fire against, 37
 - in *Stargrunt II*, 31
 - and suppression, 18
 - suspension hit, 39
 - system hit, 39
 - target size, 33
 - tracked vehicles, 23
 - triggering panic test, 21
 - type of, 31
 - VTOLs, 48–51
 - walker, 23
 - weapon data, 29
 - weapons. See Fire combat, fire resolution, heavy weapons; Weapons, heavy weapons
 - weapon mounts, 32, 50
 - wheeled, 23
- Veteran. See Unit Quality
- Victory Conditions, 14
- VTOLs, 48–51
- Walker vehicles, 23
- Warhead type, 46
- Weapon mounts, 32, 50
- Weapon technology. See Technology
- Weapons
- aerospace, 50
 - archaic firearms, 34
 - ammunition supply, 30
 - artillery, 46
 - assault rifle, 34
 - assault shotgun, 34
 - autopistol, 34
 - Base Impact Value, 29
 - booby traps, 56
 - close combat weapons, 42–43
 - range bands, 34
 - conventional machine gun, 34
 - conventional sniping rifle, 27
 - crew served weapons, 30
 - deadfall, 50
 - direct-fire fusion guns (DFFG), 29
 - disposable, see Ammunition Supply
 - fire arcs, 32, 50
 - fire resolution. See Fire combat, fire resolution
 - firearms, 34
 - firepower die, 27, 34–35
 - gauss autocannons (GAC), 29
 - gauss machine gun, 34
 - gauss rifle, 34
 - gauss sniping rifle, 27
 - grenades, 30
 - grenade launcher, 34
 - guided missile systems, 28–30, 34, 40
 - Heavy Anti-Material Rifle (HAMR), 27
 - heavy weapons, 29
 - against infantry, 40
 - arcs of fire, 32, 50
 - armour penetration, 38–39
 - capacity for mounting on vehicles, 32
 - crew served weapons, 30
 - defined, 28
 - fire control system quality, 28, 32
 - impact value, 38–39
 - multiple mounts, 32
 - range bands, 37
 - under-strength weapon crews, 30
 - weapon mount, 32, 50
 - high velocity cannon (HVC), 29
 - high-energy lasers (HEL), 29
 - hunting rifle, 34
 - hyper-kinetic penetrators (HKP), 29
 - impact die, 34–36
 - Impact Value Multiplier, 29
 - improvised firearms, 34
 - incendiary weapons, 57
 - Infantry Anti Vehicle Rocket (IAVR), 28, 30, 34, 40
 - laser sniping rifle, 27
 - machine gun, 34
 - machine pistol, 34
 - mass-driver cannons (MDC), 29
 - mines, 55–56
 - missile weapons, 28–30, 34, 40
 - decoys, 56
 - disrupting guidance systems, 52
 - missile counters, 30
 - mortars, 46–47
 - mounts, 32, 50
 - multiple launcher packs, 30, 34
 - orbital support, 46
 - plasma gun, 34
 - range bands. See range bands
 - rapid-fire autocannons (RFAC), 29
 - remote missile launchers, 40
 - rifle, 27, 34
 - rockets, 28, 30, 34, 40
 - shotgun, 34
 - small arms, 34
 - close range weapons, 42–43
 - defined, 28
 - generic weapon table, 34
 - grenades, 30
 - impact value, 27, 34, 36
 - range bands, 33
 - sniper weapons, 27
 - squad automatic weapon (SAW), 34
 - submachine gun, 34
 - sniper weapons, 27
 - support weapons, 34
 - defined, 28
 - impact value, 34, 36
 - individual fire, 37
 - multiple launcher packs, 30, 34
 - range bands, 33
 - unguided rockets, 28, 30, 34, 40
 - vehicle fit limits, 31–32
- Weather, 57
- and line of fire, 11
 - and line of sight, 11
- Wheeled vehicles, 23
- Wind. See Weather
- Woods. See Terrain