

A BEACH TOO FAR



*The 'Flames Of Team Yankee Family' rules - codified for wargames post 1913 - by the kindly old gentlemen of Wessex Wyverns Wargaming Club. No copyright infringement of Phil Yates or 'Battlefront' is intended. This draft is for 'House' use only and **must not** incur a financial gain to anyone. Spread the love.*

INTRO

Hi. If you're reading this you play *'Flames Of War'* or one of its variants. These are our House Rules and guidelines. We use them for our campaigns *'Northag & Centag'*, *'Achtung! Panzerwaffe!'* and *'Une Memorie De La Grande Guerre'*, and others. They are not meant to be prescriptive, just a play aid. If in doubt refer to published rule and sourcebooks.

We're using the metric system 'cos it's more logical. We use the pronoun 'he' 'cos it's usually a bloke wot wargames, but we're not sexist, Ok? We find it convenient to call 'guided rockets' 'missiles'; the unguided ones 'rockets'.

Players may add and subtract Special Rules (see 14.0., 15.0. and 17.0.).

1.0. HOW IT WORKS

The game is I-Go, U-Go. See 'Turn Sequence' 4.0.

When the rules specify a dice score *this is the number that needs to be equalled or exceeded*. If the required score is beyond 6 – for a '7' roll first a 6, then a 5 or 6. For an '8' roll first a 6, then a further 6. Scores above 9 cannot be achieved.

With re-rolls *always* use the second die rolled. Players can freely measure at any time.

'Up to half' means any odd remainder is excluded from the calculation. 'At least half' means this odd remainder must be included.

When a co-opted 'Special Rule' (14.0., 15.0. and 17.0.) conflicts with a 'Normal Rule' - apply the Special Rule.

In case of disputes negotiate with the other players - or seek a neutral interpretation. Otherwise the interpretation goes to the winner of an opposed die roll.

SPEEDING THINGS UP. Where Units are using identical weapons simply roll multiple dice and assign hits (see 7.3.6.).

1.1. Time Periods

Some rules and stats are deemed to only apply in certain time periods. These are:-

- ERA 1 EARLY GREAT WAR c.1900-1915
- ERA 2 LATE GREAT WAR 1916-c.1933
- ERA 3 EARLY WAR c.1933-1941 (WW2 era)
- ERA 4 MID WAR 1942-1943 (WW2 era)
- ERA 5 LATE WAR 1944-c.1956 (WW2 era)
- ERA 6 COLD WAR c.1956-c.1972
- ERA 7 WWII c.1972-c.1991
- ERA 8 POST WWII c.1992-c.2021
- ERA 9 21st CENTURY c.2021+

2.0. WHAT YOU NEED

- a) Some friends to play with
- b) Suitable toy soldiers (*15mm or 6mm scale - with 20mm scale and larger we suggest doubling all distances*).
- c) Rulebook(s)
- d) Bombardment templates (see 8.0.)
- e) A suitable battlefield and terrain.
- f) D6 dice
- g) Tokens to mark status - like 'pinned down' (see 7.3.8.) or 'bailed out' (7.3.7.).
- h) Tape measures.



3.0. TEAMS, UNITS & FORMATIONS

3.1. 'Teams' (or 'stands') come in three main types – Tanks, Infantry & Aircraft.

Tank Teams. Armoured or unarmoured motorised vehicles, whether fighting or transport. Include here SP artillery.

Infantry Teams. Those on foot (of 'hoof'). Include here cavalry, deployed or manhandled artillery / AT guns, and horse-drawn vehicles.

Aircraft. All flying machines, both fixed-wing and helicopter.

Large landing craft (and boats) can be given a number of 'hull boxes' (we recommend a maximum of three) to 'check off' each time it is 'KO'd' (see 7.3.7.). Only when all such boxes are removed it is deemed sunk.

3.2. 'Units' are groups of 'Teams' that are able to act independently. Each 'Unit' must have a 'leader' Team and each 'Unit' will need an information 'card' – sometimes two; e.g. an Infantry Unit with attached transport Teams that are detachable as a separate Unit.

E.G. 'C' Company of the Dorsetshire Regiment are working closely with 'A' Troop, 17th Regiment, RASC carriers.

'Combat Units', like Tanks and Infantry, are there to get 'up close and personal' with the enemy. 'Support Units', like Artillery and Aircraft, do their job best by keeping a distance and need not – by definition – be allocated to any particular fighting Formation (see 3.3.); and therefore support Formations as required.

'Platoons' make up 'companies', and 'companies' make up 'battalions', which in turn make up 'regiments'. 'Troops' make up 'squadrons', and 'squadrons' make up 'regiments'. 'Troops' or 'platoons' make up 'batteries' which make up 'regiments'. 'Flights' of Aircraft make up 'squadrons'.

If you wish to 'upscale' to give a higher-level battlefield representation - and to call your 'platoons' 'companies' and your 'companies' 'battalions'... that's absolutely fine. We suggest drawing a discreet line, however, at calling a 'company' a higher level than a 'battalion'.

A 'large unit' begins a turn with *at least twelve* Teams; and 'small' Units start a turn with *less than twelve Teams*. The bigger a Unit the more able it is to

absorb casualties before its Morale cracks (see 10.0.); but several small units give a Formation greater flexibility.

Single Team 'Independent Units' (like Formation Commanders, snipers and Observers) cannot charge into an 'Assault' (see 9.0.) and are *de facto* their own 'leader'.

Players should state when part of a Unit is being deployed by 'sub-units', to act independently as a 'Unit' for the foreseeable future.

E.G. Captain Lowe is worried about the Germans creeping around 'C' Company, 3rd Battalion the Borchester Regiment's flank. He detaches #1 Platoon to act as a separate Unit, the better to see off the Hun in that direction, knowing Lieutenant Hay can competently run his own command...

3.3. 'Units' are combined into 'Formations'; often with a higher-level leader Unit included, e.g. a 'Battlegroup' of a tank and an infantry company working together, plus a Commander HQ Unit. An 'Army' on the table can consist of several 'Formations'; sometimes of allied forces.

3.4. Higher Level Commander Units & Teams

Each Formation needs an HQ Unit, containing its Commander 'Team'(s). This must be a non-transport Team. Higher level commander Units can also be supplied, who control several formations; or one Formation commander could be deemed to be senior.

E.G. General Von Schliecher and his rifle Team, in his kubelwagen transport Team, also has in his Unit a Panzer I command Tank Team (3 Teams). In his Formation he also has a company sized Unit of Panzer Grenadiers, and a company of Panther tanks. Under his command he also has a (different) Formation of two Stug III companies and a Wehrmacht infantry company, their Formation leader being the infantry company commander.

If a Formation Commander Team is declared as personally joining another Unit, that Unit can then use this Commander's Skill, Courage, Morale and Counterattack ratings (but not his Remount rating). Needless to say the Unit he leaves cannot use his superior values, until he returns.

If a Commander Team is destroyed by combat, or is 'bogged down' ('BD'd – see 5.0.), its player can nominate another Team of the same type from that Commander's current unit, that is within 15cm, as the new Commander Team, to 'take over' – it being assumed the Commander is now with the new Team.

Conversely, 'Pinned Down' (PD – see 7.3.8.) 'Baled Out' (BO'd – see 7.3.7.) and Destroyed Commander teams *may not* freely move position and must dice. On a 3+ the Commander has 'escaped' and can join any friendly Team within 15cm. If this roll is failed, the Commander is out of action and command devolves upon the Formation (or Unit or sub-unit) commander next in seniority. N.B. with multiple 'kills' still only make one 'escape' roll.

E.G. Coughing and spluttering from his command tent... General Sir Peter Lowe rushed to join his 2IC, Colonel Titmarsh, who he knew had a back-up wireless. Lucky he rolled that 3+!

3.5. Unit Cards

Each card should detail information about the Unit needed for play. These are (often) available commercially, on the Internet, or can be devised:-

UNIT NAME & DESCRIPTION: The name and type of Unit.

NATIONAL SYMBOL: The army fielding the Unit.

MOTIVATION RATING: How likely the Unit is to pass a Skill/Courage Test (see 6.3. and 13.0.), a Morale Test (see 10.2.); a Counterattack Test during an Assault (see 9.7.), and to Remount / Rally from being PD or BO'd (see 7.3.7. and 7.3.8.).

SKILL RATING: How likely the Unit is to pass a Skill Test (see 6.3. *et al*), or an Assault Test (see 9.7.).

'IS HIT ON' NUMBER: How easy it is for an opponent to 'hit' this Team.

ARMOUR RATINGS: The Teams' protection. Unarmoured Teams have one 'save' value; Armoured ones values for Front, Side/Rear and Top.

SPECIAL RULES: Any 'Special Rules' that apply to the Unit/Team (see 14.0., 15.0. and 17.0.).

SPEED CHART: How far the unit's Teams can move Tactically ('moving and shooting'); Dashing Across Terrain; Dashing Cross-Country; Dashing On Road; and their 'Cross' skill roll, needed to pass over Difficult Terrain (see 5.0.).

WEAPONS CHARACTERISTICS: The performance of each weapon carried by the Unit's Teams; Weapon Name; Range Bands It Can Fire At; Rate Of Fire (ROF)

When Halted; ROF When Moving*; Anti-Tank Value; 'Firepower' Values (see 7.3.7.c); and Notes (e.g. extra ammunition types, or restrictions).

*Artillery will also have the words 'Artillery' or 'Salvo' to indicate their 'burst zone' (see 8.0.) when not conducting 'Direct Fire' over open sights.

Aircraft 'fly above the mud' so cannot be Assaulted, PD, or made to BO. They also have 'unlimited speed', so are able to pass across a table in a single move (see 6.1.). 'Strike' aircraft (see 15.0.) appear - make their attack - and leave the table. They have a 'warload' of bombs and/or rockets ('Straffing Fighters' are deemed 'Strike' but only have cannon or HMG to use). Only helicopters can 'loiter' over a table area (see 6.1.) without leaving after a single turn's pass.

Card values may vary with the quality of troops and their equipment and – of course – with players' own historical interpretations. The reverse of cards may have a recommended Unit structure and points values (which can be used for balancing play). Here are some examples:-

AMX-30

PELTON BLINDÉE — 3ÈME DIVISION BLINDÉE

• TANK UNIT • INFRA-RED (IR) •

COURAGE 3+
 MORALE 5+
 REMOUNT 4+

SKILL 3+
 ASSAULT 4+
 COUNTERATTACK 4+

IS HIT ON 4+
 FRONT 11 SIDE 4 TOP 1

	TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	10"/25cm	16"/40cm	28"/70cm	32"/80cm	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm F1 gun	40"/100cm	2	1	19	2+	2+	Brutal, Laser Rangefinder, Smoke
20mm M693 gun	20"/50cm	3	2	6	5+	5+	Anti-helicopter
7.62mm AA MG	16"/40cm	1	1	2	6	6	

FV432 MECHANISED PLATOON

IRISH GUARDS

• INFANTRY UNIT • INFRA-RED (IR) •

COURAGE 4+
 MORALE 4+
 RALLY 4+

SKILL 3+
 ASSAULT 3+
 COUNTERATTACK 3+

IS HIT ON 4+
INFANTRY SAVE 3+

	TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
GPMG team or 66mm anti-tank	16"/40cm	3	2	2	2	6	HEAT, Slow Firing
Carl Gustav anti-tank team	16"/40cm	1	1	17	3+	3+	HEAT, Slow Firing
2" mortar team	16"/40cm	1	1	2	4+	4+	Assault 4, Overhead Fire, Slow Firing, Smoke
Milan missile	8"/20cm-36"/90cm	1	-	21	3+	3+	Assault 4, Guided, HEAT

253 ACACIA

HEAVY SP HOWITZER BATTERY — RED BANNER

• TANK UNIT • INFRA-RED (IR) •

COURAGE 4+
 MORALE 3+
 REMOUNT 3+

SKILL 5+
 ASSAULT 6
 COUNTERATTACK 5+

IS HIT ON 3+
 FRONT 2 SIDE 1 TOP 1

	TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	10"/25cm	16"/40cm	24"/60cm	28"/70cm	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
152mm howitzer	88"/220cm				4	2+	Smoke Bombardment
or Direct fire	16"/40cm	1	1	14	1+	1+	Brutal, HEAT, Slow Firing, Smoke
or Optional Krasnopol Projectiles	16"/40cm-88"/220cm	1	-	4	1+	1+	Brutal, Krasnopol Projectile.
7.62mm AA MG	16"/40cm	3	3	2	6	6	

UH-1 HUEY

TRANSPORT HELICOPTER — 2ND MARINE DIVISION

• HELICOPTER AIRCRAFT ATTACHMENT • PASSENGERS 4+

COURAGE 4+
 MORALE 4+

SKILL 4+

IS HIT ON 4+
AIRCRAFT SAVE 5+

	TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	UNLIMITED				AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Door M60 MGs	16"/40cm	4	4	2	6	6	Door Guns

BMP-2 TRANSPORT

RED BANNER

BMP-2 TRANSPORT ATTACHMENT
 Transport Attachment to Red Banner BMP-2 Motor Rifle Company [TS106]

SPECIAL RULES

Amphibious: Treat Impassable Water as Difficult Terrain.

Anti-helicopter: Can shoot at Helicopters.

Guided: No To Hit penalty for range over 16"/40cm. Cannot hit Infantry unless stationary in Bulletproof Cover.

HEAT: Target Armour is not increased for range over 16"/40cm. Affected by BDD, Chobham, and ERA armour.

Infra-red (IR): Roll two dice for Night Visibility and choose the highest score.

Passengers 2: Team can carry two Infantry Teams as Passengers.

Stabiliser: Tank can move 14"/35cm at Tactical, gaining a +1 penalty to hit. Machine-guns cannot Shoot. Team cannot Assault if it moves more than 10"/25cm.

BAOR — CHALLENGER 1 ARMOURD SQUADRON

SPECIAL RULES

Brutal: Infantry and Unarmoured Tank Teams re-roll successful saves.

Chobham Armour: Side Armour is 16 against HEAT weapons.

Laser Rangefinder: No "To Hit" penalty for range over 16"/40cm.

Stabiliser: Team can move 14"/35cm at Tactical, gaining a +1 penalty to hit. Machine-guns cannot Shoot and Team cannot Assault if it moves more than 10"/25cm.

Thermal Imaging: Roll two dice for Night Visibility and choose the highest score. No "To Hit" penalties for Night and Smoke.

ARMOURD SQUADRON HQ

2x Challenger 1 **16 POINTS**

1x Challenger 1 **8 POINTS**

UNITS IN THE FORMATION

1 Armoured Squadron HQ

2-3 Challenger 1 Armoured Troops

0-1 FV432 Mechanised Infantry Platoon

0-1 FV438 Swingfire Anti-tank Troop

0-1 FV432 81mm Mortar Platoon

0-1 FV101 or FV107 Recce Troop

4.0. TURN SEQUENCE

The Sequence Of Play is:-

THE STARTING STEP

- 1) Check Formation Morale (*see 11.0.*)
- 2) Check any Unit Morale(s) (*see 10.0.*)
- 3) Check if any Victory Conditions have been met (*see 16.1.*)
- 4) Reveal any Ambushes (*see 16.2.*)
- 5) Roll for Strike Aircraft arrival (*see 15.0.*)
- 6) Roll for Reserves arrival (*see 16.3.*)
- 7) Rally Pinned-Down Units (*see 7.3.8.*)
- 8) Automatically free Bugged-Down Tanks (*see 7.3.7.*)
- 9) Attempt to remount Bailed-Out Tanks (*see 7.3.7.*)
- 10) Remove friendly Smoke Markers (*see 8.3.*)
- 11) Appoint new leaders (*see 7.3.7.*)

THE MOVEMENT STEP

- 1) Move Teams (*see 6.0.*) including issuing special 'Move Orders' (*see 6.3.*)
- 2) Place 'Gone To Ground Markers' for non-moving Teams (*see 6.0.*)
- 3) Check Teams are 'In Command' and are not 'illegally' near the enemy (*see 6.2.*)
- 4) Aircraft land / take off (*see 6.4.*)

THE SHOOTING STEP

COMBAT FIRE

- 1) Check Range (*see 7.3.1.*)
 - 2) Check Line of Sight and 'Cover' protection levels (*see 7.3.2.*)
 - 3) Declare Targets (*see 7.3.3.*)
 - 4) Rotate to Face (*see 7.3.4.*)
 - 5) Roll To Hit (*see 7.3.5.*)
 - 6) Assign Hits (*see 7.3.6.*)
 - 7) Roll Saves (*see 7.3.7.*)
- N.B. Players can shoot at enemy aircraft in an opponent's turn (*see 7.2.*)

ARTILLERY BOMBARDMENT (including smoke, which is done, first *see 8.3.*)

- 1) Select Spotting Team (*see 8.1.a.*)
- 2) Check Range (*see 8.1.b.*)
- 3) Select Template Size (*see 8.1.c.*)
- 4) Select Aiming Point (*see 8.1.c.*)
- 5) Rotate To Face (*see 8.1.d.*)
- 6) Roll To Range-In (*see 8.1.e.*)
- 7) Roll To Hit (*see 8.1.f.*)
- 8) Roll Saves (*see 8.1.g.*)
- 9) Tag Pinned-Down Targets (*see 7.3.8.*)

THE ASSAULT STEP

- 1) Charge Into Combat (*see 9.1.*)
- 2) Opponent's Defensive Fire (*see 9.2.*)
- 3) Roll To Hit Defenders (*see 9.3.*)
- 4) Roll Saves for Defenders (*see 9.4.*)
- 5) Push Into Enemy Positions (*see 9.5.*)
- 6) Check If The Assault is Over (*see 9.6.*)
- 7) Test To Counterattack (*see 9.7.*)
- 8) Complete counterattacks... Or Break-Offs (*see 9.7.*)
- 9) Complete 'Shoot And Scoot' moves (*see 6.3.*)

These 'steps' are frequently referred to by many players as 'phases' – archaic nomenclature persisting (especially amongst elderly wargamers).



5.0. TERRAIN

There are five types of ground conditions: 'Roads' (in a constructed way), 'Cross-Country' (across pasture etc), 'Terrain' (protective cover like woods and built-up 'Terrain areas' BUAs), 'Difficult Going' (soft sand, snow and mud) and 'Impassable'. Mark the extent of woods and BUAs with coloured felt to permit the free movement of models within.

Terrain effects are as follows:-

TERRAIN TYPE	DASH SPEED	CROSS CHECK NEEDED	HEIGHT OF TERRAIN	BULLETPROOF 'HARD' COVER	NOTES
CROSS-COUNTRY OPEN SPACES					
Grass or steppe	Cross-country	No	Flat	No	
Firm sand or thin snow	Cross-country	No	Flat	No	
Soft sand, snow, mud	Terrain	No	Flat	No	
Thick and deep mud /snow	Terrain	Yes	Flat	No	<i>Add +1 to cross check dice score if wide-tracked.</i>
VEGETATION					
Ploughed field	Terrain	No	Flat	No	
Crop field / open scrub / elephant grass	Terrain	No	Short	No	
Orchard or vineyard	Terrain	Yes	Tall	No	
Woods, forest, jungle	Terrain	Yes	Tall	No	
HEDGES / WALLS					
Fence	Terrain	No	Short	No	
Hedge	Terrain	Yes	Short	No	
Bocage hedge	Terrain	Yes	Tall	Yes	
Non-wood line of trees	Terrain	Yes	Tall	No	
Stone wall	Terrain	Yes	Short	Yes	

HILLS					
Low rise	Cross-country	No	Short	Yes	
Gentle hill	Terrain	No	Tall	Yes	
Steep / rocky hill	Terrain	Yes	Tall	Yes	
BANKS, GULLIES & CLIFFS					
Gully access / floor	Terrain	No	Flat	No	
Gully side	Terrain	Yes	Tall	Yes	
Steep bank or low seawall	Terrain	Yes	Short	Yes	
Cliff, cutting, high seawall	Impassable	Impassable	Tall	Yes	
WATER FEATURES					
Brook	Terrain	No	Flat	No	
Stream or shallow river	Terrain	Yes	Flat	No	
Ford across river	Terrain	Yes	Flat	No	
Deep river	Terrain for Infantry Impassable to tanks	4+ cross check	Flat	No	<i>Amphibious tanks cross as if Infantry</i>
Marshy ground / rice paddies	Terrain	Yes	Flat	No	
Swamp / lake	Impassable	Impassable	Flat	No	<i>Amphibious tanks treat as if deep river</i>
ROADS & RAILWAY LINES					
Road / airfield	Road	No	Flat	No	
Track	Cross-country	No	Flat	No	
BUA streets	Terrain	No	Flat	No	
Railway line	Terrain	No	Flat	No	
Low embankment	Terrain	Yes	Short	Yes	
High embankment	Impassable	Impassable	Tall	Yes	

BUILT TERRAIN					
Doors, windows etc of model	Terrain for Infantry Impassable to Tanks	No	Short	Yes	<i>Can be assumed constant throughout a large BUA</i>
Exterior walls of model	Impassable	Impassable	Tall	Yes	<i>N/A in a large BUA</i>
Inside single-storey buildings	Terrain for Infantry Impassable To Tanks	No	Short	Yes	<i>Can be assumed constant throughout a large BUA</i>
Inside multi-storey buildings	Terrain for Infantry Impassable To Tanks	Yes	Tall	Yes	<i>If within a BUA mark location and boundaries of each</i>
Rubble or craters	Terrain	Yes	Short	Yes	
WRECKS					
Wrecked Tanks	Terrain	No	Short	Yes	
FIELD FORTIFICATIONS					
Deep trench lines	Terrain	No for foot, yes for all others	Flat	Yes	
Barbed wire entanglements	Terrain	Yes for foot – no for tracked Tanks - Impassable to cavalry	Flat	No	<i>Each section is 20cm long X 5cm deep. 'Gap' as if clearing mines (see 13.0.)</i>

Impassable Terrain cannot be transited. Where a 'cross-check' is required a Team must score equal or greater than its card's cross rating. If it fails it is 'bogged-down' (BD) until next turn, when it may freely cross without another test - except for *ERA 2* Tank teams *which will be immobilised* and the crew bailed-out (BO'd) to get the vehicle moving again (see 7.3.7.i.).

If no 'Cross-rating' is provided, simply use the Unit's 'Skill rating'.

5.1. Fixed Defences / Fortifications

These are enormously varied – but some sample stats will prove useful in constructing suitable cards. They are manned by Teams and Units, each with their own specifically designed card details. The Skill and Morale (etc) of the fortifications are those of the Teams occupying them, who may be forced to retreat, pinned or BO.

Some examples:-

NAME	IS HIT ON	SAVE	RANGE	ROF HALTED	ROF MOVING	AT	FIREPOWER	NOTES
Covered HMG nest (etc)	2+	3+	60cm	6	2	3	6	Forward firing
Concrete HMG pillbox (etc)	2+	2+	60cm	6	2	3	6	Forward firing
Larger concrete bunker (etc)	1+	1+	As per emplaced team(s)					Forward firing



6.0. MOVEMENT

In the 'Movement Step' players move their Units and Teams up to their maximum permitted distance, or choose not move them. Remaining stationary is often better for Shooting (see 7.0.). *Tactical Movement* is designed to engage the enemy – *Dash Movement* precludes any Shooting - but enables greater manoeuvre. With *Tactical Movement* a Team may finish facing in any direction; with *Dash Movement* it *must* face in its direction of movement. Units may split their individual Teams' move.

E.G. Curse the cramped turret! Overworked Lieutenant Dubois gave standing orders – in teams of two one tank would fire whilst the other moved – and then alternate.

Teams that do not Move, Shoot or Assault are deemed to have automatically taken advantage of any local cover and to have 'gone to ground' to maximise 'Concealment' (GTG – see 7.3.2.).

Teams cannot move through enemy Teams, nor use Dash Speed within 20cm of any visible enemy Team or fortification. Teams are not permitted to move within 5cm of visible enemy Infantry Teams *unless* they are conducting an Assault upon them (see 9.0.).

For movement through and across different Terrain types, see 5.0.

6.1. Aircraft Movement

Aircraft are simply placed at one point on the table during their move across it. This is the point at which they launch their weapons. Remember, only helicopters can indefinitely 'loiter' over a table. For transport aircraft see 6.4.

6.2. Command Radius (aka 'Cohesion')

A Team is deemed 'In Command' if it ends its move within 25cm of its 'Unit leader' Team (see 3.2.). *This is reduced to 15cm if the Unit is not radio equipped.*

MOVEMENT

Your unit cards will tell you how fast your troops can move. There are four movement rates:

Tactical: how fast your soldiers can move and still shoot or assault.

Terrain Dash: how fast your soldiers can move through woods and streams, or over walls and hedges.

Cross Country Dash: how fast your soldiers can move at full speed across open countryside.

Road Dash: how fast your soldiers can speed along a road.

The Cross rating tells you the score you need to roll for them to avoid getting stuck and stopping while attempting to cross difficult terrain.

PANZER IV

TANK PLATOON


MOTIVATION

CONFIDENT 4+

Third Rank 3+
Last Stand 3+
Protected Ammo Remount 3+

SKILL

VETERAN 3+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 6
SIDE & REAR 3
TOP 1

	TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	RO HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
Panzer IV (7.5cm)	3"/80cm	2	1	11	3+	
Panzer IV (MGs)	1"/40cm	4	4	2	6	

Your Panzer IV can move its Tactical speed of 10"/25cm and shoot...

...however, it can choose to move faster at a Dash speed, but not shoot.

Your Panzer IV can drive through the wall at either Tactical or Terrain Dash. If it does it will need to roll a 3+ or stop for the turn.



E.G. In the Great War no units had tactical radios. This was also frequently the case in WW2; post-war radios were more widely used. Moreover, even within armies, radio distribution was uneven. A German 1940 Panzer Division would be lavishly equipped... an Infantry Division having the same provision as their Great War fathers. OPs and Spotters would (generally) be issued with wireless equipment first. Players and umpires will need to agree and legislate.

A Team 'In Command' can Move, Shoot and Assault normally. 'Out of Command' it may only:-

- remain in place with no shooting penalty
- move at Tactical Speed with a +1 penalty to any 'to hit' firing scores (see 7.3.5.).
- move at Dash speed *but only* to get back within Command radius of it's Unit leader.

6.3. Movement Orders

A Unit leader can issue one 'Movement Order' each turn, *immediately before moving*. To be successful he must equal or exceed his card's 'Skill Rating'. Failure to succeed in this roll confuses the whole Unit and puts *all* it's Teams 'out of command' for the rest of that turn (see 6.2.).

Blitz Move

SUCCESS: The Unit may move up to 10cm *and then* make a normal Tactical Move. OR

The Unit may move up to 10cm and Shoot using its halted ROF (see 7.3.5.).

Follow Me!

SUCCESS: After Moving 'normally' the Unit may move an additional 10cm. It may not Shoot that turn. *N.B. For this Movement Order roll instead against the leader's 'Courage Rating' not 'Skill Rating'.*

Shoot And Scoot

SUCCESS: Instead of Moving in the Movement Step the Unit may instead – *during the Assault Step only* – move up to 10cm. i.e. It may (for example) Shoot, then retreat back into cover before an opponent's next turn.

E.G. Kaptein Denesovitch ordered his T34s to 'Shoot and Scoot'. Having passed on 'moving' they fired – KO'd two Pz IIs – then retreated back into cover to further fox the fascist invaders of the glorious Soviet motherland...

Cross Here

SUCCESS: Reduce the required 'to cross' number need by 1 for all Teams within 15cm of their Unit leader. Teams using this order cannot Shoot or Assault.

Dig In

SUCCESS: Instead of moving Infantry Teams (including, of course, Cavalry and deployed Artillery) may attempt to dig foxholes and/or scrapes. Roll for each Team (*not* for the Unit as one entity). Mark the successful Teams with 'foxhole' counters. All Teams *must that turn* Shoot use their Moving ROF. If they do not Shoot or Assault all are considered to be successfully GTG (see 7.3.2.) - successful Teams deemed to now be in 'hard' 'bulletproof' cover (see 5.0.).

Mine Clear

See 13.0.

6.4. Transports & Passengers

Tank Teams like IFV (e.g. BMP, Bradley) and APC (e.g. Hanomag, FV432) - or indeed unarmoured trucks - can carry Infantry Teams as passengers (or tow them if these are Artillery). Cards should specify how many Teams each can carry / pull. Whilst a passenger, a Team cannot Shoot or Assault. Up to three Teams can ride externally upon each Tank as 'tank riders'... but these are vulnerable to enemy fire (see below). Half-size teams (e.g. two-model tank hunter Teams) count as $\frac{1}{2}$ a Team for carrying capacity purposes.

Teams mount their transport by moving up to it in the Movement Step. If the transport has not yet moved it may then do so at Dash speed; but none involved may Shoot or Assault. Teams dismount by moving away from their transports, which may then move off. Only dismounting foot Teams may subsequently fire, *not* dismounting Artillery. Vehicles moving off may still fire. Teams cannot both mount and dismount (or *vice versa*) in the same Step.

Also use these rules for water transport like landing craft and boats.

Transport Aircraft *must* land to mount or dismount passengers. They may not take off again until their next turn, so will be vulnerable whilst landed. They may not shoot whilst landed, nor may they land within 10cm of an enemy Team. If an enemy Team moves within 10cm of it the Aircraft will immediately take off again (if able to - not if a glider etc).

Whilst mounted *in* or *on* transport, passengers cannot be targeted. Their transports can. If the transport is destroyed each passenger makes an Infantry save to survive, and is placed adjacent the knocked-out vehicle; on a side away from its destroyer. Survivors are automatically PD (see 7.3.8.). Passengers in flying transport aircraft are destroyed when their transport is.

'Tank riders' whose vehicle is hit by Shooting or Bombardment, or in an Assault, *are also automatically hit*. They are not in 'Bulletproof Cover' (see 5.0.). They can roll to save, and will be automatically PD (see 7.3.8.). N.B. Armoured transport (e.g. M3 $\frac{1}{2}$ tracks) *are* considered 'bulletproof' cover; 'soft' transport (e.g. Opel Blitz lorries) are not.

7.0. SHOOTING (a.k.a. 'Firing')

See 8.0. for conducting 'Indirect fire' 'Artillery Bombardments'.

In the Shooting Step a Unit's Teams can fire. Calculate until all Teams have fired. A Team with multiple weapons may only fire one per turn (e.g. a Tank with MGs and may fire either its MGs, *or* its main gun; an Aircraft its bombs or rockets or guns).

As detailed in Unit Cards (see 3.5.) each weapon carried by a Team will have defined characteristics: its Name; the Range Bands it can fire at; Rate Of Fire (ROF) Halted; ROF When Moving; it's Anti-Tank Value; it's 'Firepower Value' (this is its ability to actually damage a 'hard target' *after* a successful penetration); and Notes (e.g. extra ammunition, abilities, or restrictions).

Teams that Dashed (see 6.0.), or used 'Follow Me' or 'Cross Here' orders (see 6.3.) cannot shoot.

7.1. Shooting At Ground Teams

Simply shoot at those you can see (see 7.3.2.). *Landed aircraft count as a target as if they were enemy Tank Teams.*

7.2. Shooting At Flying Aircraft Teams

Only weapons specifically listed on their card as being 'AA' can shoot at flying aircraft in the enemy turn. With helicopter targets this ability is extended to include specific anti-helicopter weapons; *and* – also - *to all guided weapons and foot Infantry Teams using small arms.* See also 14.0. for guided weapons used in this context.

Aircraft can be shot at in a player's own turn's Shooting Step *or* in the enemy's Shooting Step *immediately before the aircraft fires its weapons.* Mark weapons doing this with a counter to indicate they may not fire again on their next turn.

- N.B. *a)* Non AA Guided weapons may only ever shoot at aircraft in their own Shooting Step (e.g. A Milan ATGW shooting at an enemy helicopter).
b) If shooting at an enemy aircraft in the enemy's Shooting Step a Team may not also fire Defensively during an enemy Assault that turn (see 9.2.); nor may it Assault in its next turn's Assault Step (see 9.0.).

SHOOTING

MOTIVATION

CONFIDENT 4+

Third Reich 3+

Protected Ammo 3+

SKILL

VETERAN 3+

PANZER IV


TANK PLATOON

• TANK UNIT • BAZOOKA SKIRTS •

• STORMTROOPERS •

IS HIT ON

CAREFUL 4+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

ARMOUR	
FRONT	6
SIDE & REAR	3
TOP	1

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer IV (7.5cm)	32"/80CM	2	1	11	3+	
Panzer IV (MGs)	16"/40CM	4	4	2	6	

Your Panzer IV tank can hit an enemy tank up to 32"/80cm away with its 7.5cm gun, rolling two dice if it didn't move or one if it did, or...

...instead of shooting its main gun it could fire its machine-guns at the enemy infantry within 16"/40cm, rolling four dice.

Each turn you can fire one type of weapon for each tank or team of soldiers. Most tanks have a main gun (good for shooting at other tanks and dug-in infantry and guns) and machine-guns (good for shooting at infantry and guns in the open).

Each of these weapons has a number of characteristics listed in their weapons line:

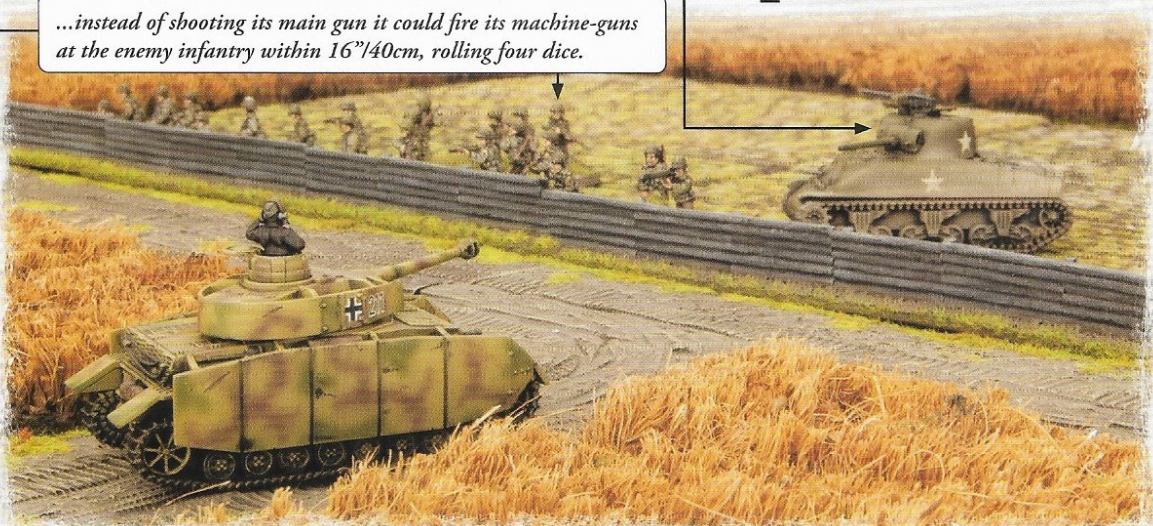
Range: how far your weapon can shoot.

ROF Halted: how many shooting dice your weapon rolls if you didn't move.

ROF Moving: how many dice your weapon rolls if you moved.

Anti-tank: how good your weapon is at penetrating armour.

Firepower: the score you need to roll to destroy a well-protected team, such as an armoured tank or a dug-in infantry or gun team.



Some unit cards cover multiple variants of the same tank, like the Soviet T-34 card from the Fortress Europe book shown here. The Hero T-34 Tank Company gives you the option of fielding tanks with either 76mm or 85mm guns. Use the line for whichever weapon your tank is armed with.

HERO T-34 TANK COMPANY	
4x T-34 (76mm)	12 POINTS
3x T-34 (76mm)	
1x T-34 (85mm)	14 POINTS
2x T-34 (76mm)	
2x T-34 (85mm)	16 POINTS

MOTIVATION

CONFIDENT 4+

Not One Step Back 3+

SKILL

VETERAN 3+

T-34

HERO TANK COMPANY

• TANK UNIT •

IS HIT ON

AGGRESSIVE 3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30CM	16"/40CM	24"/60CM	28"/70CM	2+

ARMOUR	
FRONT	6
SIDE & REAR	5
TOP	1

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
T-34 (76mm)	24"/60CM	2	1	9	3+	Overworked
T-34 (85mm)	28"/70CM	2	1	12	3+	
T-34 (MGs)	16"/40CM	4	4	2	6	

7.3. Shooting Procedure

7.3.1. Check The Range

A weapon can only shoot at targets within its range band (maximum and, in some cases, minimum). Measure from any part of the firing Team to any part of the target model or base.

7.3.2. Check Line Of Sight (LOS), Gone To Ground (GTG) & Concealment

Teams can only (generally) shoot where they have a line-of-sight (LOS). *Artillery bombardment is a separate case and is detailed under 8.0.* LOS is measured from the weapon mounting of a Tank Team, the cockpit of an Aircraft, or the base of an Infantry Team - to any point on the target's hull/fuselage and/or base.

LOS is *not* blocked by Flat Terrain (see 5.0.). LOS is blocked by Tall Terrain (e.g. hills) and by BUAs (see 5.0.) *and* by any friendly Teams who are not stationary Infantry. Full LOS must be present for there to be no 'Concealment' (this is detailed below). If a target or firer is *looking through* 15cm or more of a Terrain feature LOS is considered blocked in both directions.

If a majority of a target is blocked from LOS (including by Tall and Short Terrain – see 5.0.) it is considered to be 'Concealed' *unless* the Shooting Team is within 5cm of the edge of this terrain and is looking out; *or* is above this terrain and able to see over/into it.

Gaps of 2cm or less are deemed to block full LOS and to provide a target with 'Concealment'.

Moreover, stationary Infantry Teams (i.e those that did not move last turn) are considered 'Concealed' from all except Aircraft. Tanks that are 'hull down' behind Terrain are also deemed 'Concealed'. Crossing ERA 1 & 2 style heavily churned-up 'no man's land' also counts as bring 'Concealed'.

'Gone to ground' (GTG) Teams are also considered 'Concealed'. Teams are deemed automatically GTG at the start of a game; *or* if they did not Move, Shoot, or Assault, in their previous turn. Teams designated as 'Scout's' (see 15.0.) can move and *still* be deemed GTG.

'Lurking' 'Hunter-killer' helicopters (see 15.0.) are deemed GTG *unless* they shot in their previous turn. Other Aircraft can never be GTG.

Terrain never (usually) blocks LOS to, and from, flying Aircraft. Only Tall Terrain provides Concealment to, and from, a flying Aircraft – and then to those in or within 10cm of said terrain. Only 'loitering' or 'lurking' helicopters' (see 6.1. and above) gain Concealment from Tall Terrain, as if they were Ground vehicles.

7.3.3. Declare Targets

After checking Range and LOS to potential targets... declare each Team's target. Aircraft cannot ever target enemies within 5cm of friendly Teams.

7.3.4. Rotate To Face

Rotate the Team to point its weapon at the declared target. 'Forward Firing' Teams (e.g. Stug IIIs, most deployed Artillery) may freely rotate up to 90° - those with rotating turrets or artillery mountings fully rotate. Infantry Teams may always freely rotate. This rotation is part of Shooting and *does not* count as Movement, nor does it reduce Halted ROFs.

7.3.5. Roll To Hit

A Team uses the appropriate weapon ROF stated on its card (i.e. 'Halted' or 'Moving'). It rolls 1D6 for each point.

Dedicated AA, Guided AA, and Aircraft weapons use their full ROF when shooting at Aircraft; other eligible weapons have a statutory maximum ROF of 1 against Aircraft. If their ROF is already 1 they must instead add +1 to their required 'to hit' score.

*E.G. 'Another ruddy Stuka!' Corporal 'Smudger' Smith's section let loose at the enemy aircraft with their Brens and rifles. With a usual 'to hit' of 5+ they needed a 6+ to hit the Jerry aircraft. Sadly they missed. 'Where's the ****ing RAF!' Private Cohen once again complained...*

To hit a target simply equal or exceed the 'to hit' score on the target's card.
Add +1 to this required score for each of:-

- a) the range is over 40cm
- b) the target is Concealed *but not* GTG (see 7.3.2.)
- c) the shooting Team is out of Command (see 6.2.)
- d) if shooting through smoke (see 8.3.)
- e) if shooting at night (see 12.0.)

N.B. If a target is Concealed *and* GTG add a further +1 (i.e. +2 in total)

For targets requiring a 7 or more to hit... see Section 1.0.

7.3.6. Assign Hits (& Mistaken Targets)

Once all hits have been calculated the shooting player assigns them to Teams that are:-

- a) a valid target for the Team that scored the hit
- b) part of the same unit as the targeted Team
- c) of the same type as the target Team (i.e. Tank, Infantry or Aircraft)
- d) within 15cm of the target Team

The first hit must be assigned to the target Team – the rest evenly to each eligible Team in the target area. Ensure (as close as possible) the same number from the same type of weapon to each target. Hits inflicted by the same Unit must be assigned evenly and – if possible – to those nearest to the firer.

E.G. 'Target the command tank!' came the order. But which was that? With the enemy vehicles bearing down the gunners blasted at the targets they deemed the most dangerous. The nearest one, first, obviously....

MISTAKEN TARGETS. Hits upon Unit Commander Teams and Independent single-Team Units (like Observer OPs – see 3.2.) can be reassigned *by the hit player* to *any valid target of the same type within 15cm*.

E.G. As an RAF spotter Flight Lieutenant Dobson made sure his Bren carrier looked as much like the 'brown job's' as any other, so as not to stand out as a target. It usually worked...

Other Teams can only be protected by this 'mistaken target rule' by the player rolling a 3+ to 'swap' with another Team of the same type within 15cm (e.g. to protect a mortar Team by 'potentially sacrificing' a rifle Team). Players may

continue to 'swap' hits Teams in this way until failing a roll. N.B. This rule cannot be used if the selected Teams are a) Tank Teams within 20cm of the shooter; nor b) if either Team to be 'swapped' is within 10cm of the shooter.

E.G. At such close range Hauptmann Merkel could easily detect the Soviet command tank by its distinctive radio antenna.

SHOOTING AT TANKS

A key concept in *Flames Of War* is that the fighting ability of the target determines how easy it is to hit, not the skill of the shooting team.

In real-world combat, the training of troops has the most decisive effect on the casualties they suffer. Elite units can survive danger relatively intact, while inadequately trained conscripts charging bravely but recklessly toward the enemy will be mown down en masse.

SCORE TO HIT

The score you need to hit a target is given on the target's own unit card. This is increased by:

Long Range: +1 if the target is more than 16"/40cm away, and

Concealed: +1 if the target is concealed at the edge of a wood or behind a hedge, wall, hill, or building, or

Concealed & Gone to Ground: +2 if the target is concealed and didn't move or shoot in its previous turn.

M4 SHERMAN

TANK PLATOON

* TANK UNIT *

MOTIVATION
CONFIDENT 4+
Blood in Guts, Last Stand 3+

SKILL
TRAINED 4+

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT	6
SIDE & REAR	4
TOP	1

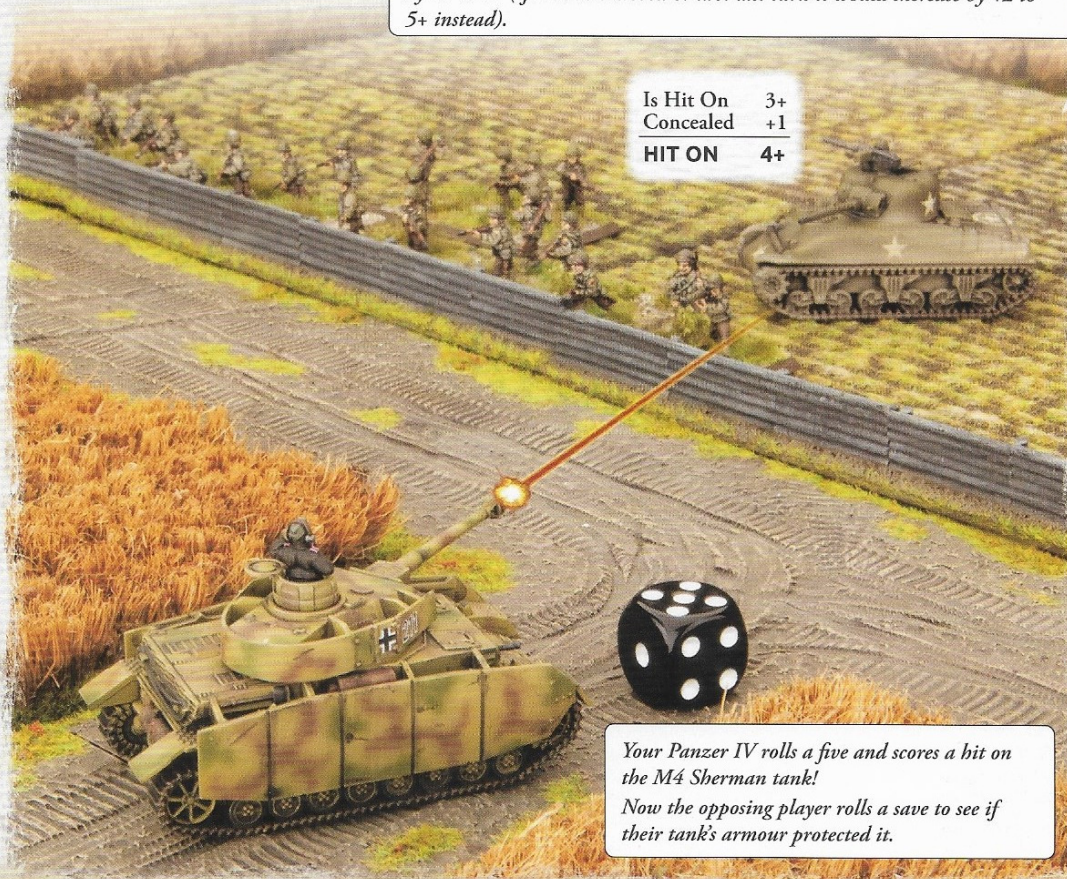
	TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE POWER	NOTES
M4 Sherman (75mm)	28"/70cm	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (.50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA
M4 Sherman (MGs)	16"/40cm	2	2	2	6	

You decide to shoot at the M4 Sherman tank. Since your Panzer IV moved, you roll one die. Normally you would need to roll a 3+ to hit an M4 Sherman. Fortunately the M4 Sherman is at short range—less than 16"/40cm from your Panzer IV. If it was further away, the score you need to hit would increase by +1.

Since this M4 Sherman is concealed behind a wall, the score to hit increases by +1 to 4+ (if it hadn't moved or shot last turn it would increase by +2 to 5+ instead).

Is Hit On	3+
Concealed	+1
HIT ON	4+



*Your Panzer IV rolls a five and scores a hit on the M4 Sherman tank!
Now the opposing player rolls a save to see if their tank's armour protected it.*

Front Armour	6
Die Roll	2
TOTAL	8

Having been hit, the opponent rolls a die and adds their M4 Sherman tank's Front armour rating of 6. They roll a 2.

If the range was greater than 16"/40cm, they would add an additional +1, but as the tanks are at short range, their save total is 8.

The M4 Sherman's armour save of 8 is less than the Panzer IV's Anti-tank rating of 11, so the shot penetrates the tank.

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer IV (7.5cm)	32"/80cm	2	1	1	11	3+	
Panzer IV (MGs)	16"/40cm	4	4	4	2	3	

Having penetrated the enemy tank, you roll another die to see how much damage the shot causes.

Rolling a 1 (which is less than the Panzer IV's 7.5cm gun's Firepower rating of 3+), the Panzer IV fails to destroy the M4 Sherman. Instead, it is Bailed Out.

The M4 Sherman does not have a special Remount rating so uses its Motivation rating of 4+, so if the American player rolls 4 or more at the start of their next turn, their tank is back in action.

On a roll of 1, 2, or 3, the M4 Sherman would remain Bailed Out.

M4 SHERMAN
TANK PLATOON

MOTIVATION
CONFIDENT 4+
Blood n' Guts
Last Stand
3+

SKILL
TRAINED 4+

IS HIT ON
AGGRESSIVE 3+

ARMOUR
FRONT 6
SIDE 4

ARMOUR SAVE

Tanks are well armoured to protect themselves if they are hit. The thicker the armour, the more likely they are to survive.

When their tank is hit, the opponent rolls a die and adds their tank's Armour rating. If the range is greater than 16"/40cm, they would add an additional +1 to their armour rating as well.

Compare the opponent's save total to your weapon's Anti-tank rating.

Higher: If your opponent's total is higher than your Anti-tank rating, the shot bounces harmlessly off their tank's armour.

Lower: If your opponent's total is lower than your Anti-tank rating, the shot penetrates the armour, so you roll another die:

- If you roll your Firepower or higher, the enemy tank explodes and is out of the game.
- Otherwise the enemy tank is Bailed Out. It can't fight for now, but it's not completely destroyed.

Equal: If the opponent's total is exactly equal to your Anti-tank rating, your shot hit home, but didn't do enough damage to destroy the enemy tank, so you roll a another die:

- If you roll your Firepower or higher, the enemy tank is Bailed Out.
- Otherwise your shot has no effect.

BAILED OUT

A Bailed Out tank can't move or shoot, but is still a valid target to shoot at.

At the start of their next turn, the opponent rolls a die to see if their crew can get a Bailed Out tank back into action. If they score their Motivation (or Remount if different) or better, the tank starts fighting again. Otherwise, it remains Bailed Out and can't do anything at all until their next turn, when they will get another chance to try to remount.

7.3.7. Rolling To Save Hits

For each hit scored a Team rolls a D6 to save. Generally speaking the roll must equal or exceed the Team's saving score, as detailed on their card. There are, however, qualifications:-

ARMoured TANK TEAM SAVES:

- a) With ground fire... if the tank has a rotating turret... first roll to see where the shot has actually hit. On a 4+ it has hit the turret, on any other score the hull. If the hit is upon a turret use the Tank's front armour rating's for saving throws.
 - b) If the firing Tank Team is entirely in front of a line drawn across the front of the target's hull... use the front armour rating, otherwise use the side armour rating.
 - c) If the subsequent saving roll is more than the weapon's anti-tank value... the shot has 'bounced', and was ineffective.
 - d) If the saving roll *exactly equals* the weapon's anti-tank rating the 'save' has failed. The target is not 'knocked out' (KO'd) but the crew are affected and rattled by shock and damage. Roll a further D6. If this roll *equals or exceeds* the firing weapon's Firepower factor the crew panic and 'bail out' ('BO' - not necessarily *literally* 'get out'). If the score is lower the crew carry on regardless... and are merely 'irritated' by the hit. *See also i) (below) for ERA 2 Tanks.*
 - e) If the saving roll *is less than* the weapon's anti-tank rating... the 'save' is failed - and penetration of the vehicle's armour has occurred. The target rolls a D6. If this roll equals or exceeds the firing weapons Firepower factor... the target vehicle is KO'd - if lower the crew 'bail-out' from the damage, as detailed in d) (above).
 - f) BO's Tank Teams may not Move, Shoot, Bombard, fight in Assaults, nor issue Movement Orders (see 6.3.) until they successfully dice to 'remount' (not necessarily *literally* remount - just get it together - see also h), below).
 - g) If a second or subsequent 'BO' occurs.. the Team must dice to equal or exceed their 'remount' value. If they fail the Tank is deemed destroyed and its crew are assumed to have legged it.
 - h) During the Starting Step (see 4.0.) BO'd Teams can dice to 'remount'. To succeed, equal or exceed their Remount value - fail and the crew remain BO'd. If they are the Unit Commander another Team within 15cm can take over command instead (see 3.4.).
 - i) *ERA 2 EXTRA.* In this Era mechanical unreliability was notorious. As well as BOing a crew at (d), above)... a hit Tank Team's vehicle will *also be immobilised*. Remounting crew may fire weapons, but must then pass a further remount test next turn to get their vehicle moving again.
- N.B. the use of 'solid-shot' kinetic energy weapons (not HEAT - see 14.0.) add +1 to a hit vehicle's save dice score *if* it was hit from more than 40cm away.

UNARMoured TANK TEAM SAVES:

- a) If the result equals or exceeds the save score the Team is (largely) unharmed.
- b) If below the save score it is destroyed.

INFANTRY TEAM SAVES:

- a) If the result *equals or exceeds the save score...* the Team is 'saved' and (largely) unharmed.
- b) If below the save score the Team is destroyed *unless within bulletproof cover* (see 5.0. for definitions). If within such cover the firing player needs to equal or exceed his weapon's Firepower factor to kill the Team. If he fails... it survives as if it successfully passed the save roll.

AIRCRAFT TEAM SAVES:

- a) If the result equals or exceeds the save score the Team is (largely) unharmed.
- b) If below the save score, the firing player next needs to equal or exceed his Firepower factor to destroy the Aircraft. *Exception* 'Infantry' weapons like HMG etc (not 'heavier weapons') must pass *two* successive Firepower rolls to score a lucky shot and still KO the Aircraft.

LARGE BOAT TEAM SAVES:

See 3.1. to 'check-off' hull boxes. Treat each as if it were a 'Tank team'.

Leave destroyed Tank and landed Aircraft Teams on the table and mark with 'smoke' as they now become 'cover debris' (see 5.0.). Remove all other destroyed Teams. See 6.4. for the (possible) escape of vehicle Passengers.

If a Unit leader is destroyed another Team in the unit within 15cm takes over, using their original stats. If there is no such Team the Unit is leaderless until next turn, when another is appointed from elsewhere within their Formation (see 3.4. for clarifications).



SHOOTING AT INFANTRY


Unlike tanks, infantry units often have a variety of different types of fire teams. The card lists the weapons for each different fire team. Each team fires the type of weapon that it is armed with.

Just like shooting at tanks, the score you need to hit a target is given on the target's own unit card, increased by:


Long Range: +1 if the target is more than 16"/40cm away, and


Concealed: +1 if the target is concealed at the edge of a wood or behind a hedge, wall, hill, or building, or

Concealed & Gone to Ground: +2 if the target is concealed and didn't move or shoot in its previous turn.



GRENADIER PLATOON






MOTIVATION
CONFIDENT 4+
*Third Reich
Last Stand* 3+

SKILL
VETERAN 3+

• INFANTRY UNIT • STORMTROOPERS •


IS HIT ON
CAREFUL 4+

SAVE
 **3+**


TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO


WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIREPOWER	NOTES
MG34 & K98 rifle team	16"/40CM	2	1	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing
OPTIONAL sMG34 HMG	24"/60CM	6	2	2	6	Assault 4+, Heavy Weapon
OPTIONAL 2.8cm anti-tank rifle	20"/50CM	2	1	7	5+	Assault 4+, Heavy Weapon, No HE
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 4+, Slow Firing

Your Grenadier Platoon of five MG34 & K98 rifle teams shoots at a Rifle Platoon. Having not moved in the Movement Step, each team has a ROF of 2. With five teams shooting that gives a total of ten dice.



RIFLE PLATOON






MOTIVATION
CONFIDENT 4+
*Blood in Guts
Rally* 3+

SKILL
TRAINED 4+

• INFANTRY UNIT • OBSERVER •

IS HIT ON
AGGRESSIVE 3+

SAVE
 **3+**

The Rifle Platoon is hit on a base of 3+. Since they are all concealed behind a wall, but at short range, they will be hit on 4+ instead.

Your MG34 & K98 rifle teams score five hits, one hit on each of the M1 Garand rifle teams and a second hit on one of them.

INFANTRY SAVES

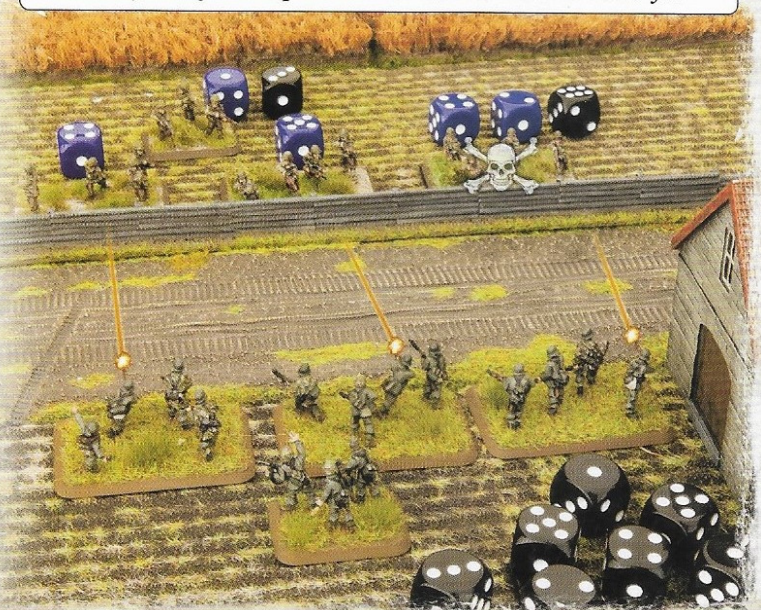
Infantry don't have armour like tanks, but they are tough and good at hitting the dirt to avoid incoming fire. Plus, infantry units are resilient—if one or two individual soldiers are killed or wounded, the rest of the team may be able to fight on. As a result, infantry teams have a simple 3+ save against each hit, regardless of what is shooting.

If it fails its save, an infantry team is immediately destroyed unless it is in bulletproof cover, such as foxholes, in a building, or behind a stone wall.

BULLETPROOF COVER

Infantry can be hard to kill if they are using terrain for cover. If your opponent fails a save for an infantry team in bulletproof cover, you must roll another die. If you roll your Firepower or higher, the enemy team is destroyed. Otherwise, the cover protects them and they are unharmed.

The teams of a Rifle Platoon have a 3+ save for each hit. Two M1 Garand rifle teams fail their saves. However, because they are in bulletproof cover, you must roll the MG34 & K98 rifle teams' Firepower of 6 to destroy them. Fortunately, one of the Firepower rolls is a 6, and one team is destroyed.



7.3.8. Pinned Down (PD)

PINNED DOWN

If an infantry unit takes 5 or more hits from shooting, they stop advancing and become Pinned Down.

At the start of their next turn, the opponent rolls to see if their Pinned Down infantry unit rallies and gets back into action.

If they score their Motivation (or Rally if different) or better, the infantry starts fighting again. Otherwise, it remains Pinned Down and won't move closer to the enemy until their next turn, when they will get another chance to try to rally. While Pinned Down an infantry unit shoots with its Moving ROF, even if it did not move.

RIFLE PLATOON
• INFANTRY UNIT • OBSERVER •

MOTIVATION **CONFIDENT 4+**
Blood 'n Guts Rally **3+**

SKILL **TRAINED 4+**

IS HIT ON **AGGRESSIVE 3+**

SAVE **3+**
Infantry

You scored five hits on the Rifle Platoon, so they are Pinned Down. They have a special Rally rating of 3+, so if they roll 3 or more they will rally at the beginning of their next turn

Record being 'pinned-down' (PD) with a marker. Armoured Tank Teams (and any passengers inside) cannot be PD; nor can Aircraft Teams. A large unit (see 3.2.) is PD if it takes eight or more hits *in the same Shooting Step* – *regardless whether or not saved*. A small unit becomes PD if it takes at least five such hits.

E.G. 'Blimey Chalky! There's Jerries everywhere!' Caught in an unexpected crossfire Private Smith and his chums hit the dirt, pinned down. If casualties were light... prudence demanded taking cover until the platoon's 'Rupert' could sort out what to do next.

PD Infantry (and *ergo* Unarmoured Tank Teams) may not move closer to any enemy in LOS; nor move *into* an enemy's LOS. If they *don't* move they may still shoot using their Moving ROF. If they move whilst PD they *cannot* shoot.

E.G. 'Hold your fire and use cover to work around their flank and grenade them!' If they were an occupational hazard... Lieutenant Hay nevertheless reckoned German Spandau teams were still a flipping nuisance...

To 'rally' a Unit from being PD... roll a D6 in the Starting Step (see 4.0.). Equal or exceed the Unit's Rally score to succeed, otherwise they remain PD.

7.3.9. Firing Smoke (see also 8.3.)

Instead of shooting normally a Unit may elect to fire Smoke with weapons that possess that capability (cards will specify). Rather than causing damage, each Smoke 'hit' places a 5cm diameter ball of smoke upon the target Team. Smoke hits cannot be reallocated under 'Mistaken target' (see 7.3.6.). Smoke is removed at the very start of the firing player's next turn.

8.0. ARTILLERY BOMBARDMENTS

Any Team with 'Artillery' on their ROF (including Aircraft) can 'bombard' (directly or indirectly). This is instead of each gun firing 'directly' at a single Team (some Teams may only *ever* be able to bombard). Bombardments can be directed at a self-seen and observed target in LOS, or indirectly at a location where there are known enemy. They use a template 15cm square if the 'beaten zone' defined as 'Artillery'; 25cm square if defined as 'Salvo'.

A team can only bombard a target it can see at *above* its normal range, e.g. if range is 60cm, bombard range 100cm, it can only bombard a target it can see at ranges 61-100 - gunners habitually preferring direct fire open-sights!

Unless they are Aircraft, Teams cannot bombard if they moved, or are PD or BO'd (see 7.3.7. and 7.3.8.). If a Unit elects to bombard *all* of its Teams with eligible weapons *must* bombard the same target.

8.1. Bombardment Procedure

a) PICK A SPOTTING TEAM. All bombardments need a Team to spot and correct the fall of shot.

1) A spotting 'observer post' (OP) Team can spot for one bombardment a turn *providing* it does not Move, attempt to Dig In, Shoot, or Assault. It is assumed to be in communication with the bombarding Teams (or Units with the same target) by radio or telephone. Aircraft can self-spot.

2) A OP Team *must be* a) one of the firing Unit's Teams, b) a friendly Unit leader, c) a specialist OP Team or, d) a Team specifically detached and assigned from a Formation HQ Unit.

3) A 'chain of spotters, each within 15cm command distance of each other, can instead be used, all restrictions detailed elsewhere still applying.

b) CHECK RANGE. The target must be within range of the bombarding Teams.

c) SELECT AIMING POINT. This must be within LOS of the OP. Centre the relevant template (as stated on Unit card) over the aiming point, with the parallel sides pointing towards the bombardiers' location. An Artillery template may not cover within 10cm of any friendly troops – a Salvo template with 15cm, so the point of impact will need to be adjusted accordingly.

d) ROTATE TO FACE. Point the firing Teams at the selected target.

e) ROLL TO RANGE IN. An OP can make three attempts a turn to 'range in' bombarding Artillery, upon the selected aiming point. If the score is greater or equal to the Artillery Unit's skill value... it has successfully ranged in. If a fail, make the next attempt until three attempts have been made. N.B. If the OP and the Artillery have different skill ratings - use the worst.

If the OP are a dedicated OP Team, reduce the score required to range-in by 1.
If at night increase the score to range-in needed by +1

f) ROLL TO HIT. Roll a D6 for each Team under the bombardment template using their 'to hit' scores (flying Aircraft are immune to bombardments). The 'to hit' modifiers to each target's score are:-

one weapon firing at them	+2
two weapons firing at them	+1
five to six weapons firing at them	-1
seven or more weapons firing at them	-2
ranged in on second attempt	+1
target Team has gone to ground	+1
target Team is not in LOS of the OP	+1
bombarding through smoke	+1
ranged in on third attempt	+2
ranging in at night	+1
bombarding Artillery has autoloaders (ERA 7+) -1	-1

N.B. If the score needed to hit is 1 or less... a 2+ is needed to score as no hit is ever considered to be 'automatic'. If the 'to hit' score or greater than 6... use the rules in Section 1.0.

g) ROLL SAVES. Roll saves as in 7.3.7. - *excepting* that Armoured Tank Teams use their top armour rating. Infantry and Unarmoured Tank Teams in Bulletproof cover (see 5.0.) are *not totally immune from bombardments*. They instead roll again for *each unsaved hit they take*. If the roll is lower than the bombarding weapon's firepower factor their cover has indeed protected them – otherwise they are destroyed. Saved Infantry and Unarmoured Tank Teams are automatically PD (see 7.3.8.) by being subjected to bombardments.

E.G. In their deep trenches the Borsetshires know they were fairly safe. However, its always prudent to keep your head down because – once the bombardment ceased – the Jerries would likely be Assaulting.

8.2. Other Bombardment Rules

REPEAT BOMBARDMENTS ON SUBSEQUENT TURNS: These automatically range-in on their first attempt. They still require a valid OP to locate, spot, and feedback, which may be the same Team as before, or a different one.

PRE-PLANNED ARTILLERY TARGETS: Each Artillery Unit may place one ranged-in marker anywhere on the table before deployment, and this is deemed its current aiming point at the start of the game. With a pre-planned ‘creeping barrage’ this is deemed to move 10cm towards the enemy base-line each turn.

SPECULATIVE TOPOGRAPHIC FIRE: Prohibited except as ‘pre-planned’ targets (see above).

OFF BOARD ARTILLERY: These Units can only ever fire Bombardments. Measure all ranges from the centre edge of their army’s base-line and add 25cm. They range-in from an on-board OP is as per normal. Pre-planned targets are permitted.

For off-table to off-table counter-battery fire... measure base-line to base line and add 50cm to obtain the range. Add +2 to the artillery Unit’s target score to successfully range-in. OPs on the table deduct -1 to this penalty.

8.3. Special Artillery Ammunition & Bombardments

SMOKE BOMBARDMENTS: See also 7.3.9. These may be fired by each weapon in a battery, once per game. Range-in as normal *excepting* that rule 8.1.c does not apply, and the bombardment *may overlap friendly troops*. Smoke barrages must be laid before any other Bombardment firing, and cause no damage. They last until the start of the firing player’s next turn (see 4.0.).

For smoke bombardments, place a line of smoke 10cm long for each weapon firing (i.e. two guns produce a line 20cm long). The screen line starts at the aiming point and can be placed at any angle.

Teams shooting *through* a smoke screen suffer a +1 penalty to their 'to hit' scores unless possessing Thermal Imaging (ERA 6+ only – see also 12.0.).

GAS (ERA 1+): Where historically appropriate or hypothetically possible... suitably armed Artillery can be requested by an OP to fire Gas as if it were 'smoke' (see above) – include too the possibility of accidental 'blue-on-blue' 'friendly fire'. The rules are identical as per Smoke bombardments *except that* gas uses the 'Salvo' template and all Teams except 'sealed' vehicles only save on a 5+ - extended to a 4+ if historically supplied with suitable masks etc. All teams hit by gas are considered PD'd/BO'd (see 7.3.8.). 'Gas' dissipates as if it were smoke – for persistent chemicals use scenario rulings (see 16.1.).

BOMBLETS (ERA 7+): Suitably armed Artillery can be requested by an OP to fire bomblets. These use the weapon's normal range; count as 'Salvo' fire (see 8.0.); and have an amended AT value of 3+ and Firepower of 6+.

LASER-GUIDED PROJECTILES (ERA 7+): These are guided to a target by a suitably laser-equipped OP. Artillery using these fire one Laser-guided projectile for each 'tube', instead of the normal bombardment area rules. LOS is determined from the OP. Laser-guided projectiles count as 'direct fire' (see 7.0.) rather than a 'Bombardment'. They use a range of 40cm minimum up to the weapon's normal maximum range. They *must be* fired Halted. They have an AT of 21 and Firepower of 2+. They are 'Brutal', 'Guided', and are 'HEAT' weapons (see 14.0.).

MINELETS (ERA 7+): These can be used by a bombardment to create a minefield. A suitably armed Artillery battery may fire minelets once per game. After ranging-in simply place a minefield marker within 5cm of the aim point *for every three weapons firing*. These bombardments have no other effect.

MLRS LAUNCH SYSTEMS (ERA 7+): These *double* the number of launchers delivering the fire. Also count their ammunition as being 'One-Shot' (see 14.0.).



9.0. ASSAULTS

When a Unit 'Assaults'... its Teams charge into 'close combat' / 'melee contact' with the enemy. The enemy shoots at them as they charge in – then both sides take turns fighting at close-quarters. Complete *all* Assaults before ending the Assault Step. N.B. A Team *can* shoot in its Shooting Step before Assaulting using its Moving ROF, *but then only at a target within 20cm of the enemy Unit(s) it intends to Assault.*

E.G. Ready to go 'over the top' The Borsetshires first attempted to damage the enemy's supporting machine-gun nests...

A Team can Assault if :-

- a) It is within 10cm of the targeted enemy Teams (20cm if cavalry)
- b) It *did not* move that turn at Dash Speed
- c) It *did not* use any Movement Order than turn (see 6.3.) *except for* successfully passing a 'Follow Me' or 'Blitzkrieg')
- d) It *did not* Shoot that turn with its Halted ROF
- e) It *did not* Move that turn more than 25cm, nor use stabilised weapons
- f) It *did not* Observe for another Team that turn, nor fire a Bombardment
- g) It *did not* Shoot at an Aircraft in the previous enemy turn

Commander Units Teams (see 3.4.) *can* Assault on their own, or join another friendly Assaulting Unit.

E.G. General Rommel, the 'Desert Fox', liked to be up-front directing the battle – but knew he was too important to risk in a close combat 'assault'.



9.1. Charging Into Contact ('Step 1')

An Assaulting Unit moves any of its Tank or Infantry teams up to a maximum of 10cm (20cm if cavalry) into Contact with enemy team(s), by the shortest possible route. Heavy Infantry weapons (e.g. HMG, Mortars), Artillery and Unarmoured Transport teams *cannot Assault* (but they *can* be Assaulted). Tank Teams cannot Assault other Tank Teams but *can instead* 'breakthrough' them (if there is space) and move up to 5cm past this enemy position as their 'Assault'.

A team is deemed in 'contact with the enemy' if its front edge is as close to an enemy Team as it can get *or* – if an Infantry or Cavalry Team - is as close as it can get to a friendly Infantry Team from its own Unit that is itself in Contact (i.e. it is 'following-up' directly behind). Teams that are Assaulting an enemy behind Terrain (e.g. behind a wall) are deemed in Contact if moved up against said obstacle. They must dice to cross (see 5.0.). If they fail to cross they are deemed BD'd if Tanks (see 7.3.7.) – if Infantry or Cavalry they must immediately move back 5cm from said obstacle to regroup.

Teams that *cannot contact an enemy in the above ways cannot Assault and take part in the subsequent fight*. Teams that BD whilst attempting an Assault (see 7.3.7.) cease to count as Assaulting Teams.

9.2. Opponents Defensive Fire (DF) ('Step 2')

After Assaulting Teams Charge into Contact... the opposing player immediately conducts Defensive Fire (DF). Each Team within 20cm of an Assaulting Team(s) is deemed a 'Defending Team', and shoots as if it were their Shooting Step, using their Halted ROF (*unless* they are PD when they *must* use their Moving ROF). They must have a clear LOS to their assaulters. In doing this they may not fire Bombardments and the 'Mistaken target' rule (see 7.3.6.) may not be applied; it being reasonable to assume the defenders are concentrating on the immediate threat.

E.G. 'Banzai!' Adrenalin pumping, the Borsetshires focused all of their attention - and ammo - on the charging Japanese.

If an Assaulting Infantry/Cavalry team is removed by DF a follow-up Team may freely move up to take its place at no penalty (see 9.1.).

'TANK AMBUSH' AND SAVES FROM DF: Tank teams *cannot* conduct DF against any Assaulting Infantry Team that a) did not move in their Movement Step; b) did not use any Movement Orders, c) did not Shoot in their Shooting Step and d) started their Assault Concealed by Terrain. Tank Teams *always* use their side armour for saves against all Defensive Fire; the close range making them vulnerable to such attack.

FALLING BACK FROM DF: A large Unit (see 3.2.) *taking eight or more hits from DF* is deemed PD (see 7.3.8.), and its teams fall-back until 5cm from the enemy. With smaller Units this threshold *is five hits*. N.B. These are 'hits' taken, whether saved or not. If preferred, passing a Morale Test (see 10.2.) enables the Assault to continue... failure having the usual negative consequences.

E.G. Wily old soldiers that they were... the Borsetshires knew when discretion was the better part of valour... and withdrew.

If the Assaulting Teams are Tanks with top armour of 1 or more... they only fall-back if two or more of their Teams are destroyed or BO'd by DF. This is regardless of how many hits their Unit takes; even BO'd Teams moving their vehicles back in shock and awe.

TANKS IN ASSAULTS

Tanks can assault and be assaulted by infantry. Like infantry, tanks charge 4"/10cm into contact with the enemy, suffer defensive fire, and roll to hit using their Skill rating.

There are some differences:

- If a tank fails to cross difficult terrain when charging into contact, it halts 2"/5cm from the defenders.
- Tank units do not fall back when they take five hits from defensive fire. Instead, they fall back if they have two or more tanks bailed out or destroyed by the defensive fire.
- Tanks use their Side armour rating when hit by defensive fire and when hit in an assault.
- Infantry can choose to use hand grenades and other improvised anti-tank weapons rather than their normal weapons. These hit the tank's Top armour and have Anti-tank 2 and automatically pass their Firepower test.
- Bailed Out tanks within 4"/10cm of the enemy are captured and destroyed if the tank unit breaks off.



ASSAULT

Infantry are tough and it can take a long time to destroy a unit by shooting. Sometimes going in with the bayonet is a better answer.

If your troops have moved within 4"/10cm of the enemy, they can launch an assault after shooting. Move them into contact with the enemy ready to fight.

DEFENSIVE FIRE

Before the assaulting troops get a chance to fight in the assault, the enemy gets a chance to defend themselves, shooting with everything they've got to try and ward off the assault.

Defensive fire is essentially an extra shooting step that your opponent does in your turn when you assault them. Only teams within 8"/20cm of an assaulting team get to shoot, and they can only shoot assaulting teams.

If hit, assaulting teams roll a save like they would during the shooting step. However, since they are charging the enemy, they won't be in Bulletproof Cover, so are automatically destroyed if they fail their save.

If the assaulting unit takes five hits, it is Pinned Down and the assault fails. Move the assaulting teams back until they are 2"/5cm from the defenders.

Having taken three hits in defensive fire the German MG34 & K98 rifle teams roll their saves.

Two teams make their saves and survive unharmed. One fails its save and, as it is not in bulletproof cover, is destroyed immediately without the M1 Garand rifle team needing to roll its Firepower.

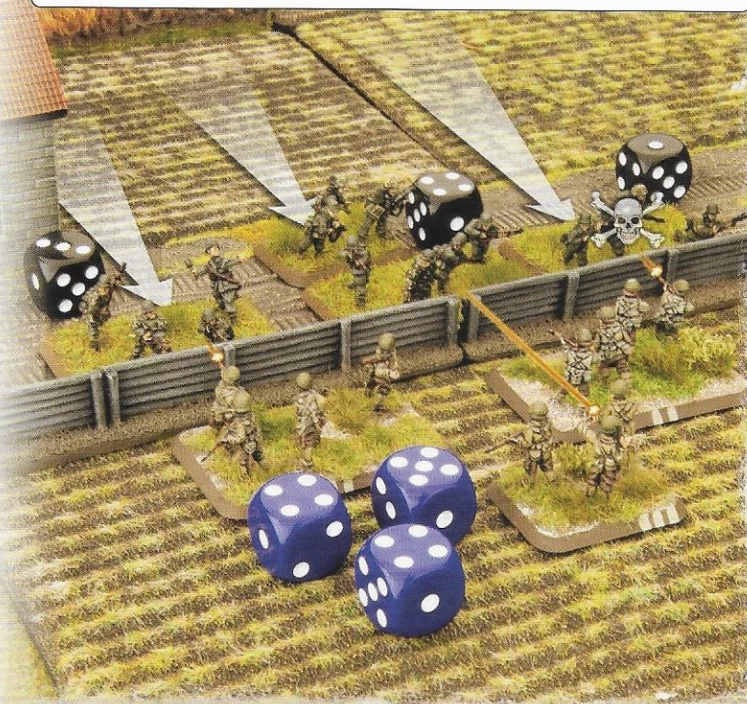
Having pinned down the Rifle Platoon, the Grenadier Platoon is going to launch an assault!

They move all of their teams 4"/10cm into contact with the enemy teams.

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M1 Garand rifle team	16"/40cm	1	1	1	2	6	
M1 Bazooka team	8"/20cm	1	1	1	10	5+	Assault 5+, Slow Firing
OPTIONAL M1919 LMG	16"/40cm	5	2	2	2	6	Assault 5+, Heavy Weapon
OPTIONAL M1917 HMG	24"/60cm	6	2	2	2	6	Assault 5+, Heavy Weapon

Next the defending infantry conduct their defensive fire.

Being pinned down, the three M1 Garand rifle teams must use their Moving ROF of 1. They score three hits from their three dice, but cannot score the five hits that would pin down the assaulting unit and stop its charge 2"/5cm away.



9.3. Assaulters Roll to Hit Defenders ('Step 3')

If not forced to fall-back by DF (see 9.2.)... Assaulting Teams still in contact with the enemy roll a D6 for each Assaulting Team. The score needed to hit is shown as the 'Assault Skill' / 'Skill' number on the Assaulting team's card. If their score is equal to or greater to the Assault number, they score a hit upon *one* Team they're in contact with (if in contact with more than one Team the Defender gets to choose which of his Teams is hit). N.B. As suggested above (see 9.1.); a hit from a Tank Team *cannot* be assigned to a Tank Team.

All Units hit by, and during, an Assault are automatically PD (see 7.3.8.).

FIGHTING IN THE ASSAULT

Having weathered the defensive fire the assaulting infantry get to fight in the assault.

Each assaulting team rolls one die. They need to roll their Skill rating (or Assault if different) to hit. At this close range each successful hit destroys an enemy team. There are no saves and no need to worry about Firepower ratings.



Each assaulting MG34 & K98 rifle team rolls a die. The teams need to roll their Skill of 3+ to hit. They score one hit and destroy one M1 Garand team.



COUNTERATTACK

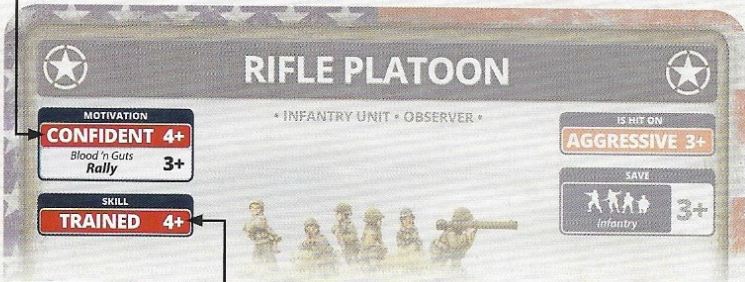
Fighting at close quarters requires courage, so the defender needs to see if their troops are brave enough to fight back.

The defending unit rolls a die.

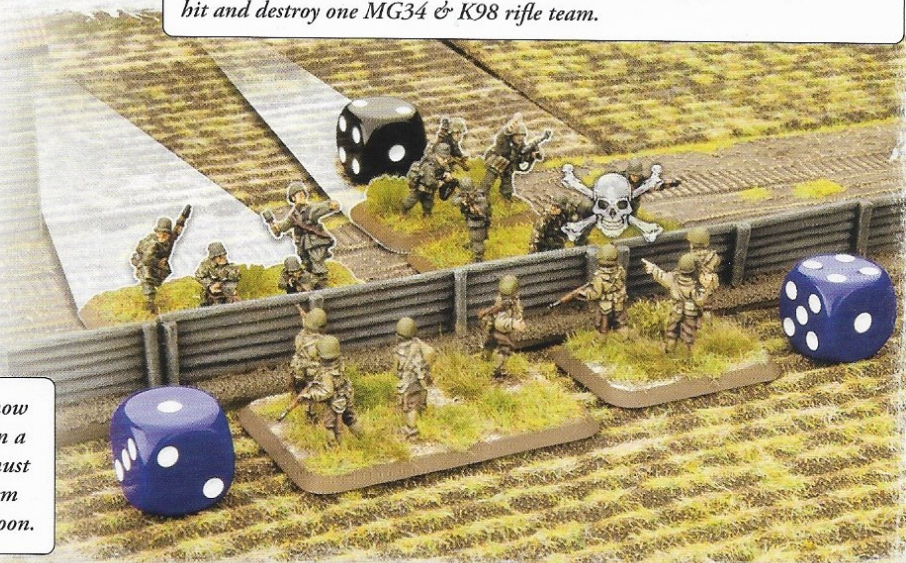
- If they roll their Motivation rating (or Counterattack if different) they may counterattack, becoming the assaulters, or may break off, falling back 6"/15cm from the enemy and becoming Pinned Down.
- Otherwise they must break off.

If the enemy break off, your assaulting unit can move up to 4"/10cm to consolidate its position.

If the defender does counterattack, they charge 4"/10cm and fight in the same way the assaulting side did. Then their opponent rolls to counterattack and the assault continues back and forth until one side or the other breaks off or is destroyed.



Both teams roll to hit, needing to roll their Skill rating of 4+. They score one hit and destroy one MG34 & K98 rifle team.



The Grenadier Platoon now rolls to counterattack. On a score of 2 they fail and must break off, moving 6"/15cm away from the Rifle Platoon.

9.4. Defender Rolls His Saves ('Step 4')

Infantry and Unarmoured tank teams hit during an Assault at 'Step 3' (9.3.) *are automatically destroyed* – as are any Passengers. *They do not get save rolls.*

E.G. 'Close combat is brutal and short', Lieutenant Lowe was reminded of his time playing rugby for St Peter's first XV...

When an Assaulter scores a hit on an Armoured Tank Team, it can choose to do so by *either* using a) one of its within range weapons' anti-tank rating, rolling against the hit Team's side armour *or* b) it can use grenades (etc) at a statutory AT rating of 2 and Firepower of +1 against the target's top armour. The Defending Tank then rolls to save for each hit, as per 7.3.7.. N.B. Where mathematically impossible for infantry to KO... roll 2 XD6 – on an '11+' the target Tank team is deemed KO'd regardless.

E.G. At close range, rather than clambering up and using grenades, Corporal Himmel used his team's Panzerfausts and mines against the enemy T34's - as in the inspiring training film 'Men Against Tanks'...

9.5. Pushing Into Enemy Positions

An Assaulting Team that destroyed an enemy Team may, if wished, move into that position (if physically able to do so). As per in 7.3.7. KO'd Tank teams are always left in place as debris.

E.G. Having grenaded the enemy machine-gun nest Corporal Smith's team dived in to take advantage of the cover... ready for the inevitable German counter-attack.



9.6. Check If The Assault Is Over ('Step 5')

The Assaulters are deemed to have 'won' if all Defending Teams that could be contacted - within a 10cm move distance - have been destroyed, or are BO or BD. Any such BO or BD Teams immediately surrender. Remove all from play – in a campaign 'captured equipment' could be re-used. If he has any teams outside of this 10cm distance... the Defending Unit(s) of such an Assault *must* Break off (see 9.7.).

If an Assault has been won the victorious Unit(s) may now 'Consolidate'. They may move up to 10cm in any direction - up to a distance of 5cm from any enemy Teams. They *may not* charge into Contact with them. They may occupy and utilise any vacated foxholes, trenches and other defences.

9.7. If The Assault *Isn't* Over... Test To Counterattack Or Break Off? ('Step 6')

If the Assaulters didn't 'win' - and the combat could continue - their opponent rolls a single D6 and compares this with the Counterattack numbers of each of his Defending Units. If the score is greater or equal to their counterattack value that unit(s) may choose to Counterattack, *or to* 'break off'. If a Unit fails this Counterattack test it *must* 'break-off'.

COUNTERATTACK: When the Defender counterattacks... all Assaulting Teams now become the Defender and *vice-versa*. Attacking teams may charge into Contact, even if hitherto PD, but must still test to cross any obstacles and difficult going (see 5.0.). Any enemy teams they can't contact are 'out' of the Assault for the rest of the turn as either Attackers or Defenders. With a counterattack there is deemed to be no DF possible, as Assault is considered a continuous process. After the counterattack is resolved... the original Assaulter may then choose to counterattack – and so on - until one side 'breaks off'.

BREAK OFF: Units choosing to – or obliged to - 'break off' immediately Move at their Dash speed to at least 15cm away from the victors. If they are unable to do this they surrender (see 9.6.). The 'winners' may Consolidate as per 9.6. (up to the maximum 10cm distance).

10.0. UNIT MORALE

10.1. Being 'In Good Spirits' (IGS)

Also known as 'Ok'. This means a Unit is 'happy' (or at least 'sanguine') to continue to fight. A Unit is considered IGS if:-

- a) It has had no Teams BO'd or destroyed.
- AND / OR
- b) It has at least three Infantry teams left *or*
- c) Two Tank / Artillery teams left that are not BO'd
- d) Half of more of the Aircraft Teams it entered the table with survive
- e) The Unit leader has not been destroyed and has not been replaced.

For assessing whether IGS *only count Teams within 15cm of the Unit leader* (including the leader himself). *Do not count* Teams like higher Commanders that have joined the Unit. Independent Units test for whether IGS when PD or BO'd (q.v. 6.2. for 'Command Radius' for the importance of 'Cohesion').

LAST STAND

If a unit starts its turn with only one tank or one or two infantry teams left, it must roll a die.

- If they roll their Motivation rating (or Last Stand if different), they continue fighting.
- Otherwise, the remaining tanks and infantry teams flee the battle and are destroyed.

RIFLE PLATOON

• INFANTRY UNIT • OBSERVER •

MOTIVATION CONFIDENT 4+ <i>Blood 'n Guts Rally</i> 3+	IS HIT ON AGGRESSIVE 3+
SKILL TRAINED 4+	SAVE 3+ Infantry

At the start of its next turn the Rifle Platoon only has two teams left, so it must roll to see if the survivors run away. It needs 4+ to succeed, and does so.



GUN TEAMS

As well as tanks and infantry, your soldiers may be manning anti-tank guns and other artillery pieces. These shoot like tanks, but have a fixed save like infantry. Like tanks, they won't run away until there is only one gun left.



Infantry units with APC count a total of all their Teams *unless* the APCs have clearly withdrawn away more than the infantry's tactical move; when they have *de facto* become a separately deployed 'sub-unit'; and so will test Morale separately.

10.2. Testing Unit Morale ('Last Stand test')

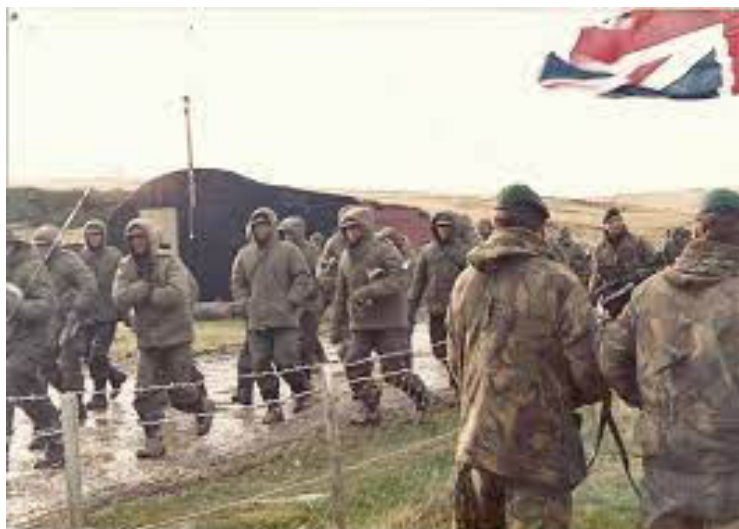
A Unit deemed not IGS (see 10.1.) needs to take a Morale/Last Stand test *at the end of any Shooting or Assault Step* it has a further Team Destroyed or BO'd that exceeds the thresholds defined in 10.1. Formation Command HQ Units and higher (see 3.4.) *never* test Morale.

Each Unit required to test Tests its Morale separately – the best troops may pass whilst your worst run.

To test roll a D6. If the score is equal to or greater that the Unit's Morale number it fights on. Players may instead use the leadership value of any higher Commander (see 3.4.) that has joined a Unit – but if the Unit fails they too suffer the Unit's fate.

Units failing the test are said to have had their 'Morale Destroyed' (MD) or to 'Broken', 'Shattered', 'Routing', 'Unhappy' etc etc.

With MD Units... Tank Teams are deemed to be BO'd and abandoned. All others are simply removed from play. If with 15cm of the enemy they are deemed to have surrendered, as detailed in 9.6. Captured equipment may be re-used in campaigns.



11.0. FORMATION MORALE

Each Formation (see 3.3.) will remain IGS as long as it has at least one Unit on the table IGS. A Formation not IGS must test its Morale against its Formation Commander's Morale. If the die result is equal to or greater than this value it fights on – otherwise the Formation is removed as per 10.2.

A Formation that has lost its Commander – or who's Commander is not on the table - automatically fails this test. If all Combat Formations are eliminated the player has lost the battle, no matter how many Support Units (like Artillery and Aircraft – see 3.2.) remain.

12.0. NIGHT FIGHTING

At night Teams may not move faster than their Terrain Dash speed. They add +1 to their target 'cross' score for any Terrain they wish to traverse (see 5.0.).

Teams shooting at night suffer a further +1 penalty to hit unless, in ERA 6+, they have thermal imaging equipment (see below).

LOS (see 7.3.2.) at night is never beyond the below 1 X D6 rolled distance. Note this varies every time a Unit attempts to 'see' (this simulates inherent nocturnal confusion). Die results are:-

- 1 = 10cm
- 2 = 20cm
- 3 = 30cm
- 4 = 40cm
- 5 = 50cm
- 6 = 60cm

SEARCHLIGHTS (ERA 4+) Count these are IR (below) – Units using them counting as visible at ranges as per a die roll of 6 (above).

NIGHT VISION DEVICES (ERA 6+)

- a) Teams with Infra-Red (IR) roll 2XD6 for night LOS and choose the best result.
- b) Teams with Thermal Imaging roll 2XD6 for night LOS and choose the best result. They also *do not* suffer the +1 penalty to hit at night, and/or when shooting through smoke (day or night).

13.0. MINEFIELDS

The location of minefields are shown by a minefield marker. Any team moving within 5cm of a minefield must roll against their Courage. If the score is equal or greater they may attempt to cross – otherwise they must move 5cm away. They may try again next turn.

Teams that move onto Minefields must roll equal or above their Skill to cross safely – otherwise they are hit by a mine with a statutory AT value of 5 and a Firepower of +1. They must dice to 'save' (see 7.3.7.). Tank Teams use their 'top armour' value to save. Any Infantry Unit that has a team destroyed by a mine is immediately PD (see 7.3.8.).

A Unit leader that is not PD may issue a 'Mine Clear' Order *instead* of moving in the Movement Step. Any Infantry (or Tank team with a mine clearing device) within 15cm of the Unit leader may remove a minefield within 5cm *instead of moving*. This action counts as 'Moving' and said Teams cannot Shoot or Assault. If they are Destroyed, PD or BO during this action the mine clearance is assumed totally incomplete.

A 'Guerrilla Booby Trap' (e.g. Vietnamese punji stakes) is a minefield *that does not affect vehicles*. It is placed as an Ambush (see 16.2.) directly upon an enemy Infantry unit. An IED works in the same way – only it can also affect vehicles.



14.0. SPECIAL WEAPON & EQUIPMENT RULES

Cards will state whether or not these abilities are bestowed.

ALL ERAS

AMPHIBIOUS: Amphibious Teams treat Impassable water as Difficult Going (see 5.0.).

FORWARD FIRING: May only fire from its front 180°

NAVAL GUNFIRE: Count as 'off-board Artillery' – see 8.2.

ONE-SHOT: These weapons can only fire once per game.

PINNED ROF 1: These weapons only have an ROF of 1 when PD (see 7.3.8.).

SLOW-FIRING: These weapons add +1 to required 'to hit' scores when moving.

SMOKE: These weapons have smoke ammunition (see 8.3. and 7.3.9.).

ERA 5+

NAPALM: Aircraft using Napalm always use the 'Salvo' template (see 8.0.). Only Armoured Tank Teams, and those in bulletproof cover (see 5.0.) are 'protected' and use their normal save scores. All others save on a 6+ - or they are destroyed.

RADAR: AA weapons with Radar have a statutory range of 80cm and *do not* suffer the usual +1 penalty when firing to hit at ranges of 40cm+.

SKIRTS: Tanks with 'bazooka skirts' may re-roll any failed Armour saves (see 7.3.7.).

STABILISER: A Tank Team with stabilisers fitted may increase its Tactical Speed to a maximum of 35cm, but in doing so increase their to hit score by +1. Teams with Stabilisers that fire cannot Assault if they moved more than 25cm.

ERA 6+

ACCURATE: These Teams have advanced rangefinders and sights. They do not add the usual +1 to hit at ranges of greater than 40cm *if* said firing Team does not move.

ADVANCED STABILISERS: These teams have an additional, card stated, higher tactical speed. Only stabilised weapons can fire when at this higher speed *and* the Team cannot Assault if it fires and moves more than 25cm.

ANTI-AIRCRAFT (AA): Weapons with this capability do not suffer any additional penalty at 7.3.5. when conducting AA fire.

ANTI-HELICOPTER: These weapons can freely shoot at helicopters without any additional penalties detailed elsewhere for AA fire, i.e. in 7.3.5.

BRUTAL: Teams hit by these weapons must re-roll any successful saves (see 7.3.7.).

DEDICATED AA: These weapons, like AA HMG, use their normal ROF (rather than ROF 1 as detailed in 7.3.5.) when firing at Aircraft.

DOOR GUNS: Helicopters with these (like the Huey) *can* shoot whilst landed *but only* in the turns they land or take off.

GUIDED: Guided weapons do not suffer the usual +1 to hit penalty when Shooting at Teams more than 40cm away. They *cannot* hit Infantry teams unless these are stationary *and* inside Bulletproof cover (see 5.0.). i.e. they must have a 'hard target' like a bunker/trench to shoot.

GUIDED AA: These cannot target Tank or Infantry teams, but always use their full ROF against Aircraft.

HAMMERHEAD: A 'hammerhead' turret system allows a Tank Team to be Concealed behind cover, and also GTG (see 7.3.2.), when it shoots.

HEAT: Unless negated by special armour (see below) this ammunition negates the increased armour effect of Tanks being at ranges greater than 40cm (see 7.3.7.).

LASER RANGEFINDERS: Weapons with these fitted do not suffer the usual +1 to hit at ranges of more than 40cm, whether or not the firer moved.

SPECIAL ARMOUR:

Applique: Teams with this armour have a revised side armour rating of 13 against HEAT weapons (see above).

Bar Armour: This gives a Tank team an Armour value of 10 against Infantry RPG/ Bazookas (etc) weapons.

BDD: Teams with this armour have a revised side armour rating of 13 against HEAT weapons (see above).

CHOBHAM: Teams with this armour have a revised side armour rating of 16 against HEAT weapons (see above).

ERA: Teams with this armour have a revised side armour rating of 16 against HEAT weapons (see above).

15.0. SPECIAL ABILITIES AND HANDICAPS

Cards will state whether or not these abilities are bestowed.

ALL ERAS

ASSAULT #: Teams with this special rule use this number for their 'to hit' rolls in Assaults, rather than their normal Assault Skill number.

GUN SHIELD: These count as 'bulletproof cover' (see 5.0.) to a gun crew *if* fired upon from their front *and* stationary upon their last turn. They do not count, however, as being 'bulletproof' against Bombardments (see 8.0.).

INDEPENDENT UNITS: Valuable 'single Team Units' like OPs (see 3.2.). They can use the Mistaken Target rule to shift damage to nearby friends (see 7.3.6.) but cannot charge into Assaults (see 9.0.); nor be held in 'Reserve' (see 16.3.).

NIGHT FIGHTERS: Teams with this ability add +1 to their LOS dice - see 12.0.

OBSERVER TEAMS: OPs. See 8.0. *et al.* Often 'Independent Units' (see above).

OVERHEAD FIRE: Mortars and other Infantry weapons with a minimum range may fire over friends; but must observe all other fire rules concerning the proximity of said friends.

PARTISANS: These 'Irregular' 'Guerrilla' forces (like French Marquis, Viet Cong and Mujahadeen) count as Night Fighters (see above). Regardless of how equipped, their Command Radius (see 6.2.) is as if having radios. They ignore the +1 terrain night cross penalty. 'Regular' 'Special Forces' (e.g. Commandos, SAS) may be given this ability.

PINNED ROF #: These weapons have a revised ROF when PD.

SCOUTS: Scout Teams are always counted as GTG (see 6.0.) unless they Shoot or Assault.

SELF-DEFENCE AA: These can only shoot at Aircraft that are attacking them personally; then only with a ROF of 1 only.

SNIPER: These Independent Units (see above) are always GTG (see 6.0.). Any Ream hit by a Sniper is PD (see 7.3.8.) regardless of its Save result(s).

SPEARHEAD: These Units *must* be placed on the table at the start of a game. They may move at Tactical or Dash speeds (see 6.0.) and still shoot (see 7.0.) but may not use Movement Orders (see 6.3.), nor may they move within 40cm of an enemy Team not Concealed from them; nor within 20cm of an enemy Team that is Concealed from them.

ERA 2+

INTERCEPTORS: 'Interceptor' aircraft are all about achieving 'fighter cover' and battlefield air superiority. Before the game total opposing armies total 'dogfight points'; adding the below for each aircraft employed as an 'Interceptor' (if no Interceptors are deployed add + 0). Aircraft employed as Interceptors *may not* act as strike aircraft that game and *vice versa* (qv 'Strike Aircraft', see below). *To prevent abuse of this Interceptors must be represented by a model, placed around the table.*

Calculate each Interceptors 'Dogfight Points' as:-

- 1 Multi-piston-engined level bomber used as Interceptor
- +0 Early Fighter (Camel, Boeing etc) piston-engined type
- +1 Wildcat, Gladiator, piston-engined type etc
- +2 ME109, Zero, Spitfire, Hellcat etc, piston-engined type
plus all helicopters
- +3 Early jets (ME 262, Meteor, Mig 15 etc subsonic types)
- +4 Second generation jets (Mig 21, Phantom etc, e.g. 'first
generation' supersonic types)
- +5 (F16 etc) 'late c.20th' agile supersonic types
- +6 (F35, Typhoon etc) next generation types

Subsonic 'vectored thrust' jets like the Harrier add +1 to these values; i.e. their '3' becomes a '4'.

Subtract the lesser army's score from the greater. The result is the 'penalty' added to the losers arriving strike aircraft's arrival score; up to a maximum of -4 (i.e. with a -3 deficit instead of needing a 4+ to arrive, a 7+ will be required).

E.G. 'If it's brown, it's British, if it's silver it's American... and if it doesn't show up its the Luftwaffe!' Hauptmann Schindler joked about the problems of calling up a supporting air-strike, due to allied air superiority...

NO HE: Guns, AT guns and Tank guns not provided with HE ammo (e.g. ERA 3 British 2pdr). These add +1 to their required score to hit enemy Infantry teams.

ONE-MAN TURRET / OVERWORKED: Due to poor ergonomics Tank teams (like the Renault FT) with one-man turrets add +1 to their to hit score when moving (if able to hit at all – cards will state).

RECOILLESS GUNS: The visible back-blast from these means any team firing cannot count as Concealed until their next turn.

STRIKE AIRCRAFT: To bring these Support Units onto the table during the Movement Step, a player needs to roll a 4+. They may return to the table after their first 'sweep' on a further dice roll of 5+ - after their second on a 6+ and so forth. VTOL 'strike' aircraft like the Harrier can arrive on a 3+, as may 'Strike' Helicopters; subsequently returning on a 4+ (and so forth). Q.V. 'Interceptors' (above).

ERA 2

MOBILE FORTRESS: Tanks in this era with a plethora of MGs (like A7V and Mk IV female) may roll 2D6 in Assaults and pick the best result.

ERA 3+

GLIDERS: Treat as one-way landed Aircraft (see 6.4.) – each landing Team needing to pass a 'save' to survive landing.

MARTYRS: Fanatical troops like Iranian Basji and Japanese die-hards with this 'ability' may move 15cm - rather than the usual 10cm - when charging into Assault contact.

PARADROPS: Each paratropped Team can advance onto a table area from an agreed entry 'drop point' on a 4+. Any failing this roll must dice again. 1-3 it is 'lost' – 4-5 it may try again next turn. Repeat this process until all have either arrived or are 'lost'.

ERA 6+

HUNTER-KILLER HELICOPTERS: These can use Terrain for Concealment (see 5.0.) and are considered GTG (7.3.2.) when behind terrain unless they Shoot (see 7.0.).

ERA 7+

NLOS (NON-LINE OF SIGHT): Guided missiles that can be fired from Concealment and cover via TV links. All target Teams count as being 'Concealed' when calculating 'to hit'.

ERA 8+

DRONES: These are best treated as delivering a) Artillery bombardments or b) as NLOS self-guided missiles (when used as direct fire weapons). These can also act as flying OP's; but with the vulnerability of Aircraft (see 7.2.) In ERA 8+ some can function as pilotless Aircraft. Cards should state details.

FIRE & FORGET: These guided missiles (e.g. Javelin) will always hit a vehicles deck armour.

16.0. 'MISSIONS'

16.1. Design a scenario - or use the commercial rulebooks to generate one – all with appropriate 'victory conditions'. The forces available to each side also need to be set and agreed. Campaigns make such decisions easier. Before the game allocate Aircraft to *either* 'Strike' or 'Interceptor' roles (see 15.0.).

16.2. Ambushes

The location of Ambushing Units are written down on a sketch map before play. They may initially Shoot using their halted ROF and may be considered to be initially placed in Foxholes. See 13.0. for booby-traps and IEDs (etc).

Ambushes are revealed during the controlling player's Starting Step. Deploy the Unit, leader first, then all teams within 15cm of them (for Small units) – up to 20cm (for Large units). They must be deployed 40cm away from any enemy Team in LOS; unless Concealed from them, when this distance is reduced to 10cm.

Once leaving an 'Ambush' position, Units may not return to it.

16.3. Reserves

To bring off-table reserves on, use an agreed scenario ruling, or the rulebooks. Generally a 4+ should be required to bring any non-Spearhead Unit on to the table area; a 5+ other reserve Units. For arriving Strike Aircraft see 15.0..

A suggested system is to roll 1 X D6 for a reserve Unit on Turn 1, 2 X D6 on Turn 2, selecting the best die score, and so forth...



17.0. SPECIAL NATIONAL RULES

Players will obviously cherry-pick from the rulebooks, but here are some we reckon should always apply.

AUSTRIA-HUNGARY

RELUCTANT SUBJECTS: In ERA 2 some Austro-Hungarian Units have two scores on their cards to reflect variable motivation. On a 5 or 6 before play use the second (lower) ratings.

BRITAIN AND COMMONWEALTH

TAKE BACK THE NIGHT: In ERAS 2+ British Units have the Night-Fighting Ability (see 12.0.).

MIKE TARGET: In ERAS 2+ targets ranged-in by British Artillery can be hit by a second battery's bombardment that turn without it also needed to range in.

FRANCE

ELAN: In ERA 1 French infantry Teams charging in an Assault cannot be PD (see 7.3.8.) as a result of DF (see 9.2.).

FIRST AND SECOND CLASS: In ERA 3 some French/Vichy Units have two scores on their cards to reflect variable training and motivation. Roll a D6 before play for each such Unit. On a 5 or 6 use the second (higher) rating.

GERMANY

STORMTROOPERS: In ERA 2 German 'Stormtroopers' can use the Spearhead Special Rule (see 15.0.).

INITIATIVE: In ERAS 3-5 German Units may attempt a second Movement)rder if their first has already been successful (see 6.3.).

ISRAEL

GUNNERY FIRST: Due to their superior training, in ERAS 6+ Israeli Armoured Teams may re-roll any misses.

JAPAN

BANZAI!: In ERAS 2 to 5 an Assaulting Infantry Team may re-roll to pass any failed Morale test (see 10.0.) and may freely reject being PD (see 7.3.8.).

NO SURRENDER: In ERAS 2 to 5 Japanese Units may re-roll any failed Morale tests (see 10.2.)

HUMAN BULLET: In ERAS 4 to 5 Japanese Infantry Teams in Assault with enemy Tank Teams can use an AT rating of 3+ and a Firepower of +2 (see 9.4.). In doing this they *must also* roll to save themselves from its own 'kamikaze' Assault.

HELL BY NIGHT: Japanese teams ignore the +1 terrain cross penalty at night (see 12.0.)

ITALY

EIGHT MILLION BAYONETS: In ERAS 3-5 – to reflect variable training – roll a D6 before play. On a 5 or 6 use the second ('Elite') Rating on the Unit card.

RUSSIA / USSR

In ERAS 3-6 the presence of a Kommisar team with a Unit Commander gives a Unit better motivation, as stated on Unit cards (or by a +1 to their morale test dice score if not specified).

USA

SEEK, STRIKE & DESTROY: In ERAS 4 & 5 US Tank Destroyer Units that successfully roll for a Blitz move (see 6.3.) may then also conduct a Shoot & Scoot Move (see 6.3.) at no penalty.

TIME ON TARGET: In ERAS 4+ targets hit by US Artillery that Ranged-in at the first attempt must re-roll any successful saves.

NOTES