

Dirtside II Cheat Sheet

The Game Turn:

Pre-Turn:

Flip Command Markers next to each unit so that they are face up.

The Turn:

The Player with fewer units has the choice to go first or second. (Optional: randomly determine).

A player may pass his Activation if he has fewer unactivated units than his opponent, otherwise he must Activate a unit.

The other player then Activates a unit or passes (if he has less units).

Each time a unit is activated the Command Marker for that unit is flipped face down.

Continue back and forth until all units have been activated.

End Turn:

Remove any Under Fire markers.

Repair any Systems Down results by rolling a 6 on a d6.

Unit Activations:

- Combat Action, then Move
- Move, then Combat Action (A unit that has vehicles with fixed mount weapons may not use this choice if he intends to fire the fixed mount weapons for his Combat Action).
- Combat Action only.
- Move only.
- Regroup.
- Rally.
- Recover from Panic.
- Do Nothing.

Combat Actions:

A Combat Action can consist of one of the following:

- Direct Fire / Missile Fire.
- Observe for Indirect Fire.
- Infantry Firefight.
- Close Assault.
- Activate/Deactivate Area Defense Sensors.

Effects of Confidence Levels:

| Confidence Level | Effect on Dismounted Infantry | Effect on Armor |
|------------------|---|--|
| Confident (CO) | Normal | Normal |
| Steady (ST) | Normal | Normal |
| Shaken (SH) | Reaction Test to leave cover or advance | Normal |
| Broken (BR) | Move to cover. Can't close assault. If they are close assaulted, drop to Routed (RO). | Can't advance. Move to cover. |
| Routed (RO) | Withdraw towards baseline. Can't fire. | Withdraw towards baseline. May only return fire. |

Infantry in APCs count as armor. If the infantry has left their APCs the whole unit counts as Dismounted Infantry (including the APCs). Soft vehicles count as Dismounted Infantry.

Confidence Tests:

| Event | Threat Level |
|---|-------------------------|
| Unit suffers first Element damaged or destroyed | +1 |
| Unit suffers 25% or more casualties in one attack | +1 |
| Unit has taken a total of 50% or more casualties | +2 |
| Unit leader destroyed | +3 |
| Dismounted infantry under artillery or air attack | +0 |
| Attacking or defending in Close Combat | See Close Assault Rules |

Reaction Tests:

| Requested Action | Threat Level |
|--|-------------------------|
| Shaken Dismounted Infantry to Advance | +1 |
| Unit Under Fire to Move | +1 |
| Air Vehicles fired upon by Air Defense systems | +2 |
| Green unit attacked for the first time | +3 |
| Unit to Close Assault or attacked in Close Assault | See Close Assault Rules |

New Unit Leader's Leadership

| Roll | New Leader's Leadership |
|------|-------------------------------|
| 1-3 | 1 Worse than previous leader |
| 4-5 | Same as previous leader |
| 6 | 1 Better than previous leader |

Direct Fire

Hit Resolution:

The attacker rolls the die indicated on the following chart, reducing it by 1 die size if he moved more than half his Base Movement Factor.

Direct Fire

Attacker rolls for Firecon Quality. Up or down 1d for range. Down 1d if moved over 1/2 Base Move.

Defender rolls against Effective Signature.

Defender rolls Secondary Die

| Condition | Secondary Die: |
|-------------------------|----------------|
| Turret Down | d12 |
| Hull Down | d10 |
| Dug In | d10 |
| Evading (Fast GEV/Grav) | d8 |
| Soft Cover | d6 |
| Pop Up Maneuver | d6 |

Guided Missile System (GMS) Fire:

Area Defense Systems:

Area Defense Systems may only fire while the sensors are active. Range = 12"

Attacker rolls for the Guidance of the missile.

Defender rolls for the ADS. Reduce this by 1 die for each additional missile that is be shot at.

Point Defense Systems/ECM:

The attacker rolls for the Guidance of the missile.

The defender rolls for the ECM.

Roll a Secondary die for the PDS.

SLAM Systems:

| Range | Radius | Secondary targets hit on |
|--------|--------|--------------------------|
| Short | 0" | - |
| Medium | 1" | 5+ on a d6 |
| Long | 2" | 6+ on a d6 |

Casualties to Mounted Infantry:

| Damaged/Destroyed | Result |
|--------------------------------|--|
| Immobilized or Systems Down | Elements Unharmed |
| Damaged | 1-5: Element Unharmed 6: Element Killed |
| Destroyed | 1-2: Element Unharmed 3-6: Element Killed |
| Destroyed by Boom Chit | Elements Killed |
| Destroyed VTOL/Aerospace Craft | Elements Killed |

Infantry Damage:

| Infantry Type | Damage Points to Destroy |
|------------------|--------------------------|
| Militia Infantry | 3 |
| Line Infantry | 4 |
| Powered Infantry | 5 |

Calling in Artillery: (must roll 4+ for on board, 6+ for off board)

| Requesting Element | Die |
|-----------------------|-----|
| Observer Team | d12 |
| Unit Commander w/Ld 1 | d10 |
| Unit Commander w/Ld 2 | d8 |
| Unit Commander w/Ld 3 | d6 |

| Class | Against Infantry | Against Vehicles |
|--------|------------------|------------------|
| Light | 2 Chits | 1 Chit |
| Medium | 3 Chits | 2 Chits |
| Heavy | 4 Chits | 3 Chits |

Counter Battery Fire:

Roll for Counter Battery Radar.

On a 6+ the Battery has been located, place a Impact marker on it and resolve the effects as normal artillery fire.

If the Battery being targeted moved after firing then no Counter Battery is possible.

If the Battery being targeted fires 2+ Activations from the same spot increase the required rolls by 1d.

Infantry Firefight:

| Infantry Team | Infantry Firefight Range |
|--------------------|--------------------------|
| Militia Rifle Team | 4" |
| Line Rifle Team | 6" |
| Powered Rifle Team | 8" |
| Any APSW Team | 12" |
| All Other Teams | Can't Infantry Firefight |

Roll for unit quality. Reduce by 1 die Size if Under Fire.

| | | | |
|----------------------|-------|---------|---------|
| Unit Quality: | Green | Regular | Veteran |
| Die Roll: | d6 | d8 | d10 |

Determine how many Elements in the unit fire.

| Leadership Roll | Effectiveness Result |
|---|---|
| Roll is Less than Leadership | The target suffers no casualties, but is Under Fire |
| Roll is from Equal to Double Leadership | Half of the Elements within range may fire. APSWs may automatically be included in the half that fires. The target is Under Fire. |
| Roll is Double Leadership or More | All Elements fire. The target is Under Fire. |

Draw Damage Chits appropriate to type of Infantry Team.

| Infantry Team | Chits per Firing Element |
|----------------------------|--------------------------|
| Militia / Line Rifle Teams | 2 Chits |
| Powered Rifle Teams | 3 Chits |
| APSW Teams | 3 Chits |

| Target | Valid Chits |
|----------------------|-------------|
| Target in Open | Red, Yellow |
| Target in Soft Cover | Red |
| Target Dug In | Yellow |
| Target in Urban Area | Yellow |

Infantry Close Assault:

| Confidence Level | Threat Level |
|------------------|-----------------------------|
| Confident (CO) | +0 |
| Steady (ST) | +1 |
| Shaken (SH) | +2 |
| Broken (BR) | Cannot attempt Close Combat |
| Routed | Cannot attempt Close Combat |

If successful the attempt makes a double length move to within 2" of the opponents position.

| Defender Infantry | Threat Level |
|-------------------------|--------------|
| Line / Militia Infantry | +2 |
| Powered Infantry | +3 |

If the defended fails this test they lose Confidence levels fall back 2" or 1/2 base movement whichever is greater.

If the Defender falls back the Attacker takes over the Defender's positions.

If the Defender stands firm then both sides draw chits. All members attack simultaneously.

| Infantry Team | Chits per Element |
|--------------------|-------------------|
| APSW Teams | 3 |
| Assault Teams | 3 |
| Powered Infantry | 3 |
| All Other Infantry | 2 |

| Target | Valid Chits |
|----------------------|-------------|
| Target in Open | All |
| Target in Soft Cover | Red, Yellow |
| Target Dug In | Red |

Troops may fire at supporting APCs with IAVRs.

Supporting APCs fire APSWs at infantry and IAVRs at other vehicles.

Defender takes Confidence test. If the Defender loses he falls back as above.

If the Defender passes then the Attacker takes the same test. If the attacker fails he falls back as above.

| Casualties | Threat Level |
|------------------|--------------|
| Lost under 50% | +1 |
| Lost 50% or more | +3 |

If the Attacker passes another round of Close Combat is fought with no benefits for Soft Cover or being Dug In.

Continue fighting until one side is destroyed or pull back.

Whichever side pulls back is Under Fire.

Weapons Against Infantry:

| Weapon | Max. Range | Chits | Valid Chits |
|--------|---------------|-------------------|-------------|
| HELs | 36" | 2 | Yellow |
| RFACs | Medium | 2 | Yellow |
| HVCs | Medium | 2 | Yellow |
| HKPs | Not Effective | - | - |
| MDCs | Medium | 2 | Yellow |
| DFFGs | Medium | 3 | Red |
| SLAMs | Close* | Weapon Size Class | Yellow |
| GMSs | Not Effective | - | - |
| IAVRs | Not Effective | - | - |

*Infantry at Medium and Long ranges cannot be directly fired on, but can be hit as Secondary targets.

| Target | Valid Chits |
|----------------------|-------------|
| Target in Open | Red, Yellow |
| Target in Soft Cover | Red |
| Target Dug In | Yellow |
| Target in Urban Area | Yellow |

Aerospace Operations

Air Defense:

Aerospace Craft and VTOL units in High Mode may be attacked by air defense systems. Low Mode VTOLs are attacked by Direct Fire weapons.

Local Air Defense (LAD) only defends against attacks against that unit. Area Defense Systems (ADS) may fire on any unit within range.

Local Air Defense (LAD) has a range of 12". Area Defense Systems (ADS) have a range of 36".

When the defending player announces Area Defense System (ADS) fire, the attacker must make a Reaction test at Threat Level +1. Failure means the Air Vehicle Aborts. For flights of multiple Aerospace Craft, each Aerospace Craft must make a test. Success means the attack continues.

Aborting is defined as Aerospace Craft breaking off immediately exiting the table. High Mode VTOLs lose a Confidence Level, go to Low Mode, and may not return to High Mode with range of any Air Defense system. In either case the attacker is NOT fired upon by the defender.

Area Defense Systems (ADS):

ADS rolls.

Air Vehicle rolls. Up or Down 1d for Ld.

ECM equipped Air Vehicles get a Secondary die.

| Roll | ADS Quality | Chits Drawn |
|---|-------------|-------------|
| ADS Roll Equals Aerospace Vehicle's Roll | Any | Abort |
| ADS Roll Exceeds Aerospace Vehicle's Roll | Basic | 2 |
| | Enhanced | 3 |
| | Superior | 4 |

All chits except Special damage chits are valid. If the Air Vehicle survives, it (and all other in group) Abort. Damaged Air Vehicles must leave and not return.

Local Air Defense (LAD):

LAD rolls based on number of elements with LAD weapons. D6 for 1 and modify up for each additional LAD weapon. The Air Vehicle being fired at must be specified and shots can be split amongst multiple attackers with appropriate reduction in this roll.

Air Vehicle rolls. Up or Down 1d for Ld.

ECM equipped Air Vehicles get a Secondary die.

| Roll | Chits Drawn |
|---|-------------|
| LAD Roll Equals Aerospace Vehicle's Roll | Abort |
| LAD Roll Exceeds Aerospace Vehicle's Roll | 2 |

If the Air Vehicle survives, it (and all other in group) Abort. Damaged Air Vehicles must leave and not return.