

Action all Fronts

rules for WW2 wargames

by Justin G. Taylor

Design version: 8.3

Front cover picture, an American made Sherman tank.

Action All Fronts

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With thanks to
John Holroyd, Dave Taylor

For their efforts in helping develop these rules

Foreword

Welcome to Action All Fronts, rules for company level World War 2 land battles. Each model represents an individual soldier or vehicle. The rules do not use a specific figure size but rather let the player choose what size and measurement system they want to use. We would recommend figures between 28mm to 15mm in size.

Action All Fronts are written to enable gamers to play recreations of historical battles, and to play their own scenarios, or even ambitious WW2 campaigns for control of Europe, etc. As such, the armies are all intended to be balanced enough for any army to play any other army, even if the two were not historically pair-matched e.g., Britain vs. Soviet Union. This leaves any debates about historical accuracy where they should be - between the players.

The rules feature:

Limited visibility, which limits the enemy player to shoot only at what has been spotted rather than being able to target anything on the table.

Alternate unit activation instead of one army then the other army.
Overwatch fire is included.

Heroes to allow for those soldiers whose actions go beyond those expected from the majority. Including some details of those real-life soldiers whose exploits won them their country's highest military awards.

I hope that you enjoy the game and, in the process, learn a little bit about the history of this epic, world-changing conflict.

Justin Taylor

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The Die is Cast, ancient rules

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1. MEASUREMENTS

The distances given in these rules are given as numbers. Use centimetres to measure distances on smaller tables, perhaps 4 foot square, for smaller scale figures or just because you want to. Use inches for larger tables or because you want to.

Guess the range before declaring any shooting or charges, instead of measuring.

“Wars may be fought with weapons, but they are won by men. It is the spirit of men who follow and of the man who leads that gains the victory.”

George S. Patton

2. ROLES

On the battlefield there are different types of soldiers and each has a part to play. Here are the basic descriptions.

2.1 Infantry

The basic troops of all armies. Armed with a variety hand carried weapons; rifles, sub-machine guns, machine guns, light mortars and increasingly as the war progressed light anti-tank weapons. Some of the more exotic infantry would even be trained to use enemy weapons and carry explosives.

Infantry may also use various forms of transport including horses and bicycles.

2.2 Tanks

Really these should be called armoured fighting vehicles (AFV) as it covers a huge range of vehicles some with very specialised roles such as anti-tank hunting. However all armoured vehicles have the characteristic in these rules that they need to be attacked with weapons that have the ability to penetrate armour, making them immune from normal infantry weapons.

Later in the war AFV greatly improved in terms of mobility, firepower and protection. For this reason AFV are classified into three periods; Early war 1939 to 1941, Middle war 1942 to 1943 and Late war 1944 and after.

It is more expensive in points cost to use later tanks in an earlier game or cheaper to use earlier tanks in the later war period. This handily allows AFV to be used in fictional games or obsolete tanks to be used without having to adjust basic points values.

2.3 Artillery

The real killers in battle. It is estimated that over half the casualties in WW2 were caused by artillery. The larger pieces were organised at much higher levels of armies than the company level actions that the rules cover but might be involved in support of smaller units .

To avoid games being dominated by artillery, the amount available is limited by the army list options.



Recruitment poster for the US Army. Showing an image of Uncle Sam.

2.4 Vehicles

Trucks and jeeps (cars) really do not survive well on the battlefield as they are large vulnerable targets, often called soft skins. But sometimes through accident or design, these vehicles could be caught up in combat. In the game they are used as transport or supply vehicles.

2.5 Infantry Support Weapons

A variety of heavier weapons to enhance the firepower of the infantry. Heavy machine guns, mortars, light guns. Usually all crewed and moved (at least for short distances) by infantry.

3. CHARACTERISTICS

Each model is defined by a number of characteristics that define how they can be used or attacked in the game.

3.1 Anti Soldier (AS)

Weapons designed to kill people.

3.2 Anti Tank (AT)

Weapons that have the specific ability to damage AFV.

3.3 Armour (A)

Armoured vehicles (AFV) are immune from normal weapon fire, only anti-tank (3.2) or artillery weapons are able to attack AFVs.

Unlike other units, AFVs are not automatically destroyed if they are damaged. Instead they have a damage table and can suffer non-lethal effects.

Armoured vehicles have armour value (A) instead of Constitution, which is expressed as three numbers e.g. 8/8/6. These are; front, side, and rear/top armour respectively. The armour value represents a combination of both the thickness and slope of the armour of the vehicle

3.4 Constitution (C)

A measure of the survivability of troops under fire. Cover or protection can boost a models basic constitution value making it harder to damage and this eliminates the need for saving rolls in the game.

Soldiers have a value of 3, unarmoured vehicles 5, support weapons 8.

3.5 Equipment

Details all equipment carried. Refer to these rules and the appropriate army lists for details of its effect.

3.6 Fighting Skill (Fs)

The fighting ability of the model, on scale of Fs 1 to 5 as shown below

1. Raw recruits with little or no training.
2. Poor soldiers with little experience.
3. Standard fighting soldier.
4. Veterans or very well trained.
5. Elites, very highly trained

Fighting skill is used both for shooting and melee.

3.7 Hero Points (HP)

Some models also get these, the stuff of which heroes are made. Allows a model to survive certain death or to succeed where ordinary men would fail. See the Heroes section 19. for full details.

3.8 Morale (M)

Measures the devotion and confidence of the troops, be they well-led soldiers, fanatics, or penal troops. High M units are likely to hold their own under fire or in melee; low M troops will run at the slightest chance.

Morale values vary between 6 and 10 as below

6. Low quality troops, poorly motivated.
7. Standard class of trained troops.
8. Good quality experienced soldiers.
9. Highly disciplined soldiers, elites
10. Best there is.

3.8 Points Cost

This is the cost in game points of the model.

3.9 Power (P)

The strength of the attacking weapon.

3.10 Range (R)

Distance that a weapon can fire. Based on effective range, rather than the maximum range the weapon is capable of.

3.11 Rate of Fire (ROF)

The number of dice a weapon will roll when shooting.

3.12 Speed (Sp)

The basic distance that a model can be moved in a turn. The standard distance that infantry would expect to move is 6.

3.13 Veteran (Vt)

Above and beyond being good troops veterans have learned when not to take risks so have greater survivability over troops with less experience.

4. WEAPONS

“Whoever said the pen is mightier than the sword obviously never encountered automatic weapons.”
Douglas MacArthur

Most of the infantry in WW2 were armed with a rifle and some grenades. Machine guns could also be part of the squad organisation depending on the nation. Other more exotic weapons were added as the war progressed and the needs were identified from practical experience. The most important new weapon developed in WW2 was the assault rifle, a weapon which is now the basic weapon of the modern soldier. Weapons are defined by their Range, Power and number of shots they have.

4.1 Assault weapon

Covering a wide range of armament, submachine guns and other personally carried guns firing multiple shots. Models armed with assault weapons may move and fire at full effect.

Sub-machine guns were widely adopted in WW2 to give a huge short-range firepower to soldiers. And with modern manufacturing they were quick and cheap to make. The Russians had entire units equipped with them.

4.2 Grenades

Produced in a number of types. Their main purpose is to increase the short-range firepower of the squad, either in assaults, fighting in built-up areas or as a limited anti-tank weapon. Grenades are not handled in the rules as separate weapons but rather enhance the ability of the soldiers that carry them to fight and this is covered in the the appropriate rules sections.

Standard grenades have a Power of 1 against AFV. Specialist anti-tank grenades have a Power of 3 against AFV.

4.3 Light Mortar

A fast firing weapon with limited range, for firing at a target spotted by someone in the squad. They are treated as assault weapons (4.1)

4.4 Machine guns

Come in two categories; light and heavy. Light machine guns can both move and fire. Heavy machine guns cannot move and fire. However, the latter are more effective than the light machine guns. All machine guns have a number of crew models, two for light machine guns and three for heavy machine guns. The crew of a machine gun cannot go off and do other things, they have to stay with their gun, the gun may continue to shoot until all the crew models have been removed. When fighting in melee, each crew model fights and counts as if part of the gun crew.

4.5 Pistols

Yes, all armies used these particularly for officers and vehicle crews. However anyone who really wants to do some damage to the enemy picks up another weapon, say a rifle or a submachine gun. So pistols are only used as a melee weapons in these rules..

4.6 Rifle

The early rifle of WW2 was usually the same model that had been used in the 1914-1918 WW1. The American army was an exception to this however, developing between the wars, a reliable self-loading rifle which was much easier to train soldiers to use. Models armed with rifles may move and fire but have a penalty to their chance to hit.

4.7 Squad anti-tank (AT) weapons

At the start of WW2, the most usual AT weapon (if the squad had any at all) was a heavy rifle firing single large calibre bullets. These AT rifles were quickly made obsolete by rapid development of armoured vehicles on all sides.

AT rifles were gradually superseded by a variety of small rocket-based weapons using 'high explosive anti-tank' (HEAT) technology. The HEAT effect was discovered just before the start of WW2 and uses a shaped explosive charge to produce an armour penetration far beyond the weight of explosive used. HEAT weapons were rushed in to use even though they were not really ready. HEAT weapons always fail to damage on a roll of a 1 or a 2.

4.8 Support Weapons

Guns, of varying sizes, which require a crew of more than one man. Crew may never charge, even if they are on foot, because that would mean abandoning their weapons. If their gun has a 'gun shield', then the crew get extra protection. Support weapons require setting up before use. If the crew of a support weapon is reduced to less than half of its original strength, then the gun may not fire. Support weapons may also have a minimum range.

These weapons cannot move and fire. Support weapons need an additional Move action to prepare for firing after they have performed a Move action. They do not need to prepare to move.



Rosie the Riveter is a cultural icon of the United States, representing the American women who worked in factories during World War II

5. TURN SEQUENCE

Unless it states otherwise in the Mission Objectives, then each player rolls a D6 to see which side goes first. The player with the highest score goes first in the turn. In the event that both players roll the same, roll again until one player rolls higher than the other.

For each turn after the first, roll again to see which player goes first this turn. If the die roll is drawn, then the player who went first in the previous turn, continues to go first.

Each turn consists of two phases: Artillery and Action phases. The Artillery phase deals with artillery firing both on table and from off the table. The Action phase is where the units on the table resolve each units actions, one unit at a time, with both sides alternating the activation of a unit.

5.1 Turn Sequence

Artillery Phase

Action Phase

In each phase the player who is going first, takes the first action. They will then be followed by the other player, until both sides have completed all their actions in a phase. Once the Artillery phase has been completed, both players go through the Action phase and once that has been completed, that turn is ended.

A unit of artillery that fires in the artillery phase cannot be activated in the action phase.

6. ORDERS

To keep things simple in the game, units do not require any orders and a unit without any order can simply choose what actions to make when they are activated. But included below are some special orders that a player may use to increase the abilities of units whilst restricting their normal choices.

6.1 Attack order

Similar to not having a specific order but the unit must make a full move towards either a spotted enemy unit or directly toward the enemy table edge.

6.2 Movement Order

A unit with a movement order can choose to make up to three move actions instead of just one. However the unit must make at least one full move (move maximum distance from current position and stay at least that distance away from that position), and cannot make any other type of action.

6.3 Fire Order

Units with a fire order cannot make a Move action. It may make up to two shoot actions. It is exempt from the supply rules, so does not test for ammunition expenditure.

6.4 Recon Order

Only certain units as specified in the army list can be given a recon order. The unit gains a bonus for spotting enemy units but cannot perform a Shoot action.

6.5 Changing Orders

Units can be given orders, either; when they are deployed, or as part of their activation in the Action phase. However changing and order in the Action phase is not automatic.

To give, cancel or change an order in the Action phase, the unit must take a morale test and if it is passed, the new order has been given and the old order (if any) is cancelled. A failed test means that no change occurs, any order remains as it was and there is no penalty on the units morale state.

Orders given when units are deployed are not diced for and are automatically successful.

Orders continue to affect the unit until changed or the unit becomes Pinned or Flees. In those cases, any orders are cancelled.

7. ARTILLERY PHASE

Artillery is a broad term used to describe a variety of weapons with indirect firing capabilities. These are classified as two broad categories - artillery which fires from behind the lines called bombardments, and on table artillery, called field artillery. All artillery fire is done with either high explosive (HE) or smoke.

Bombardments use the large artillery template, you may buy individual bombardments from your army list out of the points allowance for your army.

Field artillery are fired on the table and are purchased as part of your army like any other unit. They also use the large template.

At the beginning of an artillery phase, you must declare all of your bombardments and field artillery fire for that turn. This means you have to declare which unit is firing, and place a marker on the target. . Align the direction arrows on the template so that '1' points directly away from the firing position, towards the target. For bombardments, use the owning player's table edge as the firing point. Please check that you have declared all of your artillery fire before proceeding to roll any dice. If you forget any fire, then you will have to wait until your next turn to use it.

7.1 Counter-battery fire

Once you have declared all of your artillery fire, the enemy player may then declare any counter-battery fire they have purchased from their army points allowance. A counter-battery fire represents an enemy attack on your artillery behind the lines. Each counter-battery dice gives your opponent a chance to stop one of your bombardments. For counter-battery fire, the opposing player declares which of their counter-battery dice are to be used against each bombardment, and rolls 1D6 for each. On a roll of 4 or more, the bombardment is stopped. Several counter-battery dice may be used against one bombardment, giving more chance of success. The number of counter-battery fires that are to be used must be declared before the dice are rolled. Regardless of whether or not the counter-battery is successful, it is used up for the duration of this battle.

7.2 Bombardments

If any bombardment is not successfully countered, the owning player now rolls for availability.

7.3 Bombardment Availability

Roll 1D6 for each bombardment in turn, making sure at all times that your opponent knows which bombardment you are rolling for. On a roll of 5 or more, the bombardment will arrive next turn. On a roll of 2 to 4, it fails to arrive (yet), but you may roll again next turn. On a '1', the artillery bombardment will not appear for the entire game. Once used, a bombardment is gone and may not be used again in the current game.

7.3 Bombardment Availability	
Die Roll	Result
5 or more	Approved. Bombardment will arrive next turn.
2 to 4	Delay. Roll again next turn.
1	Request denied. Bombardment is wasted.

However, you may purchase artillery observers for your force. An observer adds +1 to the availability roll for all of your batteries, meaning that artillery will arrive on a roll of 4 or more, and will never fail to arrive.

7.4 Roll to scatter Artillery

Once availability has been determined, roll 1D6 for each strike in turn. On a 5 or more, it lands on target, on a roll of 1 to 4 it scatters 2D6 in the direction indicated on the template.

When you determine where the templates land, roll to damage all models underneath the template (even friendly models) if you are firing HE. To be considered underneath, part of the body of the model must be within the zone. Not the barrel of a gun etc.

Each bombardment or weapon has a Power (P) value, and each model a Constitution (C) or Armour (A) value. These are compared to determine how easy a target is to damage. This concept is explained in section 13 Causing Damage.



A German infantryman in combat order with rifle.

7.6 Field Artillery

Field artillery must be declared, just like bombardments. However they are not subject to counter-battery fire or checking for availability. Field Artillery is assumed to have the range to reach anywhere on the table, other artillery may have limited range. Check for scatter and effect just as in section 7.4.

7.7 Morale check

If after either a bombardment or field artillery strike, any casualties are taken by a unit, the enemy player may ask for a Morale check to be made. They do not have to ask for a check to be made if they do not wish to. See section 8. Morale for the procedure for checking morale.

7.8 Smoke

If a weapon is not firing HE, then it may fire smoke. Smoke is used to blind and confuse the enemy. Both bombardments and field artillery use the large template. The weapons work in the same way as normal artillery weapons, except for damage. Instead of damaging a target, they lay smoke in the template area. It remains there for the rest of the battle. Units behind smoke get a bonus to either Constitution or armour value. This applies to any shooting through the smoke, except for artillery fire.

8. MORALE TEST

"We shall not flag or fail. We shall go on to the end. We shall fight in France. We shall fight on the seas and oceans. We shall fight with growing strength in the air. We shall defend our island, whatever the cost may be. We shall fight on the beaches. We shall fight on the landing grounds. We shall fight in the fields and in the streets. We shall fight in the hills. We shall never surrender."
- Winston Churchill

All units have a morale value (M) representing their ability to carry on under pressure. In battle units may behave differently than the commander wishes. This test simulates the effect of panic or overconfidence. It is a wise general who knows the limits of their men and does not put them in situations where they break and run, or where they advance rashly against the foe.

The morale value of a unit is always the highest of any model in the unit, unless otherwise stated.

8.1 When to take a morale test

8.1 Occasions to test Morale
Takes any shooting casualties in the Artillery phase.
Attempting a Rally action
Takes any shooting casualties in the Action phase.
Before attempting an Over-watch fire action.
Lost a round of melee
Taking a bail out test for an AFV (13.5)

A unit only tests once per type of test in appropriate phase. So only one test can be taken from shooting in the Action phase as an example. An enemy player causing casualties can choose not to have the test taken, waiting for a better opportunity later in the turn perhaps.

However an over-watch fire test must be taken each and every time before attempting to fire.

Takes any shooting casualties in the Action phase.

8.2 Test Procedure

Roll two D6, add and subtract the morale modifiers (8.3) below to the dice roll.

If the final result is equal or less than the morale value of the unit (M), then the test is passed, and the unit is in good morale state and may move, fire, and fight as normal.

If the final result is greater than the morale value, then see below (8.4 and 8.5) for how the unit behaves.

8.3 Morale Modifiers

Add 2

If unit is at or below half the original unit strength

Lost a round of melee

For modified bail out test

Add 1

Under artillery fire

Under heavy artillery, salvo rockets or flame attack.

Minus 2

In defences

Attempting a rally roll

8.4 Failing Morale if Not in Combat

If the test is failed then the unit becomes Pinned. It may not move towards the enemy, but may move away from them. Pinned units cannot be used for over-watch fire. The unit will suffer minus one Fighting Skill until rallied and forget any orders it has been given.

A unit which is already Pinned when the test is taken will Flee instead.



The war is over for these German prisoners.

8.5 Failing Morale in Combat

If a unit loses a melee and then fails its morale test, then the unit will either Flee or surrender.

If the losing side fails its morale check and is outnumbered, then the testing unit will surrender. Otherwise, it will flee.

Note that in the case of multiple unit combats, then all of the figures (vehicles do not count), in all of the units of both sides, involved in the melee, are counted for purposes of outnumbering. This is to try and represent some measure of the tactical importance of mutual support and the 'big picture'.

8.6 Bail Out Test

This is the crew deciding that the tank is in danger of catching fire and getting out, fast.

If they fail the test and are in combat with enemy infantry, then they are either captured or shot. The AFV is out of action for the rest of the game.

If they fail the test from shooting attack, assume they get away safely but the AFV is still out of action.

Note: only take the test once regardless of how many hits have been scored but do apply the minus 2 modifier if that result has been rolled.

8.7 Failing a Rally Test

For a unit to stop being Pinned or Fleeing, it must be rallied. This can only be done by taking a Rally action. If the unit fails the rally test, then it will surrender (if in melee) or flee (all other situations).

8.8 Auto Passing or Failing Morale Test

Regardless of modifiers, a unit never requires less than 2, or more than 12 to pass a M test.

A roll of 2 is always a pass, and a roll of 12 is always a fail. This reflects the uncertainty of real war where a doomed unit would occasionally fight to the bitter end, or a well-led squad could flee in panic or confusion.

A Hero point can always be used to turn a failed morale test into a successful one.

8.9 Pinned

Unit cannot advance closer to the enemy or perform over-watch fire. If infantry, will become Prone (10.9), cavalry or infantry on bicycles or in transport, automatically and instantly dismount.

Unit suffers a minus one to its fighting skill.

8.10 Flee

A unit which is already Pinned that fails its current morale test, flees. The unit immediately (as soon as the test is failed) makes a full move towards its own table edge.. The unit can no longer shoot, or fight in melee. In the Action phase the unit can only (and must) perform one of two actions; Rally or Move. If the Rally test is failed, the unit must Move. When moving, the player has no choice, the unit must make a full move towards its own table base line, applying the Not to Close rule (10.7).

9. ACTION PHASE

"Battles are won by slaughter and manoeuvre. The greater the general, the more he contributes in manoeuvre, the less he demands in slaughter."
- Winston Churchill

The key part of the game. In this phase all available units get to move, shoot, fight and rally.

Each player may activate one of their units and have it perform a number of actions, of their choice. Once it has performed all of its actions that unit is 'spent' and cannot be activated again until the next turn.

Once a player has spent one of their units, the other player must activate one of their units until that is spent. If a player has no more units to activate, then other player continues activating their own units, one at a time until they are all spent. The action phase ends when all units are spent.

Note: if when it is a player's turn to activate a unit and they have less units remaining to activate than their opponent does, then they may choose not to activate a unit and instead let their opponent do so.

A player may choose to either; Rally, Order, Recon, Move, Shoot or Charge with their activated unit.

If chosen Rally is the first and only action a unit can take. Otherwise Order is the first action a unit may take, followed by any other actions. Recon, Move and Shoot may be taken in any sequence but Charge is the final action a unit may take.

9.1 Rally Action

Rallying is a special action that a unit can make, it is an extra attempt to get the unit back into action if it is currently Pinned or Fleeing.

If chosen, the rally action is the only voluntary action a unit can take this turn.

Take a morale test as normal but with the extra bonus of attempting to rally.

A failed Rally test will result in the testing unit making an immediate flee move if not in combat or if the unit is in combat it may surrender.

9.2 Order Action

Otherwise, the first action a unit may take. In an attempt to either give or cancel an order on the unit. See 6. Orders.

A failed attempt to change orders means that the unit's orders are unchanged. It does not result in a change of morale state.

9.3 Recon Action

This is an attempt to spot enemy units. It may be done as part of a series of other actions but only one recon action may be taken by a unit in an Action phase.

See 18. Visibility for details on how to spot an enemy target.

Specialist recon units can spot to a greater distance than normal troops if they have been given a Recon order (6.4). Otherwise just treat them as normal troops.

9.4 Move Action

Unit makes a movement action, see 10. Movement. A unit may make up to three move actions in the Action phase if it has a Movement order.

Enemy may take over-watch fire reaction each time the unit moves.

9.5 Shoot Action

A unit takes as shooting action, see 12. Shooting. A unit may make two shoot actions in an Action phase if it has a Fire order.

An ammunition supply check may be needed.

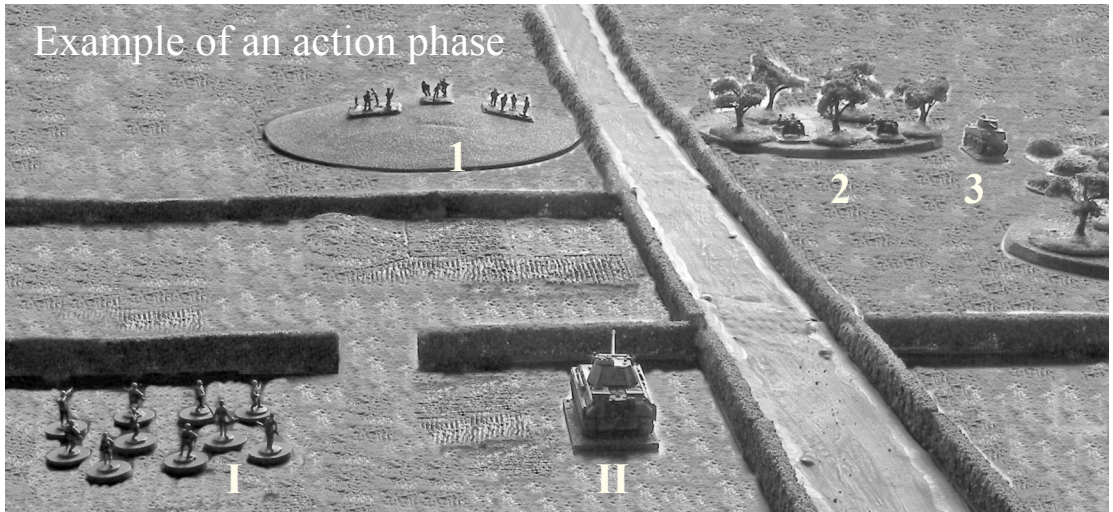
Enemy may take over-watch fire reaction each time the unit shoots.

9.6 Charge Action

This action may only be taken if there is an enemy unit within reach, see 14. Charge.

Charge is the last action that a unit can perform and so once completed its action phase is over.

Example of an action phase



In the example above, there are two German units; a squad of infantry (I) and a Panther tank (II). Against three units of Americans; a squad of infantry on the hill (1), two 57mm anti-tank guns in the woods (2) and a Sherman tank on the right (3).

The German player has won the initiative roll and can move one of their units first. But the Germans could refuse to activate a unit, as they have less units to activate than the Americans. So it would be up to the Americans to go first.

The unit that goes first will not be subject to Overwatch fire, because as yet no unit has been spotted.

For the Germans the spotting distance needed for the Americans is as follows. 15 for the infantry on the hill (other troops, not moved or fired). 7.5 for the A/T guns in the woods (other troops, in cover, not moved or fired). 18 for the Sherman (AFV, not moved or fired, behind cover). So since the German player unlikely to be able to see any enemy, the Germans let the Americans activate a unit.

The Americans choose to move off the hill, behind the cover of the hedge, so their distance for the Germans to spot them will be the same because although they have moved, they are now behind cover. They should also attempt to spot the Panther. It may not work but if it does the Panther will have been spotted and the Sherman would then be able to shoot at it, during its own activation.

So the Germans would probably respond by moving their own infantry to the hedge in front of them, spotting the American infantry (the Sherman and A/T guns being too far away to spot) and opening fire on the US infantry. As the German infantry has not yet been spotted, they would then not be subject to Overwatch fire.

The US Sherman could then try shooting at the Panther (the only German unit spotted so far). Either hoping for a very lucky shot from long range, or moving closer for a better chance of a kill.

The German Panther would then be activated and could choose to attack either the Sherman (easier to spot now at a distance of 36 since it has fired). Or to attack the US infantry. Of the two the US infantry makes a better target, as once they have been destroyed the German infantry can continue to advance. The Sherman poses little threat to the Panther and the German infantry can flank and destroy the US A/T guns.

As for the A/T guns, they are the wrong weapons in the wrong place at the wrong time. Although powerful, their range is so short that the Panther can easily fire at them outside their own range. The German infantry can out-flank and then overrun them, once the Panther has destroyed the Sherman. Defending a position that the Germans had to attack, would have been the right role for A/T guns.

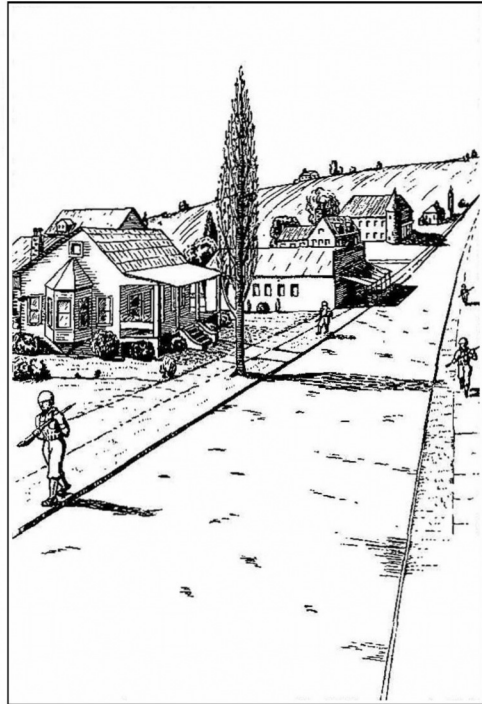
10. MOVEMENT

Models may move a distance dictated by their speed (Sp) value.

All units must start and end their moves within coherency, but they do not have to be coherent whilst moving. A coherent unit moves inside a 'box'. The 'box' is 12 by 12, or 18 by 8 for squads. The models may be anywhere within the box at any given time, but must always stay within the box. There is no limit to the spacing of the models or their formation, provided they stay in 'the box'.

The one exception is melee. If two units are fighting for a prolonged period, then the whole melee tends to turn into one huge mess, with men scattered all over the place. Units do not have to maintain coherency in melee - but they must move into coherency as quickly as possible after the melee is finished.

Support weapons (e.g. mortars, MG platforms) may turn freely on the spot in their move and fire phase, and do not count as moving if they do so. However, if any model in the unit undertakes any other movement, then the whole squad is considered to have moved.



From a US tactical manual, showing how a squad should move if expecting contact with the enemy.



Japanese troops on bicycles.



US troops at the battle of the Bulge, taking cover from enemy attack. See 10.9 Prone.

10.1 Terrain

The ground over which units move can change the actual distance units can move. So when travelling over other than normal ground use the following speed modifications

10.7 Not too Close

As part of normal movement, a model may not go closer than 1 away from an enemy model. To close to contact requires a Charge action or support of a charge.

10.2 Terrain Chart

	Type of Terrain			
	Road	Rough	Difficult	Minor Obstacle
Infantry on foot	+Half speed	N/C	Half speed	Half move
Infantry support weapons	+Half speed	Half speed	Half speed	Half move
Cavalry	+Half speed	Half speed	Half speed	Half move
Wheeled Vehicles	Double speed	Half speed	impassable	impassable
1/2 track vehicles	+Half speed	N/C	Half speed	impassable
Tracked vehicles	+Half speed	N/C	Half speed	Half move

N/C = no change in movement rate.

Impassable = may not move in this terrain.

Half speed means only move at half normal rate whilst in this terrain.

Half move means that half of the units movement must be spent to cross this terrain.

10.3 Road Movement

confers a movement bonus, so models will move faster on roads. Some will move double their normal speed, others move an extra half speed. Other terrain is ignored whilst on roads.

10.4 Rough Terrain

examples are; open woods, fields of crops, muddy ground, snow. Wheeled vehicles treat normal off-road terrain as rough.

10.5 Difficult Terrain

is; rocky ground, steep hills, dense woods.

10.6 Minor obstacles

examples are hedges, light fences/walls, streams.

10.8 Water

features such as lakes, major rivers require a bridge or some sort of water transport to get across, so count them as impassable.

10.9 Prone

a unit of infantry on foot (not cavalry or on bikes) may declare going Prone. If they do this they do not move but may fire as if they had moved on the turn they declare Prone, otherwise as stationary. Prone units add +1 to Constitution and can be shot over by other troops. A unit cannot go Prone in buildings or defences, they are already assumed to be making the best use of cover.

10.10 Half tracks

are vehicles where the front wheels do the steering but they have tracks at the rear of the vehicle. A little bit easier and cheaper to make than a fully tracked vehicle.

11. TRANSPORTING UNITS

Units may also use troop transports such as trucks or jeeps, to move more quickly or transport weapons that are too big to carry.

11.1 Transport capacity

A jeep can transport either a group of up to 5 figures or the crew of a towed gun. They can tow guns of up to 50mm calibre. If needed to carry a larger number of figures, for example a large HQ unit, the unit can be transported in more than one jeep.

Trucks can transport a full squad and also the crew of a towed gun (at the same time). Trucks can tow guns of up to 75mm calibre, mortars up to 120mm or small salvo rocket launchers like the nebelwerfer.

Larger guns need specialist transport vehicles, which can tow them and also transport their crew.

Other vehicles may be able to transport troops. For example armoured personnel carriers, these will have their capacity defined in their army list.

Apart from transport vehicles included in the army list for a particular unit, there is no requirement that a transport vehicle only carry the squad they started the game with.



Training in the use of a flamethrower.

11.2 Attacking transported units

Transports and the units they are carrying are attacked separately when using Direct Fire. So you make the choice to attack either the transport or the passengers.

If a transport vehicle is destroyed half its passengers (round fractions up) and any towed equipment is destroyed. For example, if a transport was carrying 9 soldiers and it was destroyed, 5 of the soldiers are casualties and are removed. The owning player of the transport may choose which are casualties. Any survivors automatically become Pinned.

If figures are being transported inside an armoured transport, they can only be targeted if the transport has an open top (top armour value of 0). But if targeted, the troops inside have a Constitution modifier of +2, just as if they were entrenched.

Artillery fire uses a template to determine what is hit and in this case both the transport and the passengers are hit. Although passengers in an armoured vehicle without an open top are not attacked. Test for the passengers first, as the destruction of the transport will inflict further damage on the passengers.

11.3 Entering or leaving a transport

To mount a transport or hitch up a gun to be towed, the transport vehicle must remain stationary throughout that player's turn. Any unit that has a figure within 6 of the transport vehicle can board the vehicle. Neither the transport nor the unit mounting can conduct either a Shoot or Recon action. Boarding the vehicle counts as a Move action.

To dismount from a transport life is a bit simpler. The transport vehicle may make a Move action, either before or after dismounting the troops. Dismounting from the vehicle requires a separate Move action. Both the transport and the troops dismounting can perform Shoot and Recon actions. When dismounting, each model may move to anywhere within 6 of the vehicle. That counts as a Move action by the unit dismounting. Although for a transport which is part of the squad (paid for as part of that squad's points cost) the transport can move and the squad dismount as part of the same Move action. A unit which dismounts cannot perform a Charge action in the same Activation.

11.4 Speed reduction for towed weapons

Wheeled and half track vehicles, towing weapons have their basic movement reduced to half its normal rate. Rounding fractions down.

11.5 Tank riders

Various nations used infantry to ride on tanks, some during assaults. Even riding on the outside of a tank without being shot at was dangerous, when being shot at, almost suicidal.

But infantry squads and platoon HQ's may mount tanks as transport vehicles, following the usual rules. There is a limit, each squad must have its own tank to ride on!



German troops manning infantry support gun. Models from the authors collection.

Brief Chronology of WW2

1939

September - Germany and Russia conquer Poland

November - Russia attacks Finland
1940

April - Germany conquers Norway

May - Germany and Italy conquer France

September - Italy attacks Egypt and Greece.

1941

January - British beat Italians in Libya. Britain attacks Italy in East Africa.

April - Germans conquer Yugoslavia, Greece and Crete.

May - German Afrika Korps sent to Libya.

June - Germany invades Russia.

December - Japan attacks US forces in Hawaii and USA joins the war.

1942

Japan conquers Burma, Malaya, the Philippines, Singapore, Hong Kong and many Pacific islands.

August - USA conquers Guadalcanal. The first major land victory against Japan.

October - US forces land in Africa

1943

May - German and Italian forces defeated in Africa.

June - British and US forces conquer Sicily.

July - British and US forces land in Italy. The Italians surrender to the allies. German forces fight on.

In Burma British, India and Chinese forces fight the Japanese.

Russia wins a decisive victory against Germany at the battle of Kursk. Having already defeated an entire German army at Stalingrad.

1944

June - Allied armies invade France, beating the Germans.

September - Russian beat Finland and capture Poland. Bulgaria changes sides to the Allies.

Japan launches major offensive in China. It should be mentioned that the Japanese had been fighting China long before 1939.

1945 - Germany and Japan defeated.

12. SHOOTING

A shooting action takes place in the Action Phase. Most units will use direct fire to shoot with but artillery units also have the option to use the Field Artillery fire option instead.

Weapons are subdivided into two types: anti-soldier (AS) and anti-tank (AT), and are specialised for their intended role. Only anti-tank or high explosive attacks can damage AFV's, so you must declare the correct type of attack before shooting.

12.1 Artillery Fire

Units classified as artillery can choose either to make a Field Artillery attack (7.6) in the Action Phase or use direct fire 12.2. Make the choice immediately before firing.

12.2 Direct Fire

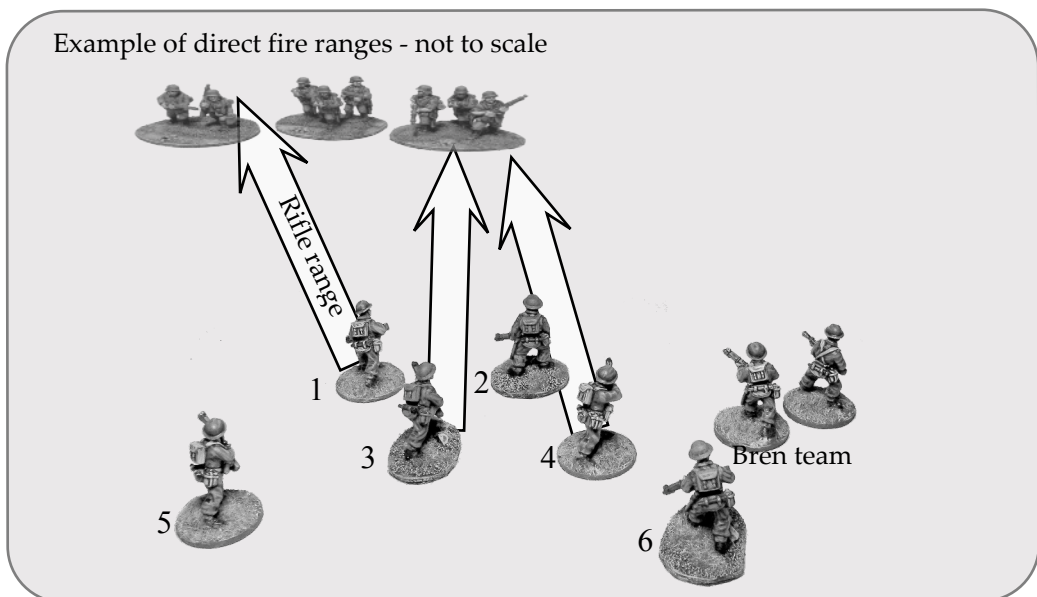
One unit may only fire at one enemy unit as a direct fire action. To be able to use direct fire against an enemy unit these conditions must be fulfilled:

- Enemy unit must be spotted
- Firing unit must have line of sight (LOS) to target, unless the firers are artillery (see army list details).
- Firing unit must not be routing
- Firing weapons must be within range of the target. Measure from the base (or hull) of the shooter to base of the target.

Note that you must declare a target before rolling any dice or checking distances. If the target is out of firing distance, then the shots automatically miss.

You cannot shoot through your own units to the target (unless using artillery or mortars), except infantry (who are on foot), who are either:

- Prone or
- Entrenched



In the example above, figures 1 and 2 are certainly in range. Figure 3 is only just in range from his base to the enemy base.

Figure 4 is out of range and so 5 and 6 will also be out of range and will not fire.

12.3 Choice of Ammunition

Most weapons have no choice of ammunition. Rifles, assault weapons, machine guns and squad anti-tank weapons, simply fire at their targets using their appropriate power.

However AT guns of 45mm or larger calibre can choose to use high explosive (HE) rather than their usual AT ammunition. In this case they reduce their normal power by half (rounding fractions down) and use the rules for HE attacks (12.8).

Weapons listed as HE, such as larger mortars always make an HE attack.(12.8)

12.4 Hitting the Target

Every model in the game has an Fighting Skill (Fs) value, which measures their ability to hit the target. Each model also has a weapon, shown under their equipment box in the army lists. Each weapon has a range, a Power (P), a type (e.g. Rifle, Assault) and a number of shots. This number follows the type. For example, 'Rifle 2' means that the weapon is a rifle and may fire 2 shots. Take a number of dice equal to the number of shots for each firing model in the unit. Now roll the dice. To hit an enemy, you need a score equal to or less than the Fighting Skill (Fs) of the firer, modified by the shooting modifiers below. For example, a Russian soldier with Fs 2 will need to roll a 1 or 2 to hit. A result of 3 or higher, would be a miss.

If the modified number is a zero or less, then the target is automatically missed (no dice are rolled).

12.5 Shooting Modifier table

Subtract 1

If firer has moved this Action Phase.
Unless using assault weapons

If firer is shooting as a overwatch fire.

Failed 'to hit' rolls can be converted into successes by the use of hero points but automatic misses cannot.

Note: that there are no modifiers for cover when shooting at a target, that is deliberate. Cover benefits apply when considering the damage a target suffers.

Once you have determined the number of hits that have been achieved on the enemy unit. Then you must roll to see what damage has been caused.

12.6 Normal Weapons

Most infantry weapons, rifles, machine guns and such, are only able to damage models with a Constitution value. They cannot damage armoured targets or damage buildings. So are normally used to attack infantry and soft vehicles, like trucks and jeeps..

12.7 Anti-tank Weapons

Anti-tank weapons have the ability to damage armoured vehicles as well as targets with a Constitution.



British Grant tanks - a variant on the American Lee. Operating in the Western desert.

12.8 High Explosive Weapons

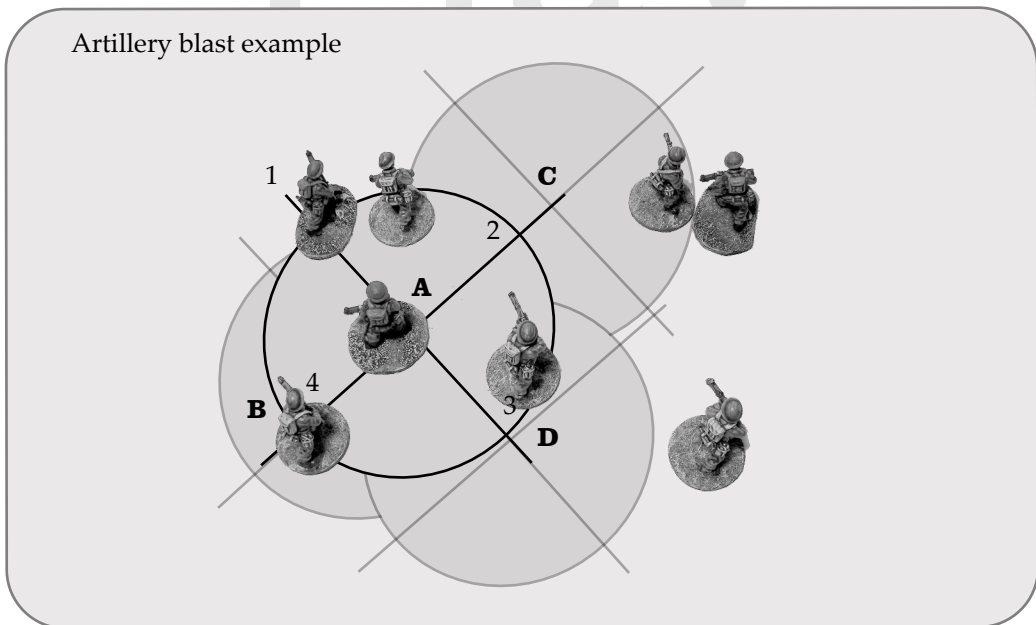
Weapons listed as HE, or guns of 45mm or greater choosing to use HE ammunition, make an HE attack.

The difference between this and the previous attacks that instead of a single hit being made on the target, for each successful HE hit, a small artillery template can be placed on the target unit. Roll to hit the target and if the roll is successful then the small artillery template is placed on the target.

The template can be placed on any model in the target unit within LOS of the firer and must be centred on that model (centre of the cross on middle of model). Any models under the template have been hit and must test for damage caused.



Russian infantry attack through deep snow.



In the above example the artillery template **A** covers 5 figures. That is how many it will hit if it does not scatter.

B shows where the template will be if it scatters 1 in direction 4 - still hitting 5 figures.

C shows where it will be if it scatters 4 in direction 2, now only hitting 2 figures.

D shows where it will be if it scatters 3 in direction 3, again hitting only 2 figures.

In order to hit a figure the template must be at least partially over the base of a figure or the hull of a vehicle. Otherwise it is a miss.

12.9 Smoke

A gun can use smoke instead of HE. Roll to hit as normal, place the template as for HE but instead of damage, the area is filled with smoke.

These areas of smoke are removed at the end of the turn. Unlike smoke from artillery fire which remains for the rest of the game.

"In a man to man fight the winner is the one who puts an extra round in his magazine"
-Field Marshal Erwin Rommel

12.10 Ammunition Supply (optional)

After a unit makes any fire action in the Action phase or over-watch fire, it must roll to see if it exhausts its ammunition. Units in defensive positions which have not moved out of them are immune to this rule. Roll a D6 and on a result of '6' the unit becomes low on ammunition and will run out of ammunition the next time it fires. Once out of ammunition a unit cannot fire until it is re-supplied.

A unit is re-supplied if it has a supply truck within 12 of it in the Orders Phase. Similarly a unit which is low on ammunition also is considered re-supplied if it has a supply truck within 12 in the Orders Phase.

This may seem extreme but supplies of all sorts are vital to keep units fighting. The rules ignore food and fuel but focus on ammunition. Most infantry squads in WW2 only carried enough ammunition to keep the squad firing for five minutes at maximum rate of fire.



A French resistance fighter armed with British Sten gun.



Women also played their part. This case working on farms whilst the men had become soldiers.

13. CAUSING DAMAGE

Once the number of hits against a unit is known, the next step is to work out the damage caused to the target unit. There are two sets of damage rules - one for AFVs (models with Armour values (A), and another for other models (which have Constitution (C)). Refer to the appropriate rules based on the type of model you are firing at.

13.1 Allocating the Hits

Normally working out damage is simple. Roll the dice for the number of hits caused and simply remove any casualties caused or record damage against an AFV.

But where the Constitution or Armour values in a unit vary, perhaps because some of the unit is in cover and others are not. The attacking player can choose to divide the hits between the different values. The rule there is that damage scored on higher value targets, either Constitution or Armour, are allocated to those targets first but if they are all eliminated, the remaining damage can be carried over to lower value targets. However any excess damage cannot be used against targets of a higher value. As an example, if you targeted troops not in cover, you could not then damage any of the unit that was in cover, with higher Constitution.

Normally the player whose unit suffers the damage, can choose which models to remove/take damage. But for shots fired by snipers or heroes, the firing player can chose the casualties.

13.2 Power vs. Constitution

Constitution (C) varies from 2 to 6. Most infantry have C value of 3 or 4, and soft vehicles have C value of 5 or 6. Refer to the table opposite to see what score on a D6 you need to destroy the enemy model. If you roll the number indicated or higher the model is considered killed/destroyed.

The higher the Power (P) of the weapon, the greater the chance of inflicting damage. Similarly, even very powerful weapons can fire dud shells which fail to explode or suffer some other mishap. Therefore a roll of '1' to damage always fails.

13.2 Constitution Damage Chart							
Power	Constitution						
	C2	C3	C4	C5	C6	C7	C8+
P2 or less	4	5	6	6	-	-	-
P3	3	4	5	6	6	-	-
P4	2	3	4	5	6	6	-
P5	2	2	3	4	5	6	6
P6	2	2	2	3	4	5	6
P7	2	2	2	2	3	4	5
P8	2	2	2	2	2	3	4
P9	2	2	2	2	2	2	3
P10 or above	2	2	2	2	2	2	2

'-' means that the target cannot be hurt.

The Constitution of the target is modified by the factors of the table below. So for example, a target in cover has its Constitution value increased by one.

13.3 Constitution Modifiers
Minus 2
Artillery is using VT ammunition.
Add 1
Target is behind cover or in wooden building .
Target is prone (not in melee).
Target is Veteran.
Add 2
Target is behind smoke, entrenched or in stone building.
Add 4
Target in concrete defences or bunker.

13.4 Power vs. Armour

When attacking armoured targets (AFV) only anti-tank or HE attacks can damage them.

Roll a D6 for each hit on the target

13.5 Armour Damage Chart	
Die Roll	Effect
1 or less	Shot pings off the tank and the crew continue as normal.
2	Tank undamaged, crew test to bail out.
3 or 4	Tank immobilised, crew test to bail out, -2 on morale.
5 or more	Tank destroyed.

Notes:

On a unmodified roll of one on the D6, the shot always has no effect.

For HEAT on a unmodified roll of one or two, the shot always has no effect.

HEAT and HE rounds have no modifications for range.

AT guns using HE, reduce their Power by half, rounding fractions down.

Reduce the Power of HE weapons by 3 when testing for damage to AFV. So as an example, an HE attack of Power 7 would be considered Power 4 when testing to damage an AFV.

Add 4 to the armour value of the target if it is either; hull down or being fired at through smoke.

The armour of the AFV target depends where the firing comes from either; front, side or rear. But artillery attacks using the large artillery template always attack the rear armour of the AFV. Likewise infantry in melee with the AFV always attack the rear armour.

A bail-out test is a morale check and explained in 8.6.

But the roll of the dice is modified by the factors below (13.6).

So as an example a roll of five for an AT weapon firing at over half its maximum range, would become a three and the tank would be immobilised and the crew would have to make a bail-out test, with their morale value two lower than normal.

13.6 Armour Damage Modifiers
Minus 2
If AT weapon is firing at more than half maximum range.
Minus 1
For each 2 levels of armour greater than the power of the weapon.
Add 1
For each 2 levels of power the weapon is greater than the armour.

Allocating damage to AFV is normally fairly simple. Just take the most serious damage result and apply it to the AFV. So if the AFV had immobilised and a -2 bail-out, and also a bail-out. Ignore the standard bail-out. Likewise if the AFV is destroyed, you don't need to bother about any other result.

But if the unit being fired on contains more than one AFV, apply the most serious result to one AFV and the next result to another, until all AFV in that unit, of that Armour value of less have had one result applied each. Also see 13.1.



View through the vision slits of a German tank.

14. CHARGE

As a last action in the Action Phase a unit may charge an enemy unit that it is able to reach. Once it has completed a charge action then its Action Phase is over.

Provided the charging unit is within range of its target, it is then moved into melee. Move the unit, figure by figure, until all the figures in the unit have been moved. Charging figures must make base contact if at all possible. If no chargers can make base contact, then the charge fails and no models are moved. Chargers must also try to split themselves evenly between enemy models if possible, but may not move beyond their movement distance to get into base-to-base contact. This may leave some models on both sides unengaged.

14.1 Support

A unit which is charging may call on other friendly units able to move into melee. Only those units able to move (e.g. that do not have Fire orders or are pinned or immobilised) and who have not charged already this turn, are able to support the attack. Supporting units are also moved into contact at the same time as the unit that is charging.

15. MELEE

Once any charging and supporting units have moved into contact, a round of melee is fought.

The defenders do not fire at the attackers as they charge in but instead the defenders (the target of the charge) get to fight first in the melee.

Each model in contact with an enemy model gets one die to throw plus extra bonus dice depending on circumstances.

These bonus dice (15.1) are all added together, so a figure charging and with an assault weapon would roll three dice.

In addition any figures of a unit which is in the melee but not themselves in base contact with the enemy, also add an extra die each towards the combat but with no bonus dice.

Use the Fighting Skill of the figures fighting to work out which dice have hit. The score needed to hit is less than equal to the fighting skill, just as for shooting.

Once the number of hits have been established then work out the damage caused.

15.1 Bonus Dice in Melee

Add one extra die for each:

Figure that is charging

Figure is an officer

Figure with assault weapon or member of machine gun crew.

Figure fighting from fortifications, trenches or buildings.

Against enemy infantry, roll a die for each hit caused. On a score of 4 or more an enemy figure has been killed. Remove the casualties.

Against tanks, roll for the Power of the attack against the rear armour value of the AFV. Again roll one D6 for each hit caused. Figures armed with normal grenades have a Power value of one, figures armed with anti-tank grenades have a Power value of three.

15.2 Melee Against Tanks

Tanks do not fight in melees but they can be fought against by infantry. Use the normal rules for charging but the AFV does not fight. Instead it may fire using over-watch fire before the charging unit moves (it may only target one charging or supporting unit). But only using any machine guns that it has. Once the over-watch fire is resolved and any morale test that may have to be made, any charging or supporting units that contact the tank may fight melee using the normal rules above and rolling on the Armour Damage table (13.5) for effect and always counting as hitting the rear armour of the AFV.

Tanks may also launch a 'charge' of their own against infantry or infantry support weapons not entrenched, in buildings or fortifications. Simply move the AFV forward and every enemy model it touches during its move must take a Constitution Damage test, with the front armour value of the AFV as the power of the attack. This is ramming the enemy!

15.3 Winning or Losing a Melee

The side that takes more damage than the other must test for Morale. If the damage caused is equal, then neither side has to test.

If one side is victorious and their opponents either surrender or run-away (8.5). Then the victorious side may re-organise, moving any of their models by up to 3.

If one side wins and their opponents remain in melee or if neither side wins, then the melee will continue. Do not move either sides figures and no shooting can be directed at a continued melee. Units tied up in the melee cannot either; rally, shoot or move until the melee is resolved. They can however charge again, in the Action phase, moving any unengaged models into combat (but not moving any engaged models). Also a fresh unit (not part of the current melee) may charge in and revive the melee.

When resolving a melee that has already fought one round, there are no defenders and the combat is simultaneous, with both sides fighting at the same time.

16. OVER-WATCH FIRE

Just after an enemy unit has either moved or shot (exception see 15.2 Melee Against Tanks), the other player can pick one of their units to fire on the unit which has just shot or moved.

In order to perform an over-watch fire, the unit must:

- Not be routing or Pinned.
- Have LOS to the target unit. Unless the firing unit is artillery and either an artillery observer or a company headquarters has LOS to the target instead.
- Be within range to target unit (if out of range then no fire takes place and the over-watch is wasted).
- Be firing at a spotted enemy.

Before firing the unit attempting over-watch fire must take a morale check, with the usual results.

The over-watch fire should then be performed as in the section on Shooting. A unit may perform over-watch fire each time an enemy unit moves or shoots.

17. WEATHER

Battles are not always fought in good weather or in day-light so these rules make for a bit more realism in the game.

Types of Weather

Rain

Current rain reduces visibility and previous rain makes for mud which reduces movement. In the worst case it can be raining and previously have been raining, in which case both problems apply.

Snow

Like rain, snow can reduce both visibility and movement. In addition its cold, we just hope that the troops are wearing the right clothes, often they were not.

Mist/Fog

Only reduce visibility and there is not much that can be done about that. Natures version of a smoke screen.

Night

Reduces visibility but unlike fog something can be done about it. Star shells or search-lights can be used to turn night into day.

18. VISIBILITY

"If the enemy's dispositions are visible, we can make for him in one body; whereas, our own dispositions being kept secret, the enemy will be obliged to divide his forces in order to guard against attack from every quarter."
- Chang Yu

One of the differences between real-life battles and our games is that gamers can see the entire table and know where each and every unit is. In order to limit the effect of this 'omniscient eye' view of the table, these rules on visibility are used.

At the start of any game the positions of any enemy units are unknown and they have to be 'spotted' in order to be shot at. In order to be spotted, a friendly unit has to be close enough not only to see it but to be able to identify it clearly - which is why camouflage is so important.

Once spotted by a unit in your army, an enemy unit is considered spotted by them all and will continue to be so until it moves to a position where it cannot be seen by any friendly units (the line of sight to it must be completely blocked).

18.1 Line of Sight (LOS)

Although terrain and other troops may obscure visibility they do not necessarily block it.

Hills in games are not always to scale. Before play define how and which hills block line of sight. You might for example say that a one contour hill blocks LOS or that it merely provides cover and a two contour hill is needed to fully block LOS. Hills need also be defined to see when they overlook other terrain features; lower hills, woods and buildings for example. Players should agree this between them before the game starts..

Buildings are depicted to the same scale as other models used, so in this case if the building actually blocks LOS in the game, then it has done so and the unit cannot be seen.

Sufficient depth of trees or jungle will actually block LOS so anything that is being viewed through more than 3 through wood/jungle cannot be seen.

18.2 Spotting Distance

Enemy units are in two categories for spotting; AFV and tanks, and everything else.

Basic spotting distances are as follows; 72 for AFV and buildings, 30 for everything else. These distances are modified in the conditions in the chart below

18.3 Modifications to spotting range

Halve Range	Double Range
Target neither moved or fired last turn.	Spotter is using Recon order.
Target in or behind cover (a wood, hedge or building for example).	Spotter is Artillery observer (but is only spotted as artillery target).
Target is entrenched or Stealthy.	
Conditions of poor visibility like; smoke, heavy rain, snow, mist or night.	
Observer is an AFV within 24 of enemy.	

Example

An enemy unit of infantry in a trench that has not fired or moved could be spotted at a distance of 7.5. That's 30, halved and then halved again.

18.4 Special circumstances for spotting

Artillery observers only spot for the artillery and cannot communicate with other units, so targets spotted by them can only be shot at in the artillery phase.

Units using the Recon order get a bonus to their spotting distance as shown above.

Although tank commanders viewed the area with their heads out of the hatches of their tanks this was dangerous to do when under fire or close to the enemy. So they got inside and closed the hatch. This is called being buttoned-up. The best tank commanders delayed this for as long as possible but often took casualties as a result.

Smoke will obscure vision but not totally block it.

18.5 Spotting enemy units

Units can only be normally be spotted as part of an enemy units activation, in the Action phase. A unit making a Recon action (9.3) will spot all enemy units within LOS and within range, of itself.

It may be useful to have some markers available to indicate which units have been spotted.

18.6 Automatic spotting

In some circumstances units can be spotted without a Recon action being made.

If a unit moves or has enemy move, within 5 and also within LOS, then both units will be spotted immediately.

Also if a unit declares a Charge action (9.6) it is immediately spotted.

19. HEROES

Over 60 million people fought in WW2. Out of those, some individuals fought with extraordinary distinction and courage. Often their actions made a unique difference to the combats they fought in and to that end these rules allow for heroes to make a difference above and beyond that of the average soldier. No matter what their cause, they had an unshakeable belief and drive in what they set out to do.

To represent their almost super-human abilities, each hero has a number of hero points which they can chose to use to change the game outcomes. The number of hero points available could be given in a particular scenario or chosen from an army list, with six being the maximum number of points that any hero can have.

19.1 Using Hero points

- They can be used either when you are taking actions or when your opponent is taking actions:
- To make an unsuccessful Morale roll successful (automatic pass). Can only be done to the unit that the hero is part of.
- To ignore the results of an enemy hit. May only be applied either to the hero or any vehicle they command.
- To make a failed hit or a failed damage roll successful. This only applies to a weapon that the hero is personally manning.

Once used hero points are expended and cannot be used in the current game.

The enemy may use a hero point to counter either ignoring a hit or turning a failed hit or damaged roll into a success. In this case the enemy hero must either be manning the weapon or the target of the attack. Counter use of hero points cannot be counter-counter (so only one point per side per event)! Both sides hero points would be expended.

A hero can use any of the squad weapons that they are with. Vehicle mounted heroes can only use the vehicles main gun.

Examples of four combat heroes of WW2

Robert Cain - British Victoria Cross
At the battle of Arnhem in 1944 he was ordered to form a defensive line to stop German attacks breaking through to the British artillery. Armed with a variety of weapons including at one point a 2 inch mortar which he used as an anti-tank weapon and is credited with destroying six German tanks, four of which were Tigers and a number of other German AFV's.

Otto Carius - German Knights Cross
In 1944 looking to halt the Russian advance he identified that the Russians had occupied the village of Malinava but that he could only use two of his force of six Tiger tanks to launch an attack. Upon entering the town, he and his other Tiger managed to destroy 17 Russian tanks in two minutes, including one of the new heavy Joseph Stalin tanks.

Audie Murphy - US Medal of Honour
He was awarded all but one of the U.S. military awards for valour available from the U.S. Army, and was also decorated by France and Belgium. He was presented the Medal of Honour for his defensive actions against German troops on January 26, 1945, at the Colmar Pocket, France. During an hour-long siege, he stood alone on a burning tank destroyer firing a machine gun at attacking German soldiers and tanks. Wounded and out of ammunition, Murphy climbed off the tank, refused medical attention, and led his men on a successful counter-attack.

Yakov Pavlov - Hero of the Soviet Union

Sgt. Pavlov was ordered to fortify a building in Stalingrad and defend it to the last bullet and the last man. Taking this advice to heart, Pavlov ordered the building to be surrounded with four layers of barbed wire and minefields, and set up machine-gun posts in every available window facing the square. The Germans attacked, often several times a day for two months but still the building held and the defenders held out until relieved.

20. BUILDINGS

These are constructed of either wood or bricks/stone. Stone construction was most common but there were large numbers of wooden buildings in Asia, Russia and Eastern Europe.

Buildings count as cover for spotting and also offer protection from enemy shooting.

Wooden buildings add one to the Constitution of units using them as cover, stone or brick buildings add two.

Stone buildings and bunkers cannot be destroyed, only the units within them hurt. Wooden buildings are destroyed by a single hit from a gun of 150mm or larger.

20.1 Entering or Leaving Buildings

A unit of infantry or infantry support weapons on foot can simply move into a building when they are already in contact with an outside wall. They can use doors, windows or simply create their own hole (a technique known as mouse-holing). They will then occupy that floor of the building.

Leaving a building is similar, taking a move to move from that floor to the adjacent outside wall.

20.2 Moving Within Buildings

For smaller buildings a unit is considered to occupy an entire floor of a building. A unit may move to an adjacent floor, taking a Move action to do so.

Larger buildings (examples; a factory, apartment block or large public building) can be split up into sections (something like 6x6 in size). Moving into an adjacent section takes a Move action. There is a limit of one friendly unit to occupy each section of a building, units can move through friendly units but not finish their move in the same section. Moving into a section held by the enemy can only be done as a Charge Action

20.3 Bunkers

Unlike normal buildings, bunkers are designed to resist attack, so cannot simply be moved into. The enemy must first be cleared out of a floor of a bunker that one of your units wants to occupy. They must either leave, be killed or surrender.

The enemy constitution is increased by four whilst they are inside a bunker.

Units firing from inside a bunker can only fire through provided firing slits (which should be visible on the bunker model).



German propaganda poster. The text reads, "Like we fight - You too must work for the victory."



A Russian propaganda poster of 1944 showing Hitler being defeated by the combined forces of Britain, the USA and Russia.

21. SPECIAL RULES

21.1 Preliminary Bombardment

Preparation designed to weaken an enemy prior to an attack. Rather than have a lot of dice rolling to determine what is destroyed, a player using preliminary bombardment picks a certain number of points (up to 25% the points value of their army) to be spent, after deployment. Before the first game turn is taken, the other player must then remove at least that number of points from their army (either the on-table forces or any off table forces).

However the points value of the troops removed can be doubled if;

- The attacking player chooses which troops to remove.
- The troops removed are in entrenchments or fortifications (including the cost of the fortification).

So enemy troops in fortifications and chosen as casualties by the attacker would cost four times their worth in preliminary bombardment points to remove.

21.2 Hidden Units

Where specified an army can deploy markers instead of units at the start of a game. It can deploy twice as many markers as it has hidden units (two markers per unit). The markers represent possible positions of units and may or may not actually be a unit. Hidden units cost an extra 33% of the unit cost. Fortifications cannot be hidden.

Even the owning player does not have to make a choice as to whether the marker represents a real unit or not, until it is revealed.

Markers are revealed if the owning player moves or fires, a unit which has been hidden. After being revealed simply replace the marker with the unit (entire unit must be deployed be within 8 of the centre of the marker) before taking the action. Or a marker can be revealed by being spotted or being in the zone of artillery fire. For spotting purposes treat a marker as an entrenched 'everything else target' (so usually spot at 15). Once all the dummy markers have been revealed then every other marker must be a real unit.

21.3 Fanatics

Troops who will not surrender or run.

Fanatics automatically pass any morale check they are required to make when in melee.

Out of melee, a Pinned unit of fanatics who fail a morale test are required to make only Move or Charge actions. At least one Move action must be made per activation and all moves must be at full speed towards the most easily reached, Spotted enemy. If within distance to make a Charge action, then it must be taken.

Fanatics occupying fortifications are not required to advance toward the enemy and instead simply remain Pinned.

21.4 Jungle

Jungle is normally considered impassible terrain and cannot be moved through except on roads. However jungle trained troops treat jungle as difficult terrain.



US troops in the jungle.

21.5 Snipers

Specially trained in the art of marksmanship and concealment. Snipers ignore any cover modifier to their targets Constitution. They may also select (rather than the owning player) the figure to be removed.

Snipers are also Stealthy targets and use the Hidden units rule.

21.6 Amphibious Crossings

Troops could be given various means of transport to cross rivers, lakes and the sea. Treat them as transport vehicles.

Simple raft, carries a squad, speed 2, constitution 3. No morale rating.

Powered vehicle speed 4, morale rating and armour or constitution defined in list.

Boats speed 6, constitution 5 or if armoured 1/1/0. Morale rating 7.

21.7 Glider Troops

Unlike paratroops, glider-borne troops could be dropped on their targets, ready to fight.

Each glider either carries a squad or a light gun and jeep as transport. There were also special light tanks designed to be carried in gliders. Treat the gliders as transport vehicles but apart from flying, they do not move. They have a constitution of 3 and no morale rating.

All gliders should be deployed in the artillery phase with the centre point where each glider is to land marked with some sort of small counter. In the turn that the gliders arrive, the player using the gliders automatically plays first in the turn, no die roll is made.

Once all glider counters are down, roll for the possible deviation of impact of each glider using the large artillery template and the normal rules for artillery deviation.

If any part of the template then includes rough or difficult terrain, or a minor obstacle or building, the glider has crashed and the passengers treated as they are in a destroyed transport. If the glider lands safely then the passengers can be deployed anywhere within the area of the template.

21.8 Hull Down

Tanks often used dips in the ground or the ridge-line of a hill to take a position where only their turret was exposed, making them a more difficult target and also exposing only one of the best armoured parts of the tank, the turret, to enemy fire.

An AFV can take a Hull Down position in normal terrain by taking a whole Move action to do so or by simply moving to contact a hill ridge-line or hedge. Once taken, the hull down remains until the AFV moves again.

Hull down adds 4 to the armour value of the AFV for shots from to its front.

21.9 One Man Turret

Some AFV were built with a commander who had to both; command and shoot the tank. It was too much for one man to do and so AFV with this rule may perform only one of the following types of action during their activation; Move, Shoot or Recon.

21.10 Flamethrowers

A rather nasty short-range weapon. Flamethrowers were much feared and their operators often executed if captured. They could be mounted on vehicles or carried by a man.

Flamethrowers have a range of 6, a power of 6 and use the small artillery template. To use, simply place the template, centred on a model in the target unit, with the centre of the template no more than 6 from the the firing model. All models (friend or foe) under the template are hit. Resolve damage as normal but no cover bonus is applied to enemy constitution.

Man-pack flamethrowers are one shot weapons, remove the team once they have fired. Vehicle flamethrowers can shoot more than once.

21.11 Engineers

Combat engineers are a vital part of any army either for the construction of bridges and fortifications or the demolition of any obstacles the army may face.

An engineer squad is a four man team in this game with Fs 3, Constitution 3 and Morale 7. They are equipped with the standard rifles of their army and have anti-tank grenades (in fact large amounts of explosives). You may have one engineer squad per platoon HQ, providing the enemy player has fortifications.

Instead of shooting, an engineer squad can remove a 6x6 area of mines that it is adjacent to. Or they could make an attack at power 10 against a bunker or building they are adjacent to, affecting all the enemy troops in that section. Or they could destroy an obstacle or section of barbed wire they are adjacent to.

22. FORTIFICATIONS

Where an army has time to prepare defences the job of attacking will be a lot harder. There are various battlefield defences to be considered.

22.1 Barbed wire

Makes it very difficult for infantry (including those mounted on horses or bicycles) to cross. Infantry must spend an entire turn (not just a single Move action) adjacent to the section of barbed wire that they want to cross. They may then cross in the following turn, taking a Move action to do so. However the barbed wire section will remain intact behind them.

Tracked vehicles may simply move through a section of barbed wire and will destroy it as they move through it.

A section of barbed wire is 6x2.

Barbed wire may be destroyed by heavy artillery fire, so is considered to have a Constitution of 8.

22.2 Entrenchments

Basically defences dug out of the earth. Fairly quickly built and have the advantage of offering concealment as well as protection.

Trenches protect infantry and squad weapons. Small gun pits protect infantry support weapons and guns up to 74mm in size. Large gun pits protect guns of 75mm and larger, as well as AFV.

Each section of trench is big enough to hold a squad.

Entrenchments are not destroyed in the game.

22.3 Bunkers

Very well built defences with full overhead protection for their occupants. Small bunkers are used for infantry, infantry support weapons and guns up to 74mm. Large bunkers are used for larger guns. Where a bunker holds multiple weapons/squads, its cost is the accumulation of the bunker costs for everything it holds. Also see the rules on buildings 20.3

22.4 Anti-tank Obstacles

Designed to stop the movement of vehicles. Vehicles cannot move through areas with obstacles. Infantry may and with no penalty. Infantry in an area of obstacles count as being in cover.

A section of obstacles is 6x4.

Fortification costs	
Type	Cost
Barbed wire section	20
Trench	20
Small gun pit	30
Large gun pit	50
Small bunker	75
Large bunker	100
AT Obstacles section	20
Area of mines - single type	30

22.5 Mines

An area of the table 6 by 6 can be mined as part of a defence fortification. Mines are either anti-tank or anti-soldier. The mined area can be mined with both types of mines to damage anything. You can also consider areas that are booby-trapped to be mined areas. Areas that have been mined should be marked on the table so that both players are aware of them.

Anti-tank mines will damage AFV or other vehicles that pass through them. Roll a D6 on the for each one passing through a mined area. On a roll of 4 or more, the AFV/vehicle has been damaged. Vehicles are automatically destroyed, AFV roll once on the Armour damage chart 13.5

Anti-soldier mines will damage infantry and infantry support weapons moving through them. Roll a D6 for each squad passing through. The squad loses a number of casualties (dead) equal to half of the roll, rounding fractions down. So a roll of 1 would mean not losses.

Mined areas can be removed either by engineers or as part of preliminary bombardment 21.1

24. ORGANISATION

The basic unit is a squad or a vehicle. Above the squads are headquarters (HQ) groups of either platoon or company level. For any size of force you can have a platoon HQ but you must have at least one squad for each platoon HQ.

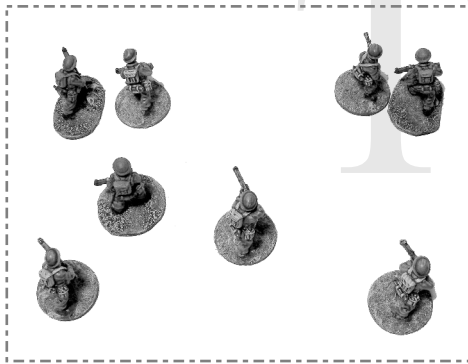
You may choose a company HQ if you have a least two platoon HQ's and you must have at least two platoon HQ's for every company HQ you choose.

24.1 Squad Formations

Squad size will depend on the army it belongs to and the type of squad it is. But squads have two types of formation; box and line. At the end of your turn make sure that your squad members are in either of those formations.



Standard line formation, a 18x8 box. It could also be placed on its end to represent a column.



Standard box formation, a 12x12 box.

24.2 Combined Units

An HQ can also join with infantry squads of the same platoon. The HQ and squad will be then activated and used as a single unit.

Each of the infantry squads that form part of the combined unit must remain within 12 of the HQ that forms part of the combined unit. The individual squads still count toward victory conditions.

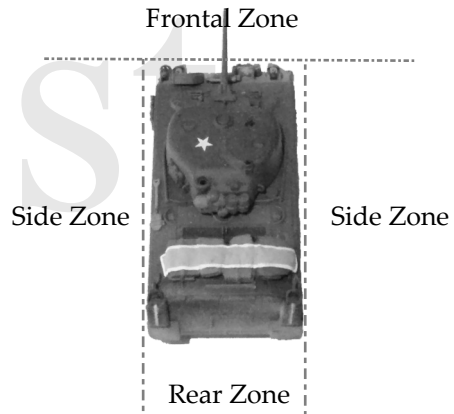
24.3 Unit Facing

The models in a squad can face in different directions but the direction they are facing is important. Generally a model can only fire at a target in its frontal zone.



AFV turret mounted weapons (and that of any anti-aircraft weapons) can fire all round, 360 degrees. But any AFV hull mounted weapons are limited to firing in the frontal zone.

AFV also have side and rear zones. These are important as an attack from these zones hits either the side or rear armour which is usually thinner than that from the front.



25. BUILDING AN ARMY

The basic unit of this game is a squad of infantry. The composition of a nations squads and the equipment that it has available is determined and shown in that nations army list.

Where nations use similar weapons the details of those are shown under common equipment at the very beginning of the army lists. So you will need both your specific army list and the general equipment list.

Start your army with an infantry squad, to that you may add either platoon commands or more infantry squads.

Platoon commands allow you to have up to three infantry squads per platoon command and one unit from the platoon support unit section.

For every two platoon commands your army has, then you can add a company command to your army.

A company HQ allows to to add one artillery support to your army and either; another artillery support, a company support unit or an AFV. If AFV are worth 200 points or less (see modification for the period of war, opposite) then they only count as half a choice. A company HQ can add an artillery observer team if wanted.

Transport can be added to a unit that does not already have any and can be; jeeps, trucks, bicycles and horses, depending upon type. If you want to simulate ski troops, cost them as bicycles and the skis move at bicycle rate but only on snow, otherwise treat them as simply on foot.

Up to two hero points can be chosen for each full 1,000 points of army list available.

Engineers and flamethrowers can be used (up to one per platoon HQ in your list) if the enemy is using fortifications.

25.1 AFV

Although these rules are based around infantry actions, tanks played a vital part of World War 2 and so are included.

The development of the tank quickly brought; better guns, bigger engines and more armour. Likewise infantry anti-tank weapons improved both in number and effectiveness. So it is unfair to compare tanks of the early war with those later in the war.

So tanks are split into three periods of service; early war up to 1942, mid war 1942 to 1943 and late war 1944 onwards. This relates to the dates that they entered service, rather than development or production dates.

If an early war tank is used in a mid war game, then its points cost is halved. In a late war game then its points cost is quartered.

For a mid war tank, halve its points if used in a late war game, double them if used in an early war game.

Similarly a late war tank has its points costs doubled if used in a mid war game and they cannot be used at all in early war games.

All tanks are assumed to have a machine gun in their hull and the rest of their weapons mounted in a turret unless otherwise noted in their vehicle statistics.

Normally each tank is an individual unit and operates as such in the game.

26. WHAT YOU WILL NEED TO PLAY

First of all you need an opponent. Wargames clubs often have websites and an internet search for wargamers should find you people not only to play against but also with years of experience.

26.1 Measuring

A standard three metre retractable tape measure is useful for measuring all distances in the game, movement and shooting. One with both metric and imperial measures is best.

Before declaring shooting or charging, ranges should be guessed instead of measured. Do not measure the distance between units before charges are declared. It adds a bit of guess-work to the game.

26.2 Dice

The rules use standard six sided dice, known as D6. Since they cannot roll higher than a 6, any roll that needs a 7 or more on a single D6, is an automatic miss. The numbers required for the various game actions vary between high and low scores, that is on purpose, so that any variation in dice quality will not give an advantage in the game.. Obviously both sides should use a fair set of dice and if there is any doubt, then simply use the same dice for both players. A range of colours is useful as then you can in a single roll, throw dice requiring different scores and easily distinguish them.

26.3 Artillery Templates

There are two sizes of artillery template. Large, is 5 in diameter (of the measuring system you are using) and are used for artillery attacks (Artillery phase 7.)

Small, is 2 in diameter and is used for normal shooting with HE (12.8)

You can make your own templates or buy them from either; Veni Vidi Vici or Figures in Comfort (see page 54).

26.4 Table

For 28mm scale figures the standard size table is six feet wide by 4 feet deep. This will cheerfully give you a game of fifty figures a side. A similar sized game for 6mm or 10mm scale figures could be played on a 4 foot by 4 foot table.

26.5 Models

The common wargaming scales are; 6mm, 10mm, 15mm and 28mm. The smaller scales are cheaper, allow an army to be played in a smaller area and take up less space to store. Larger scale figures can be painted beautifully. It comes down to what you prefer and indeed you can have a collection of armies and in different scales.

These rules are not scale specific and can be used with any scale of figures.

There are a wide variety of models available, either in metal or plastic. Plastic is cheaper but often only the most common figures in an army are available, for the odd figure metal will still be needed.

Included in these rules are some adverts from popular figure manufacturers but there are others and they are easily searchable on the internet. Often manufacturers give discounts to members of wargaming societies. So it is worth joining up for the discounts, as well as the information available from your fellow wargamers.



German Panther tank.

27. GLOSSARY

Artillery template

Circle either; 5 diameter for large artillery template or 2 diameter for small template. Distance depends on the scale being used in the game (see 1. Measurement). Any model within the template is hit and must test for damage.

AP

Armour piercing. Usually high velocity shot designed to smash through armour. Its penetration is very dependant on range. Occasionally tungsten was used within the round to increase penetration at very short range but this was both expensive and tungsten was also needed to make machine tools. APHE (armour piercing high explosive) was also a variant with an explosive charge, designed to increase damage once the round had penetrated.

APDS (armour piercing discarding sabot)

A high velocity armour piercing round where a sabot carries a smaller calibre round through the barrel and then peels off once the round has left the barrel. In WW2 this was a new design and accuracy suffered accordingly. Only in limited use.

HE

High explosive. An exploding round designed to do damage with metal fragments and blast.

Squad (or section)

Smallest unit of an army, led by an NCO. Next highest level, platoon.

Platoon

Usually the first level of infantry unit commanded by an officer. The platoon consists of several squads. Next highest level, company.

Company

Usually the first level where support weapons are attached, combined with several platoons. Normally the highest level unit within the rules. Next highest level, battalion.

Battalion

With several companies and more heavy weapons the main difference with companies was specialist communications allowing contact with higher level formations including divisional headquarters.

NCO

Abbreviation for non-commissioned officer, experienced and/or effective soldiers, placed in direct command of soldiers. By passing on their experience, NCO's make a vital contribution to an army's effectiveness.



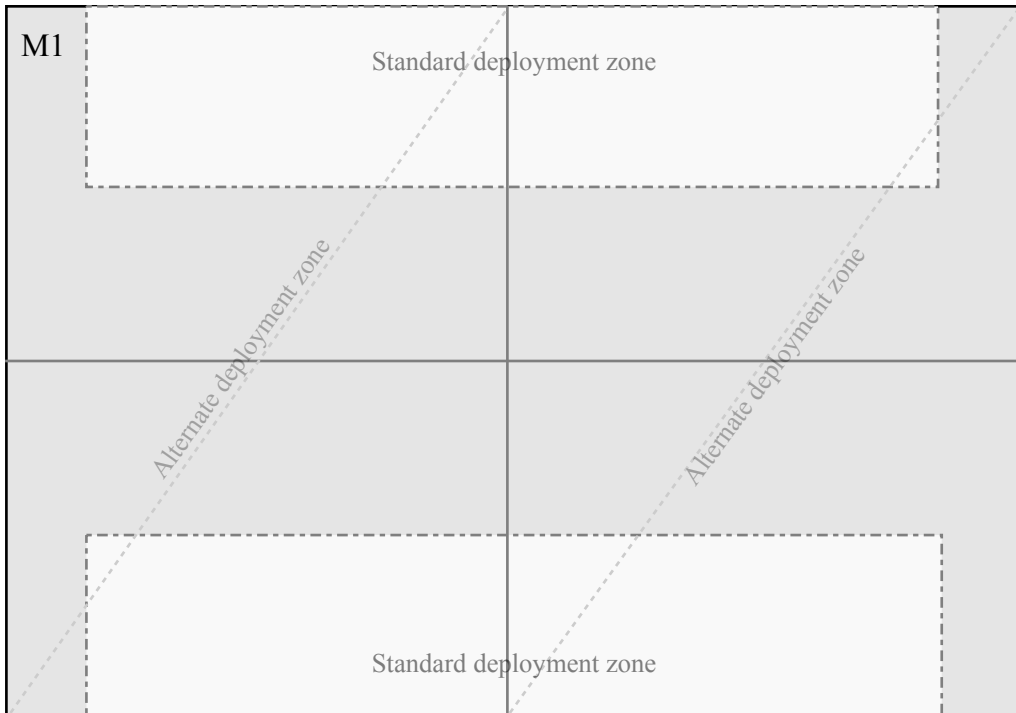
Bunker.

27. SCENARIOS

The standard deployment is on a 6 foot by 4 foot table.

With none of your units closer than 1 foot to the the centre-line of the table and not closer than 6 inches to the table sides.

An alternative deployment is for each side to measure from the the furthest away corner of a table side and the centre of the table edge nearest to them. All of their units must be completely within the the zone defined by that line and the table behind it (as shown on the map below as the alternate deployment zone).



27.1 Amount of Terrain

In a standard terrain game such as fighting in Western Europe, 25% of the table should be covered with terrain. A simple way to do that is to take all the terrain you are going to use and fill one quarter of the table with terrain, then distribute it over the table.

In open terrain such as the desert or the Russian steppes, 12% (one eighth) of the table should be covered in terrain.

In close terrain such as; cities, hills or close woods, 50% of the table should be covered with terrain.

27.2 Victory Conditions

Normally both sides will fight with an agreed upon number of points per side. The winner this the side that can destroy more than half the number of enemy squads at the end of any turn. If both sides reach that objective at the same time then decide the winner by the number of points

destroyed. Squads that have captured as well as tanks whose crew have bailed out, are counted as destroyed.

Different scenarios may use other victory conditions.

S1. Meeting Engagement

Use the standard map M1 above.

This is the 'meeting engagement when two forces are moving toward one another and fight, with neither side having the advantage of prepared defences.

S2. Hold Your Ground

Use the standard map M1.

One side is in a defensive position and the other side has to breakthrough.

Defenders only have 75% of the attacking army points. They can spend up to 25% of their army points on fortifications.

Attackers can use Preliminary Bombardment, engineers and flamethrowers.

The defenders occupy the whole side of their table and may have fortifications and the Hidden rule.

The attackers may deploy their forces but no closer than 18 from centre of the table.

The attackers win if they can get at least one third of their starting number of squads to within 12 of the enemy table edge. Otherwise use normal victory conditions.

S3. Take the Town (use map M2 below)

Set up an area of buildings (12 square) in the centre of the table. Up to half (in points) of the defenders force can start amongst the buildings. In the buildings the defenders can use fortifications and the Hidden rule. Attackers can use engineers and flamethrowers.

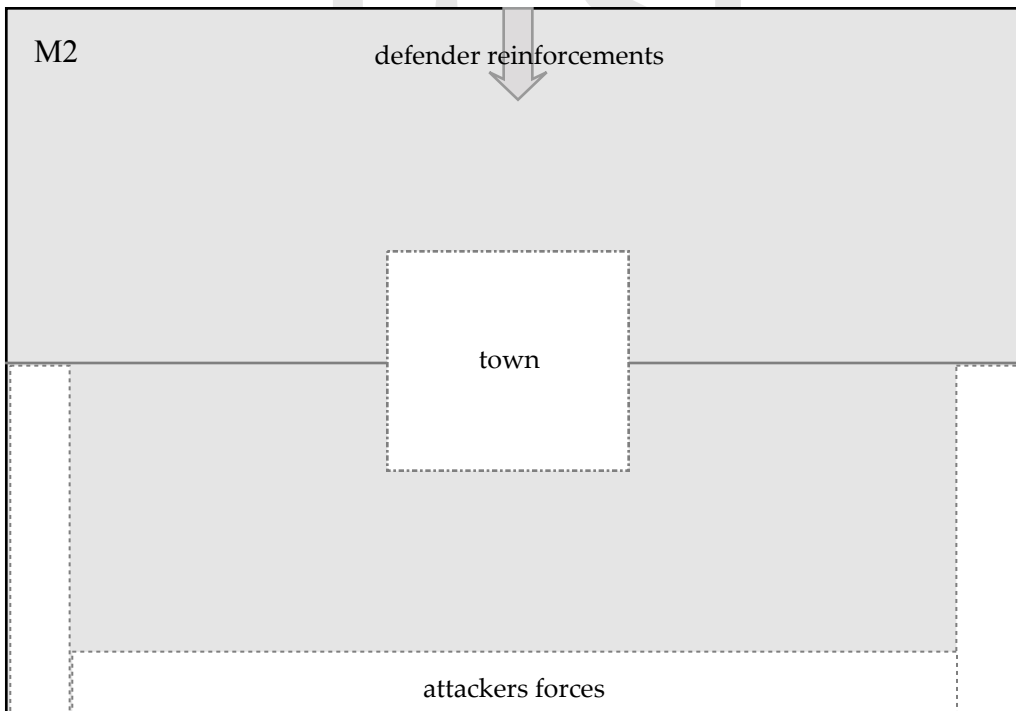


Japanese infantry firing after going prone

(S3 continued) The attackers forces may be set-up within 18 from the town, along their own table edge and up along the sides of the table up to the centre line.

The remaining defenders forces enter from their base table edge, on the third turn (turn 4 if using cm as measurements), taking their first move from their base line.

Attackers win if they can destroy all defenders in the area of the town. Otherwise use normal victory conditions.



S4. Breakout (use map M3 below)

An impassable river-line is placed within 6 of the centre of the table on the defenders side. With a bridge at the centre point of the river.

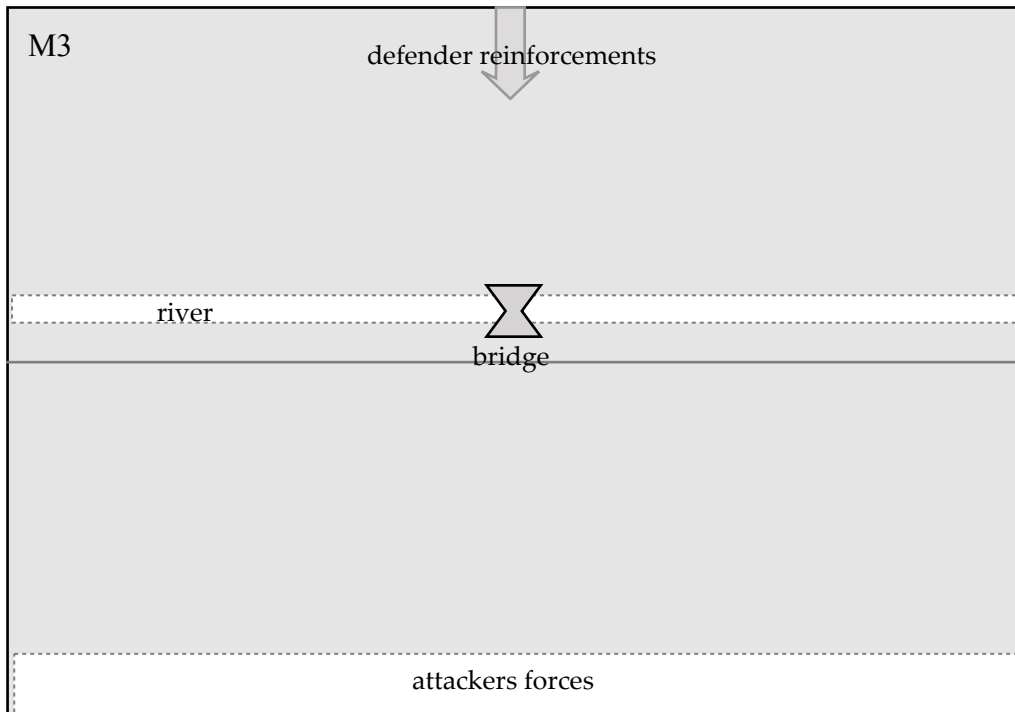
The defender may place up to half of their force (in points cost) anywhere on their side of the table centre line. That force may use fortifications and the Hidden units rule..

The attackers can be placed no closer than 18 of the table centre line.

Remaining defenders forces can enter from their table base edge on the third turn (fourth turn if using cm as measurements).

Attackers can use Preliminary Bombardment, engineers and flamethrowers.

Attackers win if they can get a third of their original number of squads across the river. Otherwise normal victory conditions apply.



Before you fight the battle, you have to get there.

S5. Capture the Prisoners (use map M1)

There are 3 groups of prisoners to be rescued. The prisoners can be placed by the defending player anywhere on their side of the table, not within 12 of the edge. They do not move and cannot be harmed.

The defending player has half the points value of the attacker and may use the Hidden units rule.

The prisoners are rescued by the attacker moving into contact with a group. If all three groups are rescued that is a major victory for the attackers, rescue two and that's a victory, rescue one its a draw, rescue none and the defender wins.

The attacker has 4 turns to rescue the prisoners if using inches as a measure, 8 if it is cm.

28. RULE DESIGN NOTES

These rules have been designed as an easy to use way to play games of World War 2 infantry actions, on a one figure equals one man basis.

There are no wounded, a figure is either fit to fight or they are not and considered a casualty and removed from the table. That means that medics (first aiders on the battlefield) are not included despite the often heroic actions they performed. Many soldiers commented on the courage of their medics, a role that those who refused to fight in the war could and often did perform. The killing of a medic (who were often unarmed themselves) could bring brutal retaliation on the enemy.

Also there is no air support. Aircraft attacking whilst fighting was going on was dangerous for both sides and difficult for the pilots to achieve. So rather than write rules to cover those difficulties, lets assume that it does not happen. Perhaps think that any 'softening-up' of the enemy by aircraft or artillery is covered by the Preliminary Bombardment rule.

There are no accidents, all troops only shoot at and hit the enemy (with the exception of off-target artillery). Obviously that did happen and very annoying (and often fatal) it was too.

Communications are perfect, every unit knows what it is doing and can tell the higher level command what is going on its sector. Obviously that didn't happen either.

But with those exceptions noted we can get on and play the game.

"A prisoner of war is a man who tries to kill you and fails, and then asks you not to kill him."
- Sir Winston S. Churchill, 1952.

Prisoners of war (POW) are allowed for under the rules and were an important part of warfare. The most dangerous part was actually being taken prisoner, with most armies treating their prisoners fairly well (although they could expect to have their personal possessions stolen) once their surrender had been accepted. Armies that did not treat their prisoners well soon got a bad reputation and like-wise tended to be killed rather than being taken as prisoners. In game terms, taking the other side prisoner brings a swift end to the combat.

Overall the rules use the popular I go then You go (Igo Ugo) system of play. It makes it much easier in terms of player interaction. The main difference is that player cycle through their units rather than getting to move their entire army before the other player takes their turn. So forget huge sweeping advances for one unit (although a unit can do a lot in a turn) but rather an objective can expect to be taken by the actions of several units working in co-operation. Likewise a defence may consist of several units working together which may have to be suppressed before the objective can be attacked.

Ammunition supply is included as an optional rule and I do suggest that you use it as it limits the effectiveness of otherwise very powerful units.

The role of tanks and artillery are deliberately limited not to overwhelm the infantry. There is not much skill or fun in winning a game simply because you can hurt the enemy but they cannot shoot back. For that reason tanks can be disabled fairly easily by infantry if they can get close enough to the tanks. Damage to tanks has been kept fairly simple; destroyed, immobilised, crew bailed out and 'it works'!

The rules are intended to be simple and not intended as a skirmish set, so you don't have individual statistics for each soldier. But heroes are indeed allowed for and heroic acts (not all of which earned a medal) did take place, so they certainly should be in there. But perhaps limit the number and power of heroes in your games not to make them over-dominant?

The rules are designed that each player could comfortably take command of 100 infantry and 10 tanks, which represents a company level game.

29. ARMY LIST DESIGN

There are several ways to build an army to play these rules. You could agree to play against your opponent with a set number of points and then use one of the army lists to choose what you will use. Or you could plan a scenario where you agree the sides for yourselves. A number of people have produced books of WW2 skirmish campaigns where you can play through a series of scenarios as part of an extended campaign of games. Or you could take an historical action and play that using these rules.

As standard, all infantry have a Constitution 3 and Speed 6, unless otherwise stated. All are armed with grenades. Support weapons themselves have a Constitution 8. The crew have the same as infantry.

Your army must start with at least one infantry squad. You may add one platoon HQ for each infantry squad you have.

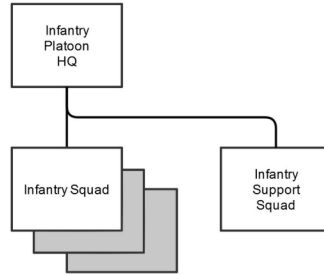
Each platoon HQ may control up to three squads and one Platoon support unit.

You may have one company HQ for each two platoon HQs. Having at least one company HQ allows you one Artillery Support. In addition, for each company HQ you have, you may add either; another Artillery Support, a Company support unit or an AFV choice. AFV worth 200 points or less, only count as half a choice

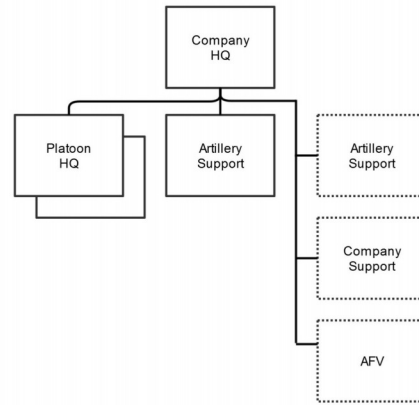
Transport AFV are included as part of squads. Other transport may be added to units as desired.

General Transport Vehicles					
Description	Sp	C	M	Pts	Notes
Truck	12	5	7	50	Carries squad.
Jeep	12	5	7	30	Carries up to 5 men.
Bicycle	-	-	-	+2	Coverts soldier into wheeled unit
Horse	12	-	-	+4	

Platoon structure



Company structure



Artillery Support - see section 7		
Description	Power	Cost
Light artillery bombardment	4	80
Medium artillery bombardment	7	120
Heavy artillery bombardment	10	180
Counter-battery fire	-	100
Smoke bombardment	-	100

Light artillery are guns up to 80mm in calibre.
 Medium artillery, larger guns up to 150mm
 Heavy artillery, even larger guns and rocket launchers.
 Counter-battery fire is any long-range artillery.

These are details of some generic weapons common to all armies.

General Weapons			
Weapon	Range	Power	Type
Rifle	24	3	Rifle1
Submachine gun (SMG)	6	3	Assault3
Light machine gun (LMG)	24	4	LMG3
Heavy machine gun (HMG)	30	4	HMG4 Support
Sniper rifle	30	4	Rifle1
Ant-tank rifle (ATR)	6	3	AT1
Light Mortar	12	3	Assault3
81mm mortar	36	4	HE1 Support.
Hull/turret MG	24	4	LMG3
20mm cannon	24	2	AT2
25mm	18	2	AT1
37mm	18	4	AT1
47mm	20	6	AT1
57mm/6pdr	20	9	AT1
105mm howitzer	60	8	HE1 Artillery
Flamethrower	6	6	HE1
120mm mortar	N/A	7	HE1 Support. Artillery



Flamethrower team		Pts 32		
#	Description	Fs	M	Equipment
1	Team of 2	2	7	Man pack flamethrower

Engineer team		Pts 60		
#	Description	Fs	M	Equipment
4	Soldiers	3	7	Rifles and engineer equipment

Company HQs can be upgraded to include artillery observers at +50 points. When the company HQ is destroyed, the observer is also destroyed. Artillery observers can be made independent of the company HQ by providing them with a jeep (+30 points extra). They then become an unarmed unit of 2 soldiers and an M value of 7.

Heroes

Armies are allowed 2 Hero points per 2,000 points or part of 2,000 points in the army. Each Hero point costs 25 points and is added to the normal cost of the model.

British and Commonwealth Army

The British Empire was still huge at the start of WW2 and the army saw constant use. So training and weapons were effective, although perhaps not designed to take on an enemy armed with modern weapons.

There were many different specialist units and that makes the army very interesting for a wargamer to play.

Infantry squads

Rifle Squad					Pts 86
#	Description	Fs	M	Equipment	
1	NCO	3	7	Rifle	
5	Soldier	3	7	Rifle	
1	LMG team	3	7	LMG	

Headquarters units

Company HQ					Pts 134
#	Description	Fs	M	Equipment	
1	Officer	3	9	Rifle	
1	Officer	3	8	Rifle	
1	NCO	3	8	Rifle	
9	Soldier	3	7	Rifle	

Platoon HQ up to 1944					Pts 74
#	Description	Fs	M	Equipment	
1	Officer	3	8	Rifle	
3	Soldier	3	7	Rifle	
1	Light mortar team of 2	3	7	Light mortar	
1	Anti-tank rifle team of 2	3	7	ATR	

Platoon HQ 1944+					Pts 74
#	Description	Fs	M	Equipment	
1	Officer	3	8	Rifle	
3	Soldier	3	7	Rifle	
1	Light mortar team of 2	3	7	Light mortar	
1	Anti-tank team of 2	3	7	PIAT	

Special Rules

For the Regiment

Officers were highly regarded and acted as effective rallying points. A unit within 12 of one of its army's officers may use his morale rating instead of their own.

Lend-Lease

The British used a lot of US equipment so use M3, Shermans, M5 and M7 tanks from the US army list.

Platoon support units

Heavy Mortar					Pts 72
#	Description	Fs	M	Equipment	
4	crew	3	7		
1	3 inch mortar	-	-	As 81mm mortar	

Heavy Machine Guns					Pts 140
#	Description	Fs	M	Equipment	
6	crew	3	7		
2	HMG	-	-	HMG	

Anti-tank gun					Pts 168
#	Description	Fs	M	Equipment	
3	crew	3	7		
1	2pdr gun	-	-	2pdr	
1	Bren gun carrier			Transport	

PIAT team					Pts 20
#	Description	Fs	M	Equipment	
1	Team of 2	2	7	PIAT	

Company support units

Anti-tank gun section		Pts varies		
#	Description	Fs	M	Equipment
6	crew	3	7	
2	A/T gun	-	-	See below
2	Truck			Transport
	2pdr			Cost 316
	6pdr			Cost 372
	17pdr			Cost 564
37mm from 1938, 6pdr from 1943, 17pdr from 1944. Cost of unit depends on gun chosen. Both 6pdr and 17pdr have crew of 4 not crew of 3 per gun.				
Trucks can be replaced with Bren Gun Carriers for a cost of +20 points.				

Bren Gun Platoon		Pts 240		
#	Description	Fs	M	Equipment
6	Soldier	3	7	
3	Bren Gun Carrier			2 armed with LMG, 1 with ATR (or from 1943 onwards with PIAT)

British Weapons			
Weapon	Range	Power	Type
2pdr	18	5	AT1
6pdr	20	9	AT1
75mm	30	5	AT1
77mm	30	11	AT1
17pdr	30	14	AT1 no HE ability
3in CS	24	5	HE1
95mm CS	24	8	HE1
PIAT	6	7	HEAT1

British AFV			
Description	Fs	M	Equipment
Armour	Sp	Pts	Date
Bren Gun Carrier	3	7	LMG or ATR, may dismount
1/1/0	12	60	1936
Mk VIC	3	7	HMG, hull MG
2/1/1	12	100	1935
Crusader I	3	7	2pdr, hull MG
4/3/2	10	228	1941
Crusader III	3	7	6pdr
5/3/2	10	220	1942
Matilda II	3	7	2pdr
8/8/4	5	320	1940
Sherman Firefly	3	7	17pdr
9/4/3	8	424	1944
Valentine III	3	7	2pdr
7/6/4	5	244	1941
Churchill I	3	7	2pdr, 3in CS (hull)
9/8/3	5	360	1942
Churchill IV	3	7	6pdr, hull MG
10/8/2	6	390	1943
Churchill VII	3	7	75mm, hull MG
13/12/2	6	470	1944
Comet	3	7	77mm, hull MG
8/3/3	12	360	1944
Cromwell I	3	7	6pdr, hull MG
6/4/2	15	270	1943
Cromwell IV	3	5	75mm, hull MG
7/4/2	12	290	1943
Deacon	3	7	6pdr (hull) only
not AFV, truck!	-	100	1942
Archer	3	7	17pdr (hull) only
5/5/0	8	290	1944
Humber MkI wheeled	3	7	HMG, RECON
2/1/1	12	136	1941

German Army

The German army was hastily raised after 1934 and was designed to win its wars quickly. To that end there were different levels of German army unit, the front-line troops and second-class troops suitable only for occupation duties. When the Germans were attacking you faced their best but when you were attacking them, the opposition could be a lot easier.

Infantry squads

Infantry Squad up to 1943		Pts 106		
#	Description	Fs	M	Equipment
1	NCO	3	7	SMG
7	Soldier	3	7	Rifle
1	LMG team	3	7	MG34/42

Panzer Grenadier squad		Pts 196		
#	Description	Fs	M	Equipment
6	Soldier	3	8	Rifle
1	LMG team	3	8	MG34/42
1	SdKfz 251	3	8	MG34/42

Headquarters units

Company HQ		Pts 144		
#	Description	Fs	M	Equipment
1	Officer	3	9	SMG
3	NCO	3	8	SMG
8	Soldier	3	7	Rifle

Platoon HQ		Pts 50		
#	Description	Fs	M	Equipment
1	Officer	3	8	SMG
2	Soldier	3	7	Rifle
1	Marksman	4	7	Rifle

Special Rules

Panzer Attack

All units of AFV and those called Panzer may be upgraded with this rule. It increases the points cost of the unit by 20%.

Once during a game a unit with this rule may make another activation, immediately after its normal activation.

Panzerfaust

In 1943 the Germans developed a disposable anti-tank weapon. Its points cost is 40 points for an infantry/PzG squad or 20 for an HQ.

Up to half (round fractions down) of the unit armed with either rifles or SMG can fire panzerfausts instead of using their normal weapons.

Platoon support units

Light mortar team		Pts 26		
#	Description	Fs	M	Equipment
1	Mortar team	3	7	Light mortar

Heavy Machine Guns		Pts 160		
#	Description	Fs	M	Equipment
6	crew	3	7	
2	HMG	-	-	MG34/42 tripod

Anti-tank gun		Pts varies		
#	Description	Fs	M	Equipment
3	crew	3	7	
1	A/T gun	-	-	See below
1	Truck			Transport
	37mm			Cost 130
	50mm			Cost 165
	75mm/L43			Cost 210

37mm from 1940, 50mm from 1941, 75mm from 1942. Cost of unit depends on gun chosen. Both 50mm and 75mm have crew of 4 not crew of 3.

Panzerschreck team		Pts 30		
#	Description	Fs	M	Equipment
1	Team of 2	3	7	Panzerschreck

Company support units

Heavy Mortar Section		Pts 144		
#	Description	Fs	M	Equipment
2	crew	3	7	
2	81mm mortar	-		

German Weapons			
Weapon	Range	Power	Type
MG34/42	24	5	LMG3
MG34/42 tripod	30	5	HMG4 Support
50mm	20	8	AT1
25/8	24	6	HE1
75/L43 or L48	30	10	AT1
75/L70	40	12	AT1
88/L56	60	13	AT1
88/L71	60	22	AT1
Panzerfaust	6	18	HEAT1
Panzerschreck	6	8	HEAT1

German AFV			
Description	Fs	M	Equipment
Armour	Sp	Pts	Date
Pz II	3	7	20mm
2/1/1	10	140	1937
PzIII E	3	7	37mm, hull MG
3/3/2	10	108	1940
PzIII F	3	7	50mm. hull MG
3/3/2	10	232	1940
Pz IVC	3	7	75/L24,
3/2/1	10	176	1940
PzIVG	3	7	75/L43, hull MG
8/3/1	10	325	1942
Panther D	3	7	70/L70, hull MG
14/5/2	10	476	1943
Tiger I	4	8	88/L56, hull MG
12/8/6	8	636	1942
Tiger 2	4	8	88/L71, hull MG
23/9/6	8	856	1944
STUG IIIb	3	7	75/L24, hull MG
5/3/3	10	180	1940
Pz38(t)	3	7	37mm, hull MG
3/2/1	10	180	1940
Hetzer	3	7	75/L43 in hull, hull MG only
8/3/1	12	180	1944
Jagdpanther	3	7	88/L71, hull MG only
14/6/3	12	400	1944
Wespe artillery	3	7	105mm howitzer, no MG's
4/2/0	12	180	1943
SdKfz 222 wheeled	3	7	20mm cannon RECON
1/1/0	18	90	1936
Sdkfz 251	3	8	MG34 can dismount to be LMG team
2/1/0	12	124	1939

French (1940) Army

After suffering terrible losses in WW1, the French army adopted a policy where artillery would do most of the fighting and the rest of the army mop up the surviving enemy. A tactic which was unable to deal with the fast moving German attackers. Equipped with a mixture of small arms left over from WW1 and modern tanks which were poorly designed, the French armed forces were quickly defeated and only survived as a remnant under the Vichy government. French soldiers also fought with the Allies as a Free French force for which there will be a separate army list.

In this list, colonial troops were some of the best fighters, experienced and determined.

Infantry squads

Infantry Squad					Pts 70
#	Description	Fs	M	Equipment	
1	NCO	3	6	Rifle	
9	Soldier	3	6	Rifle	
1	LMG team	3	6	Chauchat	

Headquarters units

Company HQ					Pts 110
#	Description	Fs	M	Equipment	
1	Officer	3	8	SMG	
7	Soldier	3	6	Rifle	
1	60mm mortar team	3	6	60mm mortar	

Platoon HQ					Pts 42
#	Description	Fs	M	Equipment	
1	Officer	3	7	SMG	
3	Soldier	3	6	Carbine	
1	Soldier	3	6	Rifle	

Special Rules

One Man Turrets

French AFV tended to be designed with a commander who had to both; command and shoot the tank. It was too much for one man to do and so AFV with this rule may perform only one of the following types of action during their activation; Move, Shoot or Recon.

The points value for French AFV has been reduced to take this limitation into account.

Platoon support units

Heavy Mortar					Pts 72
#	Description	Fs	M	Equipment	
4	crew	3	7		
1	81mm mortar	-	-		

Company support units

Heavy Mortar Platoon					Pts 144
#	Description	Fs	M	Equipment	
8	crew	3	7		
2	81mm mortar	-	-		

Heavy Machine Platoon					Pts 140
#	Description	Fs	M	Equipment	
6	crew	3	7		
2	HMG	-	-	HMG	

25mm Anti-tank gun					Pts 134
#	Description	Fs	M	Equipment	
3	crew	3	7		
1	25mm gun	-	-	25mm	
1	Truck			Transport	

47mm Anti-tank gun					Pts 134
#	Description	Fs	M	Equipment	
4	crew	3	7		
1	47mm gun	-	-	47mm	
1	Ch. Lorraine			Transport	

French AFV				
Description	Fs	M	Equipment	
Armour	Sp	Pts	Date	
FT17	3	7	Turret MG or 37mm, only	
2/2/1	4	58	1930	
R35	3	7	37mm	
4/4/2	5	100	1935	
H35	3	7	50mm. hull MG	
4/4/2	8	100	1936	
Souma 35	3	7	47mm	
5/4/3	9	145	1937	
Char B1bis	3	7	47mm, hull MG, hull 75/L24	
9/7/3	6	195	1937	
AMC35	3	7	47mm, RECON	
3/2/1	9	105	1936	
Ch. Lorraine	3	7	No weapons, infantry transport	
1/1/0	7	35	1930	

Italian Army

The Italians fought in many areas of WW2, not just the Western Desert. Some even served in Russia. Although equipped with effective weapons by the standards of a 1930's army, the Italian army failed to update its weapons as other armies. The result was a series of defeats, resulting in many Italian soldiers being captured. The Italians had the distinction of fighting on both sides at the same time at the end of WW2.

Infantry squads

Rifle Squad					Pts 68
#	Description	Fs	M	Equipment	
1	NCO	3	7	Fucile 1891	
10	Soldier	3	6	Fucile 1891	

LMG Squad					Pts 84
#	Description	Fs	M	Equipment	
1	NCO	3	7	Fucile 1891	
7	Soldier	3	6	Fucile 1891	
1	LMG team	3	6	Breda 30	

Headquarters units

Company HQ					Pts 50
#	Description	Fs	M	Equipment	
2	Officer	3	8	SMG	
1	NCO	3	7	Fucile 1891	
3	Soldier	3	7	Fucile 1891	

Platoon HQ					Pts 22
#	Description	Fs	M	Equipment	
1	Officer	3	7	SMG	
1	NCO	3	7	Fucile 1891	

Special Rules

Thin Armour

The Allies found when shooting at Italian tanks that the rounds passed straight through without damaging the crew!

When rolling for power vs armour (13.4) natural rolls of 6 (as well as the usual 1) have no effect against Italian AFV.

Platoon Support Units

Light mortar Squad					Pts 74
#	Description	Fs	M	Equipment	
1	NCO	3	7	Fucile 1891	
3	Mortar teams	3	6	Lt mortar	

Heavy MG Squad					Pts 136
#	Description	Fs	M	Equipment	
1	NCO	3	7	Fucile 1891	
8	crew	3	6		
2	HMG	-	-	HMG	



Italian soldiers of the Bersaglieri division using a anti tank rifle during the battle of Gazala, 1942

Company support units

47mm Anti-tank gun					Pts 150
#	Description	Fs	M	Equipment	
4	crew	3	7		
1	47mm gun	-	-	47mm	
1	Truck			Transport	

Heavy Mortar Platoon					Pts 144
#	Description	Fs	M	Equipment	
8	crew	3	7		
2	81mm mortar	-	-		

Italian AFV				
Description	Fs	M	Equipment	
Armour	Sp	Pts	Date	
CV33	3	7	2x Breda 30	
2/1/1	8	60	1933	
M13/40	3	7	47mm, 2x hull MG	
4/3/2	7	168	1940	
M15/42	3	7	47mm, 2x hull MG	
5/3/2	7	200	1943	
SMV 75/18	3	7	75mm/18 (hull), hull MG	
4/3/1	7	140	1941	
SMV 75/34	3	7	75mm/34 (hull), 2 hull MG	
5/4/1	8	160	1941	
SMV 90/53	3	7	90mm/L53 (hull) only	
4/3/0	8	180	1942	
AB 40 wheeled	3	7	Turret MG, hull MG, RECON	
1/1/1	12	140	1940	

Italian Army Weapons			
Weapon	Range	Power	Type
Fucile 1891	24	2	Rifle1
Breda 30	24	3	LMG2
Fucile 1938	24	3	Rifle1
75mm/18	24	5	HE1
75mm/34	30	5	AT1
90mm/L53	60	12	AT1

Cost to upgrade entire unit of Italians with rifles, to Fucile 1938, is +2 points per soldier armed with a rifle.

Japanese Army

With a training regime probably the toughest in the world. Emphasis was on 'spirit' which was supposed to overcome any obstacle. All orders were to be obeyed without question, even suicidal ones! However the Japanese army was often poorly equipped and weapons did not improve much as the war progressed.

Infantry squads

Rifle Squad		Pts 173		
#	Description	Fs	M	Equipment
1	NCO	3	7	Arisaka
9	Soldier	3	7	Arisaka
1	LMG team	3	7	Model 11
2 soldiers can be upgraded to marksmen				

Headquarters units

Company HQ		Pts 166		
#	Description	Fs	M	Equipment
1	Officer	3	9	None
1	NCO	3	8	Arisaka
9	Soldier	3	7	Arisaka

Platoon HQ		Pts 32		
#	Description	Fs	M	Equipment
1	Officer	3	8	None
1	NCO	3	7	Arisaka

Platoon support units

Light mortar squad		Pts 78		
#	Description	Fs	M	Equipment
3	Mortar team	3	7	Light mortar

Heavy Machine Gun		Pts 70		
#	Description	Fs	M	Equipment
3	crew	3	7	
1	HMG	-	-	HMG

Special Rules

Lead from the Front

Japanese officers were supposed to supervise all operations. So any Japanese infantry squad that performs a Move or Charge activation needs to include at least one officer. See Combined units 24.2 . Support units do not need an officer perform their actions.

Units under compulsory advance (see Fanatics) ignore this rule.

Fanatics

The entire Japanese infantry is rated as Fanatic, due to their historical reluctance to surrender.

Jungle Training

All or your army (or none) may be upgraded with Jungle Training for jungle operations.

Marksmen

Some Japanese soldiers were detached from their units and operated as a primitive form of sniper. They were not armed with better weapons or any special training.

Up to two figures from a normal Japanese infantry squad may be designated as marksmen, who then operate as separate units. They have the Hidden units rule but none of the other special Sniper rules. This costs an extra 5 points for each figure used as a marksman. Each marksman is activated separately but they do not count as units for the purposes of victory.

Cavalry

Japanese infantry squads and HQ units can be upgraded to ride on horses or bicycles.

Lunge Mines

A Japanese suicide weapon used against American tanks. A HEAT round on the end of a bamboo pole, push it against a tank and it explodes, certainly killing the user and perhaps damaging the tank. Any Japanese soldier in an infantry or HQ squad can replace his normal weapons with a lunge mine at no extra cost. These cannot be used for anything except fighting AFV. Lunge mine users count as being armed with AT grenades but all lunge mine users are removed at the end of the melee, as they are suicide weapons.

Company support units

Anti-tank gun				Pts varies
#	Description	Fs	M	Equipment
3	crew	3	7	
1	A/T gun	-	-	See below
	37mm			Cost 80
	47mm			Cost 120
37mm from 1940, 37mm from 1943. Cost of unit depends on gun chosen. 47mm gun has crew of 4, not 3.				

Howitzer platoon				Pts 200
#	Description	Fs	M	Equipment
6	crew	3	7	
2	70mm howitzer			70mm

Heavy Mortar Section				Pts 184
#	Description	Fs	M	Equipment
3	crew	3	7	
2	81mm mortar	-		81mm

Japanese Army Weapons			
Weapon	Range	Power	Type
Arisaka	24	2	Rifle1
Model 11	24	3	LMG2
57mm/L18	20	5	HE1
70mm howitzer	24	5	HE1 Artillery Support

Japanese AFV			
Description	Fs	M	Equipment
Armour	Sp	Pts	Date
89	3	7	57mm/L18, hull MG
2/2/1	6	100	1930
95	3	7	37mm, hull MG
3/2/1	10	120	1940
97 Chi-Ha	3	7	57mm/L18, hull MG
3/3/1	10	120	1937
97 Chi-Ha Kai	3	7	47mm, 2x hull MG
4/3/1	10	172	1942

Russian Army

The Russian army was often very hastily trained and that resulted in inflexible battle plans. But the Russian soldier fulfilled their duty to the Motherland, otherwise there was a good chance that he/she would be shot.

Infantry squads

Rifle Squad					Pts 76
#	Description	Fs	M	Equipment	
1	NCO	2	6	Rifle	
8	Soldier	2	6	Rifle	
1	LMG team	2	6	LMG	
All in squad may swap rifles for SMG					

Tank Riders					Pts 80
#	Description	Fs	M	Equipment	
8	Soldier	3	7	SMG	

Headquarters units

Company HQ					Pts 72
#	Description	Fs	M	Equipment	
1	Officer	3	8	SMG	
1	Political officer	3	10	None	
4	Soldier	2	6	Rifle	

Platoon HQ					Pts 36
#	Description	Fs	M	Equipment	
1	Officer	3	7	SMG	
1	NCO	3	7	SMG	
2	Soldier	2	6	Rifle	

Lend-Lease

The Russians used a lot of US and British equipment so may use M3, Shermans and M5 tanks from the US army list. Also Bren gun carriers, Matildas, Valentines and Churchills from the British list. All lend-lease tanks in Russian service have a Fs2 but benefit from all Russian special rules.

Special Rules

Stick to the Plan

The entire Russian force can be given an overall order (Attack, Movement or Fire, see section 6. Orders). Any unit which uses this order itself, adds a bonus of +2 to its standard morale value.

Keep Moving

Russian AFV often did not stop to fire (it did not make much difference to their accuracy). So Russian AFV can move and fire without penalty.

Lack of Radios

Early in the war most Russian AFV lacked radios and so communication was very poor, they usually had orders to follow their lead tank.

So Russians may form combined units of 2-3 AFV of the same type. The AFV in the combined unit have their points cost reduced by 20%.

Cavalry

Russian infantry squads and HQ units can be upgraded to ride on horses.

Platoon support units

Light mortar team					Pts 20
#	Description	Fs	M	Equipment	
1	Mortar team	2	6	Light mortar	

Anti-tank rifle squad					Pts 55
#	Description	Fs	M	Equipment	
2	ATR team	3	7	ATR	

Heavy Machine Gun					Pts 60
#	Description	Fs	M	Equipment	
3	crew	2	6		
1	HMG	-	-	HMG	

Heavy Mortar					Pts 65
#	Description	Fs	M	Equipment	
4	crew	2	6		
1	82mm mortar	-	-	As 81mm mortar	

Company support units

Heavy Mortar squad					Pts 290
#	Description	Fs	M	Equipment	
8	crew	3	6		
2	Heavy mortar	-	-	120mm mortar	
2	Trucks	-	-	Transport	

Infantry Gun squad					Pts 290
#	Description	Fs	M	Equipment	
6	crew	3	6		
2	76mm howitzer	-	-	76mm how	
2	Trucks	-	-	Transport	

Anti-tank gun squad					Pts varies
#	Description	Fs	M	Equipment	
8	crew	3	6		
2	A/T gun	-	-	See below	
2	Trucks	-	-	Transport	
	45/L42			Cost 300	
	76mm			Cost 380	
	100mm			Cost 740	
45mm available from 1933, 76mm from 1942, 100mm from 1945					

Russian Weapons			
Weapon	Range	Power	Type
45/L42	18	5	AT1
57mm	20	9	AT1
76mm	30	6	AT1
76mm howitzer	30	6	HE1
85mm	40	10	AT1
100mm	45	15	AT1
122mm	40	7	HE1
152mm	40	10	HE1
Do not reduce the power of 122mm and 152mm guns when fired in direct fire mode against AFV			

Russian AFV			
Description	Fs	M	Equipment
Armour	Sp	Pts	Date
BT-7	2	6	45/L42
2/1/1	10	130	1937
T26	2	6	45/L42, hull MG
3/2/1	12	115	1935
T70	2	6	45/L32
one man turret			RECON
7/2/1	12	140	1942
T34/76 1940	2	6	76mm, hull MG
8/6/4	12	250	1941
KV1	3	6	76mm, hull MG
10/8/4	8	320	1940
KV2	2	6	152mm, hull MG
10/8/4	6	450	1940
T35	2	6	76mm howitzer, two 45/L42, six turret mounted MG in total
4/3/2	6	250	1938
T34/85	2	6	85mm, hull MG
9/7/4	12	330	1945
IS-2	3	6	122mm, hull MG
19/9/3	10	650	1944
SU-76	2	6	76mm (hull), no MG
5/2/0	12	110	1943
SU-85	2	6	85mm (hull)
8/6/2	12	250	1943
SU122	2	6	122mm (hull)
9/6/2	12	280	1942
ISU122	2	6	122mm (hull)
14/9/3	8	500	1944
SU-152	2	6	152mm (hull)
15/6/3	8	440	1943
BA10 wheeled	2	6	45/L42, hull MG RECON
2/1/1	12	82	1935

US Army

The American army expanded at an extreme pace in WW2 from 280,000 in 1941 to 5 million in 1944. It was also the best equipped and lavishly supplied. Fighting in Africa, Europe and the Pacific US units were many and varied.

Infantry squads

Rifle Squad					Pts 69
#	Description	Fs	M	Equipment	
1	NCO	3	7	M1 Garand	
8	Soldier	3	6	M1 Garand	
1	BAR	3	6	BAR	

Armoured Rifle Squad					Pts 156
#	Description	Fs	M	Equipment	
1	NCO	3	7	M1 Garand	
9	Soldier	3	6	M1 Garand	
1	M3 half-track	3	7	See list	

Headquarters units

Company HQ					Pts 56
#	Description	Fs	M	Equipment	
1	Officer	3	9	Carbine	
1	Officer	3	8	Carbine	
2	Soldier	3	6	M1 Garand	

Platoon HQ					Pts 44
#	Description	Fs	M	Equipment	
1	Officer	3	8	Carbine	
2	NCO	3	7	M1 Garand	
2	Soldier	2	6	M1 Garand	

Special Rules

Excellent Communications

US artillery was available far faster than to most armies because of a superb radio network.

US artillery that is Approved (7.3) arrives now, instead of waiting a turn. Cost of artillery so enhanced is increased by 20%.

75mm Gun

The US 75mm gun was designed primarily to fire high-explosive rounds but also doubled as an anti-tank gun. So this gun does not suffer any penalty if they choose to use HE ammunition (see 12.3).

Platoon Support Units

Heavy Machine Gun					Pts 70
#	Description	Fs	M	Equipment	
3	crew	3	7		
1	HMG	-	-	HMG	

Bazooka team					Pts 20
#	Description	Fs	M	Equipment	
1	Team of 2	3	7	Bazooka	

Company support units

Heavy Mortar platoon					Pts 210
#	Description	Fs	M	Equipment	
8	crew	3	7		
2	81mm mortar	-	-		
2	Trucks				Transport

Heavy Machine Guns					Pts 140
#	Description	Fs	M	Equipment	
6	crew	3	7		
2	HMG	-	-	HMG	
2	Trucks				Transport

Anti-tank gun section					Pts 440
#	Description	Fs	M	Equipment	
6	crew	3	7		
2	57mm	-	-	57mm	
2	M3 half-track				Transport

US Army Weapons				
Weapon	Range	Power	Type	
M1 Garand	24	3	Rifle1	
or upgrade (cost +2 points per figure)	24	3	Assault2	
BAR	24	4	Assault2	
50 cal machine gun	36	5	HMG4	
Carbine	18	2	Assault2	
57mm	20	9	AT1	
75mm no HE penalty	30	5	AT1	
76mm	30	10	AT1	
90mm	40	13	AT1	
Bazooka	6	7	HEAT1	
105mm M4	30	7	HE1	

US AFV				
Description	Fs	M	Equipment	
Armour	Sp	Pts	Date	
M3 half-track	3	7	HMG	
2/1/1	16	92	1941	
M5 tank	3	7	37mm, hull MG	
5/3/1	12	200	1941	
M3 Lee	3	7	37mm, 75mm (hull), hull MG	
6/4/2	12	180	1941	
Sherman M4A1	3	7	75mm, hull MG	
7/4/2	8	200	1942	
Sherman Jumbo	3	7	75mm, hull MG	
15/8/2	8	400	1944	
Sherman (76)	3	7	76mm, hull MG	
9/4/2	8	300	1944	
Sherman (105) artillery	3	7	105mm M4 hull MG	
9/4/2	8	300	1943	
M24 Chaffee	3	7	75mm, hull MG	
5/3/1	12	280	1944	
M26 Pershing	3	7	90mm, hull MG	
15/8/3	10	576	1945	
M10	3	7	76mm <u>no</u> MG's	
6/3/0	17	270	1944	
M18	3	7	76mm <u>no</u> MG's	
2/2/0	22	240	1944	
M36	3	7	90mm <u>no</u> MG's	
07/03/2000	15	350	1944	
M7 artillery	3	7	105 artillery, no MG's	
6/4/0	10	280	1942	

Resources - where you can get the stuff to play with

The Rules

Veni Vidi Vici website

www.3vwargames.co.uk

On the website you will find downloadable; army lists, a quick reference sheet and a FAQ. Helping you to play the rules.

Suppliers

Figure Suppliers

A range of manufacturers with figures and terrain for different scales and armies.

Veni Vidi Vici - Selling ranges of water-slide transfers for various scales of figures. As well as the Wargames Factory range of plastic figures. Plus other wargames accessories.

www.3vwargames.co.uk

Figures in Comfort - for figure storage and carry cases. Also a range of game aids including the artillery templates used in these rules.

www.figuresincomfort.net

Baccus 6mm - 6mm figures and terrain

www.baccus6mm.com

Caliver Books - reference books, figures, paint .

www.caliverbooks.com

The Dice Shop - dice.

www.thediceshoponline.com

Heroics and Ros - 6mm figures.

www.heroicsandros.co.uk

Essex Miniatures - 15 and 25mm figures plus an extensive range of range of wargames accessories.

www.essexminiatures.co.uk

Magister Militum - 6, 10, 15, 20 and 25mm figures plus an extensive range of range of wargames accessories.

www.magistermilitum.com

Skirmish Campaigns- a variety of campaign booklets with a variety of battle scenarios

www.skirmishcampaigns.com

Spirit Games - a selection of wargames figures, accessories and reference books.

www.spiritgames.co.uk

Wargames Factory - see the ad on page 57.

A wide range of 28mm plastic wargames figures that Veni Vidi Vici supplies in the UK and Europe. Includes 28mm and 15mm WW2 figures suitable for these rules.

www.wargamesfactory.com

Wargames Foundry - 28mm figures, paints and reference books.

www.wargamesfoundry.com

Wargames Vault - a range of publications for wargamers, including DIY card buildings.

www.wargamevault.com

Ebay, a useful source of new and pre-owned figures, terrain, books and materials. Very useful if you don't want to have to paint your own figures.

Gaming centres and shops

Firestorm Games in Cardiff
CF10 5DT

North West Gaming centre in Stockport
SK2 6PT

Portcullis Games in Bolton
BL1 4AD

Stafford Games & West Midlands gaming centre in Stafford
ST16 3HT

Wargames, Soldiers and Strategy magazine

Up to date information on wargaming and excellent articles on military history.

www.wssmagazine.com

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BASIC POINTS VALUES

If you would like to create your own units or modify the composition of existing units you may find the basic points system of use

Cost of basic infantry with rifle					
M	6	7	8	9	10
Fs					
1	4	6	8	10	12
2	6	8	12	16	20
3	8	10	14	18	22
4	10	12	16	20	24
5	12	14	20	24	28

Points value modifications

Make a figure an officer. +4 points.

Arm figure with SMG instead of rifle, no cost.

Arm figure with an assault rifle instead of rifle, +4 points.

Arm figure with sniper rifle instead of rifle, +15 points.

Add LMG or light mortar to squad (2 riflemen will need to act as crew) +10 points An MG34/42 would cost +20 instead.

A HMG or 81mm mortar, costs 40 points plus the cost of three crew of man it.

SELECT BIBLIOGRAPHY

Encyclopaedia Of German Tanks of WW2

ISBN-13: 978-1854095183

British and American Tanks of WW2

978-0304355297

Japanese Tanks 1939-45

ISBN-13: 978-1846030918

The Japanese Army: 1931-1942

ISBN-13: 978-1841763538

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Action all Fronts Quick Reference

5.1 Turn Sequence

Artillery Phase

Action Phase

13.2 Constitution Damage Chart

Power	Constitution						
	C2	C3	C4	C5	C6	C7	C8+
P2 or less	4	5	6	6	-	-	-
P3	3	4	5	6	6	-	-
P4	2	3	4	5	6	6	-
P5	2	2	3	4	5	6	6
P6	2	2	2	3	4	5	6
P7	2	2	2	2	3	4	5
P8	2	2	2	2	2	3	4
P9	2	2	2	2	2	2	3
P10 or above	2	2	2	2	2	2	2

8.3 Morale Modifiers

Add 2

If unit is at or below half the original unit strength

Lost a round of melee

Add 1

Under artillery fire

Under heavy artillery, salvo rockets or flame attack.

Minus 2

In defences

Attempting a rally roll

10.2 Terrain Chart

	Type of Terrain			
	Road	Rough	Difficult	Minor Obstacle
Infantry on foot	+Half speed	N/C	Half speed	Half move
Infantry support weapons	+Half speed	Half speed	Half speed	Half move
Cavalry	+Half speed	Half speed	Half speed	Half move
Wheeled Vehicles	Double speed	Half speed	impassable	impassable
1/2 track vehicles	+Half speed	N/C	Half speed	impassable
Tracked vehicles	+Half speed	N/C	Half speed	Half move

Action all Fronts Quick Reference

General Weapons			
Weapon	Range	Power	Type
Rifle	24	3	Rifle1
Submachine gun (SMG)	6	3	Assault3
Light machine gun (LMG)	24	4	LMG3
Heavy machine gun (HMG)	30	4	HMG4 Support
Sniper rifle	30	4	Rifle1
Ant-tank rifle (ATR)	6	3	AT1
Light Mortar	12	3	Assault3
20mm cannon	24	2	AT2
81mm mortar	36	4	HE1 Support

12.5 Shooting Modifier table

Subtract 1

If firer has moved this Action Phase.
Unless using assault weapons

If firer is shooting as over-watch fire.

13.5 Armour Damage Chart

Die Roll	Effect
1 or less	Shot pings off the tank and the crew continue as normal.
2	Tank undamaged, crew test to bail out.
3 or 4	Tank immobilised, crew test to bail out, -2 on leadership.
5 or more	Tank destroyed.

13.3 Constitution Modifiers

Minus 2

Artillery is using VT ammunition.

Add 1

Target is behind cover, in wood building or behind smoke.

Target is prone (not in melee).

Target is Veteran.

Add 2

Target is entrenched or in stone building.

Add 4

Target in concrete defences or bunker.

15.1 Bonus Dice in Melee

Add one extra die for each:

Figure with assault weapon or member of machine gun crew.

Figure is officer.

Figure fighting from fortifications, trenches or buildings.

Figure that is charging

13.6 Armour Damage Modifiers

Minus 2

If AT weapon is firing at more than half range.

Minus 1

For each 2 levels of armour greater than the power of the weapon.

Add 1

For each 2 levels of power the weapon is greater than the armour.