BOLT ACTION

WEIRD WORLD WAR II WARGAMES RULES

KONFLIKT '47

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WARLORD GAMES
CLOCKWORK GOBLIN MINIATURES
OSPREY GAMES

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Warlord Games
T13/T15 Technology Wing, The Howitt Building, Lenton Business Centre, Lenton
Boulevard, Nottingham, NG7 2BD, UK
E-mail: info@warlordgames.com

Clockwork Goblin
54 Bibury Rd, Cheltenham, GL51 6AY, UK
E-mail: clockworkgoblinminis@gmail.com

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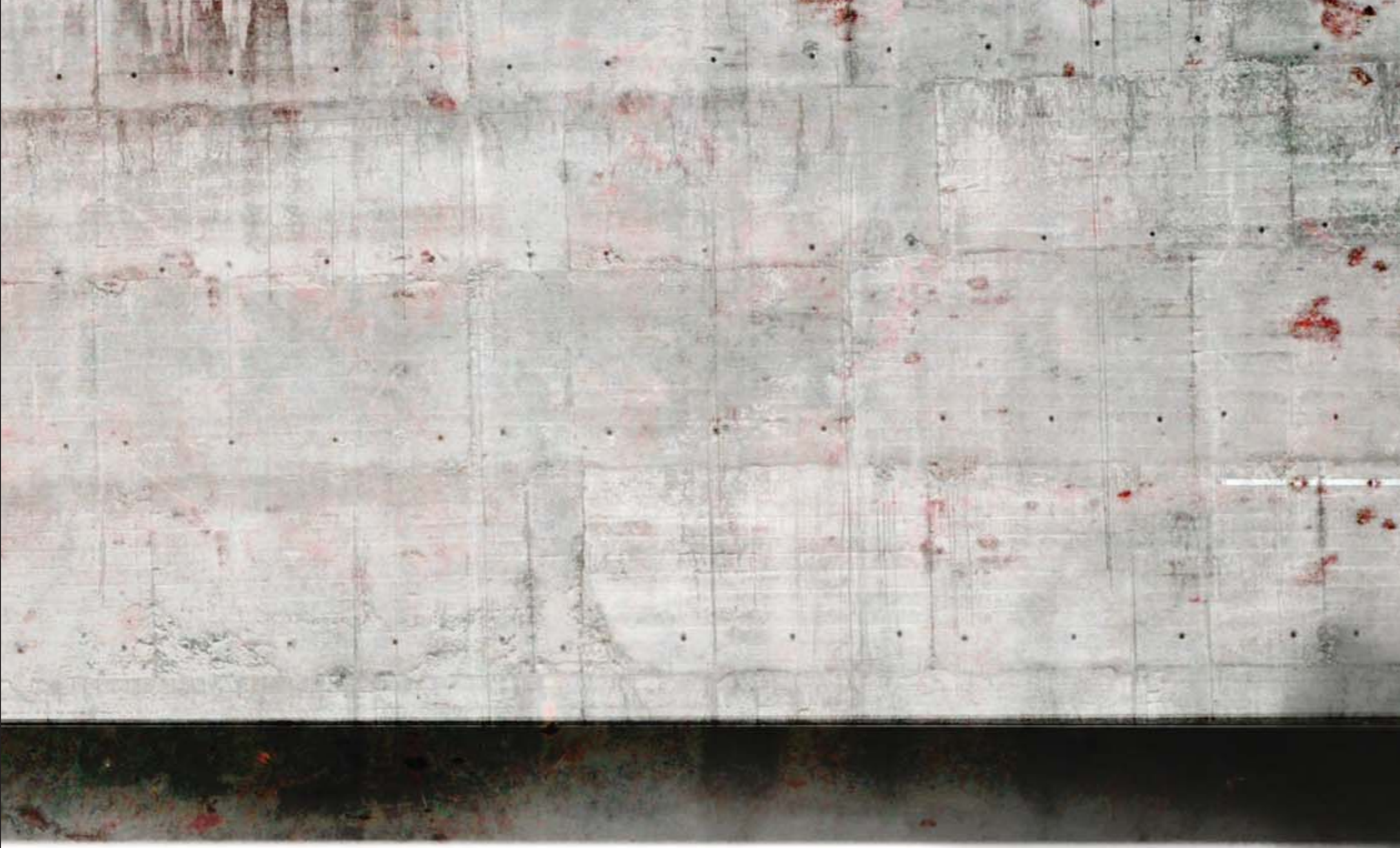
INTRODUCTION

This book is a stand-alone rules set designed using the *Bolt Action* World War II tabletop wargame. It contains all the rules, background and forces needed to play an alternate history or science fiction wargame set in 1947 using a fictional variation of history.

The book is divided into three sections: the first covering the background to the *Konflikt '47* universe; the second covers the rules required to play the game (incorporating the technological advances found in the setting); and finally, the Army Lists together with variations to the national Army Lists to allow their inclusion and use in the game.

Players familiar with Bolt Action will find a few changes that we think will add to their enjoyment of the game.



KONFLIKT ’47 BACKGROUND

Konflikt '47 is set in a world very much like ours; in fact, until the middle years of World War II its history is nearly indistinguishable from our own. However, in 1943 the order of the world changed with the development of atomic weapons. The testing and use of these weapons set in motion a chain of events that would forever change the nature of the conflict and directly lead to the situation detailed in this book.

In 1943, the US Manhattan programme under Robert Oppenheimer made rapid progress in developing the joint Canadian/British atomic energy programme into a weapon that could hopefully win them the war. The testing of a prototype device at the Los Alamos Laboratory in New Mexico yielded a workable weapon in early 1944. It also, however, produced a side effect that changed history forever. At the test site, a Rift in the fabric of space formed at the heart of the detonation. This Rift stabilised over a matter of days and remains in place nearly four years later.

Before the impact or relevance of the Rift was fully understood, the US moved to end the war early, threatening Germany with an atomic attack in an effort to forestall the need for an invasion of Europe. German intransigence forced President Roosevelt's hand and the Fat Boy atomic bomb was dropped on Dresden on 12 March 1944. Despite this, Hitler refused to yield and without further devices, or a desire to use them, the Allies continued planning Operation Overlord.

The Dresden detonation created another Rift, and its existence was identified by German scientists more quickly than their US counterparts studying the after-effects of the atomic weapon. Both the US and Germany then began to receive unidentifiable signals through the Rifts, mostly transmitted at radio frequencies detectable by existing equipment, but often undecipherable or hopelessly corrupted. After several weeks it became apparent that the communications were exactly that, messages from unknown originators that appeared to want to help each nation's war efforts.

The US approached this situation with caution but rapidly assembled its greatest minds at the Los Alamos labs, securing the facility behind the strongest barriers and renaming it Area 51 to hide its origin and true purpose.

In Germany, less caution was exercised. Hitler, excited by the seemingly occult nature of the phenomenon, insisted on pushing the limits of safety to understand what was happening. Declaring Dresden a military-only zone, radiation proof bunkers were immediately constructed in the vicinity, allowing regular access to the Rift site at the centre of the former city. The bunkers quickly formed the heart of a research and industrial facility looking to exploit the Rift technology, or Rift-tech, to aid the war effort.

Slowly, the messages were pieced together. Much was unclear and beyond comprehension, but every so often a scientific principle or theory was deciphered that allowed each nation to make huge leaps in industrial and scientific research. Each side was unaware of the other's progress, or even the existence of the parallel Rifts. Had they been, they would have quickly determined the nature of the messages differed, and the technology hinted at varied. They would have found similarities too: no messages sent back into the Rift were ever answered, and the identities of the senders remains a mystery.

Despite repeated pleas and demands from the other Allied governments, Roosevelt and the US were reluctant to share the messages coming from the Rift in New Mexico. Hitler was having similar debates with the Japanese High Command, who demanded full access; with his allies in a perilous position, Hitler made the decision to share much of the discovered Rift-tech. After a number of angry exchanges, Stalin declared the US an enemy of the Motherland in May 1944, declaring that the Soviet Union would end the war and that the US had no further role to play in mainland Europe. Churchill and the British were forced to choose sides, although it was not a hard decision to make. The Allies fractured in two, with the US, Britain, Canada now working at odds to the Soviet Union.

German Nachtjäger

TOP SECRET: RIFT ENERGY

The exotic particles emitted by the Rifts are, paradoxically, both powerful and limited. They are unquestioningly potent, exhibiting a notable effect on organic tissue and paving the way to several biological applications.

They also exhibit interesting effects on lithium, iron and silicon that enabled the creation of very effective electrical circuits and greatly accelerated research into computational processing technology. However, the Rift signals are strangely silent on applications of Rift energy as either a power source or as a deployable weapon.

Currently, harnessing Rift energy is a complex and laboratory led process requiring careful environmental control and exacting conditions. As a direct energy source it is ill suited to the chaos of the battlefield. Despite this, all nations seeking to exploit the cutting edge of Rift technology are pursuing programmes to unravel the potential energy within Rift particles. How successful they will ultimately be remains to be seen.

WESTERN EUROPE

JUNE 1944

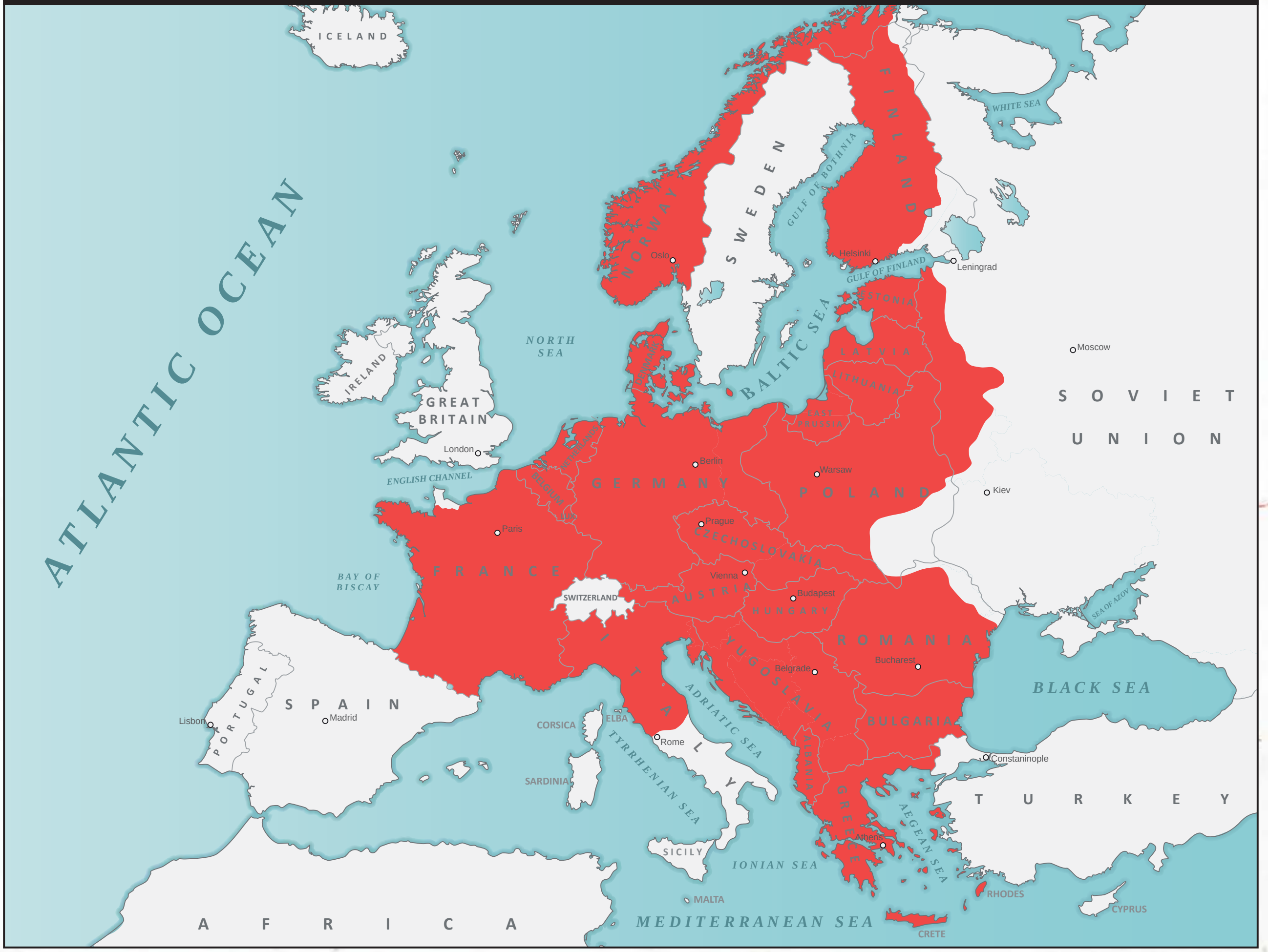
On 6 June 1944 the Allies launch Operation Overlord, the invasion of mainland Europe through the Normandy beaches. Initial successes lead to the establishment of a beachhead focussed on Caen and the Carentan peninsular. In late July, US forces prepare Operation Cobra to break out of the stalemate, and British and Canadian troops continue to slug it out with German forces around Caen. The Germans, however, deploy the first of the technology they had gleaned from the Rift, and after the success of the Allied landings, Allied High Command is ill-prepared for a strong German counter-attack.

JULY 1944

Operation Cobra launches on 25 June, shortly after the British begin Operation Goodwood on 18 July to fix the German defenders around Caen. After a slow beginning the operations gain traction and German defenders start to lose cohesion. On 28 July the US achieve a breakthrough and prepare to exploit the gap they fought hard to create. The German High Command, likely Hitler himself, orders the release of their new secret weapon, Die Totenkorps or the Dead Corps.

Overnight the Allied forces begin to fall back in disarray. Reports from the front speak of corpses and zombies attacking the Allied troops from the darkness. Shock, fear and horror

Europe, July 1944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ALBANIA
GREECE
Athens
AEGEAN SEA
CRETE
RHODES
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Constaninople
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SPAIN
Madrid
PORTUGAL
Lisbon
AFRICA

break the resolve of the US spearhead forces and by early August, any chance to exploit the breakthrough has been lost.

AUGUST – DECEMBER 1944

For more than two weeks, Allied forces in France fight to stabilise the frontline against the horrors that Germany throws at them. Animated corpses test the Allies' steel and resolve, but shock and fear give way to grim determination and the frontlines are re-established. In the Allies favour is Germany's inability to sustain the manufacture of their creations. Despite their success, the use of the Totenkorps has an adverse effect on many German units. For the next couple of months an uneasy stand-off ensues, the Allies gradually advancing eastwards, and the Germans hastily improvise defences and fight for every mile they surrender. By December, the Allies push the Germans back to the Belgian-German border and most of the way across France.

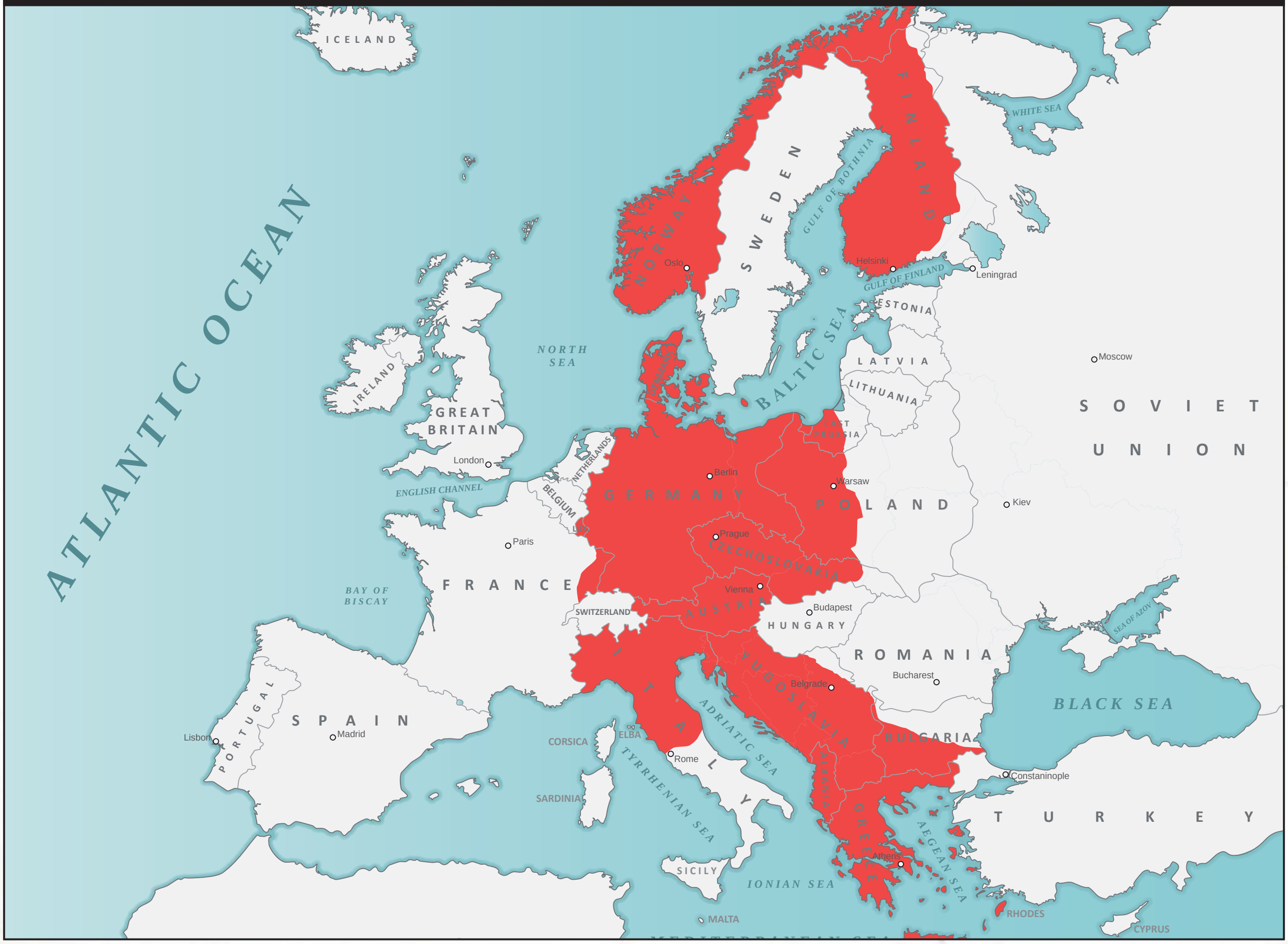
After the impact the first Rift-tech has on the battlefield, neither side is under any illusion of the importance of exploiting the material they are receiving. The US step up their efforts and bring in many leading British scientists in an effort to beat the Axis powers in this new arms race. Unfortunately for the US, at least one of the British scientists, Arthur Clifton, is also spying for the Soviets.

JANUARY – MARCH 1945

The Germans launch Operation Watch on the Rhine through the Ardennes forest, convinced surprise will allow them to split the US and British armies and drive a wedge through to the Atlantic ocean to restrict the increasingly significant logistical operations in the Allied rear.

The Battle of the Bulge – as it becomes known – is hugely successful, throwing untested US units into panic as dealing with two new German weapons in addition to battle-hardened

Europe, January 1945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MALTA
RHODES
CYPRUS
MEDITERRANEAN SEA

German forces cannot risk a head on fight with such firepower – an ambush is their only hope!

German infantry and tanks. The use of free-roaming Spinne light panzermechs and the horror of Schreckwulfen hunters send some units fleeing to the rear before they even see the other German forces.

Desperate efforts and the use of seasoned but tired units hastily called back to the frontline, eventually stabilise the frontlines and prevent a German link to the Atlantic coast, but not before they have reached the outskirts of Brussels. The Allies are in shock and the Germans are able to regroup and reinforce across the western theatre.

APRIL – MAY 1945

Operation Newport is launched by the Allies to regain the territory lost in the previous months. The US deploys its first Tesla Cannon-armed Shermans and infantry assaults are spearheaded by heavily armoured infantry. The results are impressive but overconfidence in the new technology means that the best tactical use is squandered and the Germans make the Allies pay for retaking the north of France and Belgium.

Encircled in Brussels, three divisions of the German 7th and 5th Armies refuse to surrender, following Hitler's demands that they hold until relieved. The Battle for Brussels begins.

JUNE – JULY 1945

With troops on the Western Front exhausted after almost five months of heavy fighting, Hitler surprises the Allies again by striking south at the under-resourced Allied forces in Italy. The combination of Spinne and Schreckwulfen in rough terrain again proves decisive. A rapid series of victories leads to the recapture of Rome and the installation of a puppet regime loyal to Germany.

Allied reinforcements arrive from the south through the Mediterranean ports but the Germans and their revitalised Italian allies have time to reoccupy and repair the formidable Gustav Line fortifications across the breadth of the country.

Faced with advancing northwards into these defences, the Allied armies demand the levels of supplies enjoyed in northern France before attacking; the whole theatre becomes mired in politics and indecision as neither the British or US commanders wish to lead the assault north. This situation is taken advantage of by the Axis powers to relocate industrial capability into northern Italy. Italy finds itself split, with a pro-Axis regime and military supporting the Germans in the north, whilst the liberated south re-organises and provides a military contribution to the Allied efforts.

AUGUST 1945

The Battle for Brussels finally ends after two months of bitter urban fighting. The use of US Coyote light walkers and its British Guardian variant, is a deciding factor towards the end of the conflict. The US Grizzly makes its combat debut in small numbers and proves highly effective in the confines of the city.

OCTOBER – NOVEMBER 1945

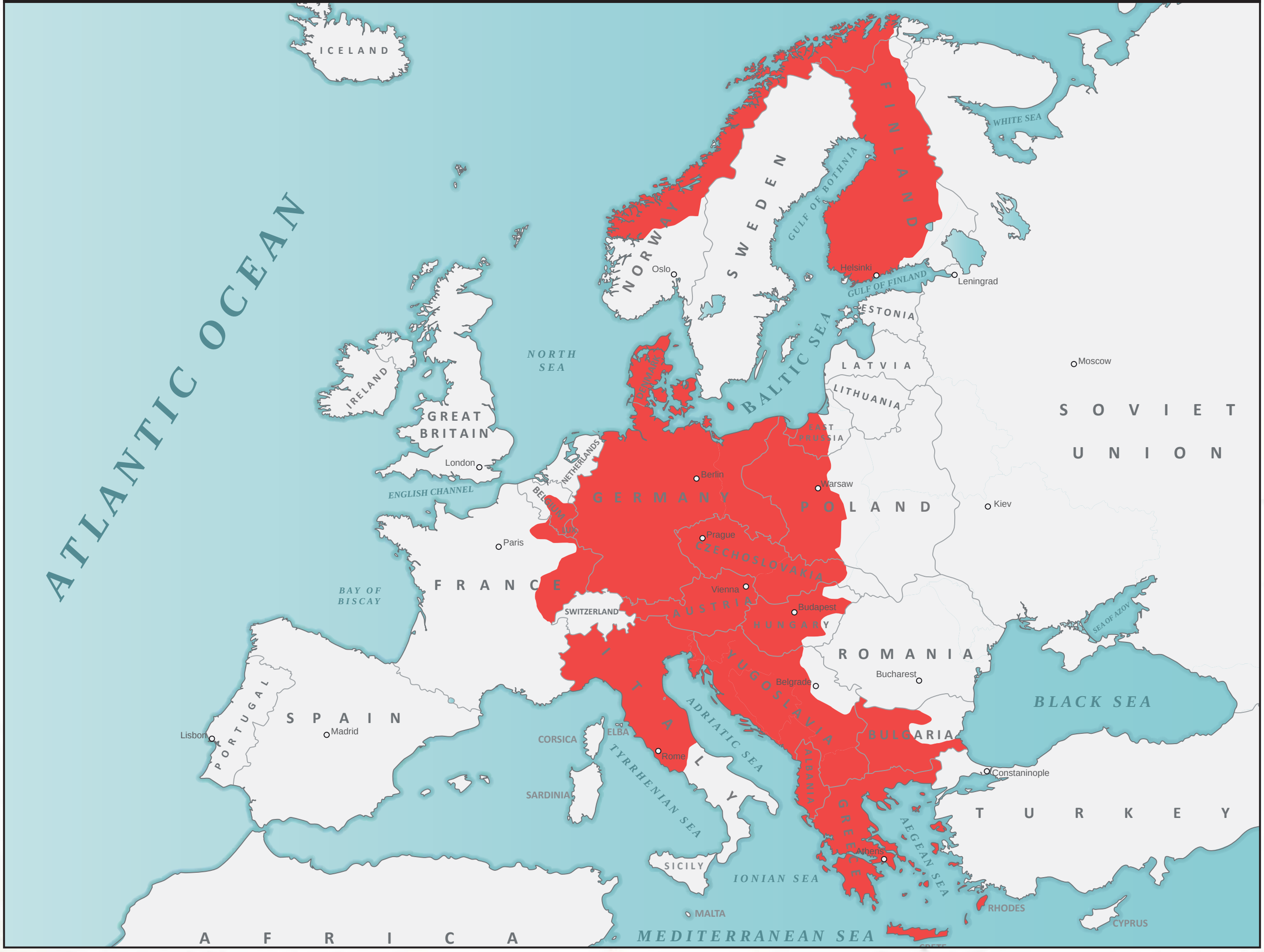
With the rear area now secure, the Allies turn their attention to the east and begin pushing towards Germany. Friction between Patton and Montgomery continues to impact the Allies and Eisenhower is forced to mediate again and again, to the detriment of concerted action on the ground.

Variants of the Grizzly, the Bruin and Kodiak are deployed to good effect, but the gains they make in the day are often countered by the terror inflicted on US troops at night. The pinnacle of the German super soldier programme, the Nachtjäger, is unleashed wherever the fighting is fiercest. Morale of frontline US forces is low, facing night after night of terrifying attacks by these soldiers.

FEBRUARY – MARCH 1946

With much media hype and sensationalism, the US unveils the Paragon Trooper in response to the German super-soldier programme. With a mission to hunt the Nachtjäger, the Troopers restore much needed morale in the force, even if their achievements are less significant than the press would have the public believe. A more modest tone is adopted by the British government and press regarding the first deployment of the Galahad armoured infantry, which have an immediate effect on Commonwealth forces' morale. Allied forces finally reach the Rhine and stand at the gates of Germany itself.

Europe, August 1945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MEDITERRANEAN SEA

As preparations for the final assault begin, a bitter air campaign is waged for air superiority. German jet fighters are unleashed in numbers thought impossible and inflict a heavy toll on Allied aircraft. For two months the air war continues as the weather permits and although the allies eventually consider themselves the victor’s, the losses suffered and resurgence of the Luftwaffe will make future operations much more dangerous.

APRIL 1946

Operation Grenade is launched by the US under General Patton in an attempt to force the Rhine in the south and strike up into the heartlands of Germany. After the largest artillery barrage of the war in the west thus far, US troops attempt to lay bridges under fierce German resistance. Although a number of bridges are created, German counter-attacks and commando raids behind US lines eventually stall and then end the operation. US troops enter Germany, but they do not gain a foothold. The first appearance of the German heavy panzermechs causes havoc in the media; an apparently lone Zeus panzermech defending one end of a bridge held up an entire US armoured regiment for 12 hours, talk of ‘unbeatable’ German panzermechs spreads across the globe despite the fact the incident was a combination of luck, poor tactics and ideal defensive terrain.

MAY – JUNE 1946

With the US reorganising to the south, the British under Montgomery make their attempt to force the Rhine under Operation Redwood. Commandos and the SAS strike German command posts in the hours before the assault. Hundreds of boats and pontoons began to cross the Rhine in the early hours of 12 May. German defenders, bereft of command, fight stoically but fail to coordinate across the breadth of the attack and by the morning, the British have footholds in several places on the German side of the Rhine.

These pockets are gradually enlarged on 13 May, but crossing the river still proves a difficult ordeal as German artillery fights a masterful campaign, dodging allied air attacks while maintaining fire on the river. As German command elements regain control of their forces, the reserve of Thor and Zeus panzermechs again prove decisive. Delivered where they are needed through the heroics of the Luftwaffe, the panzermechs dislodge foothold after foothold along the river. By 15 May the British are back on their side of the Rhine, their chance of seizing the initiative and gaining ground in the race with the US is lost.

US M8 Grizzly Medium Assault Walker

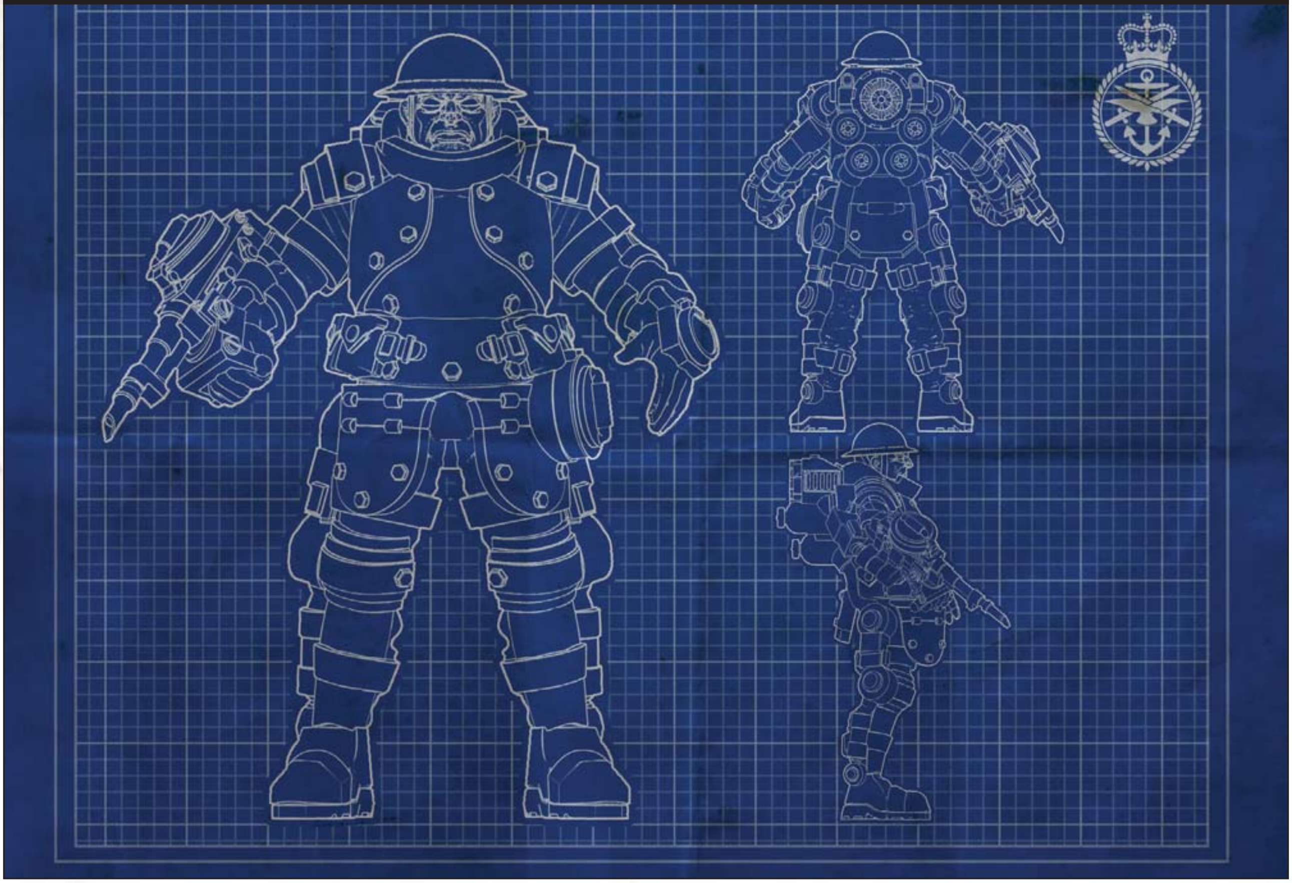
JULY – AUGUST 1946

The Germans are now exhausted and in a desperate gamble, launch a series of small but well-resourced raids across the Rhine into the Allied rear. Under the command of Colonel Otto Skorzeny, these raids are an attempt to delay Allied

15 APRIL 1946: THE SAGA OF ZEUS 212

The true story of the events of 15 April 1946 are a far cry from the media circus that followed the incident, but are inspiring nonetheless and typifies the resolve of German tactical commanders across the theatre of operations. Dug in on a rocky hillside, panzermech Zeus 212 held a commanding overwatch of a US bridging operation across the Rhine. Supported by a number of snipers and a small engineering platoon, the panzermech commander, Hauptman Alfred Specht, waited until Shermans were on the pontoons before opening fire on the rear-most Sherman. His second shot then destroyed the lead tank and all that remained was to work along the line of stationary tanks. Artillery failed to destroy Zeus 212 although it was immobilised and most of the crew wounded. Hours passed as two separate airstrikes further damaged the Zeus. With its turret locked in place, Specht sent his crew to the rear and as the US advanced across the now cleared pontoons, he continued to fire, destroying three more tanks before he was killed by artillery fire supporting the advance.

British Galahad Heavy Infantry Armour



reorganisation efforts long enough for the Wehrmacht to regroup and re-arm. The stories of these raids become legend in both Germany and around the world. Small teams of Commandos, often in allied uniforms, would conduct outrageous attacks against Allied HQs, logistics hubs and supply routes. The German press dubbed the period 'The Summer of Heroes', likening the Commandos to Greek and Roman warriors of legend. Skorzeny becomes the nemesis of the Allies; General Patton goes so far as to assemble a special task force to hunt him down.

OCTOBER 1946

As both sides emerge from the summer of fighting across the Rhine, it is Germany that seizes the initiative and attacks suddenly on three fronts to grab beachheads on the allied side of the Rhine. Specially prepared Thor panzermechs wade the Rhine to the shock of the Allied defenders and circumnavigate the prepared defences to send the Allied defenders reeling backwards away from the river.

Three weeks of heavy fighting see the Germans gain ground and secure a decisive bridgehead across the Rhine; an armoured attack from this bridgehead pushes the British north and west into Belgium. German momentum then begins to fail, partly due to lengthening supply lines, but also due to the increasingly bad weather.

NOVEMBER 1946 – FEBRUARY 1947

With Europe suffering the worst winter in memory, military activity slows to a crawl. Air operations struggle to have any impact and the Germans take advantage of the weather to consolidate their positions. At night, German and American super-soldiers conduct their own war within a war. All sides use the respite to develop increasingly sophisticated weaponry and restore the fighting strength of their forces.

MARCH 1947

This is now…

EASTERN EUROPE

JANUARY – JUNE 1944

The Soviet successes of 1943 continue into the New Year. The siege of Leningrad is lifted by the end of January, almost three years after it started. Ukraine and Galitzia are captured in March and the Germans are forced to evacuate the Crimean peninsula. Odessa and Sevastopol are liberated in April and May.

On 9 June, Operation Bagration is launched to retake Belarus. 166 Soviet divisions with approximately 2,700 Soviet tanks advance on the 38 German divisions of Army Group Centre, initially capturing Minsk in early July.

JULY 1944

With a breakthrough expected further south in the Balkans, and German forces hard pressed along the entire front, Hitler orders the deployment of the Totenkorps to stem the Soviet tide. Faced with impending destruction at the hands of the Soviets, the German army baulks less at the use of the Totenkorps than before, focussing instead on the impact on their hated enemy.

Almost immediately the Soviet army halts and in the window of opportunity it presents, the German army reorganise and solidify their defensive lines.

AUGUST 1944

Early August sees the uprising of the Polish Home Army in Warsaw. Stalin chooses not to support the efforts of the Poles, and the Germans unleash the Totenkorps and Waffen-SS in a brutal suppression of the uprising. Despite brave resistance, the Polish Home Army under General Komorowski is effectively destroyed by mid-September. German reprisals are even harsher – Warsaw is levelled and many thousands of Poles killed as the Germans form their defensive lines around the city.

German Schreckwulfen

SEPTEMBER 1944

When the Finns announce a ceasefire with the Soviet Union, the Germans respond with an evacuation of forces from Finland into Norway and Denmark. Initial cooperation between the Finns and Germans eventually gives way to sporadic and uncoordinated hostilities.

OCTOBER 1944

Soviet progress in the Baltic and Poland effectively grinds to a halt in the face of entrenched German resistance, the threat of the Totenkorps, and Polish resistance activity in reprisal for the Soviet Union's inactivity during the Warsaw Uprising (allegedly backed by US and UK agents). The ruins of Warsaw become the focus of the northern frontline. To the south, limited progress is made in liberating Yugoslavia and Romania, but Soviet confidence is lacking and several opportunities to inflict decisive damage to the German and local defenders are missed.

NOVEMBER – DECEMBER 1944

The Eastern Front deteriorates into fractured conflicts.

In the north, the Soviets maintain pressure on the Germans with fighting heaviest around the embattled city of Warsaw. The intensity of the fighting effectively renders the city uninhabited, but its symbolism as Poland's capital means neither Hitler nor Stalin will let the other seize it. In a smaller rerun of Stalingrad, the opposing armies settle in to a brutal close quarter battle.

FLASHBACK: THE SIEGE OF STALINGRAD 1942–43

The battle for the Eastern Front was shaped by the events that unfolded after the Siege of Stalingrad in 1943. The brutal close quarter fighting that characterised the battle drew the attention of both Hitler and Stalin. Neither commander could afford to lose the battle, and in November 1942, the Soviet Operation Uranus was designed to trap the German 6th Army in the ruins of the city. However, Von Manstein's 11th Army was able to extract the 6th Army from the shattered city and deal the Soviets a propaganda blow in the process. Although Germany technically lost the battle, Stalin's fury that the Germans extracted themselves in good order was compounded by the skilful defensive actions carried out by the exhausted German forces on their way back to Axis lines. By February 1943 the German lines were stable, their forces re-equipped and their morale restored. In comparison, the Soviet commanders were dismissed by Stalin, their forces in disarray and their morale shaken.

To the south, the battles for Hungary, Yugoslavia and the Balkans degenerate into local power struggles between isolated German forces, their local allies, pro-communist resistance fighters and anti-communist militias backed covertly by the US. The frontline becomes difficult to discern and the resistance fighters battle each other as much as their enemies.

The Germans consolidate their positions in northern Norway having defeated Finnish efforts to prevent them escaping Finland. Soviet frustrations at the poor performance of the Finnish military threaten to destabilise the Soviet–Finnish ceasefire.

JANUARY 1945

The Soviet High Command, under direct orders from Stalin, attempts to encircle Warsaw and cut off the German defenders. Conscious of their failure to do so at Stalingrad, and the subsequent escape of the German 6th Army, the Soviet commanders dither and their plans are captured by the Germans.

Romania turns on its German allies in the face of overwhelming Soviet might, but realises too late that the Soviets are likely to be no better friends. Nevertheless, Romanian forces capitulate to the Red Army and move to the Hungarian border to assist the Soviet advance on Hungary.

FEBRUARY – MARCH 1945

The Soviet encirclement of Warsaw is launched, and immediately falters in the face of prepared German defensive positions. Concentrated anti-tank weaponry decimates the leading Soviet tank regiments. At night German super-soldiers, the Schreckwulfen, wreak havoc amongst Soviet positions. In many places Soviet infantry desert in massive numbers, with their officers either dead or unable to stop them.

By the end of March the Soviets have advanced around Warsaw but have failed to link up and isolate the city. With morale at worryingly low levels, the Soviet armies halt to consolidate, allowing the weary Germans time to bolster their defences and prepare for the next assault. Part of this resupply includes heavy armoured suits designed and powered using new technology from the Rifts.

APRIL – MAY 1945

With improving weather, the Soviets renew their offensive but make little headway against German positions. In the south, US-backed anti-communist partisans cause chaos in Romania and Yugoslavia, attacking logistic routes and supply depots and hampering Soviet operations against Hungary. Combined with the Romanian forces' unwillingness to fight, the Soviet invasion of Hungary is delayed, giving Germany time to assist Hungary with its defences.

JUNE – JULY 1945

German counter-attacks incorporating the latest Rift-tech weapons have some success in forcing the Soviet forces from the outskirts of Warsaw. Strange spherical turrets on German tanks unleash powerful bursts of energy that crush Soviet armour like paper. Fragile Soviet morale crumbles once again forcing political officers to step in and crush any signs of weakness or dissent lest it spread. The Soviet lines hold but the fighting spirit of the Soviet army hangs by a thread.

AUGUST 1945

Massive efforts by the Soviet army force the Germans back from Warsaw; Soviet casualties are high, but some element of morale is restored as the Germans are found to be beatable once again. German forces hang on to the outskirts of Warsaw but are cut off from their supply lines. Bitter fighting leaves both sides exhausted.

The Soviet invasion of Hungary begins. Three large Soviet armies advance into prepared and determined defences and suffer extremely high casualties. German Rift-tech weaponry again proves a match for the Soviet numbers, although Soviet imitations of German heavy infantry armour prove effective if somewhat crude.

SEPTEMBER – OCTOBER 1945

The German army finally manages to force its way through to its beleaguered troops in Warsaw, opening a corridor just wide enough to allow the survivors to escape and move west. The first massed deployment of German heavy infantry is a quantifiable success, punching through Soviet defences and rescuing the encircled troops in Warsaw. Working with the heavy infantry is a variant of the Spinne panzermech equipped with a flamethrower, purpose-built for the rubble-strewn chaos of Warsaw's streets. The arrival of Soviet heavy infantry is too late to stop the Germans from escaping.

With the German army unable to pose a credible threat, Stalin turns his attention back to Finland. On 12 September 1945, the Soviets launch a concerted invasion of Finland, now practically unarmed as part of the ceasefire agreement made with Russia the year before.

Unlike 1940, the Finns are in no position to resist experienced and battle hardened Soviet formations and the country sues for peace by the end of October. The Soviet operation is not without its difficulties and numerous instances of bravery and military fortitude leads to the creation of an active Finnish underground, which the Soviets accuse of being equipped by the US and/or Germany.

NOVEMBER 1945

The inexorable Soviet advance in Hungary sees the eastern part of the country fall to the Red Army, although they pay dearly for every mile they advance. With Budapest under threat, the German High Command diverts resources from Italy to halt the Soviets in the south. The appearance of the fearsome Nachtjägers and new tanks armed with gravity pulse weapons slow the Soviet advance to a crawl.

DECEMBER 1945 – FEBRUARY 1946

By mid-December, with Finland and Romania under Soviet rule, the Soviet juggernaut prepares to advance westward. Suffering from partisan attacks across the territory it now controls, large numbers of troops are required to ensure logistics routes remain open. The drain on manpower and the constant and unexpected attacks ensure that Soviet morale barely rises above a low ebb. Germany sends most of its dreaded Nachtjägers east, and operating behind enemy lines they sow yet more chaos.

Soviet artillery begins bombarding the eastern-most suburbs of Budapest, but German and Hungarian defences hold. The arrival of a regiment of Thor heavy panzermechs has the dual effect of raising Axis morale and further demoralising the Soviets.

MARCH 1946

In the north, Soviet armies advance as part of their Vistula offensive. Leading the advance are the new Cossack reconnaissance walkers and elite Siberian Wolves, equipped and trained with the best the Soviet Union can provide. Utilising a bridgehead at Sandomierz to the south of Warsaw, the 1st Belorussian Front pushes west, forcing the German line to buckle before multiple crossings of the Vistula River north of Warsaw push the Germans back towards their borders.

The Soviets launch their assault on Budapest. Romanian troops make the first attacks and are repulsed with heavy casualties. The German Thor panzermechs take on a near mythical status – poorly organised Romanian assaults are defeated again and again by their howitzers and thick armour until the Romanians refuse to attack anywhere a Thor is believed to be present.

Soviet operations are hardly more successful. Using their new Cossack light walkers, the Soviets make some headway on the outskirts of Budapest, but the walkers are no match for dug-in defenders and only the Soviet heavy infantry can push forward deeper in the city. Unsupported, they too are eventually forced to retreat.

APRIL – JUNE 1946

German counter-attacks in the north, often led by platoons of Zeus panzermechs and Tiger II tanks, first disrupt and then halt the Soviet advances. Combined with attacks by Schreckwulfen, Nachtjägers and the Totenkorps, the Germans succeed in undoing the Soviet successes of the previous months. By the end of June the Soviets are held along a front running from Danzig in the north – where German defenders hold the city and its immediate surrounds – to Budapest in the south.

The improved weather in the south gives rise to increased partisan activity. In Romania and Yugoslavia, a mix of communist, anti-communist, fascist, anti-fascist, and pro-democracy partisan groups – mostly supplied by Germany, Russia or the USA – drag the region into chaos. In this environment, criminals and warlords further destabilise the countries. The rule of law becomes effective only where soldiers provide it, forcing yet more Soviet troops into garrisons in most towns and cities.

The savage winter of 1946 reduces combat to occasional skirmishes.

JULY 1946

After the repeated failings of the 1st Belorussian Front to defeat the German forces, Stalin orders a purge of his 'failing officers'. Despite warnings, he replaces experienced Generals with a more youthful but less seasoned cadre of Stalinists. The Soviet war machine is forced into relative inactivity in the north, morale is shattered, the chain of command is ripped apart, and the urgings of Stalin to crush the weary German forces fall upon an increasingly dispirited force.

Better news for the Russians comes from the south. Budapest finally falls with the arrival of the Soviet answer to the Thor – the Mammoth. Equally armoured and equipped with multiple turrets, the Mammoth evens the playing field in urban combat, allowing the Soviets' massive numerical superiority to win the day. As Budapest falls, Hungary surrenders, although large elements of its military retreat in good order with their German allies. Unlike Romania, Hungary makes no effort to lend its military might to the Soviets, who are now left with the task of garrisoning yet another country, and facing yet another force of anti-communist partisans.

AUGUST – SEPTEMBER 1946

Struggling to adjust to the impact of Stalin's purges, the 1st Belorussian Front is unable to continue their offensive in the face of increased German confidence. Resistance in Finland is a further drain on resources and the summer becomes a series of meeting engagements between aggressive Russian raids on German positions. German counter-attacks grow bolder as the Soviet army's fragile condition becomes apparent. Soviet desertions reach record numbers.

OCTOBER 1946

Building on the respite gained in the previous two months, the Germans launch a vicious counter-attack, utilising the latest in their Rift-tech arsenal. Operation Valhalla utilises the latest in Rift-tech, the new Falcon (or Falke) armour, which enables Fallschirmjager Regiments to conduct a number of commando raids on Soviet Headquarters well behind the frontlines. Rumours of Colonel Skorzeny's involvement further adds to his increasing legend both at home and abroad. As the German heavy tanks and panzermechs hit Russian positions north of Warsaw on 17 October, the commandos neutralise the Soviet's ability to respond coherently.

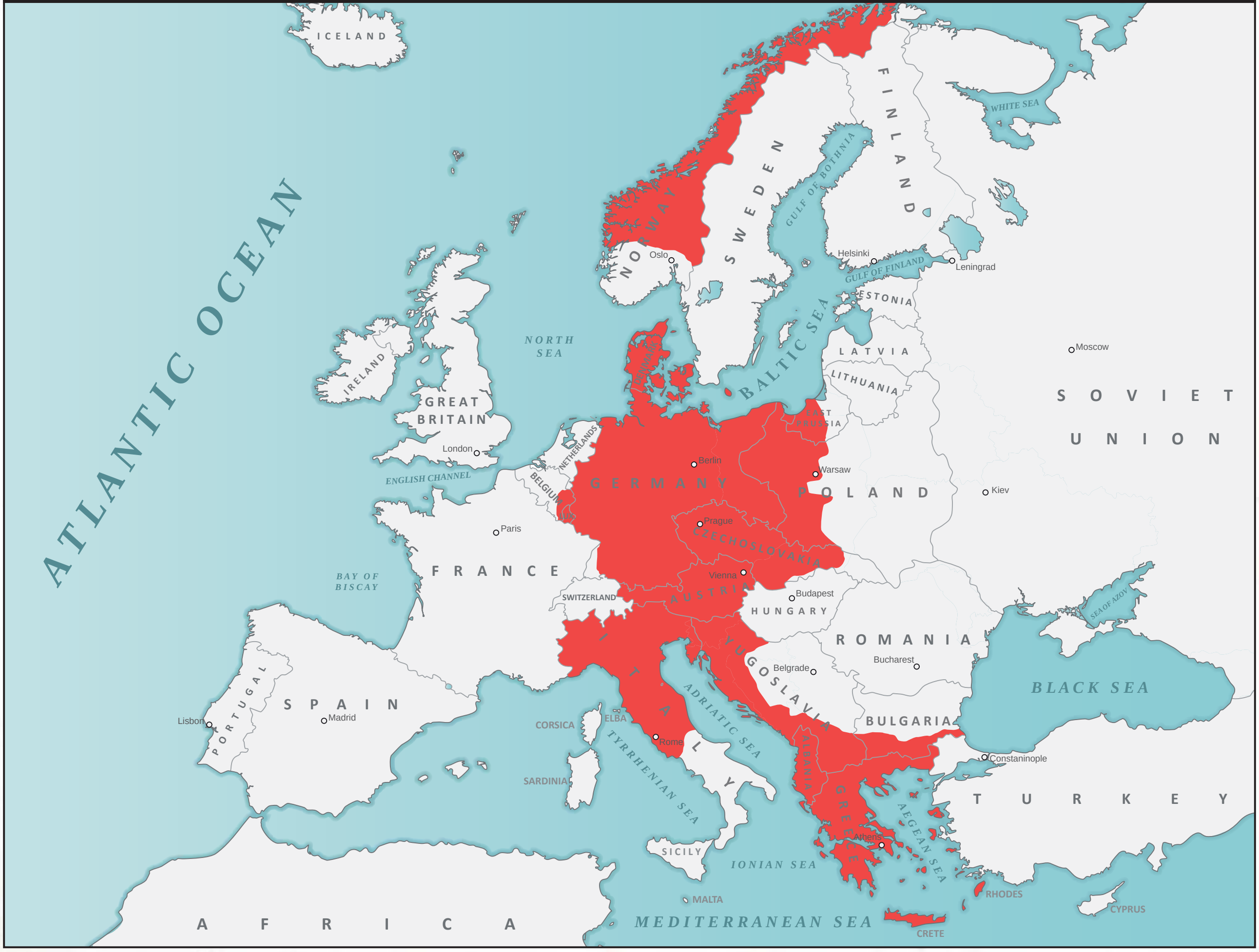
Over ten days the Germans advance, crossing the Vistula and sending the Russians streaming east. By 27 October, German artillery shells Warsaw and the port of Konigsberg falls into German hands. Russian forces in Danzig are now surrounded and cut off, but refuse to surrender. Without the resources to forcibly eject them, Germany surrounds the city and prepares to starve the defenders out.

With the support of the Red Army, the Czechoslovakian communist resistance launches a series of attacks against German and pro-German Czech forces. German reprisals are swift and brutal, but most of the guerrilla forces are able to escape capture. With the weather deteriorating rapidly and increased German security operations, the partisan movement is forced to suspend its operations.November 1946 – February 1947 The most savage winter in memory proves too much for even the most resilient Soviets; military activity slows to a crawl. Offensive operations struggle to achieve any meaningful results and, as in the West, the Germans take advantage of the weather to consolidate their positions. In the Balkans, the various guerrilla and partisan bands are forced into inactivity as many perish in their countryside hideouts. German and Soviet special forces ensure the war is not forgotten, but the tempo falls to its lowest ebb. All sides use the respite to develop increasingly sophisticated weaponry and restore the fighting strength of their forces.

MARCH 1947

This is now…

Europe, March 1947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Belgrade
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BLACK SEA
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THE MIDDLE EAST AND PERSIAN FRONT

The Soviets and British launch Operation Countenance in 1941 to ensure the Iranian regime does not fall to the Axis powers, and to prevent the Germans making a grab for rich oilfields in the Middle East. This occupation is used to facilitate the shipment of US Lend Lease equipment to the Soviet Union throughout 1943 and into 1944. Regular shipments pass from Bushehr and Bandar Shahpur to Ashgabat and Baku in the USSR.

In May 1944, when Stalin declares the Allied powers enemies of the Motherland, the British PalForce (Palestine and Iraq Force) finds itself confronted by a numerically superior Soviet force occupying the north of Iran, and critically, threatening Allied access to the oilfields of the region.

Neither the British nor Soviet forces are first line formations, lacking experienced officers and the latest equipment being used in combat or preparing to invade Europe. The US presence is limited and largely logistical. The British troops are predominantly from India with a fierce and proud warrior tradition, and whilst the Soviet armies are fully manned; they are not the best trained or equipped units that Russia could field. Both sides' Commanders are unprepared for immediate combat operations, and lack any clear orders for such an eventuality from their respective governments.

JUNE 1944

British forces, supported by a limited US presence, deploy north to Tehran to counter any potential push by the Soviet 53rd Army. Fortunately for the British, the Soviet forces lack direction and are underprepared for the shift in alliances. A tense stand-off ensues; strategically this is a critical break for the Allies whose focus is fixed on the invasion of Europe.

SEPTEMBER 1944

Whilst neither side enjoys clear direction from their governments, skirmishes erupt on the frontline. Allied and Soviet soldiers come into conflict for the first time in the war. Britain reinforces PalForce with two further Indian divisions, whilst the US continue to ship modern armour to the region, this time to re-equip the British formations on the frontline.

OCTOBER 1944

The first major battle of the campaign occurs in the Mashad Valley, when Soviet armour attempts to punch through British reconnaissance forces. Mobile reserves halt the initial breakthrough. Whilst the Sherman may not match the T-34, Soviet tactics prove vulnerable to massed anti-tank guns, dug-in infantry and US-supplied tank destroyers.

NOVEMBER 1944 – MARCH 1945

Both sides fall foul of higher priority operations in Europe. The front settles into a period of intermittent artillery duels, with both sides reluctant to commit armour for fear of replacements not arriving promptly (or at all).

APRIL – JUNE 1945

A second attempt by Russia to move the frontline south is broadly successful with the Allied forces shattered at several points along their lines. The retreating Commonwealth and US soldiers dig in along the Tehran–Bandar railroad to await reinforcements. Those reinforcements arrive swiftly, being diverted from the Pacific Theatre while in transit from the US. Brand new Tesla Cannon-armed Sherman regiments and US heavy infantry battalions halt the Soviets in their tracks, but are not numerous enough to reverse the Soviet gains.

JULY – OCTOBER 1945

Again the front settles into a stalemate, with artillery battles the high point of military ambition. Soviet High Command is slow to regenerate their combat strength and the Allies are reluctant to engage in a third theatre whilst progress in Europe and the Pacific remains uncertain.

NOVEMBER – DECEMBER 1945

Despite Turkish efforts to cement an alliance with the UK and US to secure its protection, pressure from the Soviet Union and Germany risks toppling the government of Ismet Inonu. Implied Soviet aggression over access to the Mediterranean, and demands to pressure the Germans in the Balkans, force Inonu's hand. With the Allies only able to offer financial aid and conventional arms, Turkey seeks covert help and assistance from Germany. The first German tactical advisors arrive in November 1945. Gifts of Rift-tech armour and weapons are promised but follow-on more slowly.

JANUARY 1946

Left with no choice by an increasingly belligerent Stalin and an overly cautious Allied response, Turkey reluctantly declares itself formally to the Axis on 24 January. Hesitant to commit troops to the conflict, Turkey agrees to blockade Soviet access to the Mediterranean in return for increased German military training.

In Iran the Soviets begin building up their forces for a new campaign. The arrival of first-rate armoured units and elite

Rift-tech heavy infantry and Cossack light walkers signals the seriousness of the Soviet intent. Allied intelligence identifies the threat and again, more resources headed for the Pacific are diverted to the Middle East.

FEBRUARY – MARCH 1946

Turkish border troops, reinforced by numerous German advisors clash with Soviet forces on the Turkish/Georgian border. The combat is localised and inconclusive, but is severe enough to divert resources from the Soviet build-up in Iran. Panicked, the Turkish government requests further German assistance fearing a full invasion from Russia.

The Allies step up their air campaign, with fighter-bombers relentlessly pounding Soviet concentration areas to disrupt the build-up of materiel. Regardless, the Soviet war machine continues to prepare itself for significant operations.

APRIL 1946

Operation Shashka, the anticipated Soviet assault, begins in the early morning of 9 April. Allied forces resist initially but by 11 April, resistance falters and then ceases. Heroic efforts by the RAF and USAF disrupt Soviet attempts to capitalise on their victory and much of the Allied force escapes relatively good order.

Unable to hold a static line, General Wavell orders Allied forces to form mobile columns and use their superior manoeuvrability to keep the Soviets pinned down in their newly acquired territory. This proves highly successful, facilitated by the herculean efforts of Allied transport aircraft, and the use of logistics dumps maintained dangerously close to the cumbersome Soviet formations.

MAY – JULY 1946

Without the tactical agility to match the Allied flying columns, the Soviets move to the defensive, consolidating their hold on much of the Iranian heartlands. Allied raids succeed in fixing and frustrating Soviet defenders, but with little strategic effect. Without a shift in the balance of power in the country, the Allies' continued access to the oilfields looks increasingly tenuous.

A second significant clash of Turkish and Soviet forces occurs on 22 July. A heavy-handed and provocative Soviet response by the 17th Mountain Cavalry Division results in a crossing of the Turkish border and the seizing of significant fuel and ammunition stockpiles near the town of Igdir. Reigniting territorial disputes, Turkey's counter-attack is aided by what appears to be German arms and armour, including reports of a trio of Thor panzermechs in Turkish colours.

AUGUST – OCTOBER 1946

A vicious series of cross-border raids continue, with Turkish and Russian forces content to exchange fire and take prisoners without serious efforts to seize and hold the mountainous terrain that invariably favours the defending force. Instead, the Soviets increase naval pressure on the Turkish blockades around Istanbul and the conflict becomes a strategic endurance match.

In Iran, Soviet forces concede some of their most recent gains, as demands for troops elsewhere restrict the flow of reinforcements entering the theatre. Similarly restricted, Allied forces content themselves with maintaining the status quo, unable to remove the Soviet forces from the central Iranian plateau but able to prevent further Soviet gains.

NOVEMBER – DECEMBER 1946

With the problems in Europe, the Soviet High Command orders their forces in Persia to hold their ground and concede nothing to either the Germans or Allies. In turn, the Allies are content to guard the Iranian and Iraqi oilfields and leave the Soviets in control of the less strategically valuable eastern Iran.

The Turks take advantage of the Soviet pause to consolidate the training they are receiving from the Germans and to re-equip their military with the latest arms and armour. Conscious that they are reluctant allies, Germany ensures that only units with officers deemed suitably anti-communist receive the highest scale of equipment.

JANUARY – FEBRUARY 1947

As the heavy winter sets in the mountainous regions, military operations effectively cease. Passes and roads are impassable and the logistical chains out of the border areas break down. In the Iranian central plain, the status quo remains. Allied forces defend a line along the north–south railroad, and the Soviet forces mount occasional raids to break the line and attempt to seize supplies.

MARCH 1947

This is now…

THE FAR EAST AND ASIA

JANUARY – MAY 1944

The early half of 1944 sees the Allies making slow gains against the Japanese Empire's grip in the Far East. Offensive ground operations in Burma, by both US and Commonwealth forces, begin to make inroads against Japanese defenders. Maungdaw falls in January to British and Indian troops; Merrill's Marauders begin their campaign behind Japanese lines in Northern Burma, whilst General Wingate and his Chindits conduct similar operations as part of the Commonwealth contribution to the Burma campaign. By July, the Allies triumph at both Imphal and Kohima – a serious setback for the Japanese.

In the Pacific, the US captures the Marshall Islands, further eroding the Japanese footprint in the Pacific and tightening the noose around Japan. To the west, Japan re-energises its ground campaign in China, targeting the airbases used by the US to attack Japanese shipping and the mainland.

Meanwhile, the battle for New Guinea continues to rage. Since the Japanese invaded in early 1942, Allied troops – mostly Australian and American – have been fighting a steady battle for the islands. In January 1944, the Australian 9th Division captures Sio, and in April 1944 the Australian 7th Division enters Madang, leading to a period of consolidation before further offensives are launched.

In China, the tensions between British, Chinese, US, and Soviet interests make any effective military operations difficult. China resents assisting in Burma, but recognises the need to reopen the Burma Road for logistical reasons. Increasingly, China becomes the victim of US and Soviet strategic manoeuvring.

Hitler recognises the pressure that Japan is facing and that without the Pacific Theatre, the full might of the US could be brought to bear on Europe. With the need to keep the Commonwealth and US occupied on two campaigns, he authorises unparalleled sharing of Rift-tech with the Japanese Imperial scientists in an effort to balance the power in the Far East.

JUNE 1944

As the US Marines begin their invasion of Saipan in the Mariana Islands, the Japanese Navy trials its first submarine utilising elements of Rift-tech. At this stage the ability of the submarine to stay submerged is hugely extended. Recognising the potential the submarine fleet has to alter the balance of power in the region, the Emperor orders substantial efforts in the improvement of submarine technology. The three I-400 Sentoku submarines are redesigned using Rift-tech improvements and a further three are commissioned.

The Battle of the Philippine Sea occurs during the US operations around the Mariana Islands, this indecisive engagement between the main naval fleets of the US and Japan. This results in both navies losing two of their major carriers, although Japanese aircraft losses are much higher than their US counterparts. This is attributed to US improvement in training and equipment, whilst the Japanese carrier aircraft became increasingly outdated. Criticism of Admiral Spruance's cautious command of the battle lead to his removal. The Japanese Navy has been sorely bruised, but not knocked out of the war.

JULY – SEPTEMBER 1944

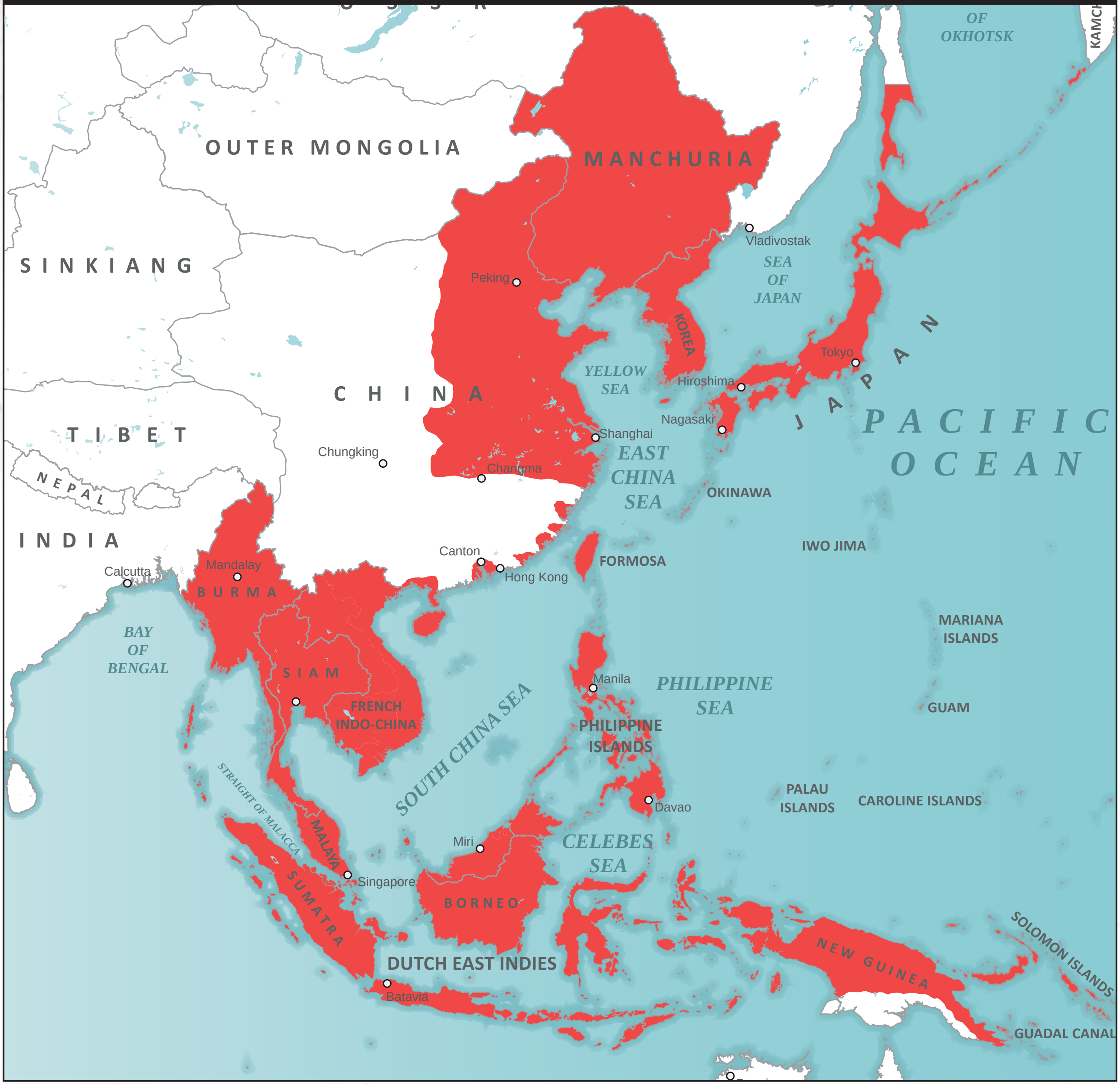
US Marines land on Guam and Tinian, rapidly taking the islands from Japanese defenders. On completing the liberation of the Mariana Islands, the US are poised to begin a push towards the Japanese mainland.

In China, Operation Ichi-Go continues, with massive Japanese operations against the US airbases in the east of the

FLASHBACK: THE BATTLE OF MIDWAY 1943

When the Japanese Imperial Navy failed to destroy the US carrier fleet at Pearl Harbour, they planned an elaborate trap to draw the US Carrier Fleet into the open by attacking the island of Midway. The initial invasion of the island happened whilst US code breakers struggled with last minute changes to Imperial communication cipher code JN-25b. Knowing it was likely a trap, Admiral Nimitz still had to respond to the threat of Japanese ground troops on Midway. Partial decryption of Japanese radio signals meant the US received some warning of the subsequent Japanese carrier attack. Admiral Yamamoto's aircraft squadrons caught the US at battle stations and the Battle of Midway began in earnest. By midday on 5 June 1943, both fleets had withdrawn, having suffered significant losses. One Japanese carrier was sunk, two others damaged and a number of capital ships damaged. US casualties were similar, with two carriers sunk. Both fleets had suffered terrible losses to their aircraft and more importantly aircrews. As a result, both nations spent the next two years avoiding direct confrontation and US plans to dominate the Pacific were setback considerably.

The Japanese Empire, 1945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CAROLINE ISLANDS
Davao
MALAYA
Miri
CELEBES SEA
Singapore
SUMATRA
BORNEO
SOLOMON ISLANDS
DUTCH EAST INDIES
NEW GUINEA
Batavia
GUADAL CANAL

country. With many of the best Chinese units fighting in Burma, Japanese gains are steady if not initially spectacular.

OCTOBER 1944

US Forces invade the Philippines. Numerical superiority on land, sea, and air leads the US forces to miscalculate the opposition they are facing. The Fast Carrier Task Force charged with supporting the initial invasion is caught poorly prepared by a surprise Japanese submarine force, including suicide-manned torpedoes; while damage is relatively light, the Task Force is thrown into chaos and many supplies for the invasion are lost. The resulting invasion is subsequently poorly executed and although a beachhead is secured and the Japanese pushed back from Leyte, the defenders exact a heavy toll on the invaders.

US M5A2 Coyote Light Walker

NOVEMBER 1944

In New Guinea, the Australian 6th Division launches a fresh offensive in the Aitape and Wewak regions. What should have been a relatively routine mopping up of the Japanese forces in the area is destined to become a protracted and difficult fight that drags on for months longer than anticipated.

DECEMBER 1944 – JANUARY 1945

The Imperial Navy completes the first I-400 submarine, the largest submarine in the war; I-401 and 402 follow in January. Escort subs are completed using similar endurance and stealth technology. Smaller attack subs are commissioned, each capable of extended periods submerged and near impossible to detect using traditional methods. The Imperial Japanese Navy starts planning to reverse its losses to the US Navy.

As the land campaign in Burma grinds on, Commonwealth forces occupy Akyab and re-open the Burma Road, greatly improving supply lines to the embattled Chinese forces.

In China, Japanese forces reach the French Indo-China border, cutting a swathe of China off from the rest of the country. US airbases are relocated further west.

FEBRUARY – MARCH 1945

The US Navy suffers its first losses to the new Imperial Navy submarine forces. Alarm and confusion amongst Admiral Nimitz's staff cause delay to the plans to invade Iwo Jima and subsequently Japan itself. Naval intelligence staff frantically work to understand the capabilities of the Japanese subs.

The Japanese receive Rift-tech from Germany, focussed on the synthetic fuel and jet engine technologies that are rapidly enhancing the Luftwaffe. The Nakajima Kikka jet interceptor is rushed to completion using this technology.

In the Philippines, the US 6th Army continues to advance and captures ground from the Japanese forces occupying the country. Launching attacks around Manila Bay, the invasion fleet is hampered by both kamikaze aircraft and manned torpedoes. Again the operation is disrupted and this time, significant damage is done to the US 7th Fleet. The planned invasion is aborted to avoid a repeat of the casualties suffered during the landings at Leyte the previous October.

In China, US General Stillwell requests command of all Chinese forces to better coordinate operations. The Chinese are outraged and Stillwell is removed from command of US Forces in China. US frustration with the Chinese leadership is clear, and sympathetic Soviet offers of support to China are considered in detail.

APRIL – MAY 1945

In New Guinea, the Australian 6th Division secures Maprik and begins construction of an airfield. As reinforcements and supplies start to arrive in May, the Japanese 18th Army counter-attacks, for the first time using Rift-tech re-animated corpse soldiers that had been inserted onto the island in the preceding weeks. Simultaneously, the Japanese Navy's new stealth submarines drive of the British Pacific Fleet task force supporting the operation, sinking the recently repaired HMAS *Hobart*.

The US Navy carefully re-plans their operation to take Manila Bay. A cautious approach results in the convoy reaching Mindoro intact and a landing is made against little opposition, much of which had been disrupted by Filipino guerrillas as part of the build up to the operation.

JUNE 1945

The respite for the Japanese on New Guinea allows for a period of re-organisation as the lifting of the Allied naval blockade results in sufficient quantities of supplies getting to the beleaguered defenders for the first time in months. Tension within the Allied High Command centres on the need to waste men and resources on an essentially trapped Japanese force; this indecision, as in other theatres, would be costly to Allied troops in the months to come.

The US 6th Army consolidates in the Philippines and begins its march on the capital, Manila. The spearhead is led by new armoured infantry units, but the suits prove unpopular with the users in the climate and terrain. They are, however, initially effective in blunting Japanese resistance.

The last elements of the Japanese 28th Army are defeated in Burma, finally freeing much needed resources for elsewhere in the theatre. Siam remains ostensibly loyal to the Japanese cause but can do little to aid the fight, although rumours of Japanese submarines operating from Siamese ports would prevail throughout the coming months.

JULY 1945

Using the newest Rift-tech advances available to them, the Japanese Imperial Command launches a concerted counter-attack to halt the US advance in the Philippines. Effective raids by both air and sea result in the US Navy being forced away and separated from their land forces. Stealth submarines, jet fighters and conventional torpedo bombers prove too much for the conventional defences of the US Fleet. Unsupported, the US forces on the islands dig in and the Japanese push reinforcements on to the islands, including their new Rift-tech battleframes.

The increasing threat of Chinese communist forces, and the lack of the Chinese government's will to risk its forces against either the communists or the Japanese, leads to increased US pressure and rhetoric. China becomes increasingly belligerent, content to hold its ground and let the US lead the struggle against Japan.

AUGUST – SEPTEMBER 1945

Realising that the battle for New Guinea is beyond their current resources, the Japanese Imperial Command decides to use the forces stranded there as a way of absorbing allied resources and efforts away from other areas of conflict. Limited resupply and reinforcements are fed into the weary 18th Army, but emphasis is placed on creating a Rift-tech capability specifically centred on the neuro-reactivation of dead soldiers. In doing so, the Japanese begin to surpass the German scientists that initiated the research.

In the Philippines, the Japanese advantage in technology drives the US forces into a defensive posture, relying on limited submarine and air drops for supplies to maintain their position. In an almost reverse of the previous two years fighting, the US army digs in and holds on under intense pressure from the Japanese forces. Intermittent resupply and a cat-and-mouse game at sea means that no significant reinforcements can land.

The protection of India assured, Britain's immediate need for further gains in the theatre are diminished, they are subsequently drawn to the struggle in New Guinea and the need to help Australian and Commonwealth forces. The US vocally states that the British obsession with 'sideshows' is frustrating.

In early morning rain, US infantry follow an M8 Grizzly.

OCTOBER – NOVEMBER 1945

The US Forces in Manila are finally overwhelmed and forced to surrender. Elsewhere on the Philippines the US forces have enough numbers to hold their positions, but without reliable resupply are restricted in their offensive options. Recognising the advantages Rift-tech is giving the Japanese army, the US commanders call for comparable equipment, much of which is prioritised to Europe or is being diverted to stabilise the Persian Front.

DECEMBER 1945 – MARCH 1946

With Allied operations in the Philippines stalled, more emphasis is placed on training local guerrillas. Both the US and Australia insert Special Forces to train tribal groups in anti-Japanese operations, often with great success.

The battle for New Guinea continues with Allied efforts to locate and destroy the Japanese laboratories and bases hampered by the terrain and climate. Japanese use of animated corpses has a serious and negative effect on Allied morale,

particularly the use of the Allied dead against their former comrades. The Australian public's will to fight is strained, so reinforcements from across the Commonwealth are sent to shoulder and share the burden of this particularly unpleasant campaign. This of course meets the Japanese strategic plan of diluting Allied efforts elsewhere in the theatre.

Increased Japanese activity in China, combined with an almost paralysed Chinese military, forces the US to abandon its airbases and operations in China. These are relocated to the island footholds in the Pacific to continue operations from a stronger logistical footing. Regardless, it greatly reduces the pressure of Japanese forces. The Soviet Union quietly opens negotiations with the Chinese, whilst avoiding any overt action that may lead to direct conflict with the Japanese.

APRIL 1946

The US re-launch Operation Detachment to capture Iwo Jima and provide a springboard to the Japanese mainland. Despite the risk to the US Navy from Japanese submarines, the use of the airfields on the islands has allowed Japanese aircraft to harass operations across the region, so the island must be taken. The Japanese have heavily fortified the islands and the US Marines who land are faced with a monumental task of dislodging the increasingly confident Japanese.

MAY 1946

US Marine footholds on Iwo Jima become battlegrounds of attrition as the Japanese fight for every foot of the islands. US superiority in numbers is countered by frequent logistical disruption as the navy is forced to avoid hunter packs of Japanese submarines. The Marines use stripped down Coyote and Grizzly walkers to good effect in the dense terrain, but Japanese battleframes and prepared defences wreak a heavy toll on the Americans.

US M9A2 Kodiak Close Assault Walker

JUNE 1946

After a resupply convoy is destroyed to the last ship, the decision is made to withdraw from Iwo Jima – a costly and humiliating defeat for the US. Debate rages as to the perceived tactical value of the islands, and the cost spent on the failed invasion. Ultimately the islands would have fallen, but the cost was not considered worth the gain. US determination to conduct Operation Downfall, the invasion of Japan, are put on hold. The airbases at Iwo Jima allow coordinated submarine and air attack operations, effectively negating the US Navy's superior numbers.

JULY – OCTOBER 1946

The war in the Pacific Theatre becomes unexpectedly becalmed, political efforts are focussed on China. The US and Britain are divided on the way forward. Broadly, British goals in the campaign have been met, whilst the US ambition to invade Japan seems problematic in the face of increased Japanese submarine and air operations. Whilst the US can replace casualties far more easily than the Japanese, the Japanese are benefitting from Rift-tech in a more immediate sense.

The Soviet Union increases its involvement in China, courting both the communist and government leadership in an effort to exert influence in the country, regardless of how the war progresses. The Chinese Communist Party, seeing increasing disquiet with the ruling government, promises an army to back any Soviet efforts against Japan.

In New Guinea, the conflict drags on; Australian, British, Ghurkha and Indian commandos fight an extended campaign against Japanese forces that continue to operate in a guerrilla style, using animated corpses and terror tactics against the local population.

The US Navy and the much smaller, but stealth-submarine equipped, Japanese Navy are at an impasse. The US Navy enters Japanese-controlled sea space at great risk, but the Japanese Navy is not strong enough to exert its influence beyond the air cover of its island and mainland bases. Submarine attacks on supply convoys become a constant irritant to Allied efforts.

NOVEMBER – DECEMBER 1946

In an effort to reignite the campaign and to appease public unrest at the lack of success in the past year both in Europe and the Pacific, the US launches the second invasion of Iwo Jima. A major bombardment precedes the invasion, with heavy bombers turning the surface of the islands into a moonscape. Massive naval guns continue to shell the islands as the Marines attempt to make amends for their previous withdrawal.

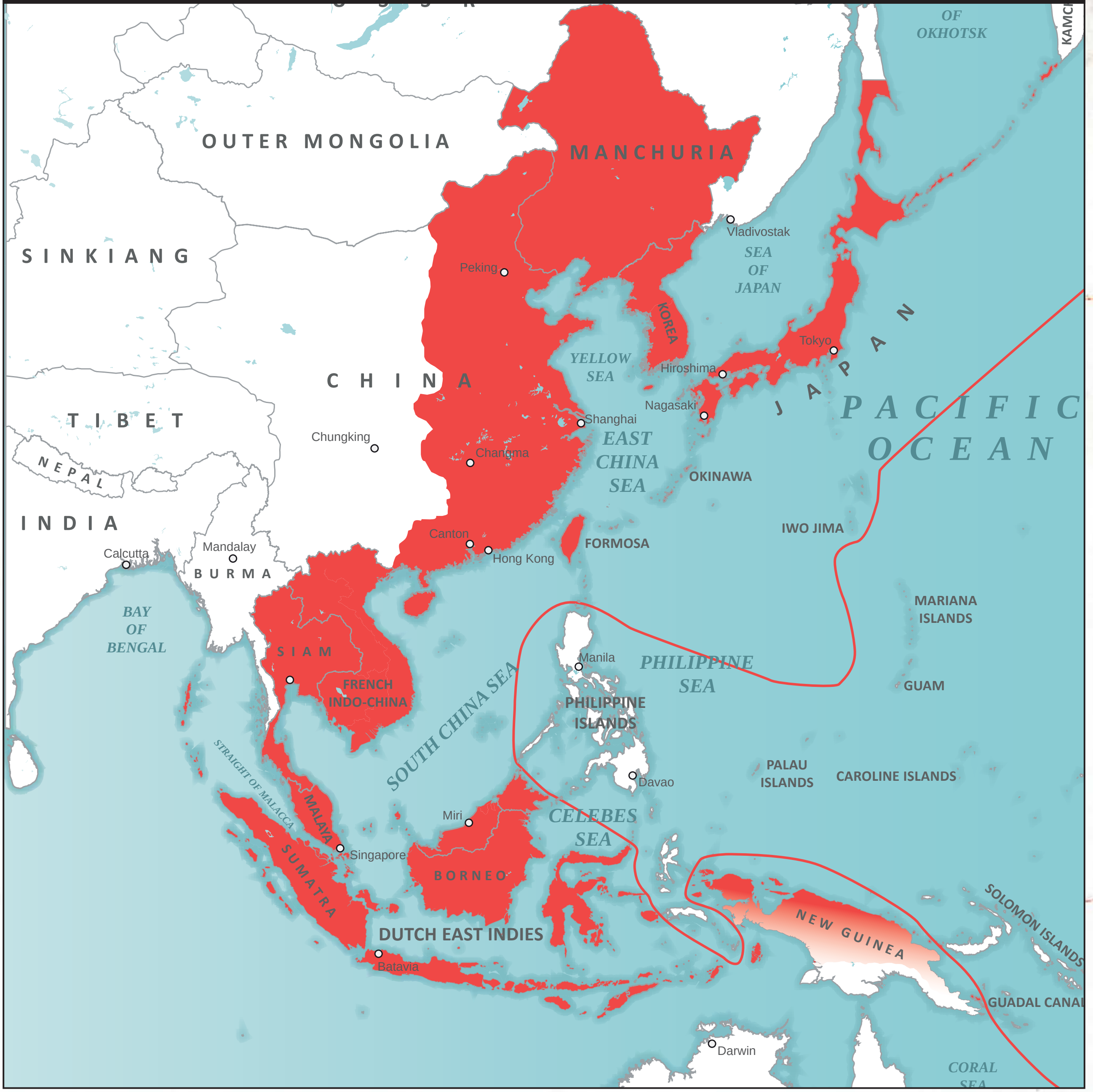
Three weeks of heavy fighting are just as vicious and savage as previously, with the US maintaining a foothold on the islands, whilst their Navy plays a now familiar game of cat-and-mouse with the Japanese submarine menace. Both sides' air forces are matched, with air superiority changing hands on an almost daily basis.

JANUARY – FEBRUARY 1947

After much lobbying from the US, the British and Indian forces in Burma move to the border with Siam; the prospect of a campaign along the Asian coast from Siam to Manchuria is mooted, but appetite in London is small. Churchill does concede that with China neutralised, the only way of disrupting Japan is to threaten their essential resources flowing from mainland Asia. A counter-proposal to evict the Japanese from the Dutch East Indies is debated without a decision being taken.

Fighting on Iwo Jima continues, at a lower tempo as both fatigue and the disruption to both sides resupply begins to take effect. US Marine Jackal light walkers make swift work of Japanese tunnels and defences but are in turn vulnerable to the lightning quick Japanese battleframes. The bombardments and terrain make conventional tanks all but spectators.

The Japanese Empire, 1947


OF OKHOTSK
KAMC
OUTER MONGOLIA
MANCHURIA
SINKIANG
Vladivostak
SEA OF JAPAN
Peking
KOREA
Tokyo
JAPAN
YELLOW SEA
Hiroshima
CHINA
TIBET
Chungking
Nagasaki
Shanghai
PACIFIC OCEAN
EAST CHINA SEA
Changma
NEPAL
OKINAWA
INDIA
IWO JIMA
Canton
FORMOSA
Calcutta
Mandalay
BURMA
Hong Kong
BAY OF BENGAL
MARIANA ISLANDS
SIAM
Manila
PHILIPPINE SEA
GUAM
FRENCH INDO-CHINA
SOUTH CHINA SEA
PHILIPPINE ISLANDS
STRAIGHT OF MALACCA
Davao
PALAU ISLANDS
CAROLINE ISLANDS
MALAYA
Miri
CELEBES SEA
SUMATRA
Singapore
BORNEO
SOLOMON ISLANDS
NEW GUINEA
DUTCH EAST INDIES
Batavia
GUADAL CANAL
Darwin
CORAL SEA

The Soviet Union declares its backing for the Chinese Communist Party against the ruling GMD. Whilst clearly enough to potentially undermine US influence in the region, it stops short of declaring war with Japan. The embattled GMD belatedly look to Britain and the US for support, potentially regretting their earlier belligerence.

MARCH 1947

This is now…

BASIC SUPPLIES

To begin a game of *Konflikt ’47* you will need this set of rules and one or more opponents to play against. Each opposing side will also require painted model troops, representing the soldiers, guns and vehicles of your chosen armies. Finally, you must find a playing surface to represent the battlefield – a tabletop of some kind is the preferred solution, but the floor will do and certainly has the advantage of size. Ideally, your battlefield will be fashioned to represent a suitable scene where the action is to take place. It might include model woodland, buildings, roads, hills and such forth. It could be an industrial scene with train yards or factories. Or perhaps it is simply a wasteland of heath and marshes. There are just a few more basics supplies you will need before you are ready to take your armies into action.

TAPE MEASURE

During the battle it is necessary to measure distances when you move your troops and when they fire their weapons. All distances in this book are in inches (e.g. 6”, 12”). If you prefer to play using centimetres you are welcome to do so, counting each inch as either one or two centimetres as you choose.

The easiest way to measure distance during the game is without doubt a retractable tape measure, but you can also use rulers of suitable length if you prefer.

DICE AND MARKERS

D6s

Konflikt ’47 uses ordinary six-sided dice, which we simply call a die or D6 for short. Rolling an ordinary die gives you a random number between 1 and 6. Occasionally we will need to generate a different range of results, so you will see the following notations used throughout the rules.

- **D2:** This means roll an ordinary die and on a roll of 1, 2 or 3 the result is 1, and on a roll of 4, 5 or 6 the result is 2.
- **D3:** This means roll an ordinary die and halve the result, rounding up, thus generating a score of 1, 2 or 3.
- **2D6:** This means that you roll two dice and add their results together, for a total score of between 2 and 12. Only rarely will you be asked to add more dice and add them together; for example, 3D6, 4D6 and so on.
- **D6+1:** This means that you should roll a die and add 1 to the result, generating a score between 2 and 7. This can be varied in many different ways by rolling different numbers of dice and then adding or subtracting different values. For example you could be asked to roll 2D6–1 for a final score of between 1 and 11, or you might be asked to roll D6–3, 3D6+2 and so on.

Order Dice

In *Konflikt ’47* troops can be given different kinds of instructions, which are called orders. There are six different orders: *Fire, Advance, Run, Ambush, Rally* and *Down*. We will explain how these work later in the rules. During play a die is placed next to an infantry unit, artillery piece or vehicle to show which order it has been given. Flip the die so that the number showing uppermost corresponds to the order as follows:

1. Fire
2. Advance
3. Run
4. Ambush
5. Rally
6. Down

Ideally each player will have a set of distinctly coloured but otherwise identical dice to use for orders; for example, Germans will have blue and Russians green. Each side starts with one order die for each unit; which is to say one die for each squad or team of infantry and one for each tank, walker, armoured car or other vehicle. So, for example, if an army has six infantry squads, a machine gun team, and three tanks then it has ten distinct units and the player starts the game with ten order dice.

Dice Cup

During the game both sides’ order dice are placed together in some kind of container and drawn blind one at a time to determine which side acts next. To facilitate this you will need a large mug or similar container large enough to hold all the dice. In the rules we always refer to this as the dice cup.

If you don’t have two sets of differently coloured dice to use as order dice, then all you need are differently coloured tiddlywinks, beads or card chits instead. Let’s say you are using chits cut from a sheet of card. One player takes one blank chit for each unit in his army, the opposing player takes a chit for each unit in his army but marks his chits with a cross. The chits are then placed together in the dice cup and drawn at random to determine which side acts next. When a unit acts, any dice can then be used together with the chit to show which order has been given. Alternatively players can make up their own card counters with orders marked on them if they prefer.

Pin and Other Markers

Pin markers are placed next to units when they are hit by enemy fire to show that they are ‘pinned’. This reduces their ability to respond to orders effectively. Any kind of distinctive marker will do the job, but specially built tokens or vignettes will really add to the effect.

Occasionally you will need markers for other purposes, for example to mark a target for an aerial attack or artillery bombardment. Use any distinctive marker for this; we often use a coloured chit or model of a bomb or artillery shell.

CONVENTIONS OF WAR

MEASURING DISTANCES

When you play *Konflikt '47*, you will often need to measure distances between units, as well as the distance moved by models as they make their way across the battlefield.

Distance Between Models

The distance between two models is always measured between the closest points of their bases. If the models do not have a base, use their torso, hull, gun carriage, or comparable 'core' portion of the model. Ignore parts of a model that might stick out like gun barrels, bayonets, outstretched arms, radio antennas, etc.

Distance Between Units

Most infantry units are made up of two or more models – often five to ten. The distance between two different units is always measured between the bases of the closest models in the unit. Follow the same guideline given above for models without a base.

No Measuring Before Deciding

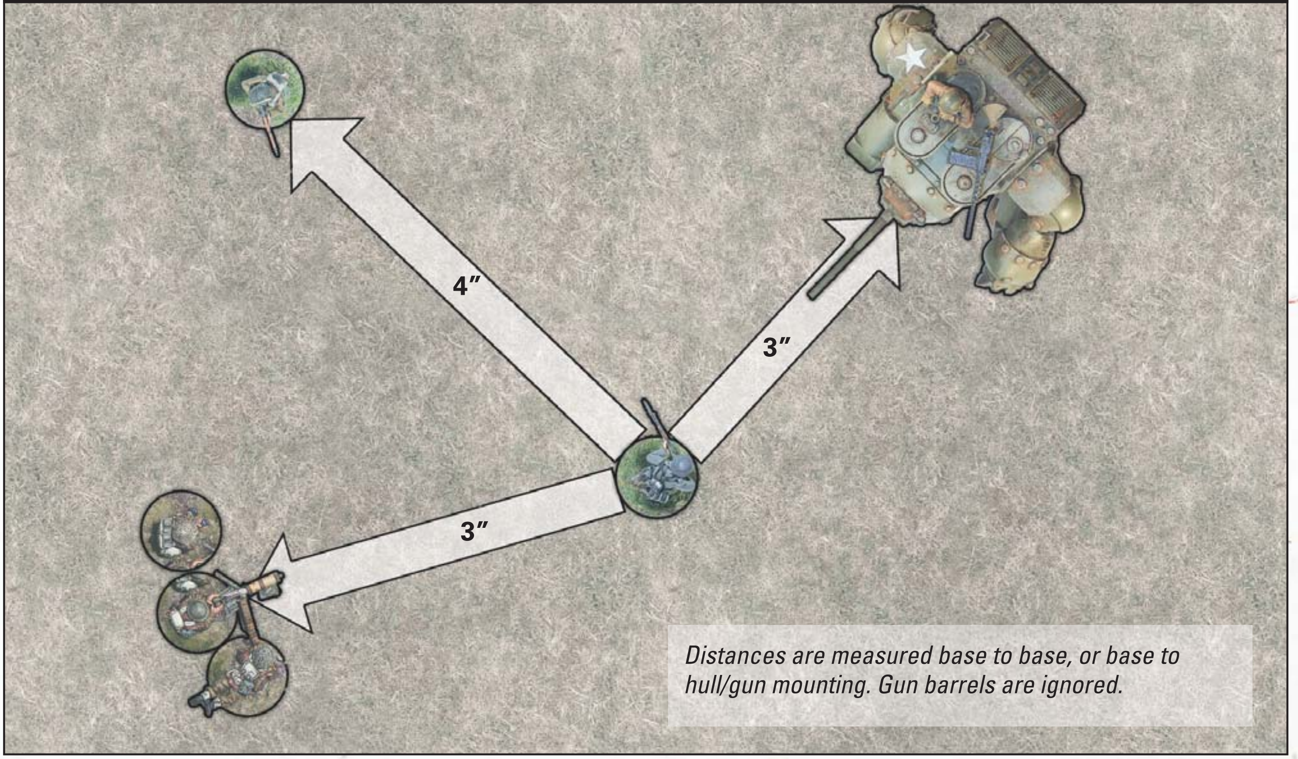
Players are not allowed to measure distances before making a decision. A player must always declare his intention before measuring. For example, you might say, "I'm moving this infantry squad in such-and-such direction" or, "My anti-tank gun is firing at that tank" and then proceed to measure. This means that, just as in reality, players cannot be sure about distances and ranges until they 'go for it'.

SIGHT

The game rules that follow often refer to what a 'what a model can see' or line of sight. Establishing what an individual trooper may or may not be able to see does require a little necessary judgement on the players' parts, but this will become habitual after a few games have been played.

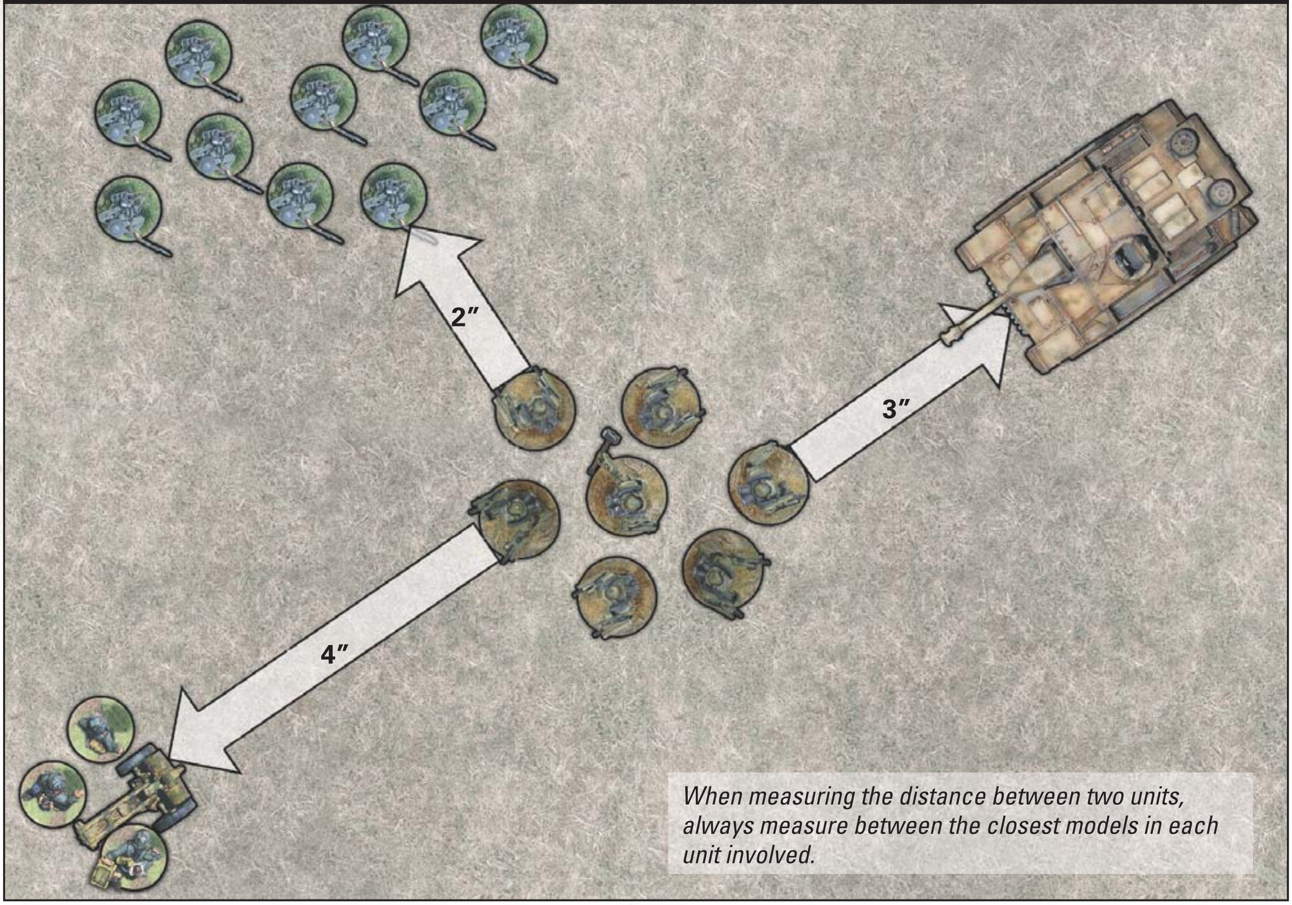
To determine what a man can see, lean down and take a look from behind the model to get a soldier's eye view of the battlefield. If the torso or head of an enemy model can be seen clearly we assume the soldier can see that enemy. If only a peripheral part of the model can be seen – such as an arm or leg, backpack, or the barrel of a weapon – we assume the enemy cannot be seen because there are too many obstructions or distractions. Remember, in real life all the troops on the battlefield would be in continuous motion, infantry darting from one position to another, vehicles speeding along, and crews of field guns crouching behind the cover of their gun shields. A real soldier's view would be the briefest of glimpses, very likely with bullets zipping around and shells exploding nearby.

Measuring Model to Model



Distances are measured base to base, or base to hull/gun mounting. Gun barrels are ignored.

Measuring Unit to Unit



When measuring the distance between two units, always measure between the closest models in each unit involved.

Vehicles, artillery pieces and other bulky items of equipment are easier to see being somewhat larger than the average man. Once again, so long as some core part of a vehicle model, artillery piece or item of equipment can clearly be seen from the model's eye view we assume that individual can see the enemy. If all that can be seen is a bit of wheel or track, a radio antenna, exhaust pipe, the barrel of an artillery piece, or some other extraneous detail then we assume the trooper cannot see effectively amongst the din, smoke and confusion of battle.

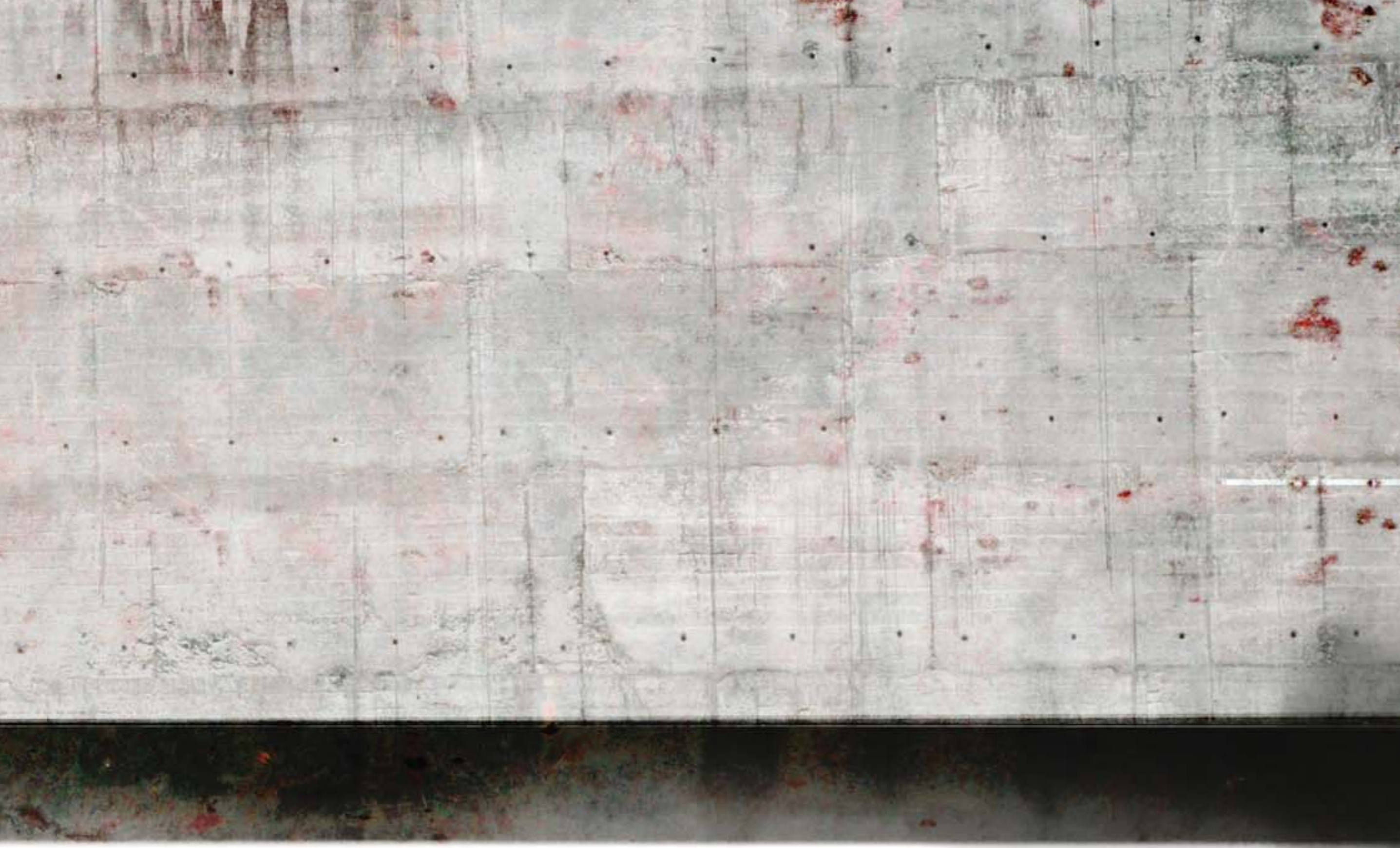
RE-ROLLS

Sometimes a rule will allow you to re-roll a result. This means you pick up the dice you just rolled if you are not happy with the result and roll again. The second result is the one that you must use, even if it's worse than the first! Note that you can never re-roll a re-roll – you must accept the re-rolled result.

TABLE BOUNDARIES

The game is always played within the boundaries of the area available. Troops are not allowed to move beyond the edges of the table during play, except where this forms part of an outflanking move or objective as described in the game scenario itself. Of course this is not strictly realistic, as no such restriction applies in the real world, but it is a necessary adaption to playing games within a limited space.

German Heavy Infantry



UNITS

The models in your army must be organised into units prior to the game. The most common type of unit is an infantry section or squad. This is normally made up of around five to ten men representing soldiers from one of the warring nations. Other units may have fewer models such as a gun and crew, or a machine gun team. Some units comprise a single model, as in the case of a tank or armoured walker.

TYPES OF UNIT

All units belong to one of the following three basic types.

Infantry

By far the most common type of unit in *Konflikt '47*, as in reality. This category includes all soldiers fighting on foot and armed with man-portable weapons. For our purposes we shall also refer to units normally mounted on bicycles, motorbikes and even horses as infantry as most will ultimately dismount before entering combat.

Artillery

This includes all large calibre guns and comparable weapons on a carriage or a fixed mount. A unit of artillery consists of the gun model itself and a number of crew models to fire and manoeuvre the weapon. Most guns can be manhandled rather slowly, or towed by a tractor or similar vehicle.

Vehicles

This category includes all combat, transport and towing vehicles from trucks, jeeps and armoured cars to self-propelled guns, tank destroyers, tanks and mechanised walkers. Vehicle units normally consist of a single vehicle model including driver and fighting crews where appropriate.

FORMATION

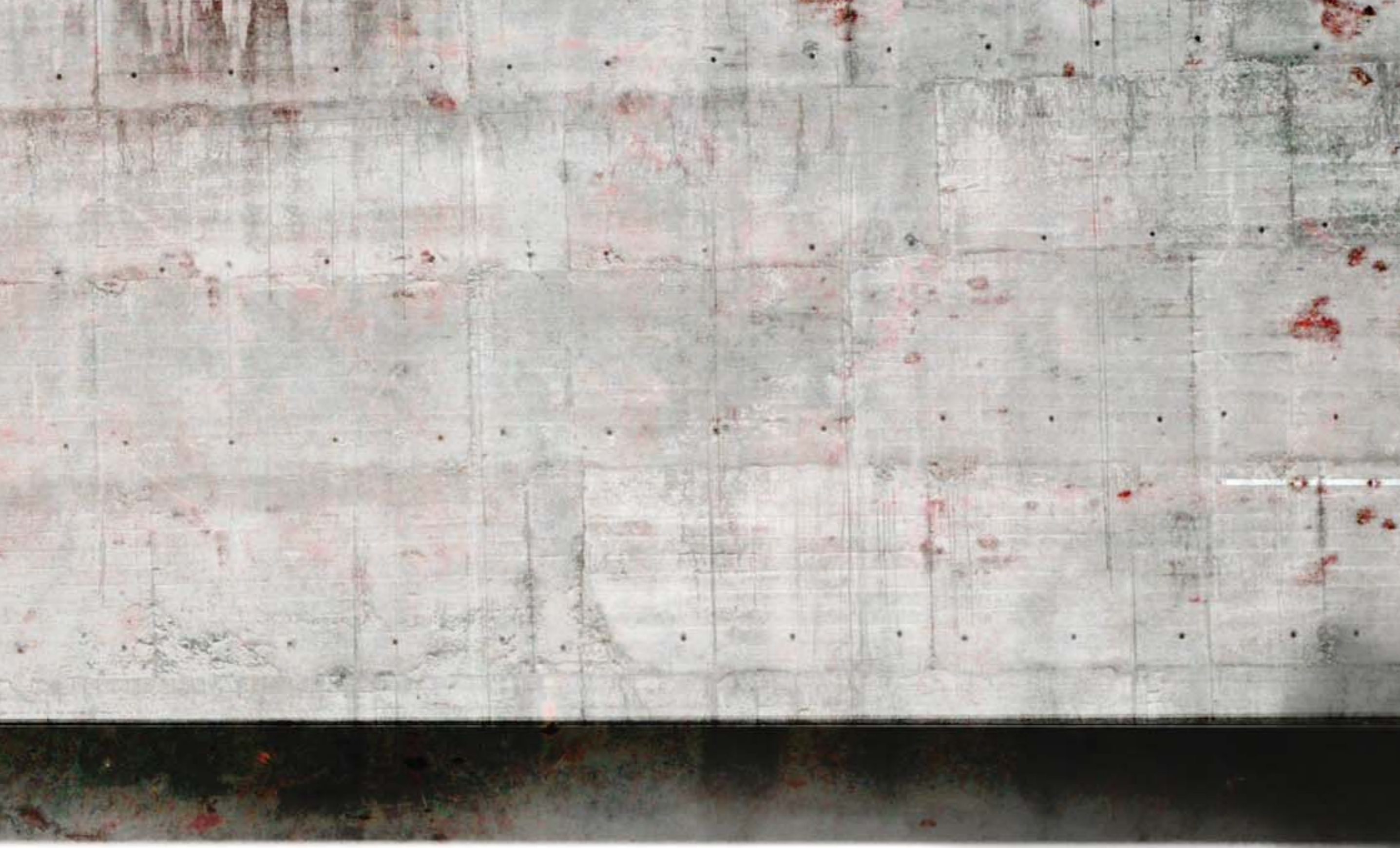
If a unit consists of more than one model, its members must remain in formation. This means that each time the unit moves the models in it must form a group with no member more than 1" away from another model in the unit. If an individual should become separated by more than 1" then this must be corrected in the unit's next activation.

ONE-INCH GAP

To help prevent units becoming muddled or positions confused during the battle, units must always end their move more than 1" away from any other unit whether friend or foe. The obvious exception to this is when units are assaulting, as explained later.

As well as ending their activation more than 1" from other units, no models in a unit can move within 1" of any enemy unit during its move. A distance of more than 1" must be maintained at all times. Again, assaulting units are an exception to this rule.

An M8 Grizzly refuelling and rearming away from the frontline.



THE TURN

During each turn, order dice are drawn blind from the dice cup one at a time. When a player's order die is drawn he must activate a unit. Once all the dice have been drawn, or once all the units capable of acting on orders have done so, the turn ends. At the end of each turn the dice are returned to the dice cup ready for the next turn, except for ambush and down orders which can alternatively be retained from turn to turn as explained below.

PREPARING TO PLAY

Before the game begins the players must each place an appropriate number of order dice in the dice cup. This is one die (or alternative token) for every unit in their force, including for units that begin the game in reserve, as described later.

TURN SEQUENCE

Konflikt '47 is played in turns. A battle normally lasts for a set number of turns, as discussed later. In each turn the players follow the sequence shown below. For the sake of explanation, from this point we shall assume that players are using order dice rather than chits or tokens, but the process is basically the same whatever method is employed.

1. Orders Phase

1: Draw an order die from the dice cup and hand it to the appropriate player.
2: The player chooses one of his units and gives it an order. Place the order die next to the unit to show that it has received an order. Once a unit has been given as order it cannot be given another order that turn.
3: If necessary, the player takes an order test to determine if the unit follows the order.
4: The player executes the unit's resulting action.
5: His opponent may make a reaction to that action.
6: Back to step 1. Once all eligible units have received an order, the orders phase ends – move to the turn end phase.

2. Turn End Phase

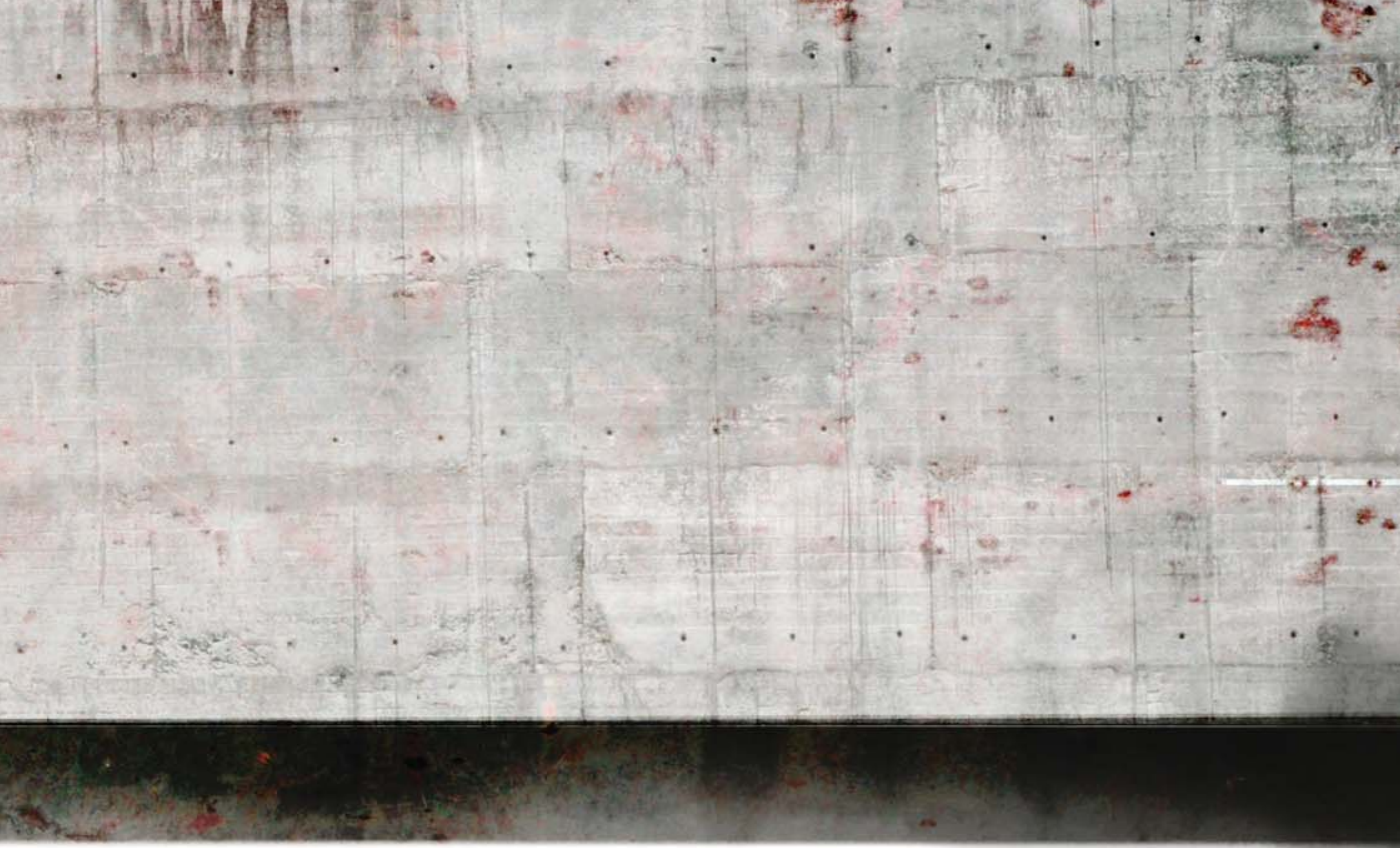
Return all order dice back to the dice cup, except for those units wishing to retain *Ambush* or *Down* orders as noted later. Units that are destroyed during the turn lose their order dice. If a destroyed unit has already taken its action remove the order die placed next to it. If a destroyed unit has not already taken its action remove a die from the dice cup. Order dice lost as a result of units being destroyed are removed from play and placed aside where both players can see them. When units are lost this therefore reduces the number of dice available for the following turn.

REACTIONS

When a unit is given an order in the orders phase, enemy units are allowed to react immediately in some situations. An enemy's reaction is worked out either before, during or after the unit's own action, depending upon the type of reaction involved. For example, units can react to enemy fire by going down, or they can respond to an assault by shooting as the enemy approaches, and so on.

In most cases, units wishing to make a reaction must take and pass a reaction test to do so. We won't worry about these reactions for now, but bear in mind they can occur throughout the turn sequence in response to enemy orders. For more about this see the section on Reactions on page 71.

German Spinne Light Panzermech



ORDERS

When a unit receives its order die, this represents the squad's leader telling his men what to do. Ultimately, of course, this is you, the player, deciding how you want your troops to act that turn. However, if troops are under fire, there is a possibility that the men will disappoint both you and their squad leader, and decide all they really want to do is to keep their heads down.

The choice of orders a player can issue to his units is represented by the six faces of the order die as follows:

ORDER	SUMMARY OF ACTION
1 *Fire*	Fire at full effect without moving
2 *Advance*	Move and then fire
3 *Run*	Move at double speed without firing; also used for assaulting
4 *Ambush*	No move or fire but wait for opportunity fire
5 *Rally*	No move or fire but lose D6 pin markers
6 *Down*	No move or fire but gain an extra -1 to be hit

Fire

The models in the unit do not move, instead they open up with their weapons at their chosen target(s) at full effect. Some large and bulky weapons can only be fired by units receiving this order, as they require the firer to be stationary. See the rules for Shooting on page 46.

Advance

The unit can move and then fire its weapons. The unit's shots will be less accurate than if it chooses to remain stationary and fire, and some of its weapons may not be able to fire at all. See the rules for Movement on page 43 and for Shooting on page 46.

Run

The unit moves at double speed, but cannot fire any of its weapons. See the rules for Movement on page 43.

Ambush

The unit does not move or shoot. Instead, the unit maintains its position and waits for a target to present itself. See the rules for Ambushes and Reactions on page 73.

Rally

The unit does not move or fire. Instead, the troops pause for breath, patch up the wounded, pass ammo around and regroup ready for the following turn. See Pinned, below.

Down

The unit does not move or fire. Instead, the troops hit the dirt and keep their heads down as far as possible, making maximum use of whatever cover is available. See the rules for Shooting on page 46.

US Heavy Infantry

PINNED

Normally, units do what you order them to do without question. However, units that find themselves under enemy fire are less reliable, and sometimes they will ignore their orders altogether. This is represented by the rules for pinning. Pinned troops are indicated by markers placed on the tabletop next to or behind the affected unit. Units that have taken a great deal of fire will gain more markers and will become increasingly reluctant to obey their orders.

Pin Markers

Every time a unit fails a reaction test or is fired at by an enemy and suffers one or more hits as a result, place a single pin marker next to it. Units that are shot at by several enemies, or over a number of turns, can potentially rack up multiple pin markers: they become more firmly pinned down and the chances of them obeying their orders are reduced even further.

In the case of some particularly heavy weapons, two or more pin markers can sometimes be scored against a target in one go. For example, if a heavy artillery barrage hits a unit it is likely to be more effectively pinned down than it would be by rifle fire. However, in general the fire of a single unit adds one pin marker to the target. Note that the number of hits caused is not important here: the only thing that matters is the fact that the target has been fired at and has been hit at least once.

It can sometimes happen that one of your own units will fire on another of your units accidentally. This is referred to as 'friendly fire'. Hits from friendly fire also result in a unit taking pin markers as if the target had been an enemy.

Effect of Pinning

Each pin marker on a unit lowers its morale value by one. Morale is discussed on page 42 and affects a unit's ability to obey its orders. A regular infantry unit has a morale value of 9. If it has two pin markers on it, its morale value would therefore be reduced to 7. If it has five pin markers its morale value would be reduced to 4. Pinning also reduces a unit's ability to fire effectively as we shall see later on; however, for the purpose of understanding how orders work it is sufficient to know that each pin marker reduces a unit's morale value by –1.

ORDERS AND TERMINOLOGY

During a game we usually refer to units that have been given a Fire order as 'firing', a unit that has been given as Advance order as 'advancing' and so on for units that are running, in ambush, rallying or going down. We also use these same terms throughout the rule book where the intent is sufficiently clear, but where we need to be precise we usually describe a unit that has a Fire order placed next to it as enacting, undertaking, conducting or otherwise engaged in a Fire action, and so on for an Advance action, Run action, Ambush action, Rally action and Down action.

Although it might sound a bit of a mouthful to say troops are 'taking part in a Fire action' this is plainly less circuitous than describing the same men as 'a unit that has a Fire order die placed next to it.'

ORDER TESTS

A unit that is not pinned executes any order it receives automatically. The order die is placed next to the unit and the corresponding action is carried out without any need to take an order test. There are some situations where orders are not received automatically and a test must always be made regardless of whether the unit is pinned – but these are occasional exceptions and need not concern us for now.

If a unit has one or more pin markers it is considered to be pinned down and might not obey its order. After placing the order die next to the unit, the player must take an order test to see if the order is obeyed. Roll 2D6 and compare the result to the unit's modified morale value as described above.

If the 2D6 result is equal or lower than the unit's modified morale value, the unit passes the test. A unit that passes an order test immediately discards one pin marker, and then executes the order it has been given. This represents the unit pulling itself together and recovering some of its discipline before obeying its instructions. For example, if a regular infantry unit has two pin markers its modified morale value is 9 – 2 = 7. So, your 2D6 roll must score a combined total of 7 or less to pass the test. Any roll of between 2 and 7 will therefore succeed and any roll of between 8 and 12 will fail.

If the 2D6 roll is higher than the unit's modified morale value the test is failed. A unit that fails its order test does not discard any pin markers and must then execute a *Down* action rather than the order intended. However, if a double six is rolled then not only is the order failed but the unit must roll again on the FUBAR chart below and take the action indicated. This means that the unit has panicked, misunderstood its order, or that something has gone terribly wrong somewhere along the line.

Regardless of any modifiers that apply to a unit's morale value, the highest morale value is 10 and the lowest is 2. This means that order test rolls of 2 will always succeed regardless of any modifiers that apply, and results of 11 or 12 will always fail.

Pinned and Down

There is one important exception to the rules for taking order tests. If you order a pinned unit *Down* no order test is taken. The unit goes *Down* automatically. However, note that if you do this then the unit does not lose a pin marker, as it has not passed an order test.

Pinned and Rally

If a pinned unit is successfully ordered to *Rally*, it will discard one pin marker because it has received a successful order, plus an additional D6 pin markers for the result of the action, thus effectively discarding D6+1 pin markers. Unlike other orders, a unit's morale value is not reduced by the number of pin markers on it when receiving a *Rally* order, but a test against the unit's base morale value is required if the unit has any pin markers on it.

FUBAR!

If an order test roll comes up two sixes then not only is the order not given but the player must immediately roll on the chart below. Roll a die to find what action the unit takes.

FUBAR CHART	
1 or 2	**Friendly Fire** The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a *Fire* order by the unit. The opposing player chooses the target. The target must have an enemy unit within 12", as proximity to enemy is precisely what has caused the 'friendly fire incident'. If no such target is available the unit does not fire and goes *Down* instead.
3, 4, 5 or 6	**Panic** The unit executes a *Run* order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible, or if the unit can no longer move for some reason, it goes *Down* instead.

TROOP QUALITY AND MORALE

Not all troops are the same. Some are highly trained, motivated, or experienced, while others are hurriedly conscripted and committed to the battlefield with little training or equipment. This is represented in the game by the morale value of the troops. As we have already discovered, this is a measure of how likely the unit is to follow orders under fire. Troops are divided into three different categories as follows:

QUALITY	MORALE	EXAMPLES
Inexperienced	8	Conscript, poor or little training, no combat experience.
Regular	9	Normal training and some combat experience.
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience.

Squad Leaders

Infantry units normally include a leader. In the case of an infantry squad this would typically be a sergeant, corporal, lance corporal or an equivalent rank. These non-commissioned officers (NCOs) are an integral part of their unit and cannot be deliberately separated from it. If an infantry squad's NCO is killed, the unit suffers a permanent –1 penalty to its morale value. Crewed weapons and weapons teams don't have specific models as leaders, but if the team is reduced to one crewman it also suffers a –1 penalty to its morale value in the same way.

Pin Markers

Remember that each pin marker on the unit also results in a –1 penalty to its morale value. A veteran unit with one pin marker has a morale value of 9, whilst the same unit with four markers has a value of 6, and so on.

Routed Units

If a unit has as many pin markers as its original morale value, or more, then it is automatically destroyed – its morale has entirely collapsed and the unit is routed from the field. Thus inexperienced troops are routed once they have 8 pin markers, regular units 9, and veteran units 10. This won't happen very often because units will usually be wiped out long before their morale collapses in this way.

Maximum and Minimum Morale

Regardless of how many pin markers it has, or how many bonuses or penalties apply, a unit cannot have a morale value of greater than 10 or less than 2. 10 is the best value possible and 2 is the worst.

RETAINING AN ORDER AT THE END OF THE TURN

Normally, all the order dice used to activate units during the turn are gathered up and placed back in the dice cup at the end of the turn. There are, however, two notable exceptions.

Ambush

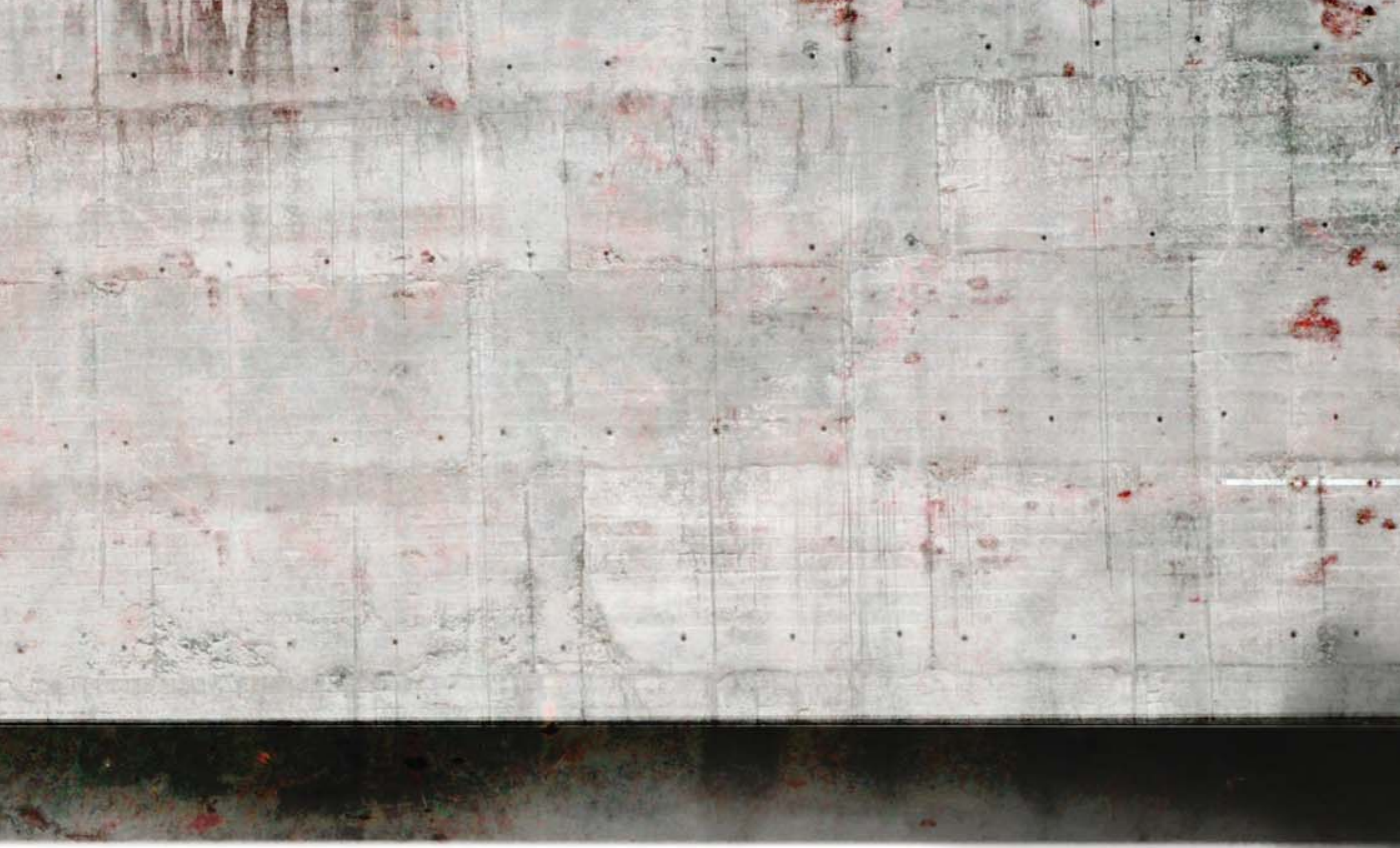
Units that end their turn in *Ambush* can retain their order or return it to the dice cup as usual. If the player decides to retain the *Ambush* order, the order die is left where it is and the unit starts the next turn already in *Ambush* and ready to shoot at a target that presents itself. This allows a unit to stay in *Ambush* from turn to turn, watching and waiting for the enemy to make a move.

Down

Units that end their turn *Down* can retain their order or return it to the dice cup as usual. If the player decides to retain the *Down* order, the order die is left where it is and the unit starts the following turn already down.

A pinned unit that does this also loses one pin marker immediately, instead of returning its order die to the dice cup. This allows a pinned unit to recover its effectiveness without passing an order test, so long as it stays down, representing the unit's leader regrouping his men under fire.

German Heavy Infantry Squad



MOVEMENT

Fire and manoeuvre are the keys to success and making the most of cover and good firing positions are therefore crucial to both sides. There will be times when rapid movement is called for, either to take a position ahead of the enemy or to mount an assault in the face of enemy fire. Other situations will call for a cautious advance with the benefit of covering fire from stationary units nearby.

ADVANCE AND RUN MOVES

A unit carrying out an *Advance* action can move up to its basic move rate. This is usually 6" in any direction for infantry; simply move each model up to a maximum of 6". Remember that a unit must maintain a formation, so once the whole unit has moved no model can be separated from the formation by more than 1". Remember that it is also necessary to leave a space between different units of more than 1" for the sake of clarity as already explained. A *Running* infantry unit can move as described above but at double its basic move rate, i.e. usually 12". Note that we permit our infantry to change direction any number of times during their move, allowing them to move round corners, around rubble, around other models, and so forth. This does not matter so as long as the total distance moved is not greater than 6".

INTERPENETRATION OF FRIENDLY UNITS

When a unit of infantry moves we allow individual models to move through the positions of other models in the same unit, or of other friendly infantry or artillery units. Just move the models through their friends. We assume that individuals get out of the way to allow their friends to pass. However, remember that once a unit has finished moving it must be more than 1" from any other unit as already explained. We don't allow tanks or other vehicles to move through friends, or to be moved through by friends. Vehicles must negotiate their way around friends whether they are infantry, artillery or other vehicles.

Terror stalks the night – German Schreckwulfen hunt their prey.

TERRAIN

At the beginning of the game, before choosing sides and deploying any troops, it is necessary for the players to rate the various terrain features on the battlefield as described below. It is likely that most of the battlefield will be clear or open ground, where troops and vehicles can move without impediment. Other parts of the battlefield, such as woods, ruins, waterways – and perhaps quarries, escarpments, sand dunes or marshes – can be harder to move over or through. Remember, it is up to the players to decide how to rate the various features used to create the battle scene. There is no need to be rigid or even consistent about such things. For example, a light scattering of woodland might be counted as either open ground or as rough ground – both are perfectly plausible.

MOVING ON OR OFF THE TABLE

Moving On: In some situations models will begin the game 'off table' which means they are waiting behind the area designated as the battlefield, or perhaps they are executing a flanking manoeuvre off to one side. When these units move on to the battlefield, the player picks a point on the table edge and measures the unit's move from that point. Units that move on to the battlefield must be given an Advance or Run order to do so, but note that they are not allowed to make an assault upon enemy units in the same turn. We will explain how assaults work later on (see page 67).

Moving Off: Units cannot voluntarily move off the area designated as the battlefield except in circumstances where the rules specifically indicate otherwise. Where a unit is allowed to move 'off table', it is removed in its entirety as soon as any of its models moves into contact with the table edge.

Impassable

Some features on the battlefield can be rated as completely impassable. This means all units must go round these features: no units can move onto or through them. The most obvious examples would be a steep gorge, a soaring rocky crag, a large body of deep water, or a very high and substantial wall. Other things that might be considered impassable include wrecked vehicles, collapsed or burning buildings, dangerous marshes, quicksand and fortifications that are intended to present impassable barriers to the enemy.

Rough Ground

We use the term rough ground to describe areas of terrain that are difficult to move through, and which will therefore slow down troops and in some cases prevent them from moving altogether. Different kinds of troops are affected in different ways, as shown on the table overleaf. Infantry are only allowed to move through rough ground by means of an *Advance*, for example: they cannot move through at a *Run*.

The sort of features that would typically be rated as rough ground include dense woodland or undergrowth; difficult ground such as deep mud, sand or scree; and areas of ruinous buildings or rubble.

Obstacles

By obstacles we mean things such as field hedges, dry-stone walls, ditches, and perhaps streams or other waterways that present a barrier to movement. Obstacles are useful to the opposing armies because they make troops difficult to see and often provide cover. Infantry are only allowed to cross an obstacle whilst advancing and not whilst running. Other kinds of units are affected differently as noted on the terrain table.

Buildings

We will consider buildings at greater length in their own rules section. Buildings can include domestic houses, industrial buildings, and military installations such as bunkers or pillboxes. We normally allow infantry to enter and fight from or within buildings, but some players are happy to treat buildings as impassable in order to simplify matters. This is up to players to decide for themselves.

Roads

If you are fighting around a village, in the outskirts of a town, or even around a farm or factory, it is likely there will be roads or lanes to facilitate transport within and through the area. Although these roads make no difference to infantry, they enable vehicles to move more quickly as noted on the terrain table.

TERRAIN TABLE

The terrain chart indicates how different kinds of troops are affected by different terrain.

TERRAIN CATEGORY	INFANTRY	ARTILLERY	WHEELED VEHICLES	TRACKED VEHICLES	WALKERS
Open ground	OK	OK	OK	OK	OK
Rough ground	No *Run*	No*	No	No *Run*	No *Run*
Obstacle	No *Run*	No	No	OK*	OK**
Building	OK	No*	No	No (!)	No (!)
Road	OK	OK	x2	x2	x2

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.
OK* – The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.
OK** – Can cross this type of terrain without hindrance unless designated impassable to walkers.
No *Run* – The unit cannot cross or move within this kind of terrain if undertaking a *Run* action, but can cross or move over with an *Advance* action.
No – The unit cannot enter or move within this kind of terrain at all.
No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.
No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks and walkers may move through and demolish some buildings in some situations. See the rules for buildings on page 107.
x2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

SHOOTING

Our troops command vast firepower in the form of squad-based automatic weapons, hand-held anti-tank projectiles, and long ranged mortars and machine guns. Deploying and manoeuvring skilfully will enable your infantry to bring their weapons to bear most effectively against their enemy.

WHO SHOOTS?

Units that have been given a *Fire* or *Advance* order can shoot, whilst units that have been given an *Ambush* order can shoot when they spring their ambush – in which case their order is flipped to *Fire*. Other units can sometimes shoot in special circumstances as described throughout the rules: for example, stand and fire during an assault.

SHOOTING PROCEDURE

When one of your units shoots follow the procedure below:

1. Declare target
2. Target reacts
3. Measure range and open fire
4. Roll to hit
5. Roll to damage
6. Target takes casualties
7. Target checks morale

DECLARE TARGET

Pick a target and declare you are opening fire. Except as noted below, a target is always one enemy unit. When a unit shoots, it fires all of its weapons at one target: for example, a tank, a squad of infantry, or an anti-tank gun and its crew.

When a unit opens fire only those models that can draw a clear line of fire to their target actually shoot. Any models unable to shoot will not fire, for example because they either can't see a target or because their weapons are out of range. Note that we do make an exception for panzerfaust armed infantry, who are allowed to select a different target to the rest of their unit; see Dividing Fire on page 49.

Example: An infantry unit can see two enemy units – a machine gun team and an infantry squad further away. As the machine gun is already suppressed with two pin markers, the player decides to ignore it and declares that his unit is firing against the enemy infantry.

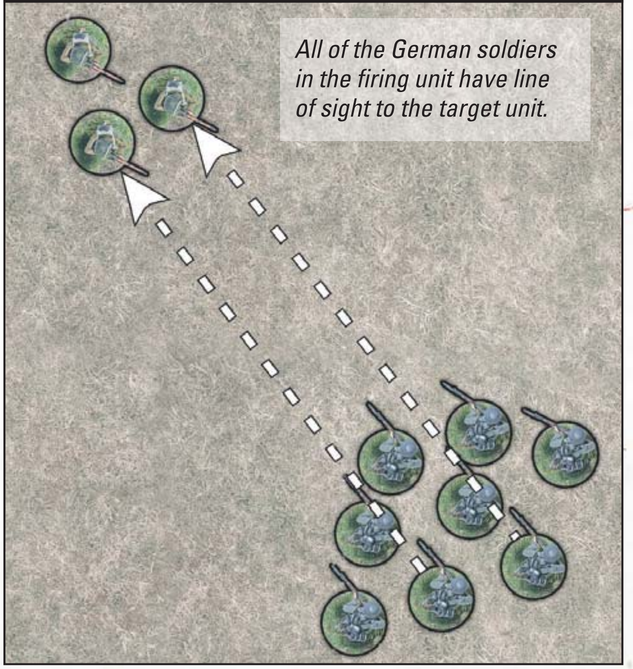
Intervening Friends

Infantry models are always allowed to see and shoot through other models in the same unit as if they were not there. This is because the unit is assumed to be in constant motion, troopers working as a team and not getting in each other's way. Sometimes you will find it convenient to momentarily lay down a model or place it aside whilst checking line of fire, and this is perfectly fine.

Models are not allowed to shoot through other friendly units or to draw a line of fire within 1" of a model from another friendly unit. Even though a shooter may be able to see the target, the shot is not permitted if it would pass through or within 1" of a model from a different friendly unit. In such cases the friends are too close to the line of fire. We make an exception to the rule that you can't draw a line of fire within 1" of your own side where shots cannot possibly score damage on the friendly unit.

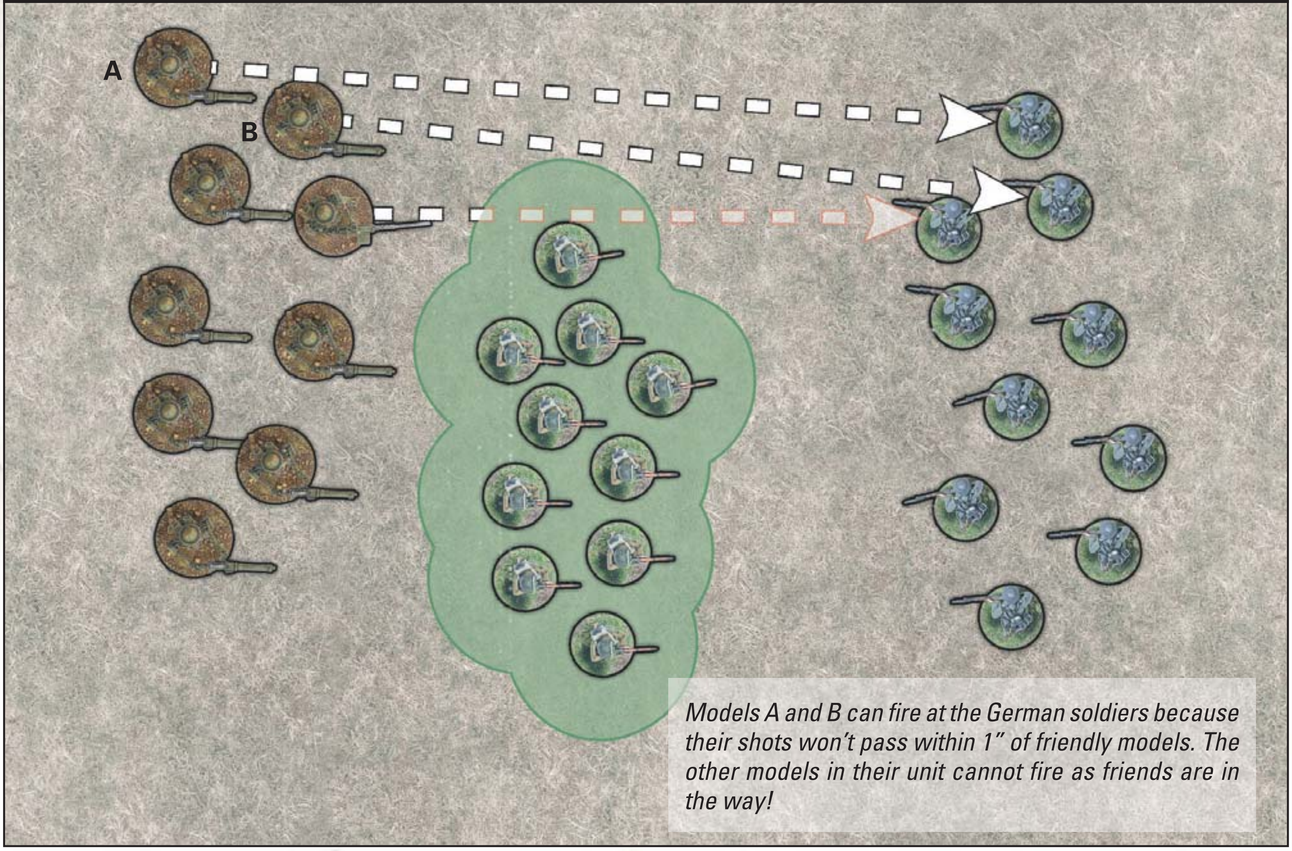
For example, infantry armed with small arms cannot possibly damage an armoured personnel carrier, so they are allowed to draw a line of fire within 1" of it. In such a case shooters must still be able to see the target to shoot – they cannot see 'through' the vehicle – but the closeness of the carrier does not block their fire. The same exception also applies when shooting mortars and howitzers over the heads of friendly units using indirect fire as explained later. These weapons fire with a high trajectory, lobbing shells high into the air so they fall onto the enemy from above. When mortar and artillery crews shoot indirect fire they can therefore shoot at any enemy they can see without intervening friends blocking their fire.

Line of Sight Through Models in the Same Unit



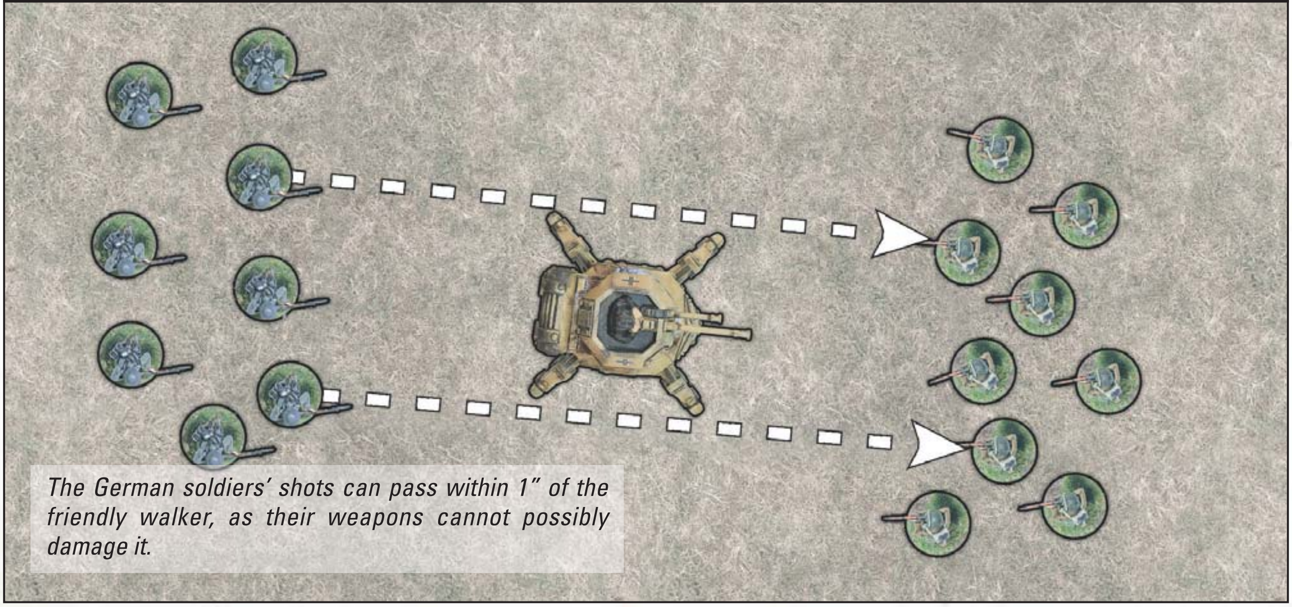
All of the German soldiers in the firing unit have line of sight to the target unit.

Firing Past Friends



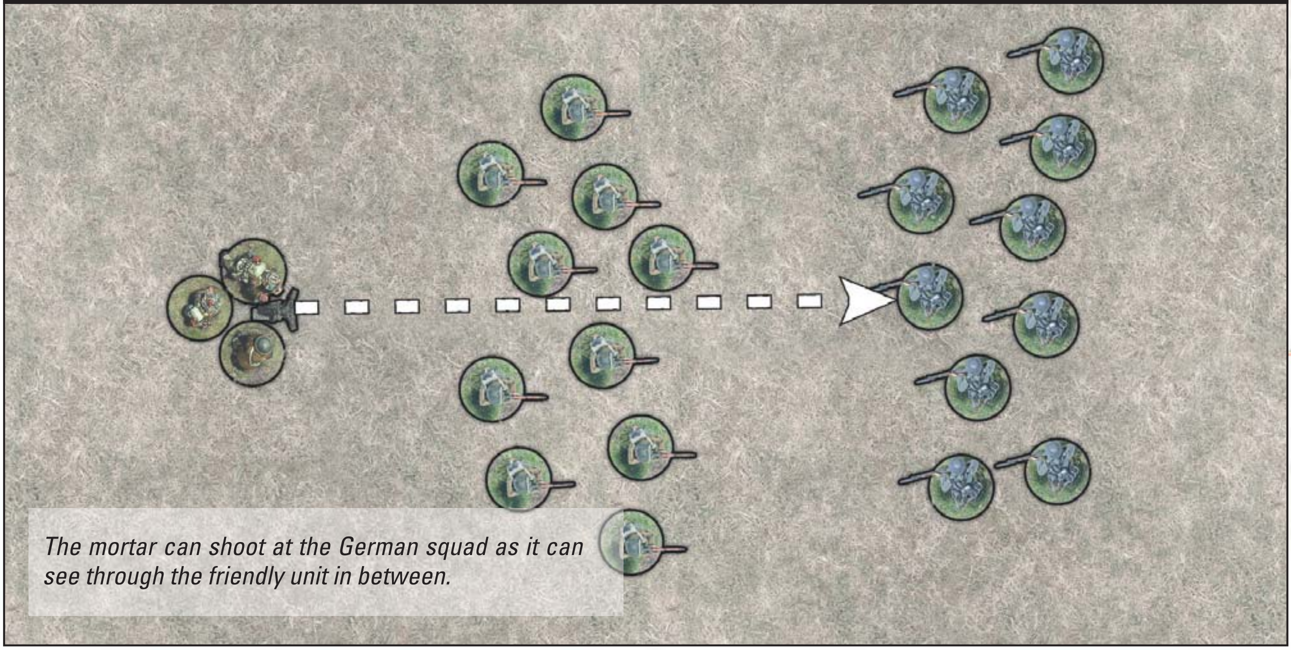
Models A and B can fire at the German soldiers because their shots won't pass within 1" of friendly models. The other models in their unit cannot fire as friends are in the way!

Firing Past Armoured Friends



The German soldiers' shots can pass within 1" of the friendly walker, as their weapons cannot possibly damage it.

Indirect Fire



The mortar can shoot at the German squad as it can see through the friendly unit in between.

TARGET REACTS

If the nominated target has not yet taken an action in this turn the player can, if he wishes, immediately choose to attempt a Reaction (see page 71). Each Reaction will have a tactical impact on the situation and may allow the target unit to reduce the damage it suffers, to take cover, or even return fire on its attackers.

Example (continued): The target has not taken any action yet so the opposing player could decide to order the unit down or take a Firefight Reaction. The player decides against ordering his men Down, judging that the shooters are out of range and also therefore doesn't want to risk failing a Reaction Test trying to return fire.

MEASURE THE RANGE AND OPEN FIRE

Every weapon in the game has a maximum range at which it can fire effectively. For example, a rifle can hit targets up to 24" distant whilst a medium machine gun can hit targets up to 36" away.

Each weapon has a number of shots. This is the number of dice rolled on behalf of the model firing the weapon. For example, a rifle has just 1 shot, but a medium machine gun has 4 shots representing its rapid rate of fire.

Every model that is within range and which can draw a line of fire to at least one enemy model in the target unit shoots at the nominated target. Note that players cannot hold back a unit's fire – when a unit fires every model that can shoot must shoot. Check the range from each shooter to his target to make sure he is within range. If within range, roll a D6 for each shot the weapon has as shown on the weapons chart. If the target is out of range then the shot automatically misses and there is no need to roll.

Example (continued): The player measures the range to the target and finds that three of his riflemen and the sergeant's submachine gun are out of range, but the squad's light machine gun and four riflemen are in range. He can therefore fire three shots from the machine gun and one each from the four rifles, making a total of seven shots.

Dividing Fire

If a unit of infantry includes a proportion of men armed with one-shot anti-tank weapons – such as a panzerfaust – then any of these models are allowed to direct their fire against an enemy vehicle, even if the rest of their unit shoots against a different target. This enables a unit to split its fire between two different enemy units and is therefore an exception to the rule that normally prevents this.

German Heavy Infantry

ROLL TO HIT

Each D6 rolled has a chance of scoring a hit on the target. Successful hits represent accurate fire placed in the immediate vicinity of the target, with a good chance of killing or incapacitating an enemy.

Each die roll of 1 or 2 misses and is ignored, whilst each die roll of 3, 4, 5 or 6 results in a hit. This is usually expressed as a roll of 3+, meaning a roll of 3 or greater on the die.

However, there are a number of factors that affect this roll, making it easier or more difficult to score a hit as explained below.

Hit Modifiers

The basic 3+ chance of hitting assumes that the firer is not distracted by the battle raging around him, has time to aim his shots, and that the target lies in plain view without the benefit of cover of any kind. During a firefight this will rarely be the case, and a target can be considerably more difficult to hit as a result. This is represented by means of the following modifiers.

HIT MODIFIERS	
Shooting at point blank range	+1
Per pin marker on the firer	–1
Long range	–1
Inexperienced	–1
Fire on the move	–1
Target is *Down* infantry/artillery	–1
Target is a small unit	–1
Target is in soft cover	–1
Target is in hard cover	–2

Shooting at point blank range: if a target is very close it is easier to hit. If the target is within 6″ shooters receive this bonus to their roll to hit.

Per pin marker on the firer: if the shooters are pinned down they will be more concerned about keeping a low profile than aiming carefully at the enemy. For every pin marker on the firing unit, the firer suffers a –1 to hit modifier. So, two pin markers suffers –2, three pin markers suffers –3, and so on.

Long range: each weapon has an optimum range beyond which it loses accuracy. This modifier applies if the target is at a distance of over half the maximum range of the weapon. Note that this may mean some shooters in the same unit might require a greater score to hit than others.

Inexperienced: inexperienced or poorly trained troops are far less likely to hit anything. Inexperienced units suffer a –1 penalty to their roll to hit.

Fire on the move: if the firing unit is making an *Advance* action the unit is spending some time moving and its fire will be less accurate. Hence the unit suffers this penalty to its roll to hit.

Target is *Down* infantry/artillery: this applies if the target unit is either infantry or artillery that has gone *Down*, as shown by the order die placed next to it; individual soldiers lying flat trying to offer the smallest possible target.

Target is a small unit: this applies if the target unit consists of either one or two infantry models. One or two men can easily escape attention on a crowded battlefield. Note it doesn't matter how many men were in the target at the start of the game – it is the number of men in the target when it is shot at that counts.

Dominating the high ground, German forces watch for the enemy.

Target is in soft cover: this applies if the majority of the target unit is in soft cover from the point of view of the majority of the models firing against it. For more about cover see the box on page 52.

Target is in hard cover: this applies if the majority of the target unit is in hard cover from the point of view of the majority of the models firing against it. For more about cover see the box on page 52.

Nigh Impossible Shots

If penalties to the score to hit a target mean that a die roll of more than 6 is needed it is still possible to shoot – though the chances of success are small. Open fire as normal rolling one die per shot. Pick any dice that have rolled a 6 and roll them again. Any further rolls of a 6 hit the target – nice shot! Although this means it is necessary to roll a 6 followed by another 6 to score a hit, it is still well worth an attempt.

Pinned

If a shooting unit scores one or more hits place a single pin marker on the target. Note that it doesn't matter how many hits a unit scores on the target; so long as at least one hit is scored the target takes a single pin marker. There are some very heavy weapons that inflict more than one pin marker when hits are scored, but these are exceptions that need not concern us immediately. See the Orders section for more about how pinning works.

Example: The player calculates the chances of scoring a hit. The basic score needed is 3+, but the shooters suffer a –1 because they moved this turn (with an Advance order) and a further –1 because both the rifles and the machine gun are firing at targets that are over half of their maximum range away. Therefore the player will need to roll at least 5s to score hits. The dice are rolled and get three hits, a very good result. Because the shooters scored at least one hit, a pin marker is placed on the target.

COVER

In situations where most of the shooters in the firing unit can draw a clear line of fire to most of the models in the target unit, then no modifiers are applied for cover. It doesn't matter if cover obscures a few models in the target unit, or even if some models are completely out of sight; so long as the majority of the shooters can clearly draw a line of fire to the majority of the target no modifiers for cover apply.

Majority of Targets Obscured by Terrain or Other Models

If the majority of the shooters in the firing unit cannot draw a clear line of fire to the majority of the models in the target unit then the enemy is in cover. If the target is in cover, it is more difficult to hit (either –1 or –2 on the dice).

Cover is most likely to take the form of vegetation such as hedgerows or trees, or something more solid like rubble, wreckage or ruins. In other situations, the presence of other units, whether friends or foes, obscures a portion of the target making it harder for the shooters to draw a line of fire.

Majority of Targets Within Terrain

A scattering of tree models, tumbled ruins, rocks and such like is assumed to stand for a fairly dense tangle of woodland, rubble, or rocky outcrop which is impractical to represent literally on the battlefield. It is enough that we know a wood is a wood, and we can easily imagine the tangle of undergrowth and closely packed tree trunks.

For practical purposes we assume that a unit is always in cover if the majority of its models are inside a wood or comparable area of dense terrain. It is convenient to assume all models whose bases touch the wood/etc. are 'within it', as this avoids any uncertainty in the case of troopers who may be partly inside.

Shooting Through Terrain and From Cover

For the reasons outlined above we also assume that where shooters draw a line of fire through woodland, over tumbled ruins, rocky outcrops, walls, hedges or other comparable terrain at a target beyond, then the target counts as in cover if the majority of the target models can only be shot at over or through such terrain.

Where troops are firing from directly behind a wall or similar obstacle, or from the edge of a wood at a target that is otherwise in the open, no penalty is applied on account of the wall/wood/etc. Models count as behind a wall when they touch it. Models count as at the edge of a wood when they are positioned touching its boundary. This simply recognises that troops can take up good firing positions along the edge of a wood or behind a wall and shoot without the wood or wall itself getting in the way.

Not Sure?

In the vast majority of cases it will be obvious enough whether a target is in cover or not. However, sometimes it might not be so easy to make a judgement either because the situation is very marginal, or because it might be impractical to get the necessary model's eye view. To quickly resolve situations where it is otherwise impossible to make a clear judgement, simply roll a die to decide. On a roll of 1, 2 or 3 the target is in cover, on the roll of 4, 5 or 6 the target is not in cover.

Soft or Hard Cover?

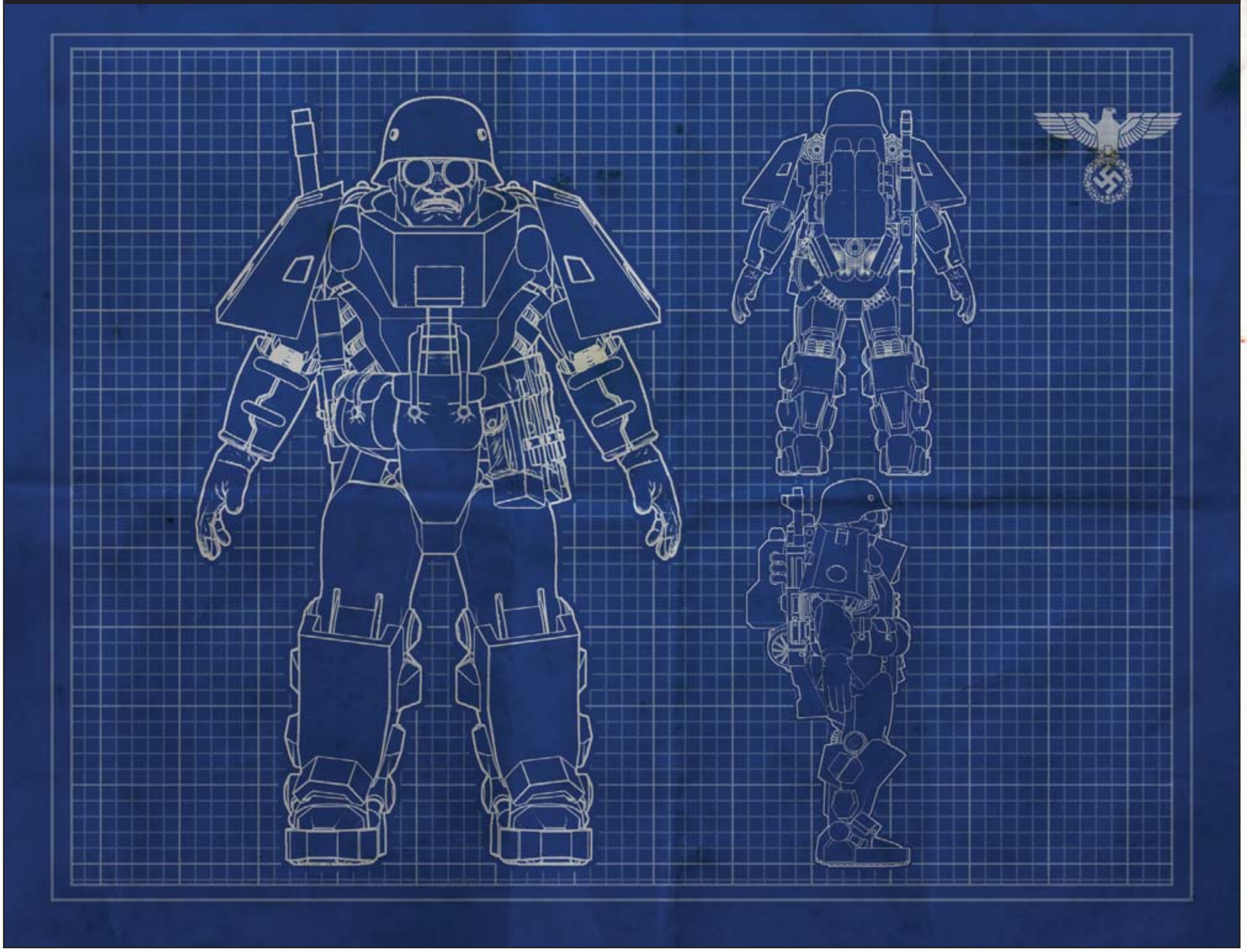
Soft cover describes the sort of concealing cover that makes a target hard to pick out, but does not necessarily offer much in the way of physical protection. This includes woodland, hedgerows, and other vegetation such as leafy undergrowth and fields of tall crops. It includes friendly infantry units, artillery or soft-skins – if these partly obscure a target and make it harder to see. Camouflage nets or mesh designed to conceal a target from plain view would also count as soft cover. Soft cover can also include fences and light wooden barricades or similar constructions.

Hard cover describes the kind of cover that offers real physical protection as well as a degree of concealment. This includes stone, brick, concrete or similarly substantial walls or ruins, rocky outcrops, foxholes, ditches, and trenches or sandbagged defences. It also includes armoured vehicles that partially obscure the target, whether friends or foes.

Before the game begins it is important that the players rate the terrain according to type and decide for themselves what amounts to soft and hard cover.

Soviet Heavy Infantry Squad

German Heavy Infantry Armour



ROLL TO DAMAGE

Pick all of the dice that scored a hit and roll them again to see if the target suffers damage and takes casualties. The score needed to inflict a casualty depends on the Damage value of the target, as shown in the table below. We have included Damage values for vehicles, including tanks, to give an idea of relative values. Heavy weapons add a modifier to the damage roll, allowing for a score of greater than 7. This is described in detail in the section on Weapons, see page 56. Regardless of any modifiers that apply, a roll of a 1 on a damage roll is always a failure.

DAMAGE VALUE TABLE

TROOPS AND SOFT-SKINNED TARGETS	RESULT NEEDED
Inexperienced infantry and artillery	3+
Regular infantry and artillery	4+
Veteran infantry and artillery	5+
Soft-skinned vehicle, scout walker	6+
ARMOURED TARGETS	RESULT NEEDED
Armoured car, carrier or light walker	7+
Light tank, medium walker	8+
Medium tank, heavy walker	9+
Heavy tank, super-heavy walker	10+
Super-heavy tank	11+

Example: If a regular infantry unit is hit by rifle fire then a die is rolled for each hit and all further rolls of 4, 5 or 6 will score damage, i.e. rolls of 4+, or 4 or more. In this instance rolls of 1, 2 or 3 would fail to score damage and have no effect.

Troops, Soft-Skinned and Armoured Targets

The damage table makes a distinction between troops and soft-skins with a Damage value of up to 6+ and armoured targets with a Damage value of 7+ or greater. This divides potential targets into two categories: soft targets that can be readily damaged by small-arms fire and armoured targets that can only be damaged by fire from heavy weapons. We will describe the rules for different kinds of weapons in a later section. For now all it is necessary to know is that heavy weapons add a bonus to the roll to damage, making it possible to score more than 6. For example, a Browning .50 calibre heavy machine gun has a bonus of +1, so a die roll of 6 scores 6 + 1 = 7. Small arms and light automatic weapons such as rifles, submachine guns and light or medium machine guns don't add a bonus to damage. This means it is it is impossible to score more than 6 when rolling to damage using these weapons.

Troop Quality

You will have noticed that infantry and artillery of better quality are harder to score damage against, whilst those of lower quality are easier to score damage against. This represents the advantage of combat experience, vastly increasing the survivability of veteran, highly trained and experienced soldiers compared to green recruits.

Example (continued): the enemy are regular troops, so each hit scored will need to roll 4+ to score damage. Three dice are rolled and two succeed in scoring damage on the enemy squad.

TARGET TAKES CASUALTIES

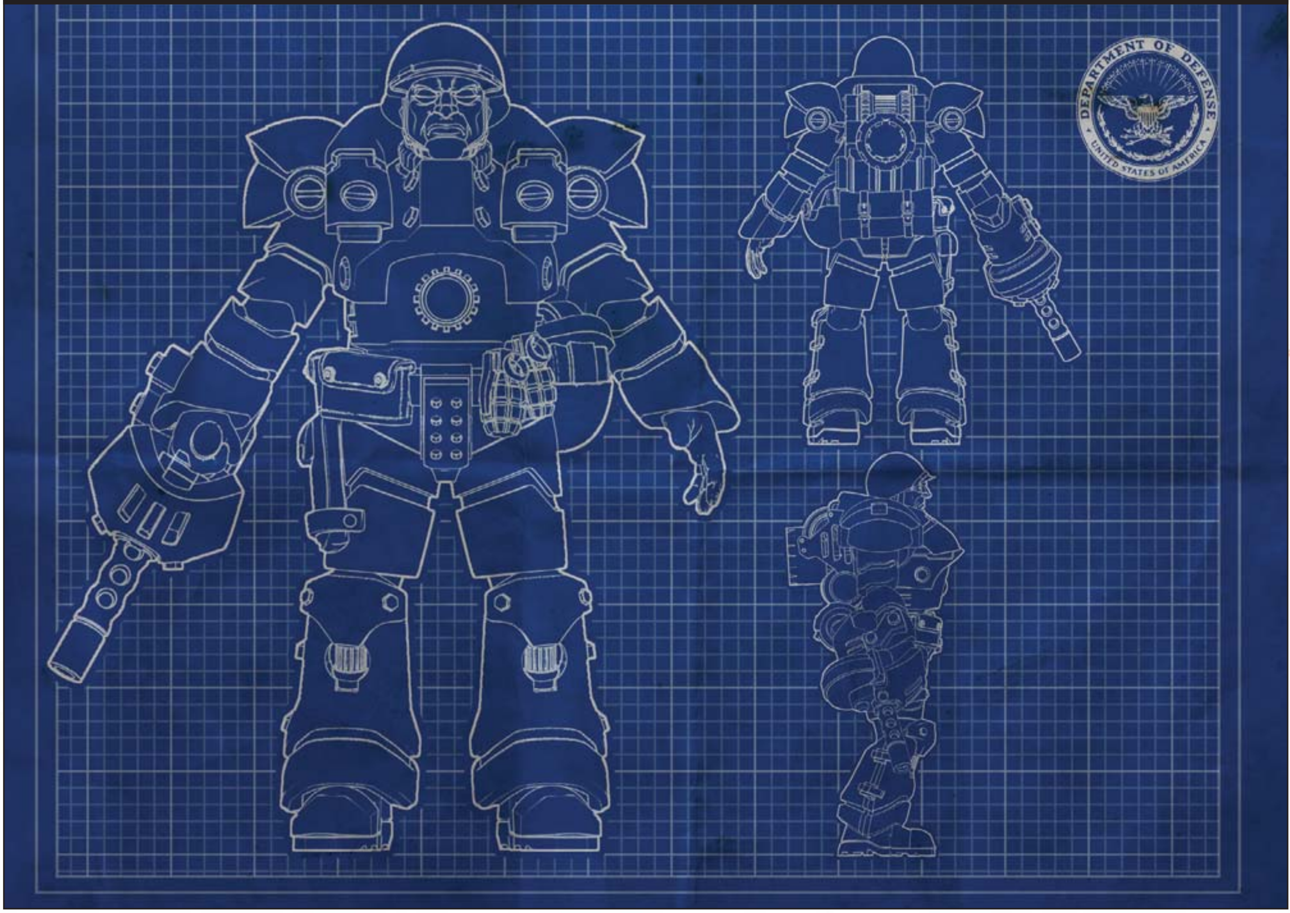
For every hit that scores damage the target unit loses one man as a casualty. Casualties represent soldiers stunned, wounded, or killed in action – they may be dead or temporarily incapacitated. Either way, they are out of action and the model is removed. The player whose unit has taken casualties normally chooses which men to remove. This obviously means that casualties will fall amongst the most expendable men first – for example, riflemen rather than machine gunners and squad leaders. In reality, if a squad's machine gunner were to be shot, one of his comrades would take over the weapon, so it is entirely reasonable to remove ordinary troopers as casualties first.

Exceptional Damage

When a 6 is rolled to score damage – before any modifiers are applied – roll that die again and if a further 6 is rolled the shot scores exceptional damage. This means the shooter picks which model falls casualty rather than his opponent. This represents the fact that sometime it's the Sarge who gets it, or that a machine gun can jam or be damaged beyond repair. For example, exceptional damage allows the opposing player to remove a squad's NCO reducing its morale value by –1. Alternatively, the player might choose to remove a model

Soviet Mammoth Heavy Mech

American Heavy Infantry Armour



carrying a particular weapon such as the squad's light machine gun or a panzerfaust. If the target is a weapons team, for example a bazooka or medium machine gun team, then exceptional damage indicates that the weapon itself has been damaged or rendered inoperable in some fashion, so remove the weapon and its firer as a casualty.

TARGET CHECKS MORALE

If a target loses half or more of its men from the fire of one enemy unit, then the player makes an immediate morale check. This is the same as an order test, and all modifiers that apply to an order test also apply to a morale check. If the unit passes the check, then there is no effect and it continues to fight on as normal. If the morale check is failed, the unit's nerve has broken and the troops run for their lives, scatter, or surrender to the enemy. In any case, the unit is removed from the game and counts as destroyed, just as if it had been completely wiped out by enemy fire.

Example (continued): As the squad had only six models remaining when shot at it, two casualties are not enough to force a morale check. Had the shooters managed to cause three casualties, a morale check would have been required, and if failed would have resulted in the unit being destroyed. Now, with only four men remaining, it will be easier to force a morale check the next time the unit is shot at.

WEAPONS

This section describes rules for the most common and important combat weapons of *Konflikt '47* including infantry small arms, support weapons and artillery.

Each of the weapons used in *Konflikt '47* has a profile that includes all the gaming information needed to play. For example, this is the profile for the most common weapon of the war:

Type	Range	Shots	Pen	Special
Rifle	24"	1	–	–

Type: this is a generic description that includes many weapons with the same or similar characteristics. In the case of the rifle, this includes all bolt-action rifles, carbines, and semi-automatic or self-loading rifles such as the American M1 Garand.

Range: this is the maximum range in inches at which the weapon can be fired. This is not the maximum theoretical range of the weapon (which would be much longer in many cases) but rather an effective combat range reflecting practical ranges in battle situations.

Shots: this is the number of dice rolled when the weapon is fired. This does not directly represent the number of rounds a weapon can shoot in any fixed time. It is a measure of comparative effectiveness in our game, taking into account reloading times, ammunition conservation, and the need to constantly correct a weapon's aim to keep it on target.

Pen: short for penetration bonus, this is a measure of how much punch the weapon's shots deliver, its stopping power and ability to penetrate armour. This number is added to the roll to damage against all targets. If the weapon has the letters HE in this column rather than a number, this means it always fires high-explosive (HE) rounds. HE rounds have a penetration bonus based on the size of shell (see page 65).

Special: here we include any special rule that modifies the way a weapon works. A list of common special rules can be found after the weapons chart.

A German Spinne Light Panzermech supports a Zeus 'tank-killer'.

WEAPONS CHART

SMALL ARMS

Type	Range (")	Shots	Pen	Special Rules
Rifle	24	1	–	
Pistol	6	1	–	Assault
Submachine gun (SMG)	12	2	–	Assault
Shotgun	18	1	–	Assault
Automatic rifle	30	2	–	
Assault rifle	24	2	–	Assault
Light machine gun (LMG)	30	3	–	
Medium machine gun (MMG)	36	4	–	Team, Fixed
Dual weapon pack	6	2	–	Assault

HEAVY WEAPONS

Type	Range (")	Shots	Pen	Special Rules
Dual weapon pack	18	1	+2	
Heavy machine gun (HMG)	36	3	+1	Team, Fixed
Light automatic cannon	48	2	+2	Team, Fixed, HE (D2)
Heavy automatic cannon	72	2	+3	Team, Fixed, HE (D2)
Anti-tank Rifle	36	1	+2	Team
PIAT	12	1	+5	Team, Shaped Charge
Bazooka	24	1	+5	Team, Shaped Charge
Super-bazooka	24	1	+6	Team, Shaped Charge
Panzerschreck	24	1	+6	Team, Shaped Charge
Panzerfaust	12	1	+6	One-shot, Shaped Charge
Light AT gun	48	1	+4	Team, Fixed, HE (D2)
Medium AT gun	60	1	+5	Team, Fixed, HE (D2)
Heavy AT gun	72	1	+6	Team, Fixed, HE (D3)
Super-heavy AT gun	84	1	+7	Team, Fixed, HE (D3)
Flamethrower (infantry)	6	D6	+2	Team, Flamethrower
Light flamethrower (vehicle)	12	2D6-1	+2	Flamethrower
Flamethrower (vehicle)	12	2D6	+3	Flamethrower
Rifle grenade	6-18	1	HE	Indirect Fire, HE (D2)
Light mortar	12-24	1	HE	Team, Indirect Fire, HE (D3)
Medium mortar	18-60	1	HE	Team, Fixed, Indirect Fire, HE (D6)
Heavy mortar	18-72	1	HE	Team, Fixed, Indirect Fire, HE (2D6)
Light howitzer	0/24-48	1	HE	Team, Fixed, Indirect Fire, HE (D6)
Medium howitzer	0/24-60	1	HE	Team, Fixed, Indirect Fire, HE (2D6)
Heavy howitzer	0/24-72	1	HE	Team, Fixed, Indirect Fire, HE (3D6)
M17 Tesla Cannon	36	1	+1/+7	Team, Fixed, Tesla
Zvukovoy Proyektor	24	Special	Special	Team, Fixed, Shockwave
Schwerefeld Projektor	48	2	+4	Team, Fixed, Gravity Pulse

TYPES OF WEAPON

The weapons chart lists the different types of weapon as they are defined in the game. Thus we treat all rifles as the same, all pistols as the same, all light machine guns as the same, and so on. Where we wish to make a distinction between particular kinds of machine gun, or particular kinds of weapon of any type, we will introduce a special rule in the Army List. For example, the German MG42 machine gun is given more shots to represent its higher rate of fire compared to other weapons of this type. Note that we do not include hand grenades amongst our list of weapons – this is because grenades are thrown only at very short ranges and are therefore included as part of the rules for close quarter fighting. It is assumed that all infantry carry the usual fragmentation grenades, and can be given anti-tank grenades in some cases. Most of the categories will be obvious enough and require no explanation. Hopefully everyone knows what is meant by a rifle, a submachine gun, or a pistol. Other categories are very specific and refer to a particular weapon such as a panzerfaust or a PIAT, and therefore require no further explanation of how they are arrived at. However, most heavy weapons such as anti-tank guns, mortars and howitzers are rated as light, medium, heavy, and so forth. A little explanation is required of how these categories have been determined.

Rifles. The rifle is the standard weapon of the World War II infantryman. Rifles can be either magazine-fed, bolt-action rifles such as the British Lee-Enfield .303 or self-loading rifles such as the American M1 Garand, German Gewehr 43, and Russian Tokarev SVT-40.

Pistols. Pistols are the standard side arm carried by officers as well as by vehicle crews and combatants otherwise unable to carry a rifle. These can be automatic weapons such as the American Colt and German Walther P38, or revolvers such as the British Webley.

Submachine guns (SMG). Submachine guns were often carried by vehicle crews and junior officers, or by specially equipped units such as commandos. Submachine guns fired pistol ammunition and therefore had a very limited range. The Russians equipped whole formations with these weapons, as they were very effective in the hands of inexperienced troops. Submachine guns were especially favoured for fighting in heavily built-up areas where a rifle's greater range was of little consequence. Typical examples include the American Thompson, British Sten, German MP40 Schmeisser, and Russian PPD-40 and PPSh-41.

Shotgun. Whilst not a technologically advanced weapon, the advent of enhanced soldiers on the battlefield, has meant a weapon with the stopping power of a rifle and versatility in assault has become popular. A favourite of partisans and forces fighting in built up areas, more shotguns are making their way forward to the frontlines.

Automatic rifle. This category is intended to cover the one-man Browning Automatic Rifle (BAR) that equipped American infantry squads in lieu of a two-man light machine gun. It was a weapon of World War I vintage originally designed to allow advancing infantry to give covering fire as they approached the enemy.

Assault rifle. This category covers the most advanced infantry arm of World War II – a weapon that could shoot with the power and accuracy of a rifle and the rate of fire of a submachine gun. Assault rifles only appeared in the hands of specialist troops until the end of the war. The German StG44 is the best-known example of an assault rifle from the period. The Soviet AK-47 has also been rushed into the field in response to the effectiveness of the German weapon.

Light machine gun (LMG). This category covers all mobile, squad-based machine guns usually with a crew of two such as the British Bren and German MG42. These weapons shot rifle calibre bullets and provided infantry squads with their main source of firepower.

Medium machine gun (MMG). Medium machine guns covers rifle calibre machine guns on a heavy, tripod or similar fixed mount. These can include some weapons that are otherwise categorised as LMGs on bigger, more stable mounts, and usually including more crew to carry the extra ammunition and equipment. For example, the German MG42 was used in the LMG role on a light bipod mount, and in the MMG role on a tripod mount. However, in the British army the LMG role was fulfilled by the Bren whilst the MMG role was taken by the Vickers, which was a heavier, water-cooled, maxim-style machine gun with a weighty brass tripod.

Heavy machine gun (HMG). Heavy machine guns are basically large calibre machine guns such as the American Browning .50 cal. These weapons fire big, powerful bullets and are usually considered too heavy to be carried by infantry. They are often found mounted onto vehicles for defence against aircraft.

Automatic cannons. Automatic cannons are rapid firing weapons that are typically found on very light tanks and armoured cars. They are also used extensively as anti-aircraft guns and examples include Bofors guns and the German Flak 38. These guns are divided into two categories in our game:

light and heavy. Generally speaking, light automatic cannons are those with a calibre of 20mm or 25mm whilst heavy automatic cannons have a calibre of 37mm or 40mm.

Infantry anti-tank weapons. The anti-tank rifle was in widespread use at the outbreak of World War II but proved largely ineffective against modern armoured vehicles, being insufficiently powerful to penetrate more than about 20mm of armour. It remained useful against armoured cars, and lighter vehicles, as well as against emplaced or armoured infantry. The Russians persevered with a heavier calibre anti-tank rifle, producing the 14.5mm calibre PTRD-41 capable of piercing up to 40mm of armour at very short ranges. The remaining weapons of this category were designed to fire a shaped charge or HEAT round (High Explosive Anti Tank). This was a development of the hand held anti-tank grenade by the American military, the original and best-known example being the bazooka. The Germans copied the design and produced their own version, which they called panzerschreck or 'tank terror'. The British developed their own design based on a spigot mortar; this was the Projector Infantry Anti Tank or PIAT. While all of these weapons were similar in concept, they varied sufficiently in effectiveness for us to give them distinct ranges and penetration values in our game. A further development was the one-shot disposable panzerfaust – 'tank fist' – that was issued to German troops in large numbers towards the end of the war. Captured panzerfaust were used by the Allies and especially by the Russians.

Anti-tank guns (AT guns). All anti-tank guns are designed to fire a projectile with as high a velocity as possible over a flat trajectory – enabling them to strike enemy tanks over long distances. The effectiveness of an AT gun depends upon its calibre, the velocity of the weapon, and the type of shell used. AT guns with longer barrels are more effective because they fire shells at a higher velocity. Armour penetration is closely related to the kinetic energy delivered by a shell: this being equal to the mass of the shot (weight of shell) multiplied by the velocity squared. In addition, as the war progressed shells were developed that were more effective at penetrating armour either because of their shape, or because they incorporated a dense core – usually tungsten. For our purposes we rate AT guns as light, medium, heavy, or super-heavy depending upon their overall effectiveness. Although this is closely related to calibre, some very high velocity weapons punch 'above their weight', such as the British 17pdr (calibre 76.2mm) and German 75mm L/70 as found in the Panther tank. The Army Lists explain which weapons fit into which categories, but as a general guide, light AT guns are those up to 50mm calibre, medium AT guns are those up to 75mm including weapons of 75mm of relatively low velocity, heavy AT guns are those of 75mm or greater including weapons of 75mm of relatively high velocity. Super-heavy AT guns are those of 75mm or greater with extremely high velocity or effectiveness, for example the German 88mm. Note that some weapons will fall into a higher or lower category because they were really less or more effective than their calibre alone suggests – and these are indicated in the Army Lists.

Flamethrowers. Flamethrowers were used by specialist troops and were primarily employed for clearing fixed defences such as blockhouses and bunkers. They were much feared by ordinary soldiers – so much so that captured flamethrower operators were likely to find themselves shot out of hand. We distinguish between man-pack flamethrowers and larger, vehicle-mounted weapons such as that of the Churchill Crocodile flamethrower tank.

Rifle grenade. Using an attachment fitted to standard rifles, most nations developed a small bomb that could be fired like a small mortar round. Going out of fashion in the mid-war period, the need to increase the firepower of the infantryman

Soviet armour advancing, a KV-1/ZP to the fore.

in the late-war period saw rifle grenades reappear in several nations' infantry platoons.

Mortars. Mortars served as close support where artillery was either not available or was insufficiently mobile – mortar platoons formed part of infantry battalions, providing short ranged artillery support exactly where it was needed. All mortars lob an explosive shell above and onto their target, with larger and more powerful mortars having a longer range and firing a correspondingly heavier shell. We distinguish between light, medium and heavy weapons. Light mortars are very small weapons with a short maximum range – usually about 500 yards. They are used right at the front to either shell enemies hiding in cover, to lay smoke or to fire illuminating flares at night. Typical light mortars include the British 2", German 50mm and American 60mm mortars. Medium mortars are larger support weapons and typically have a calibre greater than 60mm – often 80mm. They have a much longer range – over 3,000 yards – and a heavier shell, but they are much harder to move about and tend to operate as light artillery pieces at longer range. Heavy mortars are those of even larger calibre – these are really long-range support weapons and not likely to find their way to the front unless overrun by advancing enemy. The German 120mm mortar was a weapon of this type – itself a copy of the Russian 120mm mortar, a weapon with a range of over 6,000 yards.

Howitzers. We have used the term howitzers to cover the kind of combined gun-howitzer artillery pieces that were the usual field artillery design during World War II. These guns could fire over open sights at an enemy or they could lob shells at distant targets with a high trajectory. There were many different designs and sizes of gun – and we shall not concern ourselves with the very largest weapons used for coastal defence and long-range bombardment. For our purposes it is sufficient to make three distinctions. Light howitzers are mobile field guns with a calibre below 100mm. This includes the British 25pdr, the American 75mm pack howitzer, and various German 75mm field guns including those captured in some quantity from the French. Medium howitzers cover weapons under 150mm, such as the American 105mm gun, the British 4.5 inch, and Russian 122mm howitzer. Heavy artillery covers weapons of 150mm calibre and greater such as the German 150mm, Russian 152mm howitzer, and American 155mm Long Tom.

US Heavy Infantry Squad

Tesla Cannon. The directed energy weapons conceived and developed by Nikola Tesla have had an immediate impact on the battlefield. Even heavily-armoured vehicles are vulnerable to electricity and with a dispersion setting, squads of infantry can be attacked just as easily. Whilst relatively short ranged and bulky, they are effective against both vehicles and infantry, which makes them popular with the tank crews that use them. Tactically the glow of the Tesla Cannon's coils makes ambushes and fighting at night difficult, but the psychological effect of the electrical arcs on enemy soldiers is worth the side effects.

Schwerefeld Projektor. The gravity manipulation weapons employed by Germany have the ability to alter localised gravity, crushing targets under their own weight, our rapidly altering the gravity in a small space. This can cause rapid failure of mechanical parts and the aftershocks can disrupt a targets ability to operate for a significant time. The ability of the weapon's energy field to manipulate gravity is linked to the target's mass, making the weapon more effective against bigger and heavier targets. This has led to more of these weapons being employed on the Eastern Front than the in the west, to counter the heavy Soviet walkers and tanks.

Zvukovoy Proyektor. These Soviet-designed sonic shock cannons are brutally effective against infantry and unprotected vehicle crews, utilising ultra-low frequencies focussed into an energy pulse that behaves like a battering ram they can disrupt most targets they face. The beam dissipates rapidly through the atmosphere, but can disorientate and incapacitate swathes of infantry at a time. Being in an armoured vehicle offers little to no protection, with the crew highly vulnerable regardless of the armour between them and the firer.

WEAPON SPECIAL RULES

The following special rules are used to represent the different types of weapons, or weapons mounted for specialist use, as indicated on the weapons chart.

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units – see page 67. Note being armed in this way does not confer two attacks against vehicles at close quarters.

One-Shot

This is a disposable weapon that can be fired only once per game. For example, the panzerfaust is a rocket-propelled anti-tank grenade commonly used by late-war German troops. Once fired replace the model with another model that does not carry the disposable weapon.

Fixed

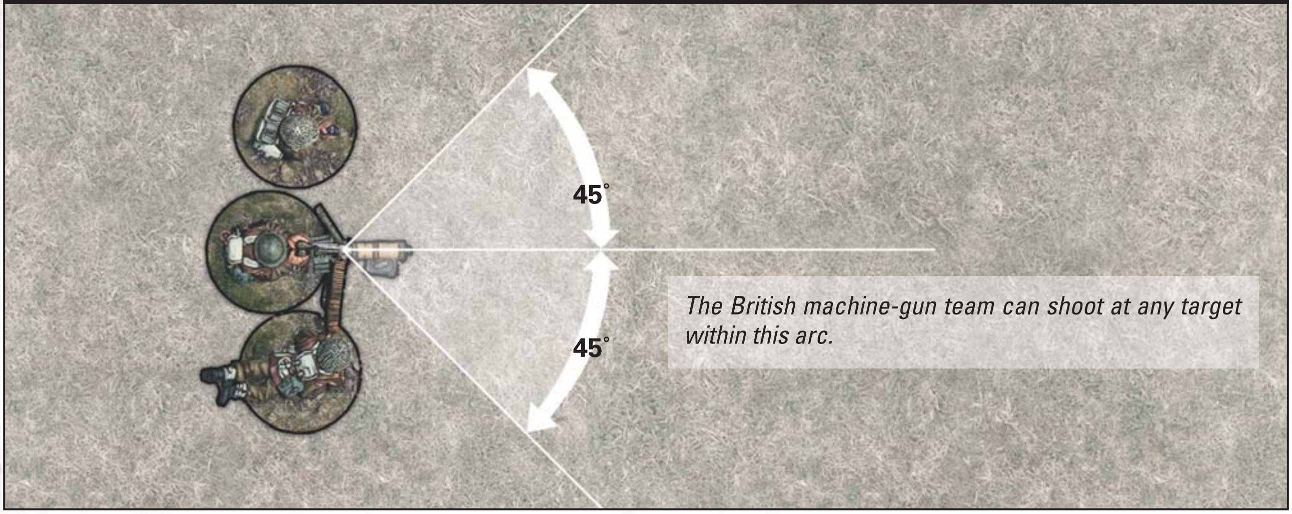
This weapon is too heavy and cumbersome to be moved easily, it probably has a substantial mount and the chances are that its ammunition is equally hard to lug about. These weapons are ideally fired from a stationary position once set up, and if moved about usually take a while to get ready for action. Fixed weapons cannot be fired when a unit is given an *Advance* order. Teams armed with fixed weapons that make an advance action can only move – they cannot shoot as well. Fixed weapons can only target an enemy unit that lies at least partially within their front arc (i.e. within an angle of 45° to each side of their barrel as shown on the diagram opposite). Targets outside of this arc cannot be shot at.

Team

A team weapon requires two or more men to shoot at full effect. Most team weapons form units on their own – for example a medium machine gun team, a bazooka team, or an artillery piece and its crew. The only team weapon carried by the typical infantry squad is the light machine gun. If a light machine gun is included in an infantry squad then any of the other infantrymen in the squad can serve as its second crewman; for example, a Bren gun team of firer and loader.

Aside from light machine guns, team weapons form individual units; for example an anti-tank gun and crew, a

Fixed Weapons



The British machine-gun team can shoot at any target within this arc.

mortar and crew, or a heavy machine gun and crew. A team can consist of two, three, or more members comprising one man to fire the weapon and a number of loaders or other crewmen to help operate it, move it about, carry ammunition, or act as lookouts. All the members of the unit are fully occupied whether carrying equipment, serving the weapon, or keeping watch. Note that although in reality crewmen often carried small arms, and many crew models will undoubtedly do so, in the game crews of team-based units never fire these weapons and are therefore not allocated personal armament in the army lists.

A team weapon shoots at full effectiveness so long as there are at least two men to serve it. A minimum of two crew is always needed to fire at full effect. If only one man remains to serve a team weapon then the weapon can still be fired but suffers a –1 'to hit' penalty. A weapon team unit reduced to just one man also suffers a –1 penalty to its morale value (in the same way as if an infantry squad had lost its NCO).

In the case of a non-artillery team weapon unit – such as a mortar, bazooka, and so on – when the model carrying the team weapon is destroyed the entire team is considered to be out of action. All remaining crew models are removed as casualties and the unit is destroyed. This might seem harsh but it avoids worrying about ineffective odd men and is only fair in terms of the removal of order dice and awarding of victory points as described later. Perhaps these odd crewmen have panicked and fled or else they have been caught in a catastrophic ammunition explosion and killed – either way we abandon them to their fate. Note that this rule only applies to team weapon units, i.e. to units that comprise a team weapon, and not to infantry squads that also include a team weapon; if an infantry squad's team weapon is destroyed, surviving loaders simply revert to ordinary members of the squad.

Shaped Charge

The warhead of these rocket-propelled grenades can take out any tank it strikes head-on. These are very powerful weapons but rather inaccurate, so they suffer from an additional –1 penalty on all rolls to hit. On the other hand, as the shells don't rely on velocity to penetrate armour, they never suffer the –1 penetration modifier for firing at long range.

Flamethrower

A flamethrower hits automatically – no roll is made to hit the target and no modifiers are applied. This makes flamethrowers especially effective against troops in bunkers or behind cover. It also means that a flamethrower team reduced to one man can continue to fire at full effect, although he still suffers the –1 morale penalty as noted under Team. When shooting with a flamethrower the number of hits is determined randomly by rolling a D6 for man-pack flamethrowers, 2d6–1 for light vehicle flamethrowers and 2D6 for vehicle flamethrowers. Roll for damage in the usual manner.

Although flames cannot literally burn through armour, the penetration modifiers for shooting at armoured vehicles with heavy weapons do apply as described in the Vehicles section of the rules (page 90). This represents the vulnerability of rear-mounted engines to fire and the tendency of burning liquid to seep through hatches and other openings. The gun shield rule (page 88) does not apply when shooting at artillery targets with a flamethrower. The extra protection rule (page 109) does not apply when shooting at targets inside buildings with a flamethrower. In both cases neither building nor gun shield offers any additional protection against a flamethrower.

An infantry or artillery unit hit by a flamethrower takes 1 pin marker because it has been hit, and a further D3 pin markers to account for the unbridled terror unleashed upon it. As a flamethrower hits automatically, this means it will always inflict D3+1 pin markers on an infantry or artillery target. Note that vehicles take just the one pin marker for being hit. The target of a flamethrower must check its morale once firing has been worked out and pin markers allocated as described above. Note that a morale check is required regardless of the number of casualties caused and even if no damage has been suffered at all. A unit failing this check is destroyed immediately – its morale is completely shattered. Vehicles failing their morale in this way are abandoned and considered destroyed. After shooting with an infantry man-pack flamethrower roll a D6. On a result of 1 or 2 the flamethrower has run out of fuel and is now useless. If this happens the entire flamethrower team is removed as if it had fallen casualty. Although this might seem harsh, it does reflect the extreme risks run by troops carrying flamethrowers and introduces a level of unpredictability that balances the weapon's effectiveness. Where an infantry flamethrower is carried on a vehicle, do not remove the vehicle if the flamethrower runs out of fuel.

After shooting with a vehicle-mounted flamethrower roll a D6. On a result of 1 the flamethrower has run out of fuel and is now useless. This does not otherwise affect the vehicle. When rolling on the damage effects chart against a vehicle equipped with flamethrowers, add an extra +1 to the roll to represent the increased risk from carrying around so much volatile fuel for the flamethrower. See the rules for vehicles on page 90.

Howitzer

This weapon can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire as described later. When using indirect fire a howitzer has a minimum range of 24"; when firing over open sights it has no minimum range. This is shown on the charts as a variable minimum range of 0–24".

Multiple Launcher

This rule describes multi-barrelled rocket firing weapons such as the German Nebelwefer and Wurfrahmen, the Russian Katyusha and US Calliope. A multiple launcher counts as a heavy mortar, but its chance of hitting never gets any better than a 6. However, because of the extensive blast area all units (friend or foe) within 6" of the nominated target and not entirely within the weapon's minimum range can be hit. Roll a die to hit for the target and a separate die for each unit within 6" of the target. Note that units that lie beyond the weapon's maximum range can also be hit in this way – although the target unit itself must be within range.

HE (High Explosive)

The HE rule refers to weapons that can fire a high explosive shot. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. The player must declare which type of shot the weapon is firing as he declares the target. Some weapons can only fire HE shots and their Pen value is indicated as HE. When shooting against infantry, artillery, or soft-skin vehicles, a hit scored by an HE shell is multiplied into a number of hits as indicated by the bracketed die or dice value shown on the weapons chart. For example, HE D6 will result in from 1 to 6 hits on the target, HE 2D6 gives 2–12 hits, and so on. When fired against an armoured target, HE shots are not multiplied in this manner; instead a single hit is resolved in the same way as with other weapons.

A target shot at by HE can react by taking an immediate *Down* action in the usual manner. Once the target has gone

SPOTTERS

Some indirect weapons teams can be provided with a spotter as indicated in the Army Lists section. A spotter is always a single model. The spotter is part of the mortar or artillery team but is always treated separately and is not one of the crew. He does not have to be placed with the weapon crew – his role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line. As the spotter forms part of the same unit as the weapon he is directing, no separate order die is provided for him. During a turn either the weapon crew can be given an order or the spotter can be given an order – but never both. If an indirect fire weapon has a spotter, then the crew are assumed to be able to see whatever the spotter can see. This can potentially enable a mortar or artillery piece to shoot at targets that lie on the other side of a hill, woods or in some other position that is invisible to the crew itself. The spotter and the crew are treated entirely separately in other respects – as if they were two units – and the spotter is not taken into account when it comes to determining whether the weapons team or artillery piece is destroyed. Should his associated weapons team or artillery piece be destroyed then the spotter is also removed as a casualty – he abandons his post and makes his way back to his own lines without taking any further part in the battle. If the spotter is destroyed this makes no difference to the weapon team or artillery crew, other than that their aim can no longer be guided by the spotter.

Down, the number of HE hits caused is halved (rounding down). This represents men who have 'hit the dirt' and who might be lucky enough to avoid the blast and flying shrapnel.

Hits by weapons with an HE value greater than D3 can result in extra pin markers on the target. This represents the terrifying effect of artillery shells exploding on and near the unit. The total number of pin markers is generated randomly by rolling a D2, D3, or D6 depending on the HE value of the shooter as shown on the chart below. For example, if hit by a shell with an HE value of D6 the target takes D2 pin markers – i.e. roll a dice with scores of 1, 2, or 3 = 1 and scores of 4, 5, or 6 = 2.

The penetration value of HE shells also varies with the HE values, with larger and more powerful shells having higher values. This is also shown on the chart below. HE shells don't rely on the kinetic energy of the shell itself to penetrate a target's armour, so they don't suffer the –1 penetration penalty when firing at long range.

HE	PIN	PEN
D2	1	+1
D3	1	+1
D6	D2	+2
2D6	D3	+3
3D6	D6	+4

When a unit capable of shooting HE or anti-tank shots is given an *Ambush* order the player must specify the type of round loaded. If this is forgotten then the default position is that anti-tank guns will load anti-tank rounds, whilst other guns will load HE rounds. The unit cannot change from one type of round to another until a further order is issued – though this could be another *Ambush* order if desired.

Indirect Fire

The indirect fire special rule refers to weapons that shoot 'indirectly', which is to say they lob a shot high in the air to land on top of the target, for example a mortar rather than a rifle that shoots 'directly' at its target. These indirect fire weapons cannot be fired at targets within their minimum range (see the weapon's profile). If a target lies within this minimum range the shot misses automatically and is ignored. When using indirect fire a 6 is required to hit regardless of all modifiers. In the following turn, if the shooter fires at the same target, and if neither the shooter nor the target has moved from their position, a hit is scored on a 5+. This represents the shooter adjusting his aim by observing where shots are falling. If the shooter continues to fire, and neither unit moves, a hit is scored on a 4+ in the next turn, then 3+ and finally 2+ in all subsequent turns. If a hit is scored in any turn, the shooter is zeroed in on the target and as long as neither unit moves, all further shots hit on 2+.

The crew of an indirect firing weapon must still be able to see their target to shoot unless a spotter is employed – see the spotter rule in the nearby box. However, the crew can direct their fire against targets even if friends are in the way, as shots pass far over the heads of intervening friendly troops because of the high trajectory.

When fired against vehicles, hits from indirect fire weapons always strike the vulnerable top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the damage results table (see page 98).

Weapons cannot be fired indirect when given an *Ambush* order. Indirect fire is not accurate enough to use against rapidly moving or emerging targets. Howitzers and mortars can also fire smoke shells to lay a smoke screen – see page 89 for rules covering this.

Tesla

Tesla weapons have two penetration values, the lower value is used against infantry and artillery, the higher value is used against vehicles.

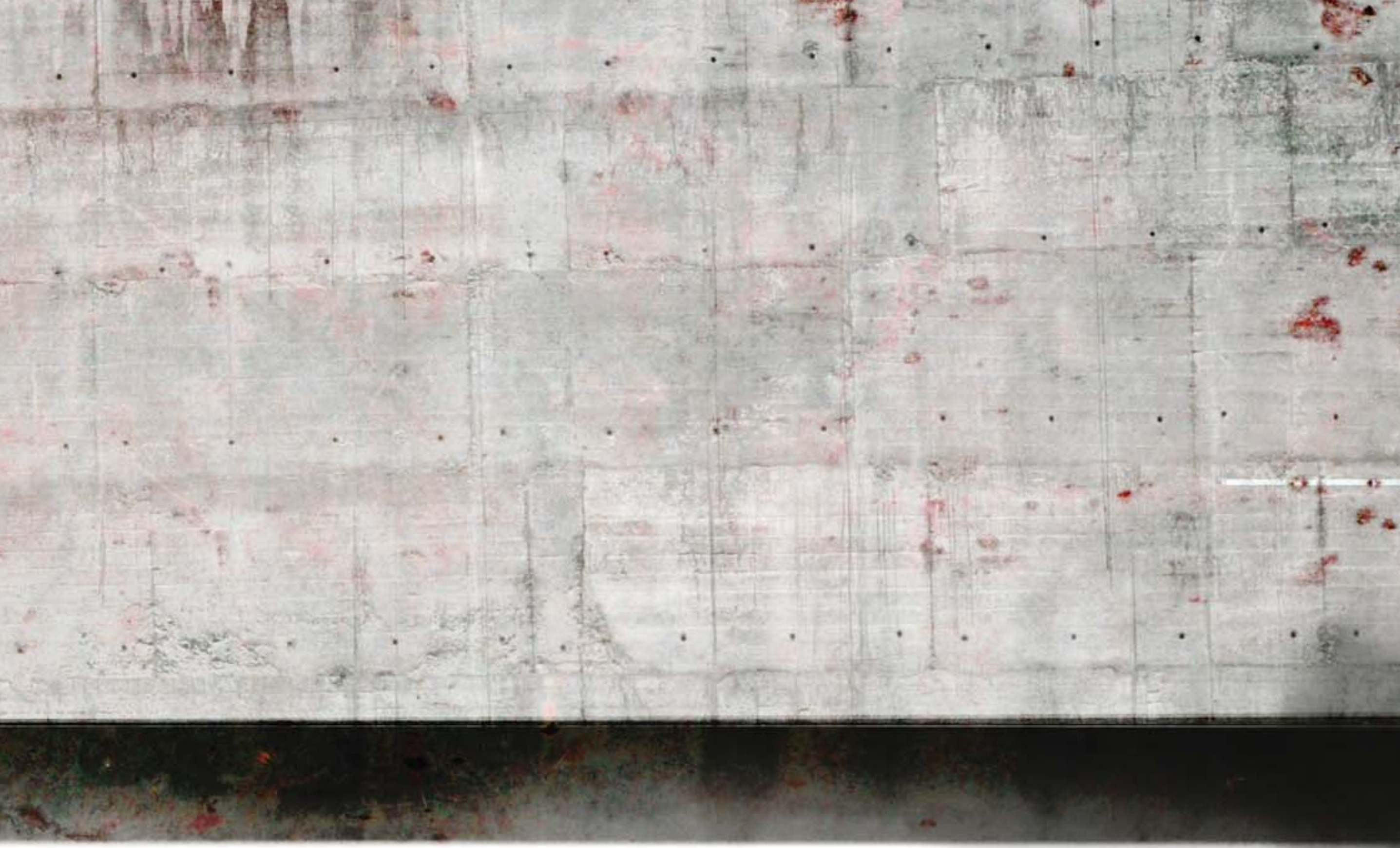
When targeting infantry and artillery the weapon arcs to nearby targets. After a successful hit is rolled, roll a d6, and this number of additional hits is inflicted on the unit. If the number of hits exceeds the number of models in the unit, any excess hits are lost.

Gravity Pulse

Gravity pulse weapons have a penetration value listed but add +1 to that value when shooting at targets with a Damage value of 8 or 9 and a +2 when firing at targets with a Damage value of 10+. In addition, a unit that takes damage from a gravity pulse weapon cannot be given a *Run* order in its following activation.

Shockwave

When firing a shockwave weapon, draw a line from the barrel of the weapon in a straight line out to the weapon's maximum range. Any unit with a model under the line is hit on a 4+ and suffers D3 pin markers. Infantry and artillery units that are hit also suffer D3 hits with a Pen value of +1. Vehicle models hit by the shockwave suffer a 'crew stunned' damage result from the damage results table.



CLOSE QUARTERS

CLOSE QUARTERS PROCEDURE

If a player wishes a unit to engage an enemy at close quarters, it must be given a *Run* order and the player must also declare the unit is making an 'assault'.

When a unit makes an assault it moves into touch the target enemy unit, and the two will then fight at close quarters. This is the only time when opposing units are allowed to deliberately move into touch, as they must normally keep more than 1″ away from each other. Fighting is resolved using the following sequence.

1. Declare target.
2. If permitted, target may make escape reaction.
3. Measure move distance and move assaulting models.
4. If permitted, target may make a stand and fire reaction.
5. Assaulters and their target choose to conduct either point blank fire or hand-to-hand combat. The assaulting unit declares their choice first.
   a. Any unit conducting point blank fire rolls to hit and damage.
   b. Any tests forced by point blank fire are carried out.
   c. Any unit conducting hand-to-hand combat carries out their attacks and damage.
   d. Compare casualties accumulated during this step.
6. Conduct morale checks as necessary.
7. If both units still in combat, consolidate or conduct follow-on combat as detailed in the rules below.

DECLARE TARGET

The player declares that the unit is making an assault and indicates the enemy unit that will be attacked. The unit making the assault must be able to see the target enemy unit, or must be able to see the building it occupies if the target is inside a building. Note that just as a unit must select one enemy to shoot at, a unit must select one enemy to assault.

REACTIONS TO ASSAULTS

In some situations, units that are being assaulted can attempt to make a reaction before the assault takes place. Normally this will be an attempt to escape prior to the assaulters moving, or a stand and fire reaction after they have moved. These options are discussed in the separate section on Reactions; see page 71.

Carry out the relevant reactions at the appropriate points in the sequence.

MEASURE RANGE AND MOVE

Measure the distance between the two units. Bear in mind that assaulting troops might have to move round terrain or models that block their most direct path to the enemy.

Troops making an assault are not allowed to cross obstacles as they move, except that they can cross an obstacle they are sheltering behind at the start of the assault move; for example, if they are behind a wall or hedgerow. Assaulting troops are also allowed to assault an enemy who is sheltering behind an obstacle, in which case the assaulting unit is moved up to the obstacle and the opposing units fight across it. Troops making an assault are also allowed to move through rough ground as they do so; however, in this instance their move is reduced to normal pace (normally 6″). In all these cases an assault is permitted and a *Run* order is allowed, even though a *Run* order is not normally possible when crossing obstacles or moving over rough ground.

If the distance is greater than the allowable move of the assaulting troops then the assault has failed to contact. Move the assaulting unit as far as possible towards the target, remembering to leave a gap of more than 1″ between them as usual.

If the distance is within the allowable move of the assaulting troops then the assault is successful. Move the models in the assaulting unit into contact with the models in the target unit. Arrange the combatants so that as many models from both sides touch as is possible, distributing the assaulters one on one as far as possible. Once the assaulting unit has moved, any models in the target unit that are not already in contact with an enemy model are moved to touch. Models unable to touch an enemy model for whatever reason are positioned as close as possible and count as fighting in the combat, even though they are not in contact.

Note that individual models can potentially move further than their normal run move to reach an enemy during an assault. So long as the opposing units were within the permitted distance measuring closest to closest in the manner described, the assault goes ahead.

The 1″ Gap Rule and Assaults

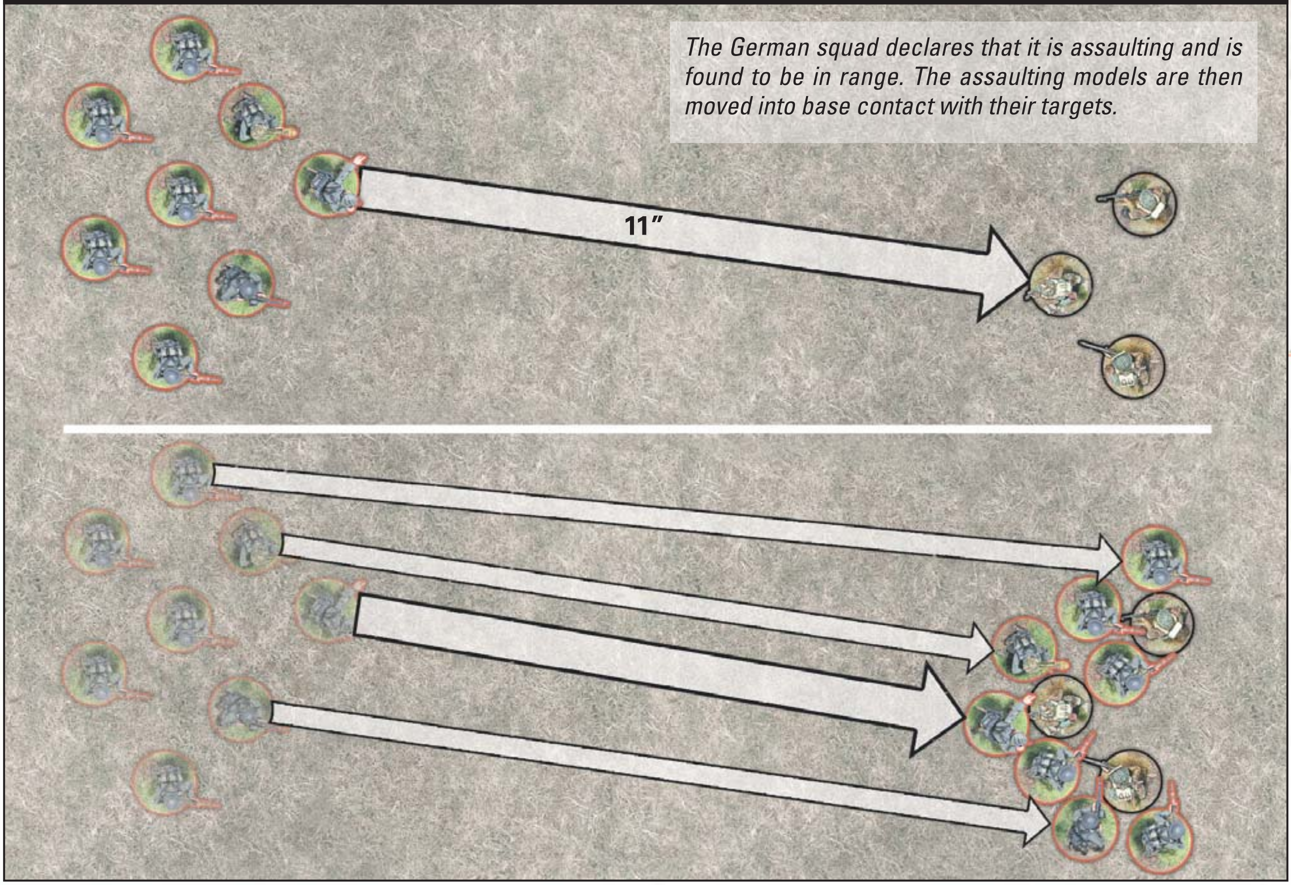
When infantry are assaulting an enemy, the usual 1″ gap rule that prevents enemies moving within 1″ does not apply. Models are permitted to move within 1″ of the enemy as they assault, but are not allowed to pass within 1″ of one enemy unit to assault a different enemy unit that is further away.

THE ASSAULT

An assault is worked out in two separate stages. The assaulting unit declares whether it will conduct either point blank shooting, or delay to conduct hand-to-hand combat. The defending player then declares which of these options it will carry out.

Any unit conducting point blank shooting then acts. Once this is resolved, any hand-to-hand combat is resolved. The assault

Assault!



The German squad declares that it is assaulting and is found to be in range. The assaulting models are then moved into base contact with their targets.

can potentially end after either of these stages, for example, because one side is wiped out by point blank shooting, or because one side has been defeated in hand-to-hand fighting.

Point-Blank Shooting

Only models equipped with small arms may take part in point blank shooting. Heavy weapons cannot shoot point-blank, but weapon team crews with side arms may use these if so equipped. Troops that do not carry small arms obviously cannot shoot.

If both the assaulter and the defender are choosing to conduct point-blank shooting, then the shooting is considered to be simultaneous. Work out the shooting for each unit using the normal shooting rules.

During point blank shooting every model will shoot assuming it is armed with a weapon that enables it to do so. It is not necessary that a model can draw LOS to the target during an assault – we assume it can do so at some point as it moves towards the enemy or the enemy moves towards it. If the unit being assaulted is behind a low obstacle or within cover, then this counts during point blank shooting as it would for any other shooting. The assaulting unit can potentially be within cover too, in which case it also receives the bonus, for example if the entire assault is taking place within a wood. Note that cover bonuses do not count for subsequent hand-to-hand fighting.

If the unit being assaulted is *Down* then this is also taken into account during point blank shooting. Work out shooting and remove any casualties that occur. Place a pin marker on units that suffer hits in the usual way. Once point blank shooting is complete, take an immediate morale check for units that require it and apply the appropriate result to units that fail their test.

Hand-to-Hand Fighting

During hand-to-hand fighting all models in a unit take part in the combat, it does not matter whether individual models are touching an enemy or not, all models fight. It is even possible that no models are touching, because point blank shooting has eliminated touching models. Even so all models in the unit fight.

Unless stated otherwise, models make one attack in hand-to-hand fighting. However, some weapons and some abilities grant additional attacks, in which case roll the appropriate number of dice equal to the total number of attacks generated. For example, models equipped with assault weapons gain an extra attack, so roll two dice per model so equipped. This total number of dice is then reduced by one for each pin marker on the fighting unit, to a minimum of one die.

Hand-to-hand fighting is worked out simultaneously, should both sides be conducting it instead of point blank fire. If a unit has a *Down* order whilst fighting hand-to-hand combat, it strikes after the enemy instead of simultaneously. This means that any models removed as casualties don't get to fight back. The enemy unit works out its attacks, casualties are removed, and pin markers placed. Then the *Down* unit works out its attacks, and casualties are removed and pin markers placed. Finally work out the results of the fight, including taking any morale checks, as described below.

Rolling to Damage

All attacks made in hand-to-hand against infantry and artillery crews are considered to hit automatically. Roll to inflict damage in the same way as for shooting, including inflicting exceptional damage on rolls of 6 followed by a 6.

Add Pin Markers

Once hand-to-hand fighting has been worked out, remove any casualties, and add a pin marker if a unit suffered at least one casualty.

Fighting Across an Obstacle

If the defenders are sheltering directly behind an obstacle, such as a wall or hedgerow, then no account is made of the obstacle when measuring the range of the assault move. Simply measure to the target unit as if the obstacle were not there. Assuming the assaulting unit can reach the target, it is moved into contact with the obstacle and the two units fight across it.

When fighting across an obstacle the attackers must factor in the cover it provides when conducting point-blank fire, the defenders also benefit from striking first in the hand-to-hand combat part of the close quarters sequence.

In the unusual event that both sides are permitted to strike first in a close quarters phase, each player rolls a D6, the higher strikes first for that assault. Roll again for each round of follow-on combat.

RESULTS OF ASSAULTS

After hand-to-hand fighting is finished, and assuming neither side has been completely eliminated, the side that has suffered the greatest number of casualties is defeated and must take an immediate morale check. If both have suffered the same number of casualties, then both must take a morale check. As normal, failing a morale check indicates the unit has lost its nerve and no longer combat effective. It is removed from the table.

Follow-On Combat

If neither unit has been broken or destroyed following a round of close quarters fighting, the winners can decide to continue the fight or consolidate. Any further rounds of close quarter fighting are conducted as hand-to hand combat only, the opportunity for point blank shooting has passed. There is no limit to the number of rounds of follow-on combat you can fight.

In the case of a draw both sides will normally consolidate. However, if both sides wish to do so they can fight a follow-on combat instead.

Consolidation Moves

After hand-to-hand fighting, each surviving unit can make a single consolidation move. A consolidation move is just an ordinary move as if an *Advance* order had been given and the unit were moving without shooting; however, no order is required to make a consolidation move. This move is intended to enable units to fall back where necessary, and for units to adopt a more sensible position/formation following combat. Defending units are not required to consolidate away from cover.

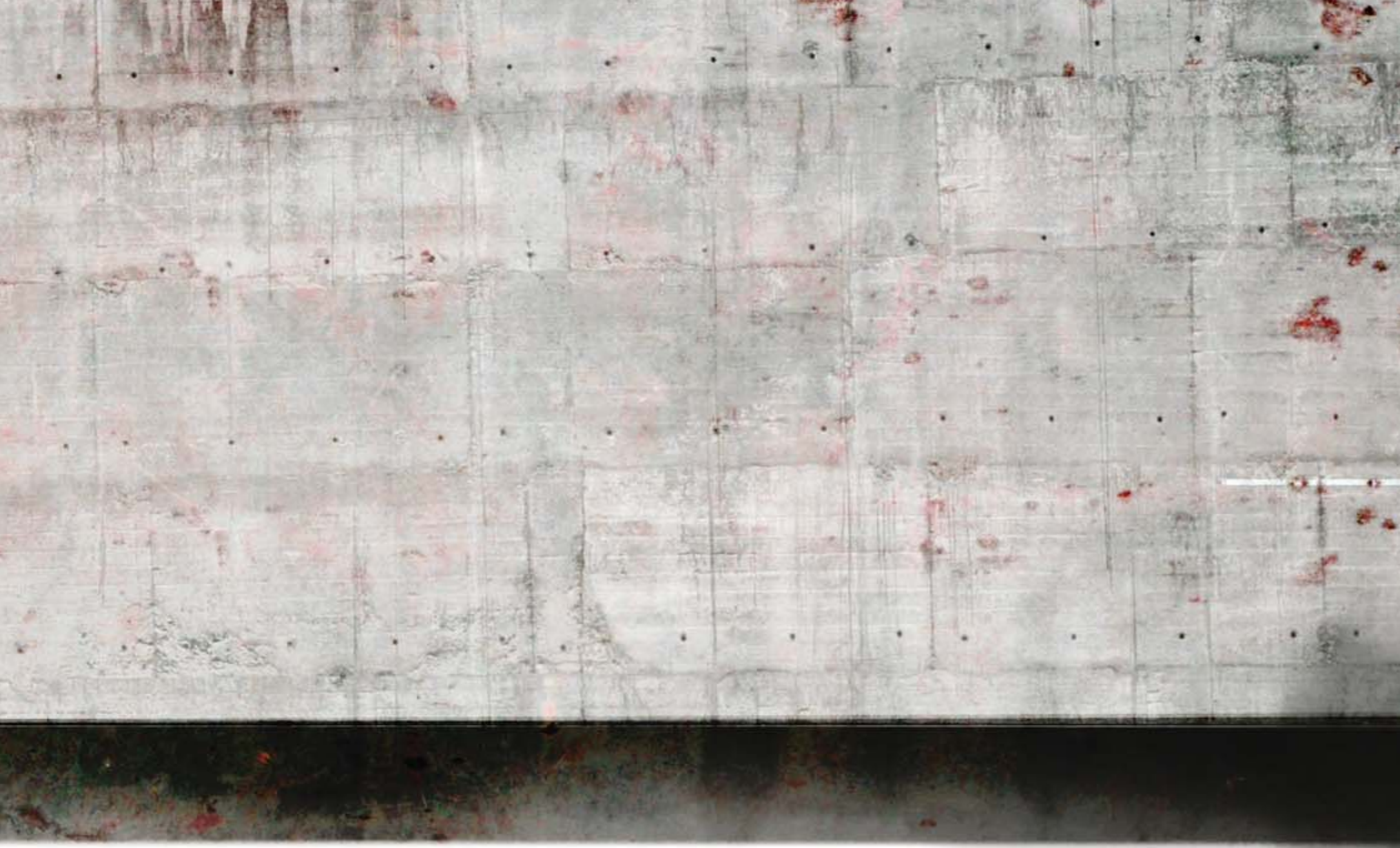
If neither unit is broken or destroyed, and the winners do not want to initiate a follow-on combat then both sides must make a consolidation move. When this happens the defeated unit always moves first; in the case of a draw roll to decide which unit moves first. A unit can make a consolidation move regardless of any previous order given to it earlier in the turn.

Note that enemy units cannot make a reaction to a unit making a consolidation move because the move is part of the assault rather than a separate action resulting from an order. This means surviving units get a chance to reposition themselves without the enemy making a reaction.

Following consolidation, the assault is complete and surviving units are no longer engaged in fighting. Note that units making consolidation moves, and which are already within 1" of the enemy at the start of their move, must begin by moving beyond 1" of all other units to comply with the formation rules.

Opposing units will always separate once a combat is over. If the defenders are not required to move as a result of being behind an obstacle or in cover, then the assaulting unit must consolidate away from the defenders.

After all consolidation moves are complete, both units' order dies are flipped to down to show they are recuperating after the assault. If the target has not yet activated, it must draw an order die from the pool. Defending the assault constitutes its order for the turn.



REACTIONS

A reaction describes a situation where a unit's order and subsequent action can potentially trigger a response from the opposing side. These reactions interrupt the normal turn sequence. Exactly how they work depends upon the situation as described in this rules section. Remember, reactions are always made in response to actions resulting from an order. A unit cannot react to another unit's reaction, nor to movement or shooting that takes place in any other circumstances – for example, defensive fire that takes place during an assault, or consolidation moves at the conclusion of close quarter fighting.

The reaction rules introduce a layer of additional complexity to the game, offering many interesting tactical possibilities. However, they take some getting used to. It is therefore a good idea for players to familiarise themselves with the basics of game play before attempting to use the reaction rules.

MAKING A REACTION

A unit can attempt a reaction if it has no order or, in some situations, if it has an *Ambush* order. A unit that already has an order other than *Ambush* cannot attempt a reaction. Units with an *Ambush* order are treated slightly differently to units that have no order, so we'll deal with *Ambushing* units separately for ease of explanation (see page 73).

When a unit wishes to make a reaction it must take a reaction test. If the test is passed the unit makes the reaction. If the test is failed it does not make the reaction and receives a pin marker. There is therefore a risk of not only failing to react, but of suffering a pin to represent the unit falling into confusion over conflicting orders and threats.

As an exception to the necessity for a reaction test, if a unit wishes to make a go down reaction it does not need to make a test. This is comparable to a unit making a *Down* action following a *Down* order – in both cases no test is required.

Reaction Tests

All reaction tests are made the same way. Roll a 2D6 and compare the result to the unit's morale value, modified by pin markers as normal. The unit's modified morale value is therefore its morale with a –1 penalty for each pin marker on the unit.

If the dice score is equal to or less than the unit's modified morale value, the test is passed. If the score is more than the unit's modified morale value, the test is failed. If the test is passed it can react as described.

If a unit makes a reaction, then an order dice is drawn from the dice bag and given to the unit. Every reaction is equivalent to one of the orders on the dice as explained in the description of the reaction. If a unit fails to react then it suffers a pin marker, but it does not receive an order dice and is therefore free to be given an order later in the turn, or to attempt to react to another enemy unit at some later point.

GO DOWN

A unit that is targeted by enemy shooting can react by going down. This happens when the shooting player declares his target and before measuring range and rolling 'to hit'. The player whose unit is being shot at declares his unit is going down. The unit is immediately given a *Down* order. Take an order dice from the dice bag and place it by the unit with the *Down* side uppermost to show that it has gone down. No reaction test is required for a unit to go down.

STAND AND SHOOT

A unit that has been successfully assaulted by an enemy can react by shooting as the enemy approach. Make the test as soon as the enemy has successfully moved into the assault, or moved after failing to make contact in the assault. If successful, this gives the unit a *Fire* order and enables it to shoot the assaulters before moving on to close quarters combat. Place a *Fire* order by the unit. Calculate the unit's defensive fire as normal shooting, removing casualties from the assaulting unit, adding any necessary pin marker and making a morale check where necessary. Note that heavy weapons and vehicle must be able to target the assaulting enemy in their fire arcs as normal.

Once this is resolved, the assaulting unit can continue its assault as per the close quarters section of the rules, assuming it has not been wiped out or broken.

ESCAPE!

A unit that has been assaulted by an enemy can react by making an immediate *Run* move to try to place itself out of reach. This reaction has to be made before the assaulting unit moves, when the opposing player announces the unit will make an assault.

If a unit makes a successful escape reaction it immediately gets a *Run* order. Take a dice from the dice bag and give the unit a *Run* order. The unit must make a *Run* move that puts as much distance between it and the assaulting enemy as possible. In other words it must run away from the enemy in so far as it can. The escaping unit can skirt round any terrain, or obstacles, that would potentially slow it down so long as the resulting movement takes it consistently away from the assaulting enemy.

Once the escaping unit has made its move, the assaulting unit must complete its move in so far as it can, as described in the Assault rules on page 67. If the escaping unit hasn't moved far enough to get out of the way of its enemy, then the assault happens anyway. In this case, the escaping unit cannot conduct point blank fire because it is too busy trying to escape. If an escaping unit escapes through a friendly unit, the assaulters conduct an assault against this new unit if their move brings them into contact.

Important! Remember that it is not permitted to make a reaction against a unit that is making an escape. Reactions can only be made where units are taking actions resulting from orders they have been given.

FIREFIGHT

A unit that is shot at by an enemy unit with a *Fire* order at ranges up to 20" can react by shooting back. This shooting takes place simultaneously with enemy fire, so both units shoot at full effect before both remove casualties and make any consequent morale checks.

Make the reaction test as soon as the enemy range is measured and before rolling 'to hit'. If a unit successfully reacts, it immediately gets a *Fire* order. Take a dice from the dice bag and give the unit a *Fire* order. Resolve the *Fire* action simultaneously with the enemy.

In the case of weapons that have a minimum range, the enemy must be at a range that would normally allow weapons to fire. Note that there is no additional restriction on what type of weapons can engage in a firefight, e.g. indirect fire weapons can take part in a firefight if they could otherwise shoot at the target.

RUN TO COVER

A unit that has been shot at by an enemy unit with a *Fire* order at ranges greater than 20" can react by running to cover, either to place itself out of the line of sight of the shooters, behind intervening terrain or within cover, or at longer range.

This reaction has to be made before the enemy unit shoots, once the opposing player announces the enemy unit will fire at the target and the range has been measured. Note that units can't make a run to cover reaction from indirect fire. If fired at by a mix of direct and indirect fire a run to cover reaction is allowed.

If a unit successfully reacts, it immediately gets a *Run* order. Take a dice from the dice bag and give the unit a *Run* order. The unit makes an immediate *Run* action before the enemy shoots. This move can be in any direction as long as it places the unit either into or behind cover, or behind intervening terrain or an obstacle, or out of sight of, or further away from the enemy unit shooting at it.

A unit moving into or behind cover does not have to get the entire unit to cover, so long as at least one model can reach cover. A unit running to cover cannot make an assault as it does so; however, the move can potentially bring the unit closer to enemy units.

Important! It is not permitted to make a further reaction against a unit that is making a run to cover reaction. Remember, reactions can only be made where units are issued orders.

M8 Grizzly

AMBUSH

Ambushing units are treated somewhat differently to other units when it comes to making a reaction. A unit with an *Ambush* order can attempt any of the standard reactions already described as if it had no order. It must still take a reaction test as explained already. A unit with an *Ambush* order can also make a special *Ambush* reaction as described below.

Standard Reactions

A unit with an *Ambush* order can attempt any of the standard reactions already described in the same way as a unit with no order. With the exception of a *Down* order, a reaction test is required to carry out any other reaction as normal. If the test is successful the *Ambushing* unit's order dice is turned to show the appropriate order for the reaction, for example a *Run* order in the case of a run to cover. If the test is failed the *Ambushing* unit takes a pin and its order does not change – it stays on *Ambush*. This means that an *Ambushing* unit that fails to make one of the standard reactions already described is still on *Ambush* and it can potentially make a further reaction later in the turn. However, it cannot react (or carry out its *Ambush*) to the same enemy action – it has had its chance to act and failed.

Making an Ambush Reaction

A unit with an *Ambush* order can react by shooting at an enemy unit that moves within its field of fire with either a *Run* or *Advance* order, and which presents a target as it does so.

An *Ambushing* unit can shoot at any convenient point during the enemy unit's movement; for example, once it has moved from cover, or as it moves into a closer range band.

Where an ambushed unit is making an advance, shots from the ambushers are worked out and any resulting pin added before shots from the ambushed unit are worked out. If the ambush triggers a morale check this must be resolved before the ambushed unit shoots.

A unit with an *Ambush* order cannot make an ambush reaction against an enemy that has successfully assaulted it, although it could attempt a stand and shoot or escape reaction.

A unit with an *Ambush* order can make an ambush reaction against an enemy unit that is assaulting another unit. If it does so, the ambush reaction must be made before any point blank shooting during the assault itself, either before or after any reaction from the unit being assaulted.

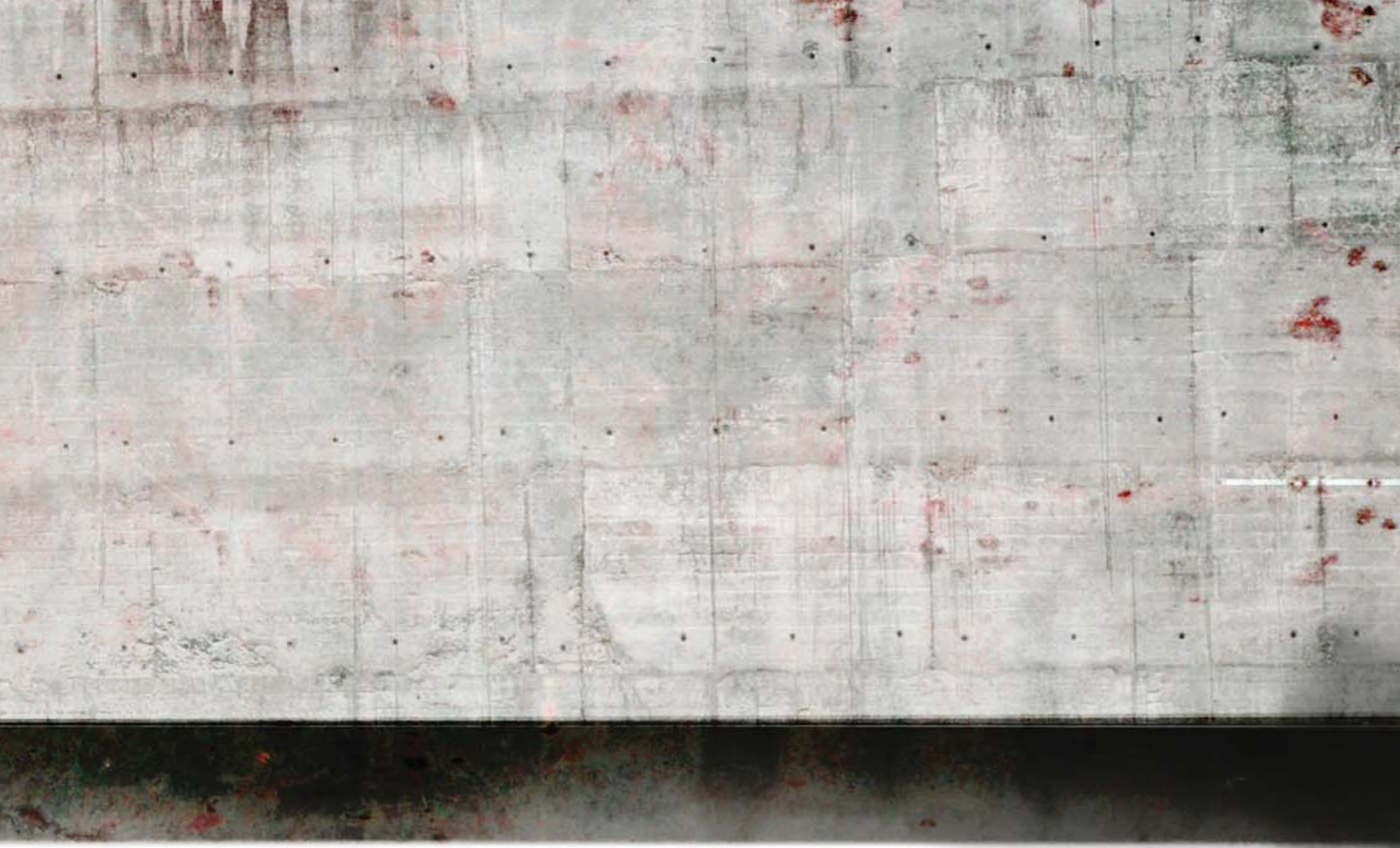
Conducting the Ambush

If an ambushing unit passes its reaction test, work out shooting as if the ambushers had a *Fire* order and changes its order die to *Fire*. If an *Ambushing* unit fails its reaction test, a pin marker is added but the unit retains its *Ambush* order, allowing it to attempt another *Ambush* later in the turn.

Heavy Weapons and Ambush

As an exception to the above rule, a weapon team with a heavy weapon can only attempt one *Ambush* in a turn and its order dice is always turned to *Fire* once it has done so. However, a reaction test is still required, and failure results the unit missing its opportunity to fire and it receives a pin marker as usual.

Soviet infantry play a deadly game in attempting to ambush German Schreckwulfen.



HEADQUARTERS AND COMMAND UNITS

Although the actual military organisations of the combatant nations differed in detail, officers, support weapons, radio operators, forward observers, and medical staff generally formed part of a platoon, company, or in some cases battalion, headquarters (HQ). These HQ units would often be scattered amongst the fighting units where they could be most effective. In *Konflikt '47* we allow these units to be incorporated as part of a force without worrying unduly about exactly how they fit into the army's structure. Once deployed for battle such units all form part of the same overall command.

HQ UNITS

HQ units are infantry units comprising one or more models. Regardless of its size, each HQ unit adds an order die to your force just like any other unit.

Officers

The most common and possibly the most useful type of HQ units are officers. Officer units consist of an officer model together with a number of other men. Officers are vital when it comes to getting troops moving under fire. To represent this an officer model adds a morale bonus to all friendly units within 6", including to the officer unit itself. The morale bonus conferred by an officer depends upon his rank – the more senior the officer the higher his bonus. Of course, we accept that linking effectiveness to rank is merely a convenience for purposes of our game. In reality there were many junior officers who were excellent and inspiring leaders and any number of senior officers who were anything but! We have listed the ranks according to British/US usage, and obviously the same bonuses apply to their equivalents in other armies.

OFFICER'S MORALE BONUS	
Second Lieutenant	+1
First Lieutenant	+2
Captain	+3
Major	+4

German Heavy Infantry

The greatest bonus we need take account of is +4. Therefore the highest rank we have made use of is major, but models of higher-ranking officers can certainly be fielded as part of an army with the same bonus as a major, should players wish. Bear in mind that the highest morale value is always 10, regardless of any bonuses that apply. A force can include multiple officers of the same or different ranks, but a unit can only benefit from the morale bonus of one officer at a time. This will always be the highest value available.

Medics

A medic team consists of a field medic and can include assistants such as orderlies and stretcher-bearers. The field medic is trained to deal rapidly and efficiently with battlefield injuries. These invaluable men can save lives and even put a man straight back into action if his injuries are slight. If an infantry or artillery unit, including the medic team itself, has a medic model within 6" roll a die every time the unit suffers a casualty from small-arms fire. On a 6, that casualty is ignored. Note that a medic cannot be used in cases of exceptional damage (page 54), against casualties inflicted by heavy weapons (page 58), or against damage suffered in close quarter combat (page 67).

Forward Artillery Observers

An artillery observer unit consists of an artillery officer model and can include a second model as assistant radio operator. Artillery officers were often attached as liaison at company level to coordinate the fire of artillery batteries behind the frontline. This was done in various ways, ranging from the use of radio or field telephones to runners.

Once per game, when the forward artillery observer unit receives a *Fire* order, the observer can contact his battery, calling in either an artillery barrage or a smoke barrage. To represent this you will need a token of some kind – a coloured chit, for example. Place the token anywhere within sight of the artillery observer. This token represents the aiming point for the artillery battery he has contacted.

Once the token has been placed on the battlefield, at the start of each following turn, before drawing any order dice, roll a D6 and consult the appropriate chart, either the Artillery Barrage or the Smoke Barrage chart:

ARTILLERY BARRAGE CHART	
Die Roll	**Result**
1	***Miscalculation*** *Either the observer or the artillery battery has made a terrible mistake in the heat of battle.* The enemy can move the token up to 24" in any direction and then immediately resolve an artillery barrage as described for result 4–6 below.
2 or 3	***Delay*** *The battery is probably busy with another fire mission in another part of the battle.* The player making the barrage can move the token up to 12". Roll again at the beginning of the next turn.
4, 5 or 6	***Fire for effect*** *The area around the aiming point is plastered with heavy shells, blasting the enemy to smithereens.* Roll a die for each unit, friend and enemy, within D6+6"of the aiming point. On a result of 1-5, the unit is not hit directly but takes D3 pin markers from shock and blind terror. On a result of 6 the unit is hit by heavy howitzer – it takes 3D6 hits with a penetration value of 4+ and D6 pin markers (i.e. as for a heavy howitzer hit). Vehicles are hit on their top armour and other units are allowed to take a down action to reduce the damage. Note that the target must declare it is going down before rolling to determine the number of hits suffered.

SMOKE BARRAGE CHART	
Die Roll	**Result**
1	***Miscalculation*** *Either the observer or the artillery battery has made a terrible mistake in the heat of battle.* The enemy can move the token up to 24" in any direction and then immediately resolve a smoke barrage as described in result 4–6 below.
2 or 3	***Delay*** *The battery is probably busy with another fire mission in another part of the battle.* Nothing happens – leave the token in place. The player making the barrage can move the token up to 12". Roll again at the beginning of the next turn.
4, 5 or 6	***Smoke screen deployed*** *The area around the aiming point is filled with smoke shells, creating a fluttering smoke screen that billows in the wind and hides the movement of troops.* To represent the smoke some cotton wool, kapok or similar material is required. Make a circle of smoke 6"in radius centred upon the aiming point. Visibility through a smoke screen is reduced to a maximum of 2". If a shooter's line of fire to a target passes through more than 2" of smoke then the shot is blocked and the target is considered impossible to see. If a shooter's line of fire passes through less than 2" of smoke then it can see the target, but suffers a –1 penalty to hit for shooting at a target in 'soft' cover.

Whenever there is smoke on the table, roll a die at the start of each turn. On the roll of a 1 all the smoke is dispersed by the wind and is removed. On the roll of a 2 all the smoke on the table drifts D6” in the same randomly determined direction. On a roll of a 3 or more the smoke stays where it is.

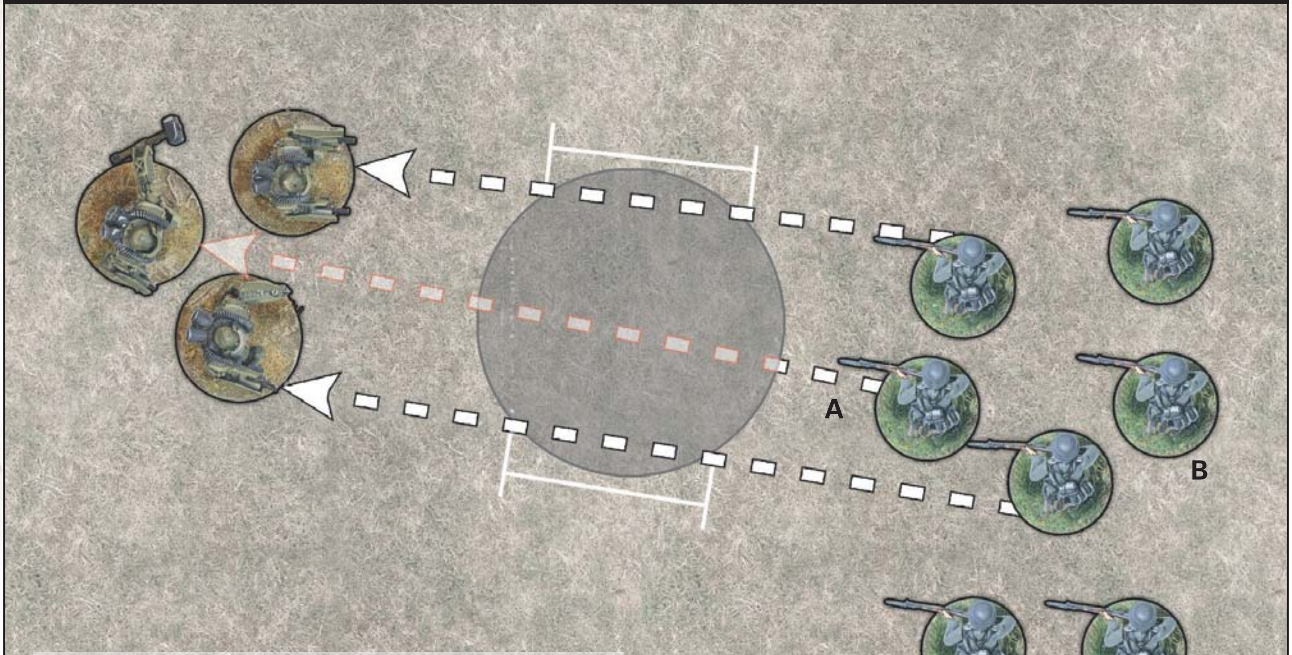
Forward Air Observers

An air observer unit consists of an air force liaison officer and can include a second model as assistant radio operator. These air force officers are attached to ground forces so that air strikes can be effectively coordinated against enemy-held positions. In the game they function in a similar way to artillery observers, but instead of calling down an artillery barrage they can summon an air strike.

Once per game, when the forward air observer unit receives a *Fire* order, the observer can call in aircraft to attack the enemy. Nominate an enemy unit anywhere within sight of the observer as the target for the air strike. Once a target has been chosen an aircraft can potentially appear at the beginning of any following turn. At the start of the next turn, before drawing any order dice, roll a D6 and consult the chart opposite.

The target unit and every unit (from either side) within 12” of the target unit is potentially pinned simply because the aircraft has been spotted. Roll D3–1 for each unit and add the indicated number of pin markers. Once any pinning has been worked out, place a suitable token 18” away from the intended target to represent the point where the aircraft opens fire or deploys its payload. Whilst any suitable coloured chit will suffice to mark the spot, many players will doubtless wish to employ a model aircraft in this role. This certainly looks more threatening!

Smoke Barrage



German soldiers A and B draw line of sight through more than 2" of smoke, so they cannot see to shoot their targets. The other models in the shooting squad draw line of sight through less than 2" of smoke, so they can shoot but their target is counted as being in soft cover.

Once the aircraft model or token has been positioned resolve shooting from flak units, if either side has any. Work out if the aircraft has taken damage during its attack run as described below. Note that it is possible for flak units from either side to inflict damage on attacking aircraft – as troops would often mistake friendly aircraft for enemy.

Once damage from flak has been worked out, and assuming the plane has not been shot down or forced to abort its mission, roll a D6 to determine the type of attack against the target unit.

AIR STRIKE CHART

Die Roll	Result
1	***Rookie pilot*** *This inexperienced airman must have trouble with target recognition.* The opposing player can choose one of your units as the new target for the air strike. He places the aircraft marker as described for a Here it comes! result and resolves the attack against your unit.
2 or 3	***The skies are empty*** *Possibly because of interdiction by enemy fighters, or simply for lack of availability, no plane is sighted.* Nothing happens. If he wishes the player can change the nominated target to any other enemy unit within sight of the Air Observer. Roll again at the beginning of the next turn.
4, 5 or 6	***Here it comes!*** *With a roar, the aircraft begins its attack run.* Follow the sequence overleaf to resolve the air strike.

RANDOMISING DIRECTION

The easiest way to establish a random direction is to use a Warlord order die. Each face of the die has an arrow symbol clearly marked – roll the dice and the arrow will indicate a random direction. Any kind of die that has numbers rather than 'pips' can be used in a similar fashion to give a random direction by drawing a line through the top of the number rolled. Some players use a D10 in a similar way, as its sides are 'arrow shaped' and will therefore always point in a direction when rolled. Another method is to use a D12 (a die with 12 sides) and to nominate a direction as 12 o'clock – this will give you a random direction according to a clock face: 1 o'clock, 2 o'clock, and so on.

Flak

All enemies with the flak special rule that are not currently *Down* automatically fire at the attacking aircraft if the token or model lies within their firing arc and range. Flak units fire regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. The usual line of sight rules are ignored when firing at aircraft because the target is plainly visible in the sky. Measure the range between the shooter and target ignoring everything in between. Rolls to hit aircraft are always at a –2 penalty because they are fast moving targets and inherently difficult to hit.

Friendly flak units that are not currently *Down* must test to hold their fire against attacking aircraft if they are in arc and range of the marked position. Roll a D6 for each flak unit. To successfully hold their fire inexperienced units must roll a 5 or 6, regular units a 4, 5, or 6, and veteran units a 3, 4, 5, or 6. Units that do not manage to hold their fire will shoot at the incoming aircraft as if it were an enemy.

Any flak units that are in *Ambush* lose their ambush status if they shoot at aircraft, in which case their order die is flipped to *Down*. Any units that are hidden as described in the scenarios section lose their hidden status if they shoot at aircraft (see page 120)

Do not roll to damage the aircraft if it is hit; instead tally up the number of hits scored in total. Once all flak units have fired, if the plane has suffered 6 or more hits in total it has been shot down or damaged and forced to abort the attack. The aircraft marker or model is removed. Otherwise proceed with the ground attack, with the number of hits suffered from flak affecting the result of the attack as already noted.

AIR STRIKE RESOLUTION

Die Roll	Result
1 *Strafing fighter*	The target takes one additional pin marker and 3D6 hits with a +1 penetration value. Reduce the number of hits by 1 for every hit the plane has suffered from flak. Armoured targets are hit on their top armour. Infantry and artillery can go *Down,* to halve the hits taken in the same way as from HE shells (see page 65).
2 or 3 *Fighter-bomber*	The target takes two additional pin markers and 2D6 hits with a +2 penetration value. Reduce the number of hits by 1 for every hit the plane has taken from flak. Armoured targets are hit on their top armour. Infantry and artillery can go *Down,* to halve the hits taken in the same way as from HE shells (see page 65).
4, 5 or 6 *Ground-attack aircraft*	This is either a dive-bomber or a fighter-bomber equipped with rockets or heavy automatic cannons to attack armoured targets. The target takes three additional pin markers and 3D6 hits with a +4 penetration value. Reduce the number of hits by 1 for every hit the plane has taken from flak. Armoured targets are hit on their top armour.

UNIT SPECIAL RULES

Many units have special rules, as indicated in the Army Lists. Further specific rules are included in the entries of individual units where appropriate. Note that not all of the rules listed here apply to units in the Army Lists of this book, but they are included so that players can get an idea of which rules might be appropriate for other forces.

Tough Fighters

Some troops excel at hand-to-hand combat, whether because of specific training, special abilities or even a cultural disposition. Each model in a unit with this special rule has two attacks in hand-to-hand combat when carrying out close quarter combat against infantry and artillery crew, regardless of what weapons they carry.

Fanatics

Fanatics are unwilling to give in and will die fighting rather than flee or surrender. When a fanatic unit loses half its numbers from enemy fire it does not take a morale check, and it continues to fight as normal so long as it includes at least two men. Should the unit be reduced to a single man he must take checks as normal.

When a fanatic unit is defeated in close quarter combat, the fight counts as a draw instead and the fanatic unit must always opt for a follow-on round of combat, although if their opponent declines, both units can consolidate as normal.

Shirkers

Whether they are conscripted militia, freed criminals, or just reluctant or inept fighters, some units are just not combat material. Shirkers must always take an order test when given an order, even where they are not pinned, and always count pin markers as a –2 penalty rather than the normal –1.

Green

Raw troops are usually rated as inexperienced with a morale value of 8 – but some inexperienced troops may be too foolhardy or overconfident to understand their predicament. Green troops might run at the first shot, prove stubbornly fierce, or resistant to attack.

Green units are inexperienced with a morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down* – if it has already taken its action this turn, flip the order die to *Down*, if not then take an order die from the dice pot to show the unit is *Down*. There is no further effect. On a roll of 2, 3, or 4 the unit fights on as you would expect, this special rule has no further effect. On a 5 or 6 the unit is immediately up rated to regular with a morale value of 9 for the rest of the battle.

German heavy infantry attack a lone Siberian Horror

Tank Hunters

Tank hunter units are equipped with specialised close quarter anti-tank weaponry. This includes anti-tank grenades – possibly launched from a rifle – sticky bombs, gammon bombs, satchel charges, lunge bombs, Molotov cocktails and the like. If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage. See page 102 for an explanation of how assaults against armoured vehicles are resolved.

Snipers

A sniper team includes a marksman with a high-power telescopic sight and can also include an observer or loader. When a sniper shoots using a *Fire* or *Ambush* order, the following special rules apply. If a sniper shoots in any other situation the shot is counted as an ordinary rifle shot.

Rifle range is increased to 36” and the sniper adds +1 to his die roll to hit the target. The sniper is a crack shot equipped with a superior weapon and can pick off targets at long range. The sniper can aim at any individual model that he can see in the target unit, and if the target is hit and killed that specific model is removed as a casualty in the same way as for exceptional damage.

When rolling to hit, a sniper ignores all dice penalties for the target’s cover. If shooting at artillery a sniper ignores the gun shield rule.

Cavalry

Cavalry are generally treated as units of infantry except where noted below. Once dismounted they become infantry for the remainder of the game and the Cavalry special rule no longer applies.

The cavalry unit moves 9" at an *Advance* and 18" at a *Run* with the same terrain and movement restrictions as infantry, except that cavalry may not enter buildings.

Cavalry units may not select a *Down* reaction to enemy fire, they can however make a run to cover reaction. A cavalry unit can dismount as part of any *Advance* order; once dismounted riders move and fight as infantry. Troops cannot remount once dismounted.

Cavalry units can carry infantry small arms, but the only weapon that can be fired whilst mounted is a pistol or a carbine, in which case it is treated as a pistol. Note that carbines are treated as rifles when used by troops on foot. All other weapons can only be fired if dismounted.

Cavalry models fight at close quarters with three attacks in hand-to-hand combat regardless of how they are armed.

Motorbikes

Motorbikes were primarily used by dispatch riders and reconnaissance units; as with cavalry they are generally treated as infantry with the following exceptions.

Bikers can dismount and fight as infantry, from which point the motorbike special rules no longer apply.

Motorbike units move 12" at an *Advance* and 24" at a *Run* with the same movement rules and restrictions as wheeled vehicles, except that motorbikes may make an unlimited number of turns.

Motorbike units may not select a *Down* reaction to enemy fire, they can however make a run to cover reaction. Motorbike riders can dismount as part of any advance order, once dismounted riders move and fight as infantry. Troops cannot remount once dismounted.

Bike riders can carry small arms but may not fire while mounted. Sidecar riders can shoot small arms when carrying out an *Advance* order. All other weaponry can only be fired when stationary, i.e. with a *Fire* order.

Bike are not allowed to make an assault action and if assaulted may make a free escape reaction regardless of whether they already have an order dice. If attacked at close quarters they are hit as soft-skinned vehicles (cannot be hit on run order, hit on a 6 on an advance and on a 4, 5, or 6 if stationary), and damaged as infantry (as per their experience rating). Motorbikes fight as infantry and may choose either point blank fire or hand-to-hand combat as normal.

Automaton

Automatons have basic decision making ability but lack quick reactions and true human judgement. Automatons have the following special rules:

1. They cannot be given assault or *Ambush* orders.
2. They cannot carry out reactions
3. They must take an order test on every receipt of an order, even if they have no pin markers.
4. They may fire fixed weapons whilst moving, with the normal –1 to hit modifier.
5. They are immune to horror.
6. They cannot benefit from medics or the proximity of officers.
7. They cannot benefit from national special rules.

Tough

Units with the tough special rule may have a number of ways of resisting damage. Most commonly through effective armour, an unnatural tolerance to pain, or even from a rapid healing ability.A unit with the tough special rule rolls a D6 every time an opponent rolls equal or over its Damage value; the damage is ignored on a roll of 5+. Weapons with a damage penetration modifier of +2 or greater negate this special rule.

Tooth and Claw

As a result of genetic manipulation and DNA splicing, certain troops in the German and Soviet armies are more animal than human. As such they often have oversized teeth and claws, making them terrifying opponents at Close Quarters.

Similar to the tough fighters rule, models with the tooth and claw special rule have three attack dice in hand-to-hand combat. Models with the tooth and claw special rule cannot also benefit from using a weapon's special rules in hand-to-hand combat.

Large Infantry

Some units of infantry are considerably larger than ordinary soldiers, notably the newer Rift-tech Heavy Infantry squads and some of the German and Soviet genetic enhanced infantry. Units with this special rule count double when calculating capacity for transports. For example, five US Heavy Infantry require a carrying capacity of ten in a transport.

Flight

Units that have the flight special rule move around the battlefield in long leaps, swoops or bounds. They do not stay airborne like aircraft, nor can they hover or manoeuvre freely at altitude. The rule is intended to provide movement options for troops with enhanced mobility such as Nachtjägers and US Firefly jump troops. The ability to move swiftly, whilst ignoring terrain is of great help to infantry that need to cover ground quickly whilst under fire. In some cases however, the extra attention such movement may attract can be tactically counter-productive!

Units with the flight rule may move up to 12" when advancing and 18" when running. Flying troops ignore any terrain restrictions on their movement, but must not end their flight in impassable terrain. Infantry with the flight rule may elect to move as normal infantry at the start of their activation, in which case they follow all normal rules for infantry movement.

Slow

With the advent of heavier and bulkier personal armour, from flak vests to powered suits, not all infantry can maintain the same pace across the battlefield. Squads with the slow special rule have a base move of 4" rather than the normal 6". Accordingly, these troops therefore *Run* at 8".

Fast

As genetic and DNA manipulation of military personnel becomes more widespread, certain enhanced infantry can move quicker than the average soldier. Squads with the fast special rule have a base movement rate of 8", and therefore a *Run* move of 16".

Resilient

The presence of heavy armour and biologically-enhanced super soldiers has resulted in a generation of soldiers that are increasingly hard to kill, particularly without heavier weapons. Infantry units with the resilient rule may have heavy armour, tough skin or immunity to pain and injury; regardless they receive the same benefit. Troops with the resilient special rule have a Damage value of 6+ when being fired upon, they use their normal morale level in hand-to-hand combat.

Infrared (IR) Vision

Using fledging Infrared (IR) technology, a range of weapon scopes, vehicle sights and sensors have been developed for use on the battlefield. Rift-tech advances have meant power supplies are more consistent and equipment is far more compact than otherwise would have been the case. Units with the IR vision special rule ignore smoke and may fight normally during night-fighting scenarios.

Strong

Certain genetically-enhanced soldiers are capable of feats of incredible strength; as Germany and the Soviet Union continue to push the boundaries of Rift-tech, it is only a matter of time before these enhancements reach epic proportions.

A unit with the strong special rule has a Pen of +1 when rolling hand-to-hand damage (but not point blank shooting). When rolling to penetrate armoured vehicles in hand-to-hand combat, each successful hit against the target adds +2 to the roll rather than the normal +1. Units with strong also gain the tank hunter special rule.

Horror

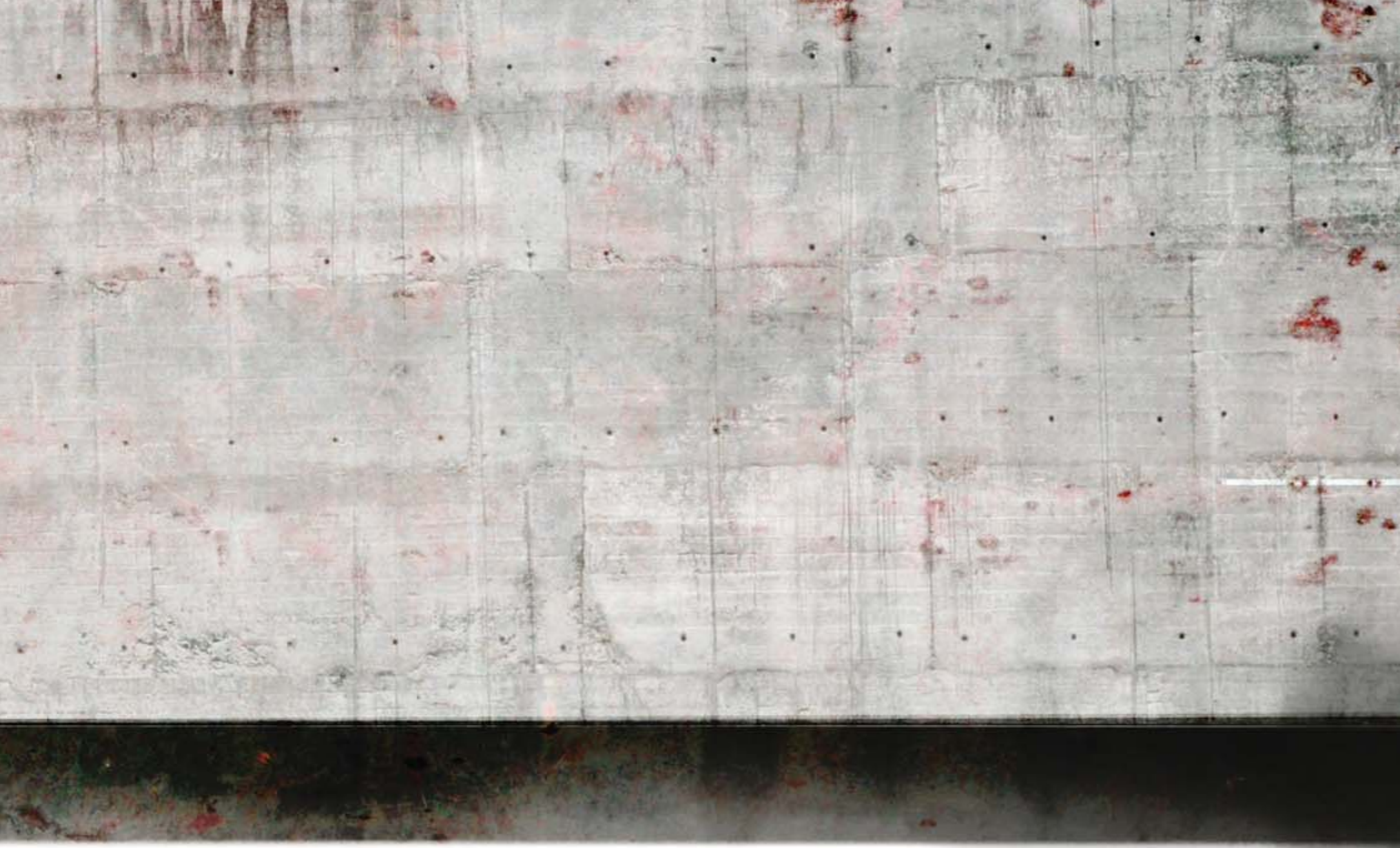
Despite the grit and resolve of the soldiers fighting on the frontline, there are limits to the amount of mental trauma some men can take. Battle fatigue, or 'shell shock' as it was known in World War I, is not helped by some of the horrors stalking the modern battlefield. Creations from the bio-labs of Germany and the Soviet Union recreate nightmares of myth and legend, testing the resolve of the most hardened veteran. Certain units may have the horror special rule, which has the following effects on the tabletop.

Troops assaulted by units with the horror rule must take a morale check after the assault is declared. If they fail they may not carry out reactions and must conduct point blank fire and hand-to-hand combat after the horror-causing attackers. If they pass the test, they still fight after the horror-causing troops, but can carry out reactions as normal.

Troops that cause horror also unsettle soldiers around them, friend or foe. Any unit within 6" of a horror-causing model suffers –1 to their morale. This penalty will also affect targets of an assault, even if the assaulting horrors start over 6" away.

Troops that have the horror special rule are themselves immune to horror.

German Schreckwulfen



ARTILLERY

The biggest artillery pieces sit far behind the lines and their murderous fire is called down from many miles away. However, smaller field guns and anti-tank guns operate closely with the infantry and will sometimes be called upon to fire directly at targets over open sights. Both field artillery and anti-tank guns are useful against armoured vehicles, and larger anti-tank guns are also capable of firing a high-explosive shot, which makes them effective against infantry.

Soviet Cossack Light Mech

Up to this point we have talked primarily about the rules for infantry. This section introduces a new kind of unit: artillery. For the most part an artillery unit consists of a gun and its crew or some similar weapon such as a rocket launcher or multi-barrelled launcher such as the German Nebelwerfer. When we talk of artillery pieces as 'guns' in the game rules it is assumed this includes all such weapons.

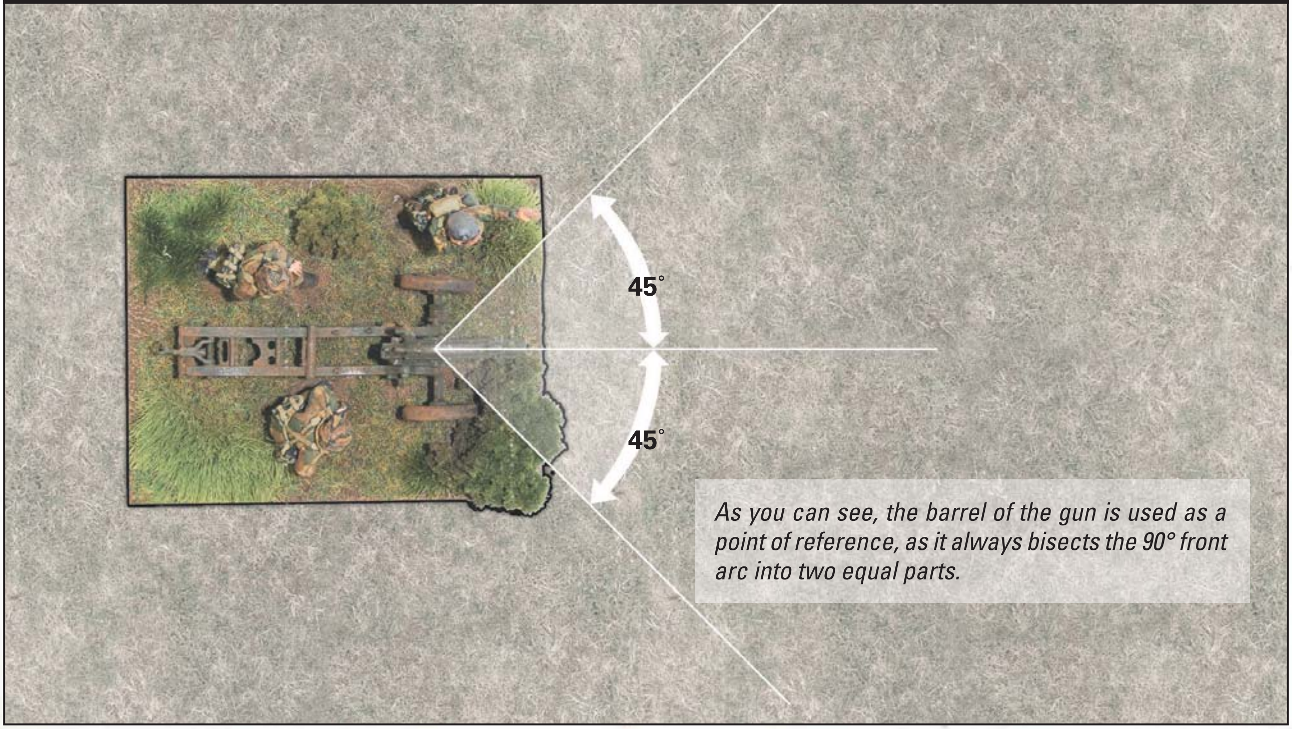
ARTILLERY UNITS

An artillery unit consists of two elements – the gun model and its crew. The crew are arranged within 1" of the gun so that the gun and crew together form a single unit.

ARTILLERY AND MEASURING DISTANCES

When firing at an artillery unit, measure the distance to the crew or gun model, whichever is closer to the firer. If measuring to the gun model, always use the carriage and ignore the barrel of the gun.

Artillery Arc of Fire



As you can see, the barrel of the gun is used as a point of reference, as it always bisects the 90° front arc into two equal parts.

ARTILLERY AND SIGHT

When an artillery piece shoots directly at a target 'over open sights', the line of fire is worked from the point of view of the gun by sighting along its barrel.

When an artillery piece employs indirect fire to shoot over intervening troops or terrain, sight and range are worked out from any of the crew models. Weapons that fire indirectly can also be provided with spotters as indicated in the Army Lists and described on page 65.

ARTILLERY AND MOVEMENT

Some artillery pieces are so large that as far as our game is concerned they are completely immobile, for example coastal defence guns. Such weapons do not form a regular part of our game although they could feature in a scenario that was devised to incorporate them.

Most of the guns described here and in the various Army Lists represent mobile guns mounted on wheeled carriages to allow their crew to manhandle them around the battlefield. Even so, they are still very heavy and cumbersome – especially the larger pieces – and therefore orders of *Advance* and *Run* are treated differently from infantry units, as follows.

Advance

This order allows the gun to be rotated in place to face any direction. The gun cannot be brought to bear in this way and fired in the same turn.

Run

Pushing an artillery piece around is extremely hard work. This order allows any wheeled light or medium gun and crew to move up to 6" in any direction. Heavier guns, and all guns that lack a wheeled carriage, can only be moved by means of a tow. As with any *Run* order, the gun cannot be fired in the same turn as it moves.

If artillery crews are reduced to one man then the unit cannot be issued a *Run* order. This effectively stops all guns moving without the assistance of a towing vehicle. Note that some guns, notably flak guns, are designed to be fired from a cruciform or similar stable platform and therefore do not have an integral wheeled carriage. In such cases the gun would most likely be attached to a separate carriage for transportation. Guns that do not have wheels cannot be moved around by their crew and therefore cannot be issued a *Run* order regardless of their size or type.

Enemy sighted, Automated Infantry lay down covering fire.

Terrain

The effects of terrain on movement, including artillery units, have already been described on page 44. In general it's best if artillery sticks to clear ground during the battle, but guns are allowed to deploy in rough ground or buildings when the battle begins, although they will be unable to move for the duration of the fighting.

Towing Guns

Some vehicles can tow artillery around the battlefield. The gun carriage is hooked either directly to the towing vehicle or via a limber, and the gun's crew rides in or on the vehicle. The rules for mounting/dismounting infantry units on page 103 are also used for limbering and unlimbering guns. If you have a suitable towed model place the gun in position at the rear of the towing vehicle. Towed guns cannot be shot at, only the tow itself, so ignore towed artillery pieces when working out range and line of fire.

An artillery unit always takes all of the space available on a transport, which will therefore not be able to carry any other troops until the artillery unit unlimbers.

Some artillery pieces are too heavy or simply not made to be towed around by the kind of vehicles designed to transport infantry in battlefield conditions. The Army List entries for transport and towing vehicles specify the types of artillery that can be towed. For example, a small vehicle such as a jeep could be only able to transport a light anti-tank gun, whilst bigger vehicles are able to transport medium artillery units, and so on.

ARTILLERY AND SHOOTING

It requires the entire efforts of the gun's crew to operate it – crewmen serving a gun cannot also shoot with other weapons they might have.

Line of Sight

When firing a gun imagine you are looking through the sights of the gunner firing it. Try to look as closely as possible along the barrel of the gun itself.

Arc of Fire

Guns mounted on a carriage have a restricted field of fire. All guns can fire only against targets to their front 90° arc as indicated by the direction the gun is pointing in.

Gun Shields

Many guns are equipped with an armoured gun shield to provide protection to the crew. If a gun is equipped with a gun shield, the die roll an enemy requires to score damage from the front arc of the gun as described above is increased to 6+ regardless of the quality of the crew. This die roll is modified by the penetration value of the weapon in the usual way.

Damage on Artillery Units

The effect of damage on artillery units is handled differently for small-arms fire and heavy weapons fire.

Small-arms fire cannot damage the gun itself. Casualties are always taken from amongst the crew even where exceptional damage is caused.

Heavy weapons fire is also resolved against the crew in the same way as for small-arms fire; however, in this case exceptional damage indicates that the gun's firer is killed and the gun itself is also destroyed. The shot has disabled the gun or possibly caused its ammunition to explode. If the gun is destroyed the entire unit is destroyed and its order die is removed from the dice cup. However, surviving crew members may be redeployed to other guns as noted below.

If a gun's crew are all killed the gun itself is abandoned and an order die is placed besides the gun to show this. The die is not returned to the dice pot at the end of the turn, but remains where it is to indicate the gun is abandoned. Abandoned guns can be re-crewed during the game as noted below. If not re-crewed by the end of the game, abandoned guns are treated as destroyed.

There is no need to keep the usual 1" distance from abandoned guns, nor are they considered to be friendly or enemy units – they are treated as if they were wrecks or parts of the terrain. If an enemy unit moves within 1" of an abandoned gun it is either captured or disabled and is removed as destroyed.

ARTILLERY AND CLOSE QUARTERS

Artillery units can never assault other units. Enemy infantry and vehicles can assault artillery as described in their relevant rules sections. Artillery can react by shooting as per the reaction rules, they may not carry out an escape reaction.

In close quarters the gun's crew fight as an infantry unit and the gun is ignored. Assume crew are armed with rifles if not described in the Army List entry. In close quarters a gun shield confers no benefits to the crew in either point blank shooting or hand-to-hand combat.

If defeated in close quarters the gun and crew are automatically destroyed. If they survive the close quarters fight, artillery crew consolidate on their gun and are not required to move away.

RE-CREWING GUNS

Crew can be moved from one gun to another within 12" either to reinforce an existing crew or to man an abandoned gun.

US M2 Mudskipper Jump Walker

Crewmen are allowed to make a dash of up to 12" distance from one gun to another when their gun is given an order, regardless of what that order is. Although no specific order is required the move is treated as a *Run* and can trigger fire from enemy units on *Ambush*. Crewmen cannot transfer between guns that are more than 12" apart. Crew transferring from one gun to another cannot serve either gun that turn. If crew transfer to an abandoned gun that currently has no crew, the gun's order dice is flipped to *Down* once the new crew have moved into position.

If a gun is destroyed, surviving crew are able to re-crew other guns within 12" so long as they can be given an order that turn. The only action the crew can take is to move to another gun as described above. If they have already taken their action that turn, if their order test is failed, or if there are no other guns within 12", then any crew models whose gun has been destroyed are removed as casualties. Remember that the artillery unit counts as destroyed once the gun itself is destroyed, so the order die representing it is removed from the dice pot once any surviving crew have had their chance to move to another gun.

FIRING SMOKE

All howitzers and mortars can fire smoke shells using indirect fire. When firing smoke, a fixed point on the battlefield is nominated as the target – this could be a point in the middle of an enemy unit, a model, or any point on the battlefield itself. A 6 is required to score a hit, and where both firer and target remain stationary this increases by +1 per turn in the usual way for indirect fire (see page 66).

Smoke screens are represented by a cotton wool, kapok, or similar material. If the shell lands on target make a circle of smoke centred upon the aiming point. The diameter of the circle depends on the size of shell as follows.

Light mortar	3"
Medium mortar/light howitzer	4"
Heavy mortar/medium howitzer	5"
Heavy howitzer	6"

If the shell does not land on target – as is most likely – the opposing player can relocate the landing point anywhere he wishes within 6" of the original target position, but is not allowed to overlap smoke with existing smoke unless this is unavoidable in which case he must endeavour to do so only in so far as it cannot be avoided.

Visibility through a smoke screen is reduced to a maximum of 2". If a shooter's line of sight to the target passes through more than 2" of smoke then the shot is blocked and the target is considered impossible to see. If a shooter's line of sight passes through less than 2" of smoke then it can see the target, but the target counts as behind soft cover so the shooter suffers a –1 penalty when rolling to hit.

Whenever there is smoke on the table roll a dice at the start of each turn. On the roll of a 1 all the smoke is dispersed by the wind and is removed. On the roll of a 2 all the smoke on the table drifts D6" in the same randomly determined direction. On a roll of a 3 or more the smoke stays where it is. See page 76 for full rules about smoke and randomising drift.

VEHICLES

The tank was first used to its full capability during World War II and formed an important strength of the armies of all the major combatants. Tanks are fast moving, heavily armed and almost impervious to regular infantry arms. As well as these powerful fighting machines all manner of vehicles were employed during the fighting, including trucks, jeeps and armoured carriers. With the advances of Rift-Tech, more advanced fighting vehicles are now joining the battle, including walkers capable of more agile manoeuvrability than tanks, particularly in difficult terrain.

This section deals with a different type of unit – vehicles – including jeeps, trucks, armoured cars, assault guns, tanks and mechanised walkers. Before looking at the role of vehicles in depth, we shall briefly discuss how the various rules already given differ in respect to vehicles. In all other respects the rules for vehicles and infantry are the same.

VEHICLE DESCRIPTIONS

Different vehicles have different damage values, carry different kinds of weapons and may have specific abilities relating to the kind of vehicles – for example, trucks and armoured carriers can transport troops, tractors and some other vehicles can tow guns, and so on. These specific details are covered in the Army Lists.

VEHICLE UNITS

Vehicle units always consist of a single model, a tank, a walker, a truck, and so on. All vehicle units have a crew sufficient to operate them, although it is reasonable to simply assume these are present where necessary. We do not take separate account of the crew; once their vehicle is destroyed they are considered to be out of action as well.

VEHICLES AND MEASURING DISTANCES

Vehicle models do not normally have a base so most distances are measured to and/or from the hull of the model itself. When shooting with the vehicle's armament measure from the muzzle of the weapon fired. Note that this does confer a minor advantage to tanks and tank destroyers armed with especially long barrelled guns – a fair reflection of reality!

VEHICLES AND SIGHT

For general purposes what a vehicle can see is determined from the position of its crew or, in the case of a tank or similar vehicle where the crew are concealed, from the commander's cupola atop the turret, or wherever the usual vision slits or periscopes are positioned on the hull.

When shooting with vehicle-mounted armament the line of fire is worked out by sighting as closely as possible along the barrel of the weapon fired.

Although players often like to model their armoured vehicles with the commanders and other crew exposed – as this makes for a very attractive feature – we do not penalise crews that would normally be safe and secure inside their tank, armoured car, and so forth. We will assume that crews withdraw into their vehicles and close any hatches as they go into combat. So, in the case of such vehicles ignore any exposed crew models when it comes to working out what can be seen – they retreat inside their tank or other armoured vehicle.

German Spinne Light Panzermech

VEHICLES, ORDERS AND REACTIONS

With the exception of *Down* orders as noted below, vehicles are given orders in the same way as infantry. Exactly how the different orders apply to vehicles is covered below, but the basic procedure is the same as already described for infantry.

A vehicle cannot be given a *Down* order or reaction because it obviously can't 'get down' in the same way as an infantryman. Instead we reserve the *Down* face of the orders die to indicate a vehicle that is halted and unable to make any further action that turn for whatever reason. This is all that the *Down* marker represents in the case of a vehicle. A vehicle that is marked *Down* does not received any of the benefits otherwise described for infantry units with the same marker.

Vehicles that fail an order are marked *Down* to show that they are halted that turn. If they have pin markers they must first move away from the enemy to their front before going *Down* as noted below.

Vehicles can conduct the full range of reactions with the exception of *Down*. They are subject to all the normal procedures including receiving pin markers for failed reaction tests.

VEHICLES AND PINNING

Fully-enclosed armoured vehicles, such as most armoured cars, walkers, and tanks, cannot be pinned by hits from small-arms.

The effects of heavy weapons hits on fully-enclosed armoured vehicles depend on the quality of the vehicle's crew – untrained crew are spooked by anything that engages their tank, while more experienced men learn how to distinguish impacts from different weapons and react accordingly.

Inexperienced Vehicles

Fully-enclosed inexperienced vehicles receive a pin marker every time they are hit by an enemy unit firing a heavy weapon (or any other attack that has a Pen value of at least +1), regardless of whether the hit can actually damage the vehicle or not.

Veteran Vehicles

Fully-enclosed veteran vehicles are not pinned by hits that are not powerful enough to damage them. They can only be pinned by hits from heavy weapons, and other attacks with a Pen value, that are powerful enough to potentially cause damage on the vehicle (after applying all Pen modifiers).

Therefore, if you score a hit with a Pen value of at least +1 against a veteran vehicle, work out whether the hit can actually damage the target or not (after adding all relevant modifiers). If it cannot, then it bounces off its armour, causing no pinning whatsoever. If your shot can actually damage the

A Soviet Cossack Light Walker stands guard as the Red Army advances.

target, then place a pinning marker on it and proceed to roll to damage it as normal.

In other words, if you roll to damage a veteran vehicle, but fail to equal or beat its armour, at least you get the consolation of placing a pin marker on it!

Example: A Stuart tank scores a hit with its light anti-tank gun against the front of an enemy veteran Tiger I (Damage value 10+). The Pen value of the Stuart's gun is +4, but the shot is at long range, so the Pen suffers a –1 modifier, making it +3. As the maximum result the Stuart's shot can reach is 9 (rolling a 6 and adding 3), which cannot even equal the Tiger's front armour – this means that no pinning marker is placed. If the shot had been in short range, or the Stuart had been shooting at the Tiger's side armour (or both!), the shot would immediately cause a pin marker and then the player would roll to see whether it managed to damage the Tiger.

Note that if a weapon/rule applies pin markers automatically or does not have a known Pen value, then the pin markers are inflicted normally, even on veteran vehicles.

Example: If a veteran vehicle with Damage value 10+ was the subject of an air strike, it would automatically receive D3–1 pin markers at the start of the air strike sequence, like all units around it. However, when the type of plane and consequently the Pen value of its attacks are determined, the vehicle might be immune to the additional pin markers if the Pen value of the attack was unable to damage it.

Regular Vehicles

Fully-enclosed regular vehicles hit by attacks with a Pen value of at least +1 will randomly behave either as an inexperienced or a veteran – every time they are hit by such attacks, the controlling player rolls a die. On a result of 1–3, treat them as inexperienced and place a pin on them regardless of the hit's chances of damaging them. On a result of 4+, treat them as veteran and place a pin on them only if the hit is powerful enough to damage them, and then roll for damage as normal.

Open-topped armoured vehicles such as carriers, some armoured cars, many tank destroyers and most mobile artillery are pinned by hits from small arms in the same way as soft-skins and infantry.

A pinned vehicle is treated somewhat differently to a pinned artillery or infantry unit. A pinned vehicle must still take an order test to attempt an action, but if this is failed and if the vehicle has visible enemy to its front arc it must make a reverse move away from the enemy if able to do so before going *Down* (front arcs are explained on page 94). This represents the vehicle reversing away from danger and then coming to a halt. If a vehicle is unable to comply because there are friends or some impassable obstruction blocking its path, or if it reaches the table edge, then it moves as far as it can and goes *Down*. If unable to move because it is immobilised, it just goes *Down*. If there are no visible enemy to its front arc then the vehicle goes *Down* where it is.

VEHICLES AND HQ UNITS

Officers can potentially ride on vehicles, in which case their command bonus applies to the officer unit itself, any other units carried in the same vehicle, and the vehicle. The normal 6" range for the command bonus does not apply of the officer is in a vehicle.

The same is true for the special rules of medics, spotters, forward observers and other similar units, whose abilities do not work while they are being transported. The general rule is if a model is being transported, and hence not on the table, its special abilities cannot be used.

VEHICLES AND MOVEMENT

Vehicles are faster than men on foot over most types of terrain, but they are considerably less manoeuvrable. Orders of *Advance* and *Run* affect vehicles differently from infantry, and even tracked vehicles differently from wheeled ones. The differences are explained below.

Advance

This order represents a cautious advance, stopping to check routes and slowing to fire at the enemy. This is the basic or standard movement rate for vehicles on the battlefield.

Tracked vehicles move straight forward up to 9". At any point during this move (before moving, after, or at any point between) the vehicle can make a single pivot around its centre of up to 90° to face in a different direction. Wheeled vehicles are the same as above but it moves up to 12" and can make up to two 90° pivots at any point during its move. These two pivots can be combined in a single pivot of up to 180°.

Half-tracked vehicles move at the same speed as tracked vehicles but with the same manoeuvrability as wheeled vehicles. A half-track moves straight forward up to 9" and can make up to two 90° pivots at any point during its move. These two pivots can be combined in a single pivot of up to 180°.

Walkers move straight forward up to 12". A walker can make up to two 90° pivots at any point during its move, these can be combined into a single pivot of up to 180°.

Run

Whilst vehicles cannot literally run, we use this order to represent a move at full speed. The vehicle drives as fast as it possibly can giving up all idea of firing.

Tracked vehicles move straight forward more than 9" and up to 18". The vehicle may not make any changes of direction.

Wheeled vehicles are the same but move more than 12" and up to 24", and can make a single 90° pivot at any point during the move.

Half-tracked vehicles move at the same speed as tracked vehicles but with the same manoeuvrability as wheeled vehicles. A half-track moves straight forward more than 9" and up to 18" and can make a single 90° pivot at any point during its move.

Walkers move straight forward up to 18" and are permitted to make a single 90° pivot at any point in their movement.

Reverse Moves

A vehicle can reverse straight backwards only at up to half its standard *Advance* rate unless it is a recce vehicle. A recce vehicle can reverse at its full *Advance* rate in most instances and can manoeuvre as if driving forward, i.e. a wheeled vehicle or half-track can make two 90° pivots or and a tracked vehicle can make a single 90° pivot. As indicated in the vehicle descriptions, some recce vehicles can reverse at their *Run* rate if they are especially small and manoeuvrable or if they have dual direction steering – as did some German armoured cars. These exceptions are indicated in the Army Lists.

Terrain

The effect of terrain on movement, including vehicles has already been described on page 44, but for ease of reference, the terrain chart is repeated here.

TERRAIN CATEGORY	INFANTRY	ARTILLERY	WHEELED VEHICLES	TRACKED VEHICLES	WALKERS
Open ground	OK	OK	OK	OK	OK
Rough ground	No *Run*	No*	No	No *Run*	No *Run*
Obstacle	No *Run*	No	No	OK*	OK**
Building	OK	No*	No	No (!)	No (!)
Road	OK	OK	x2	x2	x2

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.
OK* –The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.
OK** – Can cross this type of terrain without hindrance unless designated impassable to walkers.
No ***Run*** – The unit cannot cross or move within this kind of terrain if undertaking a *Run* action, but can cross or move over with an *Advance* action.
No – The unit cannot enter or move within this kind of terrain at all.
No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.
No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks and walkers may move through and demolish some buildings in some situations. See the rules for buildings on page 107.
×2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

VEHICLE-MOUNTED WEAPONS

Most vehicles carry some sort of armament even if it is only a single machine gun. Tanks and other armoured fighting vehicles often have a main weapon mounted in a turret and additional machine guns as well. On the whole, weapons mounted in vehicles are treated in the same way as already described in the Shooting section, with the following exceptions and additions.

Fixed and Team Weapons

We assume that vehicles have sufficient crew to employ whatever weapons they carry. The special rules that apply to infantry-operated team weapons and artillery are ignored. The special rules that apply to infantry-operated fixed weapons are also ignored when firing vehicle-mounted weapons. The following rules apply to vehicle-mounted weapons instead.

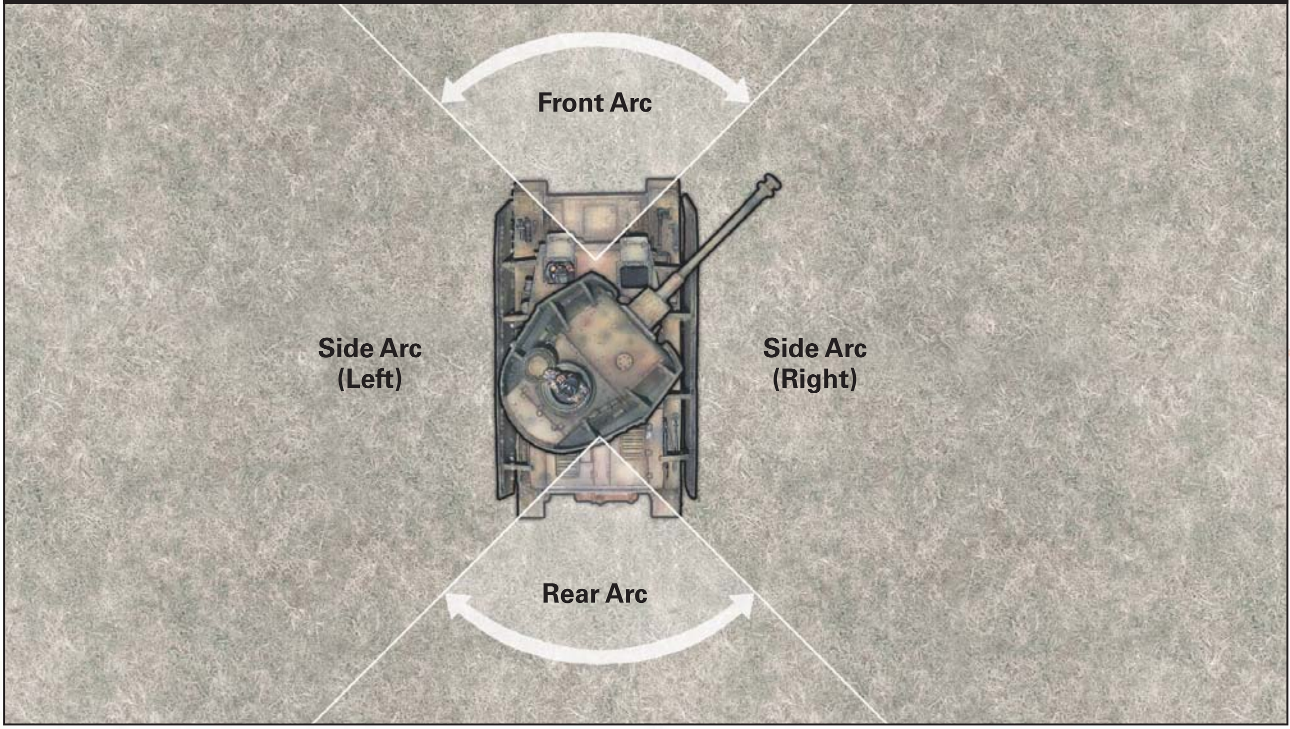
Vehicle Facing and Fire Arcs

Weapons mounted on a vehicle are likely to have only a restricted field of fire. All weapons mounted on a vehicle will be able to fire in certain specific arcs, as described in the vehicle's entry in the appropriate Army List.

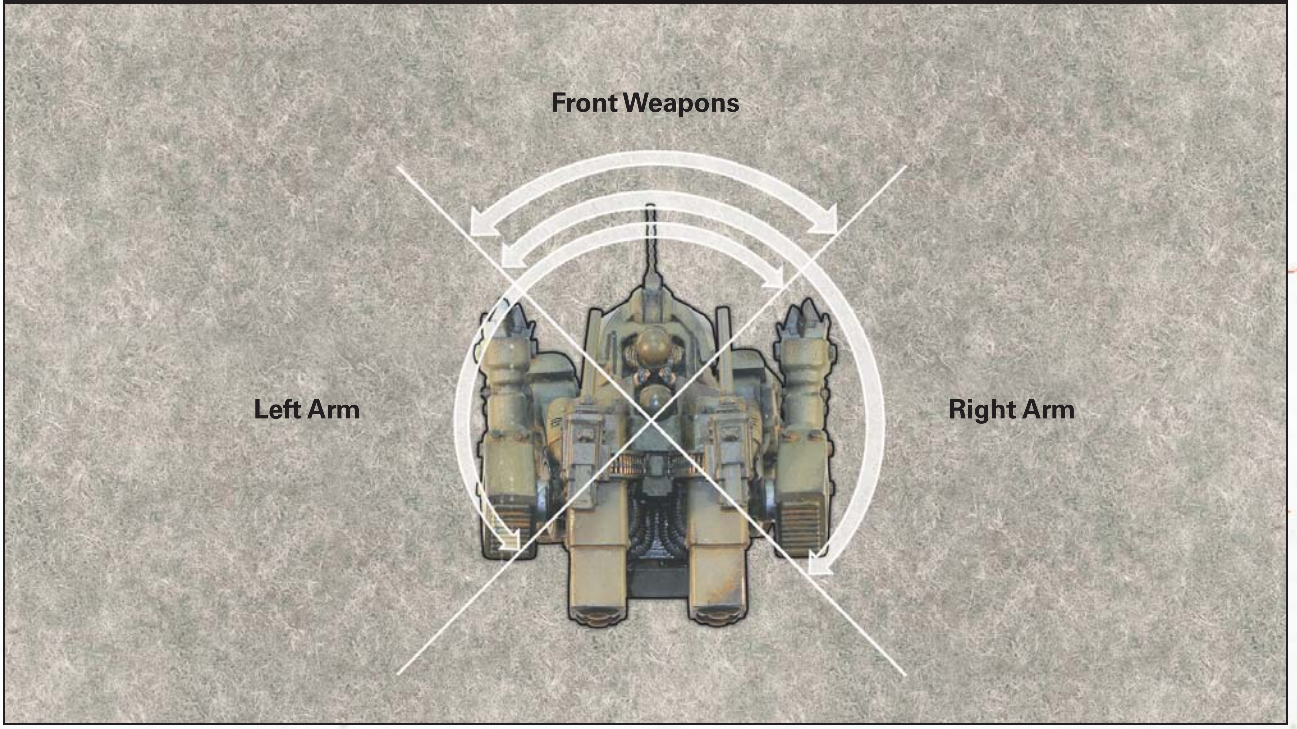
To determine these fields of fire you will need to imagine lines bisecting the corners of your vehicle to create four 90° arcs, as shown on the diagram below. As you can see we divide a vehicle's potential of fire into four – the front, the rear, and the two side arcs (left and right).

Casement- or Hull-mounted weapons. The vehicle description indicates the arcs covered by any hull-mounted weapons the vehicle has. Vehicles that have guns mounted directly to the hull or a casement built on top of the hull will normally have a forward facing fire arc, for example the main gun on a Jagdpanther or Jagdtiger, or the machine gun mounted onto the front glacis of most tanks such as the Sherman, Panzer IV, Panther and so on.

Vehicle Arcs of Fire


Front Arc
Side Arc (Left)
Side Arc (Right)
Rear Arc

Walker Arcs of Fire


Front Weapons
Left Arm
Right Arm

US Tesla cannons make short work of a German recce platoon.

Turret-mounted weapons. Weapons mounted on turrets can usually fire all around (i.e. into any arc). Some turret-mounted weapons have restricted arcs because of the design or position of the turret, and these cases are indicated in the description for the vehicle. It is not strictly necessary that model turrets are able to rotate, as many players prefer to glue turrets firmly in place to prevent accidental damage. Just take it as read that turrets are able to rotate, and be prepared to compensate for this when measuring shots and working out line of sight.

Pintle-mounted weapons. Some vehicles carry one or more machine guns on a swivelling type of mount known as a pintle. These pintle-mounted weapons were commonly fitted to soft-skins such as jeeps and trucks, as well as to armoured carriers. They were also fitted on top of tank turrets for defence against low-level air attack; however, they were inevitably used against ground targets when the opportunity arose. Depending on where they are mounted, a pintle-mounted gun can cover anywhere from a single arc to 360° as noted in the vehicle's description. Pintle-mounted machine guns can be fired against aircraft and therefore have the flak special rule (see page 79).

Co-axial weapons. A co-axial weapon is usually a medium machine gun mounted alongside a tank's main gun and has the same arc of fire. Co-axial machine guns were used as defence against infantry and were operated by the tank's gunner. A co-axial can be fired instead of the vehicle's main weapon, but not at the same time – the player must choose either to fire the main gun or its co-axial MMG.

Arm-mounted weapons. Many walkers mount weapons in or on their arms. Weapons mounted in walker arms may fire in the side arc of the relevant arm (left or right) and also in the front arc.

Multiple Targets

When a vehicle shoots it can fire with all the weapons it carries and which it is otherwise permitted to use. Each weapon can shoot at a target that lies within its range and arc of fire. Where more than one weapon can be brought to bear in the same arc, each can shoot at the same or different targets as the player wishes.

SHOOTING AT VEHICLES

Target Reaction

When shooting against vehicles, proceed as already described in the Shooting section. In most cases target reactions do not apply, as vehicles are not permitted to go *Down*. However, note that vehicles that have the special recce rule are allowed to react by making an escape move before the shot is worked out as explained on page 72.

Roll to Hit and Damage

This has already been covered in the main rules section for shooting and works the same way. The vehicle section of the Damage table is repeated below for ease of reference. Note that the descriptive terms are used purely as a convenient way of defining the Damage value of the vehicle. A vehicle defined in this way as a light 'tank' could equally well be a tank destroyer (such as a Hetzer), a motor gun carriage based on a light tank chassis, or even a light tank converted to use as a recce vehicle as were some turretless M5s, for example.

DAMAGE VALUE TABLE

Troops and Soft-Skinned Targets	**Result Needed**
Inexperienced infantry and artillery	3+
Regular infantry and artillery	4+
Veteran infantry and artillery	5+
Soft-skinned vehicle, scout walker	6+
Armoured Targets	**Result Needed**
Armoured car, carrier or light walker	7+
Light tank, medium walker	8+
Medium tank, heavy walker	9+
Heavy tank, super-heavy walker	10+
Super-heavy tank	11+

Roll to Damage – Soft-Skinned Targets

When shooting against soft-skinned vehicles, any hit that results in damage destroys the vehicle outright. This is exactly the same as a hit on an infantry model. Either the crew have been killed or the vehicle itself has been disabled, set alight, or blown to smithereens.

Roll to Damage – Armoured Targets

Because armoured targets have a Damage value of 7+ or greater it is impossible for them to be damaged by small-arms fire. Hits from small-arms fire are ignored, they cannot damage the vehicle and hits do not pin. Note that open-topped armoured targets are an exception to this general rule as described under open-topped vehicles on page 105.

When shooting against armoured vehicles with a heavy weapon, the following penetration modifiers apply in addition to the weapon's own modifier as shown on the weapons charts (page 58). Remember, these additional modifiers do not apply to small-arms fire or to fire against soft-skinned vehicles, but only to shots from heavy weapons against armoured targets.

ADDITIONAL PENETRATION MODIFIER FOR HEAVY WEAPON AGAINST ARMOURED TARGETS

Vehicle's side or top armour (not walkers)	+1
Vehicle's rear armour (not walkers)	+2
Long range	–1

Vehicle's side armour. The sides of most armoured vehicles are less thickly armoured that the front and therefore make easier targets. If the shooter is positioned within the side arcs of the target vehicle, the weapon's penetration value is increased by +1. Armoured walkers are an exception to this rule as walkers are designed to be protected all around, although their armour is often thinner as a result. There is no penetration bonus for shooting a walker in the side arc.

Vehicle's top armour. Some weapon strikes, most obviously mortar fire, always hit the thinner top armour of armoured vehicles regardless of the position of the shooter. These instances are specified in the rules where necessary. When striking a target's top armour, the weapon's penetration value is increased by +1. As with side armour, there is no penetration bonus for shooting a walker in its top armour.

Vehicle's rear armour. The rear armour of tanks and most other armoured vehicles is thin compared to the front. This vulnerability is compounded by the presence of engines and fuel, making a strike the rear potentially devastating. If the shooter is positioned within the rear arc of the target vehicle, the weapons penetration value is increased by +2. Again, the design of walkers makes them an exception to this rule, there is no penetration bonus for shooting a walker in the rear arc.

Long range. Anti-tank guns have an optimum range beyond which they lose kinetic energy and become less effective. The same is true of Rift-tech energy weapons that lose energy as they travel further distances. If the target is beyond half the maximum range of the weapon its penetration value is reduced by –1.

Pinning

Soft-skinned vehicles and open-topped vehicles of all kinds that are hit but not damaged are pinned in the same way as infantry. Place a pin marker on the target. Note that some armoured vehicles have open turrets or are otherwise open-topped, as in the case of tank destroyers such as the American M10 and British Archer, as well as self-propelled artillery such as the German Wespe and Hummel. It is best to keep these vulnerable vehicles out of range of small-arms fire where possible.

Enclosed armoured targets can only be pinned by hits from heavy weapons fire. A hit from a heavy weapon will pin an armoured target as detailed in the Vehicles and Pinning rules on page 92.

Damage Results

Not all shots that damage an armoured target will destroy it. An anti-tank shell that penetrates the hull of a tank might wreak havoc inside and kill the entire crew, but a shot could equally result in only superficial damage to a vehicle's wheels, engine or other mechanical components. It is even possible that a shell might pass right through a target momentarily stunning or panicking its crew.

To represent this an armoured target is not immediately removed when it is damaged like an infantryman or a soft-skinned vehicle. Instead, for each hit that has scored damage roll a D6 and consult the damage results table below to see what happens.

DAMAGE RESULTS ON ARMOURED TARGETS

Die Roll	Effect
1 or less	**Crew stunned.** *The crew is stunned or momentarily overcome by smoke or shock.* Add one additional pin marker to the vehicle. Place a *Down* order die on the vehicle or change its current order die to *Down* to show that it is halted and cannot take a further action that turn. Note that automaton vehicles ignore this damage result on a roll of 4+ on a D6.
2	**Immobilised.** *Part of the vehicle's tracks, wheels or legs are blown apart.* Add one pin additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. If the vehicle has already taken an action this turn, flip the order dice to *Down* to indicate that it has been brought to a halt. If a further immobilised result is suffered the crew abandon the vehicle and it is considered to be knocked out (as below).
3	**On fire.** *The hit ignites either the vehicle's fuel or ammunition.* *The crew are driven into a panic.*Add one pin additional pin marker and then make a morale check for the vehicle. If it is passed the fire has been put out. Place a *Down* order die on the vehicle or change its current order die to *Down* to show it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered to be knocked out (as below).
4,5 or 6	**Knocked out.** *The vehicle is destroyed and becomes a wreck.* Mark the vehicle in some fashion to indicate it is wrecked. Wrecks of armoured vehicles count as impassable terrain to tracked, wheeled, and half-tracked vehicles.

Superficial damage – Roll D6-3
Full damage – Roll D6
Massive damage – Roll two results (see below)
Open-topped hit by indirect fire – Add +1
When an armoured vehicle is hit by an HE shell, do not roll for multiple hits and instead roll once to penetrate using the Pen value of the shell (see page 97).

If the die roll to damage has scored the exact minimum needed after all modifiers are taken into account, then the shot can only cause superficial damage. In this case deduct –3 from the damage result dice roll before consulting the table. For example, if the roll needed to damage a tank was 5 or more and the die came up a 5 then the shooter has caused only superficial damage and the –3 penalty is applied to the result. As you will see superficial damage cannot knock a vehicle out, but it can still cause fires or panic the crew forcing them to abandon it.

Massive Damage

If an anti-tank gun penetrates an armoured target by a total of 3 or greater than the minimum score required, then the player rolls twice on the damage results chart and both results apply. For example, where 9 or more is required to penetrate an enemy medium tank, any total of 12 or more would result in massive damage. The player rolls two dice and applies both results from the damage results chart.

Open-Topped Hit by Indirect Fire

Some armoured vehicles have open fighting compartments and we describe them as open-topped (see page 105). An explosive shell landing in an open-topped vehicle is more likely to damage the vehicle or kill its crew. To represent this, if an open-topped armoured vehicle is hit by indirect HE fire add +1 to the result roll. Note that shots landing on the upper surface of an armoured vehicle always add +1 to the penetration value as well. This means that open-topped armoured vehicles suffer a double penalty +1 both to the penetration value of the shot and +1 to the damage result dice.

TANKS ASSAULTING INFANTRY AND ARTILLERY

Vehicles must normally stay more than 1" from enemy units, as per the 1" gap rule. However, a tank driven directly at a formation of enemy infantry or artillery is capable of overrunning or scattering it. The sight of a rapidly approaching tank is enough to test the courage of even the most battle-hardened troops.

Assault Move

Only tanks are allowed to make an assault move to close quarters (see page 57). Note that by tanks we also mean to include assault guns, tank destroyers and other armoured vehicles of a similar kind – all of which have a damage value of 8+ or greater. Cars, trucks and other soft-skinned vehicles, and even armoured cars and carriers with a damage value of 7+, are not allowed to make an assault move.

To assault an enemy infantry or artillery unit, a tank must be ordered to move at full speed (i.e. *Run*) and must be able to strike the target by driving straight forward without manoeuvring. Because a *Run* order is required, the tank cannot shoot and must move at least half of its maximum permitted move. Note that this move can take it beyond the target in some cases as described below.

German Spinne Light Panzermech

Target Reacts

The target of the assault can react as normal, by making either an escape or stand and shoot reaction in accordance with the reaction rules. If the tank is not destroyed or immobilised as a result, move the tank forward at least half of its permitted *Run* move. If the target has made an escape reaction the assaulting tank must continue its original line of advance. If the vehicle makes contact with the target (or another enemy unit) resolve the close quarters combat as below. If the tank would end its move on top of the target it assaulted, move the infantry models aside by the minimum distance required to get out of the way and maintain unit coherency.

If further enemy infantry or artillery unit lie under the path of the tank, they may also be assaulted. In such cases assaults are worked out one at a time, starting with the first unit contacted. Move the tank as far as the first target and work out the assault, then continue its move to the second target and so on. Subsequent targets may react to being assaulted as normal.

Close Quarters

A tank's assault is worked out differently from the close quarter combat between infantry units. When the vehicle makes contact with the target unit, the target takes a morale check. If the test is passed the target allows the tank to pass through their position without harm. If the test is failed the target unit suffers D3+1 pin markers. For each pin marker received, roll a D6. The unit suffers a casualty for each roll of 4+. If the target is an artillery piece, it is also destroyed on a roll 4+ on a D6.

Where infantry models that have been assaulted would otherwise end up underneath or within 1" of the assaulting tank, they are moved aside by the minimum distance required to get out of the way and maintain unit coherency.

WALKERS ASSAULTING INFANTRY AND ARTILLERY

Medium and heavier (Damage values 8+ or greater) walkers with the assault special rule are allowed to make an assault move to close quarters. Walkers without the assault rule are treated as tanks with regard assaulting infantry and artillery (using the rules above).

To assault an enemy infantry or artillery unit, a walker must be ordered to full speed (i.e. *Run*) and must be able to move straight forward without manoeuvring. Movement to contact must be in a straight line but walkers don't move through units they assault, they make contact with the target and end their movement on the target's position. Targets can react to the assault as normal using the reaction rules to either escape or shoot.

Close Quarters

Walkers operate in a similar manner to infantry once in close quarters and engage in a round of close quarters combat in the same way. Medium and heavier walkers may choose to conduct point-blank fire or conduct hand-to-hand combat like infantry. In hand-to-hand combat walkers are considered to have 2 attack dice plus an additional dice for each fist they possess. An artillery piece assaulted by a walker is automatically destroyed.

Infantry and artillery respond to the assault in the normal manner, conducting either point blank fire or conducting a hand-to-hand assault as detailed below. The walker is treated as having advanced, so 6s will be required to hit the walker in hand-to-hand combat as normal. If the infantry inflict no damage on the walker, they lose the combat if they suffer a casualty. If the Infantry destroy the walker they are clearly victorious. Otherwise the combat is a draw and both units will consolidate or conduct follow-on combat as per the Close Quarters section of the rulebook. As detailed below, the walker can elect not to make a consolidation move; the infantry must instead surrender their position.

WALKERS ASSAULTING OTHER VEHICLES

Walkers are not built for collisions with other armoured vehicles but are often able to inflict critical damage with powered fists or dedicated anti-armour weapons.

Only a walker with the assault special rule is allowed to make an assault against other vehicles. The walker must be given a *Run* order and moves in the same manner as when assaulting infantry. The target may react as normal by either attempting an escape or a stand and shoot if able to. Walkers without the assault special rule are not able to assault other vehicles.

Once in contact with the target roll a D6 for both the walker and the vehicle, the walker rolls an additional dice for each fist it is equipped with. The walker adds +1 to its roll(s) if it has a higher Damage value than its target. If the walker has a lower Damage value than its target it must subtract –1 from each of its rolls. If the walker rolls higher than the target on any of its dice, then the target is destroyed if it is soft-skinned; if it is an armoured vehicle, it receives a single pin marker and then roll on the armoured vehicle damage chart to determine damage. If the target has a higher Damage value than the attacking walker, it only suffers superficial damage on the damage chart. If the target vehicle rolls equal to or higher than the walker it suffers no damage but receives a single pin marker.

Once the assault is resolved, the walker moves 1" away from the target, neither unit makes a consolidation move.

TANKS ASSAULTING OTHER VEHICLES

A tank with a Damage value of 8+ or greater is allowed to make an assault against another vehicle in the same manner as a tank assaulting infantry or artillery. The vehicle that is being assaulted can react by shooting at the approaching enemy in the usual manner. If a tank wishes to assault another tank or walker, rather than a soft-skin, armoured car, or similar vehicle, it must make its order test with a –3 modifier. It must make this order test even if it is not pinned and no order test would otherwise be required. Note that this is the same as for infantry attempting to assault an armoured vehicle, although in the case of tanks they do not fear assaulting armoured cars/carriers – see tank fear, below. If the assaulting tank drives home its attack move the models into contact and work out the result as follows. Roll a D6 for each vehicle. If either vehicle is an armoured vehicle add its Damage value (i.e. 7, 8, 9 etc.).

The highest scoring vehicle is the winner. The lowest scoring vehicle is the loser. If both score equally then both are losers.

Losers are destroyed outright if they are soft-skins. If the loser is an armoured vehicle roll on the armoured vehicle damage chart to determine damage. If the loser has an armour Damage value that is greater than his opponent, then roll for superficial damage only (e.g. if the loser is a heavy tank and his opponent is a light tank the result is superficial damage).

Winners take no damage if they have a Damage value greater than that of the loser. For example, a heavy tank takes no damage if it rams a light tank and wins the assault. If winners have a Damage value equal to, or lower than, the loser then they also suffer superficial damage. Once this has been worked out, any surviving vehicles come to an immediate halt. Show this by turning each vehicle's order die to *Down* or place a *Down* order die next to it if it hasn't yet taken an action this turn. Finally, each surviving vehicle, whether making the assault or being assaulted, suffers one further pin marker in addition to any already taken either from reaction fire or from a damage result during the assault.

INFANTRY ASSAULTING VEHICLES

Infantry can assault vehicles in some situations. Troops making an assault against a vehicle are assumed to be using hand grenades and may have access to hand-held anti-tank weapons in some cases. This works in a comparable way to other assaults with the following exceptions.

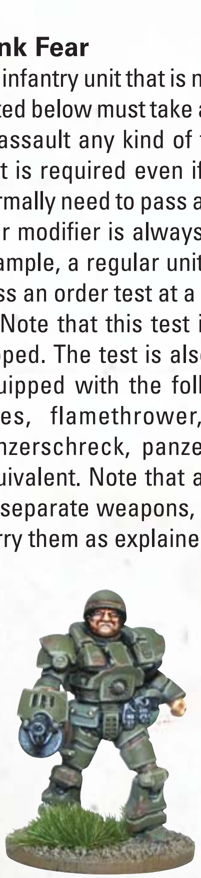
Too Fast to Attack

If a vehicle is making a *Run* action it is moving at high speed and cannot be assaulted by infantry. However, a vehicle that has made a *Run* action and subsequently been immobilised or halted that turn can be assaulted and in these cases its order die will have already been flipped to *Down* to show this.

Tank Fear

An infantry unit that is not equipped with anti-tank weapons as noted below must take and pass an order test when attempting to assault any kind of fully-enclosed armoured vehicle. This test is required even if the unit is not pinned and would not normally need to pass an order test to take its action. A –3 tank fear modifier is always applied when testing in this way. For example, a regular unit wishing to assault a tank will need to pass an order test at a morale value of 9 – 3 = 6.

Note that this test is not required if the vehicle is open-topped. The test is also not required if the assaulting unit is equipped with the following anti-tank weaponry: anti-tank rifles, flamethrower, bazooka, PIAT, super bazooka, panzerschreck, panzerfaust or anti-tank grenades or the equivalent. Note that anti-tank grenades are not considered as separate weapons, but troops designated as tank hunters carry them as explained on page 81.



US Heavy Infantry

Reaction

If able to do so, a vehicle may make a stand and shoot or escape reaction in the usual fashion.

Close Quarters

Once the vehicle has made any reaction fire, and assuming the infantry have not been destroyed as a result, work out the assault as follows. Hits against vehicles are not scored automatically. If the vehicle is immobilised, if it has been brought to a halt and therefore has a *Down* order placed next to it, or if it has yet to take an action and therefore has no order, in all these cases each attack from the infantry will score a hit on a dice roll of a 4, 5, or 6. If the vehicle is making an *Advance* action the assaulting troops must roll 6s to score hits because it is still moving at a pace that makes it difficult to attack.

Regardless of the number of hits scored, make a single roll to damage the vehicle. Roll a D6 and add the number of hits scored to the result to determine if the vehicle is damaged. For example, a score of 7+ is required to damage an armoured carrier, so if 4 hits were inflicted a dice roll of 3 or more would be needed to cause damage.

If the vehicle is a soft-skin, or if it is an open-topped armoured vehicle, then it is destroyed automatically if damage is scored.

If the vehicle is a fully-enclosed armoured vehicle and it suffers damage, then roll on the damage result table as for shooting. The superficial damage result applies where the score to damage is equal to the minimum score required (i.e. the same as for shooting damage). In addition, the superficial damage result also applies if the assaulting unit otherwise carries no anti-tank weapons, as indicated above.

If the vehicle survives after close quarter combat has been worked out the assault is over. The assaulting infantry must make a regroup move as described for an infantry versus infantry combat.

TRANSPORT VEHICLES

If a vehicle's primary purpose is to carry troops it is referred to as a transport. Transports include vehicles such as trucks and jeeps as well as armoured carriers. If a vehicle is a transport this will be clearly indicated as part of the vehicle's description in the Army Lists. Various extra rules apply to transports.

Transports and Orders

Transports and any unit they carry are, of course, two separate units and must be given two separate orders. The rules for issuing orders to troops aboard transports are given below.

Role of Transports

The role of transport vehicles is to carry troops, and once they have arrived in the combat zone their job is done. Some transports are equipped with fire-support weapons such as machine guns, but even so they are not assault vehicles, and their crews would not expect to find themselves face-to-face with enemy.

To represent this, all empty transports that end their turn closer to an enemy unit of any kind than to a friendly unit aside from other empty transports are automatically removed from the battle and count as destroyed. We assume their crews abandon them or else they are driven rapidly away from the action and do not return.

Weapons mounted on transport vehicles can only be fired if the vehicle is carrying a unit whose members act as weapon crew – each weapon being fired needs one man to operate it. If the vehicle has no passengers, it cannot fire any of its weapons.

Mounting a Transport

Transport vehicles can carry infantry units up to a specified maximum number of men. A single vehicle can transport any number of entire units so long as the total number of models aboard does not exceed the vehicle's carrying capacity. A unit cannot be divided between two or more transports. Infantry units can be placed in a transport vehicle at the beginning of the game, or they can board a transport during the battle.

Infantry units are only allowed to get into a vehicle that is stationary. Troops cannot board a vehicle that has been ordered to *Advance* or *Run*. Similarly, a vehicle that is boarded during the turn cannot subsequently be ordered to *Advance* or *Run*. However, we do allow troops to board vehicles that have already moved if they have subsequently halted for whatever reason, and such vehicles will be marked with a *Down* order to show this.

To board a transport, a unit must be given a *Run* order and all of its models must move as close as possible to the vehicle. If they can all move to within 1" the unit has successfully climbed aboard. If only some can move close enough then the unit cannot board that turn. This keeps things manageable, and units unable to board immediately should be able to do so easily in the following turn assuming the vehicle does not move.

Units Aboard Transports

Once a unit is aboard a transport, its models are temporarily removed from the table and put aside, taking care to make it clear which models are in the vehicle. You must still give orders to units carried in this way, but the only order permitted is *Down* if you want the unit to remain on the transport, or *Advance* or *Run* if you want them to dismount. Units carried aboard transports cannot be given any other orders and are therefore unable to shoot.

Units carried aboard a transport vehicle cannot be targeted directly by the enemy. They can however suffer damage and pin markers if the vehicle itself is fired upon. Any time a vehicle takes pin markers, each unit it carries suffers the same penalty. If a transport vehicle is destroyed, each unit on board suffers D6 hits and must immediately dismount and go/remain *Down*.

Dismounting From Transports

Disembarking from a vehicle is easier than getting on board, and troops can do this even if the transport is moving slowly. Units can dismount from a vehicle that is either stationary or which makes an *Advance* action that turn. Troops can dismount either before or after the vehicle itself takes its action.

If a vehicle makes a *Run* action, any units it carries cannot dismount that turn except where they are forced to do so if the vehicle is assaulted, immobilised or destroyed, as noted below.

A unit dismounting from a vehicle must be ordered to *Advance* or *Run*. Make the action as normal, measuring the unit's move from the vehicle. Although a unit can use a *Run* action to dismount from a vehicle, it is not allowed to use this move to make an assault upon an enemy in the same turn.

If a vehicle is immobilised by enemy fire any troops on board must dismount immediately regardless of any orders already given to either the vehicle or its occupants. Troops forced to dismount in this way are placed within a basic 6" move of their transport and then go/remain *Down*. If a transport vehicle is assaulted by enemy infantry, any troops on board will automatically dismount and fight close combat with the enemy. In this situation dismounting troops can do nothing else; they cannot also react by shooting at the assaulting unit, for example. The vehicle itself can react by shooting as normal, assuming the target lies within the firing arc of its weapons. Units must dismount if their vehicle is assaulted regardless of any orders already given to the vehicle or its occupants. The resulting close quarter combat is fought between the assaulting unit and one unit disembarking from the vehicle. Should the dismounting unit be destroyed then the transport risks being destroyed at the end of the turn, as it will most likely be an empty transport that is closer to enemy than to friends.

If a transport vehicle is destroyed then units on board take D6 hits and automatically dismount and go/remain *Down* as described for immobilised transports.

VEHICLE SPECIAL RULES

The following special rules apply to a variety of vehicles as indicated in the Army Lists. More specific rules for individual vehicles are included in the vehicle descriptions in the Army Lists.

Automaton
Automatons have basic decision making ability but lack quick reactions and true human judgement. Automatons have the following special rules:

1. They cannot be given assault or *Ambush* orders.
2. They cannot carry out reactions
3. They must take an order test on every receipt of an order, even if they have no pin markers.
4. They are immune to horror.
5. They cannot benefit from national special rules.

Assault
Restricted to walkers, a vehicle with this special rule is permitted to assault enemy infantry and vehicles using the unique rules for walkers detailed in the vehicle close quarters rules.

Command Vehicle
Command vehicles are equipped with two-way radios that enable them to direct squadrons of tanks, tank destroyers, and other armoured vehicles into battle. The command vehicle adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12".

Turret Rear-Mounted Machine Gun
Some tanks have a machine gun mounted to specifically cover the back of their turret. When firing, first select a target for the tank main gun (or co-axial machine gun) and resolve it. Whichever arc the main gun has engaged an enemy, the rear-mounted machine gun can only shoot into the opposite arc.

So, if the main gun fires forwards the rear-mounted gun must shoot behind, if the main gun fires to the right quarter the rear-mounted gun must shoot to the left quarter, and so on.

Slow
Some heavily armoured vehicles are designed to simply keep pace with accompanying infantry. A vehicle that is designated as slow has a basic move rate of 6" when advancing and 12" at a *Run*.

Tough
Vehicles with the tough special rule may have a number of ways of resisting damage, most commonly through heavier armour or robust build but also due to redundancy of systems and ease of repair or replacement of parts. A vehicle with the tough special rule rolls a D6 every time an opponent rolls equal or over its Damage value; the damage is ignored on a roll of 5+

Recce
This special rule applies to scout cars, light armoured vehicles, and light walkers operating in a scouting, recon, or recce role. Recce vehicles would advance ahead of a formation to probe out the enemy's defences – as such they are super-alert to the enemy presence and prepared to avoid trouble.

Once per turn a recce vehicle, that is not towing, is allowed to react to an enemy shooting or assaulting them by making a special recce reaction. The player can choose to do this whether the vehicle has already taken an action that turn or not. A reaction test must be made as normal when the shooting or assault is declared. If the test is failed the vehicle may attempt another recce move later in the turn.

If a target of a recce vehicle is successful in making a firefight or stand and shoot reaction, the recce vehicle may elect to attempt a recce move reaction to that response instead of continuing its previous order. Should the recce reaction fail, it cannot revert to its original *Fire* or assault order and its order dice is flipped to *Down*. Note that it can still make further recce reaction attempts later in the turn as normal.

The recce move reaction allows the vehicle to make a reverse move at their basic move rate to try and escape the threat. A combination of open hatches, training and vehicle agility allows the vehicle to manoeuvre as if they were moving

US Rift-tech leads the way: a Kodiak walker and Heavy Infantry support a Pershing Heavy Tank.

forward as a standard advance order. Some recce vehicles are allowed to evade at their run movement rate as described in the vehicle descriptions.

Once a vehicle has made its escape move it comes to a halt and its order die is flipped to *Down*, or a *Down* order is placed next to it if it has yet to take an action that turn. The enemy's shot or assault is then conducted as normal based on the recce vehicle's new location. If the recce vehicle has moved out of range or line of sight then the shot automatically misses or the assault fails.

Recce vehicles will also spot hidden enemy at longer ranges than other vehicles as noted in the rules for hidden set up on page 120.

Amphibious

Amphibious vehicles are either designed to float or fitted with floatation devices that enable them to do so. An amphibious vehicle can move directly forward only over otherwise impassable deep water at half speed by means of an *Advance* action, i.e. a vehicle that would normally advance at 12" can move over water at 6". A vehicle cannot make any other action whilst moving over water, cannot reverse, cannot turn, and will ignore all rules that otherwise oblige it to reverse or go *Down*. A vehicle that is immobilised whilst in the water is sunk or abandoned and is therefore destroyed together with any occupants. Note that vehicles can shoot whilst afloat, but if equipped with floatation screens will not be able to do so with any hull-mounted weapons.

Open-topped

Some armoured vehicles are open-topped – meaning they have open turrets or open fighting compartments as opposed to fully-enclosed vehicles such as tanks. Typical open-topped armoured vehicles include half-tracks, most self-propelled artillery pieces, many tank destroyers, and some armoured cars. Open-topped armoured vehicles are more vulnerable to HE fire than equivalent fully-enclosed vehicles, and are susceptible to close quarter attack by enemy infantry tossing grenades inside an exposed cab. Rules governing open-topped armoured vehicles are included throughout the rules and are repeated here for ease of reference. Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll to represent the effect of a shot falling into an open-topped vehicle. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not – so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result.

Jump

The US have pioneered heavy repulsors using Rift-tech to allow their walkers to operate as jump-capable vehicles. Whilst not as versatile as the infantry versions, it allows the walkers to navigate through hazardous terrain and clear intervening obstacles and troops.

Vehicles with the jump special rule ignore terrain when moving so are always considered to be moving in open terrain. A vehicle with the jump special rule may also move over intervening models so long as it has enough movement to clear the troops and can land over 1" from any other unit. All jump movement is conducted at the vehicle's *Run* movement rate and must be in a straight line – no turns are permitted.

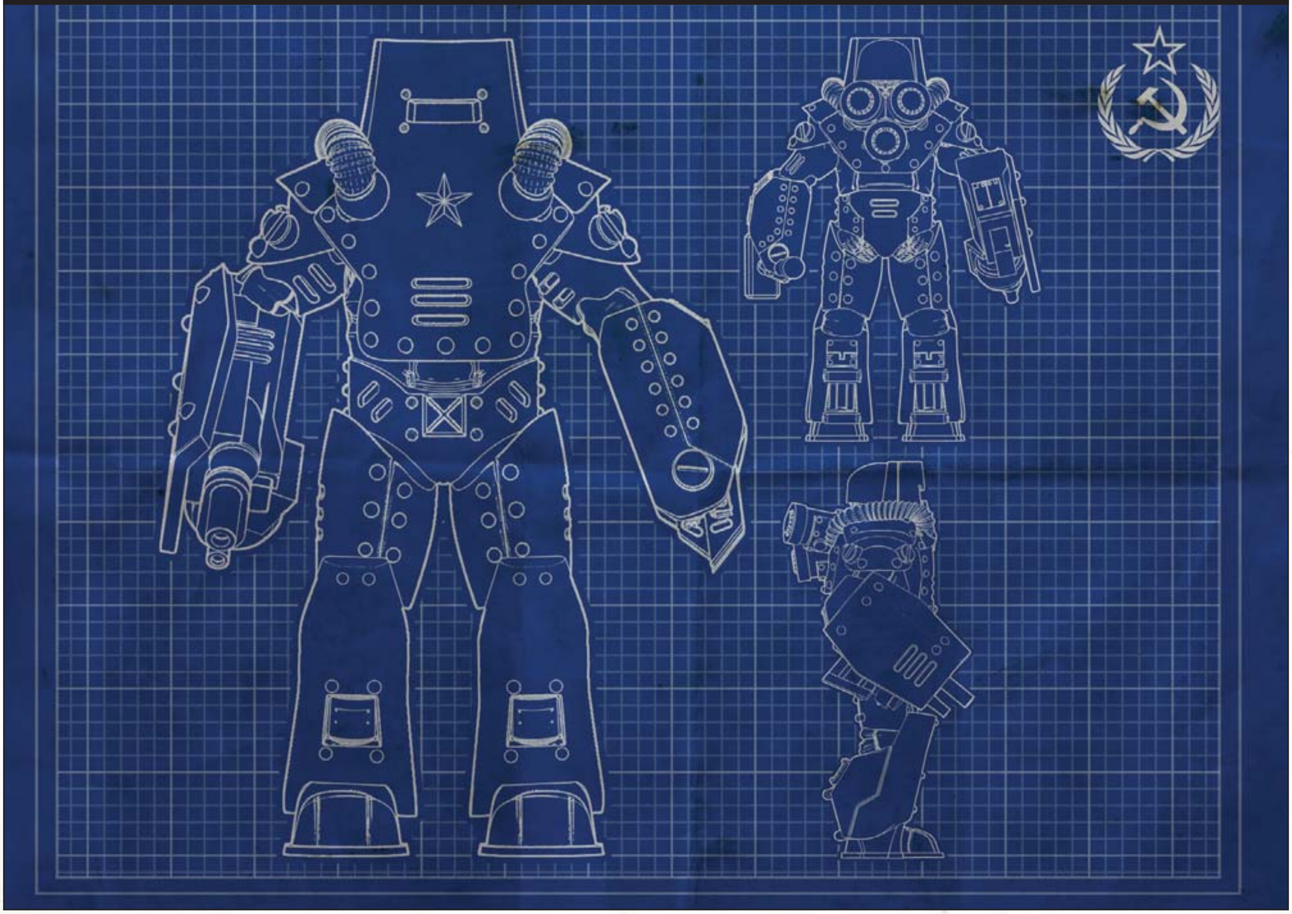
Fist

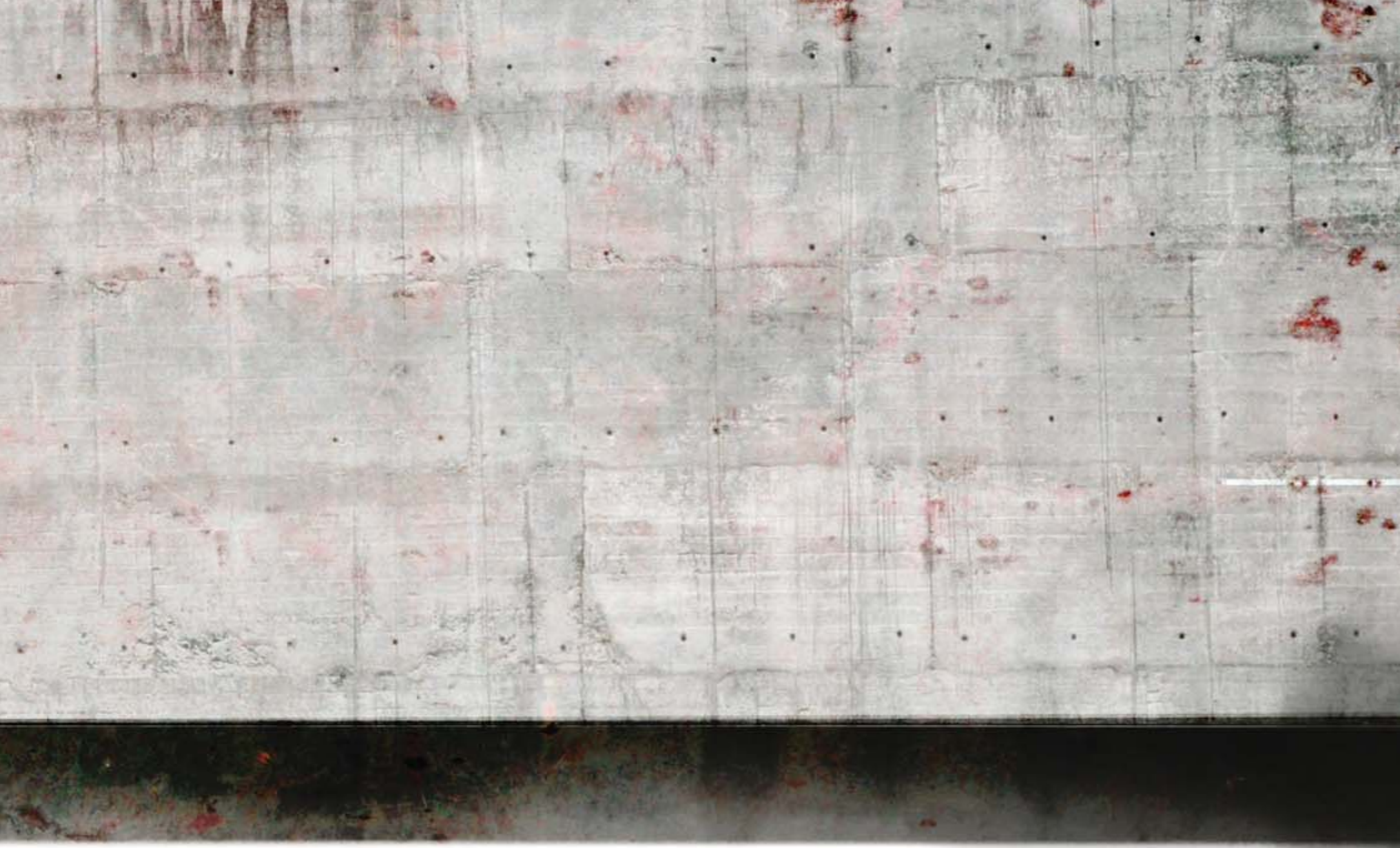
Some walkers are equipped with powered fists that imitate the functions of a hand. These are mainly applicable in close quarters combat but also assist the walker in navigating rough terrain and clearing obstacles.

Agile

Certain light walkers have a level of agility that makes traditional vehicles look slow and obsolete. A vehicle with the agile special rule may make an additional 90° pivot at any point its movement (*Advance* or *Run*).

Soviet Heavy Infantry Armour





BUILDINGS

Built-up areas afford plenty of cover for infantry to shelter within and set ambushes. Buildings can become strong points in any defence, whilst even the most heavily-armoured tank can fall prey to infantry using short-ranged anti-tank weapons from concealed positions.

The rules we have already described for difficult terrain (page 45) serve to represent ruinous buildings and rubble. The following rules cover buildings that are substantially intact, as well as defensive structures such as blockhouses and pillboxes. These kinds of structures pose an interesting conundrum to the wargamer: do we want our building models to be hollow, with roofs and floors that can be removed, so as to allow us to place models inside… or are we going to have solid buildings that serve to set the scene, but which can only be occupied in a nominal way?

Players can agree that models cannot enter buildings at all if they prefer. Perhaps the buildings are burning as a result of preliminary shelling or bombardment. However, although practical, this is not a very satisfactory solution, as we would like to picture our soldiers shooting from windows and dashing from door to door.

ENTERING BUILDINGS

Only infantry units are permitted to enter buildings during the game. In order to enter a building, an infantry unit must be ordered to *Run*, all the models in the unit must get to within 1" of the building, and at least one model must reach an opening such as a door or window. The entire unit is then removed from the table. Note that this is comparable to the procedure for a unit mounting into a transport vehicle. If a building has more than one floor, units will enter on the ground floor. For the sake of simplicity, we'll assume that most buildings are large enough for a single unit to occupy each floor. This would be about correct for a house, small office building, or similar structure. Floors that are occupied by enemy troops cannot be moved into except by means of an assault as described later.

Note that infantry and artillery units can be set up inside a building at the start of the game if the building is at least partially inside their side's set-up zone. Artillery units set up in this way will be unable to move for the duration of the game.

LEAVING BUILDINGS

The rule for leaving a building is comparable to dismounting from a transport vehicle and is worked out in a similar way. The unit must be on the ground floor and must be ordered to *Advance* or *Run*. Make the move as normal, measuring the unit's move from any opening on the ground floor.

A unit is allowed to make an assault move from within a building, either against an enemy on another floor, into an adjoining building where they are connected, or by leaping out from the building and attacking enemy outside. An enemy who is outside a building can react by firing at the assaulting unit in the usual way, but calculates fire once the assaulting troops have left the building, i.e. without the benefit of cover. Enemies on a different floor of the same building or in an adjoining building cannot react by firing in this way – see the rules for assaulting buildings on page 110.

ORDERS TO TROOPS INSIDE BUILDINGS

Units inside buildings must be given orders in the usual way. An *Advance* order can be used to either leave the building, to move from one floor to another floor, or to move into an adjoining building and in all cases to shoot as well, as is usual for advance orders.

A *Run* order can be used to either leave the building, to move up or down two floors, to move up to two adjoining buildings, or to make an assault into an adjoining floor or building.

LARGE BUILDINGS

Sometimes players may want to represent a larger building: a railway station, a factory or workshop, a school, town hall or other substantial public building of some kind. In these cases it is best to treat a large building as a number of roughly house sized adjoining buildings all connected together. It is impossible to cover every kind of eventuality – but it is best that house-sized portions are no bigger than about 8" by 8", and preferable about 6" x 6", as this allows infantry to move through at a reasonable pace. These can be thought of as individual building 'sections'. If a single building section has dimensions greater than a standard infantry move, troops with a *Run* order are not allowed to move through two sections at once, as that would obviously enable them to move unfeasibly quickly.

The rules given here assume buildings and building sections of about house size, so when considering larger buildings bear in mind that they are treated as multiple connected buildings and not just one.

SHOOTING FROM BUILDINGS

Units inside buildings may shoot from any visible opening including windows and doors. Measure range and calculate line of sight from these openings. We assume that up to two men can fire out of any domestic sized window or door. A unit in a building can divide its fire against different targets on different sides of a building, but all fire from each side of a building must be aimed at the same target.

Fixed Weapons

In the case of fixed weapons that have a limited arc of fire, the player must specify the opening where they are deployed; usually this will be a window or door. They will fire only out of the designated opening until the unit makes an *Advance* or *Run* action, when they can be redeployed to another opening if desired.

Plunging Fire

If troops that occupy an upper floor fire against an armoured target within 12”, any heavy weapons hits scored will strike the target’s top armour and therefore score the extra +1 penetration bonus. Note that this doesn’t apply twice to mortars or howitzers shooting indirect as they already receive this bonus.

SHOOTING AT BUILDINGS

Units armed with small arms can shoot at enemy inside buildings if they have a line of fire to any opening on the floor occupied by the target. Range is measured to visible openings. Aside from flamethrowers, heavy weapons don’t need to see an opening to shoot, but just need to be able to draw a line of fire to any wall of the corresponding floor – big shells go through most walls. Roll to hit the target as normal. Units inside buildings count as behind hard cover (–2 to hit) and can react by going down in the usual way when shot at.

Extra Protection

Aside from HE fire as noted below, a damage roll of 6+ is always needed to score damage against an enemy infantry or artillery unit in a building, regardless of the quality of the unit. The die roll is modified by the penetration value of the weapon as normal. Note that this is the same as for artillery equipped with gun shields.

A German Spinne emerges from the ruins to confront US Heavy Infantry.

Shooting HE Weapons Against Buildings

If a weapon fires an indirect HE round and scores a hit against a unit inside a building, this means the shell has managed to find – or make – an opening. Roll a die. On the roll of a 4, 5, or 6 the shell explodes immediately hitting any target on the roof and/or the uppermost floor of the building. On the roll of 1, 2, or 3 the shell has plummeted straight through the topmost floor, so roll again to see if it explodes on the floor below. On a roll of 4, 5, or 6 the shell explodes on the floor below, and will hit any target on that floor.

Once again, on a roll of 1, 2, or 3 the shell plummets down to the next level. Keep on rolling in this way until the shell explodes or reaches the ground floor, where it will explode automatically. HE shots fired over open sights – i.e. directly at the target – can be aimed at any viable target in the same way as already described for other weapons.

If an HE shell strikes troops that are either inside a building or on rooftops, damage is scored as if the target were in the open. The extra protection rule given above does not apply. Even the crews of guns fitted with a gun shield are hit as if in the open – the gun shield having no effect. In addition, if a weapon with HE value of 2D6 or greater hits a unit inside a building, the explosion might bring the entire house down about their heads. In this case, roll to determine how many hits are inflicted as usual. If the total number of hits scored is twelve or more then the building is blown to rubble and all infantry and artillery units inside it are destroyed.

Remove the building and replace it with a ruinous equivalent or an area of rubble and debris.

Flamethrowers Against Buildings

A flamethrower can only be used against troops inside buildings where there is a window, open door, or some other gap to shoot through. Flamethrowers score hits automatically without making any 'to hit' roll and are therefore devastating when used against troops within buildings.

The extra protection rule described above does not apply to flamethrowers. As with HE shots, troops are hit as if in the open, and gun crews derive no protection from their gun shield. If a flamethrower is used against troops in a building then the building catches fire on D6 roll of a 4, 5, or 6 and is considered impassable from then on. Any surviving infantry units inside a burning building will immediately abandon it in the same way as units disembarking from a vehicle that has been immobilised or destroyed (see page 103). Artillery units inside a burning building are automatically destroyed.

ASSAULTING BUILDINGS

Infantry outside a building can assault enemy units occupying the ground floor of a building. Measure the move to any opening on the ground floor. Resolve the assault sequence as normal, except that the assaulting models are moved into contact with the building, with at least one model in contact with an opening. The rest is exactly the same as an assault across a defended obstacle, see page 70. Infantry units inside a building can assault units on a floor immediately above or below, or on the same floor of an adjoining connected building section.

Vehicles Assaulting Buildings

Heavy and super-heavy tanks or super-heavy walkers can attempt to smash into a wooden or brick building in the same way as already described for tanks assaulting other vehicles. This is treated as an assault and the building has a total Damage value that is established randomly when the assault is made as follows:

Wooden building	2D6
Brick building	3D6

Tanks are not allowed to attempt to assault fortifications such as pillboxes, blockhouses, tank traps, bunkers, or any other structures that are equally solid in construction. Note that Damage values given for buildings are meant to reflect fairly substantial buildings – it is not intended that a tank should be troubled by a garden shed, kennel, or sentry box.

A heavy tank or super-heavy walker would therefore roll a D6 plus its Damage value (D6+10) whilst a super-heavy tank would roll D6+11. Walkers with fists may add a further +1 to the roll for each fist. The opposing player rolls for the building.

If the building scores higher resolve damage against the vehicle as described for a vehicle ram. If the building is a wooden structure only superficial damage is caused; the vehicle model is placed in front of the building having failed to demolish it.

If the building and the vehicle score the same, then resolve superficial damage against the vehicle and the building is destroyed as below.

If the vehicle scores higher than the building, the building collapses in the same way as for an HE shell. The building is destroyed and the model is replaced with an area of rubble. The vehicle is placed within the rubble area and comes to a halt, indicated by turning its order die to *Down*.

Finally any vehicle that survives driving into a building takes a further pin marker in the same way as tanks surviving a collision.

ARTILLERY IN BUILDINGS

Artillery units cannot enter buildings during a battle, but can be placed in buildings during deployment. We assume their position has been prepared in advance. If so, the player must pick an opening for the gun to fire from. This cannot be changed during the game. An artillery unit placed in this manner cannot move and cannot therefore be ordered to *Run* or *Advance* during the game – its position and its arc of fire are both fixed.

BUNKERS

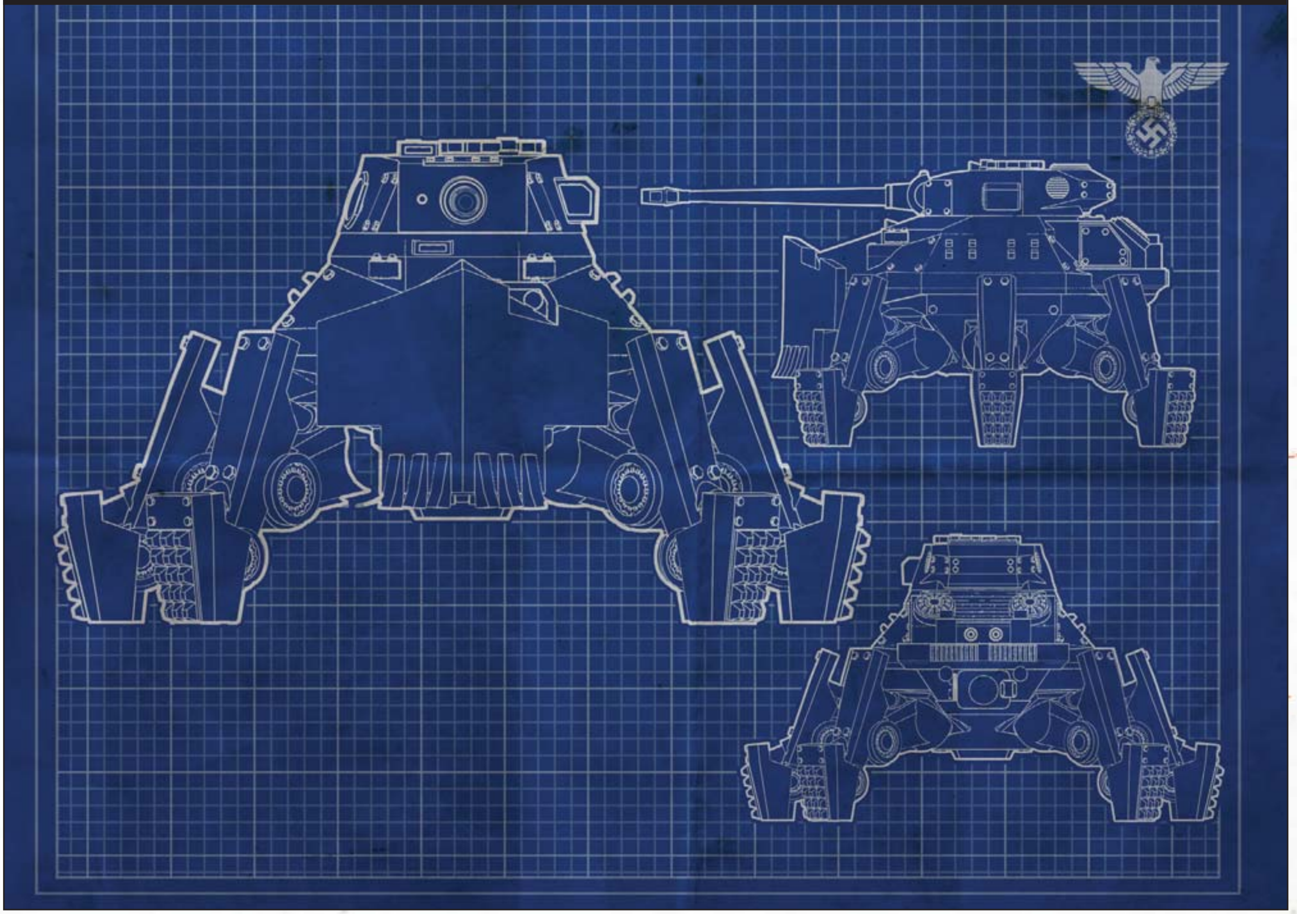
The following rules cover bunkers, pillboxes, and all other reinforced buildings specifically designed to protect soldiers from enemy fire. Bunkers follow the rules given for buildings with the following exceptions.

Bunkers can only be accessed through doors and not through firing slits. Similarly, models can only fire from/towards firing slits and not through doors or through solid walls. It's extremely difficult to hit troops inside bunkers through the narrow slits in the reinforced walls; therefore when shooting against them, the cover modifier, which normally is –2 is increased to a whopping –4. This makes flamethrowers the perfect tools against bunkers because hits are automatic (see page 64).

Indirect fire weapons (at least those of the calibre we cover in our game) are useless against bunkers with thick reinforced concrete roofs designed to be shellproof. Indirect fire weapons cannot shoot with any effect against bunkers or their occupants.

Tanks and walkers cannot assault bunkers.

German Zeus Heavy Panzermech



PLAYING A GAME OF *KONFLIKT '47*

This section describes how to go about assembling forces, setting up the battlefield, choosing a scenario, deploying for battle, and beginning a game.

DECIDING THE SIZE OF THE GAME

Before the battle can begin it is necessary that the players agree how big a game they are going to play. Begin by agreeing the number of requisition points available for the game.

Requisition points are a measure of how powerful a force is; the more points the bigger and more powerful the army. For example, the players might agree to play a '1,000-points game' meaning that each side fields up to a maximum of 1,000 requisition points. The *Konflikt '47* rulebook contains basic Army Lists for four of the major powers of the conflict: Britain and Commonwealth, Germany, the Soviet Union, and the United States of America. Supplementary books will add to this choice, expanding the basic four lists themselves and providing new lists for the armies such as Japan, China, and many other nations fighting in this global conflict.

For practical purposes, we recommend 1,000 requisition points per side for a standard sized game. Later on, the rules for different scenarios take it as read that games are being fought to this standard size. Of course, that does not mean games cannot be played with more or fewer points, only that some adjustment may be required when calculating which side has won as noted later.

ASSEMBLING THE FORCES

Each player selects models from his chosen list to make up a force for the game. Every model chosen has a requisition point value. For example a regular rifleman costs 10 points, while a heavy tank typically costs several hundred points.

Each player selects units from his list, adding together the cost in requisition points, up to the agreed total. Don't worry if it is not possible to spend every single point – just make sure the force's total value does not exceed the agreed value. See page 126 for more about how to choose forces from the lists.

THE GAMING TABLE

The more space you have to fight your battle the better, whether you have a dedicated tabletop for gaming, whether you press the kitchen or dining table into service, or even if you are forced to make do with the floor or patio. Ideally, the gaming surface should be at least four feet wide and six feet long, but if you are obliged to use a smaller area don't worry. If you really have only a small space – say three feet wide or less – then we'd suggest either reducing all distances proportionately, or deploying the opposing sides from the table edges as described for a Maximum Attrition game (see page 115). Either way, it is usual to play from the opposing long edges – each player sitting behind his own table edge facing his opponent.

PREPARING THE BATTLEFIELD

It is entirely up to the players what kind of a scene they wish to represent on the battlefield. For example, the battlefield could be a densely packed urban area, an open rural landscape, a mix of marshes and woodlands, or a rolling sand desert lacking cover. On the whole a better game will be had where there is a good quantity of terrain on the table, with hedgerows, wreckage or trenches for troops to shelter behind; hills and escarpments to conceal the movement of vehicles; and woodlands, houses, or tumbled ruins where troops can lie in ambush. If you don't have much terrain to block line of sight and reduce movement, the poor old infantry will find themselves cut down by long-ranged weapons and rapidly moving walkers. Of course, if the tabletop is very crowded it may become virtually impassable for armoured vehicles. Clearly a good mix is what is needed. We would suggest the battlefield includes at least four sizeable terrain pieces such as buildings, thick woods, or a rocky escarpment, large enough to block line of sight over most of the table. In addition, we recommend the battlefield includes other, lower terrain features to provide plenty of cover for infantry, for example hedges, dry-stone walls, sparse woodland and individual trees, craters, areas of rubble, wreckage, and similar rough ground.

When the players set up the scene of battle it is important to try and make sure no great advantage is conferred to either side. Many will take their inspiration from actual battle sites, or perhaps from war movies or TV, when recreating scenes and landscapes on the tabletop.

US M2 Mudskipper Jump Walker

THE BATTLE SCENARIOS

Once the players have prepared their armies and set up the terrain, the next thing to do is decide what kind of battle is to be fought. This is the story behind the battle, the events that have brought our opposing forces into conflict. Perhaps one side is trying to break out from a pincer movement that threatens to cut off and surround it, maybe one side is attempting a reconnaissance in force to expose enemy positions, and maybe both sides are racing towards some common objective that they will fight over. This backstory to the game is the scenario, and players are at liberty to invent scenarios for themselves, or to adapt historical encounters, or to use any of the scenarios described below. These scenarios have been worked out to provide a fair but varied challenge to both sides, and they don't require any particular scenery or table set-up – they can be played with any forces or terrain.

Players can simply pick a scenario to play, or roll a die at the start of the game and consult the chart as follows:

BATTLE SCENARIOS CHART

Die Roll	Scenario
1	Envelopment
2	Maximum Attrition
3	Point Defence
4	Hold Until Relieved
5	Top Secret
6	Demolition

SCENARIO 1: ENVELOPMENT

An enemy pocket of resistance is to be engaged and pinned in place by a portion of your force, while the rest will make their way around the enemy position to surround them and isolate them from their supply chain.

Set-Up

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

The defender picks a side of the table and sets up at least half of his units in his set-up area (see opposite). These units can use the hidden set-up rules (see Hidden Set-up, page 120).

Units that are not set up to start with are left in reserve (see Reserves, page 122).

The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

Objective

The attacker must try to move as many of his units as he can into the defender's set-up zone or off the opposing side's table edge. The defender must try and stop him.

Note that in this scenario, attacking units are allowed to deliberately move off the table from the defender's table edge to reach their objective.

Preparatory Bombardment

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions (see Preparatory Bombardment, page 121). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

First Turn

The battle begins. During turn 1, the attacker must move his entire first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

Game Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

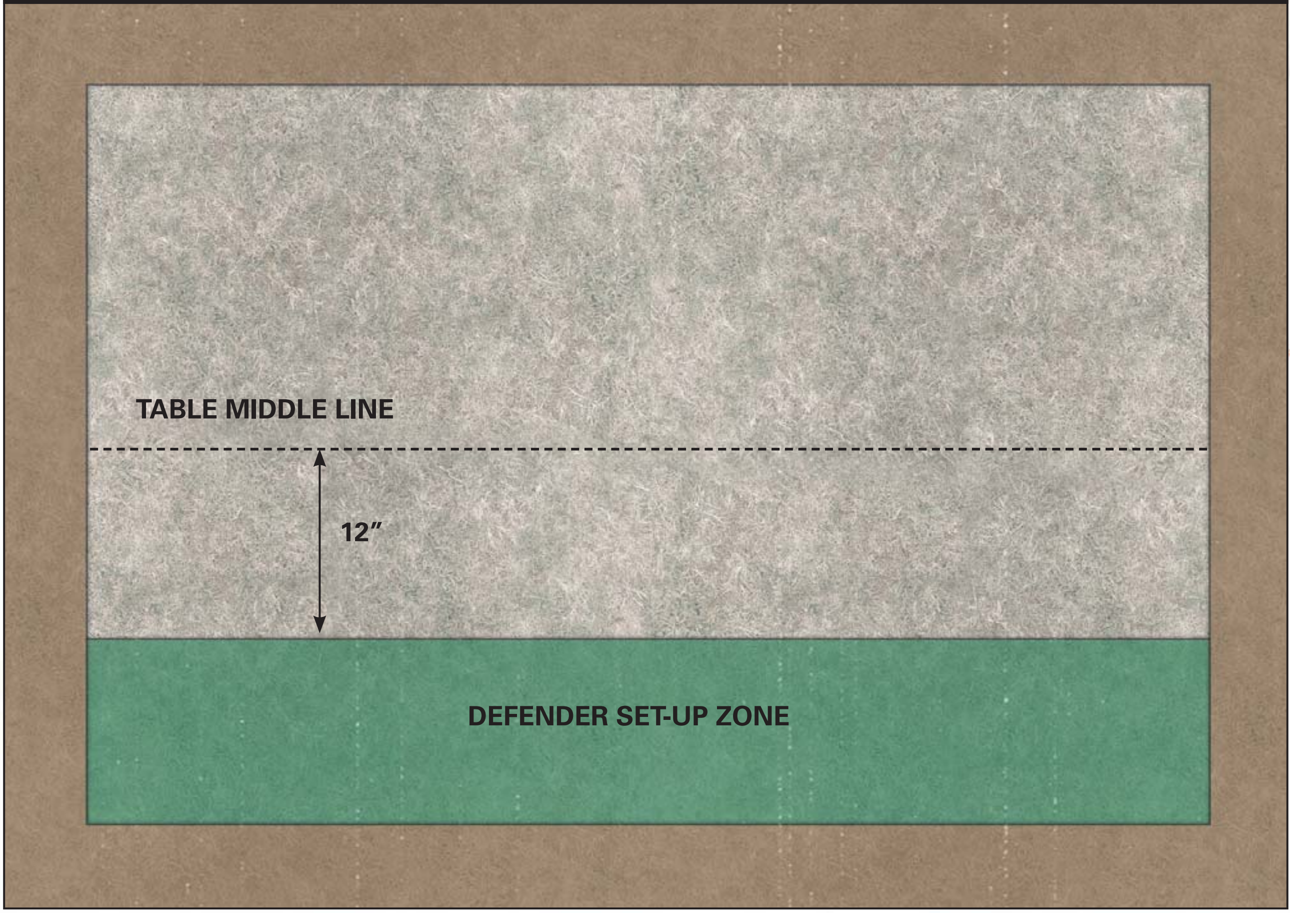
Victory!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The attacker scores 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own units that is inside the defender's set-up area (even if only partially), and 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game.

The defender scores 2 victory points for every enemy unit destroyed.

Scenario 1



SCENARIO 2: MAXIMUM ATTRITION

Your orders are brutally simple – locate and engage the enemy forces, and inflict maximum damage.

Set-Up

Both players roll a die. The highest scorer picks a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve (see Reserves, page 122).

Objective

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

First Turn

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

Game Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Victory!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! Players score 1 victory point for every enemy unit destroyed.

SCENARIO 3: POINT DEFENCE

The enemy positions are strategically vital for the continuation of the campaign and must be seized at all costs.

Set-Up

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender picks a side of the table and sets up at least half of his units in his set-up area (see opposite). These units can use the hidden set-up rules (see Hidden Set-up, page 120). Units that are not set-up to start with are left in reserve (see Reserves, page 122).

As he sets up his force, the defender must nominate three separate objectives in his set-up zone. All objectives must be at least 6" from the defender's table edge. In addition, all the objectives must be at least 24" from each other. These objectives could be tactically important positions such as a building or hilltop, or supplies such as an ammo dump or fuel reserve, or maybe a command post, a vehicle repair shop, or an emplacement for long-range artillery or rocket launchers.

Objectives can be simple markers or tokens if the players prefer, or can be represented by scenic pieces along the lines described. The important thing is that both players clearly identify the three objectives before the battle begins. The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

German Heavy Infantry

Objective

The attacker must try to capture the three objectives – the defender must try and stop him.

Preparatory Bombardment

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions (see Preparatory Bombardment, page 121). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

First Turn

The battle begins. During turn 1, the attacker must move his first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

Game Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Victory!

At the end of the game calculate which side has won as follows.

If the attacker holds two or three objectives the attacker wins. If the attacker holds one objective the game is a draw. If the attacker holds no objectives then the defender wins.

All objectives are held by the defender at the start of the game regardless of where his troops are positioned. If an objective changes hands during the game then it remains under the control of that side until it is taken back.

To capture an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or field artillery models within 3" of it.

SCENARIO 4: HOLD UNTIL RELIEVED

Your force has been sent on a very dangerous mission to capture a key strategic objective. Your men have reached the immediate vicinity of the objective during the night and at first light you'll attempt to seize the position. You will then dig in for the inevitable counter-attacks and hold until relieved.

Set-Up

The objective could be a bridge, an ammo or fuel dump, an airstrip, a command bunker, a V2 launch site, or anything comparable. First set up the objective in the centre of the table. Ideally, this should be no larger than 12" x 12". You can place the objective up to 12" to the left or right of the exact centre of the table, but make sure that it is equidistant from the opposing players' starting edges.

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender picks a side of the table and sets up one infantry squad and one other unit (this unit can be anything with a Damage value of 7+ or less) within 6" of the objective. Then he nominates half of the remaining units (rounding down) to form his first wave. Any units not included in the first wave are left in reserve (see Reserves, page 122)

The attacker can then set up any and all of his infantry anywhere on the table so long as they are more than 18" from the objective or either enemy unit that is already deployed. These units can use the hidden set-up rules (see Hidden Set-up, page 120). All other units are left in reserve (see Reserves, page 122).

Objective

The aim is to control the objective at the end of the game. To do so there must be a model from one of your infantry or artillery units within 3" of the objective and there must be no enemy infantry or artillery models within 3" of the objective.

First Turn

The battle begins. During turn 1 the defender must bring his first wave onto the table. These units can enter the table from any point on the defender's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

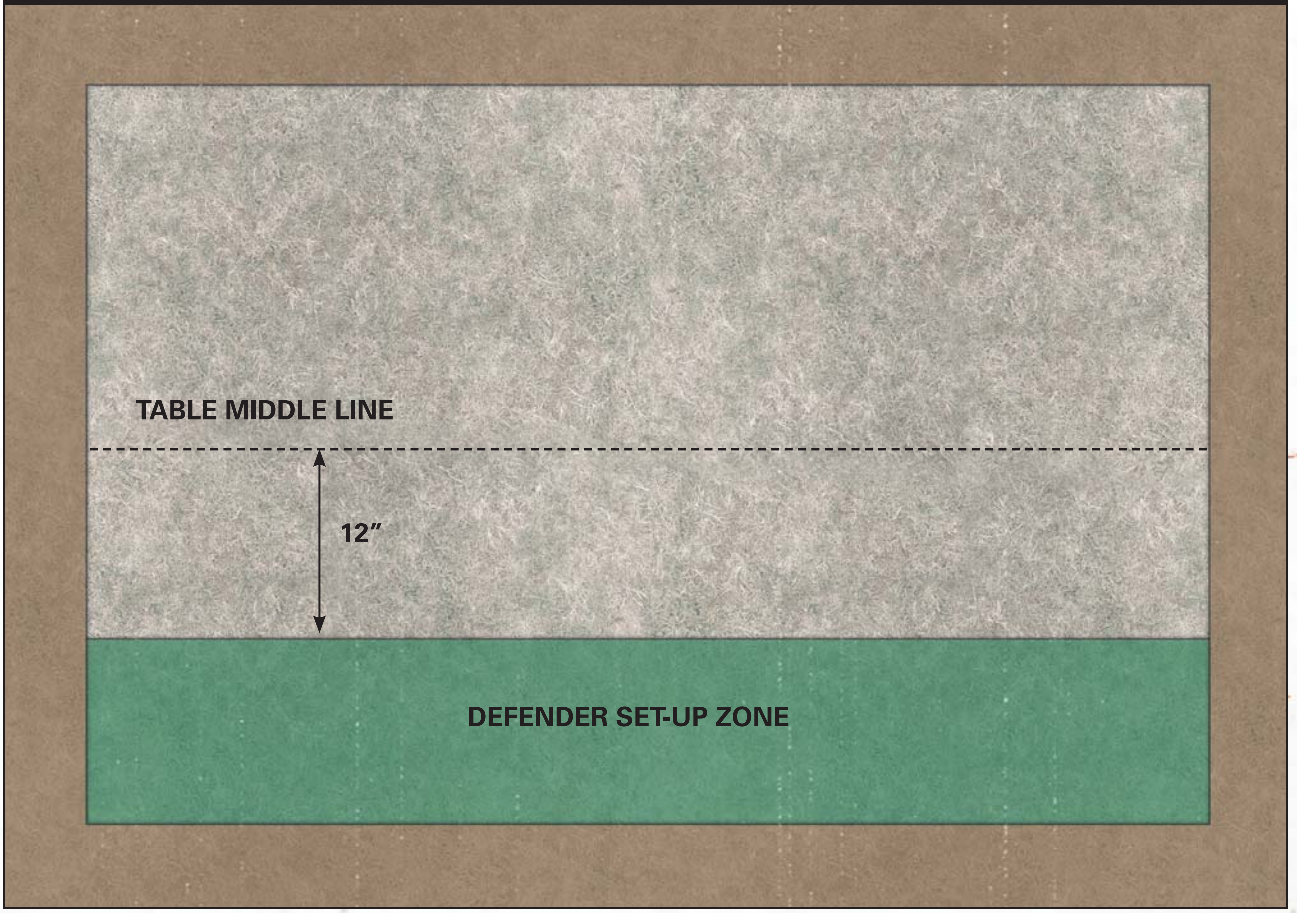
Game Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Victory!

If one side controls the objective at the end of the game it is the winner. If neither side can claim control of the objective the game is a draw.

Scenario 3



SCENARIO 5: TOP SECRET

Enemy fighters have shot down one of our light transport aircraft. Your men must locate the crash site and retrieve the briefcase of the high-ranking staff officer who was on board. This briefcase contains secret Rift-tech documents and it is imperative that you get to it before the enemy. Whatever happens, these documents must not fall into enemy hands.

Set-Up

First set up the objective marker in the centre of the table. This could be a wrecked light aircraft or perhaps a fallen parachute, or any suitable officer model or simply a marker or token if preferred. You can place the objective up to 12" to the left or right of the exact centre of the table, but make sure that it is equidistant from the opposing players' table edge. Ensure that the objective is not reachable by roads from either players starting edge.

Both players roll a die. The highest scorer picks a side of the table.

No units are set up on the table at the start of the game. All units on both sides are left in reserve (see Reserves, page 122).

Objective

Both sides must seize the objective marker and carry it off their own edge of the table. See below for rules about transporting the objective marker.

First Turn

During turn 1, you can attempt to bring in your reserves as if it was turn 2 as described in the rules for reserves. Play then continues as normal.

Game Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Victory!

The side that carries the objective marker off the table before the end of the game wins. Otherwise the result is a draw. To seize the marker, an infantry unit must advance or run and end its move with one model touching the objective. From the following turn, that model will carry the marker as its unit moves. If the model carrying the marker ends its move to within 1" of a model belonging to a friendly infantry unit (or indeed a friendly infantry unit ends its move so that one of its models is within 1" of the model carrying the marker), the marker can immediately be handed over from one model to the other. This handing over of the objective marker can be done only once per turn, to stop an unrealistic 'chain effect'. If the model carrying the marker is killed, the marker can be transferred to any other model in the unit. If the entire unit is killed/removed from play, the marker is left on the ground for someone else to pick up later.

If the unit carrying the marker is destroyed in an assault, the enemy unit that destroyed it can immediately claim the marker and place it next to one of their models before they make their regroup move.

Stand to! A US M8 Grizzly responds to an alert.

SCENARIO 6: DEMOLITION

Our scout planes have pinpointed the enemy company HQ. Your objective is to reach the enemy position and destroy it with the explosives your men have been issued with. Strong enemy resistance is to be expected, so you must attack in force, but leave a portion of your force behind in order to defend our own artillery emplacements.

Set-Up

Both players roll a die. The highest scorer picks a side of the table and places his base in his set-up zone at least 6" from the table edge. The other player then places his base in his set up zone at least 6" from his table edge, in the same way. Ideally these 'bases' are represented by a model command post (tent, dug-out, command vehicle), but could be anything that looks like a tactically important position such as a building or hilltop, an ammunition or fuel dump, a radio or radar mast, an artillery or missile battery, etc. A base can simply be a marker if you wish – nothing more than a token – it's entirely up to the players. The important thing is that both players clearly identify their bases at the start of the game.

The first player deploys half of the units in his army (rounding down) in his deployment zone.

These units can use the hidden set-up rules (see Hidden Set-up, page 120). All other units are left in reserve (see Reserves, page 122).

British Automatons advance relentlessly into enemy territory.

Once the first player has deployed as described, his opponent does the same with his own force.

Objective

Both sides must destroy the enemy base. A base is destroyed if, at the end of any turn, any enemy unit other than an empty transport vehicle is touching the base. Empty transports cannot be used to destroy a base although a transport vehicle carrying troops can.

First Turn

The battle begins. Note there is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

Game Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Victory!

If one player has destroyed his opponent's base while his own still stands then that player is the winner. Otherwise the game is a draw.

SCENARIO RULES

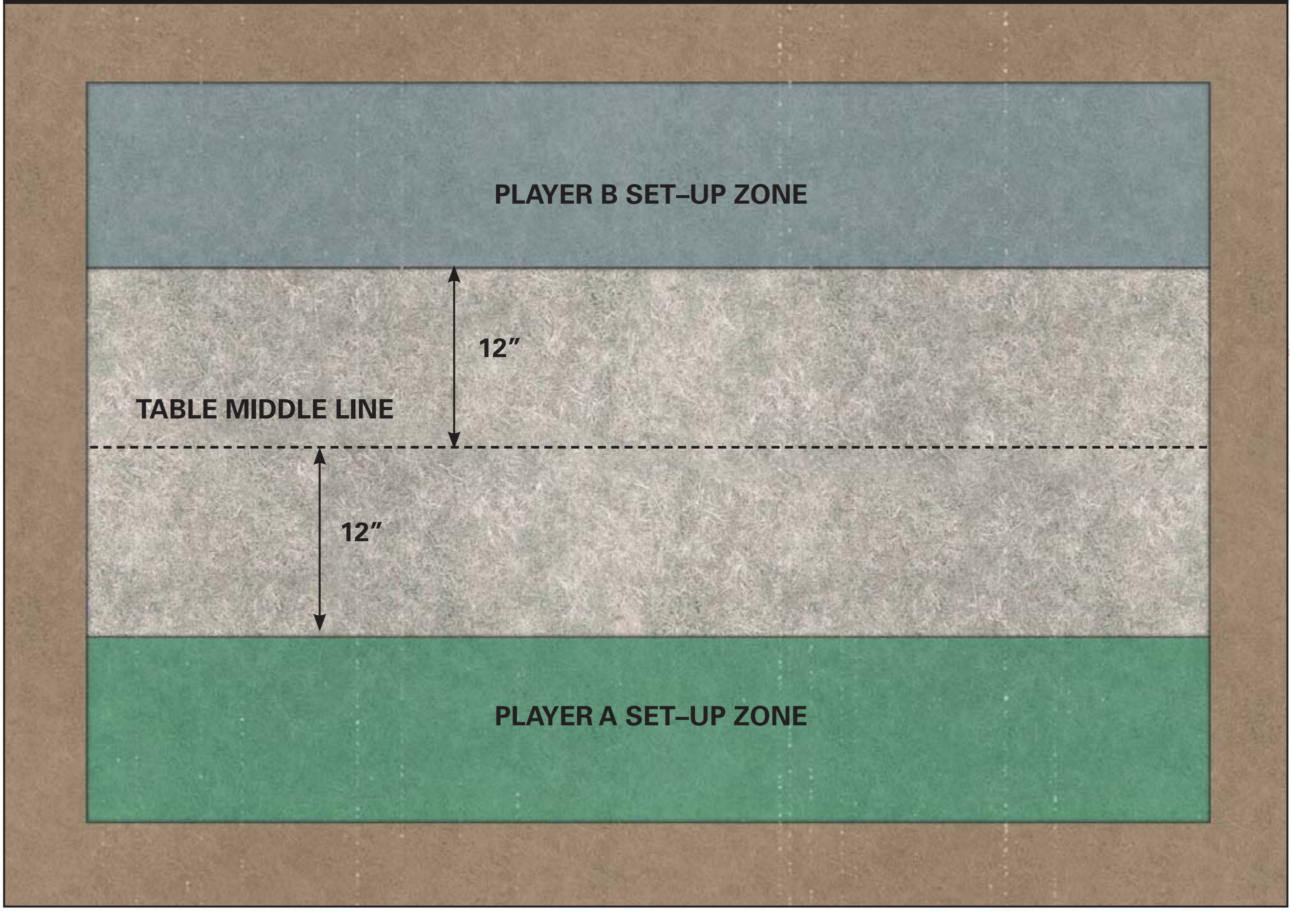
The following rules are common to all or most of the scenarios and are gathered together here to save repeating them throughout the scenario descriptions.

Hidden Set-Up

Where indicated in the scenario, units can be hidden at the start of the game. These units must be deployed in such a way that they are either entirely in cover to all enemies that can see them, or else out of sight of enemy altogether. These units are still placed on the table in the usual way, and must be marked in some fashion to show that they are hidden – any distinct token or marker will do.

Enemy are still allowed to target hidden units where they normally could do so, but, because shooters cannot be certain where the enemy are, the chances of scoring a hit are very much reduced. If a unit is hidden, any cover penalties that would normally apply when it is shot at are increased to –4 for soft cover and –5 for hard cover. If shot at by indirect fire, a 6+ is required to hit, even where shooter and target remain stationary from turn to turn. In addition, hidden units can never be chosen as targets for air strikes or artillery barrages from forward observers. They can still be struck by a preparatory bombardment as noted below and derive no benefit from being hidden in this case. Hidden units remain hidden until one of the following happens:

Scenario 6



- The hidden unit is ordered to *Fire*, *Advance*, or *Run*.
- An enemy unit scores a hit on the hidden unit (other than preparatory bombardment).
- An enemy infantry or artillery unit moves to (or is set up) within 12".
- An enemy recce vehicle moves to (or is set up) within 12".
- Any other enemy moves to within 6".

Setting Up Observers and Snipers

Unless players wish to agree otherwise, spotters, forward air observers, forward artillery observers, and snipers, together with any vehicles required to carry them, can be set up anywhere within the player's own half of the table at the start of the game, so long as they are more than 12" from any enemy unit that is already deployed including enemy spotters, observers and snipers.

In an attacker/defender scenario the defender sets up his spotters, observers and snipers first. Otherwise the players alternate setting up one unit at a time – roll a dice to determine which side places first. Any observer and sniper units can also be set up hidden as noted above.

Preparatory Bombardment

When about to attack enemy defensive positions, it makes sense to 'soften them up' first with a bombardment from heavy artillery, rocket batteries, or bombers. Such a bombardment often caused relatively few casualties to well dug-in troops, but it certainly encouraged the enemy to keep their heads down, unnerving them and sapping their fighting spirit.

The scenario played specifies when a preparatory bombardment is allowed. To see how effective the bombardment is, roll a die for each unit in the enemy set-up zone at the start of the game and consult the chart below. Targets that are in bunkers or comparable fortifications deduct –1 from the die roll, and cannot therefore score worse than a 5 or suffer more than 2 pin markers. However, note that hidden units derive no benefit from being hidden when working out preparatory bombardments.

PREPARATORY BOMBARDMENT TABLE	
D6	**Effect**
1	That's miles away! No effect.
2 or 3	That was close! The unit takes 1 pin marker.
4 or 5	I can't take it anymore! The unit takes 2 pin markers.
6	Incoming! The unit takes 2 pin markers and 1 automatic hit with a +3 penetration value. This counts as indirect fire, always striking the top armour of armoured vehicles.

Reserves

Reserves are troops that are neither deployed onto the table at the start of the game nor held back to form a first wave. Reserve units cannot do anything in the first turn of the battle (except during the Top Secret scenario as noted).

Even though reserves cannot do anything in the first turn, they must still be given orders, as their order dice will be included in the dice cup. The only order they can be given in turn 1 is *Down* to show that the reserves are awaiting a command. Even vehicles are given a *Down* order when in reserve, indicating that they are immobile that turn.

From turn 2 onwards (turn 1 in the Top Secret scenario) any units in reserve can be ordered on to the table with an *Advance* or *Run* order. Note that troops are not allowed to make an assault when they enter the table at a *Run* – troops are only allowed to make an assault if they are already on the table at the start of their move. A player is not obliged to move troops from reserve: a unit can be left in reserve by giving it a *Down* order.

When units move from reserve onto the table they always require an order check with a –1 penalty. So, a veteran unit with morale of 10 will require a 2D6 roll of 9 or less to pass its order check and move on to the table. Because an order test is required to move from reserve it is not completely certain when these units will arrive. If a unit fails to enter the battle before the end of the game it counts as destroyed – missing in action.

Infantry or artillery units that are in reserve can be mounted in transport vehicles or tows. The player should indicate this is the case during set-up.

Outflanking Manoeuvre

A player can send any of his reserves on an outflanking manoeuvre either to his left or right. During set-up the player must indicate to his opponent any reserve units that are attempting an outflanking manoeuvre. The player secretly writes down which of his outflanking units is going left and which is going right. He can send all of his units one way or the other, or he can divide them if preferred; it is entirely up to the player. The player must reveal his written instructions only when the first outflanking force arrives on the table.

Meanwhile, the other player will be aware that the enemy is moving round his flanks, but cannot be certain where they have been directed.

Units attempting an outflanking manoeuvre must be given *Down* orders on turns 1 and 2. These units are, of course, manoeuvring beyond the confines of the tabletop, and the *Down* order merely serves to indicate they are as yet unable to enter the battlefield.

From turn 3 onwards, outflanking units can be ordered onto the tabletop with an *Advance* or *Run* order in the same way as other reserves. An order test with a –1 penalty will be required as already described. Units outflanking on the left hand side can enter from the left hand table edge, those entering from the right hand side can enter from the right hand table edge. If moving onto the table in turn 3, outflanking units can enter along a side edge but not more than 24" from the player's own edge. So, if the tabletop is four feet wide they will be able to enter up to half way across. If entering in a subsequent turn, add a further 6" per additional turn, so up to 30" from the player's edge in turn 4, 36"in turn 5, and so on for battlefields of greater width.

Calculating Victory by Attrition

The system described for working out which side has won is practical to apply and serves perfectly well for most kinds of game. However, there will be occasions when players want to calculate scores in a more precise manner. Attrition allow us to calculate a player's exact score and will prove useful where games are played as part of a tournament or formal competition.

Instead of being worth only 1 or 2 points irrespective of their requisition points value, in the attrition system units have a value equal to the number of victory points specified by the scenario multiplied by their requisition points value. For more about requisition points see page 133.

For example, if a unit leaves the battlefield from the enemy table edge in an Envelopment scenario it is worth 3 victory points. If such a unit cost 100 requisition points, it would be worth (3 x 100) = 300 attrition. If the same unit were destroyed in a Maximum Attrition scenario, it would be worth 1 victory point and therefore (1 x 100) = 100 attrition.

In a game where victory is determined by taking or holding objectives, first work out which side has won, drawn, or lost the scenario as described. The attrition value of a destroyed

HIDING DURING A GAME

We do not normally allow troops to hide during the course of a game, but if players agree troops can be allowed to go hidden during a game if they would otherwise qualify as described in Hidden Set-up, and are given a Down order. Because this can slow down the game and makes some scenarios harder for one side to win, we present it as an optional rule for experienced players rather than as a general rule of play.

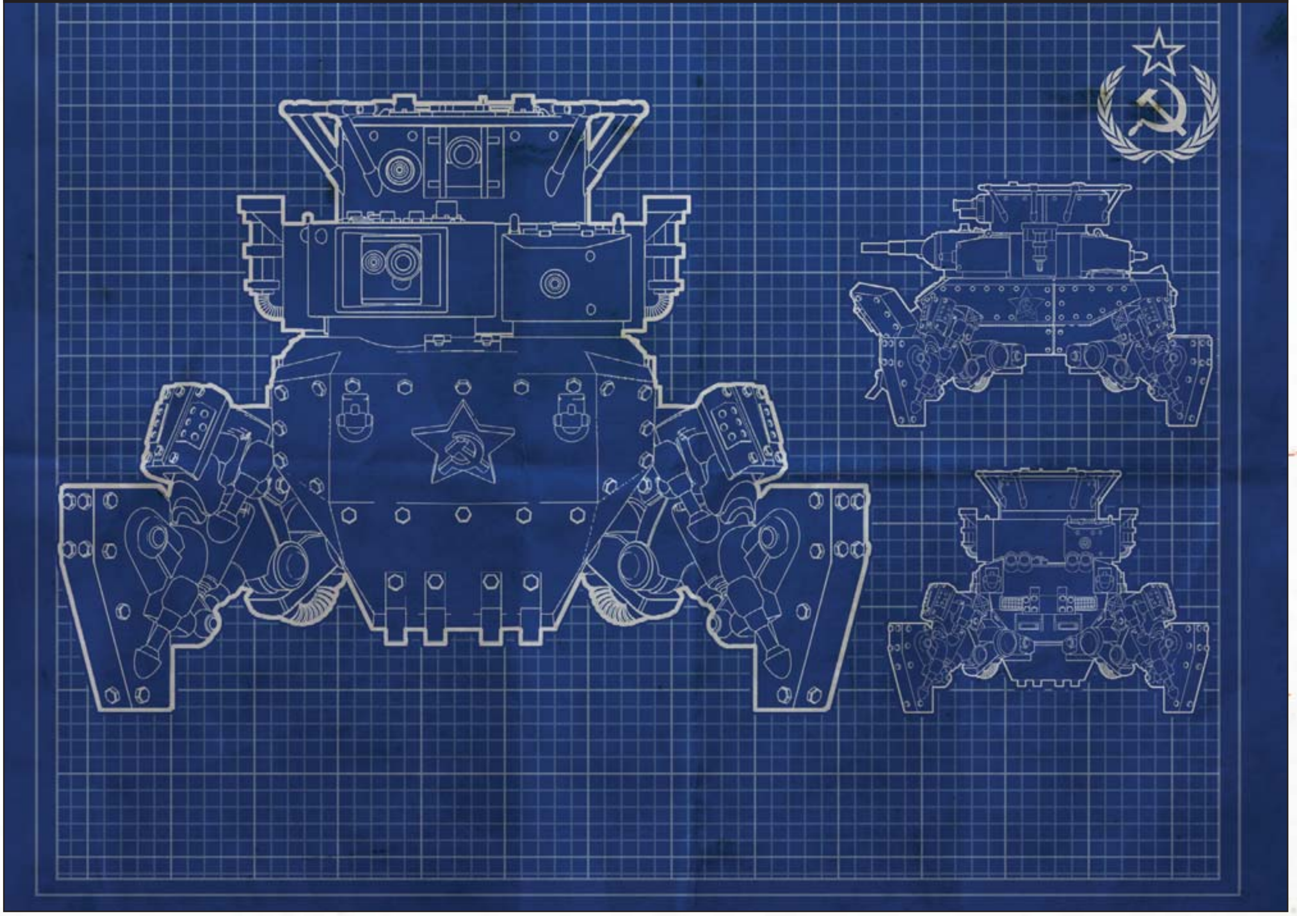
enemy unit equals its requisition points multiplied by two in the case of the winning side. Losers and drawing sides just score the requisition points. If the scenario is lost, the maximum attrition value that can be scored is 10 less than that of the winner. For example, if the winner scores 460 attrition the loser's total score is capped at 450.

For example, in a Demolition scenario the side that destroys the enemy base whilst preserving its own base intact is the winner – in this case the winner scores attrition equal to the requisition value of enemy units destroyed multiplied by two. An enemy unit with a requisition value of 75 points would therefore be worth (2 x 75) = 150 attrition.

Regardless of how attrition is calculated, to win an outright victory one side must score at least 200 attrition more than the enemy. If neither sides scores at least 200 attrition more than the other, the result is not decisive and the battle is a draw even though one side may have scored more attrition than the other.

This value for outright victory assumes you are playing with standard forces of 1,000 requisition points as noted earlier. If you play with considerably larger or smaller forces, it is a good idea to increase or decrease this value in proportion with the size of the forces – keeping the attrition required for outright victory at 20 per cent of the forces' requisition value.

Soviet Mammoth Heavy Mech



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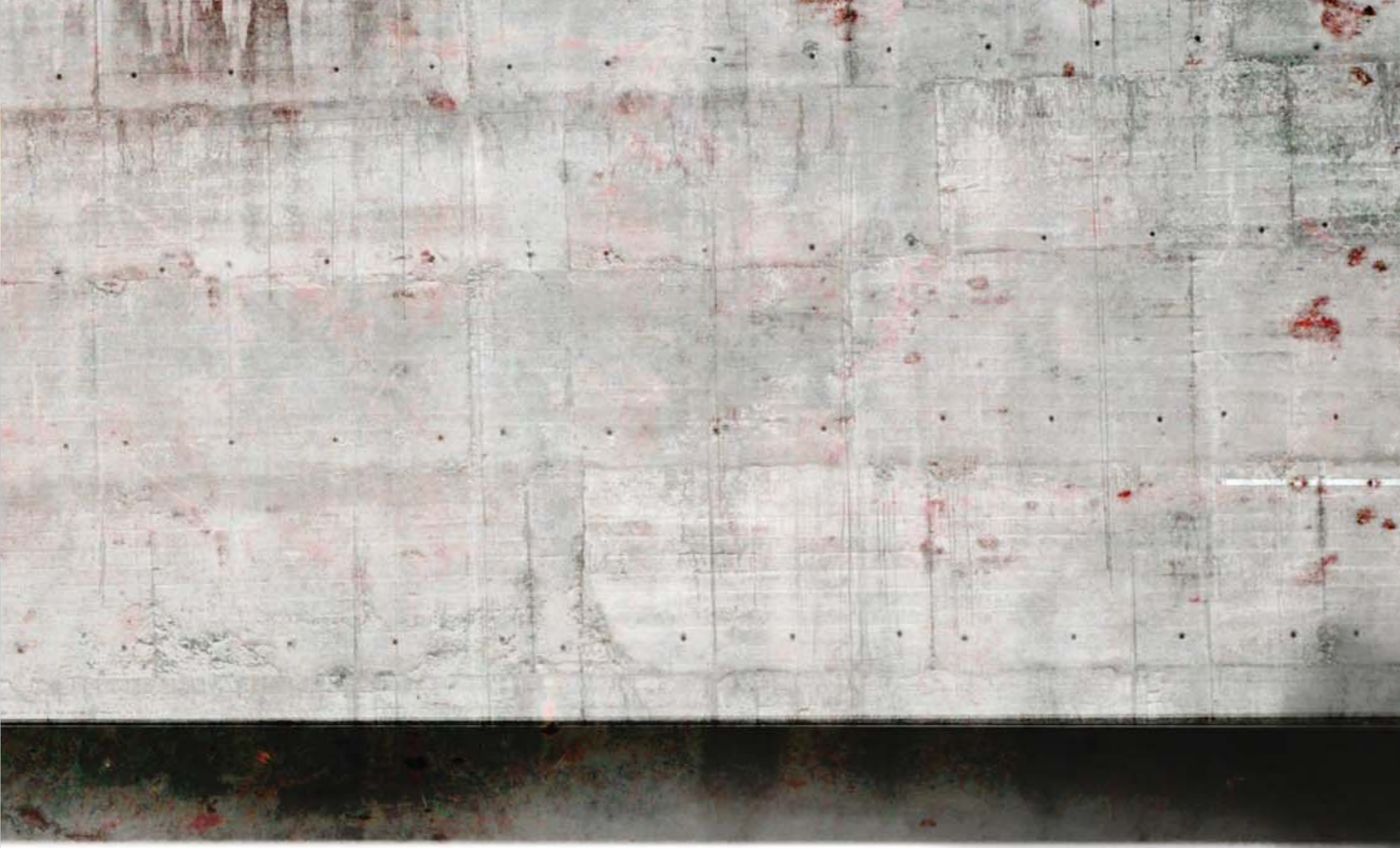

FORCE SELECTION

The following rules have been formalised with a view to putting together armies that are reasonably well balanced in play rather than being strictly based on historical formations. The purpose of these lists is to enable players who wish to do so to choose well-matched, competitive, and entertaining forces with which to play a challenging game.

A force must comprise one or more reinforced platoons picked from one of the four Army Lists. Each reinforced platoon is made up as per the table below.

When picking a force begin with the first reinforced platoon and start by fulfilling its minimum requirement of 1 lieutenant and 2 infantry squads. Once this is done, pick from the other units given until the total requisition value of your units reaches the agreed maximum value for the force or as close as you can get.

So long as you have sufficient points remaining, you can always stop at any stage and start again with a second reinforced platoon, and then a third, and so on, adding as many platoons as your points will allow.

Note that transports can always be included up to one vehicle for every infantry and artillery unit in the reinforced platoon. This enables infantry to be mounted into carriers if desired, HQ units to have jeeps or similar vehicles, and artillery and anti-tank guns to have prime movers. It is perfectly possible to spend all the points available on one large reinforced platoon, or to buy several smaller reinforced platoons allowing for a higher proportion of specialised units. This is entirely up to the player, but always keep in mind that the total value cannot exceed the maximum total requisition points agreed for the force.

A chance encounter will be decided by Soviet steel and German bio-engineering!

REINFORCED PLATOON	
1	Lieutenant – First or Second
2	Infantry Squads
Plus	
0–3	Infantry Squads
0–1	Captain or Major (per force not platoon)
0–1	Medic
0–1	Forward Observer
0–1	Machine gun team
0–1	Mortar team
0–1	Sniper team
0–1	Flamethrower team
0–2	Anti-tank teams
0–1	Field Artillery or anti-tank gun
0–1	Armoured Car, Scout Walker or Light walker
0–1	Tank, Tank Destroyer, any Medium or heavier Walker, anti-aircraft vehicle or SP Artillery
0-1	Transport vehicle or tow per infantry and artillery unit in the platoon

GERMANY

This list is based upon the troops and equipment available to the German army during the end of 1946 and the beginning of 1947 as the theatre emerged from the most severe winter in living memory. By this time the Germans have access to some of the best Rift-tech available, particularly in the field of DNA enhanced infantry. The heavy panzermechs are unrivalled and are well supported by the Panther and infantry well-equipped with assault weaponry and the fearsome MG44 machine gun. Most infantry carry panzerfausts for protection against armoured opponents. After the desperate times of the past few years, the resurgent German army can field well equipped, well led and well trained units.

ARMY SPECIAL RULES

Initiative Training

If an infantry squad's NCO is killed then roll a D6. On the score of a 1, 2, or 3 the NCO is removed as normal. On the roll of a 4, 5, or 6 one of the troopers takes over the squad and leads it just as effectively as before. To represent this, leave the NCO in place and remove any other model instead. If the NCO is successfully replaced the unit does not suffer the usual –1 morale penalty for losing its NCO.

Hitler's Buzzsaw

German infantry units equipped with light and medium machine guns fire one extra shot (4 for LMG and 5 for a MMG). Note that this only applies to infantry units, and not to vehicles or vehicle crews that carry machine guns.

Fatherland Resurgent

With the resurgence of German military might, the élan of the Wehrmacht is again evident in their ability to make sudden gains and tactical victories out of nothing. German infantry units, larger than 5 models, may ignore the negative modifier of one pinning marker when taking *Advance* order tests. They still have to take a test if they only have a single pin marker, but do not suffer the –1 to their morale for the first marker.

Schürzen Armoured Skirts

If a tank has the Schürzen upgrade, then anti-tank rifles and shaped charges such as bazookas, PIATs, etc. never get the +1 penetration bonus for hitting it in the side.

TYPES OF UNIT

1	Infantry	Headquarters Units
		Infantry Squads
		Infantry Teams
2	Artillery	Anti-tank Guns
		Field Artillery
3	Vehicles	Tanks
		Tank Destroyers
		Walkers
		Self-propelled Artillery
		Anti-aircraft Vehicles
		Armoured Cars
		Light Walkers
		Transports and Tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers.

Officer

German officers were capable and often experienced leaders. Most junior officers were trained to undertake the role of their own immediate superiors, enabling them to use their initiative to take control of situations when necessary. An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants.

Cost	- Second Lieutenant (Leutnant) 50pts (Regular), 65pts (Veteran) - First Lieutenant (Oberleutnant) 75pts (Regular), 90pts (Veteran) - Captain (Hauptmann) 110pts (Regular), 125pts (Veteran) - Major (Major) 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, SMG, rifle or assault rifle as depicted on the model.
Options	- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

Medic

The field medic presents wounded soldiers with his best chance of surviving serious injury and can return lightly wounded soldiers back to combat in short order. Junior medical staff – such as stretcher-bearers – can accompany a medic.

Cost	Medic 30pts (Veteran)
Team	1 Medic and up to 2 further men
Weapons	Pistol or none as depicted on the model.
Options	- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

Forward Observer

Forward Observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and possibly an assistant.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, SMG, rifle or assault rifle as depicted on the model.
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

Specialist Medic

The specialist medic is generally only found within elite formations of the German military, a rarity on the battlefield. This medic uses experimental Rift-tech in the treatment of wounds and injuries. Whilst effective, not every soldier appreciates the occasional, long term side effects! The specialist medic may be accompanied by bodyguards to both protect him, and assist in his duties.

German Heavy Infantry

Cost	Specialist Medic 35pts (Veteran)
Team	1 Medic and up to 2 Bodyguards
Weapons	Pistol or none as depicted on the model. Bodyguards have Assault Rifles.
Options	- The medic may be accompanied by up to 2 bodyguards at a cost of +18pts per man (Veteran)
Special Rules	- When a specialist medic is used to roll against casualties within 6", the controlling player may remove a model from a friendly unit to receive +1 on these rolls for the remainder of the turn..

INFANTRY SQUADS AND TEAMS

German Infantry were generally well trained, well led and well equipped – constituting what was undoubtedly the most effective fighting force in Europe, man-for-man. The influence of Rift-tech, particularly in industry has managed to maintain the supplies that equip the fighting soldier. Although often heavily outnumbered, technology, superb training, leadership, and aggressive tactics remains the German soldier's best friend.

Wehrmacht Infantry Squad

The German infantryman is confident in the face of all he faces. Equipped with excellent weapons such as the StG44 assault rifle and fearsome MG42, a German infantry squad can deliver a vast amount of firepower to a small section of the battlefield.

Cost	50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifle
Options	- Add up to 5 additional men with rifles for +10pts each. - The NCO and up to 1 man may replace their rifle with an SMG for +3pts each - Up to 2 men can have an LMG for +20pts each, for each LMG added another man becomes its loader. - Up to 2 men can have a panzerfaust in addition to other weapons for +5pts each. - Up to 1 man can have rifle grenades for +20pts - The NCO and up to 4 men can replace their rifle with an assault rifle for +5pts each - If panzerfausts are not taken, the squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

Waffen-SS, Fallschirmjager or Veteran Infantry Squad

The Waffen-SS formed an elite fighting formation separate from the German army. Well-motivated and equipped, they have become a hardened veteran force. Likewise the elite Luftwaffe infantry, the Fallschirmjagers continue to operate as elite infantry reserved for the toughest missions. And within the Wehrmacht, the continuous combat operations have produced some outstanding fighting units, represented here as veteran squads.

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifle
Options	- Add up to 5 additional men with rifles for +13pts each. - The NCO and up to 6 men may replace their rifle with an SMG for +3pts each. - Up to 2 men can have an LMG for +20pts each, for each LMG added another man becomes its loader. - Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each. - Up to 2 men can have rifle grenades for +20pts each. - Any man can replace their rifle with an assault rifle for +5pts each.

Machine Gun Team

The Germans were equipped with the excellent MG42 or MG44 machine gun, known as Hitler's Buzzsaw to Allied troops because of the noise its high rate of fire generated. The weapon is used both as an LMG within infantry squads and as an MMG when tripod-mounted.

Cost	50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Special Rules	- Team weapon - Fixed

Wehrmacht Heavy Infantry Squad

Rift-tech was rapidly used in the development of heavy armour for the Wehrmacht to ensure casualties in intense operations were kept to a minimum. One of the first nations to introduce heavy personal armour it is effective and provided a much-needed boost to the German war effort when first deployed. Other nations have copied the principles, often to better effect, but the heavy infantry remain a potent force on the battlefield.

Cost	100pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Assault Rifle
Options	- Add up to 3 additional men with assault rifles for +20pts each. - Up to 2 men can have an LMG for +10pts each, for each LMG added another man becomes its loader. - Up to 2 men can have a Panzerfaust in addition to other weapons for +5pts each.
Special Rules	- Large Infantry - Resilient - Slow

Heavy Panzerschreck Anti-Tank Team

Carrying an even heavier version of the panzerschreck, heavy armoured infantry can get closer to their targets and wreak havoc on armoured vehicles.

Cost	118pts (Veteran)
Team	2 men
Weapons	1 panzerschreck
Special Rules	- Large Infantry - Resilient - Slow - Team Weapon - Shaped Charge

Panzerschreck Anti-Tank Team

The panzerschreck was a German development of the bazooka, firing a large calibre shaped-charge rocket projectile. A blast shield was fitted to the weapon to protect the firer, giving it its distinctive appearance.

Cost	80pts (Regular), 104pts (Veteran)
Team	2 men
Weapons	1 panzerschreck
Special Rules	- Team weapon - Shaped charge

German MG42 team

Heavy Sniper Team

With the advent of heavy armour and light walkers on the battlefield, the role and relevance of heavy anti-tank rifles have been revised. Never intended to take on heavy vehicles, they are perfect for tackling scout walkers and heavy infantry.

Cost	32pts (Regular), 41pts (Veteran)
Team	2 men
Weapons	Anti-tank rifle and SMG
Options	- 1 man can have a panzerfaust in addition to other weapons for +5pts.
Special Rules	- Team Weapon

Sniper Team

The value of the sniper was brought home during the battle of Stalingrad where Russian snipers took such a heavy toll of German troops. The Wehrmacht trained and equipped marksmen to undertake a specialist role as snipers. A variety of rifles were used for sniping, including the standard infantry rifle and semi-automatic Gewehr 43. All were fitted with telescopic sights and snipers were provided with specially manufactured ammunition.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team weapon - Sniper

Light Mortar Team

The Germans had mortars – granatwerfer – in several calibres, the most common of which was the shortened 80mm infantry mortar. This was basically a close-range support weapon that could easily be carried and used by infantry.

Cost	35pts (Regular), 46pts (Veteran)
Team	2 men
Weapons	1 light mortar
Special Rules	- Team weapon - Indirect fire - HE (D3)

Medium Mortar Team

The standard German medium mortar remains the 80mm Granatwerfer 34. It was a very effective and accurate weapon that could provide long-range fire support.

Cost	50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Special Rules	- Team weapon - Indirect fire - Fixed - HE (D6)

Heavy Mortar Team

The heavy mortar used by the German army was the 120mm calibre Granatwerfer 42. It was a close copy of captured Russian mortars and was developed to give infantry an even longer range and heavier weight of shot than the 80mm mortar.

Cost	65pts (Regular), 84pts (Veteran)
Team	4 men
Weapons	1 heavy mortar
Special Rules	- Team weapon - Fixed - Indirect fire - HE (2D6)

Fallschirmjager Falcon Squad

With the early heavy armour too bulky for air assault operations, the Luftwaffe pushed on with design of a lighter but more agile armour more suited to their needs. The Falcon armour is much more expensive to produce but highly effective and popular with the troops that use it.

Cost	130pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Assault Rifle
Options	- Add up to 3 additional men with assault rifles for +26pts each. - Up to 2 men can have a Panzerfaust in addition to other weapons for +5pts each.
Special Rules	- Flight - Resilient

Waffen-SS Shocktrooper Squad

The most committed and fanatical members of the Waffen-SS are formed into new Shocktrooper units to maximise their impact on the frontline. Well equipped, and wearing the latest body armour, they often form the spearhead of assault operations.

Cost	90pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Assault Rifle
Options	- Add up to 5 additional men with assault rifles for +18pts each. - Up to 2 men can have an LMG for +10pts each, for each LMG added another man becomes its loader. - Up to 4 men can have a panzerfaust in addition to other weapons for +5pts each. - Up to 2 men can have rifle grenades for +20pts each.
Special Rules	- Tough - IR Vision - Fanatics

Totenkorps Squad

The animated corpses of the Totenkorps divide military opinion, whilst an ethical affront to even military minds, their impact on the battlefield and role in saving Germany in 1944 cannot be denied. The Korps now often finds itself held in reserve until required, normally kept as a weapon of last resort under the most fanatical and loyal SS Commanders.

Cost	42pts (Inexperienced)
Composition	6 Animated Corpses
Weapons	None
Options	- Add up to 18 additional corpses for +7pts each.
Special Rules	- Horror - Tough - Fanatics - Slow - Ignore Pin Markers and Morale checks. Not affected by Medics.

A German Totenkorps officer activates the control systems that animate his shambling horde.

Schreckwulfen Squad

Less controversial than the animated corpse programme, the soldier enhancement division at Dresden has worked tirelessly to enhance German soldiers with the DNA of animals to radically improve their fighting ability. One of the more stable and successful projects combines human and canine DNA, with the result of a warrior that resembles the mythological werewolf. Deployed for the first time in early 1945, their impact was immediate and from the Allies point of view, terrifying.

Cost	60pts (Veteran)
Team	3 Schreckwulfen
Weapons	None
Options	- Add up to 3 additional Schreckwulfen for +20pts each.
Special Rules	- Large Infantry - Horror - Fast - Tough - Tooth and Claw - IR Vision

German Schreckwulfen

German Nachtjäger

Nachtjäger Assault Squad

Currently the pinnacle of the soldier enhancement division, the Nachtjäger is no longer truly human, with the DNA of reptiles, bats, and alligators merged into a horrific creation. No one knows if the subjects for this programme are volunteers, but their effectiveness on the battlefield is without question. The very existence of Nachtjäger alters Allied planning and reports of their presence are always taken seriously by intelligence staffs.

Cost	68pts (Veteran)
Team	2 Nachtjäger
Weapons	None
Options	- Add up to 2 additional Nachtjäger for +34pts each.
Special Rules	- Large Infantry - Horror - Flight - Tooth and Claw - Tough - IR Vision - Strong

Flamethrower Team

Flamethrowers – flammenwerfer – were used throughout the war and were often employed against buildings or fortifications. These were not weapons to put into the hands of the inexperienced, so we rate flamethrower teams as regular or better.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	- Team weapon - Flamethrower

FIELD ARTILLERY

German field artillery often lagged behind that of Germany's enemies in terms of development and effectiveness. Many of the larger weapons dated from the previous war, whilst field guns were frequently those captured during earlier campaigns. Outranged by bigger and heavier Russian weapons, and substantially outgunned on both Eastern and Western Fronts, the Germans soldiered on with what could be mustered.

Light Artillery

The Germans employed a tremendous variety of light infantry guns, mountain guns and field guns and howitzers, which generally had a calibre of 75mm. These guns were used for close support and were light enough to be manhandled by their crews. As with all team-based units artillerymen serving their weapon are treated as unarmed – even where individual models might carry small arms.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Special Rules	- Gun Shield - Team Weapon - Fixed - Howitzer - HE (D6)

Medium Artillery

The Germans employed howitzers of 105mm calibre and larger at divisional level. These long-ranged weapons would be unlikely to see action in the kind of firefights portrayed in *Konflikt '47*, unless of course they were to be caught up in a rapid enemy advance. In these circumstances artillery pieces would certainly give a good account of themselves.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	4 men
Weapons	1 medium howitzer
Options	- May add Spotter for +10pts
Special Rules	- Gun Shield - Team Weapon - Fixed - Howitzer - HE (2D6)

Heavy Artillery

The Germans employed a variety of heavy field guns, mostly of 150mm calibre including the Feldhaubitze 18 or sFH 18 which formed the standard divisional heavy artillery. The same weapon was used in the Hummel self-propelled gun. Of course, these were not the largest guns available to the German armed forces, but they were the most common of the heavy artillery, larger guns often being favoured for coastal defence rather than action in the field.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Team	5 men
Weapons	1 heavy howitzer
Options	- May add Spotter for +10pts
Special Rules	- Gun Shield - Team Weapon - Fixed - Howitzer - HE (2D6)

Nebelwerfer

Multiple rocket artillery, Nebelwerfer were developed as smoke launchers but once in service they were quickly adapted to launch traditional HE warheads. The standard version was the 150mm Nebelwerfer 41, a six-barrelled launcher. By 1943 the larger 210mm was available, other systems included 280mm and 320mm tubes.

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Team	4 men
Weapons	1 Nebelwerfer
Special Rules	- Team Weapon - Fixed - Multiple Launcher

RECOILLESS ARTILLERY

Based on American designs, the Germans were quick to utilise the recoilless principles to develop lighter weight weapon systems for their airborne and mountain forces. Both versions of the LG40 were light enough to be towed by Kettenkrad.

75mm LG40

Cost	45pts (Regular), 54pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Special Rules	- Team Weapon - Fixed - Howitzer - HE (D6)

75mm LG40/1

Cost	70pts (Regular), 84pts (Veteran)
Team	3 men
Weapons	1 medium howitzer
Special Rules	- Team Weapon - Fixed - Howitzer - HE (2D6)

ANTI-TANK GUNS

Panzerbüchse 41

Panzerbüchse is German for anti-tank rifle but the sPzB 41 was effectively a small anti-tank gun with its own carriage and crew. This remarkable gun was designed on the 'squeeze bore' principle with the bore reducing from 28mm to 20mm, propelling the shell to a much higher velocity than with a conventional anti-tank gun. Combined with tungsten core ammunition this gave the sPzB 41 remarkable armour penetration at short ranges – though performance dropped off rapidly over distance. It was used throughout the war by a variety of troops – even including paratroopers. By 1946 it was the only light anti-tank gun in service.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	2 men
Weapons	Light anti-tank gun
Special Rules	- Team Weapon - Fixed - Squeeze-bore – at ranges of up to 12" armour penetration is increased by 2 to +6, at over half range armour penetration is reduced by 2 instead to the usual 1 to +2.

504

75mm Pak 40

The Pak 40 is the standard German anti-tank gun of this period. It was a heavy but effective weapon that was capable of destroying almost any Allied tank.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	4 men
Weapons	Heavy anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield

88mm Pak 43

The Pak 43 was the most formidable German anti-tank gun used in significant numbers during the war and one of the most dreaded weapons to be found on the battlefield. This was a version of the same weapon equipped on the Tiger II and it was easily capable of penetrating and destroying even the most heavily armoured Allied tanks. It was a very heavy weapon and early versions were fixed to a stable mount. However, by this period this had been augmented by a wheeled carriage – a version known as the 'barn door' from the appearance of the gun's large, flat gun shield.

Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Team	5 men
Weapons	Super-heavy anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield

TANKS

By the late war the Germans had developed a bewildering variety of tanks and tank destroyers including some of the heaviest tanks to see action during the whole conflict. The Panzer IV, up-gunned and up-armoured since the beginning of hostilities, is still a formidable weapon, but is now largely replaced in the frontline by the Panther. The Tiger II remains capable of defeating any tank the Allies can pitch against it.

Panzer IV

The Panzer IV saw service throughout the war. Its defensive armour of 50mm was adequate – although vulnerable to the more powerful Allied anti-tank guns developed in the most recent years of the war. Its main armament was capable of penetrating most Allied tanks at long range. The details included here depict the Ausf G, H, and J versions of this ubiquitous German tank – all armed with the 75mm Kampfwagenkanone *40* (KwK 40).

German heavy and light panzermechs stand guard.

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May have Schurzen armour skirts for +10pts

Panzer IV X

The Panzer IV chassis proved ideal for experimenting with new weapons derived from Rift-tech. The most prominent of these is the Panzer IV X that mounts a gravity pulse cannon. Still only produced in limited numbers, its success in battle means it will undoubtedly be seen regularly in the future.

Cost	230pts (Regular), 280pts (Veteran)
Weapons	One turret-mounted Schwerefeld Projektor and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May have Schurzen armour skirts for +10pts
Special Rules	- Schwerefeld Projektor

Panther

The Panther was the best all-round German tank of the war and although conceived as a medium tank, at 45 tons and with frontal armour over 100 thick we shall rate the front armour more highly. The Panther's thick, sloping front armour was copied from the Russian T-34 but the main gun was a weapon that far excelled anything the Russians possessed, the high velocity KwK 42 L70, which was capable of penetrating any Allied tank in service when it was first introduced.

Cost	284pts (Inexperienced), 355pts (Regular), 426pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	- The Panther's heavy frontal armour has a rating of +1 giving it the same frontal value as a heavy tank (10+)

Tiger

The Tiger was a lumbering monster of a tank and its 88mm gun was easily capable of destroying even the most heavily armoured Allied tanks of the day. The Tiger has been superseded by better designs, but remains a potent threat. No longer in regular production, the Tiger can still handle any of the Allies' normal tanks with relative ease.

Cost	395pts (Regular), 474pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)

Tiger II

The Tiger II is possibly the most powerful combat tank of the war with armour that was almost impervious to the guns of Allied tanks and a high velocity 88mm gun that could destroy any Allied tank with relative ease. Wherever they were used they dominated the battlefield, but there never seem enough to overwhelm the Allied armies.

Cost	555pts (Regular), 666pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	11+ (super-heavy tank)

Tigers advance

TANK DESTROYERS

As the war progressed the Germans came to believe that turretless tank destroyers could be at least as effective as tanks in many situations, and – of course – they were much quicker and cheaper to build than tanks with their complex turret mechanics. In fact, although excellent in an ambush role, when pitched against enemy tanks in the open, tank destroyers were at a huge disadvantage, being unable to turn their weapon to bear beyond their immediate front. Even so, the Jagdtiger was the heaviest and most heavily armed and armoured fighting vehicle of the war, the most potent weapon of its kind by far.

StuG III/IV

The Sturmgeschutz – 'assault gun' – was developed as an infantry support weapon based on the Panzer III chassis and was often deployed as a tank destroyer. Later StuGs incorporated a co-axial machine gun and many vehicles that lacked them were subsequently retrofitted to provide more firepower against enemy infantry. The Germans shifted some Panzer IV production over to assault guns built on the Panzer IV chassis. These StuG IVs were entirely comparable to the earlier StuGs in performance and mounted the same gun, so the two types have been included together.

Cost	184pts (Inexperienced), 230pts (Regular), 276pts (Veteran)
Weapons	One casement-mounted forward-facing heavy anti-tank gun and remotely operated MMG with 360-degree arc of fire
Damage Value	9+ (medium tank)
Options	- May add a forward-facing co-axial MMG for +15pts - May have Schurzen armour skirts for +10pts

Jagdpanzer IV

The Jagdpanzer IV was developed in 1943 as a tank destroyer based on the Panzer IV chassis. Its frontal armour was thicker than a Panzer IV, and with its low profile and powerful gun it proved a successful weapon that continues to serve the German forces. Initial versions of the Jagdpanzer IV were produced with the same 75mm gun as the Panzer IV, but later versions were fitted with the more powerful 75mm gun from the Panther.

Cost	216pts (Inexperienced), 270pts (Regular), 324pts (Veteran)
Weapons	One casement-mounted forward-facing heavy anti-tank gun and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May replace heavy anti-tank gun with super-heavy anti-tank gun (75mm L70) for 80pts - May have Schurzen armour skirts for +10pts
Special Rules	- The Jagdpanzer's heavy frontal armour has a rating of +1 giving it the same frontal value as a heavy tank (10+)

Jagdpanther

The Jagdpanther tank destroyer was based on the Panther chassis and combined that tank's excellent mobility with a hard-hitting KwK 43 88mm gun as used in the Tiger II. This powerful gun was mounted into an extended front glacis that created a heavily-armoured casement for the crew. Jagdpanthers took part in the fighting on both Eastern and Western Fronts, however, like all German tank destroyers its arc of fire was limited, reducing its effectiveness when deployed in a mobile role.

Jagdpanther

Cost	312pts (Inexperienced), 390pts (Regular), 468pts (Veteran)
Weapons	One hull-mounted forward-facing super-heavy anti-tank gun and one forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)

Jagdtiger

The Jagdtiger was the heaviest and most powerfully armed of all German tank destroyers of the war. It was based upon the Tiger II tank, but the turret was replaced by a fixed casement with armour up to 250mm thick and mounting a 128mm Pak 44 anti-tank gun. Although of considerable weight the 128mm weapon was not substantially better than the 88mm gun of the Tiger II at short ranges, but it was superior at long range and could knock out Allied tanks well beyond their own effective range.

Cost	440pts (Inexperienced), 550pts (Regular), 660pts (Veteran)
Weapons	One casement-mounted forward-facing super-heavy anti-tank gun and one forward-facing hull-mounted MMG
Damage Value	11+ (super-heavy tank)
Special Rules	- The 128mm Pak 44 does not suffer the –1 penetration penalty when shooting at targets at over half range. It counts its full +7 penetration bonus at all ranges

Hetzer

The Hetzer – or Jagdpanzer 38t to give it its proper designation – was a small-sized and cheap alternative to the bigger tank destroyers such as the Jagdtigers and Jagdpanther. It carried a relatively powerful 75mm gun – a version of that used on the StuG III. The little vehicle's frontal armour was as good as that of most other tanks although its side armour was relatively weak. As well as the forward-facing hull-mounted main armament, the Hetzer had a remotely operated machine gun that could be fired by the crew from within the vehicle.

Cost	168pts (Inexperienced), 210pts (Regular), 250pts (Veteran)
Weapons	One hull-mounted forward-facing heavy anti-tank gun and one remotely operated MMG with 360-degree arc of fire
Damage Value	9+ (medium tank)
Special Rules	- The Hetzer's weak side amour means all shots to the side of the vehicle count as to the rear with a +2 penetration modifier

WALKERS

Thor Heavy Panzermech

The Thor panzermech is designed to enter the toughest urban environments and deal with entrenched infantry. Well armoured and armed it does its job far too well for most opponent's liking.

Cost	300pts (Regular), 380pts (Veteran)
Weapons	One turret-mounted heavy howitzer and one forward-facing light autocannon. One pintle-mounted MMG.
Damage Value	10+ (super-heavy walker)
Special Rules	- Walker - Howitzer - HE (3D6)

Zeus Heavy Panzermech

Zeus Heavy Panzermech

The Zeus panzermech was built to operate as a tank hunter in difficult terrain or to assist the Thor panzermechs in reaching their urban targets. Unsuited to the urban role, once the Thors were delivered to the target, the Zeus often protected the flanks of an assault, preventing enemy armour from cutting off the attacking forces' lines of supply.

Cost	410pts (Regular), 500pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun and one forward-facing light autocannon. One pintle-mounted MMG.
Damage Value	10+ (super-heavy walker)
Special Rules	- Walker - Slow - Tough (front arc only)

Spinne Light Panzermech

Combining the agility of an infantryman with the armour and firepower of a heavily built armoured car, the Spinne (Spider) is almost the perfect recce vehicle for close terrain and urban environments. The open-turret allows the gunner/commander to maintain anti-air overwatch and maximises his situational awareness.

Cost	125pts (Regular), 145pts (Veteran)
Weapons	Turret-mounted light AT gun and co-axial light autocannon.
Damage Value	7+ (light walker)
Options	- Replace light autocannon with a small vehicle flamethrower and remove the Open-topped and Flak special rules for +30pts
Special Rules	- Walker - Open-topped - Agile - Flak - Recce (Dual direction steering)

SELF-PROPELLED ARTILLERY

German self-propelled artillery tended to be conversions of existing vehicles, often those captured from the enemy or otherwise obsolete. This pragmatic approach produced a hotchpotch of self-propelled artillery that undoubtedly served its purpose of providing mobile fire support.

Wespe

The Wespe – 'Wasp' – was an adaptation of the Panzer II chassis to take a 105mm field gun in an open-topped superstructure. They proved very successful and were allocated to armoured artillery battalions with Panzer Divisions alongside the heavier Hummel.

Cost	116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons	One forward-facing medium howitzer and one crew-carried MMG with 360-degree arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open topped - The crew can either shoot the Wespe's main gun or the MMG but not both

Hummel

The Hummel – 'Bumble bee' – carried a 150mm artillery piece on a chassis that combined elements of existing Panzer III and Panzer IV running gear.

Cost	148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Weapons	One forward-facing heavy howitzer and one crew carried MMG with 360-degree arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open topped - The crew can either shoot the Hummel's main gun or the MMG but not both

Sturmhaubitze 42

From 1943 the Sturmgeschutz was increasingly used in an anti-tank role, and this prompted the development of a new infantry support version – the Sturmhaubitze 42 or StuH 42. The new assault gun was fitted with a shortened 105mm howitzer instead of the 75mm gun fitted to StuGs during the early days of the war.

Cost	152pts (Inexperienced), 190pts (Regular), 228pts (Veteran)
Weapons	One casement-mounted forward-facing medium howitzer and remotely operated MMG with 360-degree arc of fire
Damage Value	9+ (medium tank)

Panzerwerfer 42

The SdKfz 4 was an armoured version of the Maultier design – basically a half-track truck with an armoured body. The SdKfz 4/1 Panzerwerfer 42 mounted a 150mm Nebelwerfer multiple rocket launcher whilst the basic SdKfz 4 truck acted as an ammunition carrier. This produced an effective mobile multiple rocket launcher that served with Nebeltruppen on the Eastern and Western Fronts.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	One forward-facing Nebelwerfer multiple rocket launcher (heavy mortar)
Damage Value	7+ (armoured carrier)
Options	- The multiple rocket launcher can be replaced with one forward-facing pintle-mounted MMG covering the front arc (SdKfz 4 ammunition carrier version). This reduces the point value by 55pts.
Special Rules	- Indirect fire - HE (2D6) - Multiple Launcher - Open-topped - Flak (if MMG ammunition carrier option chosen)

ANTI-AIRCRAFT VEHICLES

The Germans employed a great many mobile anti-aircraft guns and a large proportion of the German war effort was committed to air defence. Mobile anti-aircraft weapons often made use of existing vehicle chassis as in the case of the examples given here.

Flakpanzer IV

The Germans lost air superiority to the Allies for a period after the D-Day landings and before their jet aircraft stabilised the situation in the air. The Flakpanzer IV was an attempt to provide the antiaircraft platoons of Panzer Divisions with an answer. There were several versions, with different armaments mounted in different ways. The Mobelwagen ('Furniture van' – so called because of its boxy superstructure) had a single 37mm gun on an open-topped platform. The Wirbelwind ('Whirlwind') had an open turret with quad-mounted 20mm guns. The Ostwind replaced the 20mm guns with a single 37mm gun and extra machine gun – making it equally useful against enemy troops and light vehicles. The Kugelblitz ('Ball of lightning') had twin-mounted 30mm guns in a closed turret.

Cost	130pts (Inexperienced), 160pts (Regular), 190pts (Veteran)
Weapons	One platform-mounted heavy autocannon with 360-degree arc of fire and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May exchange heavy autocannon for 4x light autocannon in open turret for +80pts - May exchange heavy autocannon for heavy autocannon and MMG in open turret for +10pts - May exchange heavy autocannon for twin heavy autocannon in closed turret for +45pts
Special Rules	- Open-topped unless the twin heavy autocannon option is taken. - Flak

SdKfz 7 Flak Half-Track

The SdKfz 7 was adapted as an anti-aircraft platform to carry 20mm or 37mm anti-aircraft guns. It made a very effective and mobile anti-aircraft defence vehicle.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	One platform-mounted heavy autocannon (37mm Flak 38) with 360-degree arc of fire
Damage Value	6+ (soft-skin carrier)
Options	- May add platform-mounted quadruple light autocannon (4 x20mm Kwk 38) with 360-degree arc of fire for +80pts
Special Rules	- Flak

German Infantry Squad

ARMOURED CARS

German armoured cars are immediately recognisable both in the six-wheeled and eight-wheeled configurations. They were primarily designed for reconnaissance duties, but despite this were produced with a variety of weaponry that makes them especially valuable as support for infantry. Some half-tracks were also converted to undertake the same role, and these are also included in this section.

SdKfz 222 Light Armoured Car

The SdKfz 222 was a light armoured car used for scouting and as a radio car (Panzerfunkwagen). It mounted a 20mm gun alongside an MG34 machine gun. The open turret enabled the main gun to be used in an anti-aircraft role. Armoured cars formed part of the reconnaissance battalions of Panzer divisions. They performed well on good roads but poorly in the extreme conditions of the Russian front, where the role was often undertaken by armed half-tracks instead.

Cost	71pts (Inexperienced), 95pts (Regular), 109pts (Veteran)
Weapons	One turret-mounted light autocannon and co-axial MMG
Damage Value	7+ (armoured car)
Special Rules	- Recce - Open-topped - Flak

SdKfz 234 Heavy Armoured Car

The SdKfz 234 series were eight wheeled armoured cars used for armed reconnaissance ahead of a formation's line of advance – a role analogous to that of light cavalry in an earlier age. There were four main versions with differing weapons. The 234/1 carried a 20mm gun and machine gun in an open turret, the 234/2 – Puma – replaced this arrangement with a fully-enclosed turret bearing a KwK 30 50mm gun, the 234/3 mounted a short-barrelled KwK 37 75mm gun in a fixed open-topped superstructure, whilst the 234/4 mounted a long barrelled 75mm Pak 40 into a fixed open-topped superstructure. All four variants are covered in the details below with the 234/1 given as basic type.

Cost	71pts (Inexperienced), 95pts (Regular), 109pts (Veteran)
Weapons	One open turret-mounted light autocannon and co-axial MMG
Damage Value	7+ (armoured car)
Options	- Exchange open turret and armament for enclosed turret and medium anti-tank gun with co-axial MMG (Puma) for +50pts - Exchange open turret and armament for fixed forward firing light howitzer (short 75mm) for +15pts - Exchange open turret and armament for fixed forward-facing heavy anti-tank gun (long 75mm) for +75pts
Special Rules	- Recce - Front and rear drive - Open-topped unless Puma option is taken

SdKfz 250/9 and /10 Half-Track

The SdKfz 250 half-track was a shortened version of the Hanomag that was used both as a troop carrier and in a scouting or reconnaissance role. The versions covered here are the 250/9 armed with a 20mm cannon in an open-topped turret, and the 250/10 armed with a 37mm anti-tank gun.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	One open turret-mounted light autocannon and co-axial MMG
Damage Value	7+ (armoured carrier)
Options	- May exchange turret and armament for forward-facing light anti-tank gun (37mm Pak36 or 28mm sPzB 41) for +15pts
Special Rules	- Open-topped - Recce

TRANSPORTS AND TOWS

German mechanised units are called Panzer Grenadiers and are amongst the elite of the whole army. The vehicle most often associated with these troops is the SdKfz 251 Hanomag armoured personal carrier. The Germans had a large range of half-tracked vehicles as transports and tows, and converted even soft-skin lorries to half-tracks to enable them to cope with conditions on the Russian front.

Heer forward observers

SdKfz 251 Hanomag Half-Track

The Hanomag was the ubiquitous German half-track used to transport mechanised infantry units. The carrier version was adapted to various roles including the addition of close support weapons such as anti-tank guns, flamethrowers, anti-aircraft guns, and even rockets. Engineering variants included bridge layers and telephone line layers, whilst further examples were built as radio cars, ambulances and command vehicles. The German designation for the carrier SdKfz 251 was short for 'special ordnance vehicle', and the standard infantry carrier version was the 251/1 which was able to carry up to 12 infantry in addition to its own crew. It was armed with a single pintle-mounted MG34 machine gun, and sometimes more. Platoon commanders' vehicles carried a 37mm gun (251/10). Sometimes the anti-aircraft version (251/17) with 20mm autocannon was used as a substitute.

Cost	67pts (Inexperienced), 84pts (Regular), 101pts (Veteran)
Weapons	One forward-facing pintle-mounted MMG covering the front arc
Damage Value	7+ (armoured carrier)
Transport	Up to 12 men in basic version – up to 4 men with either light anti-tank gun or autocannon options added
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer
Options	- May add one additional rear-facing pintle-mounted MMG covering rear arc for +10pts - May exchange MMG for one forward-facing light anti-tank gun (37mm Pak 36) for +40pts - May exchange MMG for one pedestal-mounted light autocannon (Kwk 38) with 360-degree arc for +20pts
Special Rules	- Open-topped - Recce

SdKfz 250/1 Half-Track

The SdKfz 250 half-track was a shortened version of the Hanomag built primarily as a reconnaissance vehicle and as transport for forward observers, scouts and HQ units. Like the Hanomag it was built in a bewildering number of variants including cable layers, ammunition carriers, and radio cars. It carried six men in total including driver and co-driver – and we have allowed up to five men to be carried to enable the 250 to transport a half-sized squad assuming such troops double up as crew as needed.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One forward-facing pintle-mounted MMG covering the front arc
Damage Value	7+ (armoured carrier)
Transport	Up to 5 men
Tow	Light howitzer; light or medium anti-tank guns
Options	- May add one additional rear-facing pintle-mounted MMG covering rear arc for +10pts
Special Rules	- Open-topped - Recce

SdKfz 7 Half-Track

The SdKfz 7 was a half-track artillery tractor used to tow heavy guns such as the 88mm Flak and anti-tank guns and 150mm artillery piece. It was not generally used as a troop carrier as its ability to shift heavy loads made it more suitable as a tow, but it was capable of carrying up to 12 men in addition to its driver.

Cost	35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin carrier)
Transport	Up to 12 men
Tow	Any anti-tank gun or howitzer

German Spinne Light Panzermech

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German Heavy Infantry patrol the countryside.

Truck

The Germans made use of a great many different types of truck, including those captured from their enemies. Perhaps the most well-known is the Opel Blitz, although the six-wheeled Krupp-Protze was also widely used and is instantly recognisable. We shall not differentiate between one type of truck and another. Trucks were sometimes armed with a pintle-mounted machine gun, primarily for anti- aircraft defence, and we include the option here.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 12 men
Tow	Light howitzer; light or medium anti-tank gun
Options	- May have pintle-mounted MMG with 360-degree arc of fire for +15pts
Special Rules	- Flak (if pintle-mounted MMG added)

Maultier Half-Track

Maultier trucks – 'Mule' – were half-track versions of trucks and could be based upon Opel Blitz, Mercedes, or German Ford truck designs. They were built when it was found ordinary trucks couldn't negotiate the thick mud encountered on the Eastern Front, and were simply converted from existing trucks and obsolete track components from the Panzer I.

Cost	35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin carrier)
Transport	Up to 12 men
Tow	Light howitzer; light or medium anti-tank gun
Options	- May have forward-facing pintle-mounted MMG covering the front arc of fire for +10pts
Special Rules	- Flak (if pintle-mounted MMG added)

Kubelwagen

The Kubelwagen was the military version of the Volkswagen and proved a reliable, rugged and much-liked little workhorse that saw action on every front. Although it lacked the four-wheel drive of Allied jeeps this was compensated for to some extent by its lighter construction, locking differential and good ground clearance. It could carry four men – three plus a driver – sufficient to carry a weapons team or HQ unit.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 3 men
Options	- May have pintle-mounted MMG with 360-degree arc of fire for +15pts

Schwimmwagen

The Schwimmwagen was adapted from the Kubelwagen to produce a four-wheel drive amphibious vehicle. It was widely used – and not just in an amphibious role – fulfilling a similar function to jeeps in the Allied armies.

Cost	21pts (Inexperienced), 26pts (Regular), 31pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 3 men
Tow	Light anti-tank gun
Special Rules	- Amphibious – can move through deep water counting as slow and therefore limited to an *Advance* move

THE UNITED STATES

This list is based on the American forces that fought in Western Europe from D-Day, through to the Rhine and then found themselves retreating back from the resurgent German forces. By this time the US army had gained considerable combat experience in Africa, Italy and France. The troops who fought their way onto the Normandy beaches were well prepared and equipped, and backed up by a logistical system that was second to none. The standard Allied tank, the M4 Sherman, may have lacked both the firepower and protection of its German adversaries, but in the hands of American crews, and driven onwards by confident generals like Patton, its shortcomings were overcome by sheer verve and aggression. As newer, more comparable hardware, such the Pershing and Chafee tanks and Grizzly class of walkers, became available the US performance on the battlefield improved dramatically. American infantry were favoured with the self-loading M1 Garand rifle together with a plentiful supply of ammunition, and US troops were generally lavishly equipped and provisioned.

ARMY SPECIAL RULES

Plentiful Supply

US units are very well supplied and have plentiful ammunition, food, and equipment. As such any US infantry team weapon may re-roll 'to hit' rolls of 1.

Fire and Manoeuvre

The US army tactical doctrine placed great emphasis on firepower and mobility, and this is reflected in the armament of the standard infantry squad. To reflect this combination of doctrine, armament and plentiful ammunition, US infantry equipped with rifles and BAR do not suffer the –1 to hit penalty for shooting and moving. This means that troops can be given an advance order, move, and then shoot without suffering the usual 'to hit' penalty.

Modern Communications

An extensive radio network and numerous land-based communications systems supported the chain of command. This gave the US army a tremendous advantage over their less technically accomplished opponents. When units take an order test to move from reserve onto the table, do not apply the usual –1 penalty, but use their basic morale value instead.

Gyro-Stabilisers

American tanks guns benefitted from the development of gyro-stabilisers that enabled the gunner to track his target even while on the move. In the hands of experienced crews, this proved to be a great advantage. When a vehicle is described as gyro-stabilised in a vehicle's entry, it does not suffer the –1 'to hit' penalty for shooting and moving if its crew are veteran. This does not apply to non-veteran crews or co-axial machine guns.

A Mudskipper and Airborne Infantry outflank a German Spinne platoon.

TYPES OF UNIT

1	Infantry	Headquarters Units
		Infantry Squads
		Infantry Teams
2	Artillery	Anti-tank Guns
		Field Artillery
3	Vehicles	Tanks
		Tank Destroyers
		Walkers
		Self-propelled Artillery
		Anti-aircraft Vehicles
		Armoured Cars
		Light Walkers
		Transports and Tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

Officer

Prior to the invasion of France frontline officers went through vigorous training with their regiments both in the US and Britain, although initially many were obviously lacking in combat experience. Such experience came very quickly for all ranks, and so we allow US officers to be inexperienced, regular, or veteran.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle/carbine as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

Medic

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff – such as stretcher-bearers – can accompany medics in the field. All medical staff are rated as veteran. In theory medical staff were obliged to go unarmed under the Geneva Convention, but in practice a pistol was often carried.

Cost	Medic 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	Pistol or none as depicted on the model
Options	- The medic may be accompanied by up to 2 men at a cost of +13pts per man

Forward Observer

Forward observers are liaison officers responsible for coordinating the fire of remote heavy artillery batteries or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, rifle/carbine, as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

The average American soldier was keen to do his bit to defend his country and uphold its democratic values. Vast numbers of recruits came through boot camp to join those already fighting, and hard physical training combined with plentiful and well-made equipment meant they usually hit the ground running. Although sometimes lacking in individual experience, by this stage in the war it would be wrong to rate any American troops as 'green', with raw troops now often benefiting from the leadership of experienced men and officers. However, large inflows of reinforcements could reduce the quality of the units they join in the short term.

Heavy Infantry Squad

Although the German version appeared on the battlefield first, the US were not far behind with their heavy armoured infantry. A more advanced system that allowed greater manoeuvrability than its rival, the US suits have become the benchmark for heavy armour.

Cost	105pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Assault Rifle
Options	- Add up to 5 additional men with assault rifles for +21pts each. - The entire squad may be given anti-tank grenades at +2pts per man.
Special Rules	- Large Infantry - Resilient - IR Vision - Tank Hunters (if grenades taken)

Infantry Squad

The role of the US infantryman has hardly changed in the last three years of fighting, but the quality of the soldiers has undoubtedly increased. They are well-motivated and well-equipped. A full squad can deliver significant firepower and with plentiful transport are a highly mobile force.

Cost	35pts (Inexperienced), 50pts (Regular). 65ts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifle
Options	- Add up to 7 additional men with rifles for +7pts (inexperienced), +10pts (Regular) or +13pts (Veteran) each. - The NCO and up to two men can replace their rifles with SMGs for +3pts each. - Up to 2 men can have a BAR automatic rifle for +5pts each. - Up to 1 man can have rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per man.
Special Rules	Tank Hunters (if grenades taken).

US Heavy Infantry

Rangers or Airborne Infantry Squad

The US Airborne divisions gained a reputation for tenacity in the face of overwhelming odds even when surrounded. The 101st Airborne saw action in multiple battles from D-Day onwards. American Rangers – comparable to British Commandos – were given the most dangerous missions, often leading the attack or advancing into position to secure important objectives prior to an attack. They are armed with the same combination of weapons as regular US infantry, though often with a higher portion of automatic weapons and carbines. Rangers and airborne troops also made use of the gammon bomb against enemy armour.

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles/carbines
Options	- Add up to 7 additional men with rifles for +13pts each. - The NCO and up to four men can replace their rifles with SMGs for +3pts each - Up to 1 man can have a BAR automatic rifle for +5pts each - Up to 1 man can have a LMG for +20pts, another man becomes the loader - Up to 2 men can have rifle grenades for +20pts each - The entire squad may be given anti-tank grenades at +2pts per man.
Special Rules	Tank Hunters (if grenades taken).

Firefly Jump Infantry Squad

Using revolutionary jump-packs, Firefly infantry are drawn from the Paratroopers and specialise in rapid advances to take ground, waiting for conventional infantry and armour to relieve them.

Cost	90pts (Veteran)
Composition	1 NCO and 4 men
Weapons	SMG
Options	- Add up to 5 additional men (Veteran) with SMGs for +18pts each. - Up to 2 men can have a BAR automatic rifle for +2pts each. - The entire squad may be given anti-tank grenades at +2pts per man. - 1 man may replace his SMG with a flamethrower for +40pts
Special Rules	- Tank Hunters (if grenades taken) - Flight

Heavy Bazooka Team

After recognising the limitations of the bazooka when facing the newer heavy German tanks, the US produced a heavier version that fired a shaped charge similar to that of the highly effective panzerschreck. The weapon proved too heavy and bulky for regular use, but was highly suited to the new armoured infantry formations.

Cost	128pts (Veteran)
Composition	1 NCO and 1 loader
Weapons	Super bazooka, assault rifle
Special Rules	- Large Infantry - Resilient - IR Vision - Team Weapon - Shaped Charge

Bazooka Team

This recoilless anti-tank weapon fired a rocket-propelled grenade with a shaped charge that could penetrate up to 60mm of armour. Using a bazooka required some courage, as it was necessary to get close to the target to get a clean hit. When the bazooka fired it left a clearly visible smoke trail giving away the bazooka's position to return fire.

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	2 men
Weapons	Bazooka
Special Rules	- Team Weapon - Shaped Charge

.30 Cal Medium Machine Gun Team

The M1919 Browning was a multi-purpose medium machine gun that appeared in both air and water-cooled versions. Each infantry company included a platoon of machine guns, which would be used to provide fire support to individual infantry platoons when required. The relatively large number of these weapons available at company level means that a US army can include a higher proportion of medium machine guns than other armies. As noted below, up to three machine guns can be included in each reinforced platoon, rather than just one.

US .30 Cal Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapon	1 MMG
Special Rules	- Team Weapon - Fixed - Extra selection, you may take up to three MMG teams as 1 selection in each reinforced platoon

.50 Cal Heavy Machine Gun Team

The M2 Browning '50 cal' machine gun was fitted to a wide variety of vehicles and airplanes during the war. It was often used to provide protection against enemy aircraft, but it was effective against enemy half-tracks and armoured cars. Although too heavy to be fully mobile, the dual-purpose tripod variant was a very effective defensive weapon.

Cost	49pts (Inexperienced), 70pts (Regular), 91pts (Veteran)
Team	4 men
Weapon	1 HMG
Special Rules	- Team Weapon - Fixed - Flak

Sniper Team

US sniper training before the war was non-existent. When it became apparent that snipers were needed training began in earnest. Snipers could be armed with the M1 Garand but the bolt-action Springfield was often favoured for its longer range and accuracy – in both cases rifles carried telescopic sights.

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team Weapon - Sniper

Flamethrower Team

The M2-2 and variant flamethrowers were used to clear infantry from buildings and fortifications. It had an effective range of only 20 metres, which meant operators had to get dangerously close to their targets to use it.

US Heavy Infantry advance through the ruins of a French town.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	- Team Weapon - Flamethrower

60mm Light Mortar

The US M2 60mm mortar was developed to provide a lightweight alternative to the company-level fire support offered by the 81mm M1 mortar. As such it bridged the gap between hand grenades or rifle-propelled grenades and the 81mm mortar. It did this job very effectively, outdistancing the 50mm German mortar and firing a heavier bomb.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	2 men
Weapon	1 light mortar
Special Rules	- Team Weapon - Indirect Fire - HE (D3)

81mm Medium Mortar

The 81mm M1 mortar was developed from a French design. The 136-pound M1 was designed to be man-portable when broken down into three components, the tube, the bipod mount, and the round base plate, each weighing about 45 pounds. The rectangular base plate allowed for firing in any direction. It could be used at ranges of 200 to over 3,000 yards with the M43A1 HE ammunition.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapon	1 medium mortar
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (D6)

107mm Heavy Mortar

Before World War II this 4.2 inch mortar was designed to fire chemical rounds. Upon its entry into the war the US army quickly developed a HE round that could be fired in excess of 4,000 yards. These heavy mortars functioned as mobile artillery and would not normally find themselves engaged in close actions.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	4 men
Weapon	1 heavy mortar
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (2D6)

FIELD ARTILLERY

The American army was well provided with artillery from the lightweight 75mm pack howitzer to the larger 105mm and 155mm howitzers including the famous 'Long Tom'. These were towed by a variety of prime movers including heavy trucks and artillery tractors.

Light Artillery

The 75mm howitzer was used primarily by US Airborne divisions. They were used to provide close-range infantry support in most operations. Its design allowed it to be ideally suited to all terrains and environments, being able to be pulled by jeeps or even pack animals.

Cost	36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	- May add Gun Shield for +5pts
Special Rules	- Team Weapon - Fixed- Howitzer - Gun Shield (if added) - HE (D6)

Medium Artillery

The 105mm M2A1 (M101A1) howitzer was the standard light field howitzer for the United States in World War II. It had a range of over 12,000 yards as well as being remarkably accurate and having a powerful punch. Like the 75mm pack howitzer the later variant had a split trailer allowing it to be used by airborne forces.

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Team	4 men
Weapon	1 medium howitzer
Options	- May add a spotter for +10pts - May add Gun Shield for +5pts
Special Rules	- Team Weapon - Fixed- Howitzer - Gun Shield (if added) - HE (2D6)

Heavy Artillery

The 155mm M1 and M2 heavy howitzer was widely known as the 'Long Tom'. This heavy howitzer was designed to provide long-range artillery support. A later variant made towing the piece a lot easier. The new split-trail carriage featured four road wheels, each mounting two tyres. The wheels could be lifted, allowing the gun to rest on a firing platform. This made the gun very stable and thus more accurate.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	5 men
Weapon	1 heavy howitzer
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Howitzer - HE (3D6)

RECOILLESS ARTILLERY

Two recoilless guns were developed and are now in use on the frontline. The lack of recoil reduced the need for a heavy mounting so they could be mounted directly onto a light carriage or even clamped to a vehicle.

57mm M18

Cost	30pts (Regular), 36pts (Veteran)
Team	3 men
Weapon	1 light howitzer
Special Rules	- Team Weapon - Fixed - Howitzer - HE (D3)

75mm M20

Cost	45pts (Regular), 54pts (Veteran)
Team	3 men
Weapon	1 light howitzer
Special Rules	- Team Weapon - Fixed - Howitzer - HE (D6)

ANTI-TANK GUNS

By the beginning of 1946 the 37mm anti-tank gun had been replaced by the 57mm gun, a version of the British 6pdr, but some formations held onto their 37mm weapons as support weapons and had the advantage that they could be towed by a jeep or light truck.

37mm Anti-Tank Gun

The 37mm Gun M3 was the first dedicated anti-tank gun fielded by United States forces. It became the standard anti-tank gun of the US infantry with its small size enabling it to be pulled by a jeep. It is now obsolete but remains in some use supporting infantry formations.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Crew	2 men
Weapon	Light anti-tank gun
Special Rules	- Gun Shield - Team Weapon - Fixed

57mm Anti-Tank Gun

This was the primary anti-tank gun used during the war and was a development of the British 6pdr anti-tank gun.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Crew	3 men
Weapon	Medium anti-tank gun
Special Rules	- Gun Shield - Team Weapon - Fixed

3-Inch Anti-Tank Gun

The 76.2mm calibre – or 3-inch – gun was developed from an anti-aircraft gun to provide an anti-tank weapon capable of facing heavily armoured German tanks such as the Tiger. American infantry regiments rejected it as too heavy and insufficiently manoeuvrable for their needs, whilst the tank destroyer units with which it was equipped preferred the fully mobile M10. In combat, the towed 3-inch gun proved less effective than hoped. The usual tow was an M3 half-track.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Crew	5 men
Weapon	Heavy anti-tank gun
Special Rules	- Gun Shield - Team Weapon - Fixed

TANKS

At the start of the war America had little experience of tank production, but considerable expertise at general automotive mass production that would soon be turned to war work. This ability to produce vast quantities of arms and munitions was to prove decisive, and nowhere more so than in the field of tank manufacture. Not only was the sheer rate of production sufficient to equip US and Allied needs, but American-built tanks invariably

Stand fast! An M9A2 Kodiak's firepower keeps the Totenkorps at bay.

had excellent engines and reliable mechanics, which is more than can be said for many of the tanks in service with other nations at the time. US doctrine called for tanks to be general purpose fighting vehicles, light and fast enough to exploit a breakthrough, and armed with a general purpose gun to support infantry. This thinking led to the Sherman being under-gunned compared to its German counterparts. More recent tank destroyer and dedicated heavy tanks have evened the balance.

M5A1 Stuart

No longer fit for service on the frontline, the M5 Stuart remains in dedicated reconnaissance units as an armoured recce vehicle. Reliable, fast, and well-liked by its crews, it is a match for its opposing recce forces.

Cost	124pts (Inexperienced), 155pts (Regular), 196pts (Veteran)
Weapons	One gyro-stabilised turret-mounted light anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- May have pintle-mounted HMG on top of turret for +25pts
Special Rules	- Reinforced front armour, against all shots from the front, Damage value is considered to be 9+

M24 Chaffee

The M24 was designed to replace the M5 and provide a light tank with a more powerful 75mm gun. As a more modern and better-armed vehicle it was well liked by its crews although it remained vulnerable to German anti-tank weapons.

Cost	120pts (Inexperienced), 150pts (Regular), 190pts (Veteran)
Weapons	One gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- May have pintle-mounted HMG on top of turret for +25pts - May have Recce for +10pts
Special Rules	- Recce (if chosen) - HE – instead of causing D2 HE hits an HE shell causes D6 hits (75mm gun tanks) - Vulnerable sides – all shots at the sides and rear armour of the vehicle gain +1 PEN

M4A3 Sherman

The need for a Sherman armed with a gun capable of confronting German armour was apparent even before the invasion of Europe. To this end a new 76mm anti-tank gun had been developed that was designed to have a comparable performance to the German Kwk40. The new gun, fitted into a new and larger turret, enabled US crews to confront their adversaries on more equal terms. However, despite this, the weapon was not universally liked – lacking the powerful high-explosive round of the 75mm gun.

Cost	188pts (Inexperienced), 235pts (Regular), 292pts (Veteran)
Weapons	One gyro-stabilised turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May have pintle-mounted MMG on top of turret for +15pts - May upgrade MMG to a pintle-mounted HMG for +10pts - May replace anti-tank gun with a gyro-stabilised medium howitzer for –32pts (Inexperienced), –40pts (Regular), –48pts (Veteran)

M4A9 Sherman-T

As US scientists struggled to perfect the first weaponised application of Rift-tech knowledge, much effort was devoted to an enhanced weapon capable of defeating heavy German and Soviet armoured vehicles. After much trial and error, the Tesla Cannon was fielded on a standard Sherman M4A3 chassis to great effect.

Cost	210pts (Regular), 260pts (Veteran)
Weapons	One turret-mounted M17 Tesla Cannon and one forward-facing hull-mounted MMG.
Damage Value	9+ (medium tank)
Options	- May have pintle-mounted MMG on top of turret for +15pts - May upgrade MMG to a pintle-mounted HMG for +10pts
Special Rules	- Tesla

M26 Pershing

The M26 was a heavy tank designed to provide the US army with something comparable in performance to German tanks. It was armed with a powerful 90mm gun and well armoured. Its introduction was delayed whilst production concentrated on the Sherman, and also because of persistent dissent over the need for a tank more heavily armed than the Sherman 76mm. Its combat record since arriving at the frontline has proved its worth.

Cost	316pts (Inexperienced), 395pts (Regular), 484pts (Veteran)
Weapons	One gyro-stabilised turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	- May have pintle-mounted HMG on top of turret for +25pts

TANK DESTROYERS

US tactical doctrine maintained that enemy tanks should be countered by anti-tank guns, whether crew-served weapons such as the 57mm gun or weapons mounted in mobile tank destroyers (TDs). As a result the US Army was equipped with a number of tank destroyers armed with effective anti-tank guns in open lightly armoured turrets. This arrangement enabled a larger calibre weapon to be carried than in a tank turret, but tank destroyers were not tanks despite their appearance, and armour protection was weak. Tank destroyer crews relied instead upon mobility to 'shoot and scoot', often setting up behind cover from where they could ambush enemy tanks as they approached.

M10 Tank Destroyer

The M10 was the most common tank destroyer in use by the American forces during the invasion of France. It was also used by the British, who equipped it with the 17pdr gun and renamed it Achilles. The M10 carried a 76mm (3 inch) anti-

Move out! An M8 Grizzly leaves the comfort of a local village and heads back to the front.

tank gun in an open turret. It has been largely replaced by the M36 in frontline units, but some units operated both variants together.

Cost	144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun
Damage Value	8+ (light tank)
Options	- May have pintle-mounted HMG on top of turret for +25pts
Special Rules	- Open-topped

M18 Hellcat

The M18 Hellcat was designed from the start to be a fast tank destroyer. As a result it was smaller, lighter, and significantly faster, but carried the same 76mm gun as the M10. Because of its lightness and thinner armour we rate it as equivalent to an armoured carrier with a Damage value of 7+, but recognising its extreme manoeuvrability and ability to extricate itself from trouble we give it the recce special rule.

Cost	132pts (Inexperienced), 165pts (Regular), 197pts (Veteran)
Weapons	One heavy anti-tank gun in open turret
Damage Value	7+ (armoured car/carrier)
Options	- May have pintle-mounted HMG on top of turret for +25pts - May be a Recce vehicle for +10pts
Special Rules	- Open-topped - Recce (if option chosen)

M36 Jackson

Effective as it was, the M10 tank destroyer's main armament was not able to penetrate the new, heavily armoured German tanks now faced by the advancing Allied armies. The answer lay in the development of the 90mm anti-tank gun. This was fitted into a new larger turret, which in turn was fitted to the standard M10 chassis to produce the M36 Jackson. Demand for these new weapons was so great that some M36s were produced using standard Sherman hulls, but the majority used the lightened hull as shown here.

Cost	204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)
Weapons	One super-heavy anti-tank gun in open turret
Damage Value	8+ (light tank)
Options	- May have pintle-mounted HMG on top of turret for +25pts
Special Rules	- Open-topped

WALKERS

M5A2 Coyote Light Walker

Since its introduction in late 1945, the Coyote has served with distinction in all theatres and environments. Manoeuvrable, well-armed, and mechanically reliable the Coyote has proven adaptable to any combat role, from recce to urban assault.

Cost	90pts (Regular), 110pts (Veteran)
Weapons	Right arm-mounted MMG, 2x Fist, fixed forward-mounted HMG.
Damage Value	7+ (light walker)
Special Rules	- Walker - Agile - Assault - Single Crew – may only fire one weapon each turn.

M5A5/6 Jackal Light Walker

A breakthrough in the power of repulsor pods has led to first the Jackal and then the Mudskipper walkers, built to keep up with fast moving jump infantry. The M5A5 Jackal sacrifices firepower for speed but the A6 version adds a flamethrower to compensate.

Cost	90pts (Regular), 105pts (Veteran)
Weapons	Right arm-mounted MMG, 2x Fist
Damage Value	7+ (light walker)
Options	- May add left arm-mounted infantry flamethrower for +20pts
Special Rules	- Walker - Agile - Assault - Fist - Jump - Single Crew – may only fire one weapon each turn.

US M9A2 Kodiak Close Assault Walker

M8 Grizzly Medium Assault Walker

The first truly practical walker designed using Rift technology; the Grizzly is a watchword in rugged and practical design. Armed with the proven 75mm gun and a .50 HMG, the Grizzly is versatile and adaptable. More useful are perhaps the powerful arms that can smash tanks and clear obstacles. Well-liked by its crews, the Grizzly is considered a better infantry support option than the Sherman, particularly in urban environments where it can carry out improvised route clearance and help build defensive obstacles. The 75mm gun was chosen ahead of the 76mm for its improved HE round, often the most heavily used ammunition in an engagement.

Cost	200pts (Regular), 245pts (Veteran)
Weapons	Casement-mounted medium anti-tank gun, pintle-mounted HMG, 2 fists.
Damage Value	8+ (medium walker)
Special Rules	- Walker - HE (1D6) for AT Gun - Assault - Fist

M8A4 Bruin Support Walker

The Grizzly works well in most situations but when it comes to heavy defences or when confronted by heavier tanks and walkers, the Grizzly lacks the firepower to hold its own. In response, the versatility of the Grizzly's fists was sacrificed for heavy firepower in the form of heavy rocket racks. The Bruin retains the functional 75mm gun but its primary role is to crack bunkers, gun emplacements, and to blast apart heavy tanks with its rockets.

Cost	220pts (Regular), 285pts (Veteran)
Weapons	Casement-mounted medium anti-tank gun, pintle-mounted HMG, arm-mounted heavy howitzer (fires in left, right and forward arcs).
Damage Value	8+ (medium walker)
Special Rules	- Walker - No HE for AT Gun - Howitzer has no indirect fire.

M9A2 Kodiak Close Assault Walker

As the US developed walker tactics for regiments of Grizzly and Bruin walkers it became apparent that an antiaircraft capability was required; wheeled and tracked systems were unable to coordinate with the walkers in urban or close terrain. The Kodiak was the result, reducing its weight with the removal of the 75mm gun, the Kodiak is more agile and able to deliver a storm of heavy calibre rounds when defending against aircraft. In addition, it is a popular walker with troops in close quarters, its weaponry capable of decimating enemy infantry if they are foolish enough to give it a target.

Cost	210pts (Regular), 260pts (Veteran)
Weapons	Left arm-mounted light autocannon and 2 HMGs, right arm-mounted light autocannon and 2 HMGs
Damage Value	8+ (medium walker)
Special Rules	- Walker - Flak

M2 Mudskipper Jump Walker

The Mudskipper is one of the newest walkers off the production line, a heavier platform to give the jump infantry some genuine punch as they advance in to enemy territory. With shock absorbers to handle the jumping manoeuvre and a stripped down chassis to save weight, the Mudskipper is proving a battle-winning addition to Jump Battalions. The

M2A1 variant replaces the arm-mounted .50 cals with anti-tank rockets for additional firepower.

Cost	240pts (Veteran)
Weapons	Twin forward-facing light autocannons, Forward-facing MMG, left and right arm-mounted HMG. 2 fists
Damage Value	8+ (medium walker)
Options	- Replace HMGs with two arm-mounted bazookas for +10 points per arm.
Special Rules	- Walker - Jump

SELF-PROPELLED ARTILLERY

Close support self-propelled artillery was provided by the M7 Priest, which was armed with a 105mm howitzer. Although a few larger M12 howitzer gun carriages are available, US doctrine is to use these for long-range fire support.

M7 Priest

The M7 Howitzer Motor Carriage – known by the British as the Priest on account of its distinctive pulpit style machine gun mount – was intended to provide front-line artillery support for fast-moving armoured divisions. It was a very successful vehicle and served during the European campaign. Although built on a Sherman body, with its more lightly armed superstructure and open cab we rate it with a defence value of 8+.

Cost	128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons	One forward-facing medium howitzer and one pintle-mounted HMG with 360-degree arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open-topped

M12 Gun Motor Carriage

The M12 was a self-propelled artillery piece featuring the 155mm gun on an adapted M3 medium tank chassis. Only a few hundred were built, but they were employed to great effect and occasionally found themselves engaging the enemy with direct fire – a role for which they were never intended. As with the M7, the Damage value has been reduced to account for its mostly lightly armoured superstructure and exposed fighting compartment.

Cost	140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons	One forward-facing heavy howitzer and one pintle-mounted HMG with 360-degree arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open-topped

M21 Mortar Carrier

Replacing the M4 Mortar Carrier, this M3 half-track based vehicle had a modernised weapon mount allowing forward fire of the mortar with limited traverse. An HMG was mounted on a pedestal in the hull rear.

Cost	76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons	One pintle-mounted HMG with 360-degree arc of fire and one hull-mounted front-facing medium mortar.
Damage Value	7+ (armoured carrier)
Special Rules	- Open-topped

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M21 Mortar Carrier

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ANTI-AIRCRAFT VEHICLES

For a period after the invasion of Normandy, the Allies had less need of specialised anti-aircraft vehicles as Allied aircraft dominated the skies. Since the resurgence of the Luftwaffe and with the huge Soviet air force a potential threat, specialist AA vehicles are a common sight on the battlefield.

M16 Anti-Aircraft Carriage

The M16 was a variant of the M3 that featured a Quad .50 HMG or the Bofors 40mm automatic cannon. They were employed across Europe and provide low-level air defence to surrounding troops.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	Four turret-mounted HMGs
Damage Value	7+ (armoured carrier)
Options	- May exchange all HMGs with a Bofors 40mm heavy autocannon for a reduction of –50pts - May add one pintle-mounted MMG covering rear arc for +15pts
Special Rules	- Open-topped - Flak

ARMOURED CARS

In American service armoured cars were used exclusively for command and reconnaissance. They were not really combat vehicles and were very lightly armoured. Despite this they were capable of holding their own against their German equivalents. Only one armoured car was used by the Americans in this period of the war in Europe. Jeeps and light trucks were often used in the reconnaissance role, as were tanks and half-tracks.

M8 Greyhound Armoured Car

The M8 was a 6-wheel drive light armoured car used in support of armoured columns throughout the campaign in Western Europe. Although very lightly armoured this was compensated for by a considerable turn of speed and generally capable performance. Its main armament of the 37mm anti-tank gun was backed up by a .30 calibre co-axial machine gun, and later versions had a .50 calibre machine gun fixed to the open turret.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons	One light anti-tank gun and co-axial MMG in an open turret
Damage Value	7+ (armoured car)
Options	- May add one pintle-mounted HMG with 360-degree arc of fire for +25pts
Special Rules	- Recce - Open-topped

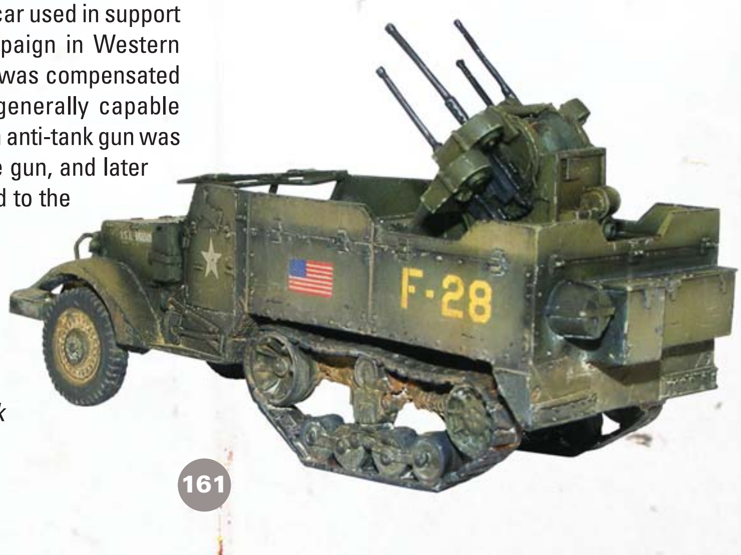
M20 Scout Car

The M20 Scout or Armoured Utility Car was an M8 with the turret removed and replaced by an HMG in an open superstructure. It was a good reconnaissance vehicle and was often found in tank destroyer units and command roles.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One pintle-mounted HMG with a 360-degree arc of fire in an open turret
Damage Value	7+ (armoured car)
Special Rules	- Recce - Open-topped

TRANSPORTS AND TOWS

The American automotive industry was ideally placed to produce jeeps and trucks in vast quantities and a range of sizes from the tiny jeep to massive trucks and tractors capable of towing the largest artillery pieces.



M16 MGMC AA half-track

2½ Ton Truck

Sometimes referred to as the 'deuce and a half' or 'Jimmy', the two and a half ton truck was the standard US general purpose army cargo truck used for haulage as well as troop transportation and as a prime mover for howitzers and anti-tank guns. Trucks were sometimes armed with a pintle-mounted machine gun, primarily for anti-aircraft defence, and we include the option here.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 12 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer
Options	- May have pintle-mounted MMG for +15pts - May upgrade MMG to HMG for +10pts

Jeep

The four-wheel drive jeep was one of the most remarkable and useful vehicles to emerge during the war. It was rugged and adaptable with a powerful engine that enabled it to tow a light anti-tank gun.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 3 men
Tow	Light anti-tank gun
Options	- May have pintle-mouted MMG with 360-degree arc of fire for +15pts, losing all transport capacity - May upgrade MMG to HMG for +10pts

Dodge ¾ Ton

It is impossible to cover the tremendous variety of small trucks employed by the US army, but the ¾ tonner is worth mention as it formed the basis of many special versions, including as a weapons carrier for machine gun teams, a command car, a tow for the 57mm AT gun, a signals truck, and ambulance amongst others. A lengthened version with an extra axle (the 1½ tonner) also served as a weapons carrier.

Cost	25pts (Inexperienced), 31pts (Regular), 37pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 8 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer
Options	- May have pintle-mounted MMG with 360-degree arc of fire for +15pts - May upgrade MMG to HMG for +10pts

M4/M5 Artillery Tractor

These similar, fully-tracked artillery tractors were designed to pull the 105mm and 155mm guns and similar anti-aircraft guns. They were based on the running gear of obsolete light tanks but were not armoured vehicles. These heavy tractors were not used as tows for anti-tank guns, though they would be perfectly capable of doing so, and so we allow for it should the need arise.

Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Tow	Any anti-tank gun; any howitzer
Options	- May have pintle-mounted HMG with 360-degree arc of fire for +25pts

M3 Half-Track

The M3 and very similar 'export' M5 half-tracks were designed as armoured personnel carriers although they were later adapted to a variety of other roles including weapons carrier, platforms for anti-aircraft guns, and even a tank destroyer.

Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	One pintle-mounted HMG in pulpit mount with 360-degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	Up to 12 men
Tow	Any anti-tank gun or anti-aircraft gun; light or medium howitzer
Options	- May add up to 3 additional MMGs (one covering the left arc, one covering the right arc and one covering the rear arc) for +15pts each
Special Rules	- Open-topped

GREAT BRITAIN AND THE COMMONWEALTH

This list is based on the troops and equipment of the British and Commonwealth forces during the war in Western Europe from D-Day, through to the borders of Germany, and now fighting the resurgent German forces in France and the Low Countries. In addition to the substantial numbers of British, Canadian, and other Commonwealth forces, the army included two corps of Polish troops equipped identically to other Commonwealth units. By this stage in the war the British army had gained considerable experience of modern warfare in the Mediterranean, Italy, and elsewhere, and British troops were generally well led and tenacious. They were backed up by effective artillery, and British tactical doctrine emphasised the use of preparatory bombardment together with smoke and long-range covering fire.

ARMY SPECIAL RULES

Keep Calm and Carry On

Whilst the British have maintained their bulldog spirit, the sheer attrition of over seven years of war and the drain on the resources of the Empire have left the British military weary but resolute. Recognising that rash action often precedes disaster, much emphasis is placed on calm thinking and steady progress. British infantry given a *Down* order (not reaction) may remove 1 pin marker as if they had passed an order test.

Bombardment

British tactical doctrine called for extensive preparatory bombardment prior to any attack. When rolling for the effects of a preparatory bombardment instead of rolling one die on the results chart for each enemy unit roll two dice and choose the best result.

Artillery Support

British forces were supported by well-coordinated gun batteries and were able to call down fire to support an attack or discourage the enemy's advance. British armies can include one regular artillery forward observer for free.

A National Characteristic

The British army is not just made up of troops from the United Kingdom, it comprises units from across the Commonwealth and former Empire. Many of these nationalities display traits and characteristics that widely vary from nation to nation. When selecting a Great Britain and Commonwealth force, you may select one of the following options as a special rule for your force. No attempt is made to classify a rule to a particular nationality – you can be the judge.

- **Up and at 'em.** A force with this rule automatically passes any order test required to launch an assault. This rule does not apply to inexperienced units or units with the green special rule.
- **Blood curdling charge**. A force with this rule prevents enemy units from carrying out a stand and shoot reaction when being charged. This rule does not apply if the charging units are inexperienced or have the green special rule
- **Tough as boots**. All regular and veteran infantry units in the force roll bonus attacks when fighting in close quarters. For every three men fighting in hand-to hand combat, roll one extra die. The extra attack can be assumed to come from any of the models fighting.
- **Rapid fire**. Any rifle-armed regular or veteran infantry unit with this rule rolls bonus dice when shooting. For every three men shooting rifles, roll one extra die. The extra attack can be assumed to come from any of the models firing.
- **Vengeance**. If the army has this special rule, any regular or veteran unit given an order, which is within 12" of an enemy unit, may try to remove one pin marker before attempting an order test. Roll a D6, and on a 4, 5, or 6 remove one pin marker before attempting the test. If a single pin marker is removed in this way, no order test is therefore required.

TYPES OF UNIT

1	Infantry	Headquarters Units
		Infantry Squads
		Infantry Teams
2	Artillery	Anti-tank Guns
		Field Artillery
3	Vehicles	Tanks
		Tank Destroyers
		Walkers
		Self-propelled Artillery
		Anti-aircraft Vehicles
		Armoured Cars
		Light Walkers
		Transports and Tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers.

Officer

The middle ranks of officers were almost invariably drawn from the upper-middle classes: educated in the public schools, instilled with the values of empire, and imbued with a sense of confidence, duty, and resolve that is difficult to conceive of today. An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Officers can be rated as inexperienced, regular or veteran.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle/carbine as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

Medic

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff – such as stretcher-bearers can – accompany medics in the field. As non-combatants under the Geneva Convention, medics were not issued with weapons but the practicalities of war sometimes led to medical staff carrying pistols for their personal protection.

Cost	Medic 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	Pistol or none as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +13pts per man

Forward Observer

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position. Note that a British force can include one regular artillery forward observer for free to represent the close coordination of artillery at a tactical level.

Cost	- Artillery Forward Observer Free/100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

British and Commonwealth infantry were generally well trained and equipped, steadfast in defence and in attack. Not as creative as their German rivals, they compensate by sound tactical decision making and high quality NCOs and junior officers. Troops from around the Commonwealth fight for both their King and their country.

British Automated Infantry Section

Infantry Section

A British infantry squad was referred to as a section. It normally consisted of ten men and was divided into a separate rifle group and Bren group. Each section was led by a corporal armed with a Sten submachine gun and included a lance corporal who was in charge of the Bren group. All the section members apart from the corporal carried ammunition for the Bren – 700 rounds in 25 magazines in all. In addition, all men carried grenades.

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifle
Options	- Add up to 5 additional men with rifles for +10pts (Regular) or +13pts (Veteran) each - The NCO and up to 2 other soldiers can replace their rifles with SMGs for +3pts each - Up to 2 soldiers (max 1 in regular squads) may have an LMG for +20pts, another soldier becomes the loader - Up to 1 man can have rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per man
Special Rules	- Tank Hunters (if grenades taken)

Commando, Royal Marine, Airborne Infantry Section

Commandos and paratroopers played a vital role in ensuring the landings at Normandy went to plan. The 6th Airborne division led the way by securing vital positions on the first day of the invasion. Paratroops then carried the fight through the Ardennes and were involved the push to the borders of Germany. In addition to these elite forces, many of the formations involved in the fighting in Europe were veterans of the African and Italian campaigns – not least the Poles. Although armed in the standard fashion, special forces units would often include a higher number of submachine guns and might substitute the Bren gun for comparable weapons such as the Vickers GO. Any of these units can be built up as follows.

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles for +13pts each - The NCO and up to four men can replace their rifles with SMGs for +3pts each - One soldier may have an LMG for +20pts, another soldier becomes the loader - Up to 1 man can have rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per man
Special Rules	- Tank Hunters (if grenades taken)

British Automated Infantry walk into an ambush.

Inexperienced Infantry Section

Conscription helped fill the ranks of the British army, and by 1944 males between the ages of 18 and 51 were being conscripted to fulfil roles throughout the armed forces. Training was always good but many were understandably reluctant warriors, often joining battalions that had suffered terrible losses in action. On the whole, the western Allies were never obliged to commit scratch forces or militia to battle, as were the Germans in their darkest hours, so such troops would be a rarity. We allow an inexperienced section to be constructed as follows.

Cost	35pts (Inexperienced)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles for +7pts each - The NCO and another man can replace their rifles with SMGs for +3pts each - One soldier may have an LMG for +20pts, another soldier becomes the loader - The entire squad may be given anti-tank grenades at +2pts per man.
Special Rules	- Tank Hunters (if grenades taken)

Automated Infantry Section

The Rift-tech advances to Alan Turing's early computers have allowed British scientists to create a very rudimentary but effective AI, capable of carrying out orders and reacting to stimulus around it. The first battlefield application is the Automated Infantry. Carrying considerable firepower, these 10ft tall automatons can be used to spearhead assaults and defend rear-guards, protecting the British soldier from these dangerous and casualty heavy tasks. As such they are hugely popular with the average Tommy.

Cost	60pts (Regular)
Team	2 men
Weapons	MMG
Options	- Add up to 3 additional automated infantry with MMGs for +30pts each - Any automated infantry can replace their MMG with an HMG for +20pts each
Special Rules	- Large Infantry - Resilient - Slow - Automaton - No NCO in unit

Armoured Infantry Section

As most nations began adopting heavily-armoured infantry, the British took a more extreme view. With automatons providing close fire support to the infantry, it was decided that any armoured troops should be capable of providing a punch beyond that of current infantry. Therefore the British developed the Galahad Armoured Suits, intended to overwhelm opposition strongpoints. Although limited in number, careful and considered use has meant they have a growing and largely victorious reputation.

Cost	150pts (Veteran)
Composition	1 NCO and 3 men
Weapons	LMG
Options	- Add up to 4 additional men at 35pts each - The squad may have anti-tank grenades for +2pts per model
Special Rules	- Large Infantry - Resilient - Tough - Slow - Tank Hunters (if grenades taken)

Machine Gun Team

A .303 Vickers water-cooled machine gun offered fire support to infantry units. This was another weapon of World War I vintage that soldiered on through the war, proving extremely effective at laying down continuous fire over range. A typical team consisted of a lance corporal gunner, a loader and an ammunition bearer.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapon	1 MMG
Special Rules	- Team Weapon - Fixed

Commando Maxim MG

Sniper Team

Snipers were armed with a SMLE No.4 Rifle equipped with a No.32 Mk.1 telescopic sight. They carried 50 rounds of ammunition, 5 tracer rounds and 5 armour-piercing rounds. 2 No.36 Mills bombs or 2 No.77 smoke grenades were also carried along with binoculars and a camouflage net.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team Weapon - Sniper

Flamethrower Team

The portable flamethrower available to British forces was the Ack Pack. At a weight of 22kg the Ack Pack could be carried and operated by one man. Fully loaded, it was capable of 10 bursts with a 2 second duration. With a range of 45 metres the Ack Pack was a truly fearsome weapon that excelled in clearing bunkers and buildings.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	- Team Weapon - Flamethrower

Light Mortar Team

British forces were armed with the 2" mortar for close support purposes. Two men were needed to operate it. An NCO was responsible for carrying and firing the weapon while the other carried ammunition. Weighing less than 11kg and offering an effective range of 450 metres, these mortars were quick to manoeuvre and deploy as needed.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	2 men
Weapon	1 light mortar
Special Rules	- Team Weapon - Indirect Fire - HE (D3)

Medium Mortar Team

The 3" mortar was used to provide support from long range. It weighed 60kg but had a range of up to 2500 metres dependent upon the projectile used. The 3" mortar was operated by a crew of 3 and could be transported in a universal carrier.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapon	1 medium mortar
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (D6)

Heavy Mortar Team

The 4.2" heavy mortar was employed from 1943 as divisional support for infantry formations that reduced the reliance on accompanying artillery assets.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	4 men
Weapon	1 heavy mortar
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (2D6)

Anti-Tank Rifle Team

The Boyes anti-tank rifle was a heavy 0.55" rifle that fired an armour piercing round. It had been withdrawn from service in 1943 as it was unable to penetrate the armour of modern tanks, but with the increase in armoured infantry, light walkers, and armoured half-tracks it was re-issued to infantry platoons in 1945 with a range of improved ammunition.

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapon	1 anti-tank rifle
Special Rules	- Team Weapon

Anti-Tank Team

The PIAT launcher was the British equivalent of the American bazooka. It had the same role as the main hand-held anti-tank weapon within an infantry platoon. The PIAT was developed from a spigot mortar and fired a shaped charge over 100m. However, its limitations led to first Canadian and then Australian forces adopting the US Bazooka. By 1946 the British procured the bazooka as a more effective system but continued to use both weapon systems.

Cost	28pts (Inexperienced), 40pts (Regular), 52pts (Veteran)
Team	2 men
Weapons	1 PIAT
Options	- Upgrade PIAT to a Bazooka for +14pts (Inexperienced), +20pts (Regular), +26pts (Veteran)
Special Rules	- Team Weapon - Shaped Charge

FIELD ARTILLERY

British artillery was both effective and numerous, with the smaller and mid calibre weapons providing well-coordinated close range support. The 25pdr is probably the iconic artillery piece of the war. Artillerymen were well trained and in many respects an elite force, so we treat all British gunners as regular or veteran.

Light Artillery

The standard field gun of the war was the 25pdr gun-howitzer. This was the weapon used in overwhelming numbers in Western Europe, although the 3.7-inch mountain howitzer also remained in service with some batteries. Some airborne units used a lightweight version of the same weapon. We categorise the 25pdr as a light field gun for our purposes, although it was capable of providing close range support and longer-range indirect fire.

Cost	50pts (Regular), 60pts (Veteran)
Team	3 men
Weapon	1 light howitzer
Special Rules	- Gun Shield - Team Weapon - Fixed- Howitzer - HE (D6)

British Airborne PIAT Team

Medium Artillery

Medium artillery units were primarily used for counter-battery fire against enemy artillery and were equipped with the 4.5-inch or 5.5-inch field guns. Such weapons would be unlikely to find themselves involved in the kind of close fighting represented in this game, unless perhaps they were to be unfortunate enough to be overrun by a rapidly advancing enemy, or perhaps the target of a raid by paratroops or other special forces

Cost	75pts (Regular), 90pts (Veteran)
Team	4 men
Weapon	1 medium howitzer
Options	- May add a spotter for +10pts
Special Rules	- Gun Shield - Team Weapon - Fixed - Howitzer - HE (2D6)

Heavy Artillery

Heavy artillery units in the British army were equipped with the 7.2-inch howitzer and the American 155mm Long Tom. The 7.2-inch was a stopgap design produced at the start of the war, based upon an older World War I howitzer, but it was successful enough to remain in service throughout the conflict. By D-Day this weapon had replaced any older designs still in service. As with medium artillery pieces, it is extremely unlikely these weapons would be deployed anywhere near the frontline fighting.

Cost	115pts (Regular), 138pts (Veteran)
Team	5 men
Weapon	1 heavy howitzer
Options	- May add a spotter for +10pts
Special Rules	- Gun Shield - Team Weapon - Fixed - Howitzer - HE (3D6)

ANTI-TANK GUNS

QF 6-Pounder

The QF 6pdr (QF stands for 'quick firing') was the standard anti-tank gun employed by British infantry formations in Western Europe. It was an effective anti-tank weapon and by 1944 crews carried improved ammunition including tungsten-cored APDS shells that substantially improved the penetrating power of the 6pdr shot. Although HE shells were available the limited size of charge meant they were relatively ineffective, making the 6pdr less than ideal as a tank gun and leading to the development of the 75mm weapon used in British tanks such as the Cromwell and Churchill.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapon	Medium anti-tank gun
Special Rules	- Gun Shield - Team Weapon - Fixed

QF 17-Pounder

The 17pdr was developed to overcome the more heavily armoured German tanks encountered by the British during the fighting in North Africa. By the time of the campaign in Western Europe it equipped the Royal Artillery anti-tank regiments. The 17pdr was the most formidable anti-tank gun deployed by the western Allies, and was capable of penetrating over 200mm of armour at short range using APDS shot. Its bulk and weight meant it was far less manoeuvrable than the 6pdr, and for this reason it never replaced the lighter weapon. As part of the Royal Artillery we treat gunners as regular or veteran.

Cost	140pts (Regular), 168pts (Veteran)
Crew	5 men
Weapons	Super-heavy anti-tank gun
Special Rules	- Gun Shield - Team Weapon - Fixed

British Officer

TANKS

British tank design lagged behind that of the other main combatants of the war. Engine development suffered from much industrial production being given over to aircraft manufacture. This shortfall was made up with American-built tanks, which by D-Day included the M4 Sherman and M5 Stuart. The British Cromwell tank was comparable in performance to the Sherman 75mm. By 1946, British tank design had caught up and both the Comet and Centurion proved that they could contest with Germany's more advanced designs.

M5 Stuart

British armour divisions used the M5 Stuart (or Honey as it was known to the British) in the same role as their American counterparts, for armoured command and reconnaissance ahead of the main formations. The tank was identical to that used by US forces and had the same 37mm gun.

Cost	124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons	One turret-mounted light anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- May have pintle-mounted MMG on top of turret for +15pts - May upgrade pintle-mounted MMG to HMG for +10pts
Special Rules	- Reinforced front armour, against all shots from the front, Damage value is considered to be 9+

M24 Chaffee

The M24 was delivered to the British by the US to replace the M5 Stuart, but in lower numbers as US demand for the vehicle was high.

Cost	120pts (Inexperienced), 150pts (Regular), 190pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- May have Recce for +10pts
Special Rules	- Recce (if chosen) - HE – instead of causing D2 HE hits an HE shell causes D6 hits (75mm gun tanks) - Vulnerable sides – all shots at the sides and rear armour of the vehicle gain +1 PEN

Cromwell

The Cromwell was a competent all-round tank with a high turn of speed that made it the ideal tank for armoured reconnaissance regiments. Its protection was respectable and its main gun was an adequate 75mm weapon with good all-round capability that used the same ammunition as the American 75mm-equipped Sherman. The Cromwell gradually replaced American built Sherman tanks in British service. A variant of the design was the Centaur, basically an early version of the Cromwell with a different engine, equipped with a 95mm howitzer and used by the Royal Marines to provide close-range support (CS).

Cost	156pts (Inexperienced), 195pts (Regular), 234pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- Substitute 75mm medium anti-tank gun for a 95mm medium howitzer for no cost
Special Rules	- HE – instead of causing D2 HE hits an HE shell causes D6 hits

Challenger

The Challenger was based on the Cromwell and is broadly similar in appearance but had a wider and longer body with an extra set of road wheels. It was designed to mount a 17pdr gun in an overlarge turret and to provide extra anti-tank capability to Cromwell units. It was not considered a great success, and the Sherman Firefly soon took the same role. Because so much room was taken up by the gun's ammunition, the hull machine gun was removed.

Cost	244pts (Inexperienced), 305pts (Regular), 366pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG
Damage Value	9+ (medium tank)

Comet

The Comet was an uprated Cromwell with heavier frontal armour (up to 4 inches) and a regulated slower speed to reduce mechanical failure. Equipped with a 77mm high velocity gun derived from the proven 17pdr, it was able to compete against much heavier tanks than its size would suggest.

Cost	355pts (Regular), 426pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and a forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	- The Comet's heavy frontal armour has a rating of +1 giving it the same frontal value as a heavy tank

Sherman

The British used 75mm Sherman gun tanks supported by Fireflies armed with 17pdrs and close support Centaurs. Shermans were the most important tank used by the British at the time of the invasion of Europe, although many Sherman-equipped units were later converted to Cromwells as more were produced. The Sherman was a good all-round tank even if its anti-tank capability meant it couldn't realistically face German tanks one-on-one. The 75mm armed Sherman was known as the Mark V, the Firefly was annotated as the Mark VC. The 105mm howitzer-armed version was the Mark VB.

Cost	166pts (Inexperienced), 205pts (Regular), 244pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- Substitute 75mm medium anti-tank gun for a 105mm medium howitzer for –10pts (Mark VB) - Substitute 75mm medium anti-tank gun for 17pdr super-heavy anti-tank gun for +80pts (Inexperienced), +100pts (Regular) or +120pts (Veteran). Loses hull MMG (Mark VC Firefly)
Special Rules	- HE – instead of causing D2 HE hits an HE shell causes D6 hits. Medium anti-tank gun only.

Churchill

The Churchill was one of the heaviest Allied tanks of the war. It was designed as an infantry tank with very heavy armour resulting in a very slow speed. However, its long track base meant it was very manoeuvrable and could often cross ground that was too steep or difficult for other, lighter tanks. The tank was up-armed with the British version of the 75mm gun as also used in the Cromwell. The Churchill was used in a supporting role and provided the Allies with a much-needed heavy tank that could withstand many – though not all – German anti-tank weapons. As well as the basic 75mm gun tank, we make allowance for the CS (close support) version armed with a 95mm howitzer.

Cost	348pts (Inexperienced), 435pts (Regular), 522pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and one forward-facing hull-mounted MMG
Damage Value	11+ (super-heavy tank)
Options	- Substitute 75mm medium anti-tank gun for a 95mm light howitzer for –30pts
Special Rules	- Slow - HE – instead of causing D2 HE hits an HE shell causes D6 hits. Medium anti-tank gun only.

Churchill AVRE

The Churchill was also used as the basis of a variety of engineering vehicles in the form of the Churchill AVRE.

Cost	290pts (Regular), 348pts (Veteran)
Weapons	One turret-mounted heavy howitzer with co-axial MMG and one forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Special Rules	- Slow - Howitzer may not fire at long range

Churchill Crocodile

The Churchill Crocodile was probably one of the most effective flame tanks of the war, uniquely towing the fuel for the flamethrower in an armoured trailer. It also retained its primary armament so could carry out its normal role when out of fuel or by dumping the trailer.

Cost	485pts (Regular), 582pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and one forward-facing hull-mounted flamethrower
Damage Value	11+ (super-heavy tank)
Special Rules	- Slow - HE – instead of causing D2 HE hits an HE shell causes D6 hits. Medium anti-tank gun only - Jettison fuel trailer. The normal bonus for trying to damage flame-throwing vehicles does not apply to this vehicle.

Centurion Mk II

Conceived as a heavy cruiser tank that could manage the threat of the German 88mm gun, development of the Centurion began in 1943 and manufacture of the Centurion Mk I began in January 1945, although it was November before the Mk II started rolling off the assembly lines. The Mk II was issued to frontline units in 1946. At 50 tons it was surprisingly agile – if not as fast as the Comet – but with superior off-road performance. Its QF 20pdr gun was a match for the German 88mm but fired a respectable HE round as well.

Cost	316pts (Inexperienced), 395pts (Regular), 484pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and one forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Special Rules	- HE – instead of causing D3 HE hits an HE shell causes D6 hits.

Cromwell-T

The versatility of the Cromwell made it an ideal test platform for the new Rift-tech weaponry coming out of the US. With the Tesla Cannon proven on the Sherman chassis, it was natural for the British to fit the weapon on their preferred hull, the Cromwell.

Cost	180pts (Regular), 210pts (Veteran)
Weapons	One turret-mounted M17 Tesla Cannon and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	- Tesla

Churchill AVRE

TANK DESTROYERS

The British used considerable numbers of the standard M10 but considered its gun inadequate when it came to taking on German tanks at long range. This led to the development of two specialist tank destroyers armed with the 17pdr: the Archer and the Achilles. As self-propelled artillery pieces, tank destroyers were operated by the Royal Artillery and we have rated crews as regular or veteran in keeping with the generally good quality of British artillerymen. Anti-tank regiments combined tank destroyers and towed 17pdr guns, using the latter in static defence, and the former as mobile anti-tank guns that could be rapidly deployed and moved in the face of any enemy attack.

M10 Achilles

The Achilles was a conversion of the M10 replacing the US 3" M7 gun with the British QF 17pdr. Counterweights were added to the gun's barrel to balance the turret, giving the Achilles a distinct appearance compared to the standard M10.

Cost	255pts (Regular), 306pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun
Damage Value	8+ (light tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- Open-topped

Archer

The Archer was a conversion of the obsolete Valentine tank mounting a QF 17pdr anti-tank gun in an open superstructure facing backwards over the vehicle's rear. This peculiar arrangement was turned to an advantage, as the driver remained in place when the gun was fired, and could immediately drive away to avoid retaliatory fire.

Cost	295pts (Regular), 325pts (Veteran)
Weapons	One rear-facing super-heavy anti-tank gun and one crew carried LMG with 360-degree arc of fire
Damage Value	9+ (medium tank)
Special Rules	- Open-topped - The crew may fire the main gun or the LMG but not both

A lend-lease Grizzly Medium Assault Walker with its US advisor

WALKERS

Guardian Light Walker

A variation of the US Coyote light walker, the Guardian is used by the British to support infantry in close terrain. Heavily armed, it is somewhat limited by its crew of one. Nevertheless it is a versatile and popular vehicle with the troops it supports.

Cost	105pts (Regular), 120pts (Veteran)
Weapons	2x Fist, right arm-mounted MMG, left arm-mounted infantry flamethrower, fixed forward HMG.
Damage Value	7+ (light walker)
Special Rules	- Walker - Agile - Single Crew – may only fire one weapon each turn. - Assault

Grizzly Medium Assault Walker

Provided under the combination of lend-lease financing and in exchange for British engineering knowledge, the Grizzly is a watchword in rugged and practical design. Armed with the proven 75mm gun and a .50 HMG, the Grizzly is versatile and adaptable; more useful are perhaps the powerful arms that can smash tanks and clear obstacles. Well-liked by its crews, the Grizzly is considered a better infantry support option than the Sherman, particularly in urban environments where it can carry out improvised route clearance and help build defensive obstacles.

Cost	200pts (Regular), 245pts (Veteran)
Weapons	Turret-mounted medium anti-tank gun, pintle-mounted HMG, 2 fists.
Damage Value	8+ (medium walker)
Special Rules	- Walker - HE (1D6) for AT Gun

Coyote Light Walker

Again, provided under lend-lease, the British make good use of the Coyote as used by the US army. Since its introduction in late 1945, the Coyote has served with distinction in all theatres and environments. Manoeuvrable, well-armed, and mechanically reliable the Coyote has proven adaptable to any combat role, from recce to urban assault.

Cost	90pts (Regular), 110pts (Veteran)
Weapons	Right arm-mounted MMG, 2x Fist, fixed forward-mounted HMG.
Damage Value	7+ (light walker)
Special Rules	- Walker - Agile - Assault - Single Crew – may only fire one weapon each turn.

SELF-PROPELLED ARTILLERY

Self-propelled artillery was provided by the M7 Priest and the British version, the Sexton, which had a 25pdr gun in place of the US 105mm weapon. In British use these weapons were employed to provide ranged support, and they were not normally engaged on the frontline.

M7 Priest

The M3 Howitzer Motor Carriage, known by the British as the Priest on account of its distinctive pulpit style machine gun mount – was intended to provide front-line artillery support for fast-moving armoured divisions. It was a very successful vehicle and served throughout the European campaign. Although built on a Sherman body, with its more lightly armed superstructure and open cab, we rate it as Damage value 8+.

Cost	128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons	One forward-facing medium howitzer and one pintle-mounted HMG with 360-degree arc of fire.
Damage Value	8+ (light tank)
Special Rules	- Open-topped

Sexton

Sextons were self-propelled guns built in Canada using the Sherman as a basis. They were equipped with the 25pdr howitzer in an open, lightly armoured fighting compartment. The crew carried a Bren gun by way of defensive armament. We give the Sexton a Damage value of 8+ like the Priest.

Cost	96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
Weapons	One forward-facing light howitzer and one crew-carried LMG with 360-degree arc of fire
Damage Value	8+ (light tank)
Options	- May add AT rounds for the main gun for +10 pts. These allow the light howitzer to be alternatively fired as a light anti-tank gun – declare which round is chambered if the vehicle is put on *Ambush*.
Special Rules	- Open-topped - The crew may fire the main gun or the LMG but not both

Wasp Flamethrower Carrier

The Universal Carrier was converted to carry many weapons, and amongst the most dangerous (not only for the enemy!) was a heavy flamethrower. The original Mk I and Mk II designs were improved by the Canadian army, leading to the Mk IIC version that had a single fuel tank at the back and an extra crewman that could operate either a Bren gun or a 2" mortar. Although the Wasp is not strictly speaking 'artillery' we've included it in this category as its role most closely approximates to that of a support weapon rather than, say, an armoured car or tank.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	Forward-facing small vehicle flamethrower firing to the front arc.
Damage Value	7+ (armoured carrier).
Options	- Upgrade to a Mk IIC, adding a forward-facing pintle-mounted LMG for +10pts.
Special Rules	- Open-topped - Turn on the spot: The universal carrier can turn on the spot enabling it to execute a full speed run rate 'reverse' finishing the move facing in direction of travel. - Flammable: Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 64.

ANTI-AIRCRAFT VEHICLES

The Allies had less need of specialised anti-aircraft vehicles during the invasion of Europe but rapidly found they needed better protection once the Luftwaffe was able to restore some parity towards the end of the war.

Crusader AA

The Crusader tank was obsolete long before the Normandy campaign, but some vehicles were converted into flak tanks armed with two 20mm autocannons (Mk II) or a single 40mm autocannon in an open turret (Mk I).

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	One heavy autocannon in open turret
Damage Value	8+ (light tank)
Options	- May replace the heavy autocannon with two paired light autocannons in an enclosed turret for +25pts
Special Rules	- Open-topped (heavy autocannon only) - Flak

Staghound AA

This variant was the same as the Mk I armoured car with an open turret containing twin .50 calibre heavy machine guns.

Cost	104pts (Inexperienced), 130pts (Regular), 156pts (Veteran)
Weapons	2 turret-mounted paired HMGs plus a forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Special Rules	- Open-topped - Recce - Flak

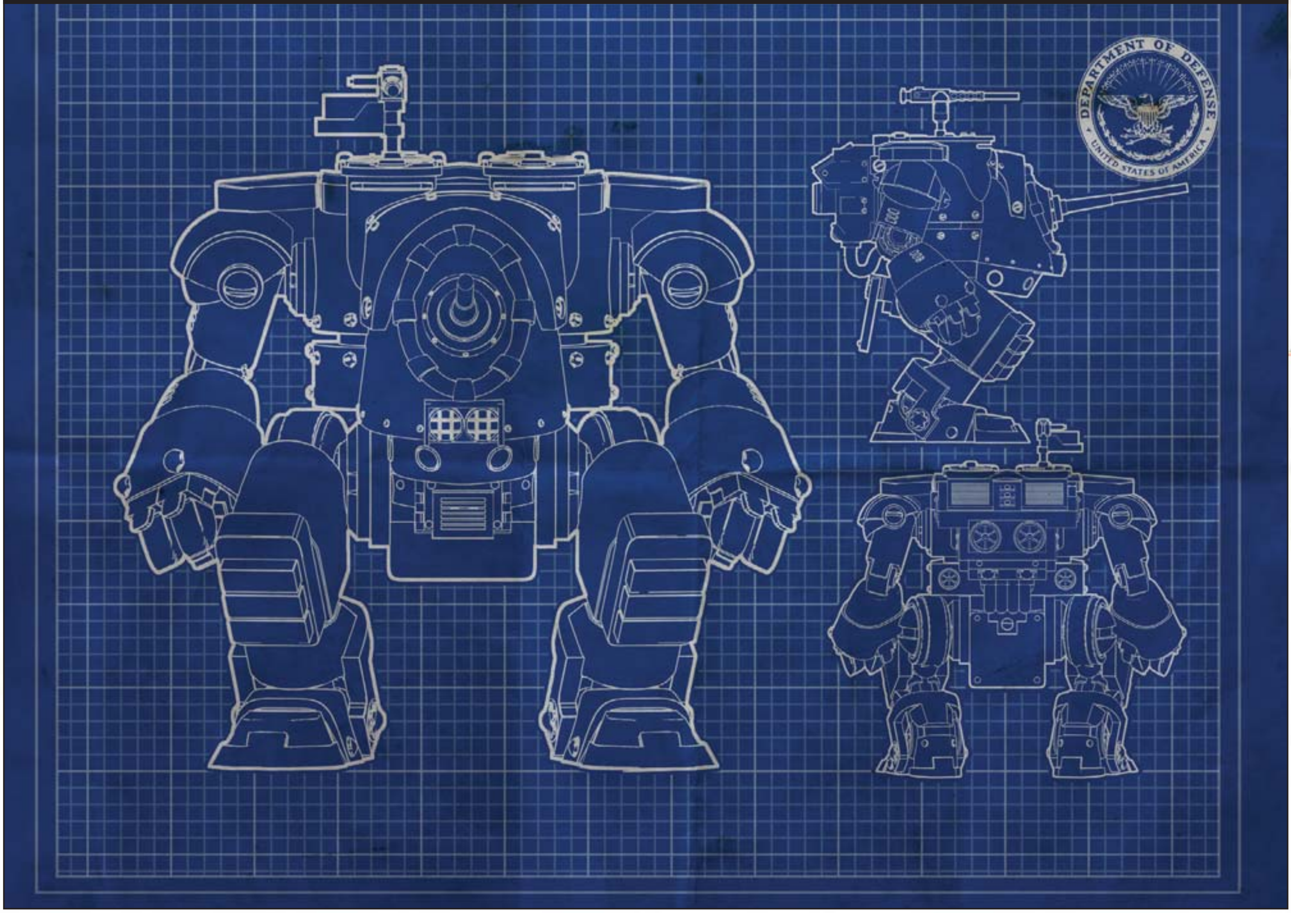
ARMOURED CARS

Scout Car

Two different designs of armoured scout car were used. The most common was the Daimler Dingo, whilst the armoured divisions used the Humber Scout Car instead. Both were similar: small, armoured vehicles designed purely as scout vehicles and armed only with a Bren LMG. The Daimler was open-topped. Both were well armoured and therefore rate a Damage value of 8+ equivalent to light tanks.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One forward-facing LMG
Damage Value	8+ (light tank)
Options	- Remove Open-topped special rule for +10pts (Humber)
Special Rules	- Open-topped (Daimler only) - Recce

Allied Grizzly Medium Walker



Light Armoured Car

During the fighting in Western Europe, two designs of British armoured car were employed, both with practically identical armour, performance, and weaponry. These were the Humber and Daimler. The Humber armoured car was armed with an American 37mm gun and the Daimler had a 2pdr. Both were used by reconnaissance regiments and were only lightly armoured, relying on speed to avoid more heavily-armed enemy.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	One turret-mounted light anti-tank gun with co-axial MMG
Damage Value	7+ (armoured car)
Special Rules	- Recce

Humber Armoured Car

Automated Carrier

With the success of the Automated Infantry, efforts were made to utilise the technology in vehicles. The obvious advantages of reduced life support requirements and space were countered by the sluggishness of the systems to interact coherently. However, one of the test vehicles proved successful enough to go into limited production, the automated carrier is both manoeuvrable and well-armed for its size. The automated crew are hard wired into the hull and non-essential parts removed to save space. Heavier weapons are being trialled, but currently only the 20mm autocannon variant has been deployed in combat.

Cost	90pts (Regular)
Weapons	Twin turret-mounted light autocannons.
Damage Value	7+ (armoured carrier)
Special Rules	- Automaton - Flak - Turn on the spot (the carrier can turn on the spot enabling it to exercise a full speed run rate reverse, finishing the move facing in the direction of travel).

M8 Greyhound Armoured Car

The M8 was a 6-wheel drive light armoured car used in support of armoured columns throughout the campaign in Western Europe. Although very lightly armoured this was compensated for by a considerable turn of speed and generally capable performance. Its main armament of the 37mm anti-tank gun was backed up by a .30 calibre co-axial machine gun, and later versions had a .50 calibre machine gun fixed to the open turret.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons	One light anti-tank gun and co-axial MMG in an open turret
Damage Value	7+ (armoured car)
Options	- May add one pintle-mounted HMG with 360-degree arc of fire for +25pts
Special Rules	- Recce - Open-topped

Staghound Mark I Heavy Armoured Car

The Staghound was a very large and heavily armoured vehicle of American design (US designation T17E1 or M6 medium armoured car). Used throughout the Commonwealth they were mostly seen in Italy but were shipped to Western Europe in numbers as the war dragged on, replacing the older AEC designs. Whilst too big for some recce duties, their armour made them popular with their crews.

Cost	116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons	One turret-mounted light anti-tank gun and co-axial MMG with a forward facing hull-mounted MMG
Damage Value	8+ (light tank)
Special Rules	- Recce

TRANSPORTS AND TOWS

Trucks

British trucks were military adaptations of civilian trucks such as the Bedford, CMP (Canadian Military Pattern), Austin, and Morris. They were produced in a variety of sizes, as general purpose cargo trucks, troop transports, artillery tows, and for a variety of special purposes. We shall not differentiate between one type of truck and another. Trucks were sometimes armed with a pintle-mounted machine gun, primarily for anti-aircraft defence, and we include the option here.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 12 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer
Options	- May have pintle-mounted MMG for +15pts - May upgrade MMG to HMG for +10pts

Jeep

The four-wheel drive jeep was one of the most remarkable and useful vehicles to emerge during the war. It was rugged and adaptable with a powerful engine and excellent cross country performance.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 3 men
Tow	Light anti-tank gun
Options	- May have pintle-mounted MMG with 360-degree arc of fire for +15pts, losing all transport capacity - May upgrade MMG to HMG for +10pts

M5 Half-Track

The M5 half-track was the export version of the M3 half-track. It was designed as an armoured personnel carrier although they were later adapted to a variety of other roles.

Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	One pintle-mounted HMG in pulpit mount with 360-degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	Up to 12 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer
Options	- May add up to 2 additional MMGs (one covering the left arc, one covering the right arc) for +15pts each
Special Rules	- Open-topped

Bren Carrier

The Bren – or more properly Universal – Carrier was a fully tracked weapons and personnel carrier. It was often used to transport a machine gun and its crew, and its ability to turn rapidly made it useful in the reconnaissance role too. It was also used as an artillery tractor for the 6pdr gun.

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons	One forward-facing LMG firing in the front arc
Damage Value	7+ (armoured carrier)
Transport	Up to 5 men
Tow	Light or medium anti-tank gun
Options	- Replace transport capacity with forward-facing MMG
Special Rules	- Open-topped - Recce - Turn on the spot (the carrier can turn on the spot enabling it to make a full speed run rate reverse, ending facing in the direction of travel).

M5 Half-Track and British Section

THE SOVIET UNION

This list is based on the troops and equipment of the Soviet forces as they attempt to capitalise on the advances gained after long years of fighting. The Soviet Red Army was the largest of all the combatants' armies. By this stage in the war it had its share of elite and experienced troops and commanders, but was suffering greatly from the latest of Stalin's purges, with morale and experienced senior officers in short supply. The massed conscript formations of the early-war years were more common than they should have been at this stage of the war. Soviet equipment was rugged and practical, built to endure the harsh Russian winters and the handling of barely trained Russian troops. It included probably the best all round tank of the war: the T-34. The Russians also possessed some of the most effective artillery of the war, including long-ranged guns, and the notorious multiple-rocket launcher known to the Germans as 'Stalin's Organ'.

ARMY SPECIAL RULES

Massed Batteries

Soviet artillery was deployed in overwhelming numbers and was used extensively to compensate for poor tactics or strategy. When rolling for the 'Fire for Effect' radius for an artillery barrage, roll two D6 and take the higher result before adding the 6".

Quantity Has a Quality All of its Own

If you have more men than they have bullets, they will eventually run out of ammunition. To represent the vast manpower available within the Soviet Union, the Russian army gets a free eleven-man strong squad of Inexperienced infantry, with all of the possible options you have models for.

Great Patriotic War

Throughout the war, Russian forces endured a rate of casualties unimaginable in the West and which would undoubtedly have broken a people less inured to hardship and sacrifice. Whenever a unit of infantry or artillery models fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply this second result. This re-roll applies to all infantry and artillery units, including HQ units that would otherwise be destroyed if they failed a morale check. Note that this rule only applies to infantry and artillery, and not to tanks or other vehicles.

Not One Step Back

Soviet armies can include commissars as noted in the list. Commissars are political officers and do not confer a morale bonus to nearby troops. They ruthlessly stiffen morale by making examples of troops failing their duty, and will not hesitate to shoot offenders. When a friendly infantry unit fails an order test within 6" of a commissar, remove one model from the unit and re-roll the test. Note there is no choice in the matter – if the commissar is within 6" of the unit he will shoot dissenters whether you want him to or not. The second result stands as normal. Only one re-roll is made in this manner per order test. This rule only applies to infantry, and units of two or less models are exempt.

TYPES OF UNIT

1	Infantry	Headquarters Units
		Infantry Squads
		Infantry Teams
2	Artillery	Anti-tank Guns
		Field Artillery
3	Vehicles	Tanks
		Tank Destroyers
		Walkers
		Self-propelled Artillery
		Anti-aircraft Vehicles
		Armoured Cars
		Light Walkers
		Transports and Tows

Fueled by the chemical fluids that replace their blood, Siberian Terrors are tireless and savage hunters.

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers.

Officer

An officer unit consists of the officer himself and can include up to two other men acting as his immediate attendants. Officers can be rated as inexperienced, regular or veteran.

Cost	- Second (Junior) Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First (Senior) Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain (Captain) 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major (Major) 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts (Inexperienced), +10pts (Regular) or +13pts per man (Veteran)

Medic

The field medic presents the wounded soldier with his best chance of surviving serious injury, and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Commonly in the Russian army, the medics were young women who – although not intended for frontline service – were repeatedly recorded as risking their lives to rescue wounded comrades. The men of the Russian army had a healthy respect for these angels of mercy.

Cost	Medic 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	Pistol or none as depicted on the model
Options	- The medic may be accompanied by up to 2 men at a cost +13pts per man

Forward Observer

Forward observers are the liaison officers responsible for coordinating the attack of heavy artillery or rocket batteries or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts (Regular) or +13pts per man (Veteran)

Commissar

At various times from its formation during the Revolution, the Red Army included a Politruk – a political commissar. Politruks were Communist Party members charged with educating the troops and monitoring their officers for signs of counter-revolutionary ideology. They were placed within the command structure in every unit down to company level and reported to Revolutionary Military Councils (RVS) that were established at Army level, forming a dual-command system that often had disastrous consequences. While Politruks tirelessly rooted out shirkers, defeatists and cowards, many innocent men were also executed out of hand, or sent to punishment battalions thanks to their efforts.

Cost	15pts (Inexperienced)
Team	1 Commissar and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The commissar may be accompanied by up to 2 men at a cost of +7pts per man
Special Rules	- Not One Step Back! (see page 180)

Soviet Officer

INFANTRY SQUADS AND TEAMS

Long celebrated for his ability to endure the worst of hardships, the Russian infantry soldier certainly got plenty of opportunities to prove it. Badly led and supplied in the early years, things only improved gradually. By 1947, however, the infantry of the Soviet Union was battle hardened and, at least at the tactical level, competent. Despite the advances in tactics and supply, it was sheer numbers that often lay at the heart of Soviet success.

Infantry Squad

Russian infantry squad consisted of eleven men led by a sergeant or junior sergeant – the Russian equivalent to a corporal. Each squad included a light machine gun and one of the ordinary squad members would act as its loader. The rest of the unit carried either bolt action or semi-automatic rifles or submachine guns and all would carry grenades.

Cost	50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 soldiers at +10pts each - Any soldier may have a SMG for +3pts each - One soldier may have an LMG for +20pts. Another soldier becomes the loader. - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank Hunters (if grenades taken)

Inexperienced Infantry Squad

Throughout the war Soviet troops continued to suffer a rate of casualties far exceeding anything endured by any other combatant nation. The demand for new recruits and new formations was therefore great, and no sooner were men equipped and given the most rudimentary training than they were often thrown into the fighting. The sheer size of the Red Army meant that a significant proportion of its troops would be relatively inexperienced. We allow an inexperienced section to be constructed as follows.

Cost	35pts (Inexperienced)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 soldiers at +7pts each - The NCO may have a SMG for +3pts - One soldier may have an LMG for +20pts. Another soldier becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - The squad can be Green at no cost
Special Rules	- Tank Hunters (if grenades taken) - Green (if option taken)

Guard Squad, Veteran Infantry Squad

In the Red Army the title of Guards was awarded to units proven in combat and would therefore tend to denote elite troops. They were certainly given priority when it came to supplies, access to automatic weapons, and promotion. They were also given the toughest assignments, often resulting in such a rate of attrition that Guards units sometimes consisted of raw recruits. If the Soviet army was not on the whole an elite fighting force, it certainly included its fair share of battle-hardened veterans. NKVD (People's Commissariat for Internal Affairs) troops were chiefly used for internal security but could potentially fight on the frontline. These formations can be constructed as follows.

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 soldiers at +13pts each - Any soldier may have a SMG for +3pts each - Two soldiers may have an LMG for +20pts. Another soldier becomes the loader for each weapon taken - Up to 2 soldiers can have a captured panzerfaust in addition to other weapons for +5pts each - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank Hunters (if grenades taken)

Soviet Squad

Assault Engineer Squad

Soviet formations were poorly supported by engineers and logistics, with the exception of assault pioneers. Their expertise was essential in clearing bridges, laying demolitions and tackling fortifications. Assault engineers were specialists at clearing obstacles and defeating strongpoints. It was highly dangerous work and units were often equipped with body armour. By 1947 the body armour was normally the best that Rift-tech could provide.

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 soldiers at +13pts each - Any soldier may have a SMG for +3pts each - One soldier may have an LMG instead of a rifle for +20pts, another soldier becomes the loader - One soldier can have a flamethrower instead of a rifle for +20pts, another soldier becomes his loader - The entire squad may have anti-tank grenades for +2pts per model - The entire squad may be given body armour for +5pts per model
Special Rules	- Tank Hunters (if grenades taken) - Tough (if body armour taken) - Slow (if body armour taken)

Heavy Infantry Squad

In a rush to keep up with their foes, Soviet infantry armour was developed quickly and put into use not long after their rivals. Cumbersome and bulky, the Soviet suits lack subtlety, but their effectiveness is not disputed. Unlike other nations, the Soviet heavy infantry is considered more of an anti-vehicle unit.

Cost	140pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Dual weapon pack and assault weapon
Options	- Add up to 5 additional men with dual weapon packs for +28pts each.
	- Up to 4 men can replace their assault weapon with a dual weapon pack for +20pts each.
Special Rules	- Large Infantry - Resilient - Slow - Tank Hunter - Dual Weapon System: - Select 1 mode when firing: Rng Dice PEN Notes AT Rifle 18 1 +2 – SMG 6 3 – Assault

Siberian Terror Squad

Through a combination of espionage, scientific exploitation of prisoners, and defecting scientists, the Soviet Union gained substantial knowledge of the German super-soldier and gene-splicing programmes and produced its own versions of DNA enhanced soldiers. In an effort to make soldiers immune to the cold, a method of making monsters out of men was discovered. With a form of anti-freeze in their veins, these 'ghouls' are immune to cold and fire and have a freezing touch that can cause immediate damage.

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Knife
Options	- Add up to 5 additional men with knives for +13pts each. - Any models may be equipped with an SMG for +3pts/model. - Up to 2 men can have a captured panzerfaust in addition to his SMG for +5pts each.
Special Rules	- Immune to fire (takes no damage or pins from fire or flamethrowers) - Fanatics - Fast

Ursus Infantry

As Soviet scientists became more proficient copying and then enhancing the German DNA splicing techniques, they developed a number of stable adaptions they could create consistently. As German Schreckwulfen began to terrorise frontline troops, the Soviets developed a counter-weapon utilising Ursine DNA to create an 8ft tall man/bear hybrid that could go toe-to toe with any enhanced infantry on the battlefield. Powerful, but lacking control, the Ursus soldiers were often unleashed in highly contested areas of the battlefield to tip the balance of favour towards the Soviet army.

Cost	66pts (Regular)
Composition	3 Ursus soldiers
Weapons	None
Options	- Add up to 3 additional Ursus at 22pts each
Special Rules	- Large Infantry - Resilient - Tough - Horror - Tooth and Claw - Strong

Daughters of the Motherland

Using a low level of DNA enhancement through their Rift-tech programme, the Soviet Union has created an all-female, propaganda-driven elite unit. Combined with intensive training and indoctrination, the unit has proven highly effective in combat, although is only used when casualties are anticipated to be minimal. Their battlefield successes may well see them deployed in broader roles as the war progresses.

Cost	95pts (Veteran)
Composition	1 NCO and 4 soldiers
Weapons	Assault Rifle
Options	- Add up to 5 additional soldiers at 19pts each - Up to 2 soldiers can be equipped with an LMG for +10pts each, for each LMG added an additional soldier becomes its loader. - Up to 2 soldiers can have a captured panzerfaust for +5pts each - The squad may have anti-tank grenades for +2pts per model - The squad may be equipped with body armour for +1pt/model
Special Rules	- Fast - Fanatical - Tank Hunters (if grenades taken) - Tough (if body armour taken)

Shtrafbat Infantry Squad

The Shtrafbat were penal battalions formed from troops accused of cowardice or desertion, from civilian (often political) prisoners, or from ex-prisoners of war who stood guilty of treason having allowed themselves to be captured by the enemy. Penal troops were often used to draw enemy fire, or to expose enemy positions by advancing into them, and some were employed as 'tramplers' – human mine clearers. Penal units were not always armed or might carry dummy weapons.

Cost	35pts (Inexperienced)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 unarmed men at +4pts each - Any unarmed man can be given a rifle for +3pts each - The squad can be Shirkers for a reduction of –3pts per man
Special Rules	- Shirkers (if option taken) - Unarmed men can neither shoot nor fight in close quarters – their only value is as casualties

Machine Gun Team

The venerable Maxim 1910 model was used throughout the war, the very same weapon that had served in the Great War. It was a capable weapon that could be tripod-, sledge- or wheel-mounted and was often given a useful shield to help preserve the crew. The Maxim was slowly replaced by the newer, lighter, but equally effective SG43 model machine gun.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Options	- Gun shield (as per model) for +5pts
Special Rules	- Team Weapon - Fixed - Gun Shield (if fitted) with same rules as for artillery

DShK Heavy Machine Gun Team

The DShK 12.7mm belt-fed heavy machine gun was the standard Russian heavy machine gun of the war, comparable to the US .50 cal Browning. It was used on wheeled mountings and could quickly be placed on a tall tripod for anti-aircraft defence. Truck-mounted and multiple versions were also employed in this role. The DShK was also seen during the late war on the cupolas of Soviet heavy tanks such as the IS-2.

Cost	49pts (Inexperienced), 70pts (Regular), 91pts (Veteran)
Team	4 men
Weapons	1 HMG
Options	- Gun shield (as per model) for +5pts - Pintle-mount tripod for +5pts
Special Rules	- Team Weapon - Fixed - Flak (if pintle-mounted) - Gun Shield (if fitted) with same rules as for artillery

Soviet Maxim Team

A Soviet KV-1/ZP and Heavy Infantry hunt the retreating German forces.

Anti-Tank Rifle Team

Whilst anti-tank rifles fell out of favour in other armies, the Russians continued to make good use of the weapon throughout the war, even going so far as to develop a semi-automatic version. Although capable of penetrating the side armour of the lighter German tanks, crews had to get extremely close to do so, and with the more heavily armed German tanks their only chance was to hit through a vision port or other vulnerable spot, or to snipe at exposed crew members. In the later part of the war, anti-tank rifles were more often used against lighter targets such as heavy infantry, armoured cars, and trucks.

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 Anti-tank rifle
Special Rules	- Team Weapon - Extra selection. You may take up to 3 anti-tank rifle teams as 1 selection in each reinforced platoon

Sniper Team

The sniper became synonymous with the Russian army particularly during the grim sieges of Stalingrad and Leningrad. They were available at company level and worked as teams or sometimes on their own. They used telescopic sights on either a bolt-action Moisin–Nagant or a Tokarev SVT-40 semi-automatic rifle, and a variety of ammunition that included tracer and armoured piercing rounds. Soviet snipers were renowned for their field craft, stealth, and patience – and the most successful snipers each accounted for hundreds of enemy.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team Weapon - Sniper

Light Mortar Team

The standard light mortar used by Russian infantry during the war was of 50mm calibre – this was deemed a 'company' mortar as opposed to the heavier battalion and regimental mortars. The weapon was easily man-portable and could lay down high explosive or smoke bombs at a range of up to 800 metres.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	2 men
Weapons	1 light mortar
Special Rules	- Team Weapon - Indirect Fire - HE (D3)

Medium Mortar Team

The standard Russian medium mortar of the war was the 82-PM-41, the 82mm battalion mortar 1941 model. This served alongside the otherwise similar 82mm 1937 model. Both were very effective and accurate weapons with a range of up to 3,000 metres.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (D6)

Heavy Mortar Team

The Red Army pioneered the way for the heavy infantry mortar. The Germans feared them greatly, so much so that they copied the Russian 120mm weapon almost identically and used it themselves with great effect. The 120mm mortar had a range of 6,000 metres. Although even heavier mortars were produced, these were breech-loading weapons with carriages that required towing vehicles to move, and are not really infantry weapons.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	4 men
Weapons	1 heavy mortar
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (2D6)

Flamethrower Team

The Soviets made great use of flamethrowers including static types dug in to cover bunkers and trenches. By far the most common were the man-packed ROKS types. The ROKS 2 was designed with a fuel tank that looked like an ordinary backpack and a nozzle resembling a rifle, so as not to attract unwelcome attention on the battlefield.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	- Team Weapon - Flamethrower

Soviet Flamethrower Team

FIELD ARTILLERY

The Soviet army deployed artillery in vast numbers and a bewildering variety of sizes, from lightweight infantry guns to huge divisional artillery pieces.

ZiS-3 76.2mm Field Gun

The Russians produced a number of different light artillery guns all of the same 76.2mm (3-inch) calibre, but by the late war the chief weapon was the ZiS-3 divisional field gun – a good all round gun that was used both as a howitzer and against enemy tanks. All of these weapons can be represented as follows.

Cost	54pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Team	4 men
Weapons	1 light howitzer or medium anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield - Versatile – can fire as either an anti-tank gun or a light howitzer

Medium Howitzer

Medium artillery consisted of 122mm artillery pieces together with a few older 107mm guns. The 122mm A19 gun was a successful design that was also mounted onto self-propelled guns and the IS-2 heavy tank. Although too slow and cumbersome to make an effective anti-tank weapon, it was certainly capable of destroying heavy German tanks, which were practically invulnerable from smaller weapons. It was later developed into a tank gun.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	4 men
Weapons	1 medium howitzer
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Fixed - Gun Shield - Howitzer - HE (2D6)

152mm Howitzer

The 152mm ML-20 howitzer was the main heavy gun used by the Soviet army. It was augmented by older M10 howitzers and by the newer D1 152mm howitzer. All these guns are capable, long-ranged weapons that would typically be deployed well behind the fighting zone, having a range of over seven miles.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Team	5 men
Weapons	1 heavy howitzer
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Fixed - Gun Shield - Howitzer - HE (3D6)

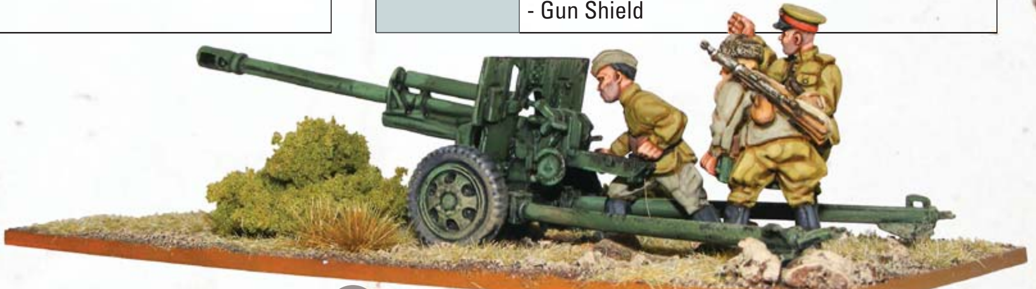
ANTI-TANK GUNS

Although the 45mm anti-tank gun was practically obsolete, it has remained in service as a useful counter to the new light walkers and heavy infantry. More effective by far is the ZiS-2 57mm anti-tank gun – the standard weapon of anti-tank artillery regiments, also used by the anti-tank platoons of some infantry regiments.

M-42 Anti-Tank Gun

The 1942 model 45mm anti-tank gun was a light and relatively effective weapon, but by the late war it stood no chance against the front armour of German tanks or heavy panzermechs such as the Panther, Zeus, or Tiger II. It was still a useful weapon though, and easily capable of destroying light vehicles.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	2 men
Weapons	1 light anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield



ZiS-3 Field Gun

ZIS-2 Anti-Tank Gun

The 57mm ZiS-2 was developed before the war to give anti-tank regiments a weapon capable of taking out the more heavily armoured tanks being developed at the time. It was a rapid-firing semi-automatic gun that could shoot up to 25 rounds a minute. The ZiS-2 was not adopted initially, possibly because the calibre was unique amongst Soviet artillery; instead anti-tank units persisted with the old 45mm M-42 and ZiS-3 guns. However, by the late war period these weapons were not capable of facing the even heavier tanks being deployed by the Germans, so production of the ZiS-2 was given the full go ahead.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapons	1 medium anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield

BS-3 Anti-Tank Gun

The model 1944 BS-3 100mm gun was an anti-tank development of a naval anti-aircraft gun. Although it could serve as a field gun, its smaller shell made it less effective in this role than the 122mm A-19 howitzer. The BS-3 equipped light artillery brigades within tank armies, along with the ubiquitous ZiS-3 field gun.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	5 men
Weapons	1 heavy anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield

TANKS

As with all aspects of the Soviet army, Russian tanks were produced in vast quantities – and the tank produced in greater number than any other was the iconic T-34. This tank was arguably the best all-round medium tank of the war. For a period, the Russians also used many lend-lease vehicles, including British and American tanks. By the late war these had almost all been destroyed or discarded although a few second tier units operated the older model M4A2 Sherman, sent to Russia before the break-up of the Allied powers.

T-34/85 Medium Tank

The T-34/85 was the ultimate version of the T-34 tank. It featured a larger turret, big enough to accommodate a third crewman. This meant that the commander no longer had to also act as the tank's gunner, which greatly improved combat effectiveness. The 85mm ZiS-S-53 gun restored something of the fighting power to the T-34, which had found itself increasingly out-shot by German tanks.

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)

T-34/ZP Medium Tank

Soviet access to Rift-tech is based on captured materials and a number of defections from German and US communist scientists. One development to come from the limited Rift-tech laboratories is a weapon system based on ultra-low frequency sound waves. Too large to be mounted on anything but a tank, the Soviets have fitted it to both the reliable T-34 chassis and also onto the older but well-armoured KV-series chassis.

Cost	215pts (Regular), 258pts (Veteran)
Weapons	One turret-mounted Zvukovoy Proyektor and one forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	- Shockwave

KV-1/ZP

Whilst the Zvukovoy Proyektor proved effective on the T-34 chassis, when used to support the Soviet heavy assault regiments, the heavier armoured KV-1 chassis was utilised. Slow but well armoured, the KV-mounted Zvukovoy Proyektor was capable of disrupting enemy formations prior to the wave of assault infantry that inevitably followed the heavy tanks into contact.

Ambush! A Schreckwulfen pounces on Soviet Heavy Infantry.

Cost	290pts (Regular), 345pts (Veteran)
Weapons	One turret-mounted Zvukovoy Proyektor and one forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Special Rules	- Shockwave

IS-2 Heavy Tank

The Iosif ('Joseph') Stalin tank was designed to replace the old KV heavy tank and was a far better designed machine, with thick frontal armour and a huge 122mm gun. This weapon was the A19 gun howitzer, also used by the Russian artillery. As an anti-tank weapon it was less potent than its sheer size might suggest. For one thing it was very slow to fire as the shell and charge were separate, and space within the low IS-2 turret was very cramped – two rounds a minute was about all that could be managed. In its role as a tank gun we treat the 122mm gun as a heavy anti-tank gun but with enhanced HE capability.

Cost	256pts (Inexperienced), 320pts (Regular), 384pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG, one turret-mounted rear-facing MMG and one forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Special Rules	- HE – instead of causing D3 HE hits, an HE shell causes 2D6 hits - Cumbersome – an IS-2 tank cannot be given an order until another unit on the same side has already received an order (unless only units with this rule remain in play).

T-44/85 Medium Tank

The T-44 was the successor to the T-34, offering improved cross-country performance and much greater armour. Designed to be equipped with an 85 mm main gun, by the time it was fully tested the T-34 had also moved up to this weapon. Both tanks offered similar performance, so introducing the T-44 was not considered as important as increasing T-34 production. Attempts were made to improve the T-44's armament with a 100 mm gun; this seemed more promising and entered service in late 1946. Despite being a technically better tank, cost and combat performance means the T-34/85 is preferred as a frontline tank.

Cost	220pts (Inexperienced), 260pts (Regular), 320pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- T-44/100 - Replace the heavy anti-tank gun with a super-heavy anti-tank gun for +80pts
Special Rules	- The T-44's heavy frontal armour has a rating of +1 giving it the same frontal value as a heavy tank (10+)

Soviet Cossack Light Walker

TANK DESTROYERS

The difference between a tank destroyer and self-propelled artillery is somewhat blurred in the Soviet army because most guns are dual purpose and are used as assault guns (short-ranged artillery supporting an infantry attack), self-propelled artillery (for long-ranged indirect fire), and anti-tank guns (engaging enemy tanks with armoured piercing shells). The following types are the closest to true tank destroyers – which is to say dedicated to the destruction of enemy armour with powerful anti-tank guns.

SU-100

The SU-100 was an up-gunned version of the SU-85 using the 100mm calibre DS10 gun. This weapon had a performance somewhere between the German 88mm as used on the Tiger (Kwk 36) and the superior 88mm gun on the Tiger II (the Kwk 43), but it also had the advantage of a larger shell and hence superior HE capability.

Cost	240pts (Inexperienced), 300pts (Regular), 360pts (Veteran)
Weapons	One casement-mounted forward facing super-heavy anti-tank gun
Damage Value	9+ (medium tank)

ISU-122

The ISU-122 was a development of the heavy self-propelled howitzer the ISU-152. Both used the same body and chassis, which was also shared with the new IS-2 heavy tank. The ISU-122 carried the A-19 gun – itself a combined gun/howitzer – but when mounted onto the ISU-122 it was primarily used in the anti-tank role. We treat this weapon as a heavy anti-tank gun, but with enhanced HE capability. The large, fixed casement of the ISU-122 affords the crew more room to work their gun, so we shall not impose the slow reloading rule as for the IS-2.

Cost	240pts (Inexperienced), 300pts (Regular), 360pts (Veteran)
Weapons	One hull-mounted forward-facing heavy anti-tank gun
Damage Value	10+ (heavy tank)
Options	May add pintle-mounted HMG for +25pts
Special Rules	HE – instead of causing D3 HE hits an HE shell causes 2D6 hits

WALKERS

Cossack Light Walker

The Soviets recognised the versatility of the German Spinne walker and were able to reverse engineer much of the technology from captured examples. Using biped technology stolen from the US, they were able to produce the Cossack. Fast and agile it was an excellent recce vehicle but its rudimentary gyro system meant it struggled with the recoil of heavier weapons. As such it perhaps lacks the firepower to stand up to heavier vehicles. It is also not as well suited to urban terrain, but excels in the open and often difficult ground that covers much of Eastern Europe.

Cost	100pts (Regular), 120pts (Veteran)
Weapons	Forward-mounted light autocannon and co-axial MMG
Damage Value	7+ (light walker)
Options	- Replace light autocannon with light AT gun for +15pts, but lose Agile special rules.
Special Rules	- Walker - Agile - Recce

Mammoth Heavy Walker

Having suffered terribly at the hands of German Thor and Zeus heavy panzermechs, the Soviets put a tremendous effort into replicating their effect. After capturing a Thor, they were able to replicate much of the multi-leg technology. Picturing the Mammoth as a mobile bunker rather than a combat vehicle, they returned to the multi-turret concept of the mid-war years. With better armour and weapons, its performance far outweighs its predecessors such as the T-35.

Cost	420pts (Regular), 500pts (Veteran)
Weapons	One turret-mounted light howitzer, one front-facing casement-mounted heavy howitzer, one turret-mounted light autocannon (front and left arcs only), one turret-mounted light autocannon (rear and right arc only), one pintle-mounted HMG.
Damage Value	10+ (super-heavy walker)
Options	- Replace any light autocannon with an HMG for –5pts per autocannon. - Add dozer blade for +25pts
Special Rules	- Walker - Slow - Tough (front arc only if dozer blade fitted)

SELF-PROPELLED ARTILLERY

In April 1942 the Russians began development of three kinds of self-propelled artillery to support their infantry. These were to become the SU-76, SU-122, and SU-152 carrying light, medium, and heavy howitzers respectively. All three were based on existing tank chassis, and later they would be joined by the ISU-152, mounting a heavy howitzer based on the IS-2 tank chassis.

SU-76

The SU-76 was a remarkable weapon that was produced in greater numbers than any other Soviet armoured vehicle aside from the T-34. It was based on the lengthened chassis of the T-70 light tank and featured a dual-purpose 76.2mm ZiS-3 field gun in an open superstructure. It was used as an assault gun, to provide ranged support, and also against enemy tanks – a real all-round vehicle.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	One forward-facing light howitzer
Damage Value	8+ (light tank)
Options	- May remove open-topped for +5pts
Special Rules	- Open-topped - Versatile – can fire as either a medium anti-tank gun or a light howitzer

SU-122

The SU-122 mounted an adapted M-30 122mmm howitzer in an armoured encasement built upon a T-34 chassis. SU-122s were used to equip medium self-propelled artillery regiments. From the beginning of 1944 they were gradually phased out by the SU-152 and more heavily armoured ISU-122 and ISU-152.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	One forward-facing medium howitzer
Damage Value	9+ (medium tank)
Special Rules	- Howitzer - HE (2D6)

SU-152 and ISU-152

The SU-152 was the most heavily armed of the three self-propelled gun types that entered service in early 1943. It was designed as a mobile heavy howitzer. This was a role hitherto undertaken by the KV-2 tank with a 152mm howitzer in a massive turret. The SU-152 was based on the KV chassis but its forward-facing gun was mounted in an armoured casement. Although designed primarily to smash fortifications and for bombardment of enemy positions, it proved highly effective as a long-range tank killer thanks to the sheer power of its concussive blast. From 1944 onwards the SU-152 was replaced by the ISU-152 which used the chassis of the new heavy tanks – the IS-1 and later IS-2 – but the gun remained the same as did overall performance. Note that the ISU-152 had pintle-mounted machine guns fitted as standard.

Cost	208pts (Inexperienced), 260pts (Regular), 312pts (Veteran)
Weapons	One forward-facing heavy howitzer
Damage Value	10+ (heavy tank)
Options	- May add pintle-mounted HMG for +25pts
Special Rules	- Howitzer - HE (3D6)

Katyusha

The multiple rocket launcher mounted onto a truck is one of the most distinctive Soviet weapon of the war. The noise it made led the German to refer to it as 'Stalin's Organ', but to the Russians themselves it was the Katyusha ('Little Katie'). There were several different types mounting more or fewer rockets; those carrying the most rockets required considerable longer to reload. All Katyushas were used for long-ranged bombardment – their mobility enabling them to move quickly after firing to escape the effects of enemy counter-battery fire.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One forward-facing Katyusha multiple rocket launcher (heavy mortar)
Damage Value	6+ (soft-skinned)
Special Rules	- Multiple Launcher - Indirect Fire - HE (2D6)

ANTI-AIRCRAFT VEHICLES

Provision of specialised mobile anti-aircraft vehicles in the Soviet army was poor throughout the war and only in late 1945 did production start on an armoured vehicle specifically designed as an anti-aircraft weapon.

ZSU-37

Soviet engineers began designing the ZSU-37 in November 1942, resulting in the experimental T-90 armed with two 12.7mm HMGs. The SU-76 chassis was eventually utilised to speed up production and this version was to become the ZSU-37 mounting a 37mm autocannon rather than the initial HMGs.

Cost	90pts (Inexperienced), 115pts (Regular), 135pts (Veteran)
Weapons	One turret-mounted heavy autocannon
Damage Value	8+ (light tank)
Special Rules	- Open-topped - Flak

ARMOURED CARS

As with all combatant nations, the Russian forces included armoured cars that were used for scouting and sometimes as light support for infantry – especially during street fighting where their small size and manoeuvrability made them especially useful. After the first couple of years of the war, use of armoured cars dropped considerably, with light tanks being used in preference.

Soviet Katyusha

Attack!

BA-64D

The tiny BA-64D Bobik ('Bobby') became the standard Russian light armoured car from when it first appeared in 1942 and, despite its rather primitive appearance and thin armour, it continued in service into the late-war period.

Cost	72pts (Inexperienced), 85pts (Regular), 98pts (Veteran)
Weapons	One turreted HMG with 360-degree arc
Damage Value	7+ (armoured car)
Special Rules	- Recce

TRANSPORTS AND TOWS

The Russians produced numerous designs of trucks of all sizes from the GAZ staff car and 1½ tonners, to larger ZiS 2½ and 3 tonners, and heavy cargo trucks such as the YaG 5 and 8 tonners. However, prior to the breakdown of the Allies, a huge number of vehicles were supplied by the US and Britain under lend-lease arrangements, with the Americans alone supplying over a quarter of a million vehicles of one kind or another. The rugged American trucks were used in all kinds of roles, including as tows. British trucks were also supplied in their thousands, including the Bedford 3-tonner, as were Universal or Bren carriers which were used for reconnaissance, as artillery tows, and machine gun carriers. As the war continued, most of the armoured vehicles were lost through mechanical failure or combat, but the Soviets proved adept at keeping simple vehicles such as trucks and jeeps in service.

Truck

Trucks come in all shapes and sizes and are as likely to be American as Russian – with even a few British examples supplied during the mid-war period. Most general purpose military trucks come in around the 2½ to 3 ton mark and would mostly be used to transport cargo or as tows for guns. The GAZ Poltorka was the workhorse of the Soviet army throughout the war.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 12 men
Tow	Light howitzer; light or medium anti-tank gun
Options	May have pintle-mounted MMG with 360-degree arc of fire for +15pts

Half-Track Truck

The Russians produced a number of half-track trucks similar to the German Maultier design. These included the GAZ 1½ ton and ZiS 2½ ton half-tracks, which were designed in such a way that the rear track suspension could be lifted and the track removed, allowing the truck to drive on its rear wheels when required.

Cost	35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 12 men
Tow	Light howitzer; light or medium anti-tank gun
Options	- May have forward-facing pintle-mounted MMG covering front arc for +10pts

Gaz Jeep

The Gaz 67 Command car was inspired by the US built jeep, which it superficially resembles. The Russians built over 8,000 but received around ten times as many actual jeeps, so either could be included in a Russian army.

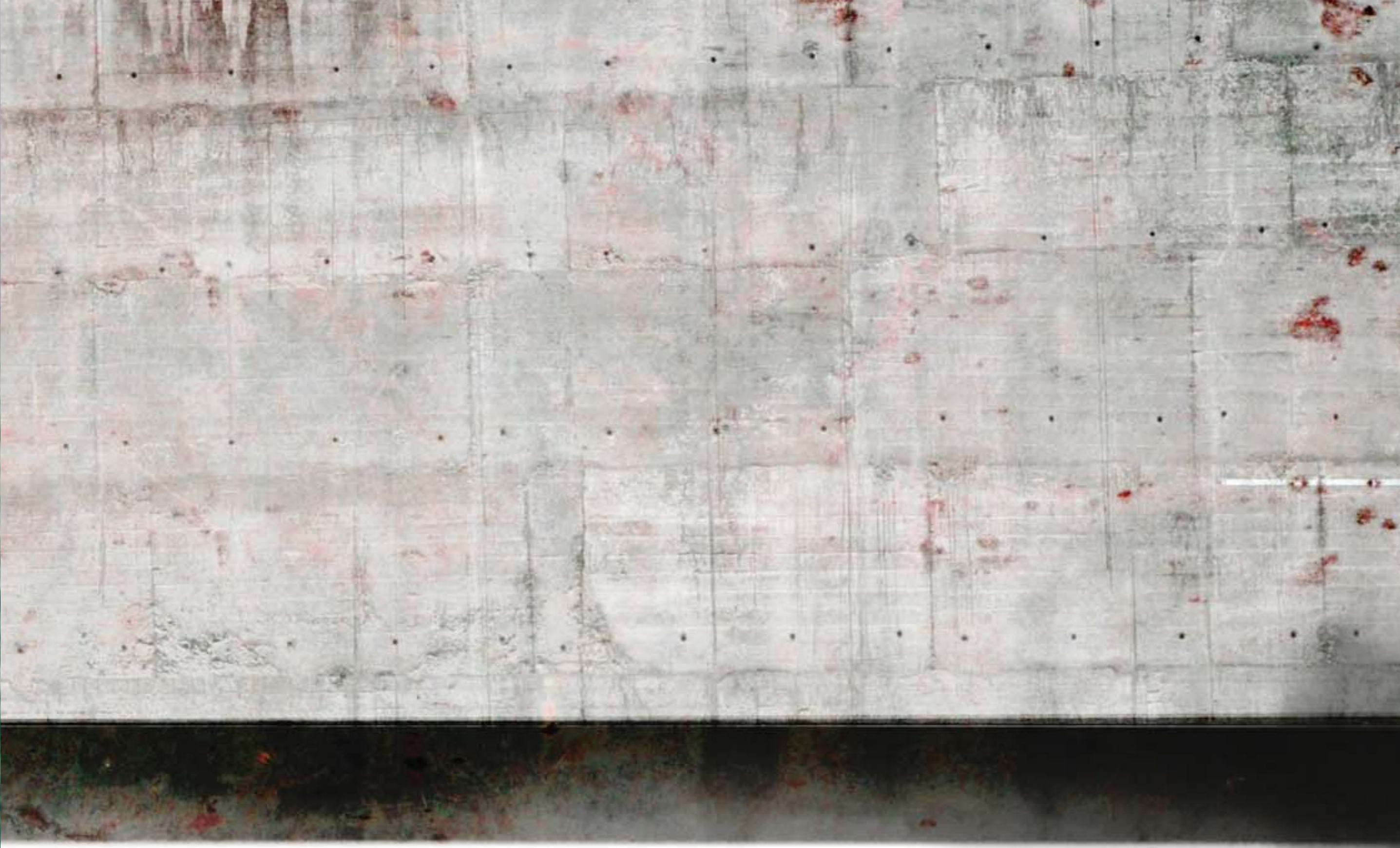
Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 3 men
Tow	Light anti-tank gun
Options	- May have pintle-mounted MMG with 360-degree arc of fire for +15pts, losing all transport capacity - May upgrade MMG to HMG for +10pts

Artillery Tractor

The Russians produced a bewildering variety of artillery tractors of all shapes and sizes, including many that resembled fully-tracked trucks with tank underpinnings and truck bodies. Many more were quite literally tractors – adapted from agricultural machines for military use. Tractors were often given armoured bodies, such as the T-26 (based on the chassis of a pre-war light tank) and T-20 Komsomolets with its armoured crew cabin and exposed benches for artillerymen.

Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	Up to 3 men
Tow	Any anti-tank gun, any howitzer
Options	- Field as armoured tractor with Damage value of 7+ at +20pts
Special Rules	- Slow - Open-topped

Soviet Engineer Squad



RULES SUMMARY

THE TURN

Turn Sequence

1. Orders Phase

1: Draw an order die from the dice cup and hand it to the appropriate player.
2: The player chooses one of his units and gives it an order. Place the order die next to the unit to show that it has received an order. Once a unit has been given as order it cannot be given another order that turn.
3: If necessary, the player takes an order test to determine if the unit follows the order.
4: The player executes the unit's resulting action.
5: His opponent may make a reaction to that action.
6: Back to step 1. Once all eligible units have received an order, the orders phase ends – move to the turn end phase.

2. Turn End Phase

ORDERS

ORDER	SUMMARY OF ACTION
1 *Fire*	Fire at full effect without moving
2 *Advance*	Move and then fire
3 *Run*	Move at double speed without firing; also used for assaulting
4 *Ambush*	No move or fire but wait for opportunity fire
5 *Rally*	No move or fire but lose D6 pin markers
6 *Down*	No move or fire but gain an extra -1 to be hit

FUBAR CHART	
1 or 2	**Friendly Fire**The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a *Fire* order by the unit. The opposing player chooses the target. The target must have an enemy unit within 12", as proximity to enemy is precisely what has caused the 'friendly fire incident'. If no such target is available the unit does not fire and goes *Down* instead.
3, 4, 5 or 6	**Panic**The unit executes a *Run* order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible, or if the unit can no longer move for some reason, it goes *Down* instead.

Troop Quality and Morale

QUALITY	MORALE	EXAMPLES
Inexperienced	8	Conscript, poor or little training, no combat experience.
Regular	9	Normal training and some combat experience.
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience.

OFFICER'S MORALE BONUS	
Second Lieutenant	+1
First Lieutenant	+2
Captain	+3
Major	+4

MOVEMENT

Unit Type	Advance	Run
Infantry	6"	12"
Tracked vehicle	9"	18"
Half-tracked vehicle	9"	18"
Wheeled vehicle	12"	24"
Walker	12"	18"

Vehicle Manoeuvre

Unit Type	Advance	Pivot (90°)	Run	Pivot (90°)
Tracked vehicle	9"	1	18"	None
Half-tracked vehicle	9"	2	18"	1
Wheeled vehicle	12"	2	24"	1
Walker	12"	2	18"	1

Reverse Moves

A vehicle can reverse straight backwards only at up to half its standard *Advance* rate unless it is a recce vehicle. A recce vehicle can reverse at its full *Advance* rate in most instances and can manoeuvre as if driving forward.

Terrain Table

TERRAIN CATEGORY	INFANTRY	ARTILLERY	WHEELED VEHICLES	TRACKED VEHICLES	WALKERS
Open ground	OK	OK	OK	OK	OK
Rough ground	No *Run*	No*	No	No *Run*	No *Run*
Obstacle	No *Run*	No	No	OK*	OK**
Building	OK	No*	No	No (!)	No (!)
Road	OK	OK	x2	x2	x2

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.
OK* –The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.
OK** – Can cross this type of terrain without hindrance unless designated impassable to walkers.
No *Run* – The unit cannot cross or move within this kind of terrain if undertaking a *Run* action, but can cross or move over with an *Advance* action.
No – The unit cannot enter or move within this kind of terrain at all.
No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.
No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks and walkers may move through and demolish some buildings in some situations. See the rules for buildings on page 107.
x2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

SHOOTING

Shooting Procedure

1. Declare target
2. Target reacts
3. Measure range and open fire
4. Roll to hit
5. Roll to damage
6. Target takes casualties
7. Target checks morale

Hit Modifiers

The basic chance of hitting a target is a roll of 3, 4, 5 or 6 on a die (i.e. a roll of 3+). The following modifiers apply:

HIT MODIFIERS	
Shooting at point blank range	+1
Per pin marker on the firer	–1
Long range	–1
Inexperienced	–1
Fire on the move	–1
Target is Down infantry/artillery	–1
Target is a small unit	–1
Target is in soft cover	–1
Target is in hard cover	–2

Damage Value Table

Once a target is hit, the minimum score indicated is required to score damage (i.e. 3+ is a roll of 3, 4, 5 or 6):

DAMAGE VALUE TABLE	
Troops and Soft-Skinned Targets	Result Needed
Inexperienced infantry and artillery	3+
Regular infantry and artillery	4+
Veteran infantry and artillery	5+
Soft-skinned vehicle, scout walker	6+
Armoured Targets	Result Needed
Armoured car, carrier or light walker	7+
Light tank, medium walker	8+
Medium tank, heavy walker	9+
Heavy tank, super-heavy walker	10+
Super-heavy tank	11+

WEAPONS CHART

SMALL ARMS

Type	Range (")	Shots	Pen	Special Rules
Rifle	24	1	–	
Pistol	6	1	–	Assault
Submachine gun (SMG)	12	2	–	Assault
Shotgun	18	1	–	Assault
Automatic rifle	30	2	–	
Assault rifle	24	2	–	Assault
Light machine gun (LMG)	30	3	–	
Medium machine gun (MMG)	36	4	–	Team, Fixed
Dual weapon pack	6	2	–	Assault

HEAVY WEAPONS

Type	Range (")	Shots	Pen	Special Rules
Dual weapon pack	18	1	+2	
Heavy machine gun (HMG)	36	3	+1	Team, Fixed
Light automatic cannon	48	2	+2	Team, Fixed, HE (D2)
Heavy automatic cannon	72	2	+3	Team, Fixed, HE (D2)
Anti-tank Rifle	36	1	+2	Team
PIAT	12	1	+5	Team, Shaped Charge
Bazooka	24	1	+5	Team, Shaped Charge
Super-bazooka	24	1	+6	Team, Shaped Charge
Panzerschreck	24	1	+6	Team, Shaped Charge
Panzerfaust	12	1	+6	One-shot, Shaped Charge
Light AT gun	48	1	+4	Team, Fixed, HE (D2)
Medium AT gun	60	1	+5	Team, Fixed, HE (D2)
Heavy AT gun	72	1	+6	Team, Fixed, HE (D3)
Super-heavy AT gun	84	1	+7	Team, Fixed, HE (D3)
Flamethrower (infantry)	6	D6	+2	Team, Flamethrower
Light flamethrower (vehicle)	12	2D6-1	+2	Flamethrower
Flamethrower (vehicle)	12	2D6	+3	Flamethrower
Rifle grenade	6-18	1	HE	Indirect Fire, HE (D2)
Light mortar	12-24	1	HE	Team, Indirect Fire, HE (D3)
Medium mortar	18-60	1	HE	Team, Fixed, Indirect Fire, HE (D6)
Heavy mortar	18-72	1	HE	Team, Fixed, Indirect Fire, HE (2D6)
Light howitzer	0/24-48	1	HE	Team, Fixed, Indirect Fire, HE (D6)
Medium howitzer	0/24-60	1	HE	Team, Fixed, Indirect Fire, HE (2D6)
Heavy howitzer	0/24-72	1	HE	Team, Fixed, Indirect Fire, HE (3D6)
M17 Tesla Cannon	36	1	+1/+7	Team, Fixed, Tesla
Zvukovoy Proyektor	24	Special	Special	Team, Fixed, Shockwave
Schwerefeld Projektor	48	2	+4	Team, Fixed, Gravity Pulse

HE Shots

HE shells have a penetration modifier that is fixed to the HE value and, in some cases, can result in more 'pins' on the target as below:

HE	PIN	PEN
D2	1	+1
D3	1	+1
D6	D2	+2
2D6	D3	+3
3D6	D6	+4

Shooting at Vehicles

ADDITIONAL PENETRATION MODIFIER FOR HEAVY WEAPON AGAINST ARMOURED TARGETS	
Vehicle's side or top armour (not walkers)	+1
Vehicle's rear armour (not walkers)	+2
Long range	–1

DAMAGE RESULTS ON ARMOURED TARGETS	
Die Roll	**Effect**
1 or less	Crew stunned. The crew is stunned or momentarily overcome by smoke or shock.Add one additional pin marker to the vehicle. Place a Down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. Note that automaton vehicles ignore this damage result on a roll of 4+ on a D6.
2	Immobilised. Part of the vehicle's tracks, wheels or legs are blown apart.Add one pin additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. If the vehicle has already taken an action this turn, flip the order dice to Down to indicate that it has been brought to a halt. If a further immobilised result is suffered the crew abandon the vehicle and it is considered to be knocked out (as below).
3	On fire. The hit ignites either the vehicle's fuel or ammunition. The crew are driven into a panic.Add one pin additional pin marker and then make a morale check for the vehicle. If it is passed the fire has been put out. Place a Down order die on the vehicle or change its current order die to Down to show it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered to be knocked out (as below).
4,5 or 6	Knocked out. The vehicle is destroyed and becomes a wreck.Mark the vehicle in some fashion to indicate it is wrecked. Wrecks of armoured vehicles count as impassable terrain to tracked, wheeled, and half-tracked vehicles.
Superficial damage – Roll D6-3 Full damage – Roll D6 Massive damage – Roll two results (see below) Open-topped hit by indirect fire – Add +1 When an armoured vehicle is hit by an HE shell, do not roll for multiple hits and instead roll once to penetrate using the Pen value of the shell (see page 97).	

CLOSE QUARTERS

Close Quarters Procedure – Infantry vs Infantry

1. Declare target.
2. If permitted, target may make escape reaction.
3. Measure move distance and move assaulting models.
4. If permitted, target may make a stand and fire reaction.
5. Assaulters and their target choose to conduct either point blank fire or hand-to-hand combat. The assaulting unit declares their choice first.
   a. Any unit conducting point blank fire rolls to hit and damage.
   b. Any tests forced by point blank fire are carried out.
   c. Any unit conducting hand-to-hand combat carries out their attacks and damage.
   d. Compare casualties accumulated during this step.
6. Conduct morale checks as necessary.
7. If both units still in combat, consolidate or conduct follow-on combat as detailed below.

Infantry Assaulting Vehicles

Infantry cannot assault a vehicle making a run action unless subsequently immobilised or otherwise brought to a halt.

An infantry unit that is **not** equipped with anti-tank weapons must take and pass an order test with a –3 modifier when attempting to assault any kind of fully enclosed armoured vehicle. Vehicles can fire their weapons at infantry starting their assault from more than 6" away and within the weapon's firing arc in the usual fashion. Recce vehicles can react by making an *escape* move.

ROLL TO HIT	
Vehicle advancing	6
Otherwise	4, 5 or 6
Vehicle running	N/A

ROLL TO DAMAGE
Damage roll = number of hits scored + D6

If the vehicle is a soft-skin or open-topped it is destroyed if damaged. If it is an enclosed armoured vehicle roll on the Damage Results table. Infantry not armed with anti-tank weapons can only score superficial damage.

If the vehicle survives the assault is over and assaulting infantry regroup.

US M26 Pershing Heavy Tank

CREDITS

Written by
Chris Hale

Artwork by
Jon Cave and Russ Charles

Miniatures Designed by
Russ Charles

Maps, Diagrams and Schematics by
Ben Moorhouse, Mark Owen and Russ Charles

Photography by
Aitch Parker, Russ Charles, Chris Hale, Darek Wyrozebski and Mark Owen

Miniature Painting by
Aitch Parker, Russ Charles, Andy Singleton, Ben Moorhouse, Stu Williams and Chris Hale

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Duncan Louca, Frazer Barnard and Tristan Freer

British Automatons