



RUSSO-GERMAN WAR 1941-1945

WARGAME RULES

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based on “Battle!” by Charles Grant

Introduction

These rules are designed for playing small battles with 20mm size miniatures and 1/76 scale vehicles, set during the Russo-German War 1941-1945, i.e. the Eastern Front of World War II. The rules can easily be used for other theatres, however I prefer to concentrate on a single conflict, therefore I consider things like snow terrain and NKVD but do not consider things like jungle terrain nor amphibious landings. I also only provide statistics for weapon systems used on the Eastern Front.

75% of the rules are taken from Charles Grant’s classic wargaming book “Battle! Practical Wargaming”. In the spirit of those rules, I strongly resist the urge to add complexity, and also resist fussing about the details of unit organisations and technical weapon capabilities. The rules should be simple and fun.

I have no illusions about the horrors of war, and this one is as bad an example as you will find. Wargame rules attempt to simulate real warfare in respect only of tactics and not of the experience of the individual unfortunate enough to be caught up in it. Horrible as the real thing is, it just happens to make for great games and a very enjoyable hobby.

Equipment Needed

- Two model armies
- Model terrain
- These rules
- Some ordinary, six-sided dice (referred to as D6)
- Ideally, an arrow-marked “scatter die” (available from Games Workshop)
- Smoke markers for destroyed vehicles (e.g. black cotton wool)
- Shell blast templates, diameters 2”, 3” and 4”



TROOP TYPES

Troops are classified as either infantry, crewed weapons or vehicles. A 'unit' is either an infantry section, a battery of one or more crewed weapons, or a single vehicle. A unit moves and fires as a single body, and all members of a unit must stay within ½" of each other if on foot, or within 1" if mounted (vehicle mounted or towed).

Infantry

Infantry are ordinary foot soldiers. They are organised into groups of approximately 8 models, representing a squad, section or platoon, depending on your preferred scale. They are led by an NCO (Non Commissioned Officer), who does not need to be represented explicitly. The exact scale and number doesn't really matter. These rules refer to the group as a 'section'. A section is a unit and therefore moves and fires as a single body, and all infantrymen within a section must stay within ½" of each other. Infantry should be based individually or in pairs. Individual infantrymen are armed exactly like their models.

Crewed Weapons

Crewed weapons includes any non-vehicle mounted heavy weapon that is crewed by three or more people. This includes anti-tank guns, heavy mortars and heavy machine guns, but does not include anti-tank rifles and bazookas, light mortars and light machine guns. As a rough guide, machine guns, mortars and light guns should be crewed by three men, heavy guns by four or five men. Crewed weapons are deployed in batteries of one or more weapons. A battery is a unit. The crew figures should be based separately so they can be removed as casualties.

Vehicles

Vehicles may be tracked tanks, half-tracks or wheeled vehicles. Each vehicle counts as an individual unit.

Transports and Tow Vehicles

Infantry will sometimes be mounted in transports like trucks or half-tracks. Crewed weapons will normally be accompanied by some sort of transport or tow vehicle, either a lorry, half-track, dedicated carrier or team of horses. While mounted or limbered up, the transports count as part of the same unit and must stay within 1" of each other.

Normally, one transport vehicle can transport one infantry section or crewed weapon. Likewise, one tow vehicle or horse team can tow one crewed weapon.

When dismounted or unlimbered, the transports may either remain within 1" of the infantry section or weapon battery, or may move away, counting then as a separate unit. In all cases, the transports must stay within 1" of each other. Troops can only mount up or limber up with transports that are part of the same unit, i.e. within 1".



Transports can only transport the same unit, they cannot be used to transport a separate unit.

SETTING UP

Setting up needs to be determined by the scenario being played.

Hidden Troops

Troops in cover may begin the game “hidden”. In this case, they do not need to be placed on the table, but their positions should be marked on a sketch map of the battlefield. See VISIBILITY AND SPOTTING HIDDEN TROOPS. Heavy guns with four or five man crews can only be set up hidden in prepared positions, whereas other crewed weapons, tanks and infantry can be set up hidden in any suitable terrain.

Pre-Registered Artillery Targets

Troops in defensive positions may also be able to pre-register artillery targets, if the scenario allows, in which case their artillery does not need to fire ranging shots when called down on those targets. Pre-registered targets must be marked on a sketch map of the battlefield. See FIRING.

SEQUENCE OF PLAY

Play is alternate between players, i.e. each player takes it in turns to make all their moves. Who gets the first turn should be determined by the scenario.

In his/her turn, a player may move or fire (not both) or make some special action like limbering, with each vehicle, crewed weapon or infantry section. The player can pick units in any order, simply pick a unit which hasn't moved, declare its action (move, fire or other action) and make that action for the unit, then move onto the next until every unit has taken a turn.

Splitting Fire

The fire of a unit may not be split, except among weapons of different type, e.g. anti-tank weapons in an infantry section may be fired at tank targets while the small arms are fired at infantry targets.

Vehicle Weapons

Unless specially noted otherwise, all tanks, half-tracks and armoured cars are assumed to mount a single, forward-firing, hull-mounted machine-gun which counts as an LMG (Light Machine Gun). As an exception to the normal rule, vehicles can fire the machine gun even if the vehicle moves.



If a vehicle mounts more than one weapon, only one weapon can be fired at a time. For example, a tank may fire its main gun or its machine gun, not both.

INFANTRY MOVEMENT

The maximum distance that an infantry section can move in one turn is as follows:

Infantry Movement Table

<i>Terrain</i>	<i>Movement</i>
On roads	4"
Normal cross-country	3"
Difficult terrain	2"

Obstacles

Infantry take one whole turn to cross an obstacle.

Infantry Moving in Buildings

In buildings sectioned into separate rooms, infantry can be positioned loosely in a room. Assume that all infantry in a room can shoot out of any side with windows or doors (and be shot at). In larger buildings without rooms, infantry need to be positioned against a particular wall. Assume that troops can move in or out of any building wall with doors or windows, but if there are windows only then this counts as an obstacle.

CREWED WEAPON MOVEMENT

Heavy guns with four or five man crews cannot be moved except by tow vehicles, although they can be relaid to shoot in a different direction. Other crewed weapons can be manhandled by infantry at the usual infantry movement rates, but not cross obstacles or difficult terrain.

Re-laying a crewed weapon to shoot in a different direction counts as movement and therefore the weapon cannot fire in the same turn.

Crewed weapons take one whole turn to set up for firing, and one turn to dismantle. It takes one whole turn to limber or unlimber, or to load onto a transport or unload. However, all except heavy guns can be dismantled and limbered/loaded as a single action taking one turn, likewise they can unlimber/unload and set up for firing as a single action. Heavy guns with four or five man crews must spend two turns performing these actions.



Transports and Tow Vehicles

Transports and tow vehicles move at the normal speed for the vehicle (see VEHICLE MOVEMENT). Some crewed weapons may be pulled by horse teams. These move at the speed of normal infantry, but otherwise count as if wheeled vehicles, e.g. they cannot cross obstacles or difficult terrain.

VEHICLE MOVEMENT

The maximum distance that a vehicle can move in one turn is as follows:

Vehicle Movement Table

<i>Vehicle</i>	<i>On roads</i>	<i>Cross-country</i>
Lorries and other wheeled vehicles	24"	6"
Half-tracks	15"	8"
Fast tanks: T34, SU-85, Panther, Jagdpanther, etc.	15"	8"
Majority tanks: KV-1, Stug III, PzIV, Tiger, etc.	12"	6"

Obstacles and Difficult Terrain

Lorries and other wheeled vehicles cannot cross obstacles or difficult terrain. Tracked vehicles and half-tracks can cross obstacles and difficult terrain at the normal cross-country rate, but must dice for ditching. They ditch, i.e. become permanently stuck, on a score of 1 on 1D6.

Wheeled Vehicles in Snow

Lorries and other wheeled vehicles move at half speed in snow, including both on-road and cross-country movement.

Turret Traverse

Traversing a tank turret by upto 45 degrees counts as free movement and does not stop the tank firing. However, traversing a turret by greater than 45 degrees counts as normal movement and prevents the gun firing in the same turn.

Exception: The Tiger is a very heavy tank with a slow turret traverse. It can only traverse its turret by upto 22½ degrees as free movement, not 45 degrees. Also, it is limited to a maximum of 90 degrees of traverse in one turn.



Infantry Riding On Vehicles

Infantry can ride tanks at one section per tank, but not if the tank crosses difficult terrain or obstacles. The tank may only fire its machine-gun while it is carrying passengers, not its main gun. It takes one turn with no other activity for infantry to get on or off the tank. The tank must remain stationary, but can fire its machine-gun.

If the tank is hit, the men may become casualties just as if it were an open-topped vehicle (see REMOVING CASUALTIES).

VISIBILITY AND SPOTTING HIDDEN TROOPS

All troops on the battlefield are assumed to be visible and may be targetted, unless they began the game “hidden”, or they are obscured by intervening terrain such as a hill, wood or village.

Hidden troops become visible in the following circumstances:

- They fire
- They move out of cover
- Enemy approaches within spotting distance

Spotting distance is as follows:

<i>Spotters</i>	<i>Distance</i>
Normal spotting distance	12”
Command elements and FOOs ¹	24”
Tank commanders out of their hatches	24”
Closed-up tanks	0”

¹FOO = Forward Observation Officer, i.e. artillery spotter team; ‘Command element’ implies an officer-led HQ section or HQ vehicle.

If the spotters are in moving vehicles, these distances are halved.

Tank commanders are assumed to be out of their hatches until the shooting starts, when they will close up. Once closed up, they cannot spot hidden enemy unless they make contact.

If hidden enemy are spotted, the enemy whereabouts is assumed to be automatically communicated to all friendly units within line-of-sight, including tanks. The enemy remains hidden to other friendly units, until they either spot the enemy themselves, or else they move within line-of-sight of friendly units who do know the enemy’s whereabouts.



FIRING

Troops may only fire on targets they can see, i.e. they are not hidden to them nor completely obscured by intervening terrain, and are within a 45 degree arc of straight ahead (i.e. $\pm 22\frac{1}{2}$ degrees). However, troops with indirect fire weapons may fire on enemy hidden to them, or enemy obscured by intervening terrain, if directed by friends for whom the enemy is not hidden and is visible. See Calling Down Fire.

Infantrymen may shoot through other infantrymen in the same section.

Calling Down Fire

Indirect fire (from on-table mortars or off-table artillery) may be called down on a target by an infantry unit which is not under fire and for which the target is not hidden and is visible. The directing unit may not make any other action while directing fire. If the firers are within line-of-sight of the directing unit, then communication is assumed to be automatic. Otherwise, fire may only be directed by either command elements or dedicated FOOs (assumed to have radio equipment) and with firers who are either themselves radio-equipped, or off-table artillery. Firers are assumed to count as radio-equipped if they are in contact with another command element.

To direct fire using radio, every turn the player must roll for successful communication, needing 3+ on 1D6, except needing 4+ on the first turn directing a new target (even if the firers are the same). Note if this roll is failed, the radio unit does not count as directing fire and may therefore move or make other actions.

Indirect fire is only possible to on-table mortars or off-table artillery. Off-table artillery may only be directed by command elements and dedicated FOOs using radio. In cases of limited availability, this can be simulated by reducing the score needed for successful communication by 1 or 2.

Preliminary barrages, pre-planned barrages and creeping barrages should be considered as special cases to be detailed in the scenario being played.

Infantry Small Arms

Consult the table below for to-hit scores required on 1D6. For SMGs and rifles these are per firer, for LMGs and HMGs these are per target within the fire corridor. The fire corridor is a 2" wide rectangle centred on the firing model and stretching out to the limit of the weapon's range.



Infantry Small Arms Table

<i>Weapon\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>	<i>upto 12"</i>	<i>upto 16"</i>	<i>upto 20"</i>
SMG	3+	-	-	-	-
Rifle	4+	5+	6+	-	-
LMG	3+	4+	5+	6+	-
HMG	3+	4+	4+	5+	6+

Anti-Tank Guns

Anti-tank guns includes crewed anti-tank guns and vehicle mounted anti-tank guns.

Consult the table below for the to-hit scores required on 2D6. Note the target must be within the maximum effective range for the anti-tank weapon (see the VEHICLE AND ANTI-TANK GUN REFERENCE TABLE at the back of the rules). All range measurements should be made from the breech end of the barrel to the front of target vehicles.

Anti-Tank Gun Table

<i>Weapon\To-hit</i>	<i>upto 5"</i>	<i>upto 10"</i>	<i>upto 20"</i>	<i>upto 30"</i>	<i>upto 40"</i>	<i>upto 60"</i>
Anti-tank gun	5+	6+	7+	8+	9+	10+

To-Hit Modifiers:

- For every turn firing at the same target,
if both firer and target are stationary (cumulative) +1
- Firing at a moving target -1
- German unit firing +1
- Elite unit firing +1

If a hit has been achieved, then roll 2D6, add the firing weapon's AP (Armour Penetration) Value and compare with the target's Armour Value to determine if the target is penetrated and damaged. The AP Values and Armour Values for different vehicles and guns are listed in the VEHICLE AND ANTI-TANK GUN REFERENCE TABLE.

Armour Penetration Modifiers:

- Front armour +1 AV
- Rear armour -1 AV
- Angle of attack <45 degrees +1 AV

If the Armour Value is exceeded, the target is destroyed, including all its crew and any passengers. Either replace the vehicle model with a burning wreck, or place some blackened cotton wool or similar over the model.



If the Armour Value is equalled, the target is instead damaged. Damaged vehicles roll 1D6 and consult the following table to determine the effect of the damage.

Vehicle Damage Table

<i>Score</i>	<i>Damage</i>	<i>Game Effect</i>
1	Crew are stunned	Cannot make any action next turn
2	Wheels and tracks hit	Vehicle is permanently immobilised
3	Wheels and tracks hit	Vehicle is permanently immobilised
4	Turret traverse mechanism destroyed	Turret cannot be traversed
5	Gunner and commander are killed	Vehicle may only make move actions
6	Entire crew killed	Vehicle effectively out-of-action

Note if a “turret traverse mechanism destroyed” result is rolled, but the vehicle does not have a turret, then assault-guns/tank-destroyers ignore the result but others must re-roll.

Infantry Anti-Tank Weapons

Infantry shooting at tanks with Bazooka-type weapons use the same procedure as for anti-tank guns. Consult the following table for the AP Values of these weapons and their maximum effective ranges.

Infantry Anti-Tank Table

<i>Weapon\To-hit</i>	<i>upto 4”</i>	<i>upto 8”</i>
AT rifle	AP 6	AP 5
Panzerfaust	AP 7	AP 6

Aiming for The Tracks

Any anti-tank weapon firing at a target from the side at less than 10” range may choose to aim at the wheels and tracks to immobilise the vehicle rather than trying to penetrate the hull or turret armour. In this case the weapon gets +2 to its effective AP Value, but all hits must roll on the damage table with a –1 modifier, even hits which would normally destroy the vehicle. If a 1 is rolled on the damage table, the shot has no effect.

The benefits of Aiming for The Tracks is negated if the target vehicle is fitted with schürzten protective plates.



Mortars and Artillery

Mortars have a minimum range of 6" and a maximum range as follows:

<i>Mortar</i>	<i>Range</i>
Light mortar	24"
Medium mortar	48"
Heavy mortar	120"

Off-table artillery have range to anywhere on the battlefield.

Ranging

For every new target fired on, the range must first be found with ranging shots. The firing player must roll 5+ on 1D6 to range the target, improving by 1 in each subsequent turn, i.e. second turn 4+, third turn 3+, and so on.

Alternative Ranging Mechanism

Alternatively, instead of rolling to range, test for scatter (see below) but the shot scatters 2D6" in the first turn of firing, then 1D6" in subsequent turns. Instead of counting 1 and 6 on the scatter die as a direct hit, count it as scattering a random direction. If using a Games Workshop scatter die, use the arrow marker on the die, otherwise roll again, counting say 1=North-West, 2=North-East, 3=South-West, 4=South-East, 5,6 re-roll. If any roll scores less than 4" for the scatter distance, then count the artillery as ranged, i.e. use the normal 1D6" scatter with 1 and 6 indicating a direct hit as per normal ranged shots (see below).

Scatter

Once ranged, use a D6" scatter mechanism to determine the fall of shot in each turn of firing. Roll a D6 to determine the amount of scatter in inches, and use another D6 to determine the direction of scatter (ideally, use one of Games Workshop's trademarked scatter dice marked with arrows, else agree a system like 1=direct hit, 2=North, 3=South, 4=East, 5=West, 6=direct hit).

Place the centre of the shell blast template over the point of impact. All infantry under the template are hit on a 3+ on 1D6, including infantry inside lorries or other vehicles counting as open-topped. All vehicles under the template are hit automatically. Light mortar fire has no effect on the vehicles themselves, medium mortars can damage or destroy lorries and other soft-skinned vehicles only, heavy mortars and all artillery can damage or destroy any type of vehicle.

Roll 1D6 for each vehicle hit by mortar or artillery fire and consult the table below for effect. For damaged vehicles, roll on the same Vehicle Damage Table as for hits from anti-tank guns.



Artillery Vehicle Hit Table

<i>Vehicle</i>	<i>No Effect</i>	<i>Damaged</i>	<i>Destroyed</i>
Lorries and other soft-skinned vehicles	1 - 2	3 - 4	5 - 6
Half-tracks and armoured cars	1 - 3	4 - 5	6
Tanks	1 - 4	5 - 6	-

Light mortars use a shell blast template of 2” diameter, medium and heavy mortars use a template of 3” diameter, and artillery uses a template of 4” diameter.

Battery Fire

Where a battery of more than one artillery gun or mortar fires at the same target, either fire can be concentrated at the same point, or else fire can be spread along a line perpendicular to the direction of fire. In this latter case, use the normal scatter mechanism above but change the point of aim for each gun in the battery. The first shot is at the target specified, the second shot is aimed one blast template’s width to the right of this, the third shot one blast template’s width to the left, the fourth shot two blast template’s width to the right, and so on. The type of spread must be declared before dicing to hit.

Direct Fire High Explosive

Tanks and anti-tank guns, except dedicated tank-destroyers, can elect to fire HE (High Explosive) shells against non-vehicle targets, instead of Armour Piercing shells. In this case, roll to hit as for anti-tank guns but use the indirect fire shell blast template and damage effect table above.

Guns of calibre between 75mm and 88mm (inclusive) count equivalent to a medium mortar. Guns of smaller calibre count as equivalent to a light mortar. Guns of higher calibre count equivalent to artillery.

Dedicated tank-destroyers are assumed to only carry Armour Piercing shells and therefore may not use direct fire HE. Conversely, some tanks and field guns are dedicated to the HE infantry support role. They are assumed to only carry High Explosive shells and may not fire against tanks.

Rate of Fire

For simplicity, all weapons firing HE can fire only once per turn but all have the same lethality. However, crewed anti-tank guns (i.e. not mounted in a vehicle) of less than 75mm calibre used in an anti-tank role may fire twice per turn. They must fire at the same target.



Cover Saves

Any vehicle behind hard cover, or any man in or behind hard or soft cover, can make a cover saving roll to negate any hit. Consult the table below for the score to be equalled or beaten on 1D6.

Hard cover implies a stone wall or similar, soft cover implies a bush, tree or similar, or a fold in the ground. Low stone walls can only provide hard cover to low-profile tanks such as the Stug III.

Soft cover can also mean “partial hard cover”, e.g. field and anti-tank gun crews can count their gun as soft cover if fired on from the front. Likewise, tank riders can count tank turrets as soft cover if fired on from the front.

Cover Save Table

<i>Cover</i>	<i>Save against Small Arms</i>	<i>Save against AT or HE</i>
Soft cover	5+	-
Hard cover	2+	5+

REMOVING CASUALTIES

Casualties Among Infantry Sections

Where an infantry section takes casualties, if it is important to determine who is a casualty and who is not, do so by randomisation (e.g. count clockwise from one man using 1D6 or 2D6). As a general rule, assume that LMGs, Panzerfaust, AT rifles, rifles and SMGs can be picked up and used by survivors if the section takes casualties from small arms fire, but not if they take casualties from HE or during a close assault, i.e. if under normal small arms fire the player can choose the casualties, but if under HE fire or if during a close assault, then use randomisation.

Casualties Among Horse Teams

If a horse team is fired on, count each horse as if it were an infantryman and count the limber as if it were a softskin wheeled vehicle. If either a horse is killed or the limber is damaged, the entire horse tow is assumed destroyed.

Casualties Among Gun Crews

Gun crews which suffer any casualties may still fire, but at half the normal rate, so long as there are at least two crew remaining. For most weapons this means that they can fire every other turn. This rule applies not only to anti-tank gun crews but to all crewed weapons.



Casualties Among Vehicle Passengers

If any vehicle carrying passengers is destroyed, all of the passengers are killed automatically. If an open-topped vehicle is damaged but not destroyed, roll for each passenger. They are killed on a 4+ on 1D6. Lorries, half-tracks and tanks carrying tank riders all count as open-topped.

TROOPS INSIDE BUILDINGS

Troops inside stone buildings count as behind hard cover when fired on by direct fire weapons. There are, however, no damage tables for inflicting casualties on troops inside stone buildings from indirect fire weapons, nor for reducing the building itself with HE fire. However, indirect HE fire may be directed at buildings because troops inside still count as “under HE fire” if the building is hit, i.e. they are pinned (see COMMAND AND CONTROL).

Wooden buildings provide soft cover only. They are assumed to be destroyed by any HE hit, but still provide soft cover. For simplicity, the risk of them catching fire is ignored.

CLOSE ASSAULT

Infantry can assault enemy infantry who are within a normal move distance, instead of moving or firing. So long as one member of the section or squad makes contact, it is assumed that all members of the opposing units take part in the assault.

Enemy who are assaulted get one free turn of firing on the attackers at close range (<4”) as they charge in. This fire may only be with small arms, including vehicle-mounted machine-guns, and only if the firers are eligible to fire. Unless the attacking unit is completely destroyed, the assault goes ahead.

To resolve a close assault, each player uses 1D6 for every 4 rifle-armed infantry (rounding down) and 1D6 for every SMG-armed infantry or assault specialist. Players roll and compare highest scores. The highest scorer in each dice pair makes one kill on the enemy. Unpaired dice need to roll 2+ to make a kill.

The loser, who suffers more casualties, surrenders. In a draw, immediately resolve another round of close assault and continue until there is a result. If prisoners are taken, one man per four prisoners must be detailed to guard them. The prisoners and their guards can take no further part in the battle and may be removed from the table.

In the turn following a close assault, the survivors must rest and consolidate for one turn. They cannot make any other action, except defend themselves as normal if they are assaulted.



Example Infantry Combat

A Russian infantry company assaults a German defended position. The Russians have two infantry sections of 8 men each, 50% with SMGs, 50% with rifles. The Germans are defending soft cover with a depleted infantry section of 5 men, including 1 LMG and 4 rifles.

The nearest Russian is within 4" of the Germans and the Russian player declares an assault. The German player gets a free shot. The LMG needs 3+ for every target in its fire corridor, in this case 3 men. The player rolls 1,2,6 and therefore inflicts 1 casualty. The riflemen need 4+. The player rolls 3,4,6,6 and therefore inflicts 3 more casualties. Casualties are randomised, so the Russians lose two men with rifles and two with SMGs.

Now the close assault is evaluated. The Russians have 6 rifles and 6 SMGs = 7 assault dice. The Germans have 4 rifles and 1 LMG = 1 assault die. The Russian player rolls 1,1,2,2,3,6,6 and the German player rolls 3. The dice are paired up. 6 beats 3 so the Russian player scores one kill. Of the other dice, the Russian player needs to score 2+ and so gets an additional 4 kills, making 5 altogether.

The Germans are killed to a man and the position is taken, but it cost the Russians 4 men in the assault. They must now rest for one turn.

Infantry Close Assaulting Vehicles

Any infantry section of more than 4 men may assault any type of vehicle.

Soft-skinned vehicles, armoured cars and half-tracks are attacked with grenades and small arms. A hit is automatic. Roll for effect as if the vehicle was hit from a medium mortar.

Tanks may only be attacked from the side or rear, primarily by detonating grenade bundles in the wheels and tracks. A score of 5+ is needed on 1D6 to cause damage. If successful, roll on the vehicle damage table with a -1 modifier.

Infantry assaulting open-topped vehicles that have enemy infantry embarked in fact assault the infantry, ignoring the vehicle. Resolve the assault as normal, except the attackers get 1 extra D6 to represent the advantages of lobbing grenades inside the vehicle. If the attackers win, the vehicle is assumed to be permanently immobilised.



COMMAND AND CONTROL

Pinning

Infantry which are under fire and in cover cannot leave cover except to move to other cover with at least the same protection, unless accompanied by an officer.

‘Accompanied by an officer’ implies that the section is either an HQ section or is within 1” of an HQ section, or counts as an ‘officer-led unit’ (e.g. see Elite Units).

Infantry under HE fire who can move in one turn to cover giving better protection, must do so. Furthermore, any troops under HE fire (including tanks) cannot fire weapons.

Note that troops inside a building, which counts as hard cover, may be able to improve their cover if attacked by direct fire HE by leaving the building on the side away from the enemy fire, because the building will block line-of-sight to the firers.

If troops are forced to move to better cover because of coming under HE fire, they may not move back in the following turn.

Force Morale

Victory conditions should be set by the scenario being played. However, in most cases forces suffering greater than 50% casualties in men and machines should withdraw from combat.

Elite Units

Units designated as “Elite” get +1 to hit and always count as officer-led. Note the to-hit can never be better than 2+, i.e. a roll of a ‘1’ always misses.

NATIONAL CHARACTERISTICS

German Training

The German army was much better trained than their Russian adversaries, with a proven combat doctrine, especially in armoured warfare. Although the Russians learnt fast, their losses were so great that most combatants went into combat with very little training. This is reflected by giving all German troops firing tank main weapons or any anti-tank weapons +1 to hit. Elite units such as German SS get the additional +1 for being Elite. In no circumstances can the to-hit ever be better than 2+.

The other significant advantage the Germans enjoyed was in co-ordination and communication between units, especially in the early war period. However, without wanting to bog the game down, no special rules are mandated for this. This difference could be reflected through a number of different mechanisms, at the players’



discretion, e.g. allocate the Germans more officers, count all German units as officer-led, impose written orders for the Russian player which can only be changed by runners sent from the army HQ, or restrict the number of “command actions” that the Russian player-general can make. Another suggestion is not to allow closed down Russian tanks (without tank riders) to target hidden enemy which are spotted by other Russian units, reflecting their lack of radio gear. Another idea is to organise Russian tanks into squadron units of two or more vehicles that must remain within 6” of each other. As normal for units, they must move and fire as a single body.

You may also want to give the Russian player -1 for radio contact with off-table artillery, and/or -1 to range (or +1D6” scatter if using the alternative ranging mechanism).

NKVD

The feared NKVD were present at all levels in the Russian military. Their primary role in combat was to prevent withdrawals. They do not need to be explicitly represented on the battlefield. Instead we simply rule that no Russian unit may withdraw!

SPECIAL RULES

The rules in this section are optional, advanced rules or rules applicable only to special troop types or special circumstances.

Snipers

Snipers operate in teams of two: the sniper himself and a spotter. It is recommended that these are based together as a single element. Snipers have the following special rules:

1. A sniper team counts as an Elite unit of two men armed with a single rifle
2. If the sniper team takes a single casualty, it is considered destroyed
3. Snipers can always deploy hidden in any terrain, and gain an additional +1 to their cover save from direct fire only. Their location is not automatically revealed if they fire, instead roll 1D6 for the target unit only, needing to score 5+ to spot them. Normal spotting distance is halved.
4. Snipers use the to-hit chart for HMGs (i.e. longer range and higher to-hit)
5. Snipers can choose which model is removed when they score a hit
6. Snipers can target tank commanders out of their hatches if the vehicle is stationary. If they kill the commander, the tank loses any command benefits and the tank suffers -1 to-hit thereafter.



Tank Traps, Minefields, Barbed Wire, etc.

Tank traps are impassable to all except infantry, but confer no penalty to infantry. Tank traps may only be destroyed by a direct HE (High Explosive) hit from a gun of calibre 75mm or greater. One hit will do enough damage to create a hole approximately 3" wide.

Barbed wire is impassable to all except tanks, but confers no penalty to tanks. Barbed wire may be destroyed by a direct HE hit from a gun of any calibre. One hit will do enough damage to create a hole approximately 3" wide. The same result can be achieved by an infantry section of at least 4 men spending one turn not under fire in contact with the barbed wire.

Minefields can be sown with anti-armour and/or anti-personnel mines. For simplicity, we assume they contain both. No troops except dedicated mine clearance troops (not even Russian 'punishment battalions') may knowingly enter a minefield. If troops do enter a minefield, roll for each infantry unit or vehicle each turn. On a D6 score of 3+, a mine is activated and the unit takes a direct hit as if from artillery. Artillery barrages on the minefield can reduce this probability, but is outside the scope of the rules.

Within the timescale of a normal battle, mine clearance is only permitted to dedicated mine clearance tanks. These can move at half speed through the minefield and clear a safe path behind them as wide as the mine clearance tank.

Air Support

For the moment at least, air support is not covered by these rules.



VEHICLE AND ANTI-TANK GUN REFERENCE TABLE

<i>Vehicle</i>	<i>Gun Calibre</i>	<i>Armour Value</i>	<i>upto 10"</i>	<i>upto 20"</i>	<i>upto 30"</i>	<i>upto 40"</i>	<i>upto 50"</i>	<i>upto 60"</i>
T-34/76	76 mm	14	8	7	5	4	-	-
T-34/85	85 mm	14	11	9	8	6	4	-
SU-85	85 mm	14	11	9	8	6	4	-
KV-1	76 mm	15	8	7	5	4	-	-
Lee/Grant	75 mm/ 37 mm	12	7/3	6/2	5/1	4/-	-	-
Stug III	75 mm	13	7	6	5	4	-	-
Pz III	50 mm	13	7	5	4	-	-	-
Pz IV	75 mm	14	7/4	6/2	5/1	4/-	-	-
Tiger I	88 mm	17	12	11	9	7	5	3
Panther	75 mm	18	7	6	5	4	-	-
Jagdpanther	88 mm	18	12	11	9	7	5	3
Heavy armd. car	20 mm	12	3	2	1	-	-	-
Light armd. car	20 mm	10	3	2	1	-	-	-
Half-track	MG	11	-	-	-	-	-	-
Lorry, truck or car	-	6	-	-	-	-	-	-
Soviet 45mm ATG	45 mm	-	5	4	3	-	-	-
Soviet 57mm ATG	57 mm	-	6	5	4	-	-	-
PAK 40 ATG	75 mm	-	7	6	5	4	-	-
German 88mm (AA)	88 mm	-	12	11	9	7	5	3