

Small Arms and HE Effects Table

SA/HE Strength #

Die Roll

	1	2	3	4	6	8	10	12	15	18	20	24			
2	Sp	Rt	H	H	H	KIA									
3	Sp	Rt	Rt	H	H	H	KIA	KIA	KIA	KIA	KIA	KIA			
4	Sp	Sp	Rt	Rt	H	H	H	KIA	KIA	KIA	KIA	KIA			
5		Sp	Sp	Rt	Rt	H	H	KIA	KIA	KIA	KIA	KIA			
6		Sp	Sp	Rt	Rt	Rt	H	H	KIA	KIA	KIA	KIA			
7			Sp	Sp	Rt	Rt	Rt	H	H	KIA	KIA	KIA			
8				Sp	Sp	Rt	Rt	H	H	KIA	KIA	KIA			
9				Sp	Sp	Sp	Rt	H	H	H	KIA	KIA			
10					Sp	Sp	Sp	Rt	H	H	KIA	KIA			
11					Sp	Sp	Sp	Rt	H	H	H	KIA			
12						Sp	Sp	Rt	Rt	H	H	KIA			
13							Sp	Sp	Rt	Rt	H	H			
14								Sp	Sp	Rt	H	H			
15									Sp	Sp	Rt	H			
16										Sp	Rt	Rt	H		
17											Sp	Rt	Rt	H	
18												Sp	Rt	Rt	
19													Sp	Rt	Rt
20														Sp	Rt

Sp-suppressed, Rt-retreat, H-hit, KIA-squad killed

If die roll exceeds the chart; the result is the next level up or down

Tank Hit Effect

D10	Effect
11+	Ineffective
10-9	Tracked
8-6	Damaged
5 or less	KO

Modify die roll by comparing the penetration value to the armor value. If the penetration value is greater than the armor value the difference is a negative to the die roll. If the armor value is greater than the penetration value the difference is the positive to the die roll.

Damaged

3/4 move

+2 to all hit rolls

Tank Hit Modifiers:

Target moved and/or buttoned up +1

Attacker moved 1/2 +1

Attacker moved over 1/2, no fire(except American M4, treat as 1/2 move)

See terrain effects

Small Arms ranges 9/27, Machine Gun ranges 14/35.

IMPORTANT There is a -1 to the die roll for SA at short range

Up to 3 squads may join their fire together to increase their effectiveness. They all must be within 4" of each other or have coordinated their fire in advance.

Machine guns teams may fire on their own or up to 2 may add to a squads fire power.

Anti tank teams have a SA of 1 and if suppressed may not fire the associated anti tank weapon.

Light machine guns have a SA of 2

Medium machine guns have a SA of 3

Heavy machine guns have a SA of 5 and at close range has a anti-tank to hit of 8 and pen of 1

All other SA strengths should be noted on the appropriate chart.

Sp Squads that are suppressed have a fire power of 1 and may not move except to withdraw from the position. Any one attacking a suppressed unit has a +2 to the die roll because the suppressed squad has taken cover and have their heads down. Suppression last until the start of the next turn.

Anyone with an SA rating of 3 or more may announce that they are using suppressive fire on a target squad. Roll the dice and -2 to the roll if the roll is Sp or greater the target squad is suppressed and any other effects are ignored.

Rt Squads that take a Rt must retreat at least half move to cover and are suppressed. On a morale roll the unit may stay in place but takes a hit.

Basic Morale is a 7

H An H result mean the squad has taken a hit. Mark the squad as damaged. It's SA is reduces to a 1 and it moves at 3/4 speed. It must make a morale check and if fail it must retreat also.

KIA Squad is removed

Machine Gun Attachment Machine guns may operate as independent units and when hit or worse it is removed from the table. Or the unit may be attached to a squad. It is treated as part of the squad in all things but when hit it acts as an extra stand thus giving the unit 3 stands and may take a hit result instead of reducing the squad.

HE Fire Attachment Light or Medium Mortars or light guns may be directly attached to a **platoon** if they are within 36 inches of the platoon. The mortar or light gun may support the unit it is attached to with direct HE fire even if it does not have line of sight.

Soft Vehicles SA may fire at vehicles with no armor. Roll as normal on the Small Arms and He Effects Table. Sp and Rt are normal but if a H or better is scored roll a on the Tank Hit Effect chart at -1. If machine guns are all or part of the H, roll at +2 to the table.

Turn Sequence

Initiative

Indirect fire

Make attacks from last turn

Adjust fire

Plot for next turn

Suppressive Fire

Move

Side A moves 1/2

Side B moves all

Side A moves 1/2

Fire

Non-moving fire

Normal fire

Adjusted fire

Close assault

Aircraft

Assault Hit Effect

Effect	Winner	Loser
Fight On	1-4	1
Rt	5-6	2-3
H	7-9	4-6
KIA	10	7-10

Units that take a hit retreat

Up to 3 infantry may close assault an enemy infantry position. Regular infantry unit in the assault is 1 strength point. Special assault units will have different strengths. Each unit may also include a light machine gun at 2 points each. The defending unit gets its SA number and any support weapons that it can use and any terrain bonuses. Add up the strengths and add a d10. The highest score wins. Each unit in the assault rolls on Assault Hit effect chart. If part of the winning side then they take the winner result and if on the losing side they take the losing result.

Unit	To hit		HE	Blast	PV
	Range	Hit #			
Light Mortar	6/36	4	3	1"	
Medium Mortar	10/60	4	6	2"	
Large Mortar	12/96	4	12	3"	
Light Gun	96	4	6	2"	
Medium Gun	108	4	12	3"	
Flamethrower					
Man Portable	6		15		
Vehicle	12		24	1"	

The first number for mortars is minimum range

Flamethrower ignores terrain

Artillery: Plot phase: 1. Call fire if unit is off board. **German and Western forces need a 6 or less on a d10. Russians need a 4 or less.** 2. If the off board call is successful or the firing unit is on board plot a target.

Artillery fire phase roll to determine drift. **For FO and command stands a 9+ causes a drift. All other observers the fire drifts on a 6+.** Rockets and any other HE attack this is where the fire falls. Roll for direction of drift. If the fire is more than 48" roll 2 d10 and that is the number of inches the fire drifts. If the fire is less than 48" then roll 1d10 and that is the distance in inches the fire drifts. For light mortars at any range roll 1d10 and half it for drift distance.

Guns & Mortars may be readjusted if the observing unit can still see the fire. The fire does not fall but falls instead in the adjusted fire phase. The fire may be adjusted up to 5" in each fire phase in any direction as long as the observing unit can see.

Special: Light guns and light and medium mortars may be attached directly to a **company**. When that is so the firing unit may plot in one artillery phase and fire in the next.

Close Assault

An Infantry unit may close assault a vehicles if it passes a morale test, then the vehicle gets a SA 2 attack against the attacking infantry. Any surviving infantry now roll on the Tank Hit Effect able at -4 to the die roll (if open topped roll straight up) If there are infantry in or on the vehicle they may attack before the close assault. If there are infantry within 3" of the vehicle the infantry must attack the infantry. If the vehicle is declared as buttoned up it does not get the SA 2 attack but the infantry roll is then -5. If more than one infantry unit assaults a vehicle each makes it's own attack.

HE Strengths

Type	Strength
LT Mortar	3
Med Mortar	6
Lrg Mortar	12
LT Guns	6
Med Guns	12
Lrg Guns	18
Super Lrg Guns	24

Blast

Large Guns 4"

Super Large Guns 6"

HE Penetration

HE	Penetration #
4-5	1
6	2
8	4
10	6
12	8
15	10
18	15
20	18
24	20

HE strikes the flank of the target.

Terrain Effects and Fire Chart

Terrain	AT	HE	SA	AIR	LOS	Movement	Notes
Hills	+2	+1	+2	+1	NO	Vehicles lose 1/4 move	
Ravine	+3	+3	+3	+2	NO	1/2 move	
Walls	+2	+2	+2	0	YES	Vehicles no move all other -1"	
Woods	+1	+2*	+2	+1	YES	Infantry -2"/ Vehicles 1/2 move	*-2 for non armor
Wheatfield	0	0	+1	0	YES	-1"	
Building	+2	+2	+4	+2	YES	-3"	No Vehicles
Swamp	N/A	+3	+2	+1	NO	1/2 move	
Stream	N/A	-2	-1	-1	NO	1/2 move	
Bunkers	N/A	+2	+3	+3	YES	-1"	No Vehicles
Foxholes	N/A	+1	+1	+1	NO	-1"	No Vehicles
Hulldown	+2	+2	N/A	+1	NO		

Road Bonus: Tracked 50%; Wheeled 100%

Infantry movement 5", Truck movement 7", Motorcycle movement 12"