CQB

Skirmish Wargames Rules
for Hostage Rescue Operations

http://uk.geocities.com/oculus1999

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1 Introduction

1.1 Overview

The CQB rules are designed to resolve anti-terrorist and hostage rescue scenarios on the table top. With the players as the "good guys" and the umpire as everyone else.

1.2 Period & Scale

1.2.1 Period

These rules were designed for modern day small unit operations.

1.2.2 Scale

A ground scale of 1 inch equals 1 yard is used.

A turn represents a couple of seconds

1.2.3 Figures and Basing

CQB is intended for use with individually based 25/28mm figures; however it may be used with smaller scale figures with proportionate adjustments to the ground scale. The actual base sizes are not significant.

1.3 Equipment Required

A deck of ordinary playing cards for each "team".

Counters or other method for recording for Leg, Weak Arm, Strong Arm and Flesh Wound hits.

Measuring stick marked with 3", 6" and 12" or a tape measure or ruler.

An average die [1dA] (optional). This is a six sided die with the 1 and 6 removed and replaced with an addition 3 and 4 respectively.

Figures, typically white metal ones. Alternatively plastic figures or card figures can be used.

1.4 Terminology

1.4.1 Ability

Each team needs to be rated as to their general ability level. This is a combination of their combat experience and their overall level of training in both combat skills and non-combat skills.

Teams may comprise individuals of differing abilities, however, separate decks will be required for each ability level and accordingly this may simply make your life more difficult!

The Ability levels are:

Novice: – individuals with no combat training, other than what they have seen on The A-Team, and no combat experience. Most ordinary criminals and civilians fall into this category.

Experienced: individuals who have been through military or law enforcement training or have picked up combat skills from a few years in the jungle or on the mean streets. These are your typical police officers and soldiers or your more hardened criminals.

Veteran: experienced military or law enforcement personnel or career criminals or terrorists who have seen a lot of action.

Elite: individuals who are well trained and experienced members of military and law enforcement special operations units and are unlikely to be found amongst criminals or terrorists unless they were formerly in the military or law enforcement. Here we are talking about the SAS, "Delta Force", GIGN, KSK, GSG-9 and other military special operations units, plus well trained, equipped and experienced police tactical teams like LAPD SWAT.

1.4.2 Weapons

In order to simplify the rules a series of Weapon Categories have been included as follows:

"Junk" gun: cheap and nasty .22, .25, .32 and .380 pocket pistols

General Pistol: Browning High Power, Colts M1911A1, Glock Model 17, Beretta Model 92, etc.

Target pistol: Desert Eagle and other long barrelled pistols

SMG: Uzi, Sterling, etc

SMG+: H&K MP5

Poor Rifle: AK-47, etc.

Rifle: M16, G3, FN FAL, etc.

Sniper Rifle

Shotgun

If a weapon is not shown place it in the most appropriate category.

If you disagree with the suggested categorisation feel free to change it to suit your view.

Weapons are also have a Firing Category dependent on their rate of fire:

Slow Single Shot: Bolt action rifles

Rapid Single Shot: Pump action shotguns

Semi-Auto: Weapons capable of semi automatic fire and double action weapons

Burst Fire: Weapons capable of firing 2 or 3 round bursts

Full Auto: Weapons capable of fully automatic fire

Weapons may also be considered to be light or heavy recoil. Heavy recoil weapons are magnum pistols, machine pistols, full size SMGs fired in one hand, 7.62mm or larger rifles, shotguns, etc.

2   Set Up

2.1 Playing Decks

Each figure (or team) requires an adjusted deck of playing cards. Take a standard deck of 52 playing cards and remove the cards indicated below depending on the figure (or team) ability level as follows:

Novice: remove the Jacks, Queens and Kings

Experienced: remove the Aces, Queens and Kings

Veteran: remove the Aces, Twos and Kings

Elite: remove the Aces, Twos and Threes

2.2 Luck

This is purely optional and if you don't want to use it just leave the two Jokers in each deck.

If you wish to use it use an average die to generate the team's Luck, with a result of 2 indicating Bad Luck, 5 Good Luck and anything else Average Luck.

As a result adjust the relevant deck as follows:

Good Luck – leave one Joker in the deck

Average Luck – leave both Jokers in the deck

Bad Luck – add another Joker to the deck giving a total of three

2.3 Team Composition

The precise composition of the team will depend on the unit being represented and the particular scenario. Information on some of the better known anti terrorist and hostage rescue units has been included later in the rules.

3   Reaction Tests

Normally each figure will carry out one action during a turn and the exact order of actions is not critical.

Where the sequence of actions is critical a Reaction Test will be required (see below).

Turn over one card for each figure involved in the combat. The figures act in card order highest first, though a figure has the option to pass and be placed on Hold, typically whilst they wait and see what the other figure does.

A figure that is on Hold may again attempt to interrupt another figure's action by winning a second Reaction Test against them.

If during any Reaction Test the cards are equal then a figure on Hold acts first, followed by one that has not moved, otherwise the actions occur simultaneously.

4 Movement

Figures may move the following distances depending on the movement mode adopted:

Movement Mode	Distance
Crawl or Stealthy	3"
Normal	6"
Fast	12"

A figure adopting the Fast mode may not fire.

5 Fire Combat

5.1 Rates of Fire

Slow Single Shot	1 shot every other turn
Rapid Single Shot	1 shot per turn
Semi-auto	3 shots per turn
Burst fire	2 two or three round bursts
Full Auto	3 bursts

For Full Auto weapons a burst is 1dA rounds, i.e. 2 to 5, or for simplicity can be assumed to always be 3 rounds

5.2 Procedure

Determine the target number for the shot as detailed below, turn over one card for each shot fired and if the value on the card is greater than or equal to the target number the shot has hit. Note that recoil and other factors may mean that the target number changes with each shot.

If the shot hits, turn over another card. If the shot was aimed at a particular location then only the colour of the card matters, otherwise use the number on the second card to determine the hit location and the colour to determine the effect.

5.3 To Hit Target Number

The basic target number to hit is an 8 or better and it is modified as detailed below:

5.3.1 Movement

Where the firer and/or target have moved in the previous turn:

Movement	Modifier
Firer up to 6"	+2
Target up to 6"	+1
Target over 6"	+2

5.3.2 Aimed Shot

If wishing to fire an aimed shot they must declare that they are aiming at least one turn prior to the shot and not move from the aiming declaration until after the shot.

Weapon Category	Modifier
"Junk" gun	+0
General pistol	-1
Target pistol	-2
SMG	-3
Poor Rifle	-3
SMG+	-4
General rifle	-5
Sniper Rifle	-6
Telescopic Sight[1]	-1

[1]only applies to the first shot fired

5.3.3 Target Size

Where a firer wishes to aim at a specific location on the target's body the following modifiers should be applied.

Target	Modifier
Brain Stem[1]	+4
Head	+2
Arm	+2
Leg	+1
Torso[2]	+1

[1]*this is the usual aiming point for snipers and a hit is instantly fatal*

[2]*assumed to be upper torso so the shot will strike any hard armour plates if they are in use*

A shot to the torso that misses by 1 will hit a random hit location, which may still be the torso.

Shots to extremities, i.e. head, legs or arms are deemed miss completely.

Any shot that is a complete miss may hit a hostage if there is one in the line of fire. Turn over one card for each hostage in turn, starting with the closest, and if the card is red they were hit.

To determine where the hostage was hit, use a separate deck made up of with Ace through Ten and two Jokers, so as to avoid any bias from the Ability decks.

5.3.4 Range

Range	Modifier
3"	-2
6"	-1
12"	+0
24"	+1
48"	+2
96"	+3

Modifiers increase pro rata for ranges over 96".

5.3.5 Recoil

For single shots there is a +1 (not cumulative) modifier for the second and subsequent shots from a heavy recoil weapon.

For burst or automatic fire consult the following table to determine the modifier for each shot.

Shot	Recoil	
	Light	Heavy
1	+0	+0
2	+0	+1
3	+0	+1
4	+0	+1
5	+1	+2
6	+1	+2
7	+1	+2
8	+1	+3
9	+1	+3
10	+1	+3
11	+2	+4
12	+2	+4
13	+2	+4
14	+2	+5
15	+2	+5
16	+2	+5
17	+3	+6
18	+3	+6
19	+3	+6
20	+3	+7

5.3.6 Other Modifiers

The following further modifiers may be applied as appropriate:

Firer has a wound	+1 for each
Firer using their weak hand	+2
Changing targets	+1 for each full 1" between the targets

5.4 Random Hit Locations

Where the firer does not specify a location on the target's body (see Target Size modifiers above) then a random hit location must be determined:

Card	Location
King, Queen or Jack	Torso (all locations that would be covered by hard body armour plates)
10	Head
7 to 9	Torso (hard body armour plates would only cover locations 8 and 9)
6	Strong Arm
5	Weak Arm
1 to 4	Legs

5.5 Hit Results

The effect of a successful hit is determined by the type of round fired by the weapon and whether the target is wearing body armour:

5.5.1 Pistol or SMG

If the card is red the target is knocked down and the location hit is out of action. If the card is black then it is only a flesh wound.

5.5.2 Magnum Pistol, Rifle or Shotgun

Target is knocked down and the location hit is out of action.

5.5.3 Body Armour

Soft body armour completely stops all pistol and shotgun hits, but, optionally, the target will still be knocked down if the card is red. Rifle hits are treated as if they were pistol rounds, i.e. black cards are only flesh wounds.

Hard body armour plates stop all attacks, but again, optionally, the target will be knocked down if the card is red.

Helmets are treated as soft body armour, but turn over one additional card and the helmet only gets in the way of the shot if the card is black.

Note that weapons firing the .50 Browning and similar rounds ignore all forms body armour.

5.5.4 Effects of a Hit

If a figure takes an out of action hit to the head or torso they are incapacitated and quite possibly dead. An out of action hit to a leg means the figure can only crawl and one to the arm means that they cannot use that arm and will drop anything that they were holding at the time. There is a +2 penalty for shooting, etc. if the target has to use their weak arm.

Two out of action hits, regardless of their locations, render the target incapacitated and possibly dead through shock and/or blood loss.

Each flesh wound suffered imposes a cumulative +1 penalty to the target number for any actions that are carried out as does a non-incapacitating out of action wound.

6   Stun Grenades

Stun grenades or "flash-bangs" are designed to disorientate people in a confined space.

On the turn that the grenade is detonated every figure in the room must take a test or be stunned. The target number for the test is 8.

Whilst stunned a figure may take no actions.

On each subsequent turn each figure may retake the test to see if they remain stunned. The target number reduces by 1 each turn.

7   CS Gas

CS or "tear" gas is designed to affect a target's sight and respiration. It is considerably more effective in a confined space as the concentration is greater and the gas takes longer to dissipate.

On the turn that the CS gas is deployed all figures in the affected room must take a test or be overcome. The target number for the test is 6. Each subsequent turn the target number increases by 1. All figures must take a test each turn they remain in the room.

Each failure increases any figure's target number for any action by 1.

8   Other Actions

Where any action is taken under pressure a test should be required. The relative difficulty of the task should be determined by the umpire. The player draws a card and if it is greater than or equal to the difficulty number the test is passed. The impact of a failure should be reflected by the amount any player should fail by.

Typical difficulty numbers would be:

Difficulty	Target
Easy	4
Moderate	6
Difficult	8
Very difficult	10

9   Luck / Random Events

When a player draws a joker from the pack this indicates an unexpected result. These are left to the umpire to determine but should be related to the test being taken.

For example when a Joker is drawn during firing the firers gun may have jammed or misfired.

Where demolition charges or flash bangs are being used it could represent a fire.

10   Example of Play

Currently being drafted.

11   Background Information

Currently being drafted.

12   Sample Scenario

Currently being drafted.