Sunburn

Open Beta
Version 0.4

Sunburn is a science fiction themed skirmish wargame using 28mm scale miniature figures. Models from any manufacturer may be used, and even scale doesn't matter as long as both sides are the same. Sunburn uses no dice to resolve actions, the results of shooting and so on are deterministic in nature. This speeds up the game and allows us to concentrate on what is really important in a skirmish wargame, how you command your troops. The dice are used only to determine what orders you have access to in a turn, as characters are created by assigning Actions to dice faces. This initial Beta document contains only the basic rules. The final document will have rules for more advanced actions, armour and vehicles, drops, off board artillery and ideas for campaigns, scenarios and larger battles. The standard game is quite boardgame-like and competitive, but additional material currently being worked on will help you to play a more narrative game whilst still allowing for the fast-play game where preferred.

Sunburn can be a little unusual to get used to, it works very differently to any other wargame, but once you've played a few turns you should get the hang of it quite easily. It is recommended that you read through this booklet and then play a few turns with whatever equipment you have handy and using the pregenerated characters at the back of this document before you play your first proper game.

What You Need To Play

One movement ruler 5" long. A tape measure can be used, but you will find the game quicker to play with a dedicated 5" long ruler. The only thing that needs to be marked on the ruler is the midpoint.

Suppressed counters.

Double-sided Wounded counters (one side says Wounded, the other Danger).

Command Counters. These are marked with a single number from 1 to 6. Each player will begin with one of each number, but you might need extras.

Smoke Counters. 1" circular counters representing smoke, at least half a dozen. Only required if any character takes Grenade as an action.

5 miniatures per player, from any manufacturer and of any type. The game is nominally science fiction, but pretty much anything can be used.

5 ordinary six-sided dice per player.

A 2' by 2' or 600mm by 600mm playing board with plenty of terrain.

Cover

As no dice are rolled in combat it's important that both players can clearly agree on the definition of whether a target is in cover or not.

A character is in Cover if, when drawing a line-of-sight from the targeting character, one of the following applies:

- Any part of the torso (i.e. the area that is not limb or head) is obscured.
- Where the target is an amorphous mass or has no easily definable torso or limb count, if at least 50% of the model is obscured.

Creating Characters

In game terms, a character is made up of 6 action slots labelled from 1 to 6. To create a character simply assign one of the following actions to each slot. The closer the slot is to 1, the quicker the character will react with that action in a turn. It is important however that you have a good spread of useful actions across all the numbers throughout the team, otherwise you will find it difficult to use all of your characters properly in a turn. Team creation is probably the hardest part of the game to get to grips with, and requires practice to build an effective team. At the end of this document you will find Team Rosters to fill in and also some pre-generated characters you can use to give you inspiration. Actions should be chosen that fit the character's equipment and training. A complete description of what each description does can be found in the Action Phase section of this document, but here is a list of all the actions available to characters in this version of the rules.

Action	Description
Advance	Move then Fire
Aim	Take a more accurate shot
Assault	Move and then make Hand-To-Hand Attack
Assist	Move and then heal or rally another
Command	Gain order counter
Flame	Make attack that ignores cover
Grenade	Throw either Smoke or Fragmentation Grenade and then Move
Recover	Heal or Rally self
Suppressing Fire	Cover an area with suppressing fire
Snapshot	Take a shot at moving targets

This is just a list of the basic actions available in this open playtest. More advanced actions are currently being tested including rules for Armour, Drops and Off Board Artillery.

Setting Up A Game

One player, chosen in any agreeable fashion, should set up the board with any terrain they feel appropriate. You will want plenty of terrain, but most of it should be obscuring in nature rather than being a complete obstacle to sight (though you will want some of that too). The other player will then place their characters within an imaginary box one ruler wide by one ruler deep in any one corner of their choice. The player who set up the board will then place their characters in the same way in the opposite corner.

Each player will take 6 command counters, one of each number.

Turn Structure

Each game turn consists of the following four phases. Both players will act in each phase.

1. Order Phase
2. Movement Phase
3. Action Phase
4. Cleanup Phase

The Order Phase

Each player rolls as many dice as they have characters remaining in play. This is referred to as your Command Pool. Command counters may then be played to change the result. Each command counter discarded will allow you to alter the face of one of those dice to the number on the counter. The results of the dice rolls will determine what action your characters will take this turn. It is a good idea to provisionally assign a dice to each character at this time by putting it in their space on your Team Roster. This is not binding, it's just a good idea to help you plan ahead for your turn; you will likely need to change this around as the turn reveals itself. As members of your Team are eliminated you will be rolling fewer dice, giving you less options; this represents your Team starting to panic and freeze up as they lose team-mates.

The Movement Phase

Sometimes, especially in the early turns of a game, you will want to move some or all of your characters instead of taking an Action with them. A character may not Move in the Movement Phase and also Act in the Action Phase.

At the start of this phase, compare each sides' Command Pool. The player with the most 1's has the Initiative for this phase. If both player's have an equal number of 1's then compare the 2's, or the 3's if there is another tie etc. In the unlikely event that even after going all the way to the 6's you still have a tie, dice off to see who has initiative.

The player with the Initiative decides whether they or their opponent will make all their moves first. Generally they will want to move last.

A moving character may move up to one ruler in distance. They must then have a die Assigned to them from the Command Pool. This die cannot then be used in the Action Phase (so be careful which die you choose), and also indicates that the moved character may not take an Action.

A character may cross an item of terrain if it is shorter than the model representing them and if they started their turn in contact with it; they may then move up to half a ruler from the other side of the obstacle.

Instead of an ordinary move a character may Dash instead. This allows them to move up to two rulers in distance but they may not cross obstacles. After finishing their movement, a Dashing character becomes Suppressed. If a Dashing character is hit by a Snapshot action they may still move up to one ruler in distance. If they have already moved further than 1 ruler they must stop at the point at which they were shot.

A moving character may Drag an adjacent Wounded or Suppressed character. Both characters may move up to half a ruler in distance, and must remain in base contact throughout the whole move.

A character may voluntarily leave the field of battle by moving off one of the board edges either side of the corner they deployed onto.

The Action Phase

The Action Phase consists of six segments, numbered 1 to 6. In each Segment both players will get to play matching numbered dice from their Command Pool to activate their characters. So, in the first segment players will get to use dice that rolled 1's, in the second segment they will get to use 2's etc. From now on, the dice relevant to a Segment will be known as the Segment Dice.

In each Segment, first decide who has Initiative. The player with the greater number of Segment Dice has the Initiative (i.e. 1's in the first segment, 2's in the second segment etc.). If there is a tie, compare the next number in the sequence and so on as before.

The player with the Initiative gets to use all of their Segment Dice to activate characters, then the player without Initiative gets to use all of theirs, and then you move on to the next Segment.

To use a Segment Dice, pick a character that has not already moved or acted and Assign the dice to them. They will get to use the Action in their corresponding slot on the Team Roster. I.e. if it is the Third Segment, you may Assign a die from the Command Pool showing a 3 in order to get a character to take the Action shown in their 3 slot on the Team Roster.

The Actions have the following effects:

Advance: Move the character one ruler (they may not Dash, Drag or cross an obstacle) and then take a shot at one enemy within line-of-sight. If the target is in Cover, they will become Pinned. If the target is not in cover they take a Wound. If your Advance movement brings your character in base-to-base contact with an enemy character it will result in a Brawl instead. If the enemy character is already Suppressed or Wounded, they will become Eliminated. If the enemy character is neither Suppressed nor Wounded, they will become Wounded and the Advancing character will become Suppressed.

Aim: Take a shot at one enemy within line-of-sight. If the target is in cover, they will become Suppressed. If they are not in cover, they will become Eliminated.

Assault: Move the character one ruler (they may not Dash, Drag or cross an obstacle) and then make a melee attack against a target in base-to-base contact. If the target is already Suppressed or Wounded they will become Eliminated. If not they will become Wounded.

Assist: Move the character one ruler (they may not Dash, Drag or cross an obstacle) and then remove all Wounded or Suppressed counters belonging to a character in base-to-base contact.

Command: Gain an order counter of your choice.

Flame: Launch fire at one target within line-of-sight and one ruler in distance. The target becomes Wounded whether in the open or in cover.

Grenade: Choose whether to launch Fragmentation or Smoke.

- If Fragmentation is chosen; place a counter within 1 ruler, ignoring line-of-sight, then move the character one ruler (they may not Dash, Drag or cross an obstacle). Then all characters within half a ruler of the counter become Suppressed if they are in cover relative to the counter, or Wounded if they are not.

- If Smoke is chosen, place 1 smoke counter within 1 ruler, ignoring line-of-sight, then place two more smoke counters so that each is touching another smoke counter, then move the character one ruler (they may not Dash, Drag or cross an obstacle).

Recover: Remove one Wounded or Suppressed counter belonging to this character.

Suppressing Fire: Place a counter within line-of-sight. Every character within line-of-sight of this character and within 1 ruler of the counter becomes Suppressed. The counter will remain until the beginning of the next Action Phase. Any character moving into the suppressed area will become Suppressed.

Snapshot: This is an unusual Action in that it's a Reaction and operates outside of the

ordinary Segment structure. At any point in the turn, if an enemy character moves through the line-of-sight of a character with this ability they may take a Snapshot (as long as they haven't already acted or moved in this turn). Assign them a die from the Command Pool matching the slot that contains this ability and take your Snapshot. If the target is in cover they become Pinned, if they are not in cover they will become Wounded. In either case, the target immediately ceases movement at the point at which they were shot, unless they are Dashing as discussed above.

The Cleanup Phase

In this phase, remove all assigned dice and take them back into your Command Pool. Turn all Wounded counters to their Danger side. Eliminate any characters with wound counters already on the Danger side. Then check to see if either side has won.

Smoke Counters

Smoke Counters count as an obstacle to line-of-sight, but may be moved through freely. If shot at whilst *inside* a smoke counter, the counter only counts as providing cover and does not block line-of-sight completely.

Becoming Pinned

If one of your characters becomes Pinned, they will lose the chance to Move or Act if they haven't already done so this turn. Immediately Assign any one die from your Command Pool to them to indicate this, you do not get to use that die to make an Action with. You need not Assign a die if the character already has one.

Becoming Suppressed

Place a Suppressed counter next to a character that has become Suppressed. Whilst they have any Suppressed counters a character may not Move or take an Action.

Becoming Wounded

Place a Wounded counter next to a character that has become Wounded. Whilst they have any Wound counters a character may not Move or take an Action. A Wounded counter has two sides to it. It starts on it's Wounded side and then gets turned over to it's Danger side during the Cleanup Phase. If a Wounded counter is not removed quickly enough a character will become Eliminated!

A Wounded marker does not necessarily represent an actual wound, so much as it represents the possibility of one. If a character Recovers then you can assume the wound was stopped by body armour, or that they were simply stunned. If another character Assists them, they will either have patched the wound up, or shouted at them to get up.

Becoming Eliminated

An Eliminated character is removed from the table or placed on it's side and plays no further part in the battle. You only get to roll as many dice for your Command Pool as you have active characters, so losing them reduces your options.

Ending The Game

The basic game ends in the Cleanup Phase when at least one player has no unwounded characters left on the battlefield. Total up Victory Points as follows:

- Each character on your side unwounded and not Eliminated: 1 Victory Point.
- Each enemy character Eliminated: 1 Victory Point.

Neither side gains Victory Points for Wounded characters.

The side with the most Victory Points is considered the Victor.

The basic scenario represents a patrol, so it's best to get an Elimination or two and get out whilst you're still ahead on Victory Points.

Simple Campaign Rules

War of Attrition

This basic set of campaign rules will allow you to fight an ongoing series of games between two players. It represents small actions during a long, drawn-out fight, possibly over a city or some other important objective. Each individual game is an engagement between two opposing patrols who regularly run into each other.

Victory Points

Victory Points for each game are worked out slightly differently in War of Attrition in that you ignore any Victory Point games from casualties caused to the enemy, only your surviving characters count.

Renown

Each of your characters will have a Renown rating, which should be noted down in the roster. All characters begin a campaign with 0 Renown, except for one character in the team (representing your leader) who will begin with 1 Renown. Each enemy model that a character manages to eliminate will gain them 1 Renown point.

Orders of the Day

Before each engagement, roll on the following table to see what general orders your team has received that day. These will award you bonus VP.

1	Sensor-Net Repair: One of your characters should be nominated to carry a Sensor. If you can get that character to the piece of terrain closest to the centre of the board and have them expend an entire movement action next to it, they will have successfully placed the Sensor and you will gain 4 VPs.
2	Propaganda War: The enemy character with the highest Renown has been noticed by the media. Eliminate them for 4 VPs.
3	Purge: SecCom want to set an example. 1 VP for each enemy character eliminated.
4	Training Exercise: Your lowest Renown character is the Rookie (nominate one in case of a tie). If they manage to eliminate an enemy character, gain 2VPs.
5	HumInt: Leave eliminated enemy characters on their side on the board. You may drag eliminated enemies as if they were friendly troops. If you manage to get one off the board, or the enemy has no unwounded troops left on the board and you do at the end of the game, gain 4 VPs.
6	Evac!: A V.I.P. is bleeding out next to the piece of terrain closest to the centre of the board. Place a wounded figure there. They do not get any actions, but may be dragged. If you manage to get them off the board, gain 6 VPs.

Upkeep

Keep a running total of the Victory Points you manage to earn. Between engagements you will need to spend these on maintaining your team.

Each eliminated character will need 2 Victory Points spent on them keep them alive, otherwise they will need to be struck off the roster. Even so, they will become Damaged. Replace one of their Action Slots (of your choice) with the word Damaged. This Action Slot is now effectively useless until Retrained (i.e. Healed).

Characters may have their action slots Retrained. This costs 4 Victory Points per Action Slot, and allows you to replace the contents of an Action Slot with any other Action. This can also be used to Heal Damaged slots.

Replacement characters may be hired. They cost 12 Victory Points, are created in the same way as any other character, and the team may never go above 5 members.

Ending the Campaign

If after an engagement one player is left with no Victory Points, they have lost the campaign. If a player finds that their position is completely untenable they may also wish to concede to the other player.