



TEAM YANKEE

WORLD WAR III



NUCLEAR BIOLOGICAL CHEMICAL

NBC WARFARE IN TEAM YANKEE

NBC WARFARE

In a conversation with Beasts of War, Phil Yates came up with some NBC and EMP rules (visit <http://www.beastsofwar.com/team-yankee/leopard-week/nuclear-scenarios> to learn more). This document takes those ideas and organises them for you to use in your games.

You could use *either* the NBC Warfare rules *or* the EMP Effects rules, or if you are feeling particularly nasty, both together!

NBC WARFARE

If you and your opponent decide to play on an NBC (Nuclear Biological Chemical) contaminated battlefield, some of the effects might be:

- Reduced Morale
- Increased Risk of Harm
- Difficulty of Movement
- Reduced Vision

REDUCED MORALE

Fighting in conditions where the slightest injury could be fatal is discouraging.

Increase all Courage, Morale, Rally, Remount, and Counterattack ratings by 1.

INCREASED RISK OF HARM

NBC conditions make any injury or damage worse, and the troops facing this risk less likely to keep fighting in dangerous situations.

Increase all Infantry, Tank, or Aircraft Saves by 1.

Reduce all Armour ratings by 1.

DIFFICULTY OF MOVEMENT

Moving rapidly while wearing NBC gear is difficult, especially with collateral damage from the blast.

All terrain becomes Rough. Teams cannot use their Cross-country or Road Dash speeds.

REDUCED VISION

An NBC suit makes locating targets more difficult, particularly in a shattered landscape.

Teams must roll to determine their maximum Line of Sight on the Night Visibility Table (see page 66 of the rulebook). Night Vision Devices do not affect this roll. It is not night, so there is no additional penalty to hit.

EMP EFFECTS

An EMP (Electro-Magnetic Pulse) is likely to damage or destroy most of the electronics on the battlefield.

If you and your opponent decide to play in the aftermath of an EMP, some of the effects might be:

- No Radar
- No Laser Rangefinders
- Damaged Stabilisers
- Failed Guidance Systems
- No Artillery Computers
- No Night Vision Devices
- Fewer Aircraft

NO RADAR

Without radar, anti-aircraft weapons have to revert to manual tracking.

Cancel all the effects of the Radar rule.

NO LASER RANGEFINDERS

When laser rangefinders fail, long range shooting becomes much trickier.

Cancel all the effects of the Laser Rangefinder rule.

DAMAGED STABILISERS

Without computers, stabilisation doesn't work very well.

All tanks with Stabilisers and Advanced Stabilisers reduce their Tactical speed to a maximum of 10"/25cm and their moving ROF to 1.

FAILED GUIDANCE SYSTEMS

Guided missiles rely on sensitive electronics to work.

When firing a Guided or Guided AA weapon, roll a die immediately before rolling to hit. On a 4+ the missile functions, otherwise it misses its target.

NO ARTILLERY COMPUTERS

Artillery crews train in old-fashioned manual systems for when the computers go down, but they are slower and less effective.

Artillery and Salvo weapons treat their Skill as 5+ when attempting to Range In.

NO NIGHT VISION DEVICES

Thermal Imaging and Infra Red technology is expensive and fragile.

Cancel all the effects of the Thermal Imaging and Infra Red rules.

FEWER AIRCRAFT

Modern aircraft use a lot of sophisticated electronics.

Players may only take the minimum number of Strike Aircraft and Helicopters in each unit.