



# North Ayrshire Wargames Club – inHouse Rules!

## General Rules

### Line of Sight/Shooting

Is now based from the middle/centre/top of the model. If they have LoS, then they can shoot, regardless of the weapon position on the models.

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## Frostbite Campaign Rules

### “Result Stands!”

Should any battle be won/lost by the fielding of an incorrect company composition, or any rule “doozy’s” happen during gameplay, the “Result Stands!” comes into play. This means that the outcome and all it’s effects stand as they are.

Hopefully, players will learn from their mistakes.

### “Jump System”

Only infantry units can use this ability.

### Field/Combat Engineers

Using the “minefield” ability, they may place the minefield at the beginning or end of their movement.

Using their “sabotage” ability, they may defuse a “minefield” when within “contact” (2.5cm) range at the beginning or end of their movement.

### MedTec

The “Hospital” and “High Walls” are both indestructible to normal fire, but can be destroyed by a field/combat engineers “sabotage” ability.

Being Type II fighters, they have all the characteristics of those units, i.e. *roll for morale if reduced to 3 models.*

### Artillery Strike - Against "Secured" Terrain/Buildings *(Under revision!)*

This type of attack cannot do any damage to terrain/buildings which are listed as “*secured*” or “*cannot be sabotaged*” in their description, e.g. the Tarmac Spaceport, unless otherwise stated in the description, i.e. see *bunkers!*

Units in these areas are also protected.

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## Weapons

**Q:** “*Flamers*” ... Should we use the WH40K flamer template in AT-43? This will stop overhead shooting.

**A:** The census is in favour of leaving the “*Flamers*” rules as they are.