

# Double Tap v0.2

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## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Quality Tests:** Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

**Line of Sight:** If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

## Before we begin...

**Army Composition:** Each player may take up to 150pts or 300pts worth of units and upgrades in his army (you decide). Each army may only have one Hero unit and up to three Specialists.

**Preparation:** The game is played on a flat 4'x4' surface, with at least 15 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

**Mission:** After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed (heroes are worth double). The player with the most points wins.

## Playing the Game

The game is played in rounds consisting of two player turns, with the player that won deployment going first on each round. During their turn players get as many activation points as living units in their army, which they may spend on any friendly unit without limits. Once the player has run out of activation points play passes to his opponent.

## Activation

The player declares which unit he spends an activation point on, and it does one of the following:

Action	Notes
Move	Move up to 4" and shoot.
Assault	Move up to 4" and attack in melee.
Run	Move up to 8".

## Move

Units may move and turn in any direction regardless of the models facing. They may freely move into base contact with enemy units at any time, however they may only move out of contact by dodging.

## Shoot

Units that are not in melee may target one enemy within range and line of sight that is not in melee with any friendly unit. If a unit is moving as part of the same activation, then you must declare at which point of the move it is shooting. Take as many Quality tests as Attacks, and each success counts as a hit. For each hit the target has to take one Quality test, and if it fails one or more tests it is killed.

## Melee

Units may target one enemy in base contact. This works like shooting, however the attacker may only use melee weapons, and the target may only react by either dodging or using a melee attack.

## Morale

Whenever a unit takes one or more hits and is not killed, it must take a morale test. The unit takes a Quality test, and if failed it must move by 2" to be as far as possible from enemy units or out of sight.

## Reactions

Whenever a unit has line of sight to an enemy that is activated, then it may react at any point by declaring one of the following reactions.

**Move :** The unit makes a move action, however only after the activated unit has resolved any attacks.

**Dodge:** The unit may move up to 2", which may be used to move out of base contact with enemies. If the unit was the target of enemy attacks, then it takes two Quality tests and compares results. For each success it may cancel out an enemy success, and if there are no enemy successes left the unit may dodge. Else it takes hits without moving.

**Shoot:** The unit makes a shoot action, however it may only take one Quality test. If the unit was the target of enemy shooting, then for each success it may cancel out an enemy success, and any left over successes count as hits.

**Melee:** The unit makes a melee action, however it may only take one Quality test. If the unit was the target of enemy melee, then for each success it may cancel out an enemy success, and any left over successes count as hits.

## Terrain

**Cover (walls, corners, sandbags, etc.):** Units that are in contact with and behind cover terrain get +1 to their block rolls against shooting, and enemies targeting them get -1 to their shooting rolls.

**Difficult Terrain (woods, mud, rivers, etc.):** Units moving through difficult terrain halve their move.

**Elevation (cliffs, roofs, ledges, etc.):** Units may only use Run actions to get onto elevation without using stairs, ladders, etc., and units taking shots from lower elevation count as in Cover.

## Units Types

**Heroes:** As long as this unit is alive all friendly units within 6" may re-roll failed morale tests.

**Specialist:** Units with upgrades and units with the special rule Specialist all count as Specialists.

## Weapons

Weapons with a range value provide attack dice to shooting, others to melee. The numbers in brackets is how many Attacks the weapon has, and units may split their attacks between targets. Each weapon has modifiers to the units Quality value based on the range it is fired at, where "-" stands for no modifier, and "X" stands for our of range.

Name	<12"	<24"	<36"	<48"
Knife (2)	X	X	X	X
Pistol (2)	-	-	X	X
Shotgun (2)	+1	-1	X	X
Smg (4)	-	-1	X	X
Carbine (3)	-	+1	-	X
Rifle (2)	-	-	+1	-
Hmg (4)	-1	-	+1	-
Sniper (2)	-1	-	+1	+1

## Playtesting Double Tap

If you want to give Double Tap a try we recommend taking two identical teams of 5-10, counting every unit as being Quality 4+.