

KRIEG IST MIST

WWII Land Rules for use with 6mm - 15mm Miniatures



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1 Cards and Command

1.1 Turn Sequence

PLACE CARDS

ROLL COMMAND

AREA FIRE

CHARGES

MOVEMENT

FIRE

CLOSE COMBAT

LIFT AREA FIRE

MORALE TEST

1.2 Cards

Every army will be allocated a number of cards by the scenario creator at the start of the game. The number of cards allocated to each army can vary depending on what command difficulties the scenario writer is trying to convey. Each Army can contain Command groups which then break further into units and then individual stands.

Each unit may have one or more cards allocated to it. For example a unit comprising of 8 stands of Russian infantry may only have 1 card allocated to it where their German colleagues of equal numbers may have 2 or more cards. In addition to the unit cards there can be 1 or more 'General Cards'. General Cards may be allocated to whatever unit, or in some instances stand, the player wishes to allow him to split their units.

Listed below is a rough idea of how an army may be broken up into command groups and then units:

	Stands	Stand Type	Cards	Type
14th Corp				Army
3rd Infantry Division				Command Group
321st Brigade	8	infantry	2	Unit
323rd Brigade	8	infantry	2	Unit
1st Artillery Regiment	4	25pdr	1	Unit
17th AT Regiment	2	17pdr	1	Unit
56th Tank Regiment	4	Shermans	2	Unit
Division HQ	1	Jeep	N/A	Stand
79th Tank Division				Command Group
23rd Tank Regiment	8	4 Sherman, 4 Firefly	4	Unit
24th Tank Regiment	8	4 Cromwell, 4 Churchill	4	Unit
324th Brigade	8	Armoured Infantry	2	unit
89th Artillery	4	Sextons	1	Unit
Division HQ	1	Jeep	N/A	stand

Each card portrays an order given to a unit or stand directing the unit to do something. At the beginning of each turn each player will decide what he wants the units he controls to do and will place a card face down on the table next to the unit (or in the case of hidden stands face down in front of him). At the start of the turn the all players will turn their cards to reveal their orders.

The intent is to create a simultaneous effect at the start of each turn and to create a slightly more realistic effect with each player having to give orders without knowing what the enemy plans to do.

Cards – what you can and can't do with a Card

Move – As the name suggests this card allows a move in the approximate direction of the arrow indicated on the card. Generally unit moves were pretty flexible during WWII so as long as you move within 90 degrees of the direction the arrow is pointing you will be fine.

Move and Fire – See the section on move and fire. Basically it's a move in the direction of the arrow on the card as per movement with shooting at the end of the move.

Change Formation – Pivot a stand or unit in the direction of the arrow on the card to refuse a flank or to enable the unit to fire with a different arc of fire. This counts as a move and the unit may not fire in the same turn as a change formation.

Stand and Fire – Direct or Indirect Fire at a target or area. See Fire Section on how this is applied.

Opportunity Fire – this card is used for snapshots or in ambush. See snapshot section on how this works.

Charge – as the name suggests moving into close assault – See close assault for more information on this.

Prone – This card can only be used by infantry. It means the unit is hugging the earth and crying for mother. All prone units become +1 to hit but are not able to do anything else. If a unit is close assaulted while prone it is destroyed.

Action - May mean a number of different things. Generally the scenario writer may give a task that may need a number of 'actions' to complete for example blowing a bridge or clearing a minefield. May also be used for stands exiting landing craft, paratroopers reforming after a drop, infantry digging in or anything of that nature that the scenario writer wants to reflect a period of time to consolidate or organize.

Dummy/Phaffing About – as the name suggests you're basically standing around with your head up your arse singing-ting-a-ling-a-loo. This card can be used to trick your opponent into thinking you are about to do something but are not really. A unit playing this card will defend itself in close assaulted but will do nothing else in the turn.

1.3 Command

Each command group will have a command or headquarters stand. This is to represent the administrative hub of the group and the position from which all orders originate. As with any army the further you get from the brains of the operation the more chance for things to go wrong.

Whilst a stand or unit is within 400mm of the HQ stand receiving orders is not an issue for that unit. You must however roll a d10 for any cards placed on stands outside a 400mm radius from the HQ stand. What you actually need to pass a command roll can be adjusted by the scenario writer to reflect the quality of the troops. Some of the lads might get a tad nervous if they get too far from home after all...

If a unit fails command and is over 400mm from the HQ stand then that unit may only move half of their allocated movement distance and can only direct fire at an opponent. If the unit is over 800mm from its command stand then, if command is failed, the unit may only direct fire.*

***Common sense rule - Optional**

An optional variation to this rule is that you only start rolling for a unit's command once the unit had either fired or been fired upon. Generally a unit would remain cohesive until it came under fire and would follow orders. It was rare for a unit to get lost on the battlefield before the shooting started but did happen. Being somewhere on the Ukrainian Steppes means you know where you are right? "We're not lost private; we're in Russia aren't we?"

Another option to this rule would be to set an artificial line on the table that once crossed would mean that units commence rolling for command.

If you have more than one command group operating on the table with separate HQ stands a unit will only take orders from its own HQ stand so moving a unit closer to another command group's HQ will have no affect on its ability to meet command.*

*Possible exception to this rule may be with later war German commands that were quite frequently merged into Kampfgruppen as casualties took their toll or they became separated and/or cut off from their mother units. This can be at the scenario writer's discretion.



HQ stands can move and have a small infantry/anti tank component for HQ Defence. They may not attack or fire and only defend if close assaulted. They defend as infantry. They may not be targeted by direct fire if there is another closer target and they may not be targeted by indirect fire. If a units HQ stand is destroyed then all units must roll for command and if fails may only direct fire.

2 Movement

2.1 Movement Chart

Moves must be at least half the maximum length if possible.

Movement	Road	Open
Infantry	200mm	150mm
Slow Tank	250mm	150mm
Medium Tank / SPG / Armoured Infantry	350mm	250mm
Fast Tank / Towed Art / A Car / HQ	400mm	300mm
Jeeps / Trucks	500mm	400mm

2.2 Wheeling/Changing Face/About Face/Pivot

This is done by placing a Change formation order card for the unit. There is no cost for doing this but counts as a move so the unit may not fire in that turn. Tanks and turreted SPGs may chose to fire from any direction but may wish to pivot so as to avoid an enemy firing on their rear in the turn. If they pivot they do not fire until the following turn.

During a move their may be no more than two changes of direction unless following a road.

2.3 Road Movement

The move bonus for movement on the road is only applied if the stand beings and ends its turn within 50mm of a road and follows the road during the move.

2.4 Halt Range

All moving units will not move within 50mm of an enemy unit without using a charge card. If a unit comes to within 50mm of an enemy unit it will either halt movement or, if the unit has available movement, go around the enemy ensuring that it remains at least 50mm from the enemy at all times.

2.5 Bad Going

Bad going is effectively rough ground that can include:

Woods,

Streams, Marshes, Boggy Ground,

Loose Sand,

Fixed Defences – at the scenario writers discretion

Steep Hills

Towns

Upon encountering Bad going all units stop on entering one base depth into bad going and move no more than 100mm a turn until entirely clear of it. Road negate bad going.

Minefields

Minefields are bad going and you must roll a d10 for all stands once upon entering. If a 1 is rolled then that stand is destroyed. If a stand gets through the minefield then others can follow in its wake. The Minefield is then assumed to be cleared. Minefields can also be cleared by engineers without rolling a dice but still are affected by bad going.

3 Visibility

3.1 Visibility

Maximum visibility in the open is 600mm. Woods, rivers, ridges and towns conceal stands until the enemy is within 100mm. If a unit is dug in to prepared positions i.e. trenches, bunkers etc. then the dug in position will be visible at 800mm but the unit dug in will not be visible until the enemy comes within 100mm. This will be the same for armour that is considered hull down on the reverse slope of a hill or ridge. If a stand or unit moves up to the edge of a concealing piece of terrain then you are able to see 100mm into the terrain. The same applies to a unit inside the terrain in that they will only be able to see 100mm. Therefore if you have a unit placed 150mm inside a wood then that unit will not be able to see out of the wood or if you have a unit 100mm from the edge of the wood then you would only be able to see to the edge of the wood and not actually see out of it.

3.2 Recon

Each Command Group should be given one or two recon stands. Recon units move as Jeeps. Recon units are just that, the purpose being to find the enemy positions, concentrations etc. and then report back. Therefore Recon can only move and will not fire.

When a Recon unit moves into the enemy's range, the enemy stand will have the option of a snapshot assuming he has the Opportunity Fire card down for the that stand. If the enemy stand misses then the firing stand is revealed and placed on the table. The recon stand will then withdraw a full move towards its HQ stand. If the enemies stand hits then the recon stand is destroyed and the firing stand is not revealed. To destroy a recon stand you need to roll an 8 or more on a D10.

"Sergeant, go down that road until you are killed. Then come back and tell me what you saw!"

3.3 Hidden Stands

These must be placed on the table as soon as they are seen or open fire. Stands, once on the table will remain visible until night. To avoid having to constantly stop play and make the attacker look away so the defender can measure halt distance. The onus is on the defender to guess and place any stand that has become visible. Once it may not be taken away if he is wrong in his estimate.

4 Firing

4.1 Infantry

To destroy infantry, including armoured infantry and specialised infantry, you must hit it twice. The first time an infantry stand is hit the player being fired upon will place a chit or

marker on or beside the stand to signify that the stand has lost one of its two lives. Once a second hit is made on the stand the stand is destroyed and removed from the table.

For all other units, Vehicles, Artillery etc. will be destroyed with one hit.

4.2 Infantry Hit Chart

All units other than armour vs. armour fire one D10 per turn. To hit your target you need to roll the score below.

INFANTRY	6
ARMoured INFANTRY*	7
SPECIALIST TROOPS*	7
ARTILLERY & ATG	7
OPEN TURRETED SPG	10
SOFT SKIN	5
ARMOUR & A/CARS	SEE ARMOUR CHART

*Tanks and Anti Tank guns firing at Armoured Infantry receive +1 to dice score.

* Specialist troops are at the scenario creator's whim – the intent is that they are elite troops (Paratroopers, Rangers, Commandos or Late War SS etc.) They can also be combat engineers or the like.



4.3 Armour vs. Armour Hit Chart

All Armour vs. Armour fire uses a D20. This includes armour vs. soft skin vehicles.

Armour	LONG RANGE 300MM - 450MM					MEDIUM RANGE 150MM - 300MM					SHORT RANGE 0 - 150MM				
	Armour Class	A	B	C	D	E	A	B	C	D	E	A	B	C	D
Gun Group 1	19	17	15	13	11	16	14	12	10	8	12	10	8	6	3
Gun Group 2	-	19	17	15	13	19	16	14	12	10	15	13	11	9	5
Gun Group 3	-	-	19	17	15	19	17	16	14	12	17	15	13	11	6
Gun Group 4	-	-	-	19	17	-	-	19	17	15	19	17	14	11	7
Gun Group 5											19	17	15	11	7

How the table works:

Go to the Range Column

Select the Armour Class

Go to the Gun Group row and intersect

The number indicated is the score required on a D20 to hit.

4.4 Armour Classes

ARMOUR CLASS A	ARMOUR CLASS B	ARMOUR CLASS C	ARMOUR CLASS D	ARMOUR CLASS E
Tiger 1 Tiger 2+1 JS 1 JS 2	Panther KV1-1 Firefly-1 PzIV Late JagPanther Churchill-1 Late T34	Sherman PzIV EarlyMid PzIII EarlyMid PzIII Late +1 Matilda+1 T34 Early/Mid+1 Most SPG Assault Guns	Light Tanks+1 Tankettes Armoured Cars M13/39+1 All APCs Cruiser Tanks +1	All Softskins Motorcycles Horses, Sheep, Donkeys etc.

4.5 Gun Groups

Gun Group 1	Gun Group 2	Gun Group 3	Gun Group 4	Gun Group 5*
85mm-1 88mm 100mm 105mm 122mm+1	76mm-1 long 75mm 17lbs	short 75mm long 50mm 6lbs 57mm Artillery*	20mm-1 40mm 37mm 45mm+1 50mm+1	Hand held Infantry weapons Early War (‘39 – early '42) - 1 Late War (June '44 on) + 1 *Infantry Stands Only

4.6 Modifiers*

Cover	+1
Dug in	+1
Indirect Fire	-1
Defender Assault Bonus	+1
Infantry Prone	+1
Flank or Rear (Armoured Vehicles only)	-2
88mm in fixed position	2 dice
All other ATG in fixed position	+1
Move and fire Infantry	-1
Move and Fire Armour	-2

* Maximum modifier is either + or - 2

* Fixed refers to the position that the stand begins the game. Once moved the stand is no longer considered fixed until the end of any night turn (see night rules).

Armour class E vehicles have no flank or rear.

4.7 Ranges

Infantry	150mm
Infantry AT Weapons	100mm
Armour & A Cars (20mm+)	450mm
Artillery	450mm direct 800mm indirect
AT Guns	450mm
Off Table Artillery / Naval Guns	1000mm

4.8 Flanks on Vehicles

A shot at a vehicle is only considered a flank or rear shot if the firing stand is fully behind the line made by drawing a line across the front of the stand as shown below:

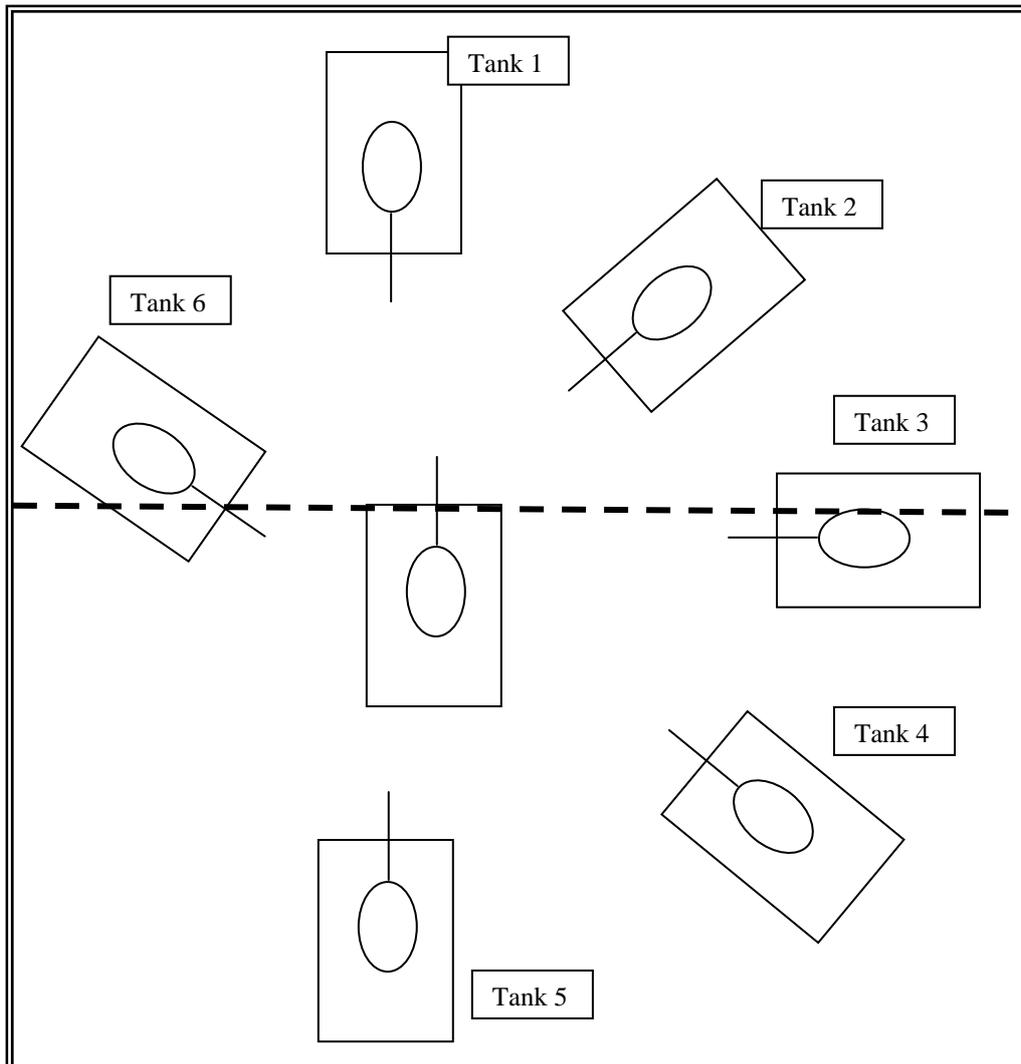
Tank 1 has only a frontal shot as it is fully in the frontal arc.

Tank 2 has a frontal shot as the vehicle is still in the frontal arc

Tank 3 only has a frontal shot as part of the tank is still in the frontal arc

Tanks 4 & 5 have a flank shot as they are fully behind the frontal arc

Tank 6 has a frontal shot although it can see the majority of the flank most of the vehicle is in front of the target stand.



4.9 Arc of Fire

The arc of fire is 360 degrees for turreted vehicles. For all other stands measure from the rear of the stand. Infantry have an arc of fire of 180 degrees and all other vehicles (Artillery, Anti-tank guns, Self propelled Guns etc) have an arc of 90 degrees.

To pivot or wheel to fire is considered a move thus the stand cannot fire in the same turn unless a move and fire card is used. Hidden stands deploying are assumed to be facing in the most advantageous direction.

4.10 Naval and Off Table Bombardment

Dependent on the scenario the scenario writer may choose to allocate Naval or off table bombardment. Naval and Off Table Bombardment range is 1000mm and can be called in on a target as indirect fire (see below). This does not cost a card but should be of a limited amount to reduce overwhelming firepower.

4.11 Pre Battle Bombardment

The attacking force may get a pre-battle bombardment. It will in effect be a free extra fire for his artillery before the first turn of the game. All pre-battle bombardment is considered to be indirect fire.

4.12 Area Bombardment

This is indirect fire and is played using a Stand & Fire Card. Once command has been rolled for all order cards place a 100mmx100mm template over the target area for each gun firing and leave it there for the full turn. Any stand who moves or fires while under area bombardment will throw a D10 to see if he is hit at a -2 to the dice roll.

Stands move through area bombardment as if it is bad going. Firing area bombardment costs an Artillery chit (see below). If the player wishes to continue the bombardment into the next turn then he must play the correct card and pay another chit at the start of the next turn.

4.13 Indirect Fire

To use indirect fire one of your stands must be physically able to see the target. Only artillery can use indirect fire. You may only fire indirectly on a target if it was visible at the start of the turn. The only exception to this rule is a Self Propelled gun within 300mm of the target.

All indirect Fire is -1 to the dice.

4.14 Speculative Fire

Artillery may also fire where they think an enemy stand is hidden. In this instance use a 50mmx50mm template per artillery stand. If any part of a hidden stand is under this template then you have a legitimate shot – though you may not know if anything is there.

All Speculative fire is -2 to the dice

4.15 Artillery Chits

The umpire will allocate a number of artillery chits for each command at the start of the game. The umpire may choose to allocate these at a certain number per day and employ the supply rule below. Each time an artillery stand in that command fires a chit is returned to the umpire. This will occur if all guns or only one gun within the command fires. Once the player has fired all of these chits then they are out of ammunition for their guns and may no longer fire.

4.16 Supply – Optional Rule

Each command will have one stand allocated as the supply stand for that command groups artillery. If at the end of a night turn the supply stand is over 500mm from the unit's artillery stands then you will receive only half of the day's allocation of artillery chits for the day. If the supply stand is over 1000mm from the unit's artillery stands then you will receive none of the chits allocated for that day. Supply stands may be targeted by direct fire but not be indirect. If a supply stand is destroyed then the unit will only get 2 chits the following day.

4.17 Snap Shots

A snap shot can be called at any time during a turn by using the Opportunity Fire Card. Snap shots can only be direct fire and can only be used in two instances.

A snap shot can be taken at an enemy stand not visible for the whole turn. If a snapshot is called the moving player halts the stand fired at and the firing player rolls to hit. If the firer misses then the moving player may continue the move. If the firer hits then the

stand then the stand is either chitted or destroyed and removed from the table. If the firing stand is hidden at the time of the shot and hits the enemy stand then the firer remains hidden. If, however the firing stand misses the shot then the firing stand must be placed on the table.

A snap shot can also be used in ambush. If the firer is hidden and the moving player moves into range then you may use a snapshot. If the firing stand hits its target then the target stand is chitted or destroyed and the firer remains hidden. If the firer misses his target then the moving player may continue his move and the firing stand is revealed.



4.18 Direct Fire

All units other than artillery can only use direct fire. Direct fire maximum range is 300mm. to determine if a target is a viable direct fire target you must be able to lay a straight edge (either ruler or tape etc.) from the centre of the firing stand to the centre of the target stand.

4.19 Move and Fire

Infantry – All infantry stands can move and fire. All stands must move first and then fire. All infantry must drop 50mm from their movement. All infantry move and fire is -1 to dice rolled.

Armour – All turreted vehicles (including turreted Self Propelled guns) may move and fire. All stands must move first and then fire. Once the move has been completed the vehicle may finish facing in any direction the player chooses as long as it conforms to the above mentioned movement rules. The vehicle may then only fire in a 90 degree arc from the front. All armoured move and fire is -2 to the dice.

Artillery – Artillery and Anti-tank guns can not move and fire. This includes all non-turreted self propelled guns.

5 Air Forces

5.1 Air Forces

At the start of the day's turn each commander must advise the umpire when his air force will be over the battle field and what each squadron will be doing. The commander will have a limited number of squadrons and time over the battlefield so must time it right depending on what he chooses to do.

The writer of the scenario will determine how many squadrons you have as part of your order of battle. They will also advise you how many times during the day your squadrons would appear. You may have different squadrons doing different things or appearing during different turns.

The intent of these rules in to make it a bit of a guessing game for the generals about when air will be at it's most useful. As the scenario writer it's important not to allow players too much air either in squadrons or number of times on table (unless it's Normandy 1944 or over Prussia in '45). The idea is that air power is useful but not all conquering. This is a land based set of rules after all.

The commander will have the option of four types of mission for his squadrons:

5.2 Recon

The player will select a position on the table he intends to investigate. During the movement phase of the turn place the aircraft model at the centre of the area he wishes to investigate. Any enemy stand not considered in cover (woods, towns etc.) within a 250mm radius of the aircraft will be spotted and must be placed on the table.

5.3 Ground Attack

The ground attack mission will take place during the fire phase of the turn. With ground assault you may choose to attack any enemy stand visible at the start of the turn. All ground attack squadrons will make two passes over two turns. These can be on separate targets as long as the secondary target is within 800mm of the first target.

Refer to the armour vs. armour hit chart if firing at vehicles. During the first pass the ground attack squadron is classed as Gun Group 2 (to signify rockets or large calibre cannon fire) and Gun Group 4 (smaller cannon and machine gun fire) on the second pass.

If firing at infantry or artillery then refer to the infantry hit chart. If attacking infantry then for both passes use a D10 and add a +1 to the dice roll.

5.4 Interdiction

Interdiction will allow the commander to have a squadron over the battlefield for four turns. If a target is spotted during one of these turns the then the commander is able to use a ground attack (see above) for one turn. This is the same as the second pass of a ground attack squadron. The commander can choose when in the four turns he chooses to attack so he can pick a better target should one present itself. However Interdiction is always the first mission cancelled out by Air Cover (see below). When the player chooses to make his ground attack he must declare so at the start of the turn and then attack during the fire phase of the turn. If the enemy has Air Cover for that turn it will not drive away the Interdicting squadron but will delay the ground attack for one turn.

Interdicting squadrons may only attack stands that were visible at the start of the turn.



5.5 Air Cover

Basically this is a fighter sweep over the area to cancel out any enemy air activity in the area either by driving off the enemy recon or engaging ground assault. Air Cover will only get two turns over the table and will cancel out any enemy air activity. If both players choose air cover in the same turn then they cancel each other out. If a player has one squadron on air cover and the enemy chooses to have two squadrons on ground attack for example then the Air Cover will only cancel out one.

5.6 Anti-Aircraft Fire

All ground units are assumed to have some form of anti-aircraft capability and will attempt to defend themselves from ground attack or to destroy recon aircraft. Anti-Aircraft range is 200mm. A unit will only fire if there is a fire or opportunity fire card placed or if directly attacked by ground attack aircraft.

The defending unit will roll 2xD20 or 1xD20 in the case of a single stand to determine the affect on the enemy aircraft. The result of the roll is:

1 – 15 no effect – continues with the mission – ‘look at the pretty black clouds’

16 – 18 enemy aircraft driven off - flies home to the mess to boast of his exploits and will not return until the next mission or next day.

19 – 20 enemy aircraft destroyed – squadron destroyed and will not return for the game – queue postcard to mother.

If a hidden stand fires at a recon aircraft and drives it off or destroys it then the stand is not revealed. If a hidden unit is unable to destroy or frighten the enemy away then it must be placed on the table.

6 Night Turns

6.1 Night Movement

The scenario writer may chose to include one or more night turns during the game depending on what length of time the writer is attempting to convey.

During a night turn all units may do the following.

Move a maximum of 400mm

Move 50mm and dig in

Move the command stand 600mm. If you chose to do this it is assumed that the commander is too busy travelling to issue succinct orders to his command and none of the command may move. They command may however choose to dig in.

At the end of the night turn any unit considered to be in cover can be moved from the table until it moves, fires or is seen by an enemy stand. If the unit has dug in then the dug in position will remain on table but the stand can be removed.

All movements and routes to be taken must be explained to the umpire so he can determine if any clashes will occur during the night.

6.2 Night Fighting

Maximum visibility at night is 100mm in the open or 50mm at night.

Any infantry stand that moves into a stationary enemy stand during a night turn will automatically take a chit and move 200mm to the direct rear. If the stand is already carrying a chit then it is destroyed and removed from the table.

An infantry stand that moves into a moving enemy stand will fire once and then withdraw 100mm to the direct rear. This is also carried out by the other side. In both of these cases the stand may not dig in.

Any Vehicle stand that moves into a stationary enemy stand during a night turn will move 300mm to the direct rear. Before any movement is completed the enemy stand may take a snapshot.

Any vehicle stand that moves into a moving enemy stand must fire once and withdraw 150mm to the rear. As with infantry above this movement and firing will occur for both sides.

All firing at night is indirect and therefore at a -1 on the dice roll.

The intent is to make night movement risky but not deadly (and useful if the bold commander is willing to take a chance). However what should transpire is that could be in range of whatever they bumped into during the night. It is also possible your infantry may be stuck out in the open come dawn.



7 Close Assault

7.1 Movement

Close assault can only be launched using the charge card and by stands that are at halt range 50mm. the only time you can move closer than 50mm to an enemy unit is to assault and you must move directly at the enemy and/or withdraw directly the way you came. If you are within close assault range of several enemy units you may towards the facing. The attacker must move in a straight line towards the defender.

The attacker's maximum is four stands – the stand in base contact, the one behind it and an overlap on either flank.

These rules are designed to give significant advantages to the defender in this situation and in general close assaults should only be attempted when the attacker holds superiority in numbers.



7.2 Defensive Fire

The defender may only fire defensive fire if a fire card is placed. The defender fires at the attacking stand directly to its front. If the attacking stand is hit then it is either chitted or removed if already carrying a chit. If the first stand is destroyed then any stand directly behind the first will carry through the assault. If there is no stand behind the attacking stand and any remaining stand in the assault must withdraw to halt range 50mm. If the defender has another stand within 100mm of the stand being assaulted, and is not being assaulted itself, then that stand may also fire defensive fire into the assaulting stands.

7.3 Resolution

Both sides will fire each stand in melee. You fire for each stand in the assault i.e. if you have 3 stands to the enemies' 1 then you roll 3 dice and the enemy 1.

If the defender is still around at end of this then the attacker either withdraws all his stands in the direction he assaulted from or he elects to attack again until the combat is resolved.

If you are fighting against infantry then you will roll a D10 if it against armour then you roll a D20 and use the appropriate hit charts to determine if a hit has been achieved.

As close assaults are meant to portray a close quarter fire fight rather than a WWI style bayonet charge all infantry stands involved in the melee are considered to be firing rather than moving. If an infantry stand, either attacker or defender is carrying a hit (chit) then it will have a -1 on its dice roll.

Artillery & Towed ATG stands will always have a -1 on their dice when attempting to repel a close assault and they cannot deal with a rear assault and are eliminated with out rolling.

Close assaults are decided at the end of the turn.

8 Other Stuff

8.1 Morale

Each scenario writer may set their own morale numbers for each command group as they see fit. The writer will give two morale numbers. The first indicates how many stands a command group may lose before it will no longer advance towards the enemy. The command group will still hold ground, manoeuvre to the flank or rear and fight as normal until it reaches the second morale number. When this occurs the command will roll a d 10 at the end of every turn and if a 1 or 2 is rolled then that command will retire from the field.

The intent of the morale of a unit in these rules is more to show the units fighting capability, not necessarily their courage or class. For Example:

A 30 stand Russian command may have morale of 17/19. Whilst an American command group of the same number of stands may only have 13/16. This would indicate that although the Russian peasant soldier of 1944 was not as well trained as his American counterpart he had greater incentive to continue the attack (generally some NKDV dude with a pistol to his head) and an overwhelming desire to destroy the fascist bastards.

Alternatively a German command may have the same morale numbers as the Russian or American but would have fewer stands as they were just about always outnumbered but were generally better troops.

In some rare cases a scenario writer may be able to justify a fight to the last man case i.e. German troops attempting to escape encirclement on the Eastern Front etc. To the best of my knowledge there were few cases in large scale operations that a unit truly fought to the last man.

Within reason, the scenario writer can claim what ever he wants to come up with a morale number for each command as long as he's happy to argue the point at the end of the game, especially if the writer chooses to have the Italian command fight to the last man. Try to stick to some historical precedence. Just saying that the commanding general's whore is particularly forthcoming with the troops has added to morale may not fly with other players if they've just taken a pounding.



8.2 Last Word

As with any rule set there is going to be differing interpretations to the rules and these rules have intentionally been written to give the scenario writer plenty of freedom to fiddle with the numbers to get the overall outcome and effect they are trying to portray.

I would hope that should argument arise that commonsense would prevail around the outcome. In writing these rules I have consistently fallen back on historical evidence to gain an overall picture of how things either were, or should have been, done. My suggestion if you want to win the argument that you if can point to a piece of history to show that it was done in a certain way then you're already ahead.

Enjoy.



A 1 Cheat Sheets

Movement

Road

Open

Infantry	200mm	150mm
Slow Tank	250mm	150mm
Medium Tank / SPG / Armoured Infantry	350mm	250mm
Fast Tank / Towed Art / A Car / HQ	400mm	300mm
Jeeps / Trucks	500mm	400mm

Ranges

Infantry	150mm
Infantry AT Weapons	100mm
Armour & A Cars (20mm+)	450mm
Artillery	450mm direct 800mm indirect
AT Guns	450mm
Off Table Artillery / Naval Guns	1000mm

Infantry Hit Chart

INFANTRY	6
ARMOURED INFANTRY*	7
SPECIALIST TROOPS*	7
ARTILLERY & ATG	7
OPEN TURRETED SPG	10
SOFT SKIN	5
ARMOUR & A/CARS	SEE ARMOUR CHART

Armour vs. Armour Hit Chart

All Armour vs. Armour fire uses a D20. This includes armour vs. soft skin vehicles.

Armour	LONG RANGE 300MM - 450MM					MEDIUM RANGE 150MM - 300MM					SHORT RANGE 0 - 150MM				
	A	B	C	D	E	A	B	C	D	E	A	B	C	D	E
Gun Group 1	19	17	15	13	11	16	14	12	10	8	12	10	8	6	3
Gun Group 2	-	19	17	15	13	19	16	14	12	10	15	13	11	9	5
Gun Group 3	-	-	19	17	15	19	17	16	14	12	17	15	13	11	6
Gun Group 4	-	-	-	19	17	-	-	19	17	15	19	17	14	11	7
Gun Group 5											19	17	15	11	7

How the table works:

Go to the Range Column

Select the Armour Class

Go to the Gun Group row and intersect

The number indicated is the score required on a D20 to hit.

Armour Classes

ARMOUR CLASS A	ARMOUR CLASS B	ARMOUR CLASS C	ARMOUR CLASS D	ARMOUR CLASS E
Tiger 1 Tiger 2+1 JS 1 JS 2	Panther KV1-1 Firefly-1 PzIV Late JagPanther Churchill-1 Late T34	Sherman PzIV EarlyMid PzIII EarlyMid PzIII Late +1 Matilda+1 T34 Early/Mid+1 Most SPG Assault Guns	Light Tanks+1 Tankettes Armoured Cars M13/39+1 All APCs Cruiser Tanks +1	All Softskins Motorcycles Horses, Sheep, Donkeys etc.

Gun Groups

Gun Group 1	Gun Group 2	Gun Group 3	Gun Group 4	Gun Group 5*
85mm-1 88mm 100mm 105mm 122mm+1	76mm-1 long 75mm 17lbs	short 75mm long 50mm 6lbs 57mm Artillery*	20mm-1 40mm 37mm 45mm+1 50mm+1	Hand held Infantry weapons Early War (‘39 – early '42) - 1 Late War (June '44 on) + 1 *Infantry Stands Only

Cover	+1
Dug in	+1
Indirect Fire	-1
Defender Assault Bonus	+1
Infantry Prone	+1
Flank or Rear (Armoured Vehicles only)	-2
88mm in fixed position	2 dice
All other ATG in fixed position	+1
Move and fire Infantry	-1
Move and Fire Armour	-2

A 2 CARDS

Opportunity Fire	Opportunity Fire	Opportunity Fire	Opportunity Fire
 Move	 Move	 Move	 Move
 Move	 Move	 Move	Opportunity Fire
 Move	 Move	 Move	Opportunity Fire
Action	Action	Action	Action
Fire	Fire	Fire	Fire
Fire	Fire	Dummy <i>Phaffing About</i>	Dummy <i>Phaffing About</i>
Charge	Charge	Charge	Charge
Prone	Prone	Prone	Prone
Move & Fire	Move & Fire	Move & Fire	Move & Fire

