

General Glen's Combat Rules For Toy Soldiers

Unit Record Sheet

Name		CR	AC	Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID		HP		Weapon			Short / TN		Medium / TN		Long / TN		
Type/Cost	L	CP 1	2	3	4	5	6	7	8	9	10		
Name		CR	AC	Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID		HP		Weapon			Short / TN		Medium / TN		Long / TN		
Type/Cost	L	CP 1	2	3	4	5	6	7	8	9	10		
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Name		CR	AC	Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID		HP		Weapon			Short / TN		Medium / TN		Long / TN		
Type/Cost		Weapon			Short / TN		Medium / TN		Long / TN				

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Vehicle Record Sheet

Name			CR	AC	Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost	L	HP		CP 1	2	3	4	5	6	7	8	9	
Name			CR	AC	Vehicle Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost		HP		Personal Weapon			Short / TN		Medium / TN		Long / TN		
Name			CR	AC	Vehicle Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost		HP		Personal Weapon			Short / TN		Medium / TN		Long / TN		
Name			CR	AC	Vehicle Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost		HP		Personal Weapon			Short / TN		Medium / TN		Long / TN		
Name			CR	AC	Vehicle Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost		HP		Personal Weapon			Short / TN		Medium / TN		Long / TN		
Name			CR	AC	Vehicle Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost		HP		Personal Weapon			Short / TN		Medium / TN		Long / TN		
Name			CR	AC	Vehicle Weapon			Short / TN		Medium / TN		Long / TN		Notes
ID	Type/Cost		HP		Personal Weapon			Short / TN		Medium / TN		Long / TN		

Vehicle Name	Damage Thresholds							Speed & Suspension	Vehicle Equipment	Points Cost
	Hull Front	Hull Sides	Hull Rear	Hull Top	Hull Bottom	Turret Side	Turret Top			Crits Taken
Main Weapon	Arc		Short / TN		Medium / TN		Long / TN		Notes	
2 nd Weapon	Arc		Short / TN		Medium / TN		Long / TN		Notes	
3 rd Weapon	Arc		Short / TN		Medium / TN		Long / TN		Notes	
4 th Weapon	Arc		Short / TN		Medium / TN		Long / TN		Notes	

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Quick Reference Sheet

Spotting Table

Spotting Phase	Enemy Takes a Combat Action	Spotter Moves Into View	Enemy Moves Into View
Spotter is moving		+2TN	
Spotter is wearing armor	+ Spotter's AC	+ Spotter's AC	+ Spotter's AC
Enemy is partially obscured	+1TN	+1TN	+1TN
Enemy is mostly obscured	+2TN	+2TN	+2TN
Enemy is wearing camouflage	+ Enemy's CR	+ Enemy's CR	+ Enemy's CR
Enemy shooting or taking grenade combat action.		-2TN*	
Enemy is moving		-2TN	-2TN
Enemy is wearing armor	- Enemy's AC	- Enemy's AC	- Enemy's AC
Spotter is using binoculars	range 5-8 -1TN range 9+ -2TN	range 5- -1TN range 9+ -2TN	range 5-8 -1TN range 9+ -2TN

*Spotting bonus for shooting and grenade combat actions is increased by -1TN for flame throwers and for each die of damage beyond the first that a weapon is capable of inflicting.

Movement by Posture

Soldier's Posture	Regular Move	Running
Prone (crawling)	1	n/a
Kneeling (crouching)	2	n/a
Standing	2	3

Shooting Tactical Factors

Bonus Modifiers	
Attacker is "A" class (Elite), or "A+" class (Hero)	-1TN
Attacker is a "A++" class (Champion)	-2TN
Penalty Modifiers	
Attacker is "E" class (Conscript)	+1TN
Target partially obscured by cover*	+1TN
Target mostly obscured by cover*	+2TN
Attacker is moving with pistol, bolt action or semi-auto. rifle or carbine, assault rifle, shotgun or SMG	+1TN
Attacker is moving with sniper rifle, LMG, flame thrower, DIAT or RIAT	+2TN
Attacker is using volley fire with Pistol, bolt action or semi- auto. rifle or carbine, shotgun, sniper rifle or antitank rifle	+2TN
Attacker is using zone fire with Assault Rifle, SMG (M), LMG (M), or MMG (M)	+2TN
Attacker is using zone fire with SMG (D), LMG (D) or MMG (D)	+1TN
Attacker is using opportunity fire against a moving target	+1 TN
Target is "just spotted" (unless using volley fire, zone fire or area effect weapon)	+2TN
Firing a weapon with bayonet fixed (or other melee weapon ready in off hand)	+1TN
Shooter is lightly wounded (LW)	+1TN
Shooter is moderately wounded (MW)	+2TN
Shooter is seriously wounded (SW)	+3TN

Indirect Attack Tactical Factors

Bonus Modifiers	
Attacker is "A" class (Elite), or "A+" class (Hero)	-1TN
Attacker is a "A++" class (Champion)	-2TN
Penalty Modifiers	
Attacker is "E" class (Conscript)	+1TN
Attacker is moving (only permitted when throwing grenades)	+1TN
Attacker is lightly wounded (LW)	+1TN
Attacker is moderately wounded (MW)	+2TN
Attacker is seriously wounded (SW)	+3TN

Indirect-Fire Scatter Chart

1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10
Attacker facing this direction		

Speculative Fire Scatter Chart

1	2	3
4	5	6
7	Target Zone 8	9
10	11	12
Attacker facing this direction		

In-Zone TN Modifiers

Base TN	6
Bonus Modifiers	
Defender is totally enclosed within a vehicle or structure	-4TN
Defender is partially enclosed within a vehicle or structure	-2TN
Penalty Modifiers	
Defender is kneeling	+1TN
Defender is prone	+2TN

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Melee Tactical Factors

Base Melee TN	9
Bonus Modifiers	
Attacker just charged into defender's zone	-1TN
Attacker has a higher melee weapon class	-1TN
Attacker has a higher morale class	-1TN
Attacker is standing and defender is kneeling	-1TN
Attacker is standing and defender is prone	-2TN
Attacker is kneeling and defender is prone	-1TN
Penalty modifiers	
Defender has a higher melee weapon class	+1TN
Defender has a higher morale class	+1TN
Defender is standing; attacker is kneeling	+1TN
Defender is standing and attacker is prone	+2TN
Defender is kneeling and attacker is prone	+1TN
Attacker is lightly wounded (LW)	+1TN
Attacker is moderately wounded (MW)	+2TN
Attacker is seriously wounded (SW)	+3TN

Wound Status Table

Morale Class	HP	LW: +1 TN	MW: +2 TN -1/3 MP	SW: +3 TN -2/3 MP	CW: Unconscious
A++	30	21-29 hp	11-20 hp	1-10 hp	0 hp
A+	20	14-19 hp	7-13 hp	1-6 hp	0 hp
A	12	9-11 hp	5-8 hp	1-4 hp	0 hp
B	11	8-10 hp	4-7 hp	1-3 hp	0 hp
C	10	7-9 hp	4-6 hp	1-3 hp	0 hp
D	9	7-8 hp	4-6 hp	1-3 hp	0 hp
E	8	6-7 hp	3-5 hp	1-2 hp	0 hp
Movement - run		3	N/A	N/A	N/A
Movement - normal		2	2	1	0
Movement - Kneeling		2	2	1	0
Movement - Prone		1	1	1	0

Critical Hits Table

Crit. Roll	Equipment	Vehicles	Structures
1	KO - equipment knocked out Roll for "crew hit" on protected crew	KO - vehicle knocked out Roll for "crew hit" on protected occupants	Structure destroyed Roll for "crew hit" on protected occupants
2	"She's gonna blow": Roll additional crit. immediately.	Fire: crit. and "crew hit" on all occupants every turn until vehicle KO	Fire: crit. and "crew hit" on all occupants every turn until structure destroyed
3	Penetration: "crew hit" on protected crew	Penetration: "crew hit" on protected occupants	Penetration: "crew hit" on protected occupants
4	Stressed - 1/2 DT	Stressed - 1/2 DT	Stressed - 1/2 DT
5	Major damage: +2 TN	Main weapon seriously dam: +2 TN	Major damage: -2 DT
6	Light damage: +1 TN	Main weapon lightly dam: +1 TN	Light damage: -1 DT
7	Major damage: +2 TN	Major weapon damage: All weapons +2 TN	Major damage: -2 DT
8	Light damage: +1 TN	Light weapon damage: All weapons +1 TN	Light damage: -1 DT
9	Major damage: +2 TN	Serious suspension damage: - 1/2 MP	Major damage: -2 DT
10	Light damage: +1 TN	Light suspension damage: - 1/4 MP	Light damage: -1 DT
11	Major damage: +2 TN	Serious Engine Damage: -1/2 MP	Major damage: -2 DT
12	Light damage: +1 TN	Light Engine Damage: -1/4 MP	Light damage: -1 DT

Vehicle Hit Location Table

	Thrown Grenade Attack	Other Indirect Fire	Direct Fire using HE ammunition	Other Direct Fire
AFV without turret				
Top	1-3	1-4		
Front	4	5	1-3	
Right Side	5-6	6-8	4-6	
Left Side	7-8	9-11	7-9	
Rear	9	12	10-12	
Bottom	10-12			
Hull facing most visible to shot				1-8
Hull facing next most visible to shot				9-12
AFV with turret				
Hull Top	1	1-2		
Hull Front	2	3	1-3	
Hull Right Side	3-4	4-6	4-6	
Hull Left Side	5-6	7-9	7-9	
Hull Rear	7	10	10-12	
Hull Bottom	8-10			
Turret Side				1-4
Turret Top	11-12	11-12		
Hull facing most visible to shot				5-10
Hull facing next most visible to shot				11-12