



**By Igor with input from various associates, rake hells, cut-purses and ne'er do wells, going by the names of Messrs Armstrong, Berry, Heading, Johnson and Smelchak.**

## 1) INTRODUCTION

**COMMAND HORIZON** is a set of wargames rules allowing players to stage battles and conflicts set in Human Space in the middle years of the 26<sup>th</sup> Century. A full timeline of events and description of how Mankind has colonised the nearby sector of the galaxy will shortly be found at [www.commandhorizon.com](http://www.commandhorizon.com)

Despite massive improvements in technology, materials and design, many elements of 26<sup>th</sup> century warfare will be familiar. Overall for every improvement in military defensive capability there has been a corresponding upgrading of the offensive response, and vice versa. The armoured vehicles, infantry and skycraft in **COMMAND HORIZON** all have their roots in the armies of the 21<sup>st</sup> century.

**COMMAND HORIZON** has been designed to be very quick moving, decisive and fun to play. There are no combat charts, only three tables in the basic rules and no lists of modifiers. This version covers those troop types and forces available in Human Space in the decades after First Contact and the onset of the Centaur Wars.

These rules are still very much work in progress. Amendments, updates and alterations will be incorporated and updated versions released over the coming months. If you would like to be part of this process, there is a Yahoo group specifically set up to discuss all aspects of the **COMMAND HORIZON** rules system, universe and range of models. This can be found at <http://groups.yahoo.com/group/commandhorizon>

Many thanks to Phil Woutat for his patient proof-reading and editing suggestions.

All of the bases and units represented in the rules come from the **COMMAND HORIZON** range of models.

This version of **COMMAND HORIZON** is available as a free download. They are **not** to be reproduced for sale in any format or on any media.

## CONTENTS

Page 1)	Introduction
Page 3)	Glossary
Page 5)	What you will need to play Command Horizon
Page 7)	Organising your army
Page 15)	Playing Command Horizon – Moving
Page 22)	Playing Command Horizon – Combat
Page 26)	Additional Units
Page 28)	Sky Combat
Page 33)	Extreme Environments
Page 36)	Vehicle Summary
Page 38)	Points System
Page 40)	The Centaurs
Page 44)	Appendix 1 - Unity 3 <sup>rd</sup> Heavy Assault Brigade
Page 51)	Appendix 2 - Setting up a quick game

## 1) GLOSSARY

### **ATTACK DICE**

The number of dice thrown by a base when attacking an enemy.

### **BASE WIDTHS (BW)**

All distances are measured in **Base Widths (BW)**. Thus, if you are using the standard 60mm square **COMMAND HORIZON** base 1BW will be 60mm, while a distance of 3BW will be 180mm.

### **BASES**

Every model must be mounted on a Base. The recommended size of ground force bases is 60mm square and can hold a varying number of models. Each individual base represents a **Company** of approximately fifteen armoured vehicles, 150 infantrymen.. Vehicles and Infantry are normally organised into larger units or **Battalions**.

Skycraft models are based singly on a 30mm square base.

### **BATTALION**

The standard operational unit for Human armies. Each Battalion will be made up of between three and five Company bases.

### **BATTALION HEADQUARTERS (Battalion HQ).**

A company designated as the command base for a battalion.

### **BRIGADE**

A group of three to six Battalions are grouped together as a **Brigade**.

### **BRIGADE HEADQUARTERS (Brigade HQ).**

A single base representing the Brigade commander and his staff

### **COMMAND HORIZON (CH)**

When applied to a Brigade HQ, this is a measure of the ability of a Brigadier to exercise control of the battalions under his command, as well as the Brigade's status.

When applied to a Battalion HQ, it is a reflection of the number of orders that it can accept, process and carry out. It also reflects the unit's ability to take punishment before it breaks and runs.

### **COMMAND POINT MARKERS (CP Markers)**

Players will be required to issue orders to your battalions. This is done by using Command Point Markers, (**CP Markers**)

### **COMMAND RADIUS**

The measurement of the area over which a Brigade HQ can exert influence over the battalions in the brigade, and over which the Battalion HQ can exert influence over the bases in the battalion. Both types of HQ have a separate Command Radius.

### **DEFENCE DICE**

The number of dice used by a base when defending against an enemy attack.

### **DICE (D6)**

The abbreviation used throughout these rules is to refer to dice as **D6**. These are standard six sided dice numbered 1 through 6. During the course of the game players will have to roll various numbers of dice. In such cases the number of dice required will be stated followed by the term D6. Thus 4D6 means a player will have to throw 4 dice.

### **HITS**

The amount of damage inflicted on a base from enemy attacks during the course of a move. Hits may either be *Zaps* or *Zips*.

### **SKY COMBAT ZONE**

An area of the playing surface or a side table where *Aerospace Combat* takes place.

### **SUPPORT COMPANIES**

Single specialist bases such as Artillery, Aerospace or Anti-Aerospace units. These may be attached to a Brigade HQ or to individual battalions.

### **UNZIP**

An attempt to bring a Zipped base back into play.

### **ZAPS**

Any *Hit* on a base that is not saved or converted to a *Zip* becomes a *Zap*. This indicates that the base has been effectively destroyed. *Zapped* bases are removed from the table at the end of the current phase after any status checks.

### **ZIPS**

A Zipped base has been damaged by enemy fire, but not totally destroyed. **Zipped** bases may not move, shoot or use their own countermeasures until Unzipped by the owning player.

## 2) WHAT YOU WILL NEED TO PLAY COMMAND HORIZON

### YOUR ARMY

**COMMAND HORIZON** puts you in charge of a combat brigade in the 26<sup>th</sup> century. The rules differ markedly from most other science fiction wargames in that you command a large force of many thousands of troops rather than overseeing a large skirmish.

However this does not mean that you have to spend a lot of money on the figures and spend hours painting them, as **COMMAND HORIZON** is designed to be used with 6mm models and figures. These have the huge advantages of being very quick and easy to paint and are also relatively inexpensive.

An average Brigade will contain 4 battalions plus Headquarters bases and support units. This will cost between £35 to £60 depending on the composition of the battalions.

The expansion of mankind into the galaxy and contact with alien races means that there are a large number of different forces for you to choose from, all with their own particular characteristics, appearance and composition.

### DICE

**COMMAND HORIZON** does require you to roll large numbers of dice, so we suggest that you have around forty of these in at least 3 colours.

The abbreviation used throughout these rules is to refer to dice as **D6**. During the course of the game players will have to roll various numbers of dice. In such cases the number of dice required will be stated followed by the term D6. Thus 4D6 means a player will have to throw 4 dice.

When a player is asked to roll a D3, this is simply 1D6 reading the results as follows:

1,2 = 1  
3,4 = 2  
5,6 = 3

### HIT MARKERS

During the course of the game, your units will receive a number of **Hits** which need to be noted. You need two types of marker, in black and in white. We recommend using small acrylic 'pom-poms' for this purpose as these do not damage the model and do not detract from the appearance of the game.

### COMMAND MARKERS

As a Brigadier you will be required to issue orders to your battalions. This is done by using Command Point Markers, (**CP Markers**) which are needed in four colours; Red for Shoot CPs, Yellow for Move CPs, Green for Unzip CPs and White for other commands. You can use card or plastic counters, but we have found that using suitably painted Light Command Vehicle (LCV) models works just as well and looks a lot better on the tabletop.

## **RULER**

You will need to make measurements during the game, so you will need a ruler or measuring stick. All distances are measured in **Base Widths (BW)**. Thus, if you are using the standard 60mm square **COMMAND HORIZON** base 1BW will be 60mm, while a distance of 3BW will be 180mm.

### 3) ORGANISING YOUR ARMY

#### BASING

Every model must be mounted on a Base. The usual size of these bases for ground forces is 60mm square. Each base should also have a label on the back edge that gives information about the models mounted on it.

All aerospace models are based singly on a 30mm square base.

One of the great advantages of these large bases is that they can very easily be converted from a card or wood counter into a stunning looking piece of terrain, making your base into a mini-diorama.

All vehicles on a base must normally be of the same type and armament. The only exceptions are Battalion HQ and Brigade HQ bases (see below).

To help identify the weight of the armour of any vehicles and the type of armament that they carry, the rear 5mm of each base should be left clear of any scenic modelling to allow a label to be fixed there.

Labels can be easily made and attached to the rear edge of the base. Appendix 1 shows you how to use labels.

Each base holds a varying number of models as follows:

#### **Tanks, Brigade HQs, Support Companies and Scouts**

Upt to three Models to a base.



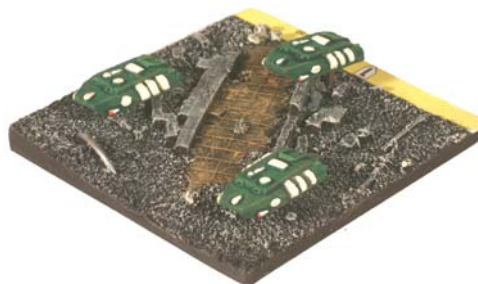
*Tank base*



*Brigade HQ base*



**Artillery Support base**



**Scout base**

### **Infantry**

Up to four Infantry strips to a base.



*Infantry Base*



*Scout Mechanised Infantry Base*

### **Infantry Support**

Up to three crewed weapons per base

### **Scout Mechanised Infantry Units**

One infantry strip and three Scout Personnel Carrier models to a base.

### **Light Mechanised Infantry Units**

Two Infantry strips and three Light Personnel Carrier models to a base.

### **Medium Mechanised Infantry Units**

Three Infantry strips and three Medium Personnel Carrier models to a base



**Light Mechanised Infantry Base**

**Medium Mechanised Infantry Base**



**Light Walkers**

Up to three models to a base.

**Skim Lifters, Skim Fighters, Skim Gunships and Skycraft**

One model to a base.



**Light Walker base**

**Infantry Support base**



**Skycraft - Fighter Base**



**Skim Fighter base**

## Centaur Modules (“Walking Cities”)

One model to a base measuring 120mm x 180mm.



Centaur Defence Module



Centaur Habitation Module

## ORGANISATION

Because **COMMAND HORIZON** is designed to play big battles, it differs from many other Science Fiction rules, in that one model actually represents more than a single vehicle or infantryman. Each individual base represents a **Company** of approximately fifteen armoured vehicles, 150 infantrymen, or four skycraft. Vehicles and Infantry are normally organised into larger units or **Battalions**. Each Battalion will be made up of between three and five Company bases.

A Battalion's vehicles must all be of the same type, although individual company bases may carry different weapons.

Each Battalion must have a designated **Battalion Headquarters (Battalion HQ)** base. This alone may have all the vehicles bearing different turret options. For example a player may wish to use his HQ base to provide **Electronic Counter Measures (ECM)** protection to his companies as well as Anti-Aerospace cover.

A group of three to six Battalions are grouped together as a **Brigade**. This is commanded by a **Brigade Headquarters (Brigade HQ)**, consisting of single HQ base. As with the Battalion HQ the vehicles on this base may each carry different armament to the others. Brigades will usually be combined arms forces consisting of a number of different types of battalions.

A Brigade HQ may also have a number of **Support Companies** available for use. These will normally be single specialist bases such as Artillery, Skimmer or Anti-Aerospace units.

## **UNIT TYPES**

Battalions can contain a number of bases drawn from the following Unit Types:

### **Tanks.**

Armoured vehicles carrying a weapons system on a revolving turret. These can be designated as Heavy, Medium or Light.

### **Infantry.**

Equipped with body armour and personal weapons, the infantryman of the 26<sup>th</sup> Century is capable on the offensive and very, very tough. The basic infantry model is a **strip** of 4 infantry.

### **Infantry Support**

Crew served weapons (guns and launchers). Effectively light artillery.

### **Scout Mechanised Infantry.**

Transported in and supported by Scout Personnel Carriers (SPCs).

### **Mechanised Infantry.**

Transported in and supported by Personnel Carriers. They may be light or medium.

### **Walkers**

Walkers provide an alternative to vehicles or infantry in terrain and environments that would otherwise prove impossible or impractical.

### **Scouts**

Fast, lightly armoured vehicles with little offensive weaponry used for reconnaissance.

The following Unit Types are normally restricted to Brigade HQs and Support Companies:

### **Brigade HQ**

The command centre for the Brigade. This consists of the central command vehicle plus supports equipped as required.

### **Artillery and Anti-Aerospace**

Provides support to the Brigade under the direction of the Brigade HQ.

### **Aerospace Units**

Skimmers, Skycraft and Spacecraft attached to the Brigade.

## **WEAPONS AND EQUIPMENT**

The following weapons systems may be carried by the models on a Company base.

### **Guns**

Traditional projectile weapons, consisting of various types of ammunition fired out of a barrel by an explosive charge.

### **Beams**

A weapon that focuses light, ionized beams or plasma onto a distant target to cause damage. This includes lasers of all wavelengths, particle beams, pulsed and phased energy weapons and others.

### **Launchers**

Guided projectiles launched from some form of delivery system usually mounted in multiples.

### **Artillery**

Artillery weapons are specialised long-range versions of guns and launchers.

### **Counter Measure Systems**

Defensive measures which are a specialisation of each race. Humans have Electronic Countermeasures (ECM) which are particularly effective against launchers. Centaurs have Force Field Generators (FFG) which are particularly effective against guns.

### **Small Arms**

Many models are armed with **Small Arms**. This category covers a large range of small calibre weapons of many different types, carried by infantry or mounted on vehicles, whose effectiveness is limited to close ranges.

### **Infantry Support**

Man-portable crew served weapons (usually guns or launchers) acting as light artillery. Note that Infantry Support bases may only fire small arms if they are not firing in their support capacity. They are subject to both ECM and FFG.

Light and Medium beams and guns can be mounted in Twin Turrets. Effectively two barrels mounted on a single turret.

In theory it is possible to mount any combination of any weapon with any vehicle type. In practice such combinations are limited. Heavy weapons will place too much strain in small vehicle bodies and heavy vehicles will generally mount larger weapons systems.

The possible combinations can be found in the table in Section 8.

### EXAMPLE 1 – ORGANISATION

#### Unity 3<sup>rd</sup> Heavy Assault Brigade

In line with its role in leading the Consolidated Systems Defence Force, the planet of Unity provides the Heavy and Assault components of any combined force. The 3<sup>rd</sup> Heavy Assault Brigade is typical of its type, consisting of:

- 1 Battalion of heavy tanks (4 Bases)
- 1 Battalion of medium tanks (4 Bases)
- 1 Battalion of light tanks (4 Bases)
- 1 Battalion of mechanised infantry (4 Bases)
- 1 Brigade HQ (1 Base)
- 1 Support Company – Artillery (1 Base)
- 1 Support Company – Skim fighters (1 Base)



**Back Row** (*left to right*); Medium Tank battalion, HQ bases;(Skimfighters, Artillery Support and Brigade HQ), Light Tank battalion.

**Front Row** (*left to right*); Mechanised Infantry Battalion, Heavy Tank battalion.

## COMMAND

No matter how good your soldiers are and how many weapons and tanks you have in your brigade, it cannot function efficiently without good command and control. To decide how efficient each brigade is in action, you must establish how good your Brigadier is at giving the right orders and how efficient your battalions are at carrying them out.

### Command Horizon – Brigade Headquarters

The Brigade HQ base is allocated a **Command Horizon (CH)** rating between 1 and 5. This is a reflection of the ability of the Brigadier and his staff to exercise control over the battalions under his command. It is also a reflection of the Brigade HQ's morale status. As the various factions and armies of the **COMMAND HORIZON** are described and defined in the army lists section, their maximum and minimum CH rating will be clearly laid out. For the moment, players are free to choose what rating they wish to use or can afford under the points system.

Just like any other base on the table, Brigade HQs can take Hits.

- If a Brigade HQ is Zipped, it loses its D3 roll at the start of the Action Phase.
- If a Brigade HQ is Zapped, the senior Battalion HQ is promoted and takes over as Brigade HQ. Roll randomly between the Battalion HQ bases to establish which one is promoted. The new Brigade HQ rolls 1D6 for its Command Horizon rating as follows:

6,	CH is one better than the previous Brigade HQ
2-5	CH is the same as the previous Brigade HQ
1	CH is one worse than the previous Brigade HQ.

The Brigade CH rating may decrease during the course of the game as a result of damage taken by the Battalions under its command

### Command Horizon – Battalion Headquarters

Each Battalion HQ has a **Command Horizon (CH)** rating between 1 and 5. It is useful to place a D6 at the rear of the Battalion HQ to indicate its current CH

The higher the CH of a Battalion HQ, the more orders that it can accept, process and carry out. It also reflects the unit's ability to take punishment before it breaks and runs. As the various factions and armies of the **COMMAND HORIZON** are described and defined in the army lists section, their maximum and minimum CH rating will be clearly laid out. For the moment, players are free to choose what rating they wish to use or can afford under the points system

- If a Battalion HQ is Zipped, it cannot move or shoot. The Battalion can still accept Command Points from the Brigade HQ.
- If a Battalion HQ is Zapped or is promoted to Brigade HQ due to the previous Brigade HQ being Zapped, another base in the Battalion is promoted and takes over the role of Battalion HQ. Roll randomly between the remaining bases to establish which one is promoted. The new Battalion HQ rolls 1D6 for its CH rating as follows:

6,	CH is one better than the previous Battalion HQ
2-5	CH is the same as the previous Battalion HQ
1	CH is one worse than the previous Battalion HQ

The Battalion CH rating may decrease during the course of the game as a result of damage taken by the Companies (bases) under its command

### **Brigade Support Companies**

Some armies have specialist support companies attached to Brigade HQs. These can include Artillery, Countermeasures or Skimmer bases. Before the game starts the player must decide whether these companies will operate under the direct command of Brigade HQ or whether they will be attached to a battalion.

- If operating under the Brigade HQ, this will effectively become a small Battalion for CP and status check purposes.
- If attached to a Battalion HQ the support Company becomes a part of that Battalion for all purposes during the game.

Support Company attachments *cannot* be changed during the game.

### **Command Radius**

The Brigade HQ has a **Command Radius** of 10 BWs. This is measured from the Brigade HQ base to the Battalion HQ base. Only a Battalion that is in Command Radius may be issued with CPs in the Action phase.

Each Battalion HQ has a Command Radius of 4 BWs. Any base of the battalion that is further than 4BW from the HQ at the start of the player's Action phase may not take advantage of any CPs allocated to the Battalion. Bases that are out of command will also find it harder to unzip.

All measurements are made from any point on one base to any point on another.

#### **EXAMPLE 2 – COMMAND**

##### **Unity 3<sup>rd</sup> Heavy Assault Brigade**

Brigade HQ – Command Horizon of 4

The 3<sup>rd</sup> HAB is a relatively untried unit, with only one battalion of veteran troops (the medium tank battalion) in the formation. The infantry are already proved themselves to be steady in one previous engagement and have a very competent battalion commander. The Brigadier and his staff are experienced and tried officers and provide excellent leadership. All of this is reflected in the Command Horizon of the Brigade HQ and the differing values of the various battalions.

Battalion of heavy tanks - Command Horizon of 2

Battalion of medium tanks - Command Horizon of 4

Battalion of light tanks - Command Horizon of 2

Battalion of mechanised infantry - Command Horizon of 3

1 Support base– Artillery Takes the CH of the HQ to which it is currently attached.

3 Support bases – Skim fighters Takes the CH of the HQ to which it is currently attached

## 4) PLAYING COMMAND HORIZON - MOVING

### MOVES

**COMMAND HORIZON** is played as a series of **Moves**. Each move consists of a number of stages during which the players decide on their plans, move and shoot the forces under their command and attempt to achieve their objectives.

### MOVE SEQUENCE

Each move is broken down into two **Phases**.

At the beginning of the game, each player throws 1D6. The highest scorer becomes Player 1 and will remain so for the rest of the game.

The order of the move sequence is as follows:

#### Player 1 Action Phase

- Roll for Command Points  
(Brigade HQ Command Horizon + 1D3, or simply the Command Horizon if the Brigade HQ is Zipped.)
- Allocate Command Points for Unzips, Shoots, Moves and Aerospace Missions.
- Player 2 places 1 Reaction CP with each of his HQs (including Brigade HQ)
- Sky Combat Round
- Unzip Phase
- Resolve Move and Shoot Command Points in any order, removing Command Point markers as those orders are executed. **Note** Player 2 may play Reaction CPs at any point (see below)
- Player 2 then checks Battalion and Brigade Status if necessary

#### Player 2 Action Phase

- Roll for Command Points  
(Brigade HQ Command Horizon + 1D3, or simply the Command Horizon if the Brigade HQ is Zipped.)
- Allocate Command Points for Unzips, Shoots, Moves and Aerospace Missions.
- Player 1 places 1 Reaction CP with each of his HQs (including Brigade HQ)
- Sky Combat Round
- Unzip Phase
- Resolve Move and Shoot Command Points in any order, removing Command Point markers as those orders are executed. **Note** Player 1 may play Reaction CPs at any point (see below)
- Player 1 then checks Battalion and Brigade Status if necessary



These Phases are conducted as follows:

### **Player 1 Action Phase**

#### *Roll for Command Points*

The total of 1D3 is added to the Brigade HQ Command Horizon to give the number of CPs available to Player 1 for this move.

#### *Allocate Command Points for Unzips, Shoots, Moves and Aerospace missions*

Player 1 takes a number of Command Point Markers equivalent to the total number of CPs. He can decide how he wishes to allocate these between:

- **Unzips:** Use **Green** Markers. Place next to a Battalion HQ or Brigade HQ base. Each Unzip marker gives an extra die roll for each Zipped base in the battalion when checking for unzipping.
- **Moves:** Use **Yellow** Markers. Place next to a Battalion HQ or Brigade HQ base. This will allow that unit to move once for each Move marker.
- **Shoots:** Use **Red** Markers. Place next to a Battalion HQ or Brigade HQ base. This will allow that unit to shoot once for each Shoot marker.
- **Aerospace Missions:** (see page 25). Use **White** markers. These are placed next to the SCZ.
- **Reactions:** Use **White** markers. Place 1 of these next to each of Player 2's Battalion or Brigade HQ bases. May be used as either Shoots or Moves by the reacting player.

CPs can be given out entirely at the Player's discretion. Units may receive multiple CP Markers of any type. Once allocated the designation of the CP cannot be changed.

A Unit may only accept CPs up to the level of its Command Horizon. For example, a Battalion of infantry with a CH of 2 may be given only two CP Markers, although these may be any combination of Unzip, Move or Shoot

#### *Sky Combat Round*

Opposing Skycraft in the Sky Combat Zone conduct combat with each other.

#### *Unzip Phase*

Player 1 throws 1D6 for each Zipped base in his command. A roll of 5 or 6 indicates that the base is Unzipped (operating normally). If the base is out of Command Radius then the score required is 6. An extra D6 is available for each Unzip CP Marker allocated to the battalion.

#### *Resolve Move and Shoot Command Points in any order.*

Any units with Move or Shoot markers may make a move or shoot at the enemy. These may be done in any order decided by the player. For example, a tank battalion with two Move and one Shoot CPs, may do a full move, shoot and then another full move. It is not necessary to execute all of a Battalion's CPs before moving on to another unit. Using the tank battalion from the previous example, it may do a full move, then wait while another battalion conducted shooting before itself returning to either move or shoot.

*Reaction.* The non-active player may call 'Reaction' after the active player has executed any of his CPs. At this point he may then execute any of his Reaction CPs, deciding at this point whether to play them as Shoots or Moves and removing them as they are played.

Human armies may not save CPs from one move to another. Any CPs unused at the end of the Action Phase are removed from play.

*Player 2 then checks Battalion and Brigade Status in that order*

Battalion Status Check : For each base currently Zipped, roll 1D6, and for each base Zapped in this phase, roll 2D6. On a result of 1 or 2 on any single die, the Battalion's status has suffered. For each such failure the Battalion's CH is reduced by one. If the Battalion CH is reduced to zero it is broken and removed from play

Brigade Status Check: For each Battalion removed this phase, roll 1D6. On a result of 1 or 2 the Brigade Status has suffered. For each such failure the Brigade's CH is reduced by one. If the Brigade CH is reduced to zero it is broken and removed from play

Player 2 then has an action phase as above with players reversing the two roles.

### **EXAMPLE 3 – PLAYER 1 ACTION PHASE**

#### **Unity 3<sup>rd</sup> Heavy Assault Brigade in Combat.**

The 3<sup>rd</sup> HAB is deployed for action against the EU Expeditionary Force's *Legion Etrangere*. The EU Brigade Commander has two heavy, and one medium tank battalions plus a battalion of mechanised infantry. This is a tough, well trained and experienced formation.

At the start of the game, the EU Brigadier is designated as Player 1, the Unity commander as Player 2.

Taking advantage of the first move the EU Brigadier opts to use his CPs aggressively by pushing one of his heavy tank battalions forward in order to engage the Unity medium tank battalion, Zipping one base.

At this point the Unity player calls "reaction" and plays his reaction CP for the medium tank battalion. Deciding the medium tanks are in danger, he plays his reaction CP as a Move and retreats the medium tanks (minus the zipped base) back towards a supporting heavy tank battalion.

The Unity medium tank battalion must now check its status, rolling 1D6 as a result of the Zipped base. The score is 3, which means that there is no effect.

### EXAMPLE 4 – PLAYER 2 ACTION PHASE

#### Unity 3<sup>rd</sup> Heavy Assault Brigade in combat

At the beginning of the Action Phase, the Unity commander rolls 1D3, scoring a 2. This, added to his Brigade HQ's Command Horizon of 4, gives him a total of six CPs that he can distribute this phase.

The EU player receives one reaction CP for each of his HQs.

The Unity player's command is intact and all Battalion HQs are within his command radius. One base of the medium tank battalion has been Zipped

He distributes his CP markers as follows:

- 1 x Move, 1 x Shoot and 1 x Unzip marker to the medium tank battalion. This unit has a CH of 4 and is clear to use all of these CPs.
- 2 x Shoot markers to the heavy tank battalion. This unit has a CH of 2 and is clear to use the CPs. In fact the Brigadier would have liked to issue a Move marker as well, but the battalion is not able to handle more than two CPs.
- 1 x Move marker to the mechanised infantry.

The appropriate CP Markers are placed behind the Battalion HQs of the receiving units.

The Unity Player is now free to act on any of these orders in any way and in any order that he wishes.

His first action is to attempt to Unzip the medium tank base. His first roll produces a 6 which is successful and the base is free to move. As it happens the Unzip CP was not needed. However, once issued it cannot be changed and is discarded.

He then moves his medium tanks once, bringing them into close range of the enemy. The Move marker is removed. The EU player then calls "reaction" and plays the reaction CP of his heavy tank battalion. Declaring it as a Shoot, the heavy tanks fires at the Unity medium tanks. This barrage of fire Zips or Zaps all the Unity medium tank bases. The Unity player was about to play the Shoot CP of his medium tanks, but as they are all Zipped or Zapped the CP is lost and discarded. Instead he plays the two Shoot CPs of his heavy tank battalion at the EU heavy tanks, but at long range he only achieves one Zip. The Shoot markers are then removed. This process is repeated with those units that have been issued with CPs. All the others use their CPs to advance.

The EU player now checks his status for the heavy tank battalion, which has suffered one Zip. Rolling a 1, the status check is failed and the battalion's Command Horizon is reduced by 1.

## MOVEMENT

### Move Distances

All distances are measured in **Base Widths (BW)**. Thus, if you are using the standard 60mm square **COMMAND HORIZON** base 1BW will be 60mm, while a distance of 3BW will be 180mm.

A base may move any part of its maximum move distance as follows:

Base Type	Distance in BW
Infantry, Infantry Support, Very Slow Vehicles and Walking Cities	1
Slow Vehicles	2
Medium Vehicles and Light Walkers	3
Fast Vehicles	4
Very fast Vehicles	5
Skim Lifters and Gunships	6
Skim Fighters	8

There is no deduction or penalty for changing direction or facing.

Only terrain impedes movement – other models do not. A base may not finish its move overlapped with another base. Only Aerospace units such as Skimmers and Skycraft may overlap with other bases.

### Terrain Effects

Terrain impedes movement, limits line of sight and has an impact on the defensive capability of bases as follows:

	Movement			Line of Sight	Extra Defence Dice
	Infantry	Vehicles	Walkers		
<b>Hills</b>	No effect	No effect	No effect	Blocks	None
<b>Extreme Hills</b>	No effect	Impassable	-2BW	Blocks	1
<b>Water up to 1BW</b>	-1BW*	No effect	No effect	No effect	1
<b>Water more than 1 BW</b>	Impassable	Impassable	-2BW **	No effect	None
<b>Built-up area</b>	No effect	-1BW	-1BW	Blocks	1 for Infantry
<b>Soft Ground</b>	No effect	-1BW	-2BW	No effect	None
<b>Biomass</b>	No effect	-2BW	-1BW	Blocks	None

- All terrain is modelled in 1BW squares.
- For terrain to block LOS there must be at least 1BW of intervening terrain.

#### *Extreme Hills*

Include slopes that are sheer, tall, rocky and very difficult to climb up or down. This can also include incised riverbanks and any other vertical inclines.

*Water*

Includes, rivers, streams, lakes, and seas. Any body of water greater than 1BW is impassable to infantry and vehicles. Walkers may cross by going in and walking on the river bed/sea floor

*Built up area*

Includes any settlement ranging from a few houses to a major conurbation.

*Soft Ground*

Includes any area where footing is uncertain, for example sand, marsh, ploughed fields, and mud.

*Biomass*

Includes any area of dense foliage that is taller than the height of men and vehicles.

\* This requires the use of multiple Move CPs to allow infantry to cross these obstacles.

\*\* Note that walkers in water more than 1BW are effectively underwater, moving along the lake or river bed. They can only shoot or be shot at by launchers. Guns and beams are not effective under water.

## 5) PLAYING COMMAND HORIZON - COMBAT

Every base has an offensive weapon system or a countermeasure capability. The size and type of weapons should be marked clearly on the label on the rear of the base. In addition to this main weapon, many bases also have a **Small Arms** factor that is added when the base is 2BW or less from the target.

	Range In BW	Attack Dice Per Barrel
<b>Small Arms</b>	2	1
<b>Infantry Support</b>	6	1
<b>Light Weapons</b>	3	1
<b>Medium Weapons</b>	4	2
<b>Heavy Weapons</b>	6	3
<b>Super Weapons</b>	8	4

**Short Range** is half of the above BW.

### Shooting Procedure

#### *Attack Dice*

Each base may only shoot at one enemy base. There is no splitting fire between different targets. Each base in a battalion must nominate its target before any combat is calculated. There are no arcs of fire.

Those bases with small arms capability can use this at ranges of 2BW or less. This adds 1D6 per vehicle or infantry strip to the total.

To determine any damage to a target base roll all the attack dice directed at that base, (using different coloured dice for attacks coming from different weapon types).

Hits are scored on a 6 at long range, or a 5,6 at short range. Place any dice that have scored hits next to their target.

#### *Defence Dice*

The defending player then attempts to save against any hits as follows:

- 1) Determine the number of Defence Dice the base has using the following table:

	Defence Dice
Infantry	1 per strip
Infantry Support	1 per weapon
Light armour	1 per base
Medium armour	2 per base
Heavy armour	3 per base
Light ECM (4BW Range)	1 vs guns and beams. 3 vs launchers
Medium ECM (10BW Range)	2 vs guns and beams. 6 vs launchers
Medium FFG (8BW Range)	2 vs launchers and beams. 6 vs guns
Heavy FFG (10BW Range)	3 vs launchers and beams. 9 vs guns

2) For the first hit on the base roll all the Defence Dice

- If any one of the Defence Dice produces a 6, that hit is cancelled.
- If none of the Defence Dice produces a 6, but at least one 5 is rolled, the defending base is Zipped. Place a white marker on the base if there isn't one already.
- If none of the Defence Dice produce a 5 or 6 then the defending unit is Zapped. Place a black marker on the base, (removing any white ones there), and ignore any unresolved hits.

Repeat the above three steps for any and every additional hits on that base.

**Zapped** bases are removed from the table at the end of the current phase, after any status checks.

**Zipped** bases may not move, shoot or use their own countermeasures until Unzipped by the owning player.

Zipped and Zapped bases do not affect the ability of the rest of the battalion to move or to shoot, although they may cause it to take a status check.

#### *Defence Dice – Alternative method*

We've found that when we have been playing games it is possible to speed up the game by using an alternative defence dice system. This is much simpler and quicker, but it is not as 'correct' and can also skew the results. We offer it here as an option.

Establish the total number of hits on the base. The defender multiplies this number by the base's defence dice. For example a medium base with two hits gets a total of four defence dice. (2 (Hits) x 2 (medium defence dice)).

The defender throws all the defence dice at once, matching up the results to the hit dice. Scores of 5 convert any hits to a Zip, scores of 6 save completely

In the above case, if the defender rolls 2x3, 1x5 and 1x6, one of the Hits will be saved and the other converted to a Zip.

#### *Line of Sight*

Only terrain blocks line of sight, and this is only for guns and beams. A clear line of sight is **not** required for launchers, artillery or Infantry Support weapons. Neither friendly nor enemy bases block line of sight.

#### *Gatling (Rotary) Weapons*

Both Humans and Centaurs have developed Gatling versions of beams and guns. In general they are given no increase in range, but double the attack dice of a weapon.

*Countermeasures - ECM*

A base with ECM is labelled with a red shield device with a white number in the centre. This denotes the number of extra defence dice against hits that it can give per phase to any base within range belonging to the same unit.

Because ECM is more effective against launchers, the number of defence dice will be trebled if used against hits from launchers as defined in the above table. (Launcher hits can be identified by the dice used being a different colour.)

ECM does not work against small arms.

Medium and heavy ECM systems can interfere with each other so may only be mounted one model per base.

*Countermeasures - FFG*

A base with FFG is labelled with a blue shield device with a white number in the centre. This denotes the number of extra defence dice against hits that it can give per phase to any base within range belonging to the same unit.

Because FFG is more effective against guns, the number of defence dice will be trebled if used against hits from guns as defined in the above table. (Gun hits can be identified by the dice used being a different colour.)

FFG does not work against small arms.

Medium and heavy FFG systems can interfere with each other so may only be mounted one model per base.

**Anti-Aerospace Weapons**

Any base with Small Arms, Infantry Support or light weapons may shoot at a flying target. This Anti-Aerospace (AA) capability is not usually available to medium & heavy weapons. These do not have the targeting systems or rates of fire to successfully engage Aerospace Craft unless they are specified as a dedicated AA weapon.

Dedicated AA weapons are not subject to the multiple barrel turret rule.

**AA Table**

	<b>AA range</b>
<b>Small Arms</b>	4BW
<b>Infantry Support and light weapons</b>	6BW
<b>Medium AA</b>	8BW

Close range is half of the above.



### **EXAMPLE 5 – COMBAT**

#### **Unity 3<sup>rd</sup> Heavy Assault Brigade in Combat**

The medium tank Battalion finds itself in combat with an opposing unit of EU medium tanks. The Brigade is in its Action Phase and the Battalion has a Shoot order.

All four bases of the battalion are operational. The armament of the bases is as follows:

- 2 bases each with 3 models carrying medium guns
- 2 bases with 3 models carrying medium launchers

There are four opposing enemy medium tank bases. The range is 2BW which is short range for medium weapons.

The Unity commander decides to concentrate the fire of the two gun bases on one opposing base, with the launcher bases each shooting at the units directly to their front. One enemy base is therefore not taking any fire.

Each medium gun base gets 2 attack dice per model. Thus each throws 6D6. Of the 12D6 rolled, just two result in a score of 5 or 6. The target base is a medium and thus gets two defence dice per hit. Against the first hit a score of 6 and 5 saves completely. Against the second hit, a score of 4 and 2 is a complete failure and the base is Zapped.

The first base mounting launchers gets 2 attack dice per model, therefore throwing 6D6. There are three scores of 5 or 6 meaning three hits. However, the target's Brigade HQ base carries a medium ECM unit, and the opposing player decides to use this in defence of this base. He throws his standard defence dice, converting two hits to Zips, leaving the other as a Zap. The medium ECM has 6 defence dice against Launcher hits, but three of these have already been used elsewhere. The remaining 3 defence dice generate rolls of a 2 and two 6's. The Zap and one of the Zips is therefore saved, leaving the base Zipped.

The second base with Launchers throws 6D6 but scores no hits.

## 6) ADDITIONAL UNITS

### ARTILLERY

There are three basic types of artillery weapon. Their range is double that of their conventional counterparts and they are not subject to LOS restrictions or the multiple barrel rule.

#### Howitzers

Guns firing powered projectiles giving them an enhanced range. These are useful as a general-purpose, flexible artillery support. These hit on a 6 at all ranges. Howitzers are subject to FFG.

#### Bombards

Usually mounted with multiple barrels, this type of gun delivers a high payload at long range, but their ballistic trajectory means they have no short range capability. These hit on a 6 at more than half range. Bombards are subject to FFG.

#### Artillery Missile Systems (AMS)

Long range salvo missile launchers capable of delivering a massive instantaneous payload, but only over a narrow range band. AMS hit on 5,6 at over three quarter range. They are useful against fixed defences and low mobility targets. AMS are subject to ECM.

Artillery table

	Range in BW	D6 to hit
Heavy howitzer	0-12	6
Super Howitzer	0-16	6
Twin heavy bombard	6-12	6 per barrel
HAMS*	9-12	5,6

\*(Heavy AMS)

### LIGHT WALKERS

(Please note. This version of the rules only considers light walkers. Heavier versions will be introduced in a later version of **COMMAND HORIZON**.)

Walkers were designed as an alternative to conventional forces in extreme environments.

In high-g environments they can replace conventional infantry. In low-g environments they replace armoured vehicles, whose mag-lev systems become inefficient.

In Terran standard environments, light walkers can move 3BW and get two defence dice per base.

Light walkers do not have any small arms capability.

Type	Assault	Combat	Support	Command
Armed with	Twin light launchers	Twin light launchers	Twin Light Launchers	Light ECM
	Quad light beams	Twin light guns	Medium launcher	Quad light guns

### **SKY CAVALRY BATTALIONS**

Some armed forces have developed Sky Cavalry (SkyCav) units.

These are elite, self-contained units using a combination of Skim Fighters and Skim Lifters to deliver a force of infantry or light armour deep into enemy territory to seize important objectives or disrupt communications and supply lines.

The typical organisation of a SkyCav battalion is three bases of Skim Fighters escorting three bases of Skim Lifters each carrying one base of SkyCav Infantry, Scouts or Scout Personnel Carriers.

Most forces do not have SkyCav battalions but may have Skim Fighters as a brigade support option.

## 7) SKY COMBAT

There are three types of Aerospace Unit; Skimmers, Skycraft and Spacecraft.

### SKIMMERS

These are comparable with 21<sup>st</sup> century helicopters. They are light, agile machines faster than ground forces but slower than dedicated Skycraft. They operate at low level acting as battlefield close support and transport units. They have the ability to attack Skycraft, can only be engaged by ground forces with AA weapons and can overlap bases. In all other respects they are treated as ground forces, including terrain LOS restrictions (but *not* terrain movement penalties). They never enter the *Sky Combat Zone*.

	Armament	Hard-points	Move (BW)	Defence Dice (per base)	Dogfight Factor	Lift Capacity
<b>Human Skim Fighter</b>	Twin Light Beam	2	8	1	5	-
<b>Human Skim Lifter</b>	Small Arms	-	6	2	2	<b>1 base:</b> Infantry <i>or</i> Scouts <i>or</i> SPCs
<b>Human Skim Gunship</b>	<ul style="list-style-type: none"> <li>• Light Gatling Beam</li> <li>• 2 x Medium Guns</li> <li>• Heavy Launcher</li> </ul>	2	6	3	2	-
<b>Centaur Skim Gunship</b>	<ul style="list-style-type: none"> <li>• Light Gatling Gun</li> <li>• Medium Launcher</li> </ul>	-	7	2	4	-

### SKYCRAFT

These are dedicated fighters and bombers whose mission is to dispute sky superiority with the enemy and interdict his ground forces. They operate at all altitudes up to low orbit.

Before the game starts, all Skycraft bases must be given a designated **Mission**. The two types of mission are:

- **Intercept**
- **Strike**

Fighters and Fighter Bombers may be given either mission, Bombers can only use Strike.

Each Mission consists of up to three bases, each containing one model. Skycraft can fly very fast and high relative to ground forces so it is generally not necessary to represent their exact location on the battlefield except when conducting actual attacks on ground forces or skimmers. Sky combat is therefore abstracted by use of the **Sky Combat Zone**.

	Armament	Hardpoints	Dogfight Factor
<b>Human Fighter</b>	Triple Light Beam	4	4
<b>Human Fighter Bomber</b>	Medium Beam	6	3
<b>Centaur Fighter</b>	Twin Light Gun	4	4

## AEROSPACE WEAPONS

The hardpoints on Aerospace models (Skimmers, Skycraft and Spacecraft) can be loaded with extra ordnance. Note that because of aerodynamic constraints, Aerospace Weapons must be carried symmetrically about the carrying craft's centreline.

Human Aerospace Weapons	Ground attack	Dogfight factor	SCZ capable	Attack dice	Range
Light Launcher Pack	Yes	As carrier	No	1	3BW
Medium Aerospace-Surface Missile	Yes	N/a	No	2	8BW
LAAM*	No	5	Yes	1	Whole zone
MAAM**	No	3	Yes	2	Cross zone

Centaur Aerospace Weapons	Ground attack	Dogfight factor	SCZ capable	Attack dice	Range
Light Launcher Pack	Yes	As carrier	No	1	3BW
Medium Gun Pack	Yes	As carrier	Yes	2	4BW
LAAM*	No	5	Yes	1	Whole zone
MAAM**	No	3	Yes	2	Cross zone

\*\*Light Anti-Aerospace Missile

\*Medium Anti-Aerospace Missile

### Light launcher Pack

These are simply light launchers used to add firepower for strafing ground targets. They are not effective against Aerospace Craft and are subject to ECM.

### Medium Aerospace-Surface Missile

Large stand-off missiles effective against all ground targets, but ineffective against Aerospace craft and are subject to ECM.

### LAAM

Small guided missiles effective against all Aerospace Craft. Target and firing models must both be in the same zone (ie: both on the battlefield or both in the SCZ).

### MAAM

Larger guided missiles effective against all Aerospace Craft. Has cross-zone capability (ie: can be fired from the battlefield against a target in the SCZ and vice versa).

### Medium Gun Pack

A medium gun which is effective against both ground targets and other Aerospace Craft. Effectively additional firepower to the carrying craft's own weapons. They are subject to FFG.

## THE SKY COMBAT ZONE (SCZ).

This represents the large volume of sky in proximity to the ground battlefield. In theory it may measure many hundreds of kilometres in size. In Command Horizon games we represent this in an abstract form as a designated area measuring a minimum of 20cm by 30cm located on a quiet part of the battlefield or a side-table. One section of the SCZ should be marked off as the 'Disengaged' area.

Skycraft bases called in on a mission by issuing CPs will be placed in the SCZ. Skycraft in the SCZ cannot be attacked by ground forces or Skimmers (unless armed with AA cross-zone weapons).

### Intercept Missions

During a player's Action Phase it costs 1CP to call in an Intercept Mission of up to three bases. The Mission is placed in the SCZ where it will remain for the duration of the game or until destroyed. No CPs need to be used in subsequent moves to maintain the Mission. An Intercept Mission can only operate in the SCZ. If the player requires the mission to enter the battlefield, the mission must be converted to a Strike Mission (at a cost of 1CP) in the player's next Action phase.

### Strike Missions

During a player's Action phase it costs 1CP to call in a Strike Mission of up to three bases. Place the Mission in the SCZ.

In the same or any subsequent Action phase, after the Sky Combat Round, at a cost of 1CP, the Strike Mission may be placed on the battlefield and take part in ground combat. If the Mission has suffered any losses in the SCZ then these will have been removed before this stage.

The Mission's bases can then be placed at any desired positions on the battlefield and conduct their attacks – there is no requirement for the bases to attack the same target. These bases then remain in that position until the end of the action phase, giving the opposing player the opportunity to attack them with AA or Skimmers, at which point any surviving are returned to the SCZ.

## SKY COMBAT ROUND

A Sky Combat Round takes place during every action phase. If any opposing Skycraft are in the SCZ at this point they may attempt to engage in combat. This will be done automatically with no need for players to expend CPs.

Every base on the SCZ calculates its **Dogfight Total** for that phase, representing the skill, luck and manouvreability of the pilots and their craft as they attempt to engage or evade the enemy.

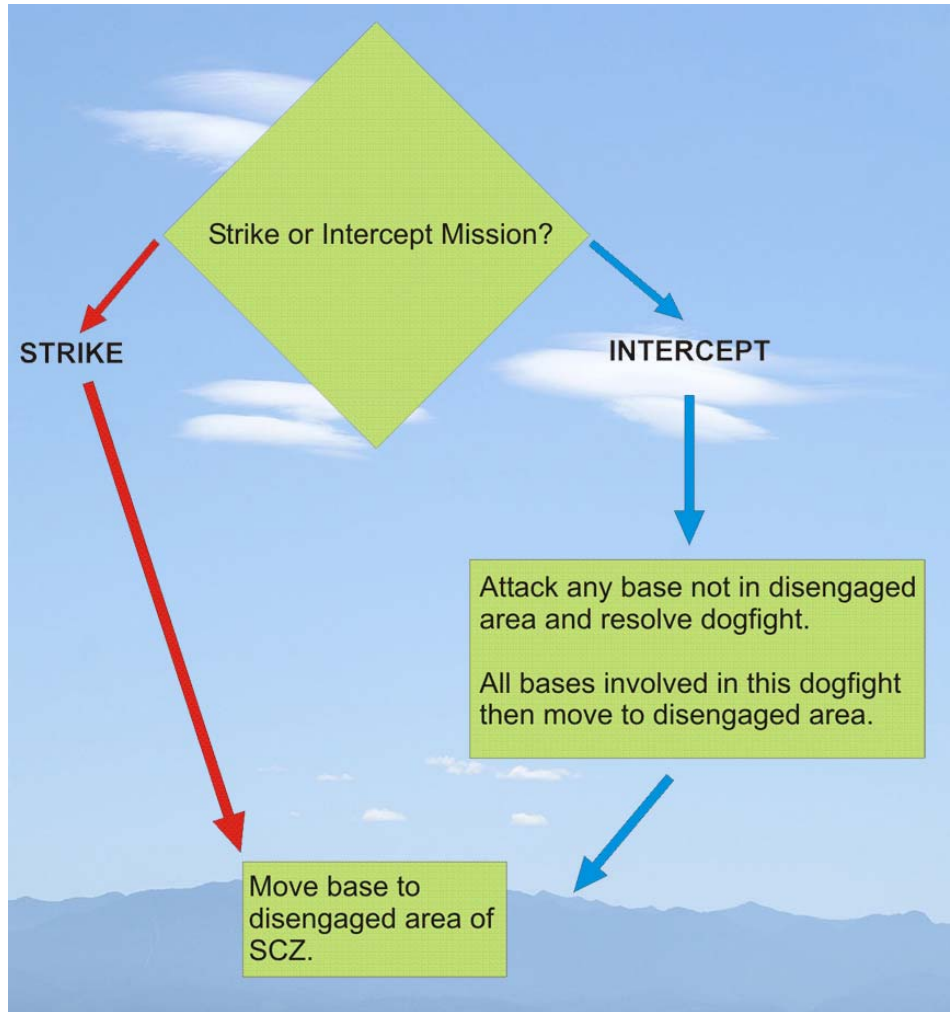
To calculate the Dogfight Total:

Dogfight factor of Skycraft  
Plus: CH rating x 1D6

For example, a Human fighter with a Dogfight factor of 4 and a CH rating of 3 that rolls 4 on 1D6 will have a Dogfight Total as follows:

Dogfight factor 4 = 4  
CH rating 3 x die roll of 4 = 12  
**Dogfight total = 16**

Starting with the base with the highest Dogfight Total, follow the flowchart below.



## SHOOTING PROCEDURE

All Sky Combat attack dice have a base to hit roll of 6.

Skycraft carry no armour and therefore have no intrinsic defence dice. They rely on their manoeuvrability for survival, so get defence dice equal to their Dogfight Factor. If the attacker, (Skimmer, Skycraft or AAM), also has a dogfight factor, add or subtract the differential between the factors to the number of defence dice.

There are no Zip results for Skycraft. Defence dice only save Hits on a 6, any other result is a Zap.

### EXAMPLE 6 – Sky Combat

During his Action phase a Centaur player spends 1CP to bring a Strike mission of 3 x Centaur fighters with CH 5 into the SCZ. Already in the SCZ is an Intercept mission of 3 x Human fighters with CH 4, so a combat is likely. During the Sky Combat Round the players work out the **Dogfight total** for each model in the SCZ as follows:

Human fighter 1 has a Dogfight factor of 4, CH 4 and rolls 5  $4 + (4 \times 5) = 24$

Human fighter 2 has a Dogfight factor of 4, CH4 and rolls 1  $4 + (4 \times 1) = 8$

Human fighter 3 has a Dogfight factor of 4, CH 4 and rolls 4  $4 + (4 \times 4) = 20$

Centaur fighter 1 has a Dogfight factor of 4, CH 5 and rolls 2  $4 + (5 \times 2) = 14$

Centaur fighter 2 has a Dogfight factor of 4, CH 5 and rolls 6  $4 + (5 \times 6) = 34$

Centaur fighter 3 has a Dogfight factor of 4, CH 5 and rolls 3  $4 + (5 \times 3) = 19$

The highest total is Centaur fighter 2 with a dogfight total of 34, so it goes first on the Sky Combat flowchart. As it is on a Strike mission the model is moved into the **disengaged** area of the SCZ. It has successfully avoided interception this move.

The next highest is Human fighter 1 with a total of 24. On the Sky Combat flowchart the player chooses to attack Centaur fighter 3. Armed only with its internal weapons (3 x light beam) it therefore gets 3 attack dice, needing a 6 to hit. The player rolls 2,3,4 and fails to score. Both models are now moved to the **disengaged** area of the SCZ.

The next highest dogfight total is Human fighter 3 with 20. The player chooses to attack Centaur fighter 1, which is the only remaining enemy not in the **disengaged** area. Armed with 3 x light beams and 2 x LAAM it gets 5 attack dice, needing 6 to hit. The player rolls 6,3,1 for the light beams and 2,6 for the LAAM, scoring 1 light beam and 1 LAAM hit.

The Centaur fighter now calculates his defence dice. As both fighters have the same Dogfight factor of 4, there is no differential so the Centaur gets its full 4 defence dice against the beam hit. He rolls 1,6,2,2 and saves the hit. The LAAM hit, however, has a Dogfight factor of 5 which is 1 better than the fighter, so the Centaur only gets  $4 - 1 = 3$  defence dice. Rolling 2,3,4 the Centaur fighter fails to save and is blown from the sky. The Centaur model is removed from play and the Human model moved to the **disengaged** zone

Last to go is Human fighter 2 with dogfight total of 8. All the other models are in the **disengaged** area so there are no targets to attack. This pilot must have been daydreaming during the combat and the model is placed in the **disengaged** area. The Sky Combat round is now complete.

At this point the Centaur player has two models left in his Strike mission. At a cost of 1 CP he calls them down from the **disengaged** area and places them on the battlefield.



## 8) EXTREME ENVIRONMENTS

The main **Command Horizon** rules cover combat in a Terran environment – a gravity field of approximately 1G, with atmospheric pressure of approximately 1 bar.

As mankind has spread throughout Human Space the most popular planets for settlement (and therefore for combat) are those close to Terran standard, as this is the most comfortable environment for humans.

Colonies and combat can also occur on planets with extreme environments that can differ widely from the Terran norm. The reasons for this may be particularly rare or abundant natural resources, or a strategic position. (A pirate base on a desolate rockball light years away from any authority may be present just such a scenario.)

The table below covers the possible range of extreme environments where conventional large scale combat may occur.

	Moderate pressure/ Atmosphere	No atmosphere
High G	Type 1	Type 2
Moderate G	Terran Standard	Type 3
Low G	N/a	Type 4

NB. We do not consider high pressure atmospheres here. Whilst such planets may see human habitation, the dense and corrosive atmospheres and 1000 kph winds would mean that all activity takes place underground. There would be little or no scope for the type of surface combat that **Command Horizon** simulates.

Players will note that their armies will perform very differently in the four non-Terran environments. For example, in a Type 4 (low G – no atmosphere) environment, vehicles powered by mag-lev become so inefficient as to become almost useless. However walkers can move faster and guns have double the range. Armies seeing combat in Type 4 environments will effectively have to replace their vehicles with walkers.

In a Type 2 environment the situation is reversed. High gravity means that infantry cannot function and mag-lev vehicles become more efficient. Armies in this environment will replace their infantry with walkers and beam weapons become dominant.

The effects of extreme environments are summarised as follows:

<b>Type 1 - High G, Atmosphere</b>			
<b>Shooting</b>	<b>Range in BW</b>	<b>Movement</b>	<b>Base Widths</b>
Light Guns	1	Infantry	N/A
Light Beams	3	Scout Vehicles	7
Light Launchers	1	Light Vehicles	6
Medium Guns	2	Medium Vehicles	4
Medium Beams	4	Heavy Vehicles	3
Medium Launchers	2	Skim Fighters	4
Heavy Guns	3	Skim Lifters/Gunships	3
Heavy Beams	6	Walkers	1
Heavy Launchers	3		
Heavy Howitzer	0-6		
Super Howitzer	0-8		
Twin Heavy Bombard	3-6		
HAMS	4-6		

<b>Type 2 - High G, No Atmosphere</b>			
<b>Shooting</b>	<b>Range in BW</b>	<b>Movement</b>	<b>Base Widths</b>
Light Guns	2	Infantry	N/A
Light Beams	4	Scout Vehicles	7
Light Launchers	2	Light Vehicles	6
Medium Guns	3	Medium Vehicles	4
Medium Beams	5	Heavy Vehicles	3
Medium Launchers	3	Skim Fighters	N/A
Heavy Guns	5	Skim Lifters/Gunships	N/A
Heavy Beams	8	Walkers	1
Heavy Launchers	5		
Heavy Howitzer	0-9	<b>Terrain</b>	
Super Howitzer	0-12	No Water	
Twin Heavy Bombard	5-9	No Biomass	
HAMS	7-9		

<b>Type 3 - Moderate G, No Atmosphere</b>			
<b>Shooting</b>	<b>Range in BW</b>	<b>Movement</b>	<b>Base Widths</b>
Light Guns	4	Infantry	1
Light Beams	4	Scout Vehicles	5
Light Launchers	3	Light Vehicles	4
Medium Guns	5	Medium Vehicles	3
Medium Beams	5	Heavy Vehicles	2
Medium Launchers	4	Skim Fighters	N/A
Heavy Guns	8	Skim Lifters/Gunships	N/A
Heavy Beams	8	Walkers	3
Heavy Launchers	6		
Heavy Howitzer	0-20	<b>Terrain</b>	
Super Howitzer	0-15	No Water	
Twin Heavy Bombard	8-15	No Biomass	
HAMS	9-12		

<b>Type 4 - Low G, No Atmosphere</b>			
<b>Shooting</b>	<b>Range in BW</b>		<b>Base Widths</b>
Light Guns	6		2
Light Beams	5		3
Light Launchers	4		2
Medium Guns	8		1
Medium Beams	6		N/A
Medium Launchers	5		N/A
Heavy Guns	12		N/A
Heavy Beams	9		4
Heavy Launchers	8		
Heavy Howitzer	0-24		
Super Howitzer	0-32		
Twin Heavy Bombard	12-24		
HAMS	12-15		
		<b>Terrain</b>	
		No Water	
		No Biomass	

## 9) VEHICLE SUMMARY

The following tables summarise the combat capabilities of each type of base. For those of you building armies or constructing army lists it also defines which weapon systems can be mounted on which types of vehicles.

### Human Vehicles

Vehicle Type	Scout	SPC	LCV	LPC	Light Tank	Medium Tank	Spt Unit Cmmnd	Spt Unit Artillery	Heavy Tank	Medium Cmmnd	Heavy Cmmnd
Move (BW)	5	5	4	4	4	3	3	3	2	3	2
Defence Dice	1	1	1	1	1	2	1	1	3	2	3
Infantry capacity	-	1/3	2/3	2/3	-	-	1*	-	-	-	-
Infantry Support capacity	-	-	1/3	1/3	-	-	2/3	-	-	-	-
Light Beam											
Twin Lt Beam											
Light Launcher											
Combined Light Launcher/Beam											
Light ECM											
Light AA gun											
Medium Gun											
Twin Med Gun											
Medium Beam											
Twin Med Beam											
Medium Launcher											
Medium ECM											
Medium Gatling AA											
Heavy Gun											
Heavy Beam											
Heavy Launcher											
Twin Medium ECM											
Heavy Artillery											

### Notes:

Only those combinations with a shaded box are normally permissible. For example, a Light Personnel Carrier can carry a light beam, light launcher or light ECM. It may not mount light AA or a medium gun.

\* Only support units with the combined beam/launcher turret can carry infantry. They effectively become Medium Personnel Carriers.

**Centaur Vehicles**

Vehicle Type	Light Tank	Medium Tank	Heavy Tank	Heavy Support	LPC	MPC
Move (BW)	5	4	3	3	5	4
Defence Dice	1	2	3	1	-	-
Infantry capacity	-	-	-	-	2/3	1
Twin Light AA Gun						
Quad Light AA Gun						
Twin Light Launcher						
Medium Launcher						
Medium Gun						
Medium FFG						
Heavy Gun						
Heavy Beam						
Heavy Launcher						
Super Howitzer						
Heavy FFG						

**Notes:**

Only those combinations with a shaded box are normally permissible. For example, a medium tank can carry a quad light AA, a medium launcher or a medium FFG. It may not mount a heavy gun or heavy FFG.

## 10) POINTS SYSTEM

Players can use a number different means of choosing their armies. Some people prefer to use a randomised system, or have an umpire decided what is available to both players.

A points systems is useful for competition games or friendly games where both sides want to ensure that neither army holds a significant starting advantage over the other.

In the **Command Horizon** points system, each base has a basic value as follows:

### Ground troops (per base)

For each BW of Movement	+2
For each Defence Dice	+10
For each Small Arms Dice	+2
For each Infantry Support Dice	+4
For each Light Attack Dice	+3
For each Medium Attack Dice	+4
For each Heavy Attack Dice	+5

If any Attack Dice are for artillery, launcher or dedicated AA weapons, multiply those costs by 1.5.

For each Light ECM or FFG	+5
For each Medium ECM or FFG	+20
For each Heavy FFG	+50

### Aerospace craft (per model)

For each BW of movement	+1
For each Defence Dice	+3
Per point of Dogfight Factor	+2
For each Small Arms Dice	+1
For each Light Attack Dice	+1
For each Medium Attack Dice	+2
For each Heavy attack Dice	+3
Per Medium Aerospace-Surface Missile	+5
Per LAAM	+5
Per MAAM	+10
Lift capacity	+10
SCZ Capable	+10

If any Attack Dice are for artillery, launcher or dedicated AA weapons, multiply those costs by 1.5.

The basic costs for common Human bases can be summarised as follows:

Troop Type	Points	Light Weapon	Light Launcher	Medium Weapon	Medium Launcher	Heavy Weapon	Heavy Launcher
Scouts	24	-	-	-	-	-	-
Scout Mechanised Inf	36	-	-	-	-	-	-
Mechanised Infantry	-	57	62	-	-	-	-
Infantry	50	-	-	-	-	-	-
Infantry support	44	-	-	-	-	-	-
Light Tanks	-	33	38	48	60	-	-
Medium Tanks	-	-	-	56	68	77	100
Heavy Tanks	-	-	-	-	-	85	108
Assault Walkers	89	-	-	-	-	-	-
Combat Walkers	71	-	-	-	-	-	-
Support Walkers	71	-	-	-	-	-	-
Command Walkers	77	-	-	-	-	-	-

Skim Fighter	23
Skim Fighter with 2 x Medium Aerospace-Surface Missiles	33
Fighter	21
Fighter with 4 x MAAM	61
Fighter Bomber	18
Fighter Bomber with 4 x Medium Aerospace-Surface Missiles and 2 X LAAM	48

Once the total costs for a Brigade HQ, Battalion or Aerospace Mission has been calculated, it must be given a Command Horizon rating and the points adjusted as follows:

- For a Command Horizon rating of 1, multiply the total by 0.50
- For a Command Horizon rating of 2, multiply the total by 0.75
- For a Command Horizon rating of 3, multiply the total by 1.0
- For a Command Horizon rating of 4, multiply the total by 1.25
- For a Command Horizon rating of 5, multiply the total by 1.50

## 11) THE CENTAURS

### BACKGROUND

Some five hundred years after the start of Mankind's expansion into space, there was still no sign of any intelligent life never mind other space-faring civilisations. Man was becoming accustomed to the fact that the planets and resources that were constantly being discovered were for Humans to colonise and exploit without challenge.

This all changed with the first appearance of the Centaurs. As a civilisation they had long-since abandoned planet-based existence and instead had chosen to live a nomadic existence in gigantic WorldShips tracing long-standing paths to visit the planets on those routes, harvesting resources and spending a few but vital weeks on a planetary surface.

However since their last visit to the planets on the traditional routes, Mankind had swarmed over the galaxy and were now in possession of many of the worlds that formed sections of the Centaur migration routes. To the space-farers, Humans were nothing more than trespassers to be dealt with. To the Human colonists the Centaur armies and their LandShips were bringers of death and the destruction of their society.

The Centaur Wars had begun....

Man's knowledge of the Centaur race remains largely superficial, as there has, as yet, been no meaningful contact with them. What information is known is based upon observation, salvage from battle and insights from the intelligence arm of the Sisterhood, who it seems had prior knowledge of their appearance in Human Space.

The following is a brief summary of what we do know.

#### **Social Organisation**

There are a large number of autonomous Centaur groups, variously described by human observers as 'Nations', 'Tribes' or 'Clans'. None of these seem to be totally accurate, but it is the latter term that has proved most widespread, and *Clan* will be used throughout this section.

Each clan forms the population of huge WorldShips, each capable of sustaining tens of thousands Centaurs, providing full life support for prolonged periods in space. These vast structures house factories, food production and the full range of comforts and necessities for its many inhabitants. Each clan has its own distinct emblem or symbol which can be found displayed on equipment, vehicles, structures and machinery.

A Clan is subdivided into groups. The most common term for these is 'castes', which again we shall use in this section. The castes that we have been able to identify are; Leaders, Warriors, Pilots and Harvesters. There may well be others, but as all our contacts with the Centaurs have been violent ones, we know more about their military organisation than their civil structures.

#### **Physical Appearance**

The term 'Centaur' was first used by Sisterhood Intelligence Service. They had only a vague concept of the aliens' true appearance, but did know that they possessed bilateral symmetry, had two arms and four legs. The link with the noble half man-half horse of Greek mythology proved irresistible and so the name Centaur came into use.

It was only after the hard-fought action on Siddal's World, nearly two years into the war, that a human force remained in charge of the battlefield and we had our first Centaur bodies to examine.



This confirmed what the inconclusive eye witness and battlefield imaging had suggested, and that all notions of a resemblance to Earth-like animals were imaginary.

The bodies recovered measured between 2.5 and 3 metres in length. There were three pairs of limbs, set on either side of the torso. Two pairs were grouped together with the remaining pair set further along the body. All joined to the body's central keel with an extremely flexible socket joint with one further joint approximately half way down the limb. The matched pairs were articulated as legs, giving a quadrupedal movement. It is speculated that Centaurs were originally sextupeds, and that during their evolutionary process, they learned to raise the front third of their torsos upright and the front pair limbs gradually changed to allow manipulation. These front limbs have developed highly dextrous manipulative 'fingers' equipped with two opposing 'thumbs' on each 'hand'.

The basic architecture of the body is a long 'keel' running the length of the torso composed of a bony and extremely tough cartilage. The same material also forms a series of overlapping armour plates that run the length of the upper body, in a similar fashion to that of an Earth armadillo. This creates a very flexible and strong body structure, which is well suited to moving in small spaces as the limbs can be folded along the length of the body to create a very slim body profile.

The Centaurs do resemble us in many ways. They favour the same range of planetary environments as Humans and see in the same visible range as evidenced by their large, if otherwise very human-like eyes. In many other ways they are profoundly different. Their brain seems to be decentralised in several nodes along the length of the keel. We have not been able to understand their reproductive cycle or indeed the difference, if any, between the sexes.

### **Military Technology**

Centaur Military broadly divides into two sections: An offensive arm centred round the use of extremely fast, heavily armed fighting vehicles and a defensive arm concentrated in the giant Land Ships. Both are supported by extremely capable Skycraft. They make extensive use of guns and projectile weapons with relatively little interest in beams or launchers, although they are known to have both. They are extremely proficient in the advanced use of Force Field Generators providing excellent defence against guns. It is speculated that this specialisation is as a result of wars fought between the various Centaur Clans.

Human xeno scientists have calculated that an individual Centaur has approximately four times the combat effectiveness of a human soldier. This is a combination of size, stamina and the ability to carry more powerful small arms.

### **LandShips**

A notable feature of the Centaur planetary forces is their use of huge LandShips. A group of these is often dubbed a 'Walking City' – a testimony to their sheer size and bulk. They are constructed from pre-fabricated parts and landed in sections from the WorldShip. There are a number of different types of WorldShip modules with various specialist functions. All hold one thing in common. They are equipped with large Force Field Generators and a fearsome array of short –ranged weapons.

## CENTAUR ORGANISATION

Centaur do not have 'units' of battalions and brigades as are found in human armies. Instead they use a flexible command structure based around their caste system.

### Leaders

These are never physically present on the actual battlefield. The Leader caste remain in the WorldShips or LandShip modules, commanding the Centaur armies from distance. They make all Command Point rolls with a CH of 4.

### Warriors

These make up the bulk of the Centaur armed forces, operating fighting vehicles and LandShip Defence Modules. All Warrior bases have a CH of 4

### Pilots

An elite group, crewing the Aerospace units of Skimmers and Skycraft. All Pilots have a CH of 5

### Harvesters

The Harvesters form the 'infantry' component of Centaur armies. Harvesters' primary role is that of collecting resources from the planet's surface. They are not part of the Centaur military as such, but are nevertheless well armed and quite capable of defending themselves. Harvester bases have a CH of 3.

Centaur 'infantry' (actually units of harvesters) are based as 1 Centaur model = 1 human strip. Eg. a base of Centaur medium mechanised infantry would contain 3 MPV and 3 Centaur models.

## CENTAUR COMMAND

During a Centaur player's Action Phase, Command Points are generated by rolling 1D3 and adding 4 – Centaur Leaders always have an initial CH of 4.

Rather than allocating CPs to battalions, as in human armies, CP markers are placed at any location *on the battlefield*.

The CP markers are then resolved, one at a time in any order the player chooses. *Any Centaur base within 4BW of a CP marker may act on that command*. Individual bases may not act on more CPs than their CH rating.

At the end of the Centaur player's Action Phase any unused CPs may be *stockpiled for use in future action phases*. However, if the player rolls a 1 on his D3 for CP generation in a future Action Phase, all stockpiled CPs are lost.

## **STATUS CHECKS**

As a consequence of their low reproductive rate, Centaurs are far less numerous than Humans. Once consequence of this is that Centaur armies are very sensitive to casualties. At the end of any Reaction Phase, at the point where a human player would make a battalion status check, the Centaur player must make a Centaur Force status check.

For each Centaur base Zapped in this phase, roll 1D6. On a result of 1, the Centaur Leader's CH is reduced by one. Zips have no effect on Centaur status checks.

As will become apparant, players with Centaur armies can only afford four such status failures before the Leader's CH is reduced to zero and the whole Centaur force is removed from play.

## APPENDIX 1 - Unity 3<sup>rd</sup> Heavy Assault Brigade

### a) Brigade Command and Brigade Supports



*1 Brigade HQ base with 3 models carrying 1x Light Launcher, 1 x Light beam, 1 x Medium ECM and 1 x Octuple Light Anti Aerospace*

- Base with 4 BW movement @ 2 each = 8
- Base with 1 Defence dice @ 10 each = 10
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 1 Light Launcher Attack dice  
(= 3 x 1.5) @ 4.5 each = 5
- Base with 1 Light Attack dice @ 3 each = 3
- Base with 1 Medium ECM @ 20 each = 20
- Base with 8 Light Attack dice @ 3 each = 24
  
- *Sub Total* = 76
- x 1 base = **76**

#### *3 Skim Fighters*

- Base with 8 BW movement @ 1 each = 8
- Base with 1 Defence dice @ 3 each = 3
- Base with 2 Light Attack dice @ 1 each = 2
- Dogfight factor 5 = 10
  
- *Sub Total* = 23

- x 3 bases = **69**

*1 Artillery Support base with three Heavy Howitzers*

- Base with 4 BW movement @ 2 each = 8
- Base with 1 Defence dice @ 10 each = 10
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 9 Heavy Artillery Attack dice  
(= 5 x 1.5) @ 7.5 each = 68

*Sub Total* = 92

x 1 base = **92**

***Brigade HQ Summary***

Brigade HQ Base = 76

3 x Skim Fighter Bases = 69

Artillery Support Base = 92

*Sub Total* = 237

Total Including Command Horizon of 4 237 x 1.25

= **296**

**b) Medium Tank Battalion**



*2 bases each with 3 models carrying Medium Guns:*

- Base with 3 BW movement @ 2 each = 6
- Base with 2 Defence dice @ 10 each = 20
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 6 Medium Attack dice @ 4 each = 24
  
- *Sub Total* = 56
- x 2 bases = **112**

*2 bases each with 3 models carrying Medium Launchers*

- Base with 3 BW movement @ 2 each = 6
- Base with 2 Defence dice @ 10 each = 20
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 6 Medium Launcher Attack dice  
(= 4 x 1.5) @ 6 each = 36
  
- *Sub Total* = 68
- x 2 bases = **136**

***Medium Battalion Summary***

- 2 x Bases armed with Medium Guns = 112
- 2 x Bases armed with Medium Launchers = 136
  
- Sub total* = 248
  
- Total Including Command Horizon of 4 = 230 x 1.25
- = 310**

**c) Heavy Tank Battalion**



*3 bases each with 3 models carrying Heavy Guns:*

- Base with 2 BW movement @ 2 each = 4
- Base with 3 Defence dice @ 10 each = 30
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 9 Heavy Attack dice @ 5 each = 45
  
- *Sub Total* = 85
- x 3 bases = **255**

*HQ base with 3 models carrying Heavy Launchers*

- Base with 2 BW movement @ 2 each = 4
- Base with 3 Defence dice @ 10 each = 30
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 9 Heavy Launcher Attack dice  
(= 5 x 1.5) @ 7.75 each = 70
- *Sub Total* = 110
- x 1 bases = **110**

***Heavy Battalion Summary***

- 3 x Bases armed with Heavy Guns = 255
- 1 x Bases armed with Heavy Launchers = 110
  
- Sub total* = 365

Total Including Command Horizon of 2 = 365 x 0.75  
 = 274

**d) Light Tank Battalion**



*3 bases each with 3 models carrying Twin Light Beams:*

- Base with 4 BW movement @ 2 each = 8
- Base with 1 Defence dice @10 each = 10
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 6 Light Attack dice @ 3 each = 18
  
- *Sub Total* = 42
- x 3 bases = **126**

*HQ base with 3 models carrying Medium Launchers*

- Base with 4 BW movement @ 2 each = 8
- Base with 1 Defence dice @10 each = 10
- Base with 3 Small Arms dice @ 2 each = 6
- Base with 6 Medium Launcher Attack dice  
 (= 4 x 1.5) @ 6 each = 36
  
- *Sub Total* = **60**

***Light Battalion Summary***

3 x Bases armed with Twin Light Beams =126  
 1 x Bases armed with Medium Launchers = 60

*Sub total* = 185

Total Including Command Horizon of 2 = 185 x 0.75



= 139

**e) Mechanised Infantry Battalion**



*3 bases each with 3 models carrying Light Launchers and 8 infantry with small arms*

- Base with 4 BW movement @ 2 each = 8
- Base with 3 Defence dice @ 10 each = 30
- Base with 5 Small Arms dice @ 2 each = 10
- Base with 3 Light Launcher Attack dice  
(= 3 x 1.5) @ 4.5 each = 27
- *Sub Total* = 75
- x 3 bases = **225**

*HQ base with 3 models carrying Light ECM and 8 infantry with small arms*

- Base with 4 BW movement @ 2 each = 8
- Base with 3 Defence dice @ 10 each = 30
- Base with 5 Small Arms dice @ 2 each = 10
- Base with 3 Light ECM = 15
- *Sub Total* = 63
- x 1 base = **63**

***Mechanised Infantry Battalion Summary***

- 3 x Bases armed with Light launchers = 225
- 1 x Bases armed with Light ECM = 63

<i>Sub total</i>	= 288
Total Including Command Horizon of 3	= 288
	= <b>288</b>

**Totals for the Brigade:**

Brigade Command and Brigade Supports	296
Medium Tank Battalion	310
Heavy Tank Battalion	274
Light Tank Battalion	139
Mechanised Infantry Battalion	288
<b>Total Points Cost</b>	<b>1307</b>

## APPENDIX 3 - Labelling Bases

Although it is perfectly possible to play Command Horizon games taking all the play information from the rules and the models themselves, it is much easier and quicker to play if all the bases are labelled.

The labels follow a standard format which gives all the information that you need to know about the base's movement, armament, attack dice and defence dice.





### Size and background colour

Labels should measure 60mm x 5mm occupying the rear edge of the base. The background colour the label is immaterial

The information on the base reads from left to right, with Armament, Dogfight Factor and finally Movement.

### Size and type of Armament

The **size** of the weapons is determined by an outline shape as follows:

LIGHT WEAPONS	A circle	
MEDIUM WEAPONS	A Triangle	
HEAVY WEAPONS	A Square	
SUPER WEAPONS	A Pentagon	

ARTILLERY WEAPONS have the outline shape divided in half vertically




DEDICATED AA WEAPONS have the outline shape divided in half horizontally



The **type** of weapon carried is designated by the colour of the shape:

<b>BLUE</b>	Guns
<b>YELLOW</b>	Beams
<b>RED</b>	Launchers

Finally, the total number of attack dice for the weapon is printed in the centre of the shape.

Thus, a base with three tanks each carrying a medium gun with a total attack dice of 6 would have a symbol like this, 

A base with three tanks each carrying twin light beams with a total attack dice of 6 would have this symbol,




A base with three tanks each carrying a heavy launcher with a total attack dice of 9 would have this symbol.





A base with three support units each carrying a heavy artillery piece with a total attack dice of 9 would have this symbol.



**Defence Dice**

The defence dice for the base is contained inside a Shield outline. A base with a total defence dice of 3 would carry a symbol like this .

If a base carries ECM this is shown as an extra red shield with a white numeral inside it. .

If a base carries FFG this is shown as an extra blue shield with a white numeral inside it. .

**Movement Rate**

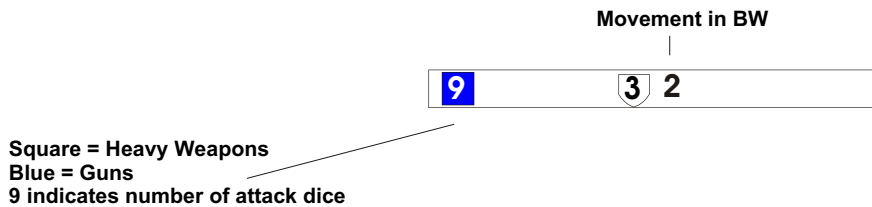
The maximum movement rate in BW is designated by a number placed to the right of the Defence Dice symbol.

**Dogfight Factor**

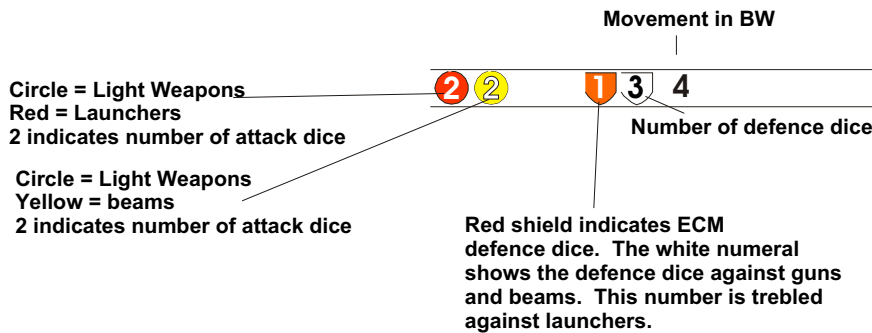
Aerospace craft such as Skycraft and Skimmers must have a **Dogfight Factor**. This is designated by a **BLUE** number placed to left of any defence dice symbol.

Here are a few completed examples:

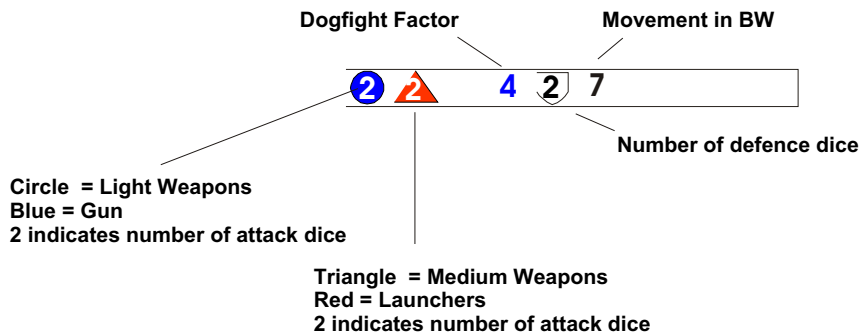
*A base of Heavy tanks, armed with Heavy Guns*



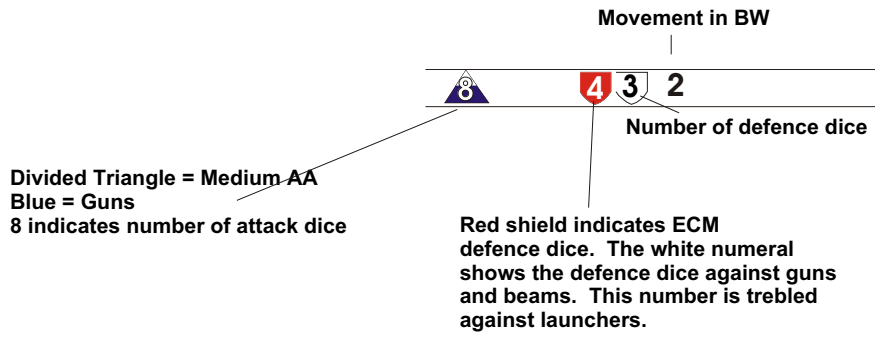
*A base of Light Mechanised Infantry*



*Centaur Skim Gunship base*



*A base of Heavy Command Vehicles*



## APPENDIX 2 - Setting up a quick game

A Human player has a Brigade HQ base and four battalions of four bases *or* a Brigade HQ base with up to four Brigade Support bases and three battalions of four bases.

Aerospace missions of 3 models count as one Brigade Support base.

Roll 1D6 for CH rating of Brigade HQ:	1-3	CH=3
	4-6	CH=4

Roll 1D6 for CH rating of each battalion	1	CH=2
	2,3	CH=3
	4,5	CH=4
	6	CH=5

A Centaur player has 16 bases.

Aerospace missions of 3 models count as one base.

CH ratings as per the normal Centaur caste rules.