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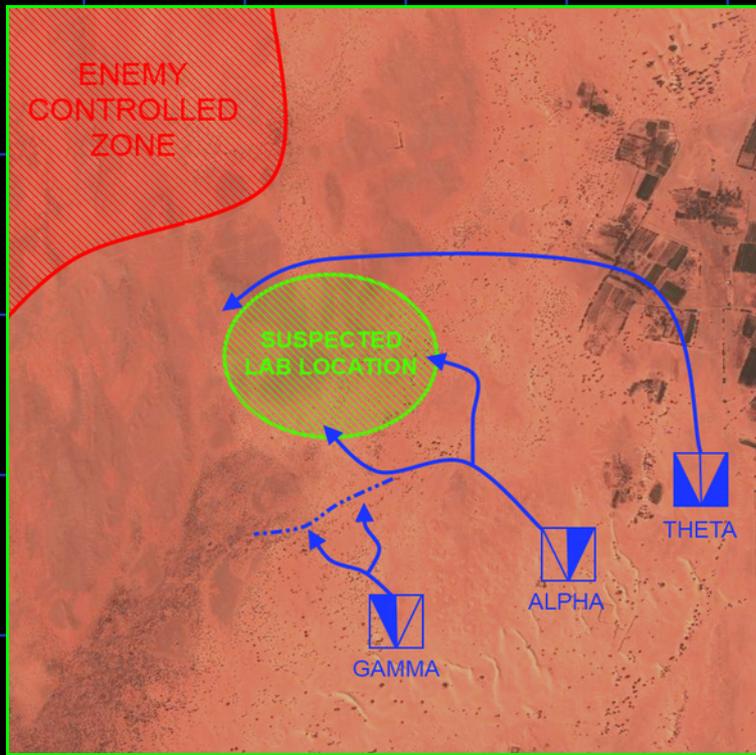
HELL ON ECHIDNA

SCI-FI MINIATURE WARGAME

DEMO AND EXPANSION

BY MARCIN GERKOWICZ

OPERATION 'CERBERUS'



Battle plan



ECHIDNA

Contaminated, quarantined moon

Star system X-1229

323 LY from Earth

0,91 Earth mass

Population: unknown, est. 150.000

no main settlements

no organized government

Economy: salvaging, hunting

Mission type: Seek & Secure

Main target: Laboratory entrance

Location: 459821AET 32

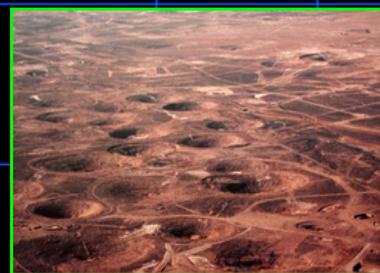
Desert area 3 km west of the remains of Russentolf city

Hired forces:

- Infantry group Alpha
- Support infantry group Beta
- Fast attack group Theta

Expected enemy forces:

- Hired PMCs (2nd grade troops)
- Local tribesmen
- Unknown opposition



Area of operations



Laboratory interior



**PMCTM
2640**
HELL ON ECHIDNA

Sci-Fi Miniature Wargame Demo and Expansion

Marcin Gerkowicz

★ ASSAULT ★
PUBLISHING

PMC 2640: Hell on Echidna

Sci-Fi Miniature Wargame Demo and Expansion

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Hell on Echidna

Author's note

PMC 2640 is the newest product by Assault Publishing, which was released in May 2013. It is intended as a quick, yet tactically challenging sci-fi miniature wargame, which allows players to fight both small skirmishes with a few units per side as well as really big, epic battles with dozens of units on the table. I decided to play straight and release this demo version, which allows you to play a few battles and see if the game's mechanics and style suit you before you decide to purchase the rulebook. Hell on Echidna contains all the basic rules, guidelines on preparing the battle, statistics of a couple of units and a simple scenario. All these elements were chosen to present the game and introduce its style and theme.

But Hell on Echidna is not only a demo version – it's also a mini expansion for those of you who purchased the PMC 2640 rulebook earlier! The scenario and terrain generator are brand new and can be used in normal games. Additionally, this small file contains two new units, which should be counted as 'official'. And for all of you who play campaigns, there's an additional Battle honour to further customise your PMC. I hope you will enjoy the game with its simple, elegant rules, and that Hell on Echidna will be the first step in your adventure with the PMC 2640 ruleset.

Marcin Gerkowicz



PMC 2640 designer



Echidna

Echidna is a moon of the second planet of the X-1229 star system, located approximately 323,3 light years from Earth. Nowadays it is a deserted, contaminated world inhabited by aggressive nomadic tribes, pitiful descendants of the first colonists. However, before the Corporate Wars, it was an important centre of military research.

Echidna was first colonized in year 2487, when it was suspected to be rich in rare minerals. The initial colony was founded by Theanos Corporation, which from 2487 to 2493 sent there at least 4 colonizing missions, each carrying supplies, equipment and about 15.000 colonists. The moon was terraformed as part of the ADAM project, and, although the climate was rather unpleasant, Echidna was able to support life. In a few dozens of years after the colonization, the moon's terraforming proces was finished by exobiologists. Unfortunately, natural resources were not as numerous as had been predicted, and consisted of little rare minerals or energy rich substances, which would make the interstellar export profitable, especially considering that the moon is far from Sol and travel there takes at least 2 months with military vessels and 4-6 with civilian ships.

To keep Echidna's colonization project profitable, in 2519 Theanos Corp. established on its surface a couple of small, advanced military production plants which manufactured cost-effective combat vehicles using local resources. During the next few dozens of years, all-terrain patrol armoured cars and small, yet reliable strike crafts became the primary goods which kept the colony's economy running.

In the year 2560, Theanos Copr. moved most of its research facilities to Echidna, because a sparsely populated world on the the borders of colonized space was a perfect place to keep a close eye on them. Local production plants owned entirely by the corporation (as, practically, was the whole moon) could implement newly researched technologies much quicker when the need to transport prototypes or transfer data from other worlds was eliminated. It is rumored that in 2582, a few months before the Corporate Wars, scientists on Echidna developed an advanced gravity propulsion system for spaceships, which could increase the vessel's speed by more than 200%. According to further rumours, these engines were based on some unknown artefact, but these gossips are unconfirmed and probably false.

As a strategic moon and an important military technology supplier, Echidna suffered badly during the Corporate Wars when all cities and production centres were turned into glass in a termonuclear explosions during the final, dramatic stage of this conflict. After the war, the planet was quarantined and banned for colonization for an undetermined period of time. Survivors of the nuclear apocalypse formed pitiful nomadic tribes, which travel through the wastelands and try to survive in the hostile environment by hunting local wild animals and salvaging scrap from the ruins.

But many of the underground laboratories still remain intact, and even nowadays, 50 years after the Mars Treaty was signed, many are tempted to acquire these techonologies. Corporations or even planetary goverments finance small, unofficial, armed expeditions to regain as much data as possible from this unfriendly, toxic world, while spies and agents pay a lot for information about the locations of these laboratories.

Such expeditions are usually carried out by hired PMCs, which send small groups of soldiers near the identified locations for short term operations, as the establishemnt of permanent bases on the surface is far from profitable. Quite often these mercenaries face other groups hired by competitors, and such situations are very rarely solved peacefully. It is not uncommon to hire local tribesmen as guides or simply cheap cannon fodder.

Designer's note: the 2640 universe

As you might expect, PMC 2640 is a game about mercenaries of the far future. In the full rulebook, you can find a brief history of the universe from 22nd to 27th century, including descriptions of human colonization of the outer space, the technology of space travels, genesis of the corporations, the most important moments in the timeline, and the rise of the PMCs. Additionally, there is also a lot of information about "security outsourcing", as the employment of mercenaries is called by their employers, including the organization, equipment, units, example PMCs and much more.

The battle

Introduction

Battle modes

PMC 2640 may be played as a competitive, cooperative or solitaire wargame. These demo rules describe a competitive game, and information about cooperative and solitaire games is given in the rulebook.

Battle scale and models

In PMC 2640, players control forces of mercenaries of the far future. The game is in 1:1 scale, meaning that one model represents one soldier, and is intended for miniatures from 15mm to 28mm. Models are meant to be mounted on separate bases, but it is possible to play with bases of several models. This variant is described in the Optional rules chapter at the end of the full rulebook. There is no fixed base size or shape – these factors depend on the used scale and the preferences of the players.

The basic units that the players control are teams, which are normally composed of either 2-8 soldiers or a single vehicle.

No WYSIWYG is required. Instead, I recommend using the RCL rule – the units have to be Recognizable and Cool-Looking. In general, the models need not to be identically armed, but their appearance should clearly indicate which unit type they represent. For example, an MG team consisting of 6 soldiers may have 3 machine gunners, 1 sergeant and 2 soldiers with normal rifles. In-game, the unit/team is the most basic and important element, and we need not to care about the gear of individual soldiers.

Dice

PMC 2640 requires a couple of D6 dice (preferably in several different colours) for damage rolls and for use as markers, and one D10 die to resolve combat. In case of the D10, treat result '0' as zero.

Measuring

All distances in the game are measured in inches and from base to base. Pre-measurement is always possible.

Alternate activation

Most actions in PMC 2640 are made using alternating activations, which means that one player makes an action with his first unit, then the second player activates his first unit, followed by the first player activating his second unit, and so on. The players need not to declare the order of activating units in advance and may decide during the turn, but each unit may be activated only once during a single phase (unless specially noted). The player may decide to quit his actions in the current phase. In such a situation, the opponent is allowed to finish his activations freely. It is forbidden to activate a unit to do nothing or to take actions which will automatically fail.

For remembrance, it is good idea to place small markers (e.g. tiny coins) near every unit which was activated during this turn.

Overwhelming numbers

If the player has twice as many (or more) unbroken and unsuppressed units on table as his opponent, he/she activates two of them in a row, if he/she has three times as many, he/she activates three of them in row, and so on. Always count the number of units at the beginning of the phase.

Rounding up

If any number should be divided, it is always rounded up to a whole number.

Gaps in the rules

Using gaps in the rules is forbidden. If you wish to do something which is not covered by these rules, you must consult your opponent before the action, otherwise you will have to accept his/her interpretation of the consequences. Try to choose the most logical and sensible solutions. If you still cannot agree, choose one interpretation by rolling a die.

Clear intentions

You should make all your in-game actions clear to the opponent, and in case of any doubts, declare what you wish to do (e.g. "I move the unit so that it is hidden in the forest"). PMC 2640 is a game of tactics and brave actions, not nitpicking and quarrels. This rule applies to all aspects of the game, like setting up terrain – clearly declare what the terrain piece represents.

Tier systems

In PMC 2640, you will often encounter the term "Tier". There are a few types of tiers, and it is important to recognise them all properly. All Tiers vary from I (the weakest) to V (the most powerful).

Unit Tier shows how powerful the unit is. In unit descriptions, it usually appears simply as Tier.

Battle Tier describes how powerful units may be used in the battle and determines the sum of all Unit Tiers fielded by each of the players.

Company Tier describes the level of your company when playing a campaign. Promoting your PMC gives you the possibility of hiring more powerful units and signing bigger contracts.

In addition to Tiers, the term **Priority level** is used, but it defines the size of the battle: the higher the Priority level, the bigger the battle. It is given in Arabic numerals.

Unit parameters

Every team is characterized by the following parameters:

Tier (also called Unit Tier) describes how powerful the unit is. This parameter is also used for composing forces before the battle.

Size determines how many models there are in the unit at the beginning of the game. The starting number of models is fixed and cannot be changed.

Move determines how quickly the unit may relocate.

Firepower determines how good the unit is in shooting, both when it comes to damage and accuracy.

Range determines how far the unit may effectively shoot.

Defence determines how resistant the unit is when it is shot at or is engaged in hand-to-hand combat. It represents both the unit's training and armour.

Assault determines how good the unit is in close quarters combat. In PMC 2640, hand-to-hand combat is very risky, and because of that occurs rather rarely.

Morale parameter determines how well the soldiers can control their nerves (and sphincters). The Morale parameter is reduced by 1 for each lost model in the unit (although it can never be below 1), and players should always use the modified value.

Special rules/notes. Some units may have some special rules, which are enumerated in a separate section. Note that while the rules are based on the unit's background, the two are separate sections.

Assault engineers							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
IV	6	5	4	18"	10	4	5
Special rules/notes		Sappers, Destructive weapon					

Let us now look at an example unit: Assault Engineers. Tier IV means that it is better than average, although not the best, as there is one higher Tier. Size 6 means that the unit starts with 6 soldiers. Move 5 means that this unit may Advance up to 5" or Move/Assault up to 7" (as described later). Firepower 4 is rather good, and Range 18" is average compared to other units. Defence 10 is quite a good one, and Assault 4 means that the unit is quite effective in hand-to-hand combat. Morale 5 is high, but typical for units from Tiers IV and V. The unit's special rules Sappers and Destructive weapon indicate that Assault engineers can destroy obstacles both from a distance and in direct contact.

Suppression

When the unit is under fire or in any other stressful situation, it can become Suppressed or Broken. This is represented by Suppression points, which can be marked on a D6 die placed near the unit.

When the unit suffers more Suppression points than its Morale parameter (modified by losses and other conditions), it becomes Suppressed. When it suffers more Suppression points than double its Morale, it is Broken and tries to flee from the battlefield. If the unit accumulates more Suppression points than three times its Morale (after an attempt to rally it), it is removed from play. Suppression points are cumulative, but they can be removed by rallying troops. The maximum number of Suppression points a unit may accumulate is 12 – further points are simply ignored, as the unit cannot be terrified more!

In the Beginning phase, players may attempt to regroup their troops by rolling a number of D6 dice equal to the unit's current Morale. For every 4+, the unit rallies and removes 1 Suppression point.

In the Action phase, units which are Broken or Suppressed cannot be activated at all. At the end of the Action phase, Suppressed units may be moved to the nearest cover, and Broken units escape from the enemy (check the description of the Action phase for details).

Unit coherency

All members of the same unit have to be within 1" from each other and at least 1" away from models from other units (friend or foe). The distance between the farthest models from the same unit cannot be greater than 6".

Line of sight (LoS)

Units can see targets all round within 36". However, line of sight is blocked by solid objects and other units. Sometimes, specific terrain types may block line of sight, even though the models can still 'see' each other. We assume that what can be seen by one soldier, can be seen by the whole unit.

The turn

The number of turns is determined by the specific scenario. Each turn has the following phases:

1. Beginning phase,
2. Reserve phase,
3. Action phase,
4. End phase.

Beginning phase

In the Beginning phase, both players roll a D6, and the player who rolls the higher number activates his units first in this turn (re-roll ties).

Subsequently, the players attempt to regroup each of their units by rolling a number of D6 dice equal to the Morale parameter of the chosen unit. For every 4+, the unit rallies and can remove 1 Suppression point.

After the regroup attempt, if a unit still has more Suppression points than three times its Morale, it is removed from play and counts as having fled the battlefield. The soldiers scatter, run to safety, hide, etc. – the unit doesn't represent any combat value any more.

Reserve phase

In the Reserve phase, units held in reserve can enter the table. The details of arriving on the battlefield depend on the scenario or special rules, and thus are described in relevant parts of the book. When both players have reserve units, apply the Alternate activation rule, but ignore Overwhelming numbers.

Entering from reserve does not count as an action, so newly arrived units can be freely activated in the following Action phase.

If the reserve units enter from a table edge, they are placed up to 4" from the table border and at least 12" from the enemy. If placing them at least 12" from enemy units is impossible, they should be placed closer, but can be immediately shot at by the closest unsuppressed and unbroken enemy unit within 12" and LoS, using the Basic Firepower of the shooting unit (see the following chapter for details). This extra shooting does not count as an activation.



Action phase

In the Action phase, players activate their units. Units which are Broken or Suppressed cannot be activated. During one phase, every activated unit may make one of the following actions:

- Move,
- Fire!,
- Advance,
- Assault,
- Special.

Move

The unit may move up to its Move parameter + 2" in any direction. No model may move further, but the unit always has to keep coherence after the move. During their movement, the models can turn freely. Some terrain types may affect movement, but it is clearly described in terrain rules. It is possible to move through friendly units, but only when the distance between the two units after the movement is 1" or more. Moving through enemy units is not allowed, and the unit has to stop 1" from any enemy. Units cannot move out of the table unless fleeing or allowed to do so by a special rule or by the scenario.

Fire!

The unit opens fire at an enemy unit within its Range and line of sight selected by the player. Always measure the distance between the closest models of both units. To determine the result of the shooting, roll a D10 and compare it with the target's Defence, adding the following modifiers to both parameters.

Add the following modifiers to the result of the roll:

- + shooting unit's Firepower,
- +1 if the shooting unit has 3 or 4 soldiers*,
- +2 if the shooting unit has 5 or 6 soldiers*,
- +3 if the shooting unit has 7 or more soldiers*,
- +2 for the Crossfire rule,
- +2 if the distance between the units is below $\frac{1}{2}$ of the shooting unit's Range,
- +1 if shooting using the Fire! order,
- +1 if shooting at the side of a vehicle,
- +2 if shootings at the rear of a vehicle,
- bonuses from terrain (see Terrain section),
- bonuses from special rules (e.g. scenario or campaign ones).

* - apply the current number of soldiers, not the starting one.

Add the following bonuses to target's Defence:

- bonuses from terrain,
- bonuses from special rules (e.g. from the scenario or campaign).

If the shooting unit rolls an unmodified 0, the shooting automatically fails, and if it rolls an unmodified 9, it is successful regardless of the target's Defence, and the targeted unit suffers at least 1 hit.

For every point the modified roll beats the target's modified Defence, the targeted unit is hit once. Roll a D6 for every hit and consult the table below.

Roll	Result
1	<i>Steady, boys!</i> The hit is ignored.
2-5	<i>Get down!</i> The unit gets 1 Suppression point.
6+	<i>Man down!</i> Remove one of the unit's models as a casualty (controlling player's choice, but taking into account unit coherency!). The unit gets 2 Suppression points. Remember that losses additionally reduce Morale.

When shooting at a Broken unit, add 1 to all all rolls on the table above.

Crossfire rule

If a unit is shot at again in the same phase, and it is between the units firing at it, the second and subsequent attacks are resolved with a +2 Firepower modifier. Additionally, the targeted unit suffers the 'Man down' result on a roll of 5-6 instead of a 6 only. To check if the unit is between the attackers, draw a line from any models from the first and second shooting unit. If this line goes through the targeted unit, the Crossfire rule applies.

Auxiliary weapons

Soldiers often carry additional small arms for unexpected situations, while vehicles have light machine guns or grenade launchers for self-defence. All ground units (infantry and vehicles) may shoot with Firepower 1 and Range 12" without ANY special rules (both positive and negative) instead of firing their main weapons.

Basic Firepower

In some situation, the term Basic Firepower is used. In such case, the D10 roll for shooting is modified only by Firepower and the number of models in the shooting unit.

Advance

The unit moves up to its Move parameter. After the move it may shoot at an enemy unit within line of sight and Range, but without the +1 bonus from the Fire! order. All other rules for shooting and moving apply.

Designer's note: marking Suppression points

There are several methods of marking Suppression points, but I personally prefer the following one. I put a blue D6 near the unit that gets Suppression points. When the unit is Suppressed, I mark it with another blue D6. When the unit is broken, I swap the blue dice for two red ones. Of course you may use different colours of dice. This way you can recognize the unit's status at first glance, without any counters or notes.

At the very beginning of playtesting, we had some problems with checking Morale and Firepower modifiers based on the number of models. But after two or three games, when you get into the habit of counting the number of miniatures in the unit (c'mon, it's usually only between 1 and 8!), this system will become so natural, you will probably start to wonder why it isn't implemented in other games!

Assault

The unit may assault any enemy unit which it could reach with a normal Move action (i.e. the maximum distance between them is the attacker's Move + 2"). The assaulting unit moves in the shortest and simplest way possible, with its movement reduced by terrain as normal.

At any moment of the Assault, the unsuppressed assaulted unit and all other unsuppressed enemy units within 6" from the assaulted one may shoot at the attackers using their Basic Firepower, whether they were activated or not. If the attackers become Suppressed or Broken as a result of this shooting, they stop where they are and the assault fails automatically.

Otherwise, the assaulting unit moves into base to base contact with the assaulted unit (note that it is the only situation in the game when units can be in base to base contact). If one soldier may reach the enemy, we assume that all can, even if it requires some of them to move further than Move + 2".

When the units are in contact, resolve the first round of combat. Firstly, the attacker rolls a D10 and adds the modifiers below:

- + assaulting unit's Assault,
- +1 if the unit has 3 or 4 soldiers*,
- +2 if the unit has 5 or 6 soldiers*,
- +3 if the unit has 7 or more soldiers*,
- bonuses from special rules (e.g. scenario or campaign ones).

* - apply the current number of soldiers, not the starting one.

Similarly to shooting, if the assaulting unit rolls an unmodified 0, the assault automatically fails, and if it rolls an unmodified 9, it is successful regardless of the target's Defence, and the targeted unit suffers at least 1 hit.

Then add any bonuses from special rules (e.g. scenario or campaign ones) to the defending unit's Defence, and finally compare the two results. For every point the attacker's modified result beats the defender's modified Defence, the target unit is hit once. Roll D6 for every hit and compare the result with the table below.

Roll	Result
1	<i>Keep fighting, keep fighting!</i> The hit is ignored.
2-3	<i>Ouch!</i> The unit gets 1 Suppression point.
4-6	<i>Man down!</i> Remove one of the unit's models as a casualty (controlling player's choice, but taking into account unit coherency!). The unit gets 2 Suppression points. Remember that losses additionally reduce Morale.

Once the attack is resolved, roll again using the same procedure, but this time with the assaulted unit as the attacker. Alternate rolls until one of the units becomes Broken or, in the case of vehicles, destroyed. The Broken unit gives ground and falls back 1". Units cannot become locked in close combat, so roll until the assault is resolved before activating the next unit. If a Broken unit is assaulted, it is automatically destroyed.

Special actions

In some situations, units may perform special actions, which are described by scenarios or special rules, such as hacking computers, placing explosives, breaching doors, etc.

Suppressed and Broken units

After all units are activated, the players move Broken and Suppressed units. All Broken units have to flee Move + 2" away from the enemy (movement penalties for terrain are applied as normal), whether they were activated in this turn or not. They move in such a way as to avoid enemy units for as long as possible. If it is not possible, the unit stays where it is. If the unit moves out of the table, it does not return and is counted as having fled from the battlefield. If a Broken unit occupies a building, it has to leave it (using the special action described in the Terrain chapter) and flee as described above.

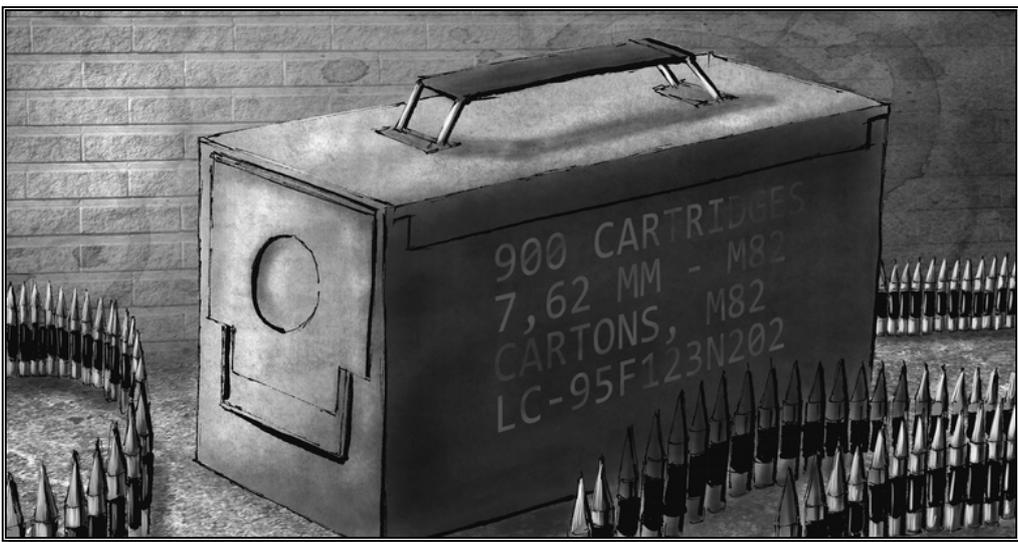
Suppressed units usually do not move or fire, with only one exception. Such units may move up to their Move parameter to any area or linear terrain within movement range which will give the unit a Defence Bonus or hide them from enemy line of sight. If the unit is in such terrain, it cannot move to another one.

Designer's note: reactions

After the first playtests, I decided to limit reactions to a few basic ones, like firing at assaulting troops or at strafing aircraft. There are a few reasons why I decided to remove this fashionable element from the game. The first reason is that with units activated one at a time in an alternating order, reactions had little impact while severely complicating the rules. The second reason is that in bigger battles, they slowed the game beyond acceptance, which was against the idea behind this game. Finally, PMC 2640 is designed as a game of movement, manoeuvres and offensive actions, and reactions made it too passive!

End phase

In the End phase, players check whether the victory conditions of the scenario were fulfilled or not, and if not, move to the next turn.



Ground vehicles

The category of ground vehicles (or simply 'vehicles') covers everything from light buggies to heavy MECHs. They are grouped into general categories, as it is really difficult to foresee what particular type is in the PMC's stock (or in the player's collection!). For example, a 'heavy support vehicle' may be represented by a classic SPG, a missile tank (tracked/hover/grav) or a big MECH armed with long range weapons.

Players are free to use any models they like, but it is important that the vehicle's facing is clearly visible. Providing your models with bases showing four arcs (front, rear, left and right) would be a good idea.

All ground vehicles are marked as 'Ground vehicle' in their notes and follow the rules below.

Vehicle parameters

Vehicles have almost the same parameters as infantry units, with only two exceptions:

- next to the Move parameter, the cost of making a turn is given in brackets,
- Morale parameter is replaced by Structure.

Using vehicles

All vehicles are single units consisting of one model only. As they are quite powerful, the following limits apply:

- you can field no more than 3 ground vehicles and/or aircraft per Priority Level,
- on Priority Level 1, you cannot use ground vehicles of Tiers higher than the Battle Tier.

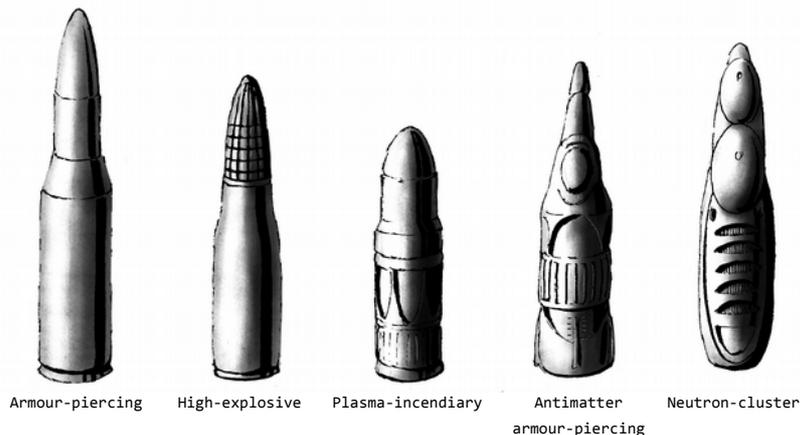
Vehicles and actions

Vehicles may perform the following actions: Move, Fire, Advance, Embark, Disembark.

Moving vehicles

Vehicles move similarly to infantry units, but with the following exceptions:

- vehicles move in straight lines, and may make turns by reducing the range of their movement,
- the number in brackets next to the Move parameter of a vehicle is the cost of a single turn from 0° to 90° given in inches (i.e. you reduce the vehicle's movement by that number for every turn),
- vehicles cannot enter buildings or cross linear obstacles (with the exception of barb wire and trenches), but vehicles from Tiers III to V can destroy any destructible terrain by moving into it (these moves are still subject to penalties for moving through terrain),
- vehicles suffer a 2" movement penalty in some terrains, instead of the 1" penalty suffered by infantry (see the Terrain section).



Vehicles and shooting

In general, vehicles shoot just like other units, and all normal rules apply.

Vehicles may be shot at as normal, but never get Defence bonuses from terrain, and the Crossfire rule does not apply to them. All hits inflicted on vehicles are resolved using the table below. Instead of Suppression points, vehicles suffer Damage points, which work in a similar manner unless stated otherwise. Additionally, vehicles are never affected by any effects on Morale.

Roll	Result
1	<i>Bounced off the armour!</i> The hit is ignored.
2-5	<i>Target damaged!</i> The vehicle gets 1 Damage point.
6+	<i>Critical Hit!</i> The vehicle suffers D3 Damage points.

When a vehicle has more Damage points than its Structure parameter, it is immediately knocked out. Roll a D6 to see what happens.

Roll	Result
1-3	<i>Abandoned!</i> All troops on board immediately disembark and get D6 Suppression points. The crew flees or hides, and in practice is out of the game. The vehicle remains on the table, blocking line of sight.
4-5	<i>Vehicle on fire!</i> All troops on board immediately disembark and suffer an automatic shooting attack counted with Basic Firepower 10. The crew is killed, wounded or flees. The wreck remains on the table, blocking line of sight.
6+	<i>Catastrophic explosion!</i> All troops on board are killed or wounded and are counted as eliminated. Vehicle (or rather its remains) remains on the table, blocking line of sight.

In the Beginning phase, an attempt at repair may be made (the crew activates self-repair systems, puts out minor fires, makes *ad hoc* bypasses): roll a number of D6 equal to the vehicle's Structure parameter, and for every 4+ remove 1 Damage point.

Assaults

Vehicles cannot assault, but may be assaulted. When assaulting vehicles, the attacking infantry always gets the Anti-tank special rule. Hits against vehicles are resolved using the table below.

Roll	Result
1	<i>Bounced off the armour!</i> The hit is ignored.
2-3	<i>Target damaged!</i> The vehicle gets 1 Damage point.
4-6	<i>Critical hit!</i> The vehicle suffers D3 Damage points.

Terrain

In game terms, terrain can generally be divided into three categories: linear terrain, area terrain and buildings.

Linear terrain

Linear terrain are objects such as walls, barricades and barb-wire, normally up to 6" long. This type of terrain affects units that stay behind it or try to cross it. Movement penalties for linear terrain are cumulative (e.g. when a unit crosses two low walls in one phase, it has to deduct 2" from its Move).

All or nobody

A unit may cross linear terrain only if all models can do it (i.e. their Move range allows them to do so, etc.). A unit cannot be split by linear terrain, with models on both sides.

Area terrain

Area terrain represents any terrain which has borders and in which a unit may be placed (unless, of course, it is impassable). Typical examples are ruins, woods, fields, lava pools or deep snow. If a piece of area terrain blocks line of sight, units inside it that are at least 2" from its borders cannot see outside of that terrain piece and are not visible from outside of that terrain piece. Otherwise, they can see and be seen normally. Additionally, units within the same piece of area terrain can see each other for up to 8".

One foot in grave

If a unit occupies several different pieces of area terrain at once, their effects are not cumulative. Instead, the unit is affected by the most disadvantageous effect of any terrain it occupies for the given situation. For example, a unit partially in the open and partially in a wood counts as being in the open when it is shot at, but as being in a wood when it moves.

Buildings

In gaming terms, buildings are all small structures which the troops may enter, like shacks, houses, bunkers, etc. Any unit within 4" of a building may enter it, and a unit already in a building may exit it and be placed within 4" away from it. Both entering and leaving buildings are special actions. Each building can be occupied by only one unit at a time. A unit within a building may only exit it or Fire from it. The unit may shoot at targets all around the building (measure the range from building's wall), unless the building's shape does not allow for it. Buildings often provide good shooting positions, and thus give Firepower bonuses for troops inside.

When a unit within a building is shot at or assaulted, measure the range to the building's walls. Troops inside buildings are not affected by the Crossfire rule. Standard buildings have a Defence parameter of 14 and may be destroyed by units with Destructive weapons. When a building is destroyed, replace it with an appropriately big area of rubble. When the troops in a building are assaulted, resolve the assault as normal. If the defenders win, the attackers fall back as usual. If the attackers win, they occupy the building and the defenders leave it and fall back 1".

Penalties and bonuses

Terrain can grant the following penalties and bonuses to units being in it or moving through it:

- Movement penalty: a unit deducts 1" (2" in case of vehicles) from its movement when crossing a section of linear terrain (cumulative – apply penalty for each crossed terrain) or moving into or through a piece of area terrain (not cumulative – apply only once, irrespective of the distance of the move in area terrain or terrains),
- Firepower bonus: +2 to the Firepower parameter,
- Defence bonus: +2 to the Defence parameter (shooting only).

Linear terrain types

Low walls (barricades etc.)

When a whole unit is behind a low wall (up to 2" from it), it gets a Defence bonus. Low walls can be crossed, but units doing so are subject to Movement penalty.

Medium walls (up to approx. 2" high)

Medium walls block line of sight and cannot be crossed, but can be destroyed.

Area terrain types

Open terrain

Flat, open terrain does not affect movement nor shooting.

Deep water (or lava fields, etc.)

Deep water does not block line of sight, and is impassable.

Hills

Hills are counted as area terrain and block line of sight of units on ground level. Units standing on hills get a Firepower bonus when shooting at targets below (there should be at least 1" of difference in height between all models of the two units). Additionally, units on hills can shoot/be shot at over friendly units below them (but not over enemy ones).

Rocks (huge obelisks, big buildings without entrances, etc.)

Rocks block line of sight and are impassable.

Rubble

Rubble does not block line of sight. It confers Movement penalty and Defence bonus.

Ruins

Ruins block line of sight and confer Movement penalty and Defence bonus.

Woods (including burned ones, jungles etc.)

Woods block line of sight and confer both Movement penalty and Defence bonus.

Buildings

For simplicity, buildings are divided into standard and reinforced ones. It is not possible to imagine what structures players can build, but it should be clear to which category they belong. Buildings block line of sight and give Firepower and Defence bonuses. Firepower bonus is given only if the building's roof is at least 1" above the targeted unit. Standard buildings can be destroyed.

Terrain summary

Terrain	Type	Block line of sight?	Movement penalty	Defence bonus	Firepower bonus	Destructible? (Defence value 14)	Notes
Small walls	linear	no	yes	yes	no	yes	-
Medium walls	linear	yes	impassable	n/a	n/a	yes	-
Open terrain	area	no	no	no	no	no	-
Deep water	area	no	impassable	n/a	n/a	no	-
Hills	area	varied	no	no	yes	no	-
Rocks	area	yes	impassable	no	no	no	-
Rubble	area	no	yes	yes	no	no	-
Ruin	area	yes	yes	yes	no	no	-
Woods	area	yes	yes	yes	no	no	-
Standard building	building	yes	special	yes	yes	yes	-

Chest rule

If there is a smaller terrain within a larger area terrain, use the rules of the smaller one only. For example, if there is a wood on a hill, units inside the wood count as being in a wood only, and do not benefit from any rules of the hill.



Preparing the battle

Sum of all Tiers

Before a one-off battle, players should choose its Battle Tier and size. Battle Tier determines how powerful units may be used and how many of them may be fielded. In Hell on Echidna, players should compose Tier II armies only.

Battle sizes are described by Priority levels. The smallest battle size (its limits are given below) is 1, in Priority level 2 all of these limits are doubled, in Priority level 3 they are tripled, and so on. The size of the table should be approximately 4'x4' for Priority levels 1 and 2, 6'x4' for Priority levels 3 and 4, 6'x6' for levels 5 and 6, 8'x6' for levels 5 and 6, and so on.

For your first battles, we recommend using Priority level 1 or 2.

When the Battle Tier and Priority level are agreed on, the players should compose their armies. The required and maximum numbers of available units are summarized in the table below. The sum of all Unit Tiers in the army cannot exceed the number of composition points which equals 6 multiplied by the Battle Tier (and by the Priority level). Unit Tiers for standard units are given in the Army List later in this booklet.

Priority level 1 composition						
Battle Tier	Composition points	Allowed units by Unit Tier				
		I	II	III	IV	V
II	12	0-4	3+	0-2	0-1	-

What is more, the following additional limits apply:

- no more than 3 ground vehicles and/or aircraft per Priority Level,
- on Priority Level 1, you cannot use ground vehicles of Tiers higher than the Battle Tier,

Designer's note: Battle Tiers and Priority levels

The Battle Tier shows how advanced the armies are and the Priority level shows the battle's size. In Hell on Echidna, battles are played on Battle Tier II, which means that you cannot use the more powerful units, and your forces will be rather conventional. This was intentional, because it allows you to learn the basic game rules and philosophy very quickly, without being confused by too many special rules, and avoiding the domination of highly specialist units which are characteristic of high-tier battles.

Randomizing terrain

Players set up terrain using a generator presented on the following page, randomizing the placement of terrain pieces on the table.

In the full rulebook, you will find seven additional generators representing different types of ecosystems.

Terrain generator

Before the battle, players should choose randomize the terrain. Prepare suitable terrain pieces which the players have at their disposal, and divide the table into areas 2'x2'. Starting from a random player, the players alternately roll 1D6 for each area, placing the rolled terrain in it. Because Echidna is a ruined world, destroyed in a vicious war 50 years ago, it uses a unique terrain generator given below.

When a player randomizes the terrain, he/she is allowed to place any number of terrain pieces up to the number indicated in the rolled column on the chosen area in any way he/she wishes (proximity, orientation, etc.). His/her decision is final.

If the players are using a modular table or one with some terrain already on it, reduce the maximum number of terrain pieces by the number of terrain already present in that area.

Post-apocalyptic wasteland world

D6 result	Terrain type
1	Open terrain (no more than 1 - re-roll further 1s)
2	1-3 ruins or rubble
3	Contaminated Oasis: 1 toxic water pool (counts as deep water) and 0-2 burned down/dead/mutated woods (count as woods)
4	1-4 rocks
5	1-3 hills or burned down/dead/mutated woods (count as woods)
6	Survivors settlement: 1-2 buildings and up to 6 low or medium walls

Battle honour: Hard as nails

Hellish conditions, unfriendly climate and terrible exhaustion experienced by the soldiers on wasteland planets can be devastating to weaker minds, but can also harden some more than any other environment. This battle honour can be gained in a campaign as usual, but only after battles fought on Echidna or a similar wasteland planet. Unit with this Battle honour does not get Trauma points for participating in two or more battles in a row.



Scenarios

On the following page you will find a special scenario for PMC 2640, which was prepared specially for the Hell on Echidna expansion and is absent from the rulebook. The full rulebook contains six competitive and six solitaire/cooperative scenarios.

Objectives

Each scenario has at least one way of winning it. In the End phase of each turn, players should check if these victory conditions were met. When a scenario has several different victory conditions and each player meets at least one of them in the same turn, the game ends with a draw.

To make the rules clearer, basic victory conditions have been summarized below and they are universal (which means that e.g. Capture always means the same).

Rout the enemy

To rout the enemy, the player has to destroy or force to flee from the table $\frac{1}{2}$ of enemy units. Alternatively, he/she has to completely destroy $\frac{1}{4}$ of enemy units. Unit Tiers of the escaped/destroyed units do not count – consider only the overall number of units. Units in reserve which are not on the table are treated as being perfectly fine.

Capture

To capture an objective, at the end of the game the player has to have at least one unsuppressed, unbroken unit within 4" from the marked objective, and no enemy units within 4" from it (do not count Broken units). In case of area objectives, count units within them first, and only if there are no units in the objective, take into account units within 4" from it.

Destroy

To destroy an objective, the player has to demolish it as described in the Sappers special rule (described in the rulebook). When destroying an object is the goal of the scenario, ALL attacking units are allowed to demolish it, but those which do not have the Sappers special rule are successful only on a roll of 4+ instead of the usual 2+.

Eliminate (solitaire/cooperative scenarios)

To win the scenario, the player(s) has to destroy the marked unit/units before the game ends.

Protect (solitaire/cooperative scenarios)

To achieve victory, the player(s) has to keep the losses of the marked units or models below the level given in the scenario description.

Find and secure

Description

The scenario portrays a situation when two opposing forces try to hastily secure an important objective, yet are unsure of its location. The objective can be an important cargo hidden somewhere in a scattered wreck of an aircraft or spaceship, a rumoured laboratory entrance, a wounded spy, or whatever else is worth spilling blood.

Objective

The players need to search the area to secure the objective and then hold it until the end of the game. The players have to use the "Check the area!" special action, and if they find the location of the objective, they have to hold it until the end of the game.

Alternatively, the player may win by routing the enemy. However, the force which holds the objective cannot be routed until it loses the objective.

Terrain modifications

Put three possible objective locations up to 12" from the middle of the table and at least 12" from each other. These can be any small objects up to 4" in diameter (e.g. possible entrances to underground laboratory, suspected artefact locations, remains of a crashed ship), and they cannot be destroyed in any way. They are counted as small, passable area terrain pieces, which do not block line of sight and do not provide cover.

Deployment

Before the battle, players randomly choose two opposite table edges and split their forces in two halves. In the first Reserve phase, each player deploys the first half from his/her table edge using standard rules for reserves. The second half is held in reserve.

Game length

After the 12th turn, roll a D6. On a roll of 6, the battle ends. Repeat the roll after each subsequent turn, adding 1 to the roll for each turn after the 12th.

Special rules and notes

"Check the area!" special action. This action can be used by any unit within 4" from the possible objective location. It is counted as special action as described in the rules above and counts as unit's activation as normal. The controlling player rolls a D6: on the results of 1-4, the location is false, and on 5-6, it is the true location of the objective (add +1 to the result when checking the second location). Each location can only be checked once. If two locations are identified as false, third is automatically true. If the true location is identified, the remaining unidentified ones are automatically false.

Every second turn (starting from third), the players are allowed to deploy a number of units from their reserve equal to the Priority level from their table edges.



Mercenary units

Unit special rules

Command unit (X)

Command units may perform the Coordinate special action. The unit with this rule does not move or shoot, but the player is allowed to activate up to X friendly units within 12" in a row, ignoring alternate activation. It is cumulative with the Overwhelming Numbers rule (but the number of units activated by the Coordinate action is NOT multiplied). All normal rules for activation apply, but other Command units and units two or more Tiers higher than the unit performing the Coordinate action cannot be activated. Player's forces can have only one Command unit per Priority level.

Cumbersome weapon

Units with cumbersome weapons may not advance or assault. Additionally, cumbersome weapons cannot be fired from shallow water.

Destructive weapon

Units with destructive weapons may attempt to destroy small walls, medium walls (sections up to 6" long), and small buildings by shooting at them. These targets have a Defence value of 14. A successful hit destroys the object. If an enemy unit is hidden behind or within a destroyed terrain piece, resolve the attack against the unit first (using all normal modifiers), and then against the wall/building. If the building is destroyed, it is replaced by ruin or rubble, and the unit occupying it suffers another shooting attack with Firepower 10.

Indirect fire

In addition to shooting at targets within their line of sight, units with the Indirect fire rule may attack targets designated by units with the Markerlights rule. However, the target still has to be within the range of the shooting unit. Units shooting at designated targets use their Basic Firepower. See the Markerlight rule below for details.

Inspiring presence

Friendly troops within 12" from a unit with this rule are allowed to re-roll dice for rallying. Command units and units two or more Tiers higher than the unit with Inspiring presence do not benefit from this rule.

Minimum range (X")

When shooting at an enemy closer than X" (measure the distance between the closest models), the unit cannot use its main weapon and must resort to auxiliary ones.

Markerlights

Units with Markerlights may mark targets for units with the Indirect fire rule. They do so by using the Designate special action. Instead of a normal action, the unit may move normally up to its Move parameter and mark an enemy unit within 24" and in their line of sight. Immediately after an enemy unit is marked, the player activates one friendly unit with the Indirect fire rule (ignoring alternate activation) and orders it to shoot at the marked unit, even if it isn't in the line of sight of the shooting unit.

Specialisation (ground)

Units with the Specialisation (ground) rule may use their main weapon only against ground units (auxiliary weapons can still be used against all targets).

Stealth

Stealth units cannot be attacked by enemy from a distance further than 24" (or 12" if the Stealth unit has not been activated yet in this turn).

PMC 2640: Hell on Echidna

Field command 3 rd grade							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	2	5	1	12"	10	1	5
Special rules/notes		Command unit (2), Inspiring presence					

Recruits							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
I	8	4	1	18"	8	1	3
Special rules/notes		-					

Rookie rifle team							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	8	4	2	18"	9	2	4
Special rules/notes		-					

Regular rifle team							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
III	8	5	3	18"	10	3	5
Special rules/notes		-					

Veterans							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
IV	8	5	4	18"	11	3	5
Special rules/notes		-					

Light infantry team							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	8	5	3	12"	8	3	4
Special rules/notes		-					

Forward observers team							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	4	5	1	12"	9	1	4
Special rules/notes		Markerlights					

Scout team							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
III	4	6	2	18"	10	1	5
Special rules/notes		Stealth, Markerlights					

Assault Publishing

Grenadiers team							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	6	4	3	12"	9	2	4
Special rules/notes		Destructive weapon					

Light MG section							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	3	4	5	24"	8	1	3
Special rules/notes		-					

Remote mortar section							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	2	3	6	48"	7	1	3
Special rules/notes		Cumbersome weapon, Indirect fire, Destructive, Minimum range 12", Specialisation (ground) Always uses Basic Firepower					

Light patrol vehicle (e.g. buggy, trike)							
Tier	Size	Move	Firepower	Range	Defence	Assault	Structure
I	1	12 (1)	3	12"	8	1	3
Special rules/notes		Ground vehicle					

Heavy patrol vehicle (e.g. armoured car, light walker)							
Tier	Size	Move	Firepower	Range	Defence	Assault	Structure
II	1	12 (1)	6	18"	10	2	4
Special rules/notes		Ground vehicle					

Designer's note: Units

The units above are just a small sample of the selection, which can be found in the PMC 2640 rulebook. They were chosen because they do not have too many special rules, yet allow players to enjoy fairly challenging games with some tactical variations. The full rulebook includes more than 70 unit entries ranging from the lowest grade Irregulars, Penal Troops or tiny buggies to powerful specialists units, advanced combat vehicles and a wide selection of aircraft - and, of course, everything in between.

Nomads and Improvised support vehicles are new units and may be used in standard games.

Nomads (new unit)

Nomadic tribes can be encountered on savage planets affected by dramatic disasters (e.g. nuclear strikes during the Corporate Wars or a collapse of the whole ecosystem due to pollution) or on those worlds where colonist societies simply degenerated into a less civilized state. The life of these people is regulated either by complex clan/family connections, or simply by the rule of the strongest.

In the popular mind, warriors from these planets are brave, tough and dangerous, but in most cases these views are nothing more than romantic fables. Nomads indeed do not lack bravery (at least until the first of them dies), but they are undisciplined and lack tactical skills, which, coupled with primitive weaponry, makes them poor troops who tend to give ground easily when their initial battle enthusiasm disappears. Nevertheless, some commanders hire them eagerly due to their proficiency in stealth manoeuvres and setting ambushes, which makes them useful for hit-and-run tactics.



Nomads							
Tier	Size	Move	Firepower	Range	Defence	Assault	Morale
II	10	5	2	12"	7	3	3
Special rules/notes		Stealth Maximum 2 per priority level					

Improvised support vehicle (new unit)

Improvised support vehicles are quite often rebuilt badly-damaged patrol vehicles or even confiscated civilian vehicles, armed with small calibre mortars or mini-missile launchers. They are very fragile and their effectiveness is rather limited, but in some circumstances they can be really useful, especially when other support is not available.



Improvised support vehicle							
Tier	Size	Move	Firepower	Range	Defence	Assault	Structure
II	1	8 (2)	5	30"	8	1	3
Special rules/notes		Ground vehicle, Minimum range 12", Destructive weapon, Indirect fire, Specialisation (ground), Cumbersome weapon.					

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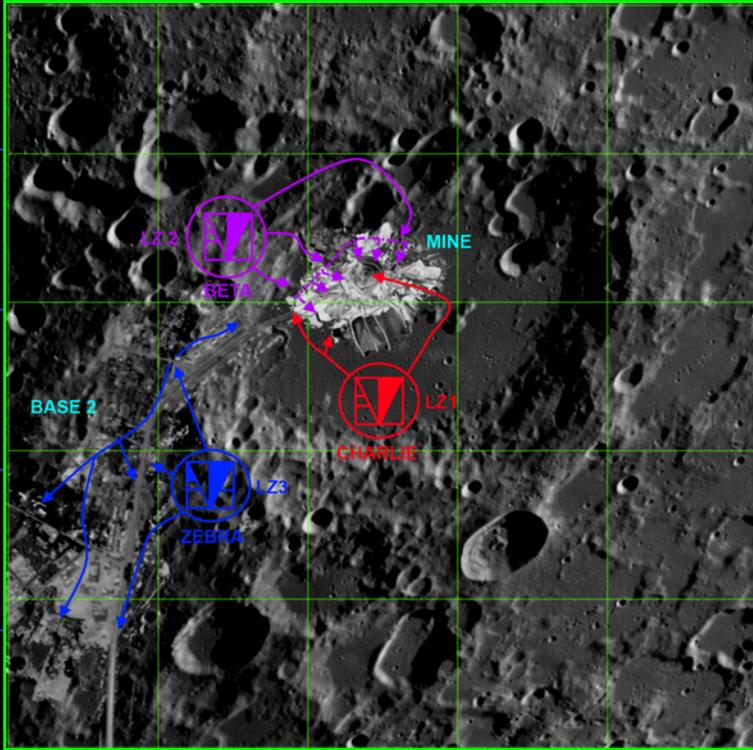
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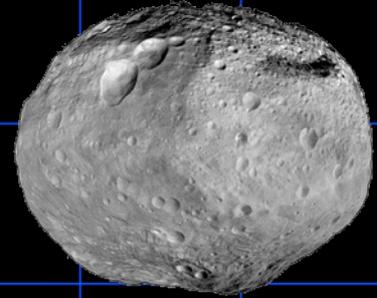
and many more great people who helped to create this game.

Special thanks to my wife Agnieszka and daughters Ania and Ola.

OPERATION 'TRITON'



Battle plan



X-AT-02378

Iron asteroid
Diameter: 154 km

Ariadne asteroid belt
187 LY from Earth

Population: 0
2 abandoned bases and 1 mine
No planetary government
Economy: non active, previously iron and uranium mining

Mission type: Military decontamination

Main target: mine X-AT-02378

Location: mine X-AT-02378, asteroid X-AT-02378, Ariadne asteroid belt

Hired forces:

- Commando group Charlie
- Commando group Beta
- Commando group Epsilon (securing base 1)
- Engineer group Zebra (securing base 2)
- Transport/auxiliary squadron
- Strike squadron (securing the surface and supporting groups Epsilon and Zebra)

Expected enemy forces:

- Unknown amount of Space Bugs, in artificial, mutated and wild forms. Suspected infestation stage: 2



Eggs found by a recon drone (species unknown)



Wild form of Scolopendra x. Hybrida

PMC 2640 is a fast company scale sci-fi miniature wargame, which allows you to command mercenary troops of the 27th century. Corporate wars, Space Bug infestations, and rebellions - all these challenges await brave and skilled commanders!

In this rulebook you will find:

- ✓ A short introduction to the world of the 27th century. You can familiarise yourself with a brief history as well as with descriptions of space travel and future warfare.
- ✓ A fast-playing ruleset with a focus on intuitive rules, simplicity and elimination of unnecessary details, all of which ensure that the game runs smoothly with a few as well as with a few dozen units on the table!
- ✓ Six basic competitive scenarios coupled with terrain generators, which provide a variety of challenges and allow you to demonstrate your tactical flexibility.
- ✓ A long list of different, yet equally useful units, allowing you to create an army which suits your playing style, whether it is based on long-range bombardment, stealth operations or brutal assaults on enemy positions.
- ✓ The Recognizable, Cool-Looking rule, which replaces WYSIWYG and allows you to use any models you wish and to display your modelling skills. Although written for 15mm miniatures, the ruleset is suitable for all sci-fi scales, with figures either based on their own or on squad bases.
- ✓ Advanced, playable and addictive campaign rules. Establish your own company, recruit your troops, promote and train them, lead them in epic battles and become the most famous and powerful mercenary commander in history! In the course of service, your troops might become not only valuable veterans but also traumatized wrecks - or even both!
- ✓ Solitaire/cooperative game mode with additional rules, six new scenarios, and two unique army lists for rebelling colonists and Space Bugs.

PMC 2640 is fast like a round from a Gauss rifle, sharp like a Gehenna 2598 pattern combat knife, and uncompromising like a plasma barrage!

Enter the world of the mercenaries of the far future... if you dare!

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