Jungle Warfare Rules

Jungle Terrain

For this campaign, three types of Dust Tactics terrain have been modified. The Jungle is now as much an adversary as enemy blocs.

Trees Squares

Tree squares represent dense tropical forest. Units can move freely onto tree squares but may only Move through them one square at a time, or March Move through them two squares at a time, regardless of Move and March Move Ratings.

Moving onto a tree square stops that Move or March Move Action. Move Actions starting on a tree square but continuing through other terrains proceed as normal.

Place three Tree minatures (or some other markers) on each tree square at the start of the game. A tree square may become a slash square if Cleared.

Tree squares block line of sight to Units on the far side, and to Units IN the square. The density of the forest likewise prevents Units in a tree square from acquiring Line of Sight to squares beyond it. Units on adjacent squares have Line of Sight regardless of terrain.

Swamp Squares

Swamp squares represent shallow water like swamps and mangroves. Vehicle Units cannot enter a swamp square. Other Units can move freely onto and through a swamp square.

A swamp square may become a slash square if an adjacent tree square is Cleared.

Slash Squares (aka Rubble)

Slash squares represent ground or swamp covered by felled and/or burnt trees. Wheeled and Tracked Vehicle Unitions cannot enter a slash square. Other Units (including Infantry and Walker Vehicle Units) can move freely onto and through a slash square.

Clearing Terrain

A tree square can be Cleared in several ways: using weapons to fell trees, with engineering, and with fire. A swamp square can be Cleared by Clearing an adjacent tree square.

Felling

Trees can be Felled by attacks against the tree square itself using a Cutting or Grapple weapon if the attacking unit is in the tree square being targeted, or using a Laser or Phaser weapon if within Range of the tree square and given Line of Sight. Trees and underbrush are too difuse to clear efficiently with traditional ordnance, machine guns, etc.

Tropical hardwood and vines are tough. Tree squares have armour equivalent to a Vehicle with Armour Rating 4, and a Damage Capacity of 6 (i.e. 2 Hits/Tree). Tip over a Tree miniature (or flip a Tree marker) for the first Hit received by a Tree. Remove the Tree from the tree square when it receives a second Hit.

Trees get Cover Saves! The non-activating player rolls Cover Saves for Trees being attacked if any are required.

When no Trees remain on a tree square, it has been Cleared and must be replaced with a slash terrain square. If one or more swamp squares exist adjacent to the new slash square, one of those swamp squares may also be Cleared. The player who Felled the last Tree on the square chooses which section of swamp fills with debris.

Send in the Engineers

A tree square can be Cleared with an Engineering Action launched from an adjacent square. If successful, the Engineering Action clears the entire square at once: remove all Tree miniatures (or markers) and replace the tree square with a slash square. If one or more swamp squares exist adjacent to the new slash square, one of those swamp squares may be replaced with a slash square by the player who took the Engineering Action.

Burning Trees

A tree square can be Cleared if attacked with a Flame weapon. Attacks proceed as with Felling except that each Tree miniature receiving a Hit is replaced with a Burning Tree miniature (or marker).

At the start of the next turn, remove all Burning Tree miniatures from the game board. If a tree square from which Burning Trees were removed still contains Tree miniatures, replace those Trees with Burning Trees. If a tree square without Burning Trees is adjacent (but not diagonally adjacent) to a tree square from which Burning Trees were removed, replace one of that square's Tree miniatures with a Burning Tree.

If a Burning Tree receives a Hit from Felling, remove it from the tree square.

As before, when no Trees/Burning Trees remain on a tree square, replace it with a slash square. Squares Cleared by burning do not affect adjacent swamp squares.

Don't Get Burnt

Each Burning Tree in a square inflicts the same damage as a Molotov Cocktail on Units in that square.

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
MOLOTOV COCKTAIL / BURNING TREE														
C	1/3	1/3	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	–	–	–

These attacks occur as soon as a Unit encounters the forest fire. Units suffer only one attack from each tree each turn. The non-defending player rolls these attacks on behalf of the rainforest. There is no Cover from these attacks, but Infantry roll Infantry Saves.