



KAMPFGRUPPE

NORMANDY

TABLETOP WARGAMES IN WORLD WAR II

WARGAMERS
• HISTORICAL •

KAMPFGROUPPE

- NORMANDY -

Battles in Normandy 1944

BY WARWICK KINRADE

Below: Covered by a smoke screen, Sherman tanks advance towards Epron, north of Caen, during Operation 'Charnwood', 9 July 1944 (IWM).



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THIS BOOK

THE RULES

This section starts by explaining how to go about setting up a game. For experienced wargamers this will come as little surprise. You'll need a collection of miniatures, a tabletop with model terrain, an opponent, some dice and a tape measure.

The main part of the Rules section deals with how to play the game; its turn sequence, command and control, movement and shooting (of which there are various types). It also deals with morale, both in regards to individual unit morale and the morale of your battle group as a whole.

It is not necessary to have memorised all of the rules before you start to play. You can always refer to the rulebook as you go along and we have included a reference sheet to speed things up. The best way to start is to get a few models on the tabletop and play a small basic game before launching into larger more complex battles that include aircraft, engineers and the myriad of other units available to a battle group commander. The Scenarios section includes an introductory game called 'A Panther Hunt'. This will enable you to get a feel for how the game mechanics work and can be played by using a small force including a couple of tanks and a couple of infantry squads. In your next game, you can then build up complexity by adding artillery, then aircraft, engineers, etc, until you are using the full rules.

As you become more proficient with the game mechanics, many of the rules will become second nature, and soon you will find that referring to the rulebook becomes the exception rather than the 'rule'. More experienced players will find that they are able to play the game quite easily just by using the reference sheet.

HISTORICAL BACKGROUND

Kampfgruppe Normandy is set during World War II, and specifically this rulebook deals with the battles in Normandy in 1944, focusing on the British and American sectors separately. The background aims to give a general overview of the historical events and battles fought throughout the summer of 1944, concentrating upon the two Allied sections of the front as they pushed inland from the D-Day beachheads. These rules do not concern themselves with the landings themselves, but we do hope to cover D-Day and the fighting for the beaches in a separate supplement. Who knows what the future holds, but many more supplements are planned for other theatres of the war and other time periods.

Students of history and those seeking a greater knowledge of the Normandy battles can find further reading in the Bibliography at the end. We recommend you read some of these. They will inspire you and bring a greater understanding to your games. It is a fascinating and important part of our recent history and deserves your attention, if only so 'we do

not forget' the courage and sacrifice of the generation of men, from all sides, who really had to face the guns. Remember, they gave their today for our tomorrow, and this is just a game - in reality it was anything but...

THE ARMY LISTS

Eight army lists are included in this book, with more planned to follow in later supplements. Each army list enables you to create a battle group - an ad-hoc, combined arms formation made up of elements of many different units, including infantry, tanks, artillery, etc. The army you field will be a battle group and contains all these elements in varying degrees.

The first two army lists are for the British Army. The first is for a battle group drawn from an Armour division. The second is for a battle group drawn from an Infantry division. The other two army lists for the British sector are for the German army: an SS Panzer division and a Wehrmacht Infantry division. The American sector is organised along the same lines, with the German lists for a Wehrmacht Panzer division and a Fallschirmjäger division. Lists of other formations (namely the Airborne divisions) will also follow, but as the heart of this game is tank combat it seemed sensible to start with tank heavy formations and their most common opponents. All the lists are for the same theatre (France in 1944), and as such any Allied list can fight against a force from any German list. The arrangement is not meant as a restriction, so a US Armoured division battle group can freely fight an SS Panzer division or Infantry division.

How to use the army lists and how to complete the 'battle group roster' are detailed in the British section, but the information here applies to the American sector as well, it just has not been repeated.

Kampf - Battle

Gruppe - Group

Kampfgruppe *n. German.* 1. A term referring to a German ad-hoc combat formation, most commonly used in World War II, which included tanks, infantry and artillery, usually formed for a specific mission or operation. A Kampfgruppe could vary in size from a regiment to a company or platoon. They were commonly named after the formation's commander. 2. The Allied equivalent was referred to as a battle group, task force, combat command or combat team.

THE RULES

Kampfgruppe Normandy is a game of combined arms actions during World War II. You take the role of a battle group commander and under your command will be tanks, infantry, artillery, armoured cars, possibly aircraft and all manner of other specialised units. With these units at your command you must advance, engage and defeat the enemy!

FIRST PRINCIPLES

SCALE

Although usable with any scale of models, this game has been designed for use with 1/72nd (and 1/76th) scale vehicles and 20mm infantry. This provides a good scale for gaming and ranges of highly detailed models in resin, plastic kits, metal and diecast of armoured vehicles, infantry and also terrain such as buildings and trees are readily available.

Kampfgruppe is a game played on a model scale of 1:1. That is to say that one infantry model is actually representing a single infantryman, and likewise one tank is also one tank. Unless you are playing with a lot of models on a large table, the actions you are recreating will actually be quite small (when compared to the real thing). This is not a wargame that depicts the actions of entire brigades or divisions, more the actions of platoons, troops and companies.

The game does not use any pre-set ground scale. The ground scale is purely abstract, designed to provide an entertaining game over a 6'x4' table, but preferably a bit larger. Weapons ranges are limited when compared to the real thing, but it would be impossible to represent real life ranges (especially for high velocity guns and artillery), on the size of table most gamers will be using.

There is also no set timescale. You might like to imagine that the battle you play is actually an hour or two of combat. Each turn's length is elastic, so a single turn could be representing 10 or 20 minutes of moving and firing, or it could be contracted to represent just 30 seconds of intense close quarters action, where a lot can happen in a very short order. Ultimately, this is not a simulation of combat but a game, and such issues are secondary to providing entertainment for the players.

MEASURING DISTANCES

You will be required to measure distances during a game. Firstly, do not pre-measure any distances. It is up to the player to estimate as best he can distances when shooting at the enemy and moving his units. Only measure distances after an action has been declared.

When measuring for movement, measure from the front of the vehicle to the front of the vehicle (not the front to the back), and if a vehicle is taking a meandering route (say between buildings and obstacles) then measure around each curve - do not simply measure in a straight line 'as the crow flies'. If a

vehicle wishes to turn around then measure the full distance the front of the vehicle must travel to do so (ie, the length of the model). If it wishes to turn around again (commonly done to keep a vehicle's front armour facing the enemy) then it must again use its movement allowance to do so. Also note that turning on the spot is not free, it requires a move action.

For firing between and at vehicles, measure the distance from the hull to the hull (not the barrel end). Some very long guns can gain unrealistic extra inches this way because the model to ground scale is skewed.

For infantry units the range to and from a unit should be judged on the majority, measuring to the closest target. If a 10 man infantry squad has six men within 8" of the closest target and four men further than 8" away then the squad would count as being in close assault range. If the split is exactly equal then the unit counts as at the closer range. If a single model from a target unit is within range, then the rest of the target unit can still be engaged.

This principle also applies to indirect fire. If a unit, or any part of a unit, is within 8" of a target marker for indirect fire then it can be affected. For vehicles this means the hull or part of the hull is within 8" - not just a long gun barrel or a piece of stowage added to the model.

LINE OF SIGHT

Sometimes you will need to use 'line of sight', to see if one unit can see another. The best way to do this is to get down and have a look from the model's perspective. Players should, in the interest of a fun game, give the benefit of any doubt to the firer, but conversely should allow the target the benefit of a better concealment save to compensate for the fact that the enemy has a dubious line of sight. Some terrain features, such as woods, will restrict the 'true' line of sight rule.

UNITS

'Unit' is a game term, used to designate a model or group of models as a single entity for the purposes of the rules.

An infantry unit will be one or more models, called a squad or team in the army lists, the models of which always act together. A squad is a larger unit, often carrying other weapons along with their standard small arms. A team is a smaller unit, usually the crew of a weapon such as a machine gun or mortar. As part of the same unit, infantry models should remain within 1" of another model from the unit, forming a chain. Be a little flexible here, but a player should make an effort to keep his squads and teams together so it is clear which models belong to which units. All infantry models are assumed to have small arms, be they machine gun crew, mortar crew or gun crew, etc.



Each individual vehicle is a unit, even if it is transporting or towing another unit, it still has to be activated separately. All vehicles are assumed to have enough crew onboard to do whatever actions you need it to do. So a half tracked infantry carrier will have a driver and enough gunners to man all its guns, even after the squad it was transporting has disembarked. Vehicle crews are regarded as part of the vehicle and they stay as part of the vehicle, they cannot disembark. Once their vehicle is destroyed so are the crew (in reality the crew are either killed or wounded, abandon the vehicle and go to ground for the duration or make for the rear as stragglers). In game terms they play no further part in the battle, so we don't need to worry about them.

Likewise, deployed guns and their crew are a single unit that act together. If their gun is destroyed the remaining crew are assumed to have been killed, wounded or are withdrawing to the rear.

UNIT TYPES

Infantry: There are two types of infantry unit - teams (usually two or three men manning a weapon) and squads (approx four to ten men), which may also include weapons such as light machine guns or anti-tank weapons.

Soft-skinned Vehicle: Unarmoured vehicles such as jeeps, heavy cars, vans and trucks. They can move men and weapons around quickly but offer very little protection. Some soft-skinned vehicles may be half tracked or tracked, but most are wheeled.

Armoured Vehicles - Open-topped: These are armoured vehicles but with an open crew or fighting compartment, making them more vulnerable to small arms fire and indirect fire.

Armoured Vehicle- Enclosed: These are armoured vehicles with all round protection, such as tanks and most armoured cars. They are virtually immune to small arms fire. High explosive rounds have some effect on them, but usually the

best way of destroying an enclosed armoured vehicle is with an armour piercing shell.

Deployed Guns: These are guns such as anti-tank guns and artillery guns which are usually towed into position and then deployed. Most (but not all) have a gun shield to protect the crew from small arms fire. Guns which are being towed cannot be activated, as the crew are still passengers. They must be deployed first.

Aircraft: Just what it says, they can fly!

AN IMPORTANT RULE! PLAYER CO-OPERATION

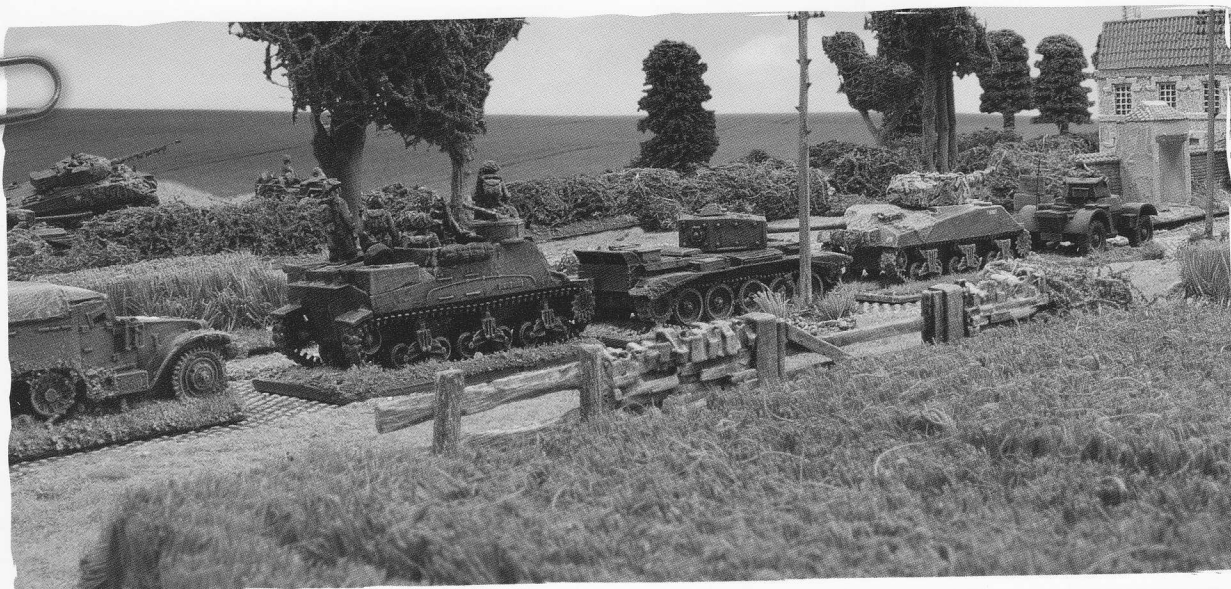
As well as being a game, a wargame is also a social activity and players should remember that the point of a game is for both players to enjoy themselves, be they winning or losing. Being a rules lawyer, nit-picking over movement distances, arguing over line of sight decisions, or bending rules in your favour only serve to ruin everybody's fun. So the game is best played in a friendly atmosphere of mutual co-operation. If the rules are not clear and the players cannot come to some agreement that satisfies them both, then roll a dice for it. Do not let such moments slow or ruin the game, simply play on and make a more thorough investigation into the rule after the game. Remember, it's a game, so have fun!

SPEED OF PLAY

Whilst a small game is easily playable in an evening, this is largely down to the players' speed in decision making. There are a lot of decisions to make, especially about which units to activate in which order. Deliberating too long over every decision will slow the game considerably. For a fast and dramatic game, both players should endeavour not to spend too long over every action. The secret of faster play is to plan ahead, at least one turn, maybe two, and then stick to the plan. When you attack do so with boldness and keep pushing, keep those attacking units activated, the game rewards such decisiveness. Accept that you will rarely be able to activate every unit you want to and identify which are the important units for your next turn whilst your opponent is taking his go, then crack straight on. Reacting to enemy moves is part of the game, but if you only ever react then you are letting the enemy have the initiative and he will dictate when and where to fight. At some point you must try to impose your own plan on the enemy so, when you judge that time has come, go for it! Be bold, it will make for a more fun game. Trying to do a bit of everything all over the table is likely to result in not much getting done anywhere.

Players can, by mutual agreement, enforce a time limit on turns. For a platoon-sized game 10 or 15 minutes is ample time for each player. You'll need longer in larger games because there are more activations and more models to move. When the time is up, any activations not yet used are lost. A time limit encourages a fast-paced game of decisive action and cuts down on time-wasting and dithering. Remember the maxim "He who hesitates is lost", and get stuck in!

YOUR BATTLE GROUP



BATTLE GROUPS AND MINIATURES COLLECTIONS

Battles in Kampfgruppe Normandy are fought between opposing battle groups, but that term should not be confused with your miniatures collection. A battle group will include many different elements: tanks, infantry, anti-tank guns, artillery guns, aircraft, armoured cars and many other specialist support units, but your miniatures collection will include far more. The army lists in this book are not intended to restrict what models you collect, only to place limits and structure on how you field them.

There is nothing wrong (in fact it seems far better) in having more models in your collection than you will field. Much of the pleasure of wargaming as a hobby comes from collecting and painting the models. There should be no restriction on these elements of the hobby and it is intended that your battle group be chosen from a much wider selection. A larger miniatures collection allows you far more flexibility in the choice of units you can field. It will also allow you to play more historical re-fight style games and allow you the immense pleasure of playing the occasional very large game, where you gets lots of your models out on a big table.

When it comes to collecting it is also worth mentioning that simply collecting only the largest and 'best' vehicles (especially the German heavy tanks) is not a very realistic approach and is unlikely to win you too many gaming friends amongst your opponents. Without doubt such vehicles existed and did take to the battlefields of Normandy, but the Allies never faced rank upon rank of King Tiger tanks. When encountered they were a potent foe and were rightly feared, but many recorded

Tiger encounters were misidentifications of the infamous tank when they were actually far more likely to be Panzer IVs and (arguably equally as bad as a Tiger) Panther tanks.

THE POINTS SYSTEM

For players seeking a balanced and 'fair' game, the rules include a points system. Every unit is assigned a points value to reflect its abilities on the battlefield. A heavily armoured tank with a large gun and multiple machine guns will be worth far more than a single vulnerable infantryman with a rifle. This means that if you choose only high value units your army will be small, whilst conversely a battle group consisting of low points units will be large. Players are free to spend their points on any units they like (within the army list restrictions), but if both players have spent the same amount of points then the game will be, as far as possible, a fair fight.

OTHER STYLES OF PLAY

Wars are rarely fair fights. For those who must fight who would want it to be? The point is to outnumber and outgun the enemy to win. Games involving unbalanced forces aren't much fun for the side about to be crushed, hence the popularity of a points systems, but there are other styles of play.

Historical scenarios and re-fights are one way of avoiding the 'fair-fight' syndrome. These are scenarios which give you a force list to follow, and may bear little relation to the army lists. Where possible they will be based upon the actual forces that met, or they might be 'what-if' style scenarios that take a situation (for example, the race to secure an important bridge) and give suitable forces for such a game. In this style of game the scenario will give victory conditions. The scenario might

not be 'fair', in so much as the forces are not an even points match, but the victory conditions should endeavour to make the scenario balanced. This book contains a few historical re-fight scenarios and future supplements will contain more.

GAME SIZE

In Kampfgruppe Normandy there are three distinct sizes of game.

The smallest games are referred to as Platoon games. Medium-sized games are referred to as Company games. Large games are referred to as Battalion games. Each size corresponds to a maximum points value.

Platoon: Up to a maximum of 250 points per side

Company: Up to a maximum of 500 points per side

Battalion: Up to about 750 points per side with a maximum of 1,000 points per side. Players may use more, but will find each turn takes a longer time to complete!

Once you have a grasp of the rules, a Platoon game should be playable in a few hours, suitable for an evening's gaming. A Company game might take four or five hours, or a full afternoon's gaming, whilst a Battalion game might take all day (or several days if you have the time).

The size of the game does place some restrictions on what you can take from the army lists. For details of these restrictions see the Army Lists section.

THE ARMY LISTS

Your battle group will be drawn from an army list. Each army list is itself drawn from a far larger formation - a division. The types of division will dictate what forces are available. An Armoured division has access to more tanks and differently equipped units to an Infantry division or an Airborne division. Before starting to collect miniatures it is a good idea to decide what type of army you want to play - an Armoured division (always the most popular as they have the most tanks!), an Infantry division, an Airborne division or some other type of division. Future supplements will cover these army lists in detail. As your miniatures collection grows, you will find you are able to use those miniatures to represent several battle group types from the same army. You might play one battle as an Armoured division then try the next one as an Infantry division.

Details of how to choose a battle group are given in the Army Lists section.

SCENARIOS

When you decide to play a game with your opponent it is best to agree on what scenario you are going to play before you both select your battle groups. In some scenarios you will either be the attacker or defender and some options within the army list are only available if you are the defender. Deciding beforehand who is attacking or defending will help both sides choose their forces. The Scenarios section includes six general scenarios, which detail deployments, objectives and special rules. There are also historic re-fights and a mini-campaign. Again, more scenarios will follow in future supplements, but those provided here should be enough to get you going and keep you playing for some time. Re-playing the same scenario using different forces will often produce very different games.

Below: Sherman and Stuart tanks of Guards Armoured Division advancing towards Arras, 1 September 1944. (TM)



THE BATTLEFIELD

Before you can play a game you'll need a table to play on. A flat area will do, or the kitchen table, or a space on the floor, but the best option is a wargames table, painted a suitable green grass colour onto which will be placed model terrain.

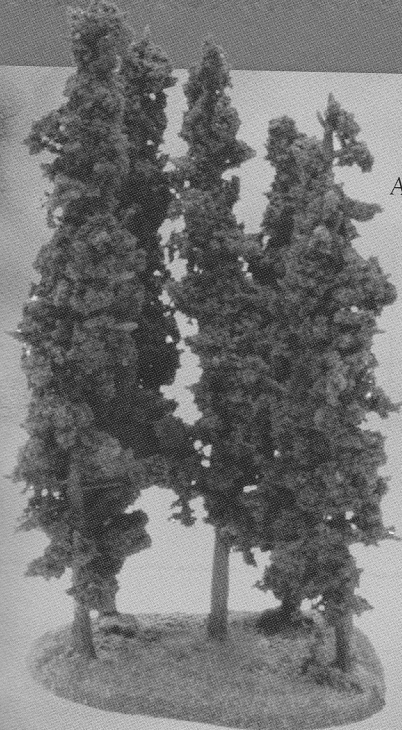
Once you have a surface you will need to place some terrain onto it. Here we are concerned only with Normandy, so all the examples are taken from that theatre, but one might imagine that games played in other theatres would look very different, for example, a desert board for North Africa. The terrain is placed around the tabletop to create a varied battlefield. The countryside of Normandy is very much like the rural countryside of most of western Europe, with farms, hedges, woods, roads and tracks and occasionally crossed by railway lines, streams and rivers. During the fighting the region also became infamous for its large thick hedges, called 'bocage'. Special rules for these are covered later. The items listed above will become the staple items of your terrain collection, reusable again and again.

TERRAIN COLLECTION

As well as collecting model tanks and soldiers it is worthwhile remembering you'll also need model terrain. Terrain is commercially available or can be scratch built yourself. Like your battle group, start small, with maybe a few woods, some hedges, a farmhouse, and add to your collection over time, with more buildings and more exotic items such as streams and rivers, bridges, factories, etc. The larger the battles you play, the more terrain you'll need.



A copse.



Ruined buildings.



TABLE SIZE

As a general guide the larger the points value of your game the larger the table you'll need to play on. A lot of models on a small table doesn't leave any room for manoeuvring and doesn't look much like a World War II battle. An over-crowded table will result in a head-on clash and a war of attrition because there is nowhere else for the units to go.

Here are some basic guidelines for table sizes, with the proviso that it is always worth playing on the largest table you can manage in the space you have available.

Platoon game: 6' x 4' or 6' x 6' table

Company game: 6' x 6' or 8' x 4' table

Battalion game: 8' x 6' or 10' x 6' table or larger.

Also remember that a wargames table does not have to be rectangular or square, some very effective games can be played using 'L' shaped tables or arranging boards in an irregular manner.

A section of low hedgerow.



WHAT YOU'LL NEED

As well as this rulebook, your models, a battlefield with model terrain and an opponent to play, you'll need the following additional items:

BATTLE GROUP ROSTER

This lists the units your battle group is made up of. It is not a top secret document and should be made available to your opponent upon request.

PEN AND PAPER

Useful for making notes, keeping track of ammunition expenditure, writing down the location of a registered target point or drawing a sketch map of the battlefield.

TAPE MEASURE

For measuring distances for movement and ranges for firing you'll need a tape measure, marked in inches. This game uses inches (it is old fashioned like that!).

DICE

Most dice rolls in this game use a standard six-sided dice (shortened to D6). About 10 of these will be sufficient. Sometimes you might be asked to roll 2D6, this means roll two dice and add the results together. So a result of a 2 and a 5 would be added together for a total of 7. Sometimes it will be quicker to roll multiple dice together than rolling them individually.

You will also be required to roll a D3. To get a result between 1 and 3, roll a standard D6 and divide the result by 2, rounding fractions up.

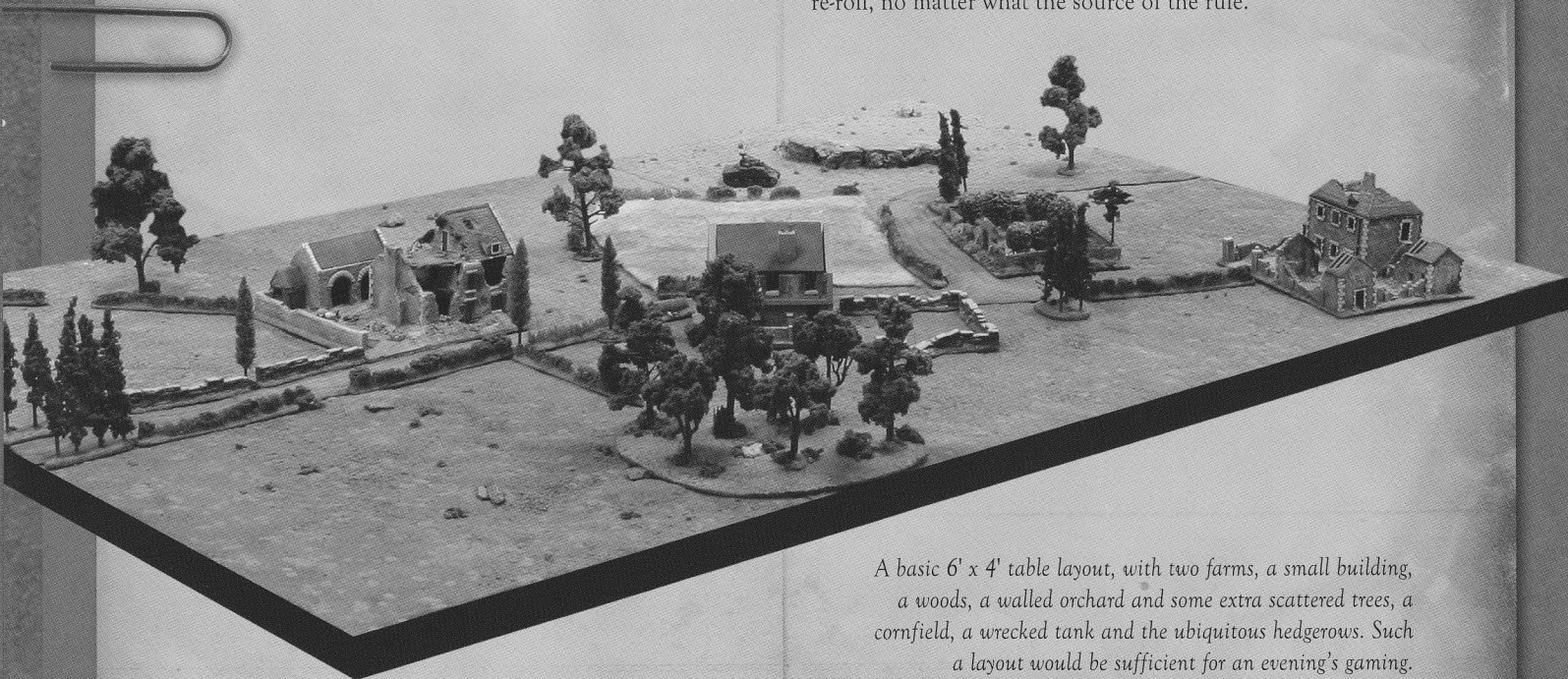
The only other type of dice you will need is a scatter dice. This is used for indirect fire to see which direction a bombardment has deviated. A scatter dice is a dice that has arrows on four faces, and 'hit' markers on two. The hit markers also have arrows, and these are used in this game. In this game the 'Hit' results are ignored, it is only the arrow we are interested in. Scatter dice are available from Games Workshop.



RE-ROLLS

Sometimes the rules allow you to re-roll a dice. This is exactly what it says, pick up the dice and roll it again. You don't have to do this though, you can stick with the first result if you want. If you re-roll a dice you must abide by the second result, even if it is lower than the first.

You can only ever re-roll any dice once. You may never re-roll a re-roll, no matter what the source of the rule.



A basic 6' x 4' table layout, with two farms, a small building, a woods, a walled orchard and some extra scattered trees, a cornfield, a wrecked tank and the ubiquitous hedgerows. Such a layout would be sufficient for an evening's gaming.

PLAYING THE GAME



Presented here is a standard method for playing a battle. This is a pre-game sequence that will get you started with everything in place for an exciting battle.

ORGANISE THE GAME

Once you have an opponent and have arranged a time and a location for the battle, you should also decide upon two additional things:

The size and points total of the game. For example, this will be a company-sized battle, and both players will have 400 points.

Decide the type of scenario to be used - Meeting Engagement, Set-piece attack or Historical Re-fight. For a Set-piece attack the players should choose which side will be the Attacker and which will be the Defender. If the players can't agree then both roll a D6, with the player that rolls the highest becoming the Attacker.

SELECT YOUR BATTLE GROUP

Before the battle use your chosen army list and the battle group roster to select your units up to (and not exceeding) the points total agreed. Your battle group roster should be clearly filled in so your opponent can read it should he wish to.

If you are playing a historical re-fight scenario then the scenario will contain a force list which you should use instead of the army lists.

SET UP TERRAIN

Using the scenario's set-up guides the players should set up the terrain. There is no prescribed way of doing this but several methods are common.

- One player sets up all the terrain, in which case his opponent may then choose which will be his board edge.

- The players take turns placing a piece of terrain at a time until both are happy they have placed sufficient pieces. They then roll a D6, with the highest getting to choose which board edge will be his.

- Roll on a random terrain generator. Terrain generators for Normandy are included in the Background section of this rulebook (see pages 115 and 252).

- If you are playing a historical re-fight scenario then it will include a map. Try to follow the map as closely as you can using your terrain collection.

DEPLOY FOR BATTLE

Follow the scenario deployment rules for how to place your models on the tabletop. This will vary considerably depending upon whether you are attacking or defending, or whether the battle is a meeting engagement, a set-piece attack or a historical re-fight.

PLAY THE GAME

Usually the Attacking side gets the first turn. In Meeting Engagements both players should roll a D6 and add the number of reconnaissance units (see later) in their battle group to the result. The side with the highest total will take the first turn. In the event of a tie, the side with the most reconnaissance units wins. If this is also a tie, roll again.

RULES

*Below: Infantry, tanks, carriers and supply trucks
prepare for action. Summer 1944. (TM)*



THE TURN, COMMAND AND CONTROL AND ACTIVATION

During a battle a tremendous amount of action can happen in a short space of time. Infantry fire and move, seeking cover and dodging through the enemy's return fire. Tanks grind forwards, weapons blaze a curtain of suppressing fire as mortar rounds and artillery shells plunge down about them, whilst anti-tank guns wait in ambush, concealed in hedgerows before sending high velocity shells screaming at their targets. Kampfgruppe Normandy represents all this battlefield action using a turn sequence in which players take it in turns to move and fire their units.

THE TURN

The game is played in turns. Each player will take it in turns to have their 'go', called a player's turn. When both sides have had their player's turn, a full turn is complete.

When it is his turn each player runs through the following six steps of the turn sequence, as set out below.

1. Command and Control

Roll the command and control dice for this turn.

2. Activate first unit and declare two Actions for it

- 2a. Resolve the unit's first action
- 2b. Resolve the unit's second action

3. Activate second unit and declare two Actions for it.

- 3a. Resolve the unit's first action
- 3b. Resolve the unit's second action

4. Repeat stage 3

Repeat stage 3 until the number of units activated equals the command and control total from step 1. Once all allowed units have been activated, move on to step 5.

5. Suppression Removal

You may take any number of morale counters to remove suppression. For each counter taken remove D6 suppression markers. So for two counters roll 2D6. Suppression markers can be removed from any units in your battle group.

6. Battle Group Morale

Check to see if the enemy's battle group morale has been reduced to 0. The enemy player does not have to reveal the total number of morale points he currently has, only if he is still able to continue with his own turn or not. If he can, he may begin his next turn. If not, the game ends.

Once a player has completed a turn his opponent begins his turn, starting at step 1.



COMMAND AND CONTROL

In the chaos and confusion of battle, troops will not always act as a commander would wish. On the ground commanders are unlikely to have a clear overview of what is actually happening and sub-units will not always react to enemy threats quickly. A player's 'god-like' overview of the battlefield and his opponent's models on the tabletop should not be confused with what the commanders and troops on the ground actually know about enemy positions. Remember that they have no clear view, especially of enemy movements and your perfectly flat wargaming tabletop actually represents far more rugged and undulating ground, with many more places to hide from view. There will also be a lot of smoke, dust and conflicting reports as well as misidentification of friends as enemies and enemies as friendly units. To represent this imperfect state of affairs, the game uses Command and Control. This represents how well the battle group commander on the ground grasps the developing situation on the battlefield and how quickly his communications network is disseminating information about the enemy down the chain of command, as well as some units acting on their own initiative.

THE COMMAND AND CONTROL ROLL

At the start of each player's turn he should make a Command and Control roll.

The number of dice used for the Command and Control roll depends upon the size of game you are playing. If you are playing a Platoon game then roll a D6. In a Company game roll 2D6. In a Battalion game roll 3D6. To the dice result add the number of command units in your battle group.

For example, in a Platoon-sized game, if a battle group has three command units it would roll D6+3. The result is the total number of units that the player can activate in his turn.

Summary

Game size	Dice
Platoon	D6 + command units
Company	2D6 + command units
Battalion	3D6 + command units

SUPREME COMMANDER

If the supreme commander is part of a battle group then one Command and Control dice may be re-rolled. The second dice roll must stand, even if it is less than the first roll. In all cases only a single dice is re-rolled. So, if 3D6 are rolled, one dice may be chosen to be re-rolled (usually the lowest).

Example:

In a Company-sized game my battle group has six command units, including a supreme commander. I roll 2D6 and score 7 (a 5 and a 2). I have a supreme commander so I elect to re-roll the 2 and this time get a 4. My dice roll total is now 9. Adding my six command units to this means I can activate 15 units this turn.

DESTROYED COMMAND UNITS

A command unit always counts towards the Command and Control total whether it is currently on the table or not (it is assumed that it will be in communication with forward units and issuing instructions regardless of where it is). But, if a command unit is destroyed or withdraws or, for whatever reason is no longer part of the game, then it no longer counts towards the Command and Control roll. It is worth keeping a separate note of the number of command units you have (your battle group roster includes a place for this) and reducing it as you need to.

ACTIVATION

Once the Command and Control roll has been made, a commander can start activating his units. To activate a unit he simply declares which unit he is activating. A commander can activate any unit he likes, except for units which are suppressed (see later) or units which are still in reserve (ie, not yet on the table).

Suppressed units can never be activated. A unit which has been suppressed but later loses its suppression marker becomes available for activation again in the next turn. Each unit can only be activated once in a player's turn.

Keep a record of how many activations a player has made, so that he doesn't exceed his Command and Control total. It is best if your opponent does this whilst you are taking your turn. He can simply keep track with tick marks on a scrap of paper, or by using dice and turning them so the total shown is the amount of activations left.

Units are activated one at a time. Once activated a unit may take two actions, both these actions are resolved before moving onto the next unit to be activated.



British Army
Sherman Command tank

FAST ACTIVATIONS

Speed of play can be increased if both players allow their opponent to use 'fast activations'. This means that rather than being a stickler for one unit taking two actions, followed by another unit taking two actions, the players take multiple actions together. If several units are all going to take the same actions (often two moves), then rather than do each in turn, it is perfectly acceptable for a player simply to say 'these four units all take two moves', and move them all at the same time. The activation count is still reduced by four.

Likewise, a more free and easy approach to activations can see several units move, and then return to them later to complete their fire actions. So long as the targets are pre-selected so that there is no advantage gained this is also fine. With experience players will find that in friendly games, activations and two actions can be run through at speed by allowing this more flexible approach.

SUPPRESSION REMOVAL

At the end of a player's turn, after all his units have been activated, a commander may remove suppression markers from his own units. To do this he must first take counters from the battle group morale cup. This represents the general effect of enemy fire on his battle group's morale and co-ordination. For each morale counter taken roll a D6. So for one counter roll a D6, for two counters roll 2D6 and so forth. The total of the dice roll is the number of suppression markers that can be removed from units of the commander's choice. Commanders are at liberty to take no counters (and remove no suppression) or take as many counters as they like, there is no maximum limit.

ENEMY MORALE CHECK

At the end of a player's turn he should ask to see if his actions have caused the enemy battle group to exceed their battle group morale total. The opponent should not reveal his total, only if his battle group is capable of continuing to fight or not. If not, the game ends. If he can continue, then he now starts his own turn.

THE TURN, COMMAND AND CONTROL AND ACTIVATION

During a battle a tremendous amount of action can happen in a short space of time. Infantry fire and move, seeking cover and dodging through the enemy's return fire. Tanks grind forwards, weapons blaze a curtain of suppressing fire as mortar rounds and artillery shells plunge down about them, whilst anti-tank guns wait in ambush, concealed in hedgerows before sending high velocity shells screaming at their targets. Kampfgruppe Normandy represents all this battlefield action using a turn sequence in which players take it in turns to move and fire their units.

THE TURN

The game is played in turns. Each player will take it in turns to have their 'go', called a player's turn. When both sides have had their player's turn, a full turn is complete.

When it is his turn each player runs through the following six steps of the turn sequence, as set out below.

1. Command and Control

Roll the command and control dice for this turn.

2. Activate first unit and declare two Actions for it

- 2a. Resolve the unit's first action
- 2b. Resolve the unit's second action

3. Activate second unit and declare two Actions for it.

- 3a. Resolve the unit's first action
- 3b. Resolve the unit's second action

4. Repeat stage 3

Repeat stage 3 until the number of units activated equals the command and control total from step 1. Once all allowed units have been activated, move on to step 5.

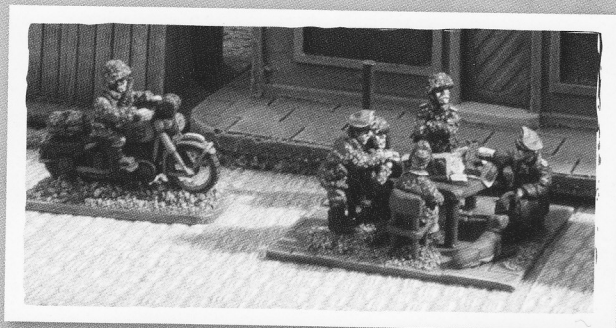
5. Suppression Removal

You may take any number of morale counters to remove suppression. For each counter taken remove D6 suppression markers. So for two counters roll 2D6. Suppression markers can be removed from any units in your battle group.

6. Battle Group Morale

Check to see if the enemy's battle group morale has been reduced to 0. The enemy player does not have to reveal the total number of morale points he currently has, only if he is still able to continue with his own turn or not. If he can, he may begin his next turn. If not, the game ends.

Once a player has completed a turn his opponent begins his turn, starting at step 1.



COMMAND AND CONTROL

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Summary

Game size	Dice
Platoon	D6 + command units
Company	2D6 + command units
Battalion	3D6 + command units

EXAMPLE OF A TURN

I am playing a company-sized game with my British battle group. It has four command units, including a supreme commander.

1 COMMAND AND CONTROL

First I roll for Command and Control using 2D6+4. Rolling a 4 and a 1 my dice total is 5. Using my supreme commander option I re-roll the 1, this time scoring a 4. The dice total is now 8. Adding the 4 for my command units the total is 12. I have 12 activations this turn, which I use as follows:

2 ACTIVATIONS

ACTIVATION 1

I choose a Sherman Firefly tank and declare to move, then move again. These two moves are both resolved.

ACTIVATION 2

I choose another Sherman tank and declare to move and direct anti-tank fire against an enemy Panzer IV. I move the tank into position and then resolve the anti-tank shot (it misses!).

ACTIVATION 3

An infantry squads declares suppressing fire against an enemy machine gun team, then moves.

ACTIVATION 4

A medium machine gun team declares suppressing fire against an enemy anti-tank gun, then suppressing fire again at an infantry unit. Both shots are then resolved.

ACTIVATION 5

An M5 half track towing a 6pdr anti-tank gun declares it will move then deploy. The M5 moves forward then the gun is unlimbered.

ACTIVATION 6

The just deployed 6 pdr anti-tank gun declares covering fire. This is the only action it can take.

ACTIVATION 7

A Bren carrier transporting my forward artillery observer declares it will move, then deploy. It moves behind a large building, then the FAO team deploys directly into the building.

ACTIVATION 8

My FAO team requests an artillery fire mission from my dedicated off-table battery of dedicated 25 pdrs. This is the only action it can take this turn. A target marker is positioned as the spotter round.

ACTIVATION 9

Firing for effect my dedicated off-table battery of three 25 pdrs responds to the FAO's request. It declares

suppressing fire - indirect, then suppressing fire - indirect again and shells the FAO's target marker twice. As it is a battery of three guns this takes three activations.

ACTIVATION 10

The second 25 pdrs fires twice.

ACTIVATION 11

The third 25 pdr fires twice, concluding the 'fire of effect' bombardment. All the above six shots were resolved together for speed.

ACTIVATION 12

An infantry platoon command squad requests an artillery fire mission from my 3" mortar team.

Note: I have no more activations this turn with which to fire for effect, but in my next turn I can still activate the 3" mortar team to engage the target marker that the platoon command squad has placed.

3 SUPPRESSION REMOVAL

Having completed all of my activations I currently have four suppressed units on the table, so I choose to take one morale counter and roll a D6 to remove suppression markers. I roll a 2 and remove a marker from a Sherman tank and a marker from my scouting armoured car.

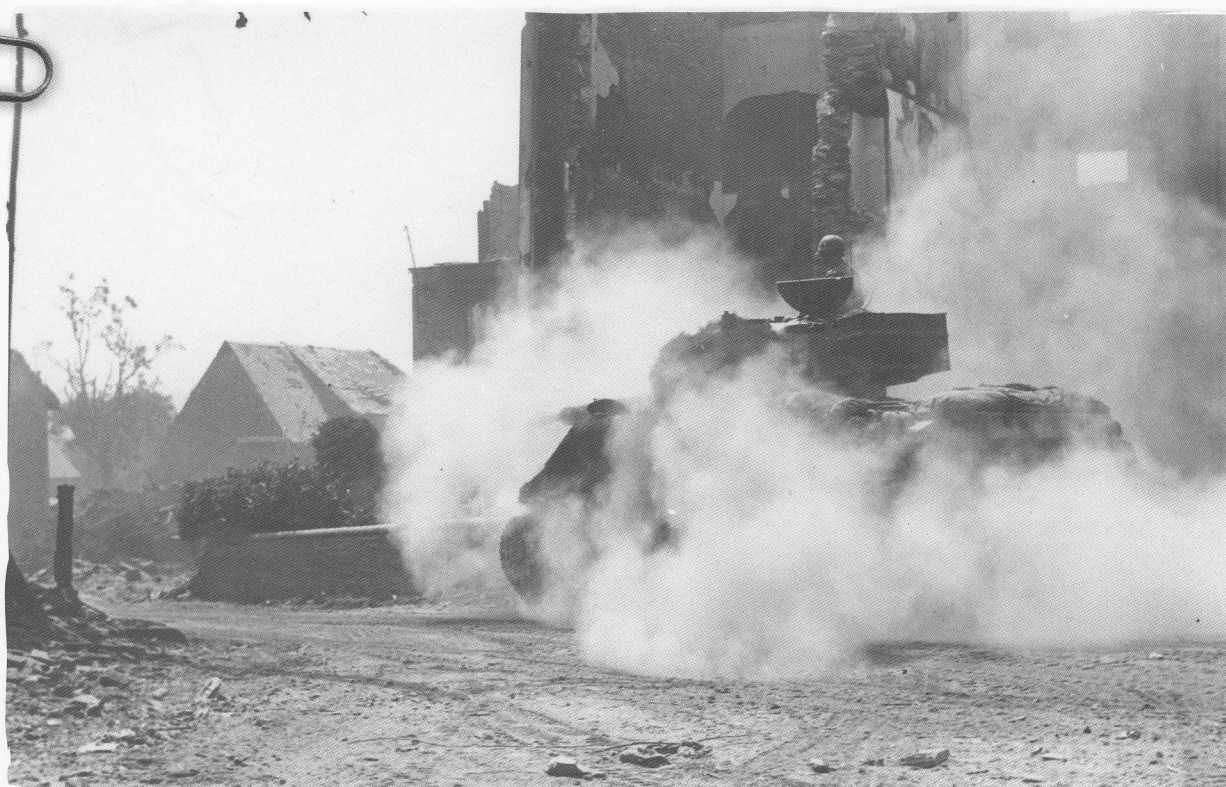


British Army Sherman Firefly

4 BATTLE GROUP MORALE CHECK

I ask my opponent if my firing this turn has forced his battle group to withdraw. It hasn't, so he will fight on. My turn now ends and his begins.

MOVEMENT



When a unit takes a Move action it can be moved on the tabletop. Each unit has its own movement rate based upon its type (see Measuring Distances on page 6).

MOVEMENT RATES TABLE

All infantry	5"
Tracked vehicles	
- Slow	6"
- Medium.....	9"
- Fast.....	12"
- Very fast	15"
Half-tracked vehicle	12"
Other Vehicles	
- Motorcycle*	9"
- Road vehicle*	6"
- Cross country vehicle	9"
Other units	
Horse/cavalry	6"
Horse and cart	4"
Horse towed gun.....	4"
Bicycle.....	6"
Man-handled gun.....	2"
Amphibious vehicle in water.....	4"
Boat or landing craft.....	4"

CROSSING DIFFICULT GROUND AND OBSTACLES

If a unit must cross an obstacle, such as a hedge, wall or a pile of rubble, or move through an area of difficult terrain such as woods, marshes or a ruined building, then reduce the distance moved by D6" per move action. Roll before the unit is moved. If the reduction results in there being insufficient movement left to clear the obstacle, then the unit should move up to the obstacle instead and must move over/through it in its next move, losing D6" movement again.

Infantry are generally not affected by difficult terrain or obstacles. They are small and agile enough to find the easiest routes around or through such obstacles. If an obstacle affects infantry then it will be noted in its description.

IMPASSABLE TERRAIN

Some terrain features are impassable, such as rivers, cliffs, lakes, etc. Neither vehicles nor infantry may enter impassable terrain. There are exceptions to this, ie. amphibious vehicles may move through water features.

REVERSING

Vehicles may reverse at half their normal movement rate. So a vehicle reversing 4" would use 8" of its movement allowance. Vehicles which are towing guns cannot reverse.

ROAD MOVEMENT

If a unit takes its movement action on a road and does not leave the road during its entire movement, then its movement rate is doubled. This assumes the road is clear of obstacles. If a vehicle must cross an obstacle, (such as a fallen tree road block) or navigate around a destroyed vehicle then its movement is reduced as if it was crossing difficult terrain (ie, it loses D6"), after doubling the distance.

Infantry also gain the benefit of road movement, but are not affected by any obstacles. They can easily negotiate around them or through them.

* ROAD VEHICLES

Some vehicles and motorcycles are designed to move via roads and are not generally very good at moving cross-country, lacking the suspension and traction required for travelling over uneven ground. A motorcycle or road vehicle which spends its movement action on a road may quadruple (x4) its movement distance.

Cross-country vehicles are those wheeled vehicles designed for movement over rough terrain, often with multiple large wheels and big tyres. They are far better at moving off road, but do not gain the road vehicle bonus for road movement.

If a unit wants to move on a road and cross country in the same action then measure the distances as a proportion of the total. So, a half-track with a basic movement of 12" could move 24" on a road. If it moved to a gate 14" away then it would

have 10" of road movement left. This must be halved for cross-country movement, leaving it 5" to move through the gate into the field. Wheeled vehicles - road must quarter any distances moved cross-country after moving on a road.

MOVEMENT EXAMPLE

A jeep wishes to move down a road and through a gate 24" away and into a field. The intervening road is blocked by a knocked-out Sherman tank 20" up the road.

When activated the jeep is already on the road, so it can move 6", quadrupled to 24". This is reduced by D6 for the Sherman obstacle. The roll results in a 5. So the jeep can move a total of 19" this action. This is not far enough to get the jeep past the obstacle, so it is moved 20" up to the Sherman and then halts.

On the jeep's next move action it has to roll for the obstacle again. It rolls a 1, so it can move 23". It reaches the gate after 4", leaving 19" for cross-country movement. This is quartered for moving off road, leaving 4.75" (call it 5") of movement into the field.

Opposite Top: A Sherman tank throws up a pall of dust as it moves at speed through a ruined village. (TM)

Below: Wehrmacht infantry on the move through the bocage. (Bundesarchiv)



DEPLOY ACTIONS

A deploy action allows an infantry unit to disembark from a transport vehicle, to exit a building, to embark onto a transport vehicle or move into a building. Deploy is also used to unlimber or limber a gun to its towing vehicle.

For infantry exiting or entering a vehicle, the deployment action must be taken by the transport vehicle, not the infantry squad. Once deployed the squad are free to be activated and take two actions as normal.

For infantry entering or exiting a building, the action must be taken by the squad itself. To enter a building the majority of the unit must be within 3" when the deploy action is taken. An infantry unit leaving a transport vehicle or a building is placed anywhere within 3" of the model, including in another building.

For limbering or unlimbering a gun, the action must be taken by the towing vehicle.

A gun wishing to unlimber from a towing vehicle is placed anywhere within 3" of the towing vehicle, facing any direction. The gun remains free to be activated. Likewise, a gun can be limbered onto a towing vehicle if the gun is within 3" of the tow when it uses the deploy action.

DEPLOYING INTO OCCUPIED BUILDINGS

A unit cannot deploy into a building that is occupied by an enemy unit which is not suppressed. In this case the enemy are holding the building and will be fighting to hold it. No-one is foolhardy enough to make the rush over open ground to doors, windows, etc, that are well defended.

A unit may deploy into a building which only has suppressed enemies in it. In this case the units are now in very close proximity, or more likely intermingled, and confused close range combat will be occurring. All units inside a building are in hard cover for concealment, even if an enemy unit is also inside the same building.

TRANSPORT VEHICLES

Transport vehicles are those that carry or tow other units, such as an armoured half-track carrying an infantry squad or a truck towing an anti-tank gun. The Equipment Data section gives details of how many models a transport unit can carry as passengers. Who these passengers are is entirely up to the owning player. Sometimes it will be obvious, other times it will require the owning player to make a note of exactly which units are in which vehicles.

Transport vehicles can be used to transport any other units they like, but they can never exceed their transport capacity.

TANK RIDERS

Through the Second World War it was not uncommon for infantry to hitch a lift upon tanks (or other armoured vehicles)

as tank riders. A tank is assumed to be able to carry up to a maximum of 12 models. Do not try to balance all 12 models upon the tank, instead leave two or three models just behind the tank to show that there are tank riders onboard and remove the others from the table until they deploy.

Tank riders can be engaged by enemy fire and count as if in the open for concealment saves. They are observed as for the tank they are riding. If a tank is hit by anti-tank or high explosive fire whilst it has tank riders onboard then each unit being carried takes a Light 3 HE hit and the units are immediately moved off the tank, within 3" and are marked as suppressed - infantry will not remain onboard a tank if it is under fire.

Tank riders get on and off a tank by using the deploy action, exactly as for other transport vehicles.

SPECIAL RULE: SOFT-SKIN WITHDRAWAL



British Army Bedford QLT

It is not generally the role of soft-skinned vehicles to get involved in the fighting at the front. They are not designed to take enemy fire and are easily destroyed. Because of their vulnerability they have a special rule unique to soft-skinned vehicles. If a soft-skinned vehicle is activated it may take both its actions to make a special 'soft-skin withdrawal' move. This sees the driver finding the best route to escape the enemy and find safety. Simply remove the soft-skinned vehicle from play - it has sped off at top speed, found cover and takes no further part in the game. Do not measure distances for movement, etc, just take the model off and assume it has found the quickest route to safety. No morale is lost for this move.

This rule allows soft-skins to move on the table normally whilst transporting passengers or towing guns, but to quickly get away after their job is complete. Rather than staying on the table and risking getting destroyed (and costing morale) a soft-skinned vehicle can escape without requiring many valuable activations to get them to safety, saving precious activations you'll need to fight the enemy!

SHOOTING

Attacking the enemy with any weapons, from the smallest small arms through machine guns and autocannons, up to anti-tank guns, mortars and the largest howitzers is all covered under the heading of 'Shooting'.

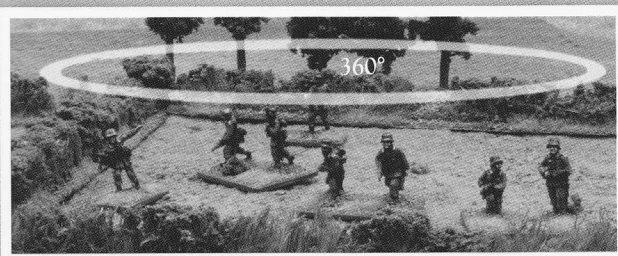
Shooting is broadly divided into two 'modes'. The first and easiest mode is called suppressing fire. Most weapons can use suppressing fire, from small arms up to large calibre guns. Suppressing fire is basically engaging the enemy where you suspect he is rather than where you know he is (remembering that you as commander more than likely don't know the exact location of the enemy units you are targeting, even though you as a player can see the enemy's models). Suppressing fire is designed to be the fastest way of resolving shooting and it

is more likely to suppress enemy units than actually destroy them, (although direct hits with suppressing fire can still cause destruction, but more by luck than good judgement). Also, all indirect fire from mortars, artillery and the like is treated as suppressing fire.

The second firing 'mode' is called direct fire. This is engaging enemy targets your units know are there, have observed and identified. Direct fire is more detailed than suppressing fire and its effects will vary between small arms, high-explosive and anti-tank fire. The disadvantage of direct fire is that it is riskier to use (because your unit may not have seen the target), but the up side is that it is more destructive.

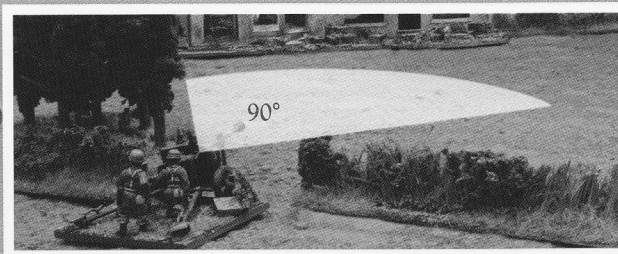
FIRING ARCS

All units have firing arcs. They can only engage enemy units within that firing arc when they take their Shooting action. If a unit is outside of a firing arc it cannot be targeted. The size of the firing arc depends upon the type of unit firing.



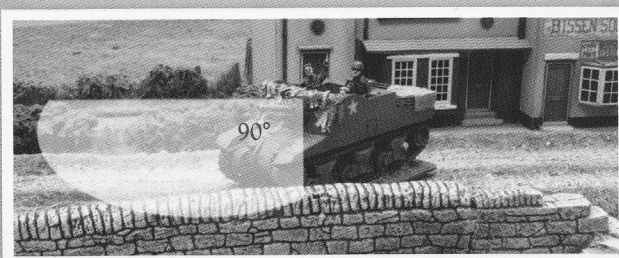
INFANTRY SQUAD OR TEAM

360° arc. Any infantry unit, including machine gun teams or the crew of another weapon using their small arms can fire in any direction.



DEPLOYED GUN

90° arc. A deployed gun, including autocannons on ground mounts and mortars can only engage enemy units within a 90° arc to the front.



VEHICLES

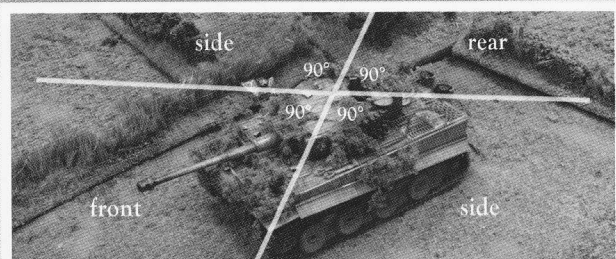
90° arc. All weapons upon a vehicle have a 90° arc. This includes aircraft.



TURRET and pintle-mounts: 360° arc. Weapons mounted upon a turret or a pintle-mounted machine gun have a 360° arc of fire, including co-axial mounted machine guns on tanks.

LINE OF SIGHT

To fire at an enemy target a unit must also have a line of sight to it. For details of line of sight rulings see page 6.



VEHICLE FACING AND ARMOUR VALUES

All armoured vehicles have three armour values: for the front, sides and rear as shown in the diagram opposite. Whichever facing the firer is in when compared to the target vehicle will dictate the armour value used for penetration.

SUPPRESSING FIRE - SMALL ARMS AND HIGH EXPLOSIVE

Suppressing fire, sometimes known as area fire or speculative fire, is used to force an enemy to keep their heads down, harass them, make them hug their cover and generally make life as difficult as possible. Suppressing fire assumes that the firer doesn't have a very good view of the target's location. The firer may know the enemy is close to the target area, or even in it, but he can't actually see much of them. Alternatively, the firer may only suspect that the enemy are in the area but will be firing speculatively purely to keep any enemy's heads down.

Suppressing fire can be used against any enemy unit. The firer does not need to have observed an enemy to use suppressing fire against them. Your unit simply opens up, blazing away in the general area of the enemy, not with the intention of killing them but to make them stay down! Of course, with all those bullets and shells flying about, suppressing fire can cause some casualties, but that is a side effect, not its main objective.

USING SUPPRESSING FIRE

There are three steps to using suppressing fire. When a unit takes a suppressing fire - small arms or a suppressing fire - high explosive action follow the steps below:

1. Roll on the Suppressing Fire To Hit table.
2. Roll on the Suppression Effect table.
3. Roll the target unit's Concealment save.

1. SUPPRESSING FIRE TO HIT TABLE

Roll a D6 for the unit, regardless of the type of fire. A unit must have at least 3 firepower to attempt Suppressing fire. Any high-explosive attack may attempt suppressing fire.

D6	Result
1	Miss. Your fire was wild, not even close enough to the target to worry them. It has no effect.
2-5	Suppressing Fire! Your fire is close, the enemy may well be worried. Roll on the Suppression Effects table.
6	Direct Hit! Your fire hits the enemy directly. Resolve the attack as Direct Fire from now on (see Direct Hits opposite).

Below: Troops of 6th Royal Scots Fusiliers, 15th (Scottish) Division, fire from their positions behind 'bocage' in a sunken lane during Operation 'Epsom', 26 June 1944 (IWM)



2. SUPPRESSION EFFECTS

This is the chance that your fire will seriously worry the target, enough to make them seek cover, hunker down and stay down. Cross referencing your Fire type with the target type below will give you the D6 roll needed to suppress the target.

Small Arms	Infantry/Deployed gun	Soft-Skin vehicle	Open-topped Armour	Enclosed Armour	Aircraft
At Close Assault (0-8")	2+	2+	4+	5+	-
At Short Range (8-16")	3+	2+	6+	-	-
At Effective Range (16-24")	4+	2+	6+	-	-
At Long Range (24"+ or greater	5+	2+	6+	-	6+
High Explosive Shell					
Light	5+	2+	5+	-	5+
Medium	4+	2+	4+	6+	-
Heavy	3+	2+	3+	5+	-
Very Heavy	2+	2+	2+	4+	-
Fail - No effect.					
Pass - Target unit must take a Concealment save.					

3. CONCEALMENT SAVES

Due to the firepower, accuracy and rapid rates of fire of modern weapons, if you can see it then you can kill it. To be clearly visible on the battlefield is to have one's life expectancy rapidly reduced. To this end all troops use camouflage, concealment and cover to stay alive. Players have a clear, god-like view of enemy units because they are models on a tabletop. In fact these units would not be visible at all, regardless of how each model looks, it is assumed that they are camouflaged, using cover to their best advantage, and doing all they can to remain concealed from sight. Even models which remain stationary on the tabletop might well be changing positions slightly to make best use of the cover around them.

To represent this, units under fire have a Concealment save. The save represents all of the above factors in a single dice roll, so it is how well the enemy can see them and identify them as the enemy as well as how well their cover actually stops bullets and shrapnel.

Roll a D6. Concealment saves are as follows:

CONCEALMENT SAVES

Infantry in the open	6+
Infantry in visual cover	5+
Infantry in hard cover	4+
Infantry in reinforced cover	3+
Infantry in fortified cover	2+
Vehicle in the open	No save
Obscured vehicle	6+
Deployed gun in the open	6+
Obscured deployed gun	5+

If the roll is passed, the unit is okay. If the roll is failed, the unit is marked as suppressed.

DIRECT HITS

Sometimes suppressing fire is lucky enough to actually hit the enemy you thought was there. Resolve Direct hits as direct fire as described below.

Small Arms - Add up the firepower of the unit firing and roll to hit as for Direct fire - small arms. You do not have to roll to observe the enemy first. The enemy then take Concealments saves against the fire as normal.

High Explosive - A direct hit with high explosive can be devastating. Treat the high explosive as a hit using the Direct fire - high explosive rules. Do not roll for observing the target and do not roll to hit, go straight to rolling for damage, with the target taking Concealment saves as normal.

SUPPRESSING FIRE AND ANTI-TANK SHELLS

Anti-tank shells cannot be used for suppressing fire, they lack the explosive charge, relying upon speed and kinetic energy to inflict damage.

EXAMPLE OF SUPPRESSING FIRE - SMALL ARMS

A British infantry squad of eight men with a Bren light machine gun are attempting to suppress an enemy machine gun team of three men occupying a building, 20" away, ie, at long range.

First they roll a D6 to hit and score a 3, suppression. Small arms firing at infantry at long range suppresses on a 4+. They roll a 4, a success! The enemy must now make a Concealment save. The target is in hard cover in the building so their basic save is 4+. They roll a 2. They fail and become suppressed by the hail of bullets whizzing past them.

EXAMPLE OF SUPPRESSING FIRE - HIGH EXPLOSIVE

A German Panther tank is attempting to suppress a British 6 pdr anti-tank gun in a wood 34" away. It decides to use a HE shell for the task. First it rolls for suppression and gets a 4 - suppression effect. The suppression effect for medium HE (the Panther's 75mm gun is rated as medium) against a deployed gun is 4+. The roll is a 5, success! The gun must make a Concealment save, which for an obscured gun is 5+. They roll a 3 and the crew become suppressed, taking cover from the shells detonating close by.

WHAT IS SUPPRESSION?

Suppression represents a lot of different effects under one broad heading. A suppressed unit will be seeking cover close by or clinging to any cover they already have. There may well be some minor casualties that need tending, disorder as officers and NCOs lose track of where their men are, and/or hesitation as they need new instructions from higher up the chain of command. Return fire cannot be co-ordinated or aimed well and becomes sporadic and inaccurate. For vehicles it is likely that the crew are either stunned, or bail out and seek cover close by (but don't actually abandon their vehicle permanently).

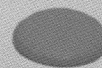
As well as damaging the enemy, suppression plays a large part in the game. An enemy battle group suffering from multiple suppressions will find it difficult to fight back and react to your moves, in return freeing up the battlefield for you to move units into good positions to start using direct fire and destroying him. Be warned, frontal assaults across open ground against an enemy that isn't suffering from much suppression is likely to rapidly result in heavy losses, especially for your poor infantry.

Opposite: Panzer IV (possibly of 2nd SS Panzer Division) concealed in an ambush position in a hedgerow. Summer 1944. (Bundesarchiv)

A unit that becomes suppressed should be marked with a suppression marker. A unit that is suppressed cannot be activated and therefore can take no actions in its turn.

SUPPRESSION MARKERS

A suppression marker is a visual reminder that a unit is currently suppressed. You place the marker on the table next to the suppressed unit as it becomes suppressed. A simple card counter is a quick and easy suppression marker, but visually is not very pleasing. Better to use a small modelled explosion (or large ones for artillery), cotton wool as smoke, for example, or maybe place a casualty model next to the unit. However you do it, it should be clear to all that the unit is suppressed.



Suppression Markers

Below: Keeping their heads down, Royal Engineers move cautiously through a cornfield during the advance to Caen, 9 July 1944. (IWM)





CONCEALMENT SAVES IN DETAIL

The main advantage infantry have over other units is their ability to find and use cover. Infantry are never without it, even in the middle of an open field an infantryman can get down prone and continue to crawl when the rounds are incoming. It is assumed that whenever infantry come under fire they are utilising whatever cover is at hand. Obviously the models cannot go prone, but we might imagine that the men they represent are doing everything in their power to avoid being hit.

Infantry's main disadvantage is that they are just flesh and bone and just about any weapon can kill them, wound them or discourage them so much from continuing the fight that they go to ground, find a hole and stay in it until the shooting is over! In game terms all such results would be classified as a casualty. Every infantry model removed from play isn't actually dead or badly wounded, they just aren't capable or willing to fight any longer. Some might even have surrendered.

OPEN 6+

Even in the open infantry under fire can find some form of cover. It is assumed that there are actually many more folds in the ground, shallow dips and ditches, small bushes and trees, etc, than are represented on the tabletop by model terrain. Even in flat country the ground isn't actually tabletop flat! If all else fails infantry can always hit the dirt to find some form of cover. The 6+ save in the open represents this, infantry finding any cover to hand and getting down.

VISUAL COVER 5+

This is such things as hedges (but not bocage), woods, wooden fences, tall crops such as a cornfield or a wooden farm cart. Generally visual cover won't stop a bullet, but will make it harder to see a target clearly.

HARD COVER 4+

Hard cover is something solid, like a wall, hiding in the window or doorway of a house, behind or under a wrecked vehicle, or inside an open-topped armoured vehicle. Hard cover is something you would expect to stop a bullet or a piece of shrapnel. It also includes sandbagged positions, road blocks and piles of rubble, etc. All bocage hedgerows are also hard cover due to their earthen mounds and ditches.

REINFORCED COVER 3+

These are prepared defensive positions designed to stop enemy fire, such as trenches and foxholes or a well fortified building.

FORTIFIED DEFENCES 2+

Inside bunkers and pillboxes, etc, infantry are virtually immune to enemy fire. Infantry inside can be targeted but you might be better off attacking the bunker itself. High explosives and demolition charges can be used to destroy bunkers.

OBSCURED TARGET

This is a catch all term meaning a target is in some form of cover. Vehicles and guns are either in the open (ie, clearly visible) or obscured.

DIRECT FIRE - SMALL ARMS

Generally speaking, direct fire is more accurate and more deadly than suppressing fire, but conversely it is also harder to bring to bear on the enemy. Direct fire is the best way to actually kill the enemy. But before an enemy can be effectively engaged with direct fire, the firer must be able to see and identify their target. The term small arms refers to the weapon carried by infantrymen, generally rifles, sub-machine guns but also includes light machine guns and heavier machine guns on bipods and tripods, etc. Basically, they are the weapons that fire bullets at the enemy. Autocannons can be used as small arms for direct fire.

DIRECT FIRE - SMALL ARMS AGAINST INFANTRY

(ALSO DEPLOYED GUNS AND SOFT-SKINNED VEHICLES)

There are five steps to using direct fire from small arms.

When a unit is activated and takes the direct fire with small arms action follow the steps below:

1. Roll to observe the target unit.
2. Add up the firing unit's firepower.
3. Roll To Hit dice.
4. Roll Concealment saves for the target. The enemy rolls a Concealment save against each hit. Any saves that fail result in a casualty, with a model being removed from the table.
5. Check Unit Morale.

1. OBSERVING THE ENEMY

First roll to see if your target has been clearly observed (spotted). The dice roll required is based upon the target unit's type and whether it fired in its last turn. Roll a D6.

Unit type	Has not fired	Fired last turn
Infantry - in the open*	3+	2+
Infantry - obscured*	4+	3+
Vehicle - open	2+	automatic
Vehicle - obscured	3+	2+
Deployed gun - open	2+	automatic
Deployed gun - obscured	4+	3+

*Add 1 to the required dice roll if the unit being observed is an infantry unit of three men or less. So, an obscured infantry unit of only three men that didn't fire last turn needs 5+ to be observed instead of 4+.

Below: Wehrmacht soldiers (unit unidentified) in position behind a hedgerow manning an MG42. The Gefreiter (Lance Corporal) is well-armed with stick grenades. Note the youth of some of the soldiers, and the seemingly ad-hoc use of 'tan and water' (or marsh pattern) camouflage uniforms. (Bundesarchiv)



2. ADD UP FIREPOWER

When using direct fire from small arms, add up the firing unit's firepower using the Firepower table below. This gives you the number of D6 you use to roll to hit.

Weapon	Firepower	Maximum Range	Minimum crew required
Infantry small arms	1 per man	Effective (24")	-
Light machine gun (LMG)	2	Effective (24")	1 man
Medium machine gun (MMG)	5	Long (32")	2 men
Heavy machine gun (HMG)	7	Long (32")	2 men
Small autocannon (20mm)	5 (light HE)	Extreme (48")	2 men
Large autocannon (37mm)	6 (light HE)	Extreme (48")	2 men
Multiple autocannons	9 (2 x light HE)	Extreme (48")	2 men
Multiple HMGs	10	Long (32")	2 men
Tank MG (bow or co-axial)	3 (each)	Long (32")	-
Pintle-mounted MG	6	Long (32")	-
Flamethrower	10	Close assault (8")	1 man

3. ROLL TO HIT

Roll all the firepower dice to hit. The scored required to hit is based upon the range to the target.

Range	0-8"	8"-16"	16"-24"	24"-32"	32"-40"	40"-48"
	Close assault	Short	Effective	Long	V.Long	Extreme
Small arms/LMG	3+	4+	5+	-	-	-
MMG	3+	4+	5+	6+	-	-
HMG/tank MG	3+	4+	5+	6+	-	-
Autocannon*	3+	4+	5+	6+	6+	6+
Flamethrower	3+	-	-	-	-	-

* Autocannons when used as small arms only. Treat as anti-tank fire when engaging armoured vehicles.

4. CONCEALMENT SAVES

The targeted unit must now roll a concealment save against each hit. For each failed save the unit takes a hit. For each hit, an infantry model is removed as a casualty. These are the same concealment saves as those used against Suppressing fire and are included here for completeness.

Infantry in -	Open	6+
	Visual cover	5+
	Hard cover	4+
	Reinforced cover	3+
	Fortified cover	2+
Vehicle in -	Open	No save
	Obscured	5+
Deployed gun in -	Open	6+
	Obscured	5+

Overleaf: Two SdKfz 250 half-tracks move past a blazing wreck of a truck on a French road. Summer 1944. (TM)

DAMAGE TO SOFT-SKINNED VEHICLES

Soft-skinned vehicles are those that have no armour at all, such as jeeps, cars and trucks. This makes them very vulnerable to enemy fire. They are fired at exactly like infantry, but each vehicle can take a number of 'hits'. It is impossible to give an exhaustive list of all the soft-skinned vehicles used, but here are some guidelines:

- **Small vehicles** - 1 hit
Motorcycle, motorcycle and sidecar, jeep, Kubelwagon and standard sized cars.
- **Medium vehicles** - 2 hits
Heavy cars, vans, light and medium trucks, most half tracked tows. As a general rule, if in doubt, treat it as a medium vehicle.
- **Large vehicles** - 3 hits
Heavy trucks, the largest half tracked tows, truck recovery vehicles.

Once all a soft-skinned vehicle's hits are lost it is destroyed. If a soft-skinned vehicle is carrying passengers then any additional hits on top of those that destroy the vehicle are passed on to the passenger unit. Passengers may take a visual cover concealment save (5+) against these hits.



If a soft-skinned vehicle is destroyed or abandoned then any unit or units being transported disembark, immediately place the models within 1" of the wreck. The former passengers are marked as suppressed.

If a soft-skinned vehicle is destroyed whilst towing a gun then any surviving crew are placed with the gun. The gun is marked as suppressed.

DAMAGE VERSES DEPLOYED GUNS

If the crew of a deployed gun with a gun shield are hit by direct fire from small arms, they may make a concealment save as if in hard cover (their gunshield), but only if the fire comes from their front arc. This save may be improved if the weapon is deployed in reinforced or hardened cover. Crews count as in the open if engaged from the side or rear, unless they are deployed in better cover.

DAMAGE TO ARMoured VEHICLES

Direct small arms fire targeted at armoured vehicles (open-topped or enclosed) has no effect. Such vehicles are designed to resist bullets. Note, small arms can suppress an armoured vehicle at close range (using Suppressing fire) but they just cannot destroy it.

Direct fire with small arms can target a transported unit inside an open-topped armoured vehicle (such as a half track). Infantry count as in reinforced cover whilst inside an armoured vehicle.

Autocannons targeting armoured vehicles must use the direct fire - anti-tank action, rolling to hit and penetrate as normal.

INFANTRY VS INFANTRY IN CLOSE ASSAULTS

At under 8" range, infantry are assumed to be involved in a close assault with the enemy. Here men will be throwing grenades, using SMGs and pistols, some men may even be using bayonets, knives or fists. This is desperate fighting, which will more than likely involve heavy losses on both sides. If an infantry unit attacks an enemy infantry unit at close assault range (8" or under) then after rolling to hit and concealment saves, the attacker must also remove a single model as a casualty, lost to the enemy's return fire. No concealment save is allowed. This casualty can cause a Morale test if it takes the attacking unit to 50% strength or is already at below 50% strength.

FLAMETHROWERS

Flamethrowers, either man-portable or vehicle mounted, can only be used at close assault range (8"). A flamethrower can only be used against a stationary target. It cannot be used against an enemy unit that took a move or deploy action in its last turn. It can be used against buildings or other static defences, even if the unfortunate enemy unit moved into it in its last turn (in effect the building is static, even if the troops inside aren't).

Flamethrowers can only be used against stationary armoured vehicles (ie, it did not move in the opponent's last turn). A flamethrower attack should be treated as direct fire - anti-tank, with the flamethrower having a penetration value of 5.

A vehicle mounted flamethrower can be used three times per game. A man portable flamethrower can only be used once per game. After this they are out of fuel and cannot fire again. Flamethrowers cannot be re-armed by supply vehicles during the game.

INFANTRY CASUALTY REMOVAL

An infantry unit that takes casualties must remove the number of models that failed their concealment save. The owning player is free to remove whichever models he likes. He should check to see if any special weapons are lost, but after that he has a free choice.

SPECIAL WEAPONS REMOVAL

Many infantry squads include special weapons such as light machine guns, light mortars or infantry anti-tank weapons. If a squad takes any casualties then roll to see if a special weapon is affected. On a roll of 6, one of the casualties is a special weapon and the model is removed. If there is more than one special weapon in the squad then the owning player may choose which weapon within the squad is lost. The test should be made even if the special weapon isn't visible to the firer, as the men represented by the models are not static and the special weapon may have just been moving forward or been hit by a stray round or ricochet.

5. CHECK MORALE

Hits from direct fire - small arms may result in enough damage to cause the target unit to take a morale check. See Unit Morale on page 52 for details of when a unit must take a morale check.

EXAMPLE OF DIRECT FIRE - SMALL ARMS VS AN INFANTRY UNIT

A German medium machine gun is targeting an eight man British infantry squad (including an LMG and PIAT) that is behind a hedge, 14" away. The British squad did not fire last turn, so first the machine gunners need a 4+ to observe them. They roll a 4, spot the Tommies and can open fire. The medium machine gun has a firepower of 5. Five dice will be rolled. At 14" (short range) they need 4+ to hit. Of the five dice rolled, three are hits.

The British player must now make three Concealment saves against the hits. The hedge is visual cover so the Concealment save is 5+. Of the three dice one save is made and two failed, so two models become casualties. Checking to see if a special weapon is hit a 6 is rolled. The British player must choose to lose either the Bren gun or the PIAT (he chooses the Bren LMG). Two casualties from eight isn't enough to force a Morale check on the squad.

Below: Smoke and flame shroud a Churchill Crocodile flamethrower tank on exercise. The Crocodile was hated by the Germans, who considered its use a war crime. (TM)

EXAMPLE OF DIRECT FIRE - SMALL ARMS VS A SOFT- SKINNED VEHICLE

A British squad of six men including a Bren LMG and PIAT are targeting a German medium truck towing a 75mm anti-tank gun (and carrying its three crew as passengers). The truck is 20" away up a road. The truck is a vehicle in the open which hasn't fired, so to observe it the Tommies need a 2+. A 3 is rolled and the Brits have spotted their target.

The squad has a firepower of 5 for the men (the PIAT man will use his small arm), with 2 for the Bren LMG, totalling 7. Seven dice are rolled. At effective range they need 5s to hit. Four hits are scored. A vehicle in the open gets no Concealment save, so four hits are taken. The medium truck can only take two hits before it is destroyed, so it is shot-up and lost. The remaining two hits pass on to the passengers. These get a 5+ visual Concealment save against the hits. Two dice are rolled needing 5+, but both fail. Two of the passengers are also casualties.

Two casualties from the three crew is enough to cause a Morale check. Rolling on the Gun table (they are gun crew not infantry), a 2 is rolled - Abandoned. The surviving crewman runs for his life, leaving the shot-up truck and the gun behind - an effective ambush.

Note, in this case the destroyed truck means one Morale counter is taken, but also the gun (a second unit) is now abandoned, so a second Morale counter must be taken.



OBSERVATION IN DETAIL

The first step before attempting any Direct fire action, be it with small arms, high-explosive or anti-tank rounds, is to see if the prospective firer has spotted its target. Players should remember that just because you (the player) can see the models clearly on the tabletop, it does not mean that the firing unit has a clear line of sight or has identified the target as an enemy.

Compared to the messy old real world, a wargames tabletop is very clean and clear of obstructions. It is also very flat, there isn't enough vegetation and it doesn't have any of the dust, smoke and general frantic confusion of a battlefield. Out in the real world there are a lot of ditches, even flat ground has many slight rises and shallow depressions, there are lots of trees, as well as smaller bushes, briar and nettle patches, tall ferns and tall crops, most of these will not be represented by model terrain. All of these obstructions make seeing the enemy (especially one that is trying hard to remain unseen), difficult. Hence, all direct fire requires an observation test.

Below: German soldiers use a hedge as cover whilst their officer observes through his binoculars. Interestingly, several of these men are armed with Italian Army Beretta modello 38A 9mm machine pistols - German designation MP739(i). (Bundesarchiv)

As the battle group commander you are well removed from what your fighting units can actually see. You aren't with them, lying in a ditch with bullets fizzing past and artillery rounds shaking the ground and throwing up great palls of dust and dirt. Getting your head up, looking around, appraising the tactical situation and trying to see where the enemy are and take aim takes courage. Every soldier doesn't have that courage all the time, many times it is just better to get down and stay down.

The spotting test takes all this into consideration. If your unit fails the test then think of it like this - maybe there is a lot of dust or smoke in the way. Maybe the officer or sergeant is too busy to be observing or the men too scared to get their heads up. Maybe the enemy are well concealed in vegetation, a bush or ditch that isn't shown on the table, or maybe the enemy have momentarily moved away from a building's windows or are ducking behind a wall. Maybe your men just didn't have time to take aim. There are lots of reasons why a unit might fail to spot an enemy, even when the models on the tabletop seem to be clearly visible to each other.



DIRECT FIRE - HIGH EXPLOSIVE



Most guns fire a high explosive shell, so named because it explodes on impact, sending a blast wave, flames and shrapnel flying in all directions. High explosive shells range from the smallest mortars up to massive artillery guns. It does not include hand grenades (these are assumed to be used during a close assault).

High explosives can also be used to target armoured vehicles, although it is not as effective as anti-tank fire, the sheer force of an explosion in close proximity to a tank can flip it, damage tracks and running gear and stun or kill crewmen.

DIRECT FIRE HIGH EXPLOSIVE AGAINST INFANTRY (DEPLOYED GUNS AND SOFT-SKINNED VEHICLES)

There are five steps to using direct fire with high explosives. When a unit is activated and takes the direct fire with HE action follow the steps below:

1. Roll to observe the target.
2. Roll to hit.
3. Roll for damage.
4. Roll Concealment saves. The enemy rolls a Concealment save against each point of damage. Any saves that fail result in a casualty, with a model being removed from the table.
5. Check Morale

Above: Hidden in dense foliage, a Luftwaffe anti-aircraft crew, deployed to engage ground targets, reload their 88. This photograph is thought to have been taken in June 1944 in the vicinity of St. André de L'Epine. (Bundesarchiv)

1. OBSERVING THE ENEMY

First roll to see if your target has been clearly observed (spotted). The dice roll required is based upon the target unit's type and whether it fired in its last turn. Roll a D6. This is the same Spotting test as used for all direct fire and is repeated here for completeness.

Unit type	Has not fired	Fired last turn
Infantry - in the open*	3+	2+
Infantry - obscured*	4+	3+
Vehicle - open	2+	automatic
Vehicle - obscured	3+	2+
Deployed gun - open	2+	automatic
Deployed gun - obscured	4+	3+

*Add 1 to the required dice roll if the unit being observed is an infantry unit of three men or less. So an obscured infantry unit of only three men that didn't fire last turn needs 5+ to be observed instead of a 4+.

2. ROLL TO HIT

Roll a D6 to hit the target based upon the range. This is modified by the factors listed below:

Range		High Explosive
0"-8"	Close Assault	2+
8"-16"	Short	2+
16"-24"	Effective	3+
24"-32"	Long	4+
32"-40"	Very Long	5+
40"-48"	Extreme	6+

Modifiers To-Hit

- 1 Firer moved or will move this turn
- 1 Target moved in its last turn
- 1 Target is obscured

Note: A roll of 1 always misses. A roll of 6 always hits regardless of the modifiers.

3. DAMAGE

If the HE round hits, then roll for damage. Each gun has been given a HE rating as a number from 1 to 10, along with a size. The HE value for each gun can be found in the army list's equipment data section. Roll the number of D6 equal to the gun's HE rating. The chance of causing a hit is based upon its size.

Shell Size	Damage on
Light HE	5+
Medium HE	4+
Heavy HE	3+
Very Heavy HE	2+

4. CONCEALMENT SAVES

The targeted unit must now roll a Concealment save against each hit. For each failed save an infantry model is removed as a casualty. These are the same Concealment saves as those used against Suppressing fire and are included here for completeness.

Infantry in -	Open 6+
	Visual cover 5+
	Hard cover 4+
	Reinforced cover 3+
	Fortified cover 2+
Vehicle in -	Open No save
	Obscured 5+
Deployed gun in -	Open 6+
	Obscured 5+

EXAMPLE OF DIRECT FIRE WITH HIGH EXPLOSIVE

A 75mm gun armed Sherman tank is engaging a German infantry unit of six men behind a wall, 28" away with high explosive shells.

The infantry are obscured (by the wall) and did not fire last turn. Needing a 4+ to spot them, the tank rolls a 6 and can see them clearly enough to fire at them.

At 28" the tank needs a basic 4+ to hit, but the target is obscured, so this is modified to 5+. Neither the firer or the target unit moved. He rolls a D6 to hit and gets a 5, a hit!

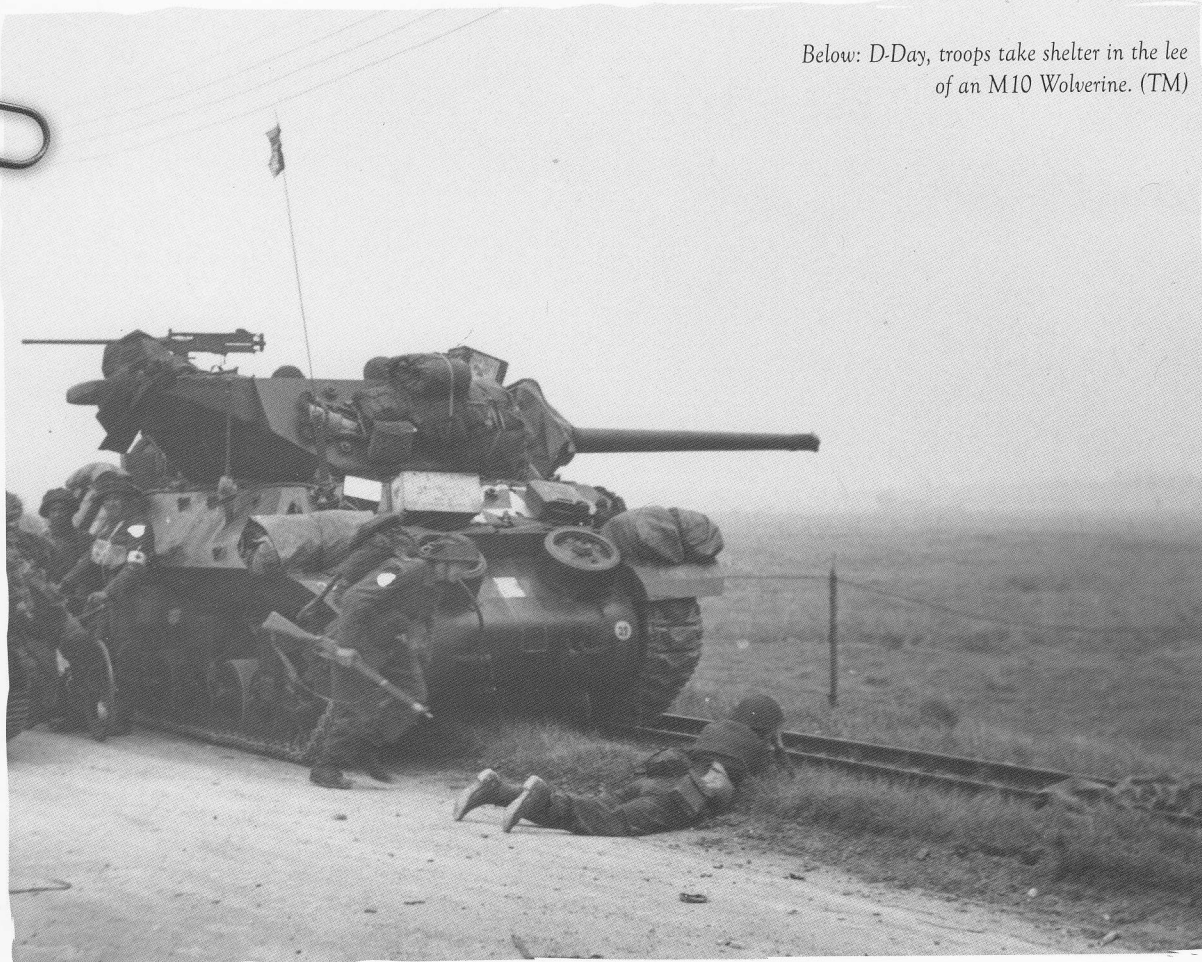
For damage the 75mm gun is rated as medium 4. So rolling four dice, each 4+ will cause a hit. Two damage points are rolled.

The infantry are in hard cover (the wall) and so make two saves at 4+. Two dice are rolled and one is saved. One model is removed as a casualty from the explosion. One casualty from six isn't enough to force a Morale check.

The abandoned wreck of an SdKfz 234/3 heavy armoured car is inspected by British (possibly Polish) soldiers and a local. (TM)



DIRECT FIRE - ANTI-TANK



Below: D-Day, troops take shelter in the lee of an M10 Wolverine. (TM)

Anti-tank fire is used specifically to directly engage and destroy armoured vehicles. It is usually fired by tank guns or deployed anti-tank guns using armour piercing anti-tank ammunition. Armoured fighting vehicles can also be engaged with high explosive, which is less effective but can still destroy armoured vehicles or with high explosive anti-tank rounds (HEAT), mainly used by infantry-portable anti-tank weapons such as the PIAT and Panzerfaust. When firing at an armoured vehicle with direct fire, all these rounds are still treated as direct fire - anti-tank attacks.

DIRECT FIRE - ANTI-TANK VS ARMoured VEHICLES

There are four steps to using direct fire - anti-tank attacks. When a unit takes the direct fire - anti-tank action follow the steps below:

1. Roll to observe the target.
2. Roll to hit.
3. Roll to penetrate target's armour.
4. Check Morale

1. OBSERVING THE ENEMY

First roll to see if your target has been clearly observed (spotted). The dice roll required is based upon the target unit's type and whether it fired in its last turn. Roll a D6. This is the same Spotting test as used for all direct fire and is repeated here for completeness. Infantry cannot be targeted.

Unit type	Has not fired	Fired last turn
Vehicle - open	2+	automatic
Vehicle - obscured	3+	2+
Deployed gun - open	2+	automatic
Deployed gun - obscured	4+	3+

2. ROLL TO HIT

Roll a D6 to hit the target based upon the range to the target.

Range		Base To-Hit
0"-8"	Close Assault	2+
8"-16"	Short	2+
16"-24"	Effective	3+
24"-32"	Long	4+
32"-40"	Very Long	5+
40"-48"	Extreme	6+

Modifiers To Hit

- 1 Firer moved or will move this turn
- 1 Target moved in its last turn
- 1 Target is obscured
- 1 Target is a deployed gun

Note: A roll of 1 always misses. A roll of 6 always hits regardless of the modifiers.



British Army
M10 Achilles

3. ARMOUR PENETRATION

All guns have been given a penetration value (see the gun data tables) and all armoured vehicles have been given armour values (see vehicle data tables). To see if the anti-tank attack can penetrate the target's armour, cross reference the gun's AP penetration value for its range with the target's armour value for the facing from which it has been hit (front, side or rear). Cross reference the weapon's penetration value (down) with the target's armour value (across) and roll 2D6.

ARMOUR PENETRATION TABLE

		Vehicle's Armour value																			
Gun Penetration value		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	1	8	11	12	12	12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2	7	10	11	12	12	12	12	-	-	-	-	-	-	-	-	-	-	-	-	-
	3	5	8	9	10	11	12	12	12	12	-	-	-	-	-	-	-	-	-	-	-
	4	4	7	8	9	10	11	12	12	12	12	12	-	-	-	-	-	-	-	-	-
	5	3	6	7	8	9	10	11	12	12	12	12	12	12	-	-	-	-	-	-	-
	6	3	5	6	7	8	9	10	11	12	12	12	12	12	12	12	-	-	-	-	-
	7	3	4	5	6	7	8	9	10	11	12	12	12	12	12	12	12	12	-	-	-
	8	3	3	4	5	6	7	8	9	10	11	12	12	12	12	12	12	12	12	12	-
	9	3	3	3	4	5	6	7	8	9	10	11	12	12	12	12	12	12	12	12	12
	10	3	3	3	3	4	5	6	7	8	9	10	11	12	12	12	12	12	12	12	12
	11	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12	12	12	12	12	12
	12	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12	12	12	12	12
	13	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12	12	12	12
	14	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12	12	12
	15	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12	12
	16	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12
	17	3	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12
	18	3	3	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11
	19	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10
	20	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9

If the 2D6 score is equal to or greater than the value on the table then the target vehicle is penetrated by the attack and destroyed.

If the 2D6 score is a double 1 then it is automatically a glancing hit, causing no damage.

If the score is a double 6 then the target vehicle is penetrated but only immobilised. It may continue to fight but may no longer move.

'HEAT' ROUNDS

To represent the more haphazard effects of High-explosive Anti-tank rounds, commonly used in hand-held infantry anti-tank weaponry, a slightly different penetration system is used.

Roll to hit as normal. If a HEAT round hits then roll 2D6. If the score is greater than the armour value of the target then it is penetrated. If it is equal to or less than the armour value then the HEAT round has no effect. Results are as described for armour piercing rounds.

HIGH EXPLOSIVE ROUNDS

Although not designed to penetrate armour, high explosive can still damage and destroy armoured vehicles. Treat high explosive rounds exactly like anti-tank rounds, but use the gun's HE penetration value instead of its AP value. The shell's high explosive penetration value is constant, because the size of the explosion does not differ due to range, whilst an anti-tank round's velocity is affected by the distance the shell must travel.

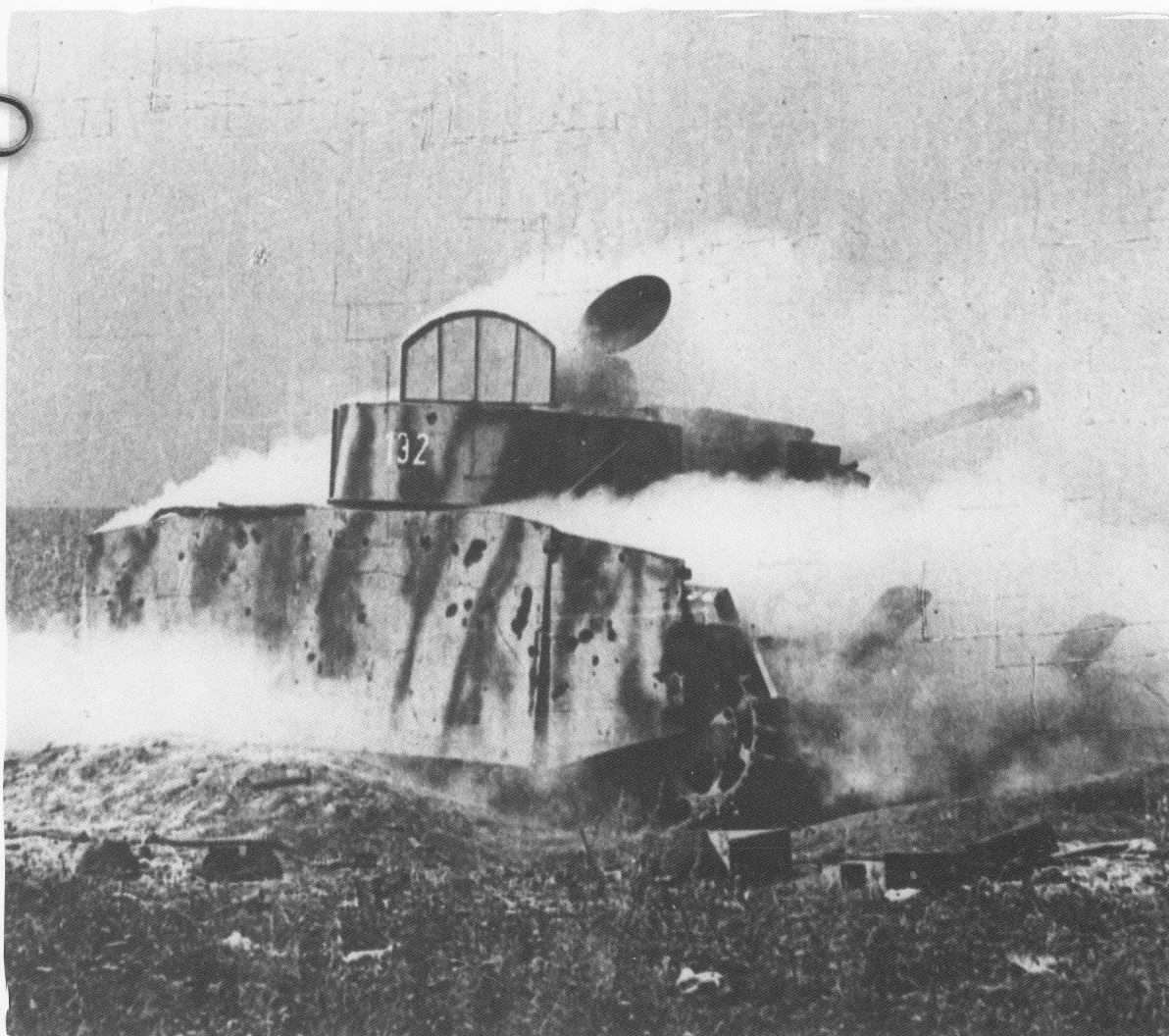
SHÜRZEN ARMOUR

Some German tanks are equipped with Shürzen skirts. This is noted in the vehicle data tables. Shürzen is stand-off armour which helps defeat HEAT rounds. A vehicle with Shürzen will reduce the effect of HEAT rounds to a D6 penetration instead of the usual 2D6. It has no effect against HE or AP rounds.

ANTI-TANK ROUNDS VS SOFT-SKINNED VEHICLES

Anti-tank rounds are fired at high velocity and are not designed to destroy soft-skinned vehicles but a speeding shell is still likely to seriously damage a soft-skinned vehicle. If an anti-tank round hits a soft-skinned vehicle roll 2D6. On a result of 6 or more the vehicle is destroyed.

Below: The fiercely burning remains of Panzer IV 132, a vehicle of the 12th SS Panzer Division, after a direct hit. (TM)





DESTROYING TRANSPORT VEHICLES

If an armoured transport vehicle is destroyed whilst it is carrying passengers then the passengers will also take damage. Roll a D3. Remove this many models as casualties from a passenger unit. The survivors are placed within 1" of the wrecked vehicle and are marked as suppressed. These casualties can cause the unit to take a morale check and the players should also check to see if any special weapons are lost as normal.

ANTI-TANK ROUNDS VS DEPLOYED GUNS

Just as with soft-skins, an anti-tank round can be used to attack a deployed gun. Roll to hit as normal, but with an additional -1 modifier (because guns are smaller targets and make better use of available cover than vehicles). If a hit is scored roll to penetrate as normal. All deployed guns count as having an armour value of 2.

ANTI-TANK VS INFANTRY

Anti-tank rounds are ineffective against infantry. Anti-tank rounds used to engage infantry units have no effect.

EXAMPLE OF DIRECT FIRE ANTI-TANK

A German Panzer IVH is attempting to engage a Sherman Firefly from the front. The Firefly is obscured in the edge of a wood, 19" away. The panzer's two declared actions are direct fire - anti-tank and move.

First the Panzer IVH must observe the Firefly, being obscured by the woods it requires a 3+ (the Firefly didn't fire last turn). The Panzer IVH rolls a 4 and can see its target. To hit at effective range it needs a basic 3+, modified by -1 for the Firefly's cover and another -1 because the Panzer IVH has already declared it will be moving as a second action (to avoid the Firefly's return fire no doubt!). It needs a 5+ to hit. It rolls a 5 - a hit!

At 19" range the Panzer IVH's gun has a penetration value of 10. The Firefly's front armour is 7. Cross referencing on the Armour Penetration table it needs 6+ to penetrate. Rolling 2D6 it scores an 8. Kaboom! The Firefly is destroyed - score a kill to that panzer crew. The destroyed vehicle means the British player must take a Morale counter

Overleaf: A Royal Artillery observer group (note the long aericals), from 3rd Division, keeps low as it calls in fire on D-Day. (IWM)

INDIRECT FIRE



Indirect fire is used by guns and mortars to 'lob' shells onto a target and for bombs dropped from aircraft. Regardless of the actual firer, indirect fire is always spotted for by an observer on the ground. This could be a junior lieutenant calling in mortar rounds for his platoon, all the way up to a naval gunnery officer radioing up the fire from battleship guns, or a forward air controller directing a fighter bomber onto a target. Indirect fire can come from artillery units deployed on the table or from off-table batteries, far to the rear.

USING INDIRECT FIRE

Using indirect fire is a two stage process. First the observer selects his target and gets a spotter round fired, this is 'requesting the fire mission'. Second, the guns open fire, referred to as 'fire for effect'. This can involve anything from a single gun or mortar up to a full battery.

REQUESTING A FIRE MISSION

To use indirect fire, first the observer must be activated and take the 'request artillery fire mission' action. There are six steps to requesting the fire mission:

1. Observer makes a fire request
2. Observer places a target marker
3. Observer makes radio checks to gun/battery
4. Roll for target deviation
5. Spotter round complete
6. Fire for effect. Gun or battery may open fire.

1. FIRE REQUEST

The observer must first select the battery or gun he wants to fire. If it is a dedicated battery or gun then it is automatically available, no roll is required. If it is a general support request then roll for availability based upon the priority of the request, as purchased from the army lists. A fire request can be of high or low priority, with the higher the priority, the better the chance of guns being available.

2. PLACE A TARGET MARKER

If the request is granted the observer now places a target marker anywhere on the table within 72" and in his line of sight. This marks the centre point where the shells will fall (hopefully). The target marker represents a single spotter round or smoke round. You can use anything to mark the target point, but a small explosion marker or a ball of coloured cotton wool as a smoke cloud are visually pleasing.

3. RADIO CHECKS

The observer must now give the target co-ordinates to the gun or battery via a radio. If it is a dedicated battery or gun then make a single radio check. All radio checks are successful on a D6 roll of 3+. A failure means the messages doesn't get through in time or is declined.

If the test is for general support the number of radio checks required is dictated by how far up the chain of command the observer wants to go for his guns. For general support, if all

the radio checks required are passed then roll for the available battery type on the appropriate table (see the Army Lists for these tables).

4. TARGET DEVIATION

The spotting player now rolls 2D6 while the enemy player rolls 3D6 and the Scatter dice. The target marker is moved the distance in inches equal to the difference in the dice scores in the direction indicated by the Scatter dice. If the 2D6 roll is higher than the 3D6 roll then the shot is on target and the marker is not moved. If, after deviation, the target marker ends off the table then the artillery automatically miss and no further action is taken.

Note: It is far quicker here for both players to roll their dice together and compare them. If the 3D6 is higher, move the target marker the difference in inches.

5. SPOTTER ROUNDS COMPLETE

Where the marker ends is where the spotter round falls. The observer now chooses either to fire for effect (see below) or to cancel the mission. If he cancels the mission at this point then no further action is taken. The observer's activation is now finished.

6. FIRE FOR EFFECT

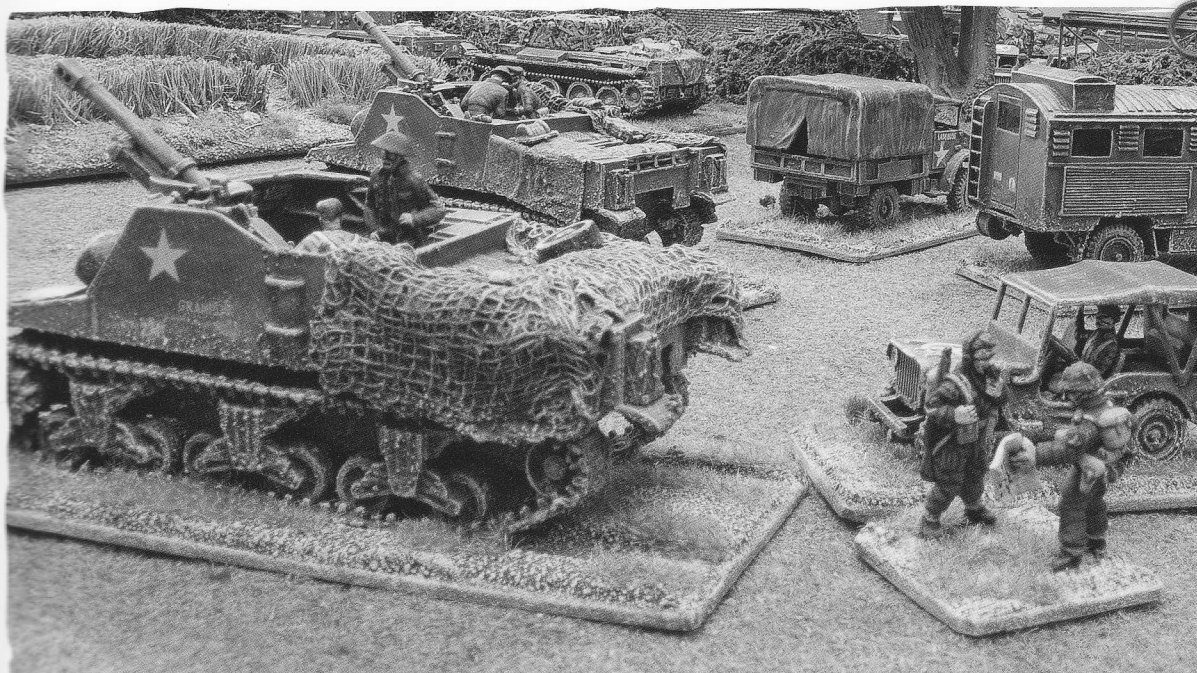
In order to fire for effect the observer's activation now ends and the requested gun or gun battery is activated. Whether the guns are on-table or off-table has no effect on activation. Each gun requires one activation to use as normal and gets two actions. Usually both actions will be Suppressing fire - Indirect, but some on-table guns might wish to use other actions. All indirect fire is treated as Suppressing fire.

When firing for effect, an entire battery can be activated at once and the cost in activations equals the number of guns firing (ie, a battery of three guns costs three activations). All the guns fire using the Suppressing fire - Indirect action and for speed the shots should all be resolved together, as follows:

1. Take the number of dice equal to the number of shots (number of guns x indirect fire actions) and roll them all on the Suppression 'To Hit' table. Discard any misses.
2. Place any direct hits first. Starting with the closest unit to the target marker (enemy or friendly, the shells do not discriminate) and work outwards. If there are no other units, the closest units take multiple direct hits.
3. Next place any suppression effects. Starting with the closest unit to the target marker (enemy or friendly) and work outwards.

Any unit within 8" of the target marker can be affected by indirect fire. If all the units within 8" are affected and some hits have not been distributed then start by placing the remaining dice with the closest units again.

4. Now resolve the damage caused by any Direct hits (see Direct fire). Then resolve the Suppression effects (see Suppressing fire). Targets get their usual concealment saves against hits from indirect fire.
5. Rounds complete. Once the gun's or battery's fire is complete, remove the target marker from the tabletop. A new marker will need to be placed by the observer for the next fire mission.



DIRECT HITS FROM INDIRECT FIRE

Indirect fire will generally cause suppression, but some rounds will cause direct hits. This can be devastating, especially from heavy guns.

VERSES INFANTRY, DEPLOYED GUNS AND SOFT-SKINNED VEHICLES

Treat as a hit using Direct fire with the same gun. The target will get a Concealment save against each hit inflicted.

VERSES ARMoured VEHICLES

Use the artillery shell's high explosive penetration value roll to penetrate an armoured vehicle's side armour. The vehicle gets no Concealment save against the penetration.

COUNTER-BATTERY FIRE MISSIONS

As part of a battle group's artillery support, you may purchase counter-battery fire missions. These are a battle group's own off-table guns ranging in on the enemy's off-table guns to suppress or destroy them, ie, there is an artillery duel passing back and forth over the battlefield.

When the enemy attempt to fire any off-table battery you may interrupt that fire with a counter-battery fire mission. Before the battery fires for effect declare you are using a counter-battery fire mission. On a D6 roll of 5 or 6, the counter-battery fire mission finds its target and suppresses the enemy battery about to fire. The enemy battery cannot now fire this turn.

Each counter-battery fire mission has a single use and requires no activations. Once it is used it cannot be used again, but you may purchase more than one counter-battery fire mission.

A counter-battery fire mission may not be used to suppress an on-table battery or gun. Such are the advantages of having the models on the table!

REGISTERED TARGET POINTS

Some locations are considered to be so tactically important that the artillery will have already 'ranged in' on them. Usually these are suspected routes of enemy movement (often roads and crossroads) or routes the enemy might use to launch a counter-attack. Placing a Registered Target Point (RTP) means that location is already well known to your batteries, with the co-ordinates already logged for a quick response to any fire request upon it. A battle group commander may have a location marked with a registered target point by purchasing it from his army list.

For each registered target point the battle group commander should note down where the point is on the table. This must be somewhere easily identifiable, such as 'centre of crossroads', 'corner of farm building' or 'northern edge of woods, centre'. Alternatively he can draw a sketch map and mark any RTPs on it. He does not have to reveal the RTP's location until fire is called down upon it.





To call fire down upon an RTP, the observer does not place a target marker, instead the RTP is the target marker. It does not even have to be in the observer's line of sight. Also, do not roll for any target deviation, the guns are ranged in and will hit that area. Continue with the rest of the artillery fire as normal. Once placed an RTP remains in play throughout the game and it can be used repeatedly by observers, but it cannot be moved.

Well placed, an RTP can be very effective, with your guns able to hit it at will (as long as your request is met and the required radio checks are passed).

REQUESTING FIRE

In order to use indirect fire, somebody must first request the fire and spot for the guns. Who can spot depends upon what type of fire is being requested: mortars or artillery.

MORTARS

By far the most common form of indirect fire is mortar fire. Mortars form an integral part of most infantry units, based upon three sizes. Small infantry mortars are deployed at squad level for mobile HE support. Medium mortars are deployed to support platoons and companies. Large mortars are deployed by battalions and regiments for heavier indirect fire support. These weapons are the most readily available indirect fire for infantry at the front. Any unit with the command special ability can be used as an observer for mortar fire taken as dedicated support, by taking the 'request artillery fire mission' action as detailed above.

LIGHT MORTARS

Light mortars do not use the normal indirect fire rules, instead they can be fired either as Suppressing fire - High Explosive or as Direct fire - High Explosive. They must spot for own fire. They have a maximum of long range (24"). Light mortars have a HE rating of Light 3 and an Armour penetration value of 1.

ARTILLERY

The heavier artillery guns are weapons beyond the control of junior officers at the front. Able to unleash fearsome firepower, the artillery forms a vital part of any battle plan and is controlled by specially trained forward artillery observers (FAO) sent forwards by artillery units to direct their gun's fire. These FAO teams have radio equipment that links them directly to their batteries. Only an FAO or the Battle Group Headquarters can request the fire of artillery guns and general artillery support.

GUN SPOTTING FOR THEMSELVES

A mortar team or artillery gun that is deployed on the table cannot act as spotter for its own fire. The gun crew cannot use the Request Artillery Fire Mission action, it needs another unit; command, forward observer or battle group commander, to spot for it.

GENERAL SUPPORT FIRE REQUESTS

If a request is made for general support, then the request is only used up once it has been accepted. A declined request can be repeated until it is accepted, but once it has been accepted it is gone.

ARTILLERY IN KAMPFGRUPPE NORMANDY - IMPROMPTU FIRE MISSIONS

There is an old adage that 'infantry win firefights, tanks win battles and artillery wins wars.' which goes to illustrate a problem with artillery in a game of tactical combat. Massed artillery isn't really a weapon for this scale of game. Obviously artillery should be available, it's an important part of combined arms warfare and as such it must be included in the rules, but most artillery firing and its effects are not felt on the size of battle being recreated on the tabletop.

Artillery is a more strategic weapon than infantry and tanks. It has a cumulative effect over days and weeks, it degrades the enemy's ability and will to fight, interdicts his supply routes and harasses his troop movements. It wears the enemy down by attrition. For artillery to be effective fire missions are carefully pre-planned using maps and complex schedules, with target areas far larger than the tabletop your battles are taking place on. What is actually being represented in your games is just one specific type of artillery fire mission, which we'll refer to as 'impromptu fire' missions.

Impromptu fire missions which are trying to hit targets of opportunity are an inefficient way to use artillery. Throughout the war it was tried by all sides and forward observers had various methods of speeding up artillery response times, but generally it took too long for spotter shells to be fired, their aim corrected and for each battery to make the (complex) mathematical calculations required to hit a precise location. Impromptu fire was not responsive enough to actually hit an opportunity target, especially if it was moving. The target will generally be long gone by the time the guns are firing. It is a mistake to think that after spotting a target an observer can just whistle up the guns and instantly shells start impacting, it just didn't happen like that. For example, a German battery

might take 15 minutes from first receiving a fire request to actually opening up with all barrels. At our tactical level if 15 minutes has elapsed the opportunity would have been missed. The British developed a technique for impromptu fire that was faster (by ignoring many of the calculations and just adding extra guns to compensate) but this often led to wild inaccuracy. The Americans, with their many radios, came closest to mastering the techniques, but even they took two or three minutes to get their guns firing (American artillery was feared by the Germans for its numbers, its size, its accuracy and its speed of response).

Pre-registered targets were used to alleviate the problem of response time. This basically involved observers and reconnaissance units pre-plotting likely target areas (enemy routes of advance, hill tops, etc), and the artillery 'ranging-in' on it. The batteries then had their firing solution pre-calculated if called upon to hit the target.

Another reason for restricting artillery to impromptu fire missions in the game is the power of the guns. The game of pounding the enemy into the dust with batteries of heavy artillery isn't actually much fun for either side. Pre-planned saturation bombardments or rolling barrages from the Corps and Army-level artillery batteries would smother the tabletop in high explosive, leaving just about everything suppressed, damaged or destroyed. Assume that you are fighting your battles after this sort of exchange has already happened and that such heavy bombardments cannot be used whilst your own forces are closely engaged and intermingled with enemy troops. All this means that the artillery used in this game is more a flavour of the real thing, just a small fraction of the artillery's actual role.



EXAMPLE OF INDIRECT FIRE FROM GENERAL SUPPORT

My British forward artillery observer uses the 'request artillery fire mission' to gain some general support. First I must see if the request is successful. I use a high priority request, which needs a 3+. I roll a 4 and pass. Next I place the target marker in the FAO's line of sight. Now I need to contact the guns. As general support I can choose from Brigade, Division, Corps or Army support, with each level requiring one radio check.

Feeling lucky I go for Corps support, requiring three checks. I roll three dice and score 4, 6 and 1. The 1 fails and would end my fire mission, but I use my forward signals unit to re-roll the 1. This time I get a 3 and pass. I'm through to the guns.

Next, I determine what type of guns these are by rolling on the Fire Mission Request Corps table in my army list. I roll a 5 and get a battery of 3 x 5.5" guns. For target deviation my opponent rolls 7, whilst I roll 10. I win. The spotter round is smack on target.

Now to fire for effect. I activate my three guns and fire both twice for six shots in all. I roll six dice scoring: 4, 6, 2, 3, 1 and 1. The two misses are discarded. The 6 (direct

hit) is placed on the closest target (a truck with an infantry squad still inside). The first suppression is placed on the truck again, then the next closest unit is the infantry squad inside. There are no other targets within 8" of the target marker, but I still have a suppression. I place another suppression on the truck.

For the direct hit the 5.5" gun is rated as Heavy 6, so I roll six dice needing 3 or more, and score four hits. The first two hits destroy the medium truck, the extra two hits are passed on to the passengers, who get a 5+ Concealment save. Both fail and two passengers are removed. With the truck destroyed, the survivors are placed within 1" of the wreck and are automatically suppressed.

I can ignore the two suppressions on the truck (it is already destroyed) and move on to the infantry passengers inside. They are already suppressed by the sudden immolation of their transport. If they weren't then Heavy HE suppresses on a 3+. I roll and pass. The infantry unit gets a Concealment save, and need 6+. If failed the surviving infantry would be suppressed.

That ends the fire mission and I remove the target marker.

EXAMPLE OF INDIRECT FIRE FROM DEDICATED GUNS

I activate my battle group commander and take the 'request artillery fire mission' action. It is a request for fire from my dedicated off-table 105mm howitzer battery of three guns. As dedicated support the battery is automatically available, no dice rolls are required.

As the observer, the battle group commander places the target marker within 72" and in his line of sight. Next I need one radio check to speak to the guns. I roll a 3, which passes. For target deviation my opponent rolls an 11 on 3D6 and I roll a 9 on 2D6, so he will now move the marker 2" in the direction shown on the Scatter dice. The spotter round is now complete, which ends the battle group commander's action.

Now for 'Fire for Effect'. Next I activate the three guns of my battery, using three activations. All the guns take two 'Suppressing Fire - Indirect' actions. I need six dice (three guns both firing twice equals 6 shots). I roll them all scoring: 1, 2, 4, 4, 5 and a 6. There is one direct hit, four suppression effects and one miss. The miss is discarded. The direct hit is placed on the unit closest to the target marker

(an enemy infantry squad in the open). The first suppression marker is also placed on the closest unit, whilst the others go on the next three closest units (a truck, a Sherman tank and one of my own infantry squads). All are within 8" of the target marker and so can be affected.

Now I roll for the direct hit's damage. My 105mm shell has a HE rating of Heavy 5. I roll five dice, needing 3+ to inflict damage. I score three damages, which the enemy infantry unit then make concealment saves of 6 against (in the open). All fail and three models are removed - Kaboom! Medic!

Next I resolve the suppression effects. The closest unit (the infantry) is suppressed by heavy high explosive on a 3+. The next (a truck) is suppressed on a 2+, the third (a tank) is suppressed on a 5+. My own infantry are suppressed on a 3+. Each target attempts a concealment save against the suppression.

The target marker is removed, rounds complete, the artillery stonk is over!

Opposite: A 5.5" heavy howitzer on tow behind its Matador, escorted by a Humber scout car (which may be a forward observer's vehicle). (TM)

Page 43: A battery of Panzerwerfer 42 halt in a Norman village. The lead vehicle is an SdKfz 250/4 radio vehicle (aerials in stowed position), the battery observation vehicle. (Bundesarchiv)

SUPPRESSING FIRE - ANTI-AIRCRAFT



Engaging an aircraft is notoriously difficult - they fly fast, are agile and are generally a long way away (being high up) and so are infamously hard to hit even for anti-aircraft weapons. Rather than trying to directly hit an aircraft, anti-aircraft weapons tend to fill an area with fire and hope that they score hits as the aircraft flies through the hail of bullets or exploding shells. All anti-aircraft fire is treated as a type of suppressing fire.

ENGAGING AIRCRAFT

When firing at an aircraft treat it as suppressing fire. Roll for Suppression to hit and for effect. As a vehicle in the open, an aircraft gets no concealment save.

MEASURING RANGES TO AIRCRAFT

An anti-aircraft weapon targeting an aircraft does not need to measure range. All fire at an aircraft is assumed to be at the weapon's maximum range regardless of where the anti-aircraft weapon actually is on the table in relation to the aircraft model. The aircraft is never actually stationary and as such will be moving around, circling the battlefield far more than the game's activations permit, assume that the anti-aircraft gun is actually firing when opportunity allows. This also applies to weapons using cover fire to engage aircraft in their own turn.

Top: Luftwaffe troops man a 20mm FlaK38 on its Sonderanhänger trailer, during the retreat towards the river Seine, late August 1944.

(Bundesarchiv) 46

SUPPRESSED AIRCRAFT

Just as with other units, a suppressed aircraft cannot be activated. Coming under heavy fire an aircraft breaks away from the battlefield to climb out of range. If an aircraft is suppressed whilst in the process of making an attack run (by an anti-aircraft weapon on covering fire), then it cannot make the attack, and pulls out of the run to avoid being shot down.

AUTOCANNONS

Many anti-aircraft weapons are autocannons (20mm, 37mm, etc) with explosive shells. These are treated as light HE for suppressing fire. Multiple autocannons count as two autocannons, so can roll twice for suppression effect.

Common Anti-Aircraft Weapons Firepower	D6s
MMG	5
HMG	7
Autocannon	
- Small - (20mm)	5
Light HE for suppression	
- Large - (37mm, 40mm)	6
Light HE for suppression	
Multiple HMGs	10
Multiple autocannons	9
2 x Light HE for suppression	

DIRECT HITS ON AIRCRAFT

If an aircraft takes a direct hit as a result of the suppressing fire then it is treated exactly like a soft-skinned vehicle. Once an aircraft has lost all its hits it has been shot down. An aircraft that takes any damage during its attack run cannot continue the attack.

Aircraft Hits

Observation Aircraft	2 hits
Fighter.....	3 hits
Fighter-Bomber.....	4 hits

EXAMPLE - ANTI - AIRCRAFT FIRE

A quad 20mm AA gun is engaging a Spitfire fighter. First it rolls for Suppression To-Hit and gets a 3, Suppression. Next it rolls for Suppression effect. As a 20mm autocannon it counts as light HE, so suppresses aircraft on a 5+. As a multiple autocannon it gets two rolls. It scores a 2 and a 6. The 6 suppresses the Spitfire, which has no concealment save, so it is suppressed and forced to break away from the battlefield by the weight of fire, climbing away to safety. The Spitfire will remain suppressed until its suppression is removed.

EXAMPLE - ANTI - AIRCRAFT FIRE

A 20mm autocannon on covering fire is attempting to engage a Typhoon as it makes an attack run. First it rolls for Suppression To-Hit, and gets a 6, a direct hit. This attack is now treated as direct fire.

There is no need to roll for observing, so next the gun needs to roll to hit. The 20mm autocannon has a firepower of 5, so five dice are rolled. At extreme range (the weapon's maximum) it needs 6s to hit. From the five dice, two hits are rolled. Aircraft always count as a vehicle in the open so get no Concealment save. The Typhoon takes two points of damage. The Typhoon is a fighter-bomber so has four hits, so the damage is recorded and the aircraft cannot now continue this attack run. As a vehicle that has been hit but not destroyed it is requested to take a Morale check. A 4 is rolled, the Typhoon is OK, the pilot keeps his nerve despite the shells shredding his aircraft, he might be back for more next turn!



COVERING FIRE

Covering fire is a special action that any unit can take to allow it to delay a firing action until its opponent's turn. Covering fire is used (as the name suggests) to cover areas of the battlefield against enemy moves or attacks, preventing an enemy from being able to move from cover to cover without ever catching him in the open.

When a unit takes the Covering fire action, it can take no further actions that turn - the Covering fire action takes up both actions for the unit.

During your opponent's turn a unit on Covering fire may interrupt at any time to take a **single firing action**. This can be any type of firing action: suppressing fire, anti-aircraft fire or any type of direct fire. The covering unit's firing action is resolved immediately it is declared, using the normal rules.

Once it has been completed your opponent may continue with his turn as normal.

As the player initiating the Covering fire, you may choose exactly when the shot is taken, stopping the opponent's unit when it is at best advantage for you to fire (ie, when it is in the open, or if an armoured vehicle presents a flank or rear shot during its move).

Once a unit is placed on Covering fire, it remains on Covering fire until either it fires, or it is activated again and given different actions. Even if a unit on covering fire is suppressed then it remains on covering fire whilst suppressed, but cannot fire until unsuppressed.

Above: An American M10 Wolverine shells a German position.
Censors have obscured the unit marking. (TM)

WEAPONS OF WORLD WAR II

INFANTRY WEAPONS

SMALL ARMS

Sub-machine guns, carbines and rifles carried by infantry are all called small arms. Every infantry model is automatically assumed to carry small arms of some sort. Each small arm armed infantry man has a firepower of 1.

LIGHT MACHINE GUNS

The British Bren gun and American BAR are both light machine guns, carried for extra firepower by a squad member. A squad member with an LMG has a firepower of 2.

MEDIUM MACHINE GUNS

Machine guns such as the American .30 cal machine gun, the German MG32 and MG42 when used on a bipod mount and the Soviet Maxim are medium machine guns. A medium machine gun has a firepower of 5. A medium machine gun requires a crew of at least two models to fire. Any infantryman can crew a medium machine gun.

HEAVY MACHINE GUNS

Heavy machine guns are tripod mounted weapons, such as the American .50 cal, tripod mounted MG42 and MG34 and the British Vickers. They are set up for sustained automatic fire, although they sacrifice mobility in return. A heavy machine gun has a firepower of 7, but cannot be fired in the same turn as it took a Move action. A heavy machine gun requires at least two models to fire. Any infantryman can crew a heavy machine gun.

SPECIAL INFANTRY WEAPONS

FLAMETHROWER

Carried by special assault units for clearing bunkers, pillboxes and buildings, flamethrowers are terrifying weapons, hated by all who had to face them. Flamethrowers have a maximum range of 8" and a firepower of 10. They can only be used against stationary targets. A man-portable flamethrower can only be used once per game.



German Mauser Kar98K

British Enfield No.4

US M1 Garand

DEMOLITION CHARGE

A wide variety of charges were used to deliver high explosive to a target. Pole-charges, satchel charges to simple bundles of dynamite are all classed as demolition charges. They can be used for some Engineering tasks.

INFANTRY ANTI-TANK WEAPONS

PIAT, BAZOOKA AND PANZERSCHRECK

Carried by infantry units for anti-tank defence, these weapons all have a maximum range of 8" and use HEAT warheads for penetrating enemy armour. One man may fire a PIAT, Bazooka or Panzerschreck.

PANZERFAUST

A single shot, disposable anti-tank weapon developed by the Germans, it also used a HEAT warhead and had a reputation for being deadly to tanks. Each Panzerfaust is a single shot weapon, once used it cannot be used again.

MORTARS

LIGHT MORTARS

Both 2" and 50mm mortars were carried by some infantry platoons for close HE support. Small mortars have a maximum

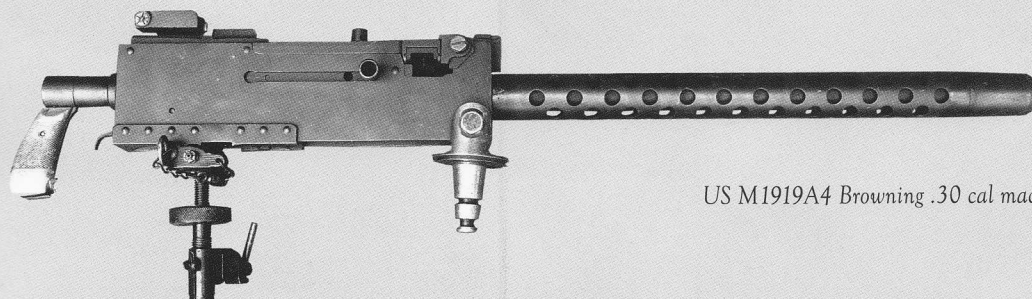
range of 24". Unlike heavier mortars they are fired using Direct fire - High Explosive action rather than Indirect fire. They can be used for Suppressing fire. They have a HE rating of Light 3 and against armoured vehicles they have a penetration value of 1. It requires one man to fire a light mortar.

MEDIUM MORTARS

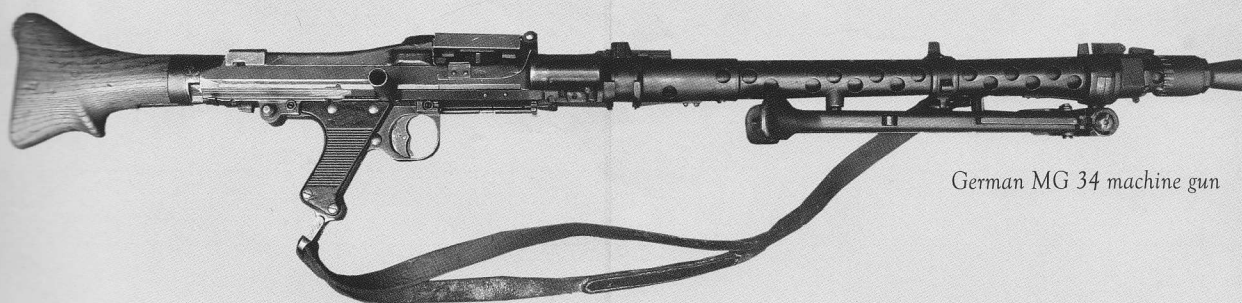
80mm, 81mm and 3" mortars were common weapons supporting platoons and companies with quickly available HE fire. Any command unit or artillery forward observer can call fire from medium mortars. They can only fire using the Suppressing fire - Indirect action. They have a HE rating of Medium 4. Against armoured vehicles they have a penetration value of 2. Medium mortars have a minimum range of 12" and a maximum range of 96", and require two crew to fire.

HEAVY MORTARS

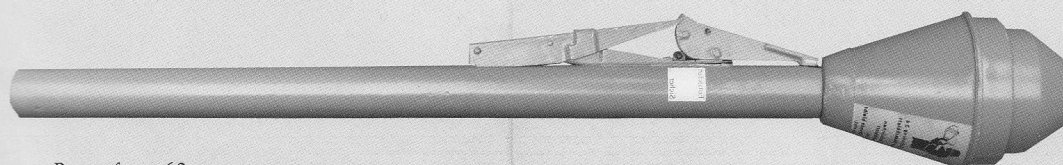
120mm and 4.2" large mortars are exactly the same as medium mortars but fire a larger bomb. They have a HE rating of Medium 6 and against armoured vehicles they have a penetration value of 3. Heavy mortars have a minimum range of 12" and maximum range of 192", and require two crew to fire.



US M1919A4 Browning .30 cal machine gun



German MG 34 machine gun



German Panzerfaust 60

OTHER WEAPONS

AUTOCANNONS

A term used as a catch-all for 20mm and larger calibre cannons, often used as anti-aircraft weapons, but equally as effective at targeting ground units. Small autocannons are 20mm in size. Large autocannons are 37mm and 40mm. A ground mounted autocannon requires at least two crew to fire it and any infantryman can crew an autocannon.

USING AUTOCANNONS

Autocannons are versatile weapons and can be used in a variety of ways.

- For Suppressing fire they count as small arms or light HE, whichever dice roll is better.
- For Direct fire against infantry and soft-skins treat them as small arms. Small autocannons have a firepower of 5. Large autocannons have a firepower of 6.
- For Direct fire against armoured vehicles they are treated as other anti-tank guns and have a penetration value for armour piercing and high explosive shells.
- They can be used for suppressing fire against aircraft.

TANK MACHINE GUNS

Most armoured vehicles carry machine guns for anti-infantry defence. Machine guns can be co-axial mounted, bow mounted or turret mounted. Due to their more limited traverse and the gunner's restricted field of view, each tank machine gun has a firepower of 3. Remember, a tank using machine guns for suppressing fire does not have to use a HE shell from its ammunition supply.

PINTLE-MOUNTED MACHINE GUNS

Many vehicles carry extra machine guns on a pintle-mount. A vehicle with a pintle-mounted machine gun counts as having a heavy machine gun (with a firepower of 6). When mounted on a vehicle, a machine gun can be fired in the same turn as the vehicle moves.

GUNS AND HOWITZERS

ANTI - TANK GUNS

These are high velocity guns of various calibres used to target enemy armour. These weapons require a crew of at least two men to fire. A least one crewman must be a member of its original crew, but lost crew can be replaced by any infantryman. If no original crew are available, then the gun cannot be fired. Many anti-tank guns can also fire a high explosive shell, although not all had a HE shell available. What type of shells are available for an anti-tank gun are listed in the relevant gun data with the army lists.

Examples of common anti-tank guns include the British 6 pdr and 17pdr, the American 57mm and the German 75mm PaK40 or the very large 88mm PaK43.

HOWITZERS

Larger calibre weapons such as artillery guns were used to lob shells onto a target, using a high trajectory (although not as high as a mortar). There are many calibres of howitzers, from small infantry guns to massively heavy field guns. Most fire high-explosive shells, but some were also equipped with an anti-tank round. When using indirect fire howitzers have a minimum range of 16" (but they can still use direct fire at shorter ranges). Howitzers have no maximum range (it is calculated in miles). If it is on the table, a howitzer has the range to hit it! They can also fire 'over open sights' as Direct fire - HE.

CANNONS

Cannons are like howitzers but with a higher velocity. Cannons fire at a lower trajectory, but often have a greater range. Cannons are often mounted as main tank guns (but some support tanks used howitzers), and some larger artillery pieces were also cannons. When using indirect fire cannons have a minimum range of 24" (but they can still use direct fire at shorter ranges) and have no maximum range (again it is miles). If it is on the table a cannon has the range to hit it! They can also fire 'over open sights' as Direct fire HE.

MULTIPLE ROCKET LAUNCHERS

Most nations developed their own form of multiple rocket launchers. By far the most common (especially in Normandy) was the German Nebelwerfer. Nick-named 'moaning-minnies' or 'screaming-meemees' due to the wailing sound the rockets made in flight, a Nebelwerfer fired a salvo of high explosive rockets, either of 150mm or 210mm. The Allied soldiers hated them, both for the noise and their destructive power. Later in the war the Americans developed the Calliope rocket system, mounted upon a Sherman tank and, on the Eastern Front, the Russians made wide use of the Katyusha (Little Kate) rocket launchers.

Multiple rocket launchers are fired exactly like other artillery, using the Indirect fire rules, but each shot from a multiple rocket launcher counts as two shots (so roll twice for suppressing fire to hit). This means that a single Nebelwerfer firing with both its actions rolls four dice! If a multiple rocket launcher fires in one turn, it may not fire in the next turn, so a multiple rocket launcher may only fire once every two turns.

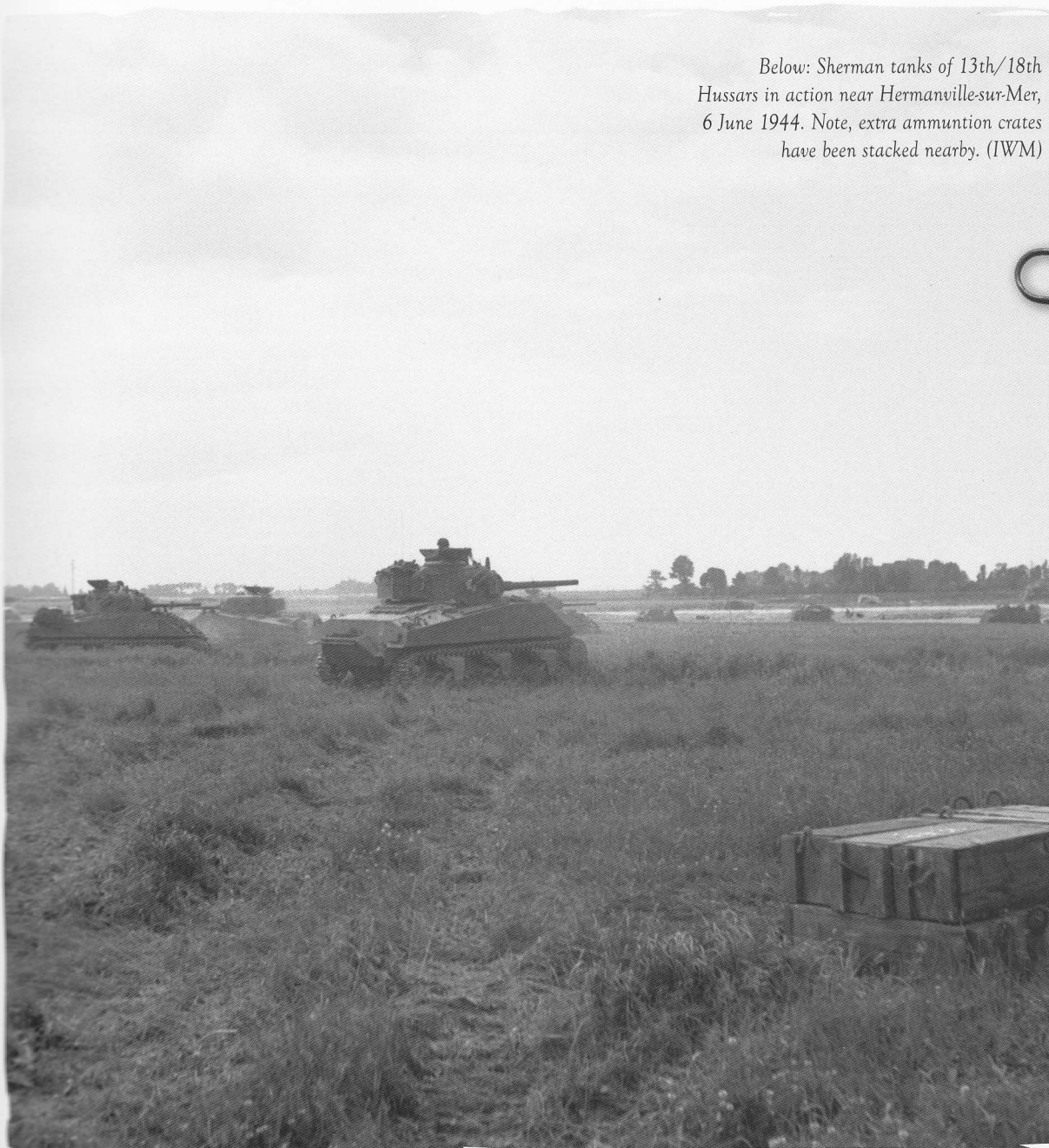
Multiple rocket launchers have a minimum range of 24" and cannot use the Direct fire - HE action. They must fire indirectly.

MORALE

Not every unit will always act exactly as you would wish. In battle men can only be pushed so far, and when casualties start to mount and enemy fire gets heavy, men tend to seek their own safety first. This is morale - your troops' willingness to fight on in the face of enemy fire.

Morale is split into two types. The first type is Unit Morale and this deals with each individual unit's willingness to fight. The second type is Battle Group Morale, and this represents

your overall battlefield situation, how likely your battle group is to achieve its objectives, how much damage it has taken and whether your higher commanders are willing to push for further gains in ground weighted against the further cost in casualties and lost equipment. As the battle group commander on the ground much of these factors are beyond your control. Some units may fight fiercely and to the last man, others might quickly seek shelter or withdraw to safety.



*Below: Sherman tanks of 13th/18th
Hussars in action near Hermanville-sur-Mer,
6 June 1944. Note, extra ammunition crates
have been stacked nearby. (IWM)*

UNIT MORALE

Unit morale affects each individual unit's ability to fight, independent of how your other units are fairing. Sometimes a unit will fight on regardless of casualties, whilst other times a unit's sub-commander will make the decision that the unit must retreat to save itself. As the battle group commander you would no doubt wish that every unit would fight hard to the last man if necessary. Of course, this is rarely the case and sub-commanders may make decisions in the heat of battle motivated by the conditions faced by his unit rather than the needs of the battle as a whole. In the worst case, a unit may become broken, which effectively means it is out of command, no longer responding to orders and the surviving men are only acting in the interests of self-preservation.

Unit morale is taken by each individual unit as it takes casualties or damage, be they an infantry unit, a gun and its crew or a vehicle.



German SdKfz 251/1

REQUESTING UNIT MORALE TESTS

Each player must request that an enemy unit take a Morale test, but only in the following situations. Note that it is up to the opposing player to remember to request the test when appropriate. If a test is not requested then your opponent is at liberty just to continue as normal.

INFANTRY UNITS

You may request a Morale test by an infantry unit when:

- An infantry squad or team is reduced to 50% or less of its starting strength.
- An infantry squad or team takes any additional casualties after being reduced to 50% strength.

DEPLOYED GUNS

You may request a Morale test by a gun and its crew when:

- The gun crew takes any casualties.
- If the gun is destroyed, its crew automatically withdraw.

VEHICLES

You may request a Morale test by a vehicle when:

- Any vehicle (soft-skinned, open-topped, enclosed or an aircraft) is hit by any fire but not destroyed.

- Armoured vehicles cannot take Morale tests from hits by small arms fire. No vehicles take Morale tests from suppressing fire unless a direct hit is scored.

MAKING A MORALE TEST

If a unit has been requested to take a Morale check, resolve it immediately the request is made. Roll a D6 and consult the Unit Morale table.

UNIT MORALE RESULTS

WITHDRAW

The infantry unit is badly shot up and no longer 'combat effective'. All it can do is get away with as many of its wounded as it can. They are now just stragglers and casualties heading for the rear. Remove the unit from play and take a Morale counter just as if it had been destroyed.

UNIT MORALE TABLE

D6	Infantry	Guns	All Vehicles
1	Withdraw	Abandon Gun	Suppressed/ Abandon vehicle
2	Withdraw	Abandon Gun	Suppressed
3	Suppressed	Suppressed	OK
4	OK	Suppressed	OK
5	OK	OK	OK
6	OK*	OK*	OK*

* Possible Heroic Action. Roll a D6, on another 6 the testing unit may take a Heroic Action (see Heroic actions).

SUPPRESSED

Mark the unit as suppressed. If it is already suppressed ignore this result – a unit cannot be suppressed twice.

THE 'LAST MAN RUNNING' RULE!

If an infantry squad or team with only a single man remaining becomes suppressed then the last man runs rather than fighting on. Treat this as a Withdraw result and remove the model. A Morale counter must be taken as if the unit had been destroyed.

ABANDON GUN

The gun's crew are forced to run for their lives. They abandon the weapon and make for the rear. Take a Morale counter just as if the unit had been destroyed.

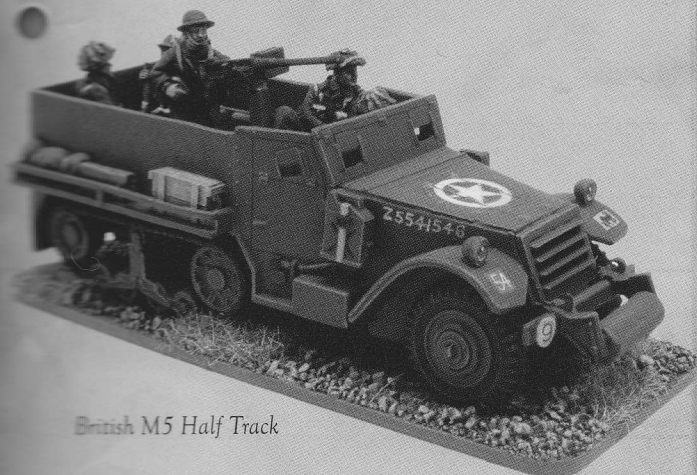


Above: German soldiers at rest. Note the youth of some and the variety of equipment. One wears his Zeltbahn shelter-quarter as an improvised camouflage smock, a common practice. (Bundesarchiv)

SUPPRESSED/ABANDON VEHICLE

If the vehicle taking the Morale test is already suppressed, immobilised, is a soft-skinned vehicle or is an armoured vehicle with an enemy infantry unit within 8" and no friendly infantry units are within 8", (ie, enemy infantry are close by and it doesn't have its own close infantry support) then it is abandoned by its crew. Take a Morale counter just as if the unit had been destroyed.

If none of the above conditions apply then treat this result as Suppressed.



British M5 Half Track

HEROIC ACTION

A particularly good morale result might see a unit take drastic action above and beyond the call of duty – this is a Heroic Action. Roll a second D6, if another 6 is rolled the unit may make a Heroic Action. They may immediately (outside of the normal sequence of play) become activated and may take two actions as normal. This activation is free and costs no activation points. The unit can take any actions except the 'request artillery' (which requires additional units to be activated). A unit that is suppressed cannot take a Heroic Action, it simply remains suppressed.

VETERAN MORALE

If an infantry unit is rated as Veteran then the first time it is required to make a Unit Morale test it may re-roll the result. It must abide by the second result even if it is worse than the first. In this way veteran infantry units are unlikely to withdraw early in the battle, so will stay in the fight longer.

BATTLE GROUP MORALE

Alongside individual units there is your entire battle group's morale to consider. To the commander (that's you!) this represents the point at which your battle group has become 'spent' as an effective fighting force. This is when casualties, suppression and the supply situation (ie, units are starting to run low on ammunition) become so bad that your superior commanders have no option but to order a withdrawal. In this situation it is likely that some units will become rearguards for the withdrawal - this should not be thought of as a complete rout. Your troops aren't running away, it is just that your superior commander has decided that your battle group no longer has any chance of achieving its objectives and must fall back to save itself from total destruction.

BATTLE GROUP MORALE VALUE TOTAL

When selecting their battle group, both players will be required to calculate their battle group's morale value total. Just as with buying a force using each unit's points value, each unit also has a morale value (MV) included in the army lists. All these morale values should be added together to get the battle group's total morale value. This total should be recorded on your battle group roster before the game in the space provided.

UNIT TYPES AND ARMY MORALE

Each unit in the army list is assigned a morale value between 0 and 3. The higher the value, the more important the unit. A unit with 0 morale value adds nothing to a battle group's morale, whilst a unit with a morale value of 3 is considered a valuable asset. Some larger formations, such as an infantry platoon, have a higher value because they contain multiple units.

THE MORALE POT

This rulebook contains a sheet of 96 card Morale counters. The majority of the counters list numbers from 1 to 4, with 2s and 3s most common and 1s and 4s being less so. There are also a few special counters for events such as aircraft and heroic actions, etc. Cut up these counters and place them all in a pot (a mug will do) and mix them well. Leave the cup somewhere handy by the side of the battlefield. Both players will need to draw counters from it during the game.

LOSING BATTLE GROUP MORALE

Each time something bad happens to your force, such as a unit is destroyed, a vehicle is abandoned or infantry withdraws, then you must take a random counter from the battle group morale pot. After taking each counter the player then keeps it, with the counters forming a running total. Each counter's



Opposite Below: SS-Hauptsturmführer Rolf Möbius (in the overcoat) briefs officers of 101st Heavy tank battalion. This must be 'on exercise', given the Tiger tank's exposed location and lack of concealment from air attack. Spring 1944. (Bundesarchiv)

value should be kept secret from your opponent, as should your total, but your opponent should be able to see how many counters you have acquired. This way he will not know how many points those counters add up to, only how many counters you have.

When the total of all the Morale counters equals or is greater than your battle group's morale value total, then your battle group is ordered to withdraw. The first side to be forced to withdraw loses the battle and, by default, their opponent is the winner.

TAKING MORALE COUNTERS

A Morale counter must be taken immediately when any of the following occur:

A UNIT IS DESTROYED OR WIPED OUT

If any unit is destroyed or wiped out then a counter is taken.

AN INFANTRY UNIT WITHDRAWS

If an infantry unit's morale means it must withdraw then take a counter.

A GUN OR VEHICLE IS ABANDONED

If a deployed gun or vehicle is abandoned by its crew take a counter.

BATTLE GROUP HQ IS DESTROYED

If your battle group HQ is destroyed then take an extra counter (this represents the confusion and loss of organisation that occurs when the commander is either killed or forced to look to his own safety rather than running the battle). If the force commander is destroyed then this extra counter is taken as well as the usual counter for a destroyed unit (ie, take two counters instead of one).

COME UNDER AIR ATTACK

The first time any unit in a battle group is attacked by an aircraft, take a Morale counter. This is in addition to any counters taken because of the attack's effect. Being under the threat of air attack has a sapping effect on a battle group's morale.

ENEMY TAKES AN OBJECTIVE

If an enemy unit claims an objective then take a Morale counter.

LOSE AN OBJECTIVE

If at the end of your turn you no longer hold an objective you had previously taken then take a Morale counter.

REMOVE SUPPRESSION MARKERS

At the end of a turn you may remove D6 suppression markers from your force for each Morale counter you take. The number must be stated before you take the counters or roll any dice.

Example: My force currently has seven suppressed units. I state I will take two Morale counters in order to remove 2D6 suppression markers.

'TAKE AND HOLD' OBJECTIVES



Wrecked British Cromwell

Most scenarios require you to place 'Take and Hold' objectives on the tabletop. These are the important locations your battle group has been given to secure. Taking them and holding them will help you win the battle.

TAKING OBJECTIVES

To take an objective, a friendly unit must move onto the objective. At the end of a player's turn in which he has a unit on an objective he automatically takes it. In order to claim an objective there must be no enemy units within 8" of the objective at the time. By taking an objective a battle group commander forces his opponent to immediately take a Morale counter.

HOLDING OBJECTIVES

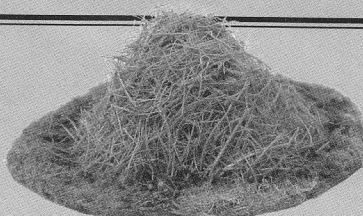
Once taken an objective must be held. To occupy an objective the owner must keep a unit within 4" of the objective marker. This can be any unit in his battle group. As long as there is a friendly unit within 4" of the objective at the end of his turn, the objective counts as held.

LOSING OBJECTIVES

If a player loses an objective (ie, does not have a friendly unit within 4" of an objective at the end of his turn), either by moving his occupying unit away from the objective and not replacing it, or because the occupying unit has been destroyed, then he has lost the objective and he must take a Morale counter.

'TAKE AND HOLD' OBJECTIVE MARKERS

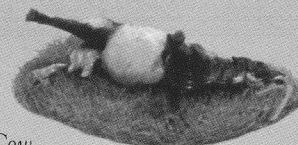
So both players know where the important locations are, it is well worth having a few markers to place on the table. Sometimes an objective is so obvious it doesn't need marking, like a building or a crossroad. Sometimes it might be in the centre of an open field and it is best to mark these points. An objective marker can be anything, from a simple card counter to something more visually pleasing, like a model of a hidden observation post, a casualty model or a small shell crater - we even use a dead cow model in our games!



Haystack



Foxhole



Dead Cow

'ALL OBJECTIVES SECURED'

If, during the course of a game, one player ends his turn and has taken, and is holding, all the objectives on the table then he may claim 'all objectives secured'. He automatically wins the battle, regardless of the current battle group morale situation. So beware, objectives are important, ignore them at your peril!

Note, some scenarios, especially set-piece attacks, include a special rule that prevents the defender from winning an 'all objectives secured' victory.

WIPED OUT AND TOTAL SUPPRESSION

If, at the start of a player's turn he has no units left to activate, either because they are all destroyed or they are all suppressed (or more likely a combination of the above), then he can no longer continue the battle. He is a beaten force with only stragglers left to escape. In this situation, regardless of the battle group morale situation, the battle is over. The totally suppressed force has lost.

TACTICAL LOSS AND TACTICAL VICTORY

If you are playing your game to a time limit (for instance if the game must end because one player has a pressing engagement or the pub is about to close!), then the side that is closest to being forced to withdraw (ie, has the least battle group morale left) suffers a tactical loss. His opponent can claim a tactical victory. This is not a decisive victory, think of it more like the better end of a draw.

SHORTENING THE GAME







If you wish to play a larger game in a shorter space of time, or if your gaming time is restricted, it is possible to shorten overall game length by adjusting the Morale counter pot. Remove half of the 1 and half of the 2 counters from the morale pot. This will make overall morale loss heavier and result in a shorter game, but could swing the game heavily in the event of a few sudden unlucky dice rolls.





Morris Quad Tractor

Opposite: A British carrier platoon advances. This may have been taken during the autumn advance into Holland. (TM)

1	1	1	1	1	1	1	1
1	1	1	1	1	1	2	2
2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2
2	2	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	4	4	4
4	4	4	4	4	4	4	4
4	4	4	4				
		MECHANICAL FAILURE	MECHANICAL FAILURE	GUN OUT OF AMMO	GUN OUT OF AMMO	HEROIC ACTION	HEROIC ACTION

ALTERNATIVE MORALE TABLE

It is not always convenient to use the battle group Morale counters (you may have forgotten them or you may not have a pot!), and some players prefer to avoid keeping fiddly counters. If both players agree, then you can use an alternative method of determining morale loss. Instead of taking a counter roll 2D6 on the table opposite and keep a running total of the morale loss on a separate piece of paper (or the back of your battle group roster).

The advantage of this method is that it doesn't require the counters, but the disadvantage is that both players will know the other's morale loss, which removes some of the tension of not knowing how close your opponent is to breaking.

Battle Group Morale Loss Table

2D6	Morale Loss
2	Special result. Roll again on the table below.
3	4
4	4
5	3
6	3
7	2
8	2
9	1
10	1
11	Aircraft
12	Special result. Roll again on the table below.

D6	Special Result
1-2	Gun out of ammunition
3-4	Mechanical breakdown
5-6	Heroic action

AIRCRAFT



Although your battle group will be made up of infantry, vehicles and artillery, it may, during the course of a battle, be assisted by aircraft. The requesting and deployment of air support is well beyond your control as a battle group commander, but each army had its own air force operating over the Normandy battlefields (admittedly the Luftwaffe found it difficult to penetrate the Allies' fighter patrols) and these aircraft may come to your assistance.

AIRCRAFT SUPPORT AVAILABILITY

Aircraft arrive over the battlefield as a special event. The battle group morale pot contains six counters with an aircraft symbol on them. When an aircraft counter is drawn from the deck it is placed at the back of the table, face up so both players can see it. This means there is a chance that an aircraft will become available to make an attack run next turn. It counts as 0 morale for the drawing player.

At the start of the drawing player's next turn roll a dice. On a 6 an aircraft has become available to make an attack run. On any other result there is no aircraft, remove the counter from play.

The presence of a forward air controller on the battlefield will increase the chance of an aircraft arriving (see Forward Air Controllers opposite).

Opposite: Test firing a US M16 anti-aircraft half track. (TM)

TYPE OF AIRCRAFT

Each army list contains an Air Support table. If an aircraft becomes available roll on this table to determine what type of aircraft has arrived and what weaponry it is armed with. The aircraft must be represented on the tabletop by an appropriate model. You will find it much easier to use your aircraft if it is on a flying stand.

FORWARD AIR CONTROLLERS

The presence of a forward air controller in your battle group will increase the chance of an aircraft arriving and assist the aircraft in finding a target.

If your battle group includes a forward air controller then the chance of an aircraft arriving is improved – he is doing the job of directing the aircraft onto the battlefield.

- A German forward air controller increases the chance of an aircraft arriving to a 5+.
- A British forward air controller increases the chance of an aircraft arriving to a 4+.
- An American forward air controller increases the chance of an aircraft arriving to a 3+.

This chance is also noted in the army lists.



German Flakpanzer 38(t)

ACTIVATING AIRCRAFT

Once an aircraft has arrived place it on the player's table edge. It can now be activated like any other unit. Once activated it has two actions like any other unit. Whilst an aircraft has ammunition it is part of your battle group for the rest of the game. Once out of ammo it heads home, remove it from play.

AIRCRAFT MOVEMENT

All aircraft are activated and moved like other vehicles. Whenever an aircraft is activated it must take a move action as its first action - an aircraft cannot stop or it falls out of the sky! The move action must be its first action and the second action can be anything the player chooses. Most often this is a fire action but could be a request for artillery fire from an observer aircraft (see Observation Aircraft later).

Unlike other vehicles an aircraft has no Movement rate. A moving aircraft can be placed anywhere on the table, facing any direction. If the aircraft intends to attack an enemy target then it should be placed approximately 12" from the target unit. No other restrictions apply to aircraft movement.

AIRCRAFT FIRING

Aircraft may use any type of fire they like; suppressing fire with small arms or high explosive, Indirect fire with bombs, Direct fire with small arms and Direct fire - anti-tank with rockets. Because they must take a move action an aircraft can never use the covering fire action. A full list of aircraft firing options is given below:

- Suppressing Fire - small arms (with machine guns)
- Suppressing Fire - high explosive (with autocannons or rockets)
- Indirect Fire (dropping bombs)
- Direct Fire - small arms (with MGs or autocannons)
- Direct Fire - HE (with rockets)
- Direct Fire - AT (with rockets or autocannons)

Aircraft use the normal rules for firing and are always considered to be firing at long range (24"-32"), this is regardless of the actual distance between the aircraft model and its target.

AIRCRAFT ATTACK RUNS

If an aircraft is attacking using direct fire, it must still roll to spot the target as normal. If a forward air controller can also draw a line of sight to the target unit then the aircraft can re-roll a failed observation test, as the controller is assisting the pilot to find the target.

AIR ATTACKS AND MORALE

The first time an aircraft attacks an enemy target, the enemy unit must take a Morale counter. This is in addition to the attack's actual affects (damage may cause the enemy to take another counter). Just being under the threat of air attack saps the enemy's morale and his troops become more reluctant to advance (especially in the open).



AIRCRAFT WEAPONS

In the Equipment Data section of your army list there is a list of the aircraft available to each battle group. This list details which weapons each aircraft is armed with. Aircraft weapons are split into four categories: machine guns, autocannons, rockets and bombs.

MACHINE GUNS

Most aircraft have multiple machine guns. An aircraft's machine guns have a firepower of 3 each. So an aircraft with four machine guns would have a total firepower of 12 when strafing a target. An aircraft can fire its machine guns a maximum of three times in a game, after that they are out of ammunition.

AUTOCANNONS

Aircraft that have autocannons treat them exactly like other vehicles with autocannons. When rolling for armour penetration, aircraft-mounted autocannons gain an additional +1 to their penetration value, because the speed of the aircraft increases the velocity of the weapon's shells, making an aircraft's autocannons more effective than the ground mounted equivalent. An aircraft can fire its autocannons a maximum of three times in a game, after that it is out of ammunition.

ROCKETS

During an attack run rockets must be fired in pairs, but as many pairs of rockets as an aircraft wishes may be fired. Despite

their reputation, rockets tended to be wildly inaccurate. Each rocket hits on a dice roll of a 6, regardless of other factors. Rockets have an armour penetration value just as for other anti-tank weapons, and always attack a vehicle's rear (actually top) armour. Against infantry and soft-skinned targets rockets have a HE effect, and can be fired as either direct fire or suppressing fire.

Rocket Size	HE Effect	Penetration Value
5" (60lb) rocket	Heavy 4	8

BOMBS

There are three sizes of bombs: small, medium and large. Each bomb dropped is treated as indirect fire, using the same procedure as for artillery fire, but with the forward air controller or battle group commander acting as the spotter and placing the target marker.

If a direct hit is scored against an armoured vehicle then a bomb always attacks the vehicle's side armour value. An aircraft can drop as many bombs as it likes in a turn, roll once for each bomb, but it can only drop each of its bombs once per game!

Bomb Size	HE Effect	Penetration value
Small	Heavy 6	8
Medium	Very Heavy 6	12
Large	Very Heavy 9	16



ALLIED AIR SUPREMACY - A CAUTIONARY WORD

There are a lot of misconceptions about the role Allied airpower played in winning the Normandy campaign. Having achieved aerial supremacy over the battle area, the Allies made wide use of fighter-bombers in close support of their ground forces. It has been credited with being the decisive weapon of the campaign, especially against the 'invincible' German armour.

For the British the rocket-armed Typhoon is the aircraft synonymous with this victory, but a word of caution is required here. In 1944, close air support was very much in its infancy and many different systems of control were tried, with limited success. These rules simplify these systems down into one method, the forward air controller (often a flight officer himself) guiding aircraft onto targets. Just as with artillery, hitting emerging targets and targets of opportunity proved very difficult on a fluid battlefield.

The actual effects of rocket attacks are also commonly over rated. Immediately after the war the RAF tested its ground attack methods, using a captured Panther tank, marked with a large white identification cross and placed in the open on a hillside on Salisbury Plain. Eight Typhoons, each armed with eight rockets, attacked the target. The effects were somewhat revealing. Of the 64 rockets launched only one actually hit the target, and this was against a static

target, easily observed, without any ground fire or even threat of ground fire. In action, the tank would have been either moving or at least partially hidden and protected by some form of anti-aircraft fire.

During Operation Goodwood, a Normandy farmer reported seeing the same enemy half-track (which had already been abandoned) attacked 12 times in a day and it was never actually hit. More than likely each pilot claimed that half-track as a kill!

The Germans themselves feared the effects of rocket attacks, not yet having recognised the weapon's inaccuracy. But the threat of attack was enough to influence German tactics. The Germans felt their armour was under constant threat, so did not wish to expose it to air attack during the day, this restricted movement and meant they would rarely risk counter attacks in open ground. Many more vehicles were abandoned by their crew under air attack, or more likely just the threat, than were destroyed by rocket strikes.

A telling statistic might be that there were approximately 100 confirmed kills of tanks by fighter-bombers in Normandy. The allies lost about 1,600 fighter-bombers during the course of the campaign. The battle winning weapon it has been claimed to be it was not.

FIRING AT AIRCRAFT

An aircraft can be targeted by enemy ground units just like other vehicles. See Suppressing fire - anti-aircraft for details.

AIRCRAFT AND SUPPRESSION

Aircraft can be suppressed just like other units. If an aircraft is suppressed then rather than hiding in cover, think of it as pulling away from the battlefield, taking urgent evasive manoeuvres and climbing out of range of the AA fire. It is now too busy avoiding the accurate ground fire to take any offensive actions itself. Mark the aircraft as suppressed. The suppression will have to be removed before the aircraft can be activated again.

DIRECT HITS ON AIRCRAFT

If an aircraft takes a direct hit then it is treated exactly like a soft-skinned vehicle. Once an aircraft has lost all its hits it has been shot down (see Losing Aircraft and Morale). An aircraft that takes any damage during its attack cannot continue that attack run, it must break off. It may still make attack runs in future turns.

Aircraft Hits

Observation aircraft	2 hits
Fighter	3 hits
Fighter-Bomber	4 hits

LOSING AIRCRAFT AND MORALE

If an aircraft is shot down it is a damaging loss, highly visible to the troops on the ground given the aircraft's elevated position. Instead of taking one counter, take two Morale counters instead.

AERIAL OBSERVATION AIRCRAFT

Aerial Observation aircraft are activated just like other units, and must also take their first attack as a move. They move like other aircraft, so can be placed anywhere on the table, facing any direction.

Because it must move, an observation aircraft takes a single action to use the Request Artillery Fire Mission action. When spotting for artillery fire an aerial observer is treated exactly like a forward artillery observer, except it can be moved to any point on the table before requesting an artillery fire mission. Even though it has to move, an aerial observer can still use the Request Artillery Fire mission action. From then on use the standard rules for requesting indirect fire.

SPECIAL RULES

The Special Rules section includes a number of rules that add depth and interest to the basic game. While these rules add an extra level of detail to the game, they will also add some extra book keeping - it is worth it. They are not optional.

ARMoured VEHICLES AND AMMUNITION

In each armoured vehicle's data it has an ammunition rating listed. This is the number of rounds a vehicle can carry onboard for its main gun (please note that this is not the actual number but an abstraction, as one round rolled for is actually multiple rounds fired).

Before the game starts note on a piece of paper (or the back of your battle group roster) each armoured vehicle by its identification number (or some other identifying feature) and what ammunition load it is carrying. A vehicle's ammunition load can be split between armour piercing shells (AP) and high explosive shells (HE). The relevant gun data will tell you which rounds are available for each gun.

During the game, when a round is fired reduce the total of that round by 1. Once a vehicle has no more ammunition left it cannot fire that type of shell until it is re-supplied (see Supply vehicles).

Ammunition only applies to an armoured vehicle's main weapons. It is assumed that deployed guns have enough ammunition stored nearby or on their towing vehicle to last the game.

SUPPLY VEHICLES

Your army list's HQ Assets section includes a Supply column. These are vehicles (usually trucks) sent forwards to the frontline (or close to it) carrying vital extra supplies for your battle group. These supply vehicles can be used to re-supply armoured vehicles which have used up their ammunition.

Once an armoured vehicle and a supply vehicle are in contact with each other, the supply vehicle (once activated) takes the re-supply action. This allows one armoured vehicle to re-arm with any permissible combination of ammunition it likes. Write down the new ammunition load and then continue as normal.

Supply vehicles can be represented by many different models, standard trucks, fuel bowser trucks, converted ammunition carriers or just about any soft-skin vehicle pulling a trailer, even a horse-pulled cart is suitable for some armies.

UNIT SPECIAL RULES

Some units have special rules that allow them to take special actions during your turn. If a unit has special rules it will be noted with the units in the army list. A complete list of the special rules and their effects are as follows:

SUPREME COMMAND

If the unit with Supreme Command is present in the battle group then the player may re-roll one Command and Control dice at the start of each turn. The second roll result must be used. A Supreme Command unit also counts as a command unit (see below).

A Supreme Command unit can spot for artillery fire like a forward artillery observer and can also place a target marker for an aircraft dropping bombs.

If the Supreme Command unit is destroyed then an extra Morale counter must be taken, this is on top of the one taken for a unit being destroyed, ie, two counters are taken (losing your Supreme Commander is bad!).

COMMAND

Each unit in your battle group with the Command special rule adds +1 to your Command and Control dice at the start of a turn. A Command unit can be suppressed and still count towards the Command and Control roll.

Any unit with the Command special rule can also act as a spotter for dedicated mortar fire.

SIGNALS

Each unit with the Signals special rule allows you to re-roll one failed radio check per turn.

MESSENGER

A unit with the Messenger special rule can be used instead of taking a radio check. Instead of rolling dice for the radio check (regardless of the number of dice required), remove the messenger from the table. This costs a single activation point. The radio check is automatically passed.

RE-SUPPLY

A unit with the Re-supply special rule may use the Re-supply action to re-arm armoured fighting vehicles with new ammunition.

MEDIC

A Medic unit can attempt to lend medical support to infantry units. A Medic unit must be close to an infantry unit (ie, be within 1" of a squad member). If the unit takes any casualties roll a D6. On a 4+, one model that was to be a casualty is left in play. A unit may only have one Medic attached at a time. A Medic unit may only be used once per turn and does not cost any activations.

Opposite Top: A Jagdpanzer IV with 75mm L/48 gun moves up a Normandy road, supply trucks close behind. This vehicle is from 116th Panzer Division, 'Windhund'. (Bundesarchiv)



RECCE

Units with the Recce special rule are forward scouts and will be operating in front of your main forces, seeking the enemy, routes of advance and springing ambushes. They often get special deployment rules and may get other advantages depending upon the scenario being played (the individual scenarios will detail this).

SNIPER

A Sniper may use suppressing fire even though they only count as having firepower 1. This is an exception to the normal minimum of 3 firepower required to use Suppressing fire. A Sniper may use direct fire as well, counting as firepower 1. Snipers are not affected by the 'last man running' rule. If a Sniper is destroyed do not take a Morale counter. The loss of a single Sniper does not affect the battle group's overall morale.

ENGINEERS

A unit with the Engineers special rule can use the Engineer action to complete engineering tasks, such as setting demolition charges or clearing minefields (see Engineering for details).

RECOVERY

A unit with the Recovery special rules can use the Engineer action to attempt to repair damaged vehicles (see Engineering).

BRIDGING

A unit with the Bridging special rule can use the Engineer action to conduct bridging operations (see Engineering).

SPECIAL EVENTS

The battle group Morale counter sheet includes six Special Event counters. You can include these in the game by simply adding them into the counter pot with the other cards. If one is drawn then a special event has taken place.

MECHANICAL BREAKDOWN

When drawn, immediately play this counter on any enemy vehicle on the table. It is suffering from mechanical problems. Roll a D6. On a 1-2 the vehicle is OK. On a 3-5 the vehicle is immobilised. On a 6 the vehicle breaks down completely and the crew abandon it. It counts as destroyed.

HEROIC ACTION

When drawn, immediately play this counter on any of your own units. It may immediately make a Heroic Action (see Heroic Actions in Unit Morale for more details). It cannot be played on a suppressed unit.

GUN OUT OF AMMUNITION

When drawn, immediately play this counter on any deployed enemy gun or mortar team (not vehicle). The gun is running out of ammunition. Roll a D6. On a 1-2 the gun is OK, they have just enough to last. On a 3-5 the gun has just one shot remaining, after which they are out of ammo. On a 6 the gun is completely out of ammunition and the crew abandon it. It counts as destroyed, so take a morale counter. A gun that is out of ammunition can only start firing again after a supply vehicle has re-supplied it.

ENGINEERING

There are many tasks on the battlefield that do not involve fighting the enemy from mine clearing, to demolitions work, to building bridges or repairing/recovering damaged vehicles. These all fall under the broad heading of engineering, to be carried out by troops specially trained for the tasks.

ENGINEERING TASKS

There are three standard engineer tasks as described below, but all are dealt with in the same way. To complete an engineering task a unit must first take the appropriate action. At the end of its activation the unit rolls a D6. Add to the dice roll the number of engineer actions the unit has taken so far. If the total is 7 or more then the work is complete. If the result is less than 7 the work isn't finished yet and must continue in subsequent turns.

MINEFIELDS AND MINE CLEARANCE

Mine clearance can only be undertaken by a unit equipped with a minesweeper or a vehicle with a flail or bulldozer. By using an engineering action, clearing a minefield can be completed as an engineering task.

MINEFIELDS

Mines are common defensive weapons in Normandy, used to deny ground and routes of advance to the enemy. The centre of a minefield should be marked with a small sign. Any unit that moves within 4" of the marker must immediately roll a D6. On a 1-2 no mine is triggered. On a 3+ they trigger a mine. A mine attacks with a high explosive value of Medium 5. Against armoured vehicles they have an Armour penetration value of 6 and always attack a vehicle's rear (actually underneath) armour.



DEMOLITIONS

An engineer unit carrying a demolition charge may attempt to use it to destroy a structure such as a building, bunker, bridge, pillbox, a length of dragon's teeth or other obstacles and roadblocks. They can also use a demolitions charge to destroy an immobilised vehicle. To set these charges is an engineering task. Once the task is complete the results are as follows:

DEMOLISHING STRUCTURES

Once an engineering task on a structure (building, bridge or bunker, etc) is complete, immediately move the engineer unit away from the target by 5". This move is free and costs no activations. Then kaboom! The structure is destroyed. Buildings and bunkers are reduced to rubble. A bridge is destroyed. If any unit is inside a building, bunker, pillbox, etc, or is on a bridge when it is demolished then it is immediately hit by a high explosive attack rated as Heavy 5. They may take an 'in the open' concealment save against these hits. Any equipment inside a structure, such as guns, are automatically destroyed. Any vehicles on a demolished bridge are automatically destroyed.

OBSTACLES

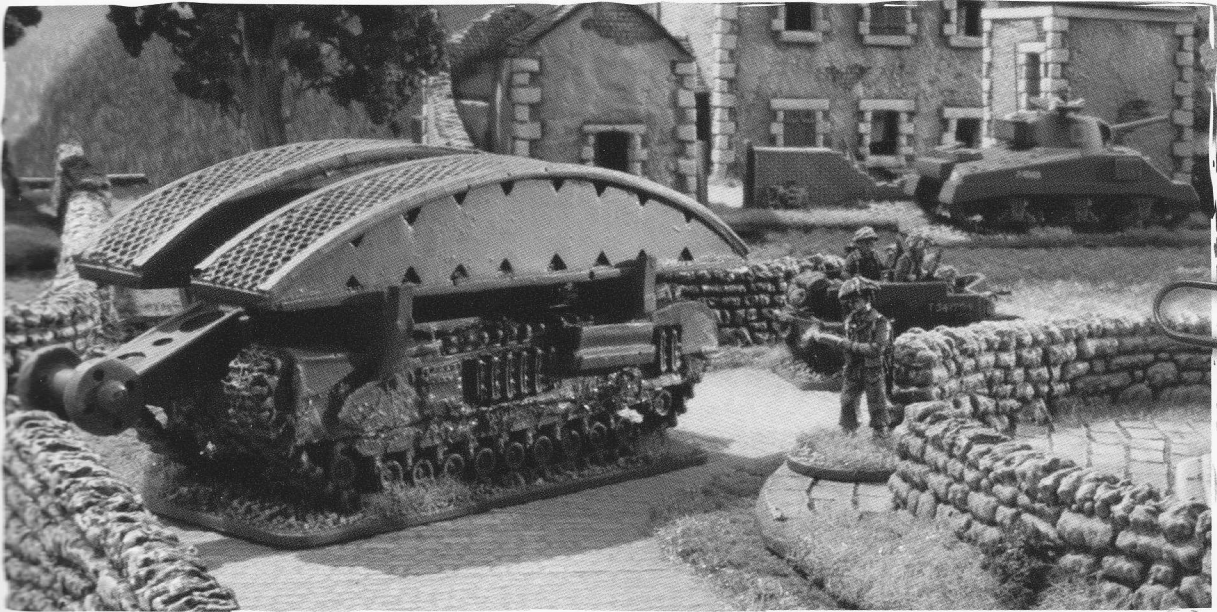
Obstacles up to 6" in length are removed from play. This includes bocage hedgerows.

IMMOBILISED VEHICLES

An immobilised vehicle is automatically destroyed by a demolition charge.

Below: A US maintenance crew replace a Sherman's engine, 'in the field'. (TM)





EXAMPLE - DEMOLITIONS

An engineer unit moves into contact with a bunker and takes an engineer action. They roll a D6, scoring a 4, adding +1 for the engineer action for a total of 5. Not enough for the work to be completed. Next activation they take two more engineer actions. Upon rolling a dice the result is a 3, adding 3 for the three actions now taken, the result is a 6 – still not enough! The engineers are lucky enough to still be around for the next activation, resulting in two more engineer actions. The dice roll is a 3, but with +5 for all the actions, the total is 8 – Kaboom! The engineers are moved 5" away and the bunker is no more.

BULLDOZERS

Bulldozers can be used for minefield clearance as if they have a minesweeper. Bulldozers can also be used to create gaps in hedges, by moving through them (treat the hedge as an obstacle) leaving a one vehicle wide gap through which other vehicles can move without hinderance. They can do the same with piles of rubble.

BRIDGE BUILDING

Often your battle group will need to cross rivers, streams, anti-tank ditches or other such obstacles. Units with the Bridging special rule can make a bridge across such obstacles by using the engineer action.

Building a bridge is an engineering task undertaken by a unit with the Bridging special rule.

LIGHT BRIDGING UNITS

These are engineer units trained to quickly construct small bridges (larger constructions across major rivers aren't covered in the game, this is a task that takes far longer than our battles). Light bridging units must have at least four men working on

the bridge to be able to take an engineer action. The unit may be assisted by other infantry to boost numbers in the case of casualties, but at least one engineer must be present.

FASCINES

A fascine is a large bundle of sticks! These are dropped into a ditch to allow other vehicles to cross over them. Treat a fascine tank exactly like a bridging tank, except fascines cannot be used to cross water features, only ditches (including anti-tank ditches). A fascine automatically passes its first engineering task roll, so it only takes one engineer action to deploy a fascine.

RECOVERY VEHICLES

This is a different type of engineering task only used by vehicles with the Recovery special rule. It does not require an engineer task roll.

A vehicle with the Recovery special rule may attempt to repair a destroyed or immobilised vehicle. By moving into contact with the damaged vehicle and then using the engineering action, the recovery vehicle then rolls a D6. On a 6 the knocked-out vehicle is actually OK and can be activated again from the player's next turn (note, it cannot be activated this turn). An ARV may only attempt to fix a single vehicle three times. Three failed attempts means the vehicle is beyond fixing, even by another recovery vehicle.

If a vehicle is only immobilised then a recovery vehicle can repair it on a dice roll of a 5 or 6, instead of a 6.

A recovery vehicle can also tow a knocked-out vehicle (for example, to remove an obstacle from a road). It (and the towed vehicle) move at half its normal rate whilst towing.

BUILDINGS



Above: Three German soldiers (possibly Fallschirmjäger) move cautiously through the remains of an old farm. Note the second soldier has a *Gewehrgranatgerät K98k* 'Schliessbecher' (rifle grenade device) attached to his rifle. This is probably a propaganda shot. Summer 1944. (Bundesarchiv)

Buildings are a common feature of most battlefields and they provide good cover for infantry. German forces on the defensive often turned farmhouses and outbuildings into strong points, thus buildings can play a pivotal role in a battle. It is assumed that most buildings on the battlefield will already be damaged in some way. Under constant harassing artillery fire and fighter-bomber attacks, few buildings across the Normandy battlefields survived untouched.

BUILDINGS AS COVER

A building, regardless of construction type, ruined or otherwise, provides infantry inside with hard cover (4+ concealment save). Reinforced buildings and some purpose built defences provide reinforced cover (3+ concealment save), whilst reinforced concrete bunkers and pillboxes are hardened cover (2+ concealment save).

ATTACKING BUILDINGS

Buildings can be attacked just as enemy units can. Buildings can be targeted with direct fire or indirect fire (in which case only a direct hit will cause damage). Buildings are automatically spotted, unless it is a concealed bunker, in which case treat it as a vehicle. Buildings cannot be suppressed. It is more common to attack units inside buildings, but it is perfectly acceptable to degrade or destroy their cover to deny it to the enemy.

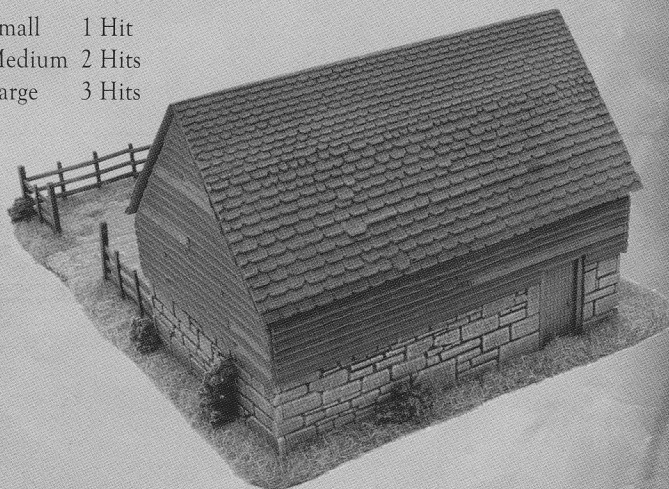
Each building has a number of hits based upon its size and construction material. A building's hits can only be removed by high explosive fire. Small arms do not have the required blast to smash buildings into rubble. Anti-tank rounds can be used for their limited HE effect (Light 2), but tend to be very ineffective at destroying buildings.

Once a building has sustained damage equal to its number of hits, its Cover save is reduced by one level. For example Hard cover (4+) would become Visual cover (5+) and Reinforced cover (3+) becomes Hard cover (4+), etc. Stone and brick buildings cannot be reduced to less than Visual cover (because there will always be some rubble left). Wooden buildings can be reduced to the 'in the open' result, ie, no longer there, because they have burnt down!

WOODEN BUILDINGS

Such as sheds or barns.

Small	1 Hit
Medium	2 Hits
Large	3 Hits



NIGHT FIGHTING

It was not uncommon for battles to take place at night. From a small clash of patrols in no-man's land, to the full blown offensives that begin with a surprise night attack, combat in the dark is always fraught with difficulty and very chaotic.

If a battle is to take place at night then the following special rules are used:

OBSERVATION

Observation is difficult at night. The maximum distance a unit can attempt to observe an enemy unit is 24". If a unit is within 24" then continue as normal. If the unit is further than 24" away then the observation attempt automatically fails. This also applies to observers requesting artillery fire. Units always count as obscured during a Night Fight.

WEAPON RANGES

No weapon can engage an enemy target at more than 24". If the range is greater than 24" then the shot is automatically a miss.

AIRCRAFT

Aircraft cannot operate at night. If the game is a night fight then aircraft are not used. Treat an aircraft counter as 0 morale.

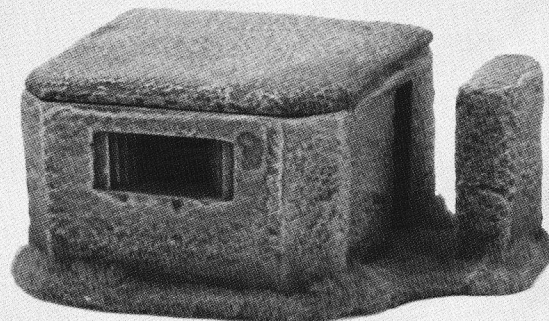
SUPPRESSION REMOVAL

In order to remove suppression during a Night Fight each player must take an extra Morale counter in addition to the normal counter. So in order to remove D6 suppression markers, two counters must be taken - the first counter has no effect. To remove 2D6 suppression markers three counters must be taken, etc. This represents the added confusion and lack of cohesion during night fighting, which often peters out as units become lost or disorientated as to where they are and where the enemy are, and who is doing the shooting!

BRICK OR STONE

Most houses, farm buildings, etc. The vast majority of buildings in Normandy were brick or stone.

Small	3 Hits
Medium	4 Hits
Large	5 Hits



REINFORCED CONCRETE

Purpose built defences such as bunkers and pillboxes. These are designed to resist enemy attacks.

Small	4 Hits
Medium	5 Hits
Large	6 Hits

Players should agree before the game starts what size each building is. Its construction type should be obvious from the model. For very large buildings divide them into distinct areas, with each area counting as a separate building for damage.

