Rifles in the Darkness

Ver 0.3

Rifles in the Darkness (RiTD) is a free expansion for the *Rifles* series (Rifles in the Ardennes, Rifles in the Pacific and Rifles in the Peninsula). The module explores the idea of supernatural forces joining the battlefield, forcing your soldiers to face enemies of unknown origin.

Game Components

- Rules booklet
- 2 Army Sheets
- 3 Mission Sheets
- 24 Counters

GAME RULES

The standard rules of the Rifles series apply to this module: a revised Close Combat section has been added that takes in consideration the different type of adversaries.

Missions in RiTD will include the list of possible Enemies to use.

CLOSE COMBAT

You may spend one AP to order one Group to attack, in close combat, an Enemy at range 0.

The selected Group must undergo a Morale Check first using the Quality type of the most numerous Units in the Group, with the following DRM:

- +1 one BAP spent to initiate the Close Combat
- +1 Leader present in the Group

If the Morale Check is successful, the Group can enter Close Combat. Place the Group adjacent to the Target Group.

To determine the effects of Close Combat, roll 1d6 for both Groups adding the total C/C CFs of each Unit participating (rounding down any fraction) and apply the following modifiers, considering <u>each</u> Unit in both Groups:

-1	Group include one or more SHAKEN units (only applies to Player Units)
-1	Group include one or more Recruit units
+2	Group on a **BUILDING** (Defender only)
+1	Group adjacent to a Terrain Feature (except Building) or inside a Terrain Marker providing TN bonus (Defender only). The modifier is applied only on the first round; it does not apply to Engaged Groups
+1	Group with more Veteran units

Varies Special Trait or Skill.

The Group with the highest value is considered the winner of the Close Combat, while the other Group is considered the loser.

If the total of the winner is 2x or more the total of the loser, the loser Group must suffer 2d3 **SHAKEN/SUPPRESSED** results (must be distributed as equally as possible). If the total of the winner is simply higher (less than two times the loser result), the loser Group suffers 1d3 **SHAKEN/SUPPRESSED** Results (must be distributed as equally as possible).

In the case of a tie, both Groups immediately suffer one **SHAKEN** result, to be allocated to a random Unit (not **SHAKEN** Units first, then **SHAKEN** Units).

ENGAGEMENT AND CLOSE COMBAT END.

Close Combat ends when one of the two Groups is completely removed from the Map Card. If, after a round of Close Combat, both Groups sill contain one or more Units, the Groups remain adjacent on the Map Card. Those groups are now considered Engaged.

When activated, an Engaged Group can only execute a Close Combat attack, skipping the initial Morale Check.

JOINING A CLOSE COMBAT

An activated Group joining an existing Close Combat, where the Friendly Units have already been activated, will immediately merge with the Friendly Units, but without triggering a second attack in the current turn (this Group will contribute to the next resolution of the Close Combat).

Proceed with the standard Morale Check procedure (see **Errore. L'origine riferimento non è stata trovata.**). If the check is successful, the activated Group joins the engaged Group (forming a new Group) and a Close Combat round is now executed to determine the effects of the fight.

ENEMY UNITS ENTERING CLOSE COMBAT

Darkness Units will always enter Close Combat without the need of a Morale Check.

Enemies ordered to join an existing Close Combat where the Engaged Enemy units have already been activated will immediately merge with the other Enemy Units, but without triggering a second attack in the current turn (this Group will contribute to the next resolution of the Close Combat).

ENEMY TRAITS

Crawling. This unit Can only be attacked at Range zero.
Fast. Fast units can attack at range 0 without entering in Close Combat.
Multiple Attacks(X). The unit can execute X attacks each turn. Roll on the Unit Selection Table for each attach.
Wounds(X). Unit is eliminated after X Suppressed/Shaken results.

A NOTE ABOUT THE LANGUAGE

English is not my native language, so typos and grammar errors are expected in the rules and in the game components.

If you notice such an error, please send a note to my email zak965@libero.it. This will greatly help me in improving the game.

Thanks in advance!

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