AA. See Air Defence Environment	Buildings, 56–57
Acquire target. See Aerospace, anti-air fire	and suppression, 18
Actions, 15–19	Burst radius, 46
disembark transport action, 24	Buzzbomb. See Infantry Anti Vehicle Rocket
firing artillery, 47	
load transport action, 24	Campaigns, 60–61
observe action, 25	Capacity points, 32
reaction fire, 53	Casevac. See Casualties, evacuation
removing vehicle SYS marker, 39	Casualties
transferring actions, 16	allocating hits, 36
and Electronic Warfare, 16, 52	artillery, 47
Activation	close assault, 42
and passing, 15	evacuation, 45, 54
and transferring actions, 16	kill combat result, 36, 42
moving and firing artillery restriction, 47	infantry casualties, 36
multiple units for close assault, 43	leader replacement, 10
reaction fire, 53	medic, 39
Activation Marker, 8–9	moving, 24
and game sequence, 15	power armour, 40
determining, 10	replacement troops, 60–61
Active (electronic warfare), 52	treating wounded troops, 39–40
Advanced Bules, See Optional rules	vehicle occupant casualties, 37, 39
Advanced Rules. See Optional rules	wound combat result, 36, 42
Aerospace	Chain of command, 9
aircraft facing, 49	Chin turret, 50
inbound chart, 44–45	CL. See Confidence Levels
casualty evacuation, 45, 54	Clearing mines, 55
fire combat. See Fire combat, aerospace Aircraft. See Aerospace	Clear terrain, 22
	Clockface direction method, 6, 46, 51
grounded, 49–51 Air Defence Environment, 45, 48–49	Close assault. 41–43
	close combat weapon range bands, 34
Air Liaison, 44	Combat. See Close assault; Electronic Warfare; Fire
Air missions, 51 Aliens, 58	combat: Mines
Allocating hits, 36	Combined activations, 43
Ammunition Supply, 30	Command levels, 8–9
Anniamitor Supply, 30 Angle of attack, 38	and detached elements, 18
Anti-air operations, 48–49	and the rally action, 17
Anti-air operations, 40–49 Anti-aircraft coverage. See Air Defence Environment	bypass, 16, 44
Archaic firearms, 34	call for support, 44
Armour die. See also Fire combat, armour die	procedure, 16
and aerospace combat, 48–49	while suppressed, 18
die shift due to cover, 13	Communications roll, 16
indirect fire die shift due to In Position, 13	and detached elements, 18
personal armour, 28	bypassing command levels, 16, 44
type, 28	Company, 4, 8–9
vehicle armour, 31, 38	Confidence Level marker, 8
Armour. See Buildings; Fortifications; Personal armour;	and independent figures, 26
Vehicles, armour	Confidence Levels, 20–21 after regrouping, 17
Armour penetration	
personal armour, 36	automatic routing in close assaults, 41 Confidence Test, 20–21
vehicle armour 38–39	
Artillery	and anti-air operations, 48–49 and close combat, 41–43
and woods, 12	ignore confidence tests, 53
crew served weapons, 30	for independent figures, 26
direct fire, 47	last stand, the, 53
effects of In Position, 13	routing, 20, 41, 53
fire combat. See Fire combat, artillery	automatic in close assaults, 41
independent figures caught in a burst, 26	surrender, 53
on table, 47	terror 21, 41–43
under-strength weapon crews, 30	Confident. See Confidence Levels
Assault rifle, 34	Conventional machine gun, 34
Assault shotgun, 34	Conventional sniping rifle, 27
Atmosphere. See Exotic environments	Counter sheets, 6
Autopistol, 34	Counters, 6–7
	Cover, 12–13
Background, 28-29, 31, 65-66	and hidden units, 25
Base Impact Value. See Impact values	close assault die shift, 42
Base mobility. See Movement, base mobility	effect on reorganise action, 17
Basic systems. See System quality	terrain occupied by a unit, 10
Battalion, 9	Crash landings, 48–49
Battles, 14	and landing zones, 50–51
Booby traps, 56	Crew served weapons, 30
Broken. See Confidence Levels	• •
Bugs Don't Surf, 58	Deadfall weapons, 50
-	Doddium Wouponio, 00

ST'ARGRUNT' II INDEX

Decoys, 56	armour die. See Armour die
Delivery system, 46	artillery, 44–47
Designer's notes, 2	casualties. See Casualties
Designing Vehicles. See Vehicles, designing	close assault. See Close assault
Detached elements, 17–18	cover. See Cover
and unit integrity, 11	crew served weapons, 30
vehicles as detached elements, 24	dead, 36
Deviation, 6, 46, 47, 51	destroyed vehicle, 38–39, 48–49
DFFG. See Direct-fire fusion guns	decoys, 56
Dice, 5–6	direct fire. See Direct fire
Die rolls	disabled vehicle, 38–39, 48–49
defined, 6	dispersed targets, 35, 40
Die Shift	electronic counter measures, 32, 52
armour, 12	versus missiles, 40, 52
close assault, 42	fire arcs, 32, 50
closed, 6	fire control systems. See also Fire combat, heavy
	· · · · · · · · · · · · · · · · · · ·
cover, 12, 42	weapons; Fire combat, missile weapons;
defined, 6	Electronic Warfare; System quality
firing at independent figures, 26	disrupting, 52
In Position, 13, 42	fire resolution
open, 6, 42	general, 33
range, 12	guided missiles, 28–30, 34, 40
Difficult terrain, 22	heavy weapons, 28–29, 37–40
Direct fire	infantry anti vehicle rockets (IAVR), 28, 30, 34,
artillery, 47	40
effects of In Position, 13	missile weapons, 28–30, 34, 40
resolution, 33–40	on table artillery, 47
Direct-fire fusion guns, 29	potential hits, 35
Dirtside II, 3, 65	small arms, 35–36
Disembark, 24	sniper weapons, 27
Disorganised, 11	support weapons, 35–36
Dispersed targets, 35, 40	unguided rockets, 28, 30, 34, 40
and artillery, 46	firepower die, 27, 34–35
Disposable weapons, see Ammunition Supply	firer's die roll, 35
Disrupting guidance systems and sensors, 52	firing at independent figures, 26
Drones, 25	guidance systems. See System quality
Drop troops, 51	guided missiles. See Weapons, guided missiles
Dropships, 51	grenades, 30
Dummy markers, 25	heavy weapons. See Weapons, heavy weapons
and artillery, 44	impact die, 34–36
and snipers, 27	IAVRs. See Weapons, Infantry Anti Vehicle Rocket
	incendiary weapons, 57
FCM 22 40 40 F2	indicating damaged vehicles, 39
ECM, 32, 40, 48, 52	indirect fire. See Artillery
Electronic Counter Measures, 32, 40, 48, 52	Infantry Anti Vehicle Rockets. See Weapons, Infantry
Electronic Warfare, 52	
disrupting sensors and guidance systems, 52	Anti Vehicle Rocket
effect on transferring actions, 16	major success. See Major success
Electronic Counter Measures, 32, 40, 48, 52	minor success. See Minor success
system quality, 28	missile weapons. See Weapons, missile weapons
Element, 8	mortars. See Artillery, mortars
•	multiple launcher packs, 30, 34
Elite. See Unit Quality	night fighting, 57
Encumbrance, 22	non-penetrating hits on vehicles, 39
Enhanced systems. See System quality	
Equipment, 5	orbital support. See Artillery
EW. See Electronic Warfare	penetrating armour, 36
Exhausted. See Fatigue Levels	point targets. See Point targets
Exotic Environments, 57–58	range bands. See Range bands
and line of fire/line of sight, 11	range die. See Range die
Extreme ADE. See Air Defence Environment	recon by fire, 25
EXTERNE ADE. See All Defence Environment	remote missile launchers, 40
	sensors. See Electronic Warfare; Sensors
Facing. See Vehicles, facing	· · · · · · · · · · · · · · · · · · ·
Fatigue Levels, 19	shooting down drones, 25
rest and recovery, 61	small arms weapons. See Weapons, small arms
	smoke, 57
under-strength units, 10	sniper fire resolution, 27
Field Defences, 13	support weapons. See Weapons, support weapons
Figures, 5	suppression. See Suppression
availability, 70	suspension hit on vehicle, 39
Final defensive fire, 43	
Fire and flames, 57	system hit on vehicles, 39
Fire arcs. Weapons, fire arcs	target die. See Target die
·	target priority, 12
Fire combat	target size, 33
aerospace, 48–51	and vehicle range bands, 37
allocating hits, 36	terror effects, 21, 41–43
ammunition supply, 30	under-strength weapon crews, 30
angle of attack, 38	under-strength weapon crews, 30

ST'ARGRUNT II INDEX

unguided rockets, 28, 30, 34, 40	Impact markers, 44
vehicles. See Aerospace; Point targets; Vehicles	Impact values
targets of small arms, 37	artillery, 46
weapon data. See Weapons	heavy weapons, 29
wound, 36	penetrating personal armour, 36
wounded troops. See Casualties	penetrating vehicle armour, 38–39
into woods, 12 Fire control die, 28	small arms, 34
	sniper weapons, 27
Fire control systems, 28 and aerospace combat, 48–49	support weapons, 24 Impassable terrain, 22
manually operated, 32	Improvised firearms, 34
vehicle fire control systems, 32	In Position, 13
Fire support, 44–46	and independent figures, 26
Firearms. See Weapons, small arms	close assault die shift, 42
Firepower die, 27, 34–35	Inactive (electronic warfare), 52
First game, 4	Inbound Chart, 44–45, 71
Fixed mount weapons. See Aerospace, weapon mount;	arrival of fire support, 46
Vehicles, weapons, weapon mount	casualty evacuation, 45, 54
Follow-through attacks, 41, 43	Incoming aircraft, 45–46, 48–49
Force organisations. See Organisations, force	Independent figures, 26–27
organisation Fortifications, 56–57	Infantry mobility, 23 Infantry Anti Vehicle Rocket, 28, 30, 34, 40
Forward observer, 44, 46	Integrated Game Sequence, 15
Fresh. See Fatigue Levels	Integrated Game Sequence, 13 Integrity. See Unit Integrity
Full Thrust, 65–66	Interface landings, 51
Tall Thatt, 60 00	Interrogation. See Prisoners
CAC Cae Cours autoconnons	monogation. Goo'r noonore
GAC. See Gauss autocannons Game sequence, 15	Jamming, 52
Gauss autocannons, 29	Janning, J2
Gauss machine gun, 34	Landing Tanas EO E1
Gauss rifle, 34	Landing zones, 50–51
Gauss sniping rifle, 27	Last Stand, The, 53 Laser sniping rifle, 27
GEV vehicles, 23	Leader, 8–9
Generic Weapon Table, 34	as independent figure, 26
GMS, 28-30, 32, 34, 40	casualty, 10
anti-aircraft fire, 48	replacement, 10
capacity for mounting on vehicles, 32	suppression after casualty, 10
GMS/P as support weapon, 34	Leadership Value, 9
multi-mode missiles, 48	determining, 10
Grav vehicles, 23, 49–51	after leader casualty, 10
Gravity. See Exotic environments Green. See Unit Quality	after regrouping, 17
Grenades, 30	Line of fire, 11
Grenade launcher, 34	Line of sight, 11
Guided missile Systems, 28–30, 34, 40	triggering panic test, 21
	Load into transport, 24 Lock-on, 48–49
HAMR. See Heavy Anti-Material Rifle	Loitering, 45
Heavy Anti-Material Rifle, 27	Loiter box, 45
Heavy weapons. See Fire combat, heavy weapons;	Low ADE. See Air Defence Environment
Weapons, heavy weapons	Low Motivation. See Mission Motivation
HEL. See High-energy lasers	Low-mobility wheeled vehicles. See Vehicles, mobility
Hero. See Independent figure	types
Hidden counters, 25	LV. See Leadership Values
and snipers, 27	LZ. See Aerospace, landing zones
Hidden units, 25	
and encounter battles, 14	Machine gun, 34
and interrogating prisoners, 53–54	Machine pistol, 34
snipers, 27	Manpacked weapons, 47
Hiding. See Hidden units	Major success
High ADE. See Air Defence Environment High altitude orbital insertion, 51	defined, 33
High Motivation. See Mission Motivation	heavy weapons, 38
High velocity cannon, 29	small arms against point target, 37
High-energy lasers, 29	small arms fire, 35
High-mobility wheeled vehicles. See Vehicles, mobility	support fire, 35 Mass-driver cannons, 29
types	MDC. See Mass-driver cannons
HKP. See Hyper-kinetic penetrators	Medic, 39
Hover vehicles, 23, 49–5	Medium Motivation, See Mission Motivation
Hovering, 48–51	Mines, 55–56
Hunting rifle, 34	Minefields, 55
HVC. See High velocity cannon	Miniatures. See Figures
Hyper-kinetic penetrators, 29	Minimal ADE. See Air Defence Environment
	Minor success
IAVR. See Infantry Anti Vehicle Rocket	defined, 33

ST'ARGRUNT II INDEX

heavy weapons, 38	bypassing command levels, 16, 44
small arms against point target, 37	force organisations, 67–69
small arms fire, 35	balancing, 10
support fire, 35	Eurasian Solar Union, 69
Missiles, 28–30, 34, 40	Federal Stats Europa, 69
Mission cards, 59, 71	
	Neu Swabian League, 68–69
Mission Motivation, 19	New Anglian Confederation, 67–68
and threat levels, 20	forward observer element, 44
suppression of high motivation troops, 10	snipers in a squad, 27
MLP. See Multiple launcher packs	Overruns, 41, 43
Mobility. See Movement, mobility	
Moderate ADE. See Air Defence Environment	Panic, 21
Mortars, 46–47	and independent figures, 26
Motivation. See Mission Motivation	Paradrop, 51
Movement, 22–24	Passing on an activation, 15
aerospace, 49–50	Penetration. See Armour penetration
artillery move and fire restrctions, 47	Personal armour, 28
base mobility	penetrating, 36
aerospace, 48–49	Platoon, 4, 8–9
defined, 22	Plasma gun, 34
infantry, 22	Point system, 10
vehicles, 23	
combat movement, 22	Point targets. See Buildings; Fortifications; Vehicles
extra move after close assault, 43	and artillery, 46
into close assault, 41, 43	armour, 38
dropping troops from hovering craft, 51	defined, 33
escorting prisoners, 53	and suppression, 18
	target of small arms fire, 37
grounding aircraft, 49–51	Poor terrain, 22
high altitude orbital insertion, 51	Potential Hits, 35–36
in columns. See Movement, travel movement	Power Armour, 30
interface landings, 51	and close assaults, 41–42
landing zones, 50–51	and high altitude drops, 51
manpacked artillery, 47	Armour Die type, 28
mobility types, 23, 48–51	as casualties, 40
moving and firing artillery restriction, 47	mobility, 22–23
orbital insertion, 51	triggering panic test, 21
overrun, 43	Preparing to play, 5–10, 44
paradrop, 51	Principles of play, 11–13
reaction fire triggering, 53	Prisoners, 53–54
removing In Position marker before movement, 13	1 113011e13, 30–3 4
and reorganise action, 24	
shaken units moving out of cover, 16	Quality. See System quality; Unit quality
snipers while hidden, 27	Quick and dirty fire resolution, 36–37
terrain effects. See Terrain	
towed artillery, 47	Rain. See Weather
	Rally, 19
vehicles	_ *
aerospace, 49–50	Range bands
ground, 23	close combat weapons, 34
Multiple launcher packs, 30, 34	defined, 33
Multiple opposed roll, 33	heavy weapons, 37
Multiple suppressions, 33	measuring, 11–12
Multi-mode missiles, 48	small arms, 33
	support weapons, 33
Night fighting, 57	and target size, 37
No ADE. See Air Defence Environment	Range die, 12–13
NO ABE. Gee All Belefide Environment	limitations, 33
	Rapid-fire autocannon, 29
Objectives, 14	Reaction fire, 53
Observation, 25	Reaction Test, 20–21
from aircraft, 50–51	and close combat, 41
and woods, 10	and final defensive fire, 43
disrupting sensors and guidance systems, 52	and independent figures, 26
remote spotting, 52	to remove In Position marker, 13
sensors. See Sensors	Recon by fire, 25
snipers, 27	
spotting by electronic warfare, 52	Record cards, 59, 71
while suppressed, 18	Regiment, 9
Off table support, 44–45	Regrouping, 17
	Regular. See Unit Quality
Air Defence Environment, 45, 48–49	Reinforcements, 60–61. See also Inbound Chart
Inbound Chart. See Inbound Chart	Remote spotting, 52
Open sights. See Artillery, on table	Reorganise action, 17
Optional rules, 53–58	before firing artillery, 47
Orbital insertion, 51	and In Position, 13
Orbital support. See Artillery	and moving artillery, 47
Organisation, 8–9	and travel movement, 24
and off table support, 44	: : · · · · · · · · · · · · · · · · · ·

ST'ARGRUNT' II INDEX

treating wounded troops, 39	Technology
unit integrity, 11	heavy weapons, 29
Replacement troops, 60–61	Infantry weapons, 28–29
Requesting support, 44	vehicles, 31
RFAC. See Rapid-fire autocannon	Terrain
Rifle, 27, 34	and hidden units, 25
Rockets, 28, 30, 34, 40 Routed. See Confidence Levels	buildings, 56–57 defining terrain effects, 14
Routing 20, 41, 53	effects on base mobility, 22
automatic in close assaults, 41	effects on movement, 23
surrender, 53	fortifications, 56–57
,	modeling, 70
SAW. See Squad Automatic Weapon	setting up, 14
Scale, 5	types, 22
Scenarios, 62–64	woods, 12, 14
Sensors. Electronic Warfare; System quality	Terror effects. See Fire combat, terror effects
types, 25, 52	Terror units, 41–43
disrupting, 52	and panic, 21 Threat Levels, 20–21
Sequence of play, 15	and combined activations, 43
Setting up a game, 14	for close assaults, 41
Shaken. See Confidence Levels	for final defensive fire, 43
Shotgun, 34 Size class	Tired. See Fatigue Levels
weapon, 29	TL. See Threat Levels
vehicle, 31	Tracked vehicles, 23
Small arms weapons. See Weapons, small arms	Transferring actions, 16
Smoke, 57	and detached elements, 18
Snipers, 26–27	Transporting infantry, 24
and encounter battles, 14	Travel mode, 24
Sniper weapons, 27	Travel movement, 24
Special characters, 26–27	Troop transport, 24
Spirit of the game, 3	Turn End Phase, 15 Turn Track, 45
Spotting by EW. See Observation, remote spotting	Turret mounted weapons. See Vehicles, weapons,
Spotting. See Observation	weapon mount
Squad, 4, 8–9 data cards, 59, 71	
snipers in a squad, 27	Umpire, 4
Squad cards, 59, 71	Under-strength units, 10
Squad automatic weapon, 34	under-strength weapon crews, 30
Steady. See Confidence Levels	Unguided rockets, 28, 30, 34, 40
Suggestions, 4	Unit Integrity, 11
Submachine gun, 34	placing figures after movement, 22
Superior systems. See System quality	Unit Quality, 9
Supplement, 58	after regrouping, 17
Support request, 44	and panic, 21
Support request counters, 44	and paradrops, 51
Support weapons. See Fire combat, support weapons;	improving troop quality, 60 power armour, 30
Weapons, support weapons	Units, 8
Suppression, 18	data cards, 59, 71
and independent figures, 26	detached elements, 17–18
after leader casualty, 10	measuring between, 11–12
and travel movement, 24	split between types of cover, 12
crew served weapons, 30	sub-group, 12
final defensive fire exception, 43	unit integrity, 11
final defensive fire reaction test, 43	Untrained. See Unit Quality
firing small arms at point targets result, 37	
ignore suppression, 53 independent figures, 26	Vehicle cards, 59, 71
reorganise while suppressed, 17	Vehicles
result of small arms fire resolution, 35	armour penetration, 38–39
Surrender, 53	armour values, 38 armour, 31
System quality, 28	converting Dirtside II vehicles, 31
manually operated systems, 32	data cards, 59, 71
vehicle fire control systems, 32	damage, 38–39, 48–49
	decoys, 56
Tactical notes, 4	designing, 31–32
Target die, 33–35	as detached elements, 24
aerospace, 48–49	dropships, 51
die shift due to cover, 13	facing, 49
direct fire die shift due to In Position, 13	grav vehicles, 23, 49–51
shift due to cover, 12–13 Target priority, 12	hover, 23, 49–51 indicating damage, 39
Target size, 33	mobility types, 23, 48–51
and vehicle range bands, 37	movement, 23, 49–50

ST'ARGRUNT' II INDEX

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