

CARRY ON TINTIN

OBJECT OF THE GAME

This game can be played to an agreed points total, a set scenario, or a "just put all the toys on the table". If playing without a set scenario, add up the number of units each player has; a battalion counts as three units, divide by 2 and this is the number of victory points your opponent must score to win. In an attack defence game we usually give the attacker 50% more units, or points. The game is won as soon as a player has reached that points tally. Victory points can be awarded for taking certain objectives. These can be temporary, depending on what side holds that objective. The number of cards held by each player will either be stated in the scenario, but if not, 6 is usual.

GAME TURN

Players select which board edge they will occupy. This is usually the long edges facing each other, but may be the short side, depending on the scenario. This then becomes their board edge, and is the direction that any of their units will retreat to during combat.

The scenario will usually list which player goes first, otherwise it's normally the attacker. If none of these apply then flip a coin or throw a dice to see who has priority. The winner may choose to go first or force their opponent to.

ON YOUR TURN

1:PLAY CARD.

Only one card may be played per turn by the active player. The inactive player can only play one reaction or interrupt card per turn as well. If the card allows you to activate a unit, place an order token next to them to show they cannot be ordered again during your turn.

Any card can be discarded and used to activate a single unit of your choice, instead of using the text on the card. This still counts as your one card used per turn.

Some cards allow you to activate the HQ board for free as well as move on the game board.

2: CHOOSE WHICH STAFF OFFICER TO ACTIVATE.

Activating a Staff Officer

Pick which un-exhausted Staff Officer to activate, throw an average dice, and they then have this many orders to issue. Take this many tokens to issue to a unit within 4 squares of them. A unit which is beyond this will cost an extra order token for each 4 squares further away they are, so a unit 11 squares away will take 3 orders tokens. The Staff Officer may move one square for free before or after implementing any of these orders, or can move 3 squares at the cost of an order. Once all the orders are completed, the Staff Officer is exhausted and cannot be ordered next turn.

If a Staff Officer throws a 2 on the Dav they may also activate the HQ board for free.

Order units

Each unit is ordered in turn. Complete all the movement and fighting by this unit before moving onto the next. Leave the order token with this unit to show it has been activated. An activated unit cannot be ordered again in this turn. Remember, that if you have used a card to activate a unit, this also applies.

Moving units

Only one unit may occupy a square and block any movement through that square. This includes staff officers. This can have a negative effect on units that have to retreat. All units, except those with the Recon attribute, move first and then combat. Units may move diagonally, and this still counts as one square. Units do not have to use all of their movement, but any movement will effect whether the unit may combat during their turn or not. Terrain will effect movement. See the terrain section for clarification.

MOVEMENT

Infantry Movement

Infantry can move 2 squares and not combat, or one square and combat. A unit does not have to move to combat. Some special units, and some cards, will alter this, but they are exceptions.

Armour Movement

Armour may move up to 3 squares a turn and still combat. Some special units and some cards will alter this, but they are exceptions. Armoured cars, although wheeled, count as armour.

Wheeled Movement.

Lorries and cars move up to 3 squares. Some special units, and some cards, will alter this, but they are exceptions. They never combat.

Artillery and Weapons teams Movement

Artillery can move one square, or combat. Some special units, and some cards will alter this, but they are exceptions.

MG teams may move 2 squares or combat. Some special units, and some cards will alter this, but they are exceptions.

COMBAT

Close assault

All combats fought at 1 square range are called close assaults, even though in some cases this could never result in hand to hand fighting - it's just a catch-all term.

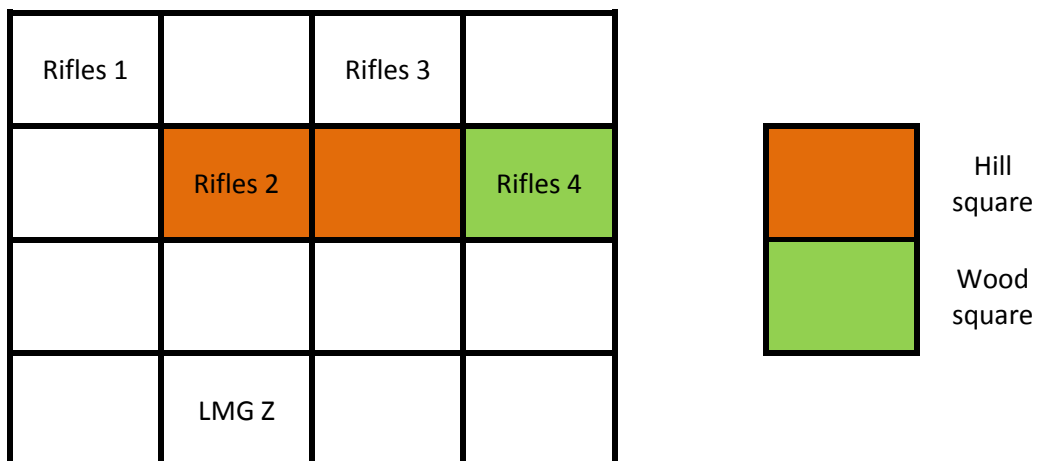
All units have a maximum range, in squares, that they can combat. Beyond that, they cannot engage the enemy. The number of dice thrown at each range is as follows:

UNIT	Range and Dice thrown					
Rifles	3	2	1			
LMG	3	3	1			
SMG	4					
Sharpshooter	2	2	2			
Cavalry	2*	1	1			
HMG	3	3	2	2		
Mortar	0	2	2	1	1	
Artillery	3	3	2	2	1	1
Gun Tank	3	3	3			
MG Tank	3	3	2	1		
A/C	3	3	2	1		
Lorry						

* Cavalry gain 1 extra dice in close assault when mounted.

Line of sight

Units may only target units they can see, unless they have the indirect special rule. To target a square there must be a clear line of sight from the closest square edge of the combater, to the closest edge of the target square. Remember, it is the square that is being targeted and not the figures, so cover is gained from being in that square, not from how the figures are positioned within it. If the direct line is blocked by any other square edge, it cannot be targeted.



LMG Z cannot target Rifles 1, as they are blocked by the edge of the hill that Rifles 2 is on. Rifles 2 can be targeted, but the 3 dice this would give is reduced by 1 as the target is on higher ground. Rifles 3 cannot be targeted as they are behind a hill. Rifles 4 can be targeted as there is a direct line between the two units, but would again suffer a minus 1 dice as they are in a wood.

Terrain Reductions

Most terrain that isn't clear will affect the way troops combat either into, or out of, by reducing the number of dice thrown by the combating unit. See terrain section for details.

Resolve Combat

Total up the number of dice indicated for the range the target is at, deduct any subtractions for terrain and finally any additions for card bonus's.

Example: A rifle unit in the open that is firing at another rifle unit 2 squares away, that is in woods, would throw just one dice (2 dice for the range, -1 for infantry targeted by other infantry in woods).

Combat Results

The combat dice have 4 different results:

SOLDIER: Lose an Infantry figure for each one rolled.

FLAG: Target retreats 1 SQ for each one rolled.

SKULL: Causes a casualty on any unit.

BLAST: Only hits armour if firer has Blast Special rule.

Retreating

Units can only retreat backwards towards their own board edge, either directly to their rear or to either square to the side of this. It cannot enter an occupied square or push another unit back. If none of the three possible retreat squares are available, or allowed due to terrain restrictions, then the unit must convert any flag results into figure losses or vehicle wounds. In some cases, retreating towards their own board edge will bring the unit closer to an enemy. This may seem counter intuitive but cannot be avoided, as it usually means your opponent has got round behind you, so you're bound to be in trouble.

Taking Ground

A unit that forces an opposing unit to retreat, or wipes that unit out during a close assault, may take the ground that they occupied as long as they are allowed to move into that terrain. This movement is free and is considered part of the combat.

Overrun Combat

Some units are allowed, following a successful combat in which they forced their opponent to retreat or have wiped them out, to move again and fight a second combat.

ACTIVATING THE HQ BOARD

Your General doesn't feature on the table, but spends the game on the HQ board. The HQ board represents the options open to the general while in command, and sometimes the problems whilst being so, namely that bloody pest of a reporter "Tintin", who just seems to get in the way of conducting a proper war.

If you activate your HQ board, move the general to whatever option you wish to use this turn, as long as it still has any points left in it unused, and as long as it's not already occupied. You cannot activate an option that the general is already standing at - he must move to a new one.

Decrease the option by one point and then throw to see how well it works.

Tintin.

Some cards allow a player to move Tintin. He can be moved to your opponents HQ board where he blocks the general from using one of the options. His presence makes it impossible for it to function properly. The only way to remove him is with another card. Imprisoning Tintin can either be in a prison cell, locked in a store room, tied up in a car boot, or whatever seems appropriate. He had it coming!

Nurse.

Throw a D6 and apply the following:

1: Ambulance breaks down, no medical services available.

2-5 Success throw 4 combat dice.

6: Great success throw 6 dice.

Throw the number of combat dice indicated, and for each soldier that comes up you may replace a casualty in a unit that isn't in contact with an enemy, so at least one square distant. Two soldier results may be combined to form a weapons team figure. Artillerymen count as infantry. No unit may end up with more figures than it would have started with. Vehicles cannot be repaired in this way.

Spy

Throw a D6 and apply the following:

1: your spy ring is discovered and rounded up. Opposing player can randomly take one of your cards.

2-5: Success. Opponent has to show you all of their cards

6: Brilliant success. Opponent has to show you all of their cards, and you can take one of your choice

Any cards that are gained or lost due to spying are permanent. They either increase or decrease your hand limit.

Heavy Artillery

Mark the on-board target square.

Place a marker on the table top where you wish the shells to land. They will either hit here or deviate from here. Then throw a D6 and apply the following:

1: Complete failure, either the message didn't get through or the shots went astray.

2-5: The shells arrive at the beginning of your next turn, either hitting the mark or deviating from there. Leave the marker where it is till the shells arrive.

6: Incoming! the shells arrive immediately,

When the shells arrive throw a D10 and use :

9-10 : Direct hit

1-8: Deviate.

When anything deviates :

1 is always directly towards your opponents board edge.

8	1	2
7	9-10	3
6	5	4

Pilot

Pick either a bombing mission or a Strafing mission. When the plane has conducted its mission it returns to base to refuel, have a cocktail, whatever.

Throw a D6 and apply the following:

1: Engine failure, plane fails to get airborne.

2-5: Success. Plane is airborne and will arrive at the start of your next turn.

6: Rapid Success. Plane arrives immediately and can be used this turn.

Patrolling:

When the plane arrives it doesn't have to be used immediately, and it may patrol. A patrolling plane must throw a D6 at the start of each turn and with a score of 1 it returns home for tea, on a 2-6 it stays on patrol or can be used this turn.

If a plane is on patrol and an enemy plane turns up they immediately dogfight.

Bombing:

Bombing works in exactly the same way as heavy artillery, but the target only has to be declared on the turn on which the bombing run is made. Roll to hit as normal, but the bomb will only deviate one square. It combats with 2 dice for the square hit and 1 for each square around it. No cover or terrain restrictions apply.

Strafing:

Target any three contiguous squares and throw 2 combat dice against each. All terrain and cover restrictions apply. Some squares may be unoccupied due to lack of targets; you should have got there earlier.

Anti-aircraft fire:

When a plane conducts an attack the defender throws 3 combat dice and refers to the dogfight results. As this occurs after the plane has conducted its attack run, it cannot stop the attack, just damage the plane. It doesn't matter what the target is, the anti aircraft fire is deemed to come from several units taking pot shots as the plane attacks.

Dogfighting:

When a dogfight occurs, throw the indicted number of combat dice for each plane:

Bombers: 5

Fighters: 8

Only skulls count as damage and apply the following:

- 0: Plane may continue to do what it wants without hindrance.
- 1: Damaged, return home immediately.
- 2: Shot down, but pilot bails out.
- 3: Explodes, pilot killed, gain a victory point.

Any more than three is just a bigger bang.

Bailing out:

If a pilot bails out they will appear on the board. Find one of the table top centre squares and place the pilot model there, then throw a d10 and use the deviation as per the heavy artillery rules. A 9 or 10 will allow the pilot to go in any direction they wish, then throw 2xD6 for deviation, this is where the pilot lands. If the pilot deviates off table then they immediately escape. If they land in water, even just a river, they drown. After landing, the pilot has to attempt to regain his own lines and leave via your board edge. They move 3 squares per turn and can be ordered by any of the owning player staff officers. They count as Freebooters so only use a single order per go. Pilots can be captured by enemy infantry units by moving into the pilots square. They offer no resistance and will score one victory point to the capturer.

3: REPLACE CARD.

If a player has used a card this turn, then they replace it from the deck. Losing a card to spying doesn't count and is permanently lost. This is the end of your turn and play now passes to your opponent.

TERRAIN

Woods

Movement: A unit that moves into a wood must stop and may not fight a combat that turn.

Combat: When combating a unit in a wood, Infantry reduce the number of combat dice by one and armour reduce it by 2. Artillery is not affected.

LOS: Woods block LOS.

Hills

Movement: No restriction.

Combat: When combating a unit on a hill, reduce the number of combat dice by one, unless you are on a higher or same level as the target.

LOS: Hills block LOS.

Buildings

Movement: A unit that moves into a building must stop and may not fight a combat that turn.

Combat: When combating a unit in buildings, Infantry reduce the number of combat dice by one and armour reduce it by 2. Artillery is not affected.

LOS: Buildings block LOS.

Rivers

Movement: Impassable to all except infantry who stop on entering and stop on leaving.

Combat: Infantry reduce the number of combat dice by one when in a river.

LOS: Rivers do not block LOS.

Marsh

Movement: Artillery and wheeled vehicles cannot enter marshes. A unit that moves into marsh must stop and may not fight a combat that turn.

Combat: Armour cannot combat out of a marsh.

LOS: Marsh doesn't block LOS.

Rough ground

Movement: All troops except infantry stop on entering rough ground.

Combat: When combating a unit in rough ground, all troops reduce the number of combat dice by one. Artillery is not affected. Armour combat out of rough ground with one less dice.

LOS: Rough ground doesn't block LOS.

Mountains

Movement: Mountains are impassable to all except infantry, who stop on entering.

Combat: When combating a unit in mountain, Infantry reduce the number of combat dice by one and armour reduce it by 2. Artillery is not affected.

LOS: Mountains block LOS.

Roads

Movement: Any unit may add an extra square of movement if it begins its move and stays on a road for the duration of its move.

Combat: No effect

LOS: Roads do not block LOS.

Railways

Movement: No effect on Infantry and weapons teams. Tracked vehicles reduce movement by one square no matter how much they move. Wheeled vehicles treat each square as two when moving.

Combat: No effect.

LOS: Railways do not block LOS unless they are on an embankment when the rules for hills apply.

Cliff Faces

Cliff faces only effect movement if attempting to move through that face, otherwise they are part of a hill or mountain.

Movement: All troops, except mountain infantry, cannot move through a cliff face either up or down. Mountain troops take an entire move to ascend or descend regardless of any card bonus.

Combat: When combating a unit on top of a cliff, treat it as a hill and reduce the number of combat dice by one unless you are on a higher or same level as the target.

LOS: Cliffs block LOS.

Open water

Movement: No unit, unless in a boat, can move in open water, any unit finding itself in open water is destroyed.

Combat: None

LOS: Open water doesn't block LOS.

FIXED OBSTACLES

Bunkers

Movement: Bunkers are impassable to all except infantry and artillery that start deployed there.

Combat: When combating a unit in a bunker, Infantry reduce the number of combat dice by one and armour reduce it by 2. Artillery is not affected.

LOS: Bunkers block LOS.

Special: All units in a bunker may ignore the first flag thrown against them.

Sandbags

Movement: No effect. Remove sandbags if unit leaves square.

Combat: If it has no cover modifier then the square will gain a minus one dice modifier against infantry and armour.

LOS: Sandbags do not block LOS.

Special: All units in a bunker may ignore the first flag thrown against them.

Wire

Movement: All troops stop and cannot combat when entering a square with wire. Armour can combat and removes wire on the turn they leave.

Combat : Infantry combat out of wire with one less dice.

LOS: Wire doesn't block LOS.

Special: Infantry and weapons teams may remove wire instead of combating.

TROOP TYPES:

Regular infantry: 6pts

Organisation: One unit of LMG's and two of rifles.

Additional special rules: *Bold. **Flamethrower. ***Anti-Tank. **** Overrun.

Options: Banner*(.1pt). Flamethrower** (+2pts) Tank rifle*** (+1pt) give one rifle unit SMG's**** (+2pts) Elite (2pts) Wavering (-1pt)

"Special" infantry: 7pts

Any named unit e.g., Border guards, Marines

Organisation: Two units of LMG's , one of rifles and one officer.

Additional special rules: *Bold. **Flamethrower. ***Anti-Tank. **** Overrun. Elite

Options: Banner*(.1pt). Flamethrower** (+2pts) Tank rifle*** (+1pt) give one rifle unit SMG's**** (+2pts). Elite (2pts)

Reservists: 5pts

Organisation: Three units of rifles and one officer.

Additional special rules: None

Options: Wavering (-1pt).

Gendarmes: 8pts

Organisation: Two units of rifles and one of SMG's, 2 officers.

Additional special rules: Overrun (SMG's only). *Bold.

Options: Banner* (1pt) Elite (2pts)

Militia: 5pts

Organisation: Three units of rifles and one officer.

Additional special rules: *Bold.

Options: Banner* (1pt) Wavering (-1pt)

Guards: 7pts

Organisation: Three units of rifles and one officer.

Additional special rules: Bold.

Options: None.

Mountain troops: 7pts

Organisation: Two units of LMG's, one of rifles and one officer .

Additional special rules: Mountaineers.

Options: Elite (2pts)

Cavalry: 6pts

Organisation: Three units of three rifles and one officer.

Additional special rules: Mounted: Dismount/mount: Recon.

Options: None

Naval brigade: 6pts

Organisation: Three units of rifles and one officer.

Additional special rules: Freebooters.

Options: None

Paratroops: 12pts

Organisation: Three units of three SMG's one unit of three LMG's

Additional special rules: Bold: Elite. Freebooters: Stubborn.

Options: None.

Sharpshooters: (2 pts)

Organisation: One unit of sharpshooters.

Additional special rules: None.

Options: None.

Artillery: 5pts

Organisation: One unit of four gunners and a gun.

Additional special rules: Anti-tank. Blast. Deployed. Indirect.

Options: None.

HMG: 3pts

Organisation: One unit of two crew.

Additional special rules: Anti-tank. Deployed. Vulnerable.

Options: None.

Mortar: 3pts

Organisation: One unit of two crews and a mortar.

Additional special rules: Anti-tank. Deployed. Indirect. Vulnerable.

Options: None.

Gun Tank: 5pts

Organisation: One vehicle with 3 wounds.

Additional special rules: Anti-tank. Armoured. Blast.

Options: Fast (2pts). Slow (-1pt).

MG Tank: 4pts

Organisation: One vehicle with 3 wounds

Additional special rules: Anti-tank. Armoured.

Options: Fast (2pts). Slow (-1pt).

Armoured Car: 4pts

Organisation: One vehicle with 2 wounds.

Additional special rules: Anti-tank. Armoured. Fast. Freebooter. Recon. Wheeled.

Options: None.

Lorry: 1pt

Organisation: One vehicle with 2 wounds. Can transport one infantry unit.

Additional special rules: Fast. Vulnerable. Wheeled.

Options: None.

Staff Car: 1pt Free if entire battalion has lorries.

Organisation: One vehicle with 1 wound. Can transport one Staff officer.

Additional special rules: Fast. Vulnerable. Wheeled.

Options: None.

KEYWORDS

Anti-tank: May damage armour outside close assault.

Armoured: May ignore flags from small arms.

Banner: Any unit within 3 squares of a banner gains the Bold attribute. Banners are deployed with a unit like any other unit upgrade. If a unit with a banner is destroyed all, non armoured, units within 3 squares must throw a combat dice and obey the result, if in LOS of the destroyed unit. Ignore cover and any other bonus's for this throw. Only results that would normally effect a unit of that type apply. Treat casualties caused as having run away.

Blast: Damages armour on the blast result.

Bold: Unit may ignore first flag thrown against it. May stack with cover bonus.

Deployed: This weapon cannot be moved and fired. It fires or moves.

Dismount/Mount: Unit may dismount or dismount instead of combating.

Elite: May move 2 squares and combat.

Fast: May move one extra square per turn.

Flamethrower: Allows the unit to ignore cover during close assault.

Freebooters: All orders cost one point regardless of range.

Indirect: May target a unit without LOS.

Mountaineers: Unit ignores terrain restrictions for moving in mountains.

Recon: May combat then move.

Slow: Reduce maximum move by one square

Small arms: Most infantry weapons can only damage armour with close assault.

Stubborn: If unit is destroyed in close assault, it combats back with one dice.

Tank rifle: Gives the infantry unit the Anti-tank ability.

Team: Teams tend to be of two figures and are only destroyed on skulls due to their small size.

Vulnerable: Treat as Infantry if close assaulted.

Wavering: Unit retreats 2 squares for each flag it receives.

Wheeled: Reduce movement off road by one square.