asp games
WORLD WAR 2
rules

Gaming rules with model soldiers and vehicles for the period:

1925 to 1955

Battalion to Corps Level

2mm to 1/35th scales

World War II   1925 - 1955

INTRODUCTION

Thank you for downloading these rules. I hope you enjoy gaming with them. I will be most happy to receive any comments, suggestions, ideas etc. Any feed back received will be gratefully acknowledged.

I began modern period wargaming with a passion in the early 1980's with rules from the Wargames Research Group, the 1950 to 1985 set, this was followed by WRG's then WW2 set, I thought it was great. This was my introduction to the world of wargaming. Succeeding editions from a variety of authors have succeeded in turning me to other periods because of the shear complexity of the rules. This is exemplified by current sets. The complexity of which is a burden, unless you are a techno-head. Personally I do not like the idea of playing a battalion sized game in four plus hours which in real life would take an hour to occur. The self same rule writers then criticise you, the player (and purchaser) for becoming over-indulgent by and with weapon performance characteristics, armour etc. The cause of which is the rules themselves, and, by extension the rule writer. Why is this so? Because the rules provide a plethora of tables and weapon charts that players scour to use to their advantage. This is fine if you are a walking technical manual. I believe present rules put a lot of people off a very exiting and tactically flexible period.

These rules are more general and careful in their approach to weapon performance, do not use one model equals one real tank/weapon or man. They do not use an alternate move fire system, where a coup-de-grace can be delivered without a single shot being returned. They can be played in real time or faster, and you can easily use a division or corps. The rules ignore the minutiae characteristics of equipment ignored by real life troops. These rules focus on real life people and the equipment they used and how they used it not the other way around. Any advantage in performance of one piece of equipment over another is compensated partly by the factors of grading, or a difference in scale representation, or that the 'enemy' will produce equipment to redress the balance. In 5 years of WW2 the leap in equipment performance was quite incredible.

Good tactics, tactical thinking and careful planning will more than compensate for an enemy's technical or numerical advantage. Outwit

and off-foot your opponent. Develop battle strategy and develop the courage to see it through. Commanders who change course half way through a battle generally usually come to grief.

CHOICE OF FIGURE AND MODEL SCALE

These rules can be used with any of the popular figure scales. These are 2mm, 6mm, 10mm, 15mm, HO/OO, 20mm, 25mm and 1/35th scales. The 6mm scale is the standard for modern wargamers, are well detailed, relatively inexpensive and can provide large games starting at the battalion level and are quite playable at corps level. The larger scales provide more detail, access to excellently detailed plastic, metal and resin kits and is ideal for the small skirmish game involving a company or battalion (or two). If anyone plays in 1/35th, please let me know.

ARMY SIZE AND TROOP REPRESENTATION

An army consists of any number of battle groups each of 12 troop stands, one of which includes its only HQ.

A stand consists of a square base to which is fixed a number of foot figures or one or two vehicles or aircraft. A stand represents a platoon sized unit of foot (without their vehicles), **AFVs**, **APCs**, a **Recce** unit, a battery of **SPGs**, field guns, howitzers, mortars or rockets, a flight of aircraft. Stand size is relatively unimportant but should be large enough to accommodate at least 4 foot figures, one vehicle or aircraft. However, the recommended stand size is **250m** square at the ground scale used.

A battle group may comprise any type of Stand. If a battle group is comprised of any aircraft, or battery stands then they may only select targets within **5000m** of their own **BGHQ** (Battle Group Head Quarters). A battle group that wholly comprises of aircraft or battery stands can select targets within **5000m** of any friendly **BGHQ** on a throw of 5+ or 4+ if late British artillery. For aircraft such a throw is made each time a stand of the battle group wishes come on table and attack.

PLAYING AREA AND GROUND SCALE

The optimum playing area is **3000m** wide for every battle group used, the depth is at least half of the width. **6'x4'**, **8'x4'** and **8'x5'** gaming

areas (herein referred to as the table) are the most common.

The ground scale is as in the following table;

Model Scale	Ground Scale
2mm	1cm equals 250m
6mm	1" equals 250m
10mm/12mm	2" equals 250m
15mm	3" equals 250m
20mm, 1/72nd or HO/OO	4" equals 250m
25mm	6" equals 250m
1/35th (or 50mm)	8" equals 250m

For example; in 15mm, 750m in real life equals 9" on your games table.

TIME SCALE

Players take alternate turns, during which both players may make a number of optional actions for each stand of a battle group. Movement is taken alternately, fire is not. A turn simulates, on average 20 minutes in real life.

DICE

All dicing uses ordinary six sided dice.

TERRAIN

The flexibility that is modern warfare is that it can occur in almost any terrain. Throw a die on the below table to establish the games climatic zone.

Climatic Zone	Die Score	Examples
Desert	1	North Africa.
Steppe	2	Poland, East Russia
Tropical	3	Burma, S. China, Indo-China
Temperate	4 - 5	Europe
Cold	6	Japan, Manchuria, Finland, Russia

If the armies of both players come from the same climatic zone then the battle occurs in that terrain. If the climatic zone of the armies is

different, then each player throws a die, the higher score choosing.

The playing surface is usually comprised of 12"/300mm or 16"/400mm carpet tiles, blocks or marked on squares. Dice for a major terrain feature in each square as below;

Climatic Zone is:					
Die Score	**Desert**	**Steppe**	**Tropical**	**Temperate**	**Cold**
1	H	H	SFH	SFH	LFA
2	H	LFA	SFH	H	H
3	O	LFA	LFA	LFA	LFA
4	O	O	LFA	H	H
5	O	O	O	O	O
6	0	O	O	O	O
MBUA	6+	6+	5+	5+	5+
MINOR	1D6	1D6	2D6	2D6	1D6

A major terrain piece can be no larger than the square it is in and no smaller than 1/3 of the said square. Dice again for each square using the **MBUA** (Major Built Up Area) row of the above table, this is the score required on a die to establish the presence of a built up area. Dice again for each square using the **MINOR** row on the above table, using the specified dice, this is the number of minor terrain features in the said square.

SFH: Steep Forested Highland, impassable to vehicles and bad going to troops on foot. In the tropical climatic zone, the forested areas can be jungle in which case movement is only possible on roads unless jungle trained infantry. Roads in jungle **SFH** areas count as bad going even if surfaced highway.

LFA: Large Forested Area, impassable to wheeled and halftracked vehicles, bad going to other vehicles and good going to troops on foot. In the tropical climatic zone the forested area can be jungle which is impassable to all vehicles except by road and bad going to troops on foot unless jungle trained infantry (as permitted by army lists).

H: Highland, impassable to wheeled and half tracked vehicles except by road, bad going to full tracked vehicles except by road and good going to troops on foot.

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1.0

OPEN: Open terrain with no major features, good going to all troops.

MINOR TERRAIN FEATURES

For each square throw on the **MINOR** row on the table on Page 5. The result is the number of minor terrain pieces in the said square. Dice again to establish the minor terrain type. 1 or 2 is a wood unless in **LFA** or **SFH** which is an ignored result. 3 or 4 is a **BUA**. 5 or 6 is a hill or rise. Minor terrain features can be no larger than 750m and cannot be placed any closer than **250m** to another minor terrain feature. They can be placed on major terrain features.

MBUA AND BUA

Built up areas as rolled for in the **MBUA** row as on the table on **Page 5** can be placed over any terrain feature (Humans build in the most ridiculous and dangerous of places) **MBUAs** can be no larger than **2000m** square. **MBUA** and **BUA** have to be interconnected with at least another **MBUA** or **BUA** by road. **MBUA** and **BUA** are best represented on table by black cloth with model building placed loosely on top so these can be moved out of the way when troops enter the area.

PLACEMENT OF TERRAIN

Both players throw a die. The higher scoring player places all of the terrain, the lower scoring player chooses his starting table edge, also called his base edge, (opponents start opposite each other) he then decides who has first move.

TERRAIN, GENERAL RULES

Shooting at a stand that is behind and touching the crest of a rise is counted as being in cover. Shooting from outside a wooded area at a stand that is in the immediate edge of a wooded area, or shooting from within a wooded area at a stand that is also within a wooded area or in the immediate edge of a wood is counted as being in **cover**. Shooting from outside an **MBUA** or **BUA** at a stand that is in the immediate edge of an **MBUA** or **BUA**, or shooting from within an **MBUA** or **BUA** at a stand that is also within an **MBUA** or **BUA** or in the immediate edge of an **MBUA** or **BUA** is counted as being in **hard cover**. A stand within a wooded area or **MBUA** or **BUA** can only be seen by, and fired upon by other stands with **250m**. In other

circumstances major and minor terrain features blocks sight.

Highland should be at least four contour levels high, **SFH** are higher. A rise should be one or two contour levels high. Terrain contours can be made out of carpet tiles if using 2mm or 6mm figures or expanded polystyrene carved hills such as from Gallia if using larger scales. Movement in **MBUAs** or **BUAs** or over hills or rises are bad going to all troops except infantry. If both players agree, then a river can be present. It can run across the diagonal of the table or from the left to right half way across. The river will run around **SFH**, **H**, **hills** and **rises**. Where roads cross the river a bridge or ferry will result. The river can be represented by blue or brown cloth cut in strips **250m** wide at the ground scale used. Such a river (such as the Thames, Rhine or Seine) can only be crossed by bridge or ferry. Only major rivers need representing. You will find that the terrain in this game is much more dense than that found in other rules (much to the annoyance of some). The terrain density is more realistic in this game. For example, the very dense nature of the terrain in France enabled the Panzers to exact a fearful toll of allied tanks during and following the Normandy campaigns.

DEPLOYMENT

Both sides can deploy on table troops anywhere within **2000m** of their own table base edge. Aircraft and some artillery are placed off table in a zone behind the players' table base edge. This off table zone can be up to 10in deep, but represents a zone up to 30,000m deep in real life.

TACTICAL MOVES AND MARCHES

The distance that a stand can move during a turn depends on its type. Maximum move distances in good/bad going are:

STAND TYPE	MARCH	TACTICAL
BARG, **IG**, **RG**, Man-handled Guns.	1500m/500m	500m/250m
WHEELED or1/2 Tracked Vehicles.	6000m/2000m	1000m/500m
SLOW Tracked Vehicles.	3500m/1000m	500m/250m
MEDIUM Tracked Vehicles.	4200m/1000m	750m/250m
FAST Tracked Vehicles.	5000m/1500m	1000m/500m
VERY FAST Tracked Vehicles.	6000m/2000m	1250m/500m

Stand Type will be explained later. Unless otherwise stated in the terrain rules, roads cancel the negative effect of some terrain types. A stand may make any number of turns without penalty. A march move cannot start, end or bring a stand to within **2000m** of any enemy stands.

TROOP GRADING

Troops are graded according to their training, experience, morale, leadership, motivation, response to orders and discipline and reaction when under the stress of combat. The grading is **'A'** for the Japanese, SS Panzer and other types classed as elite. **'B'** class would be late Soviets, US Para, Marines, British, Anzac, Panzer and Commandos. **'C'** grading would be early Soviets, US, and European Canadian. The **'D'** grading would go to inferior regulars, greens, levy, militia, guerrillas, Italians, Africans and raw troops. The **'D'** class troop grading may sometimes have high, albeit brittle moral and are generally uncooperative and difficult to control.

COMMAND POINTS

A battle group consists of 12 troop stands, one of which is its only **HQ**. Each **BGHQ** dices for its **command points** (CPs) at the appropriate time in the turn sequence, it can then spend it's CPs on march or tactical moves. You can spend a maximum of 3 Command Points on a stand. Command points are diced for according to the grading of the troops as in the below table. Command points are used to move stands within a Battlegroup.

A battle group must consist of troops of all the same grading.

A battle groups' HQ stand must be clearly identifiable, either by markings or having an additional command model mounted on the base. Alternatively, you can have an additional non-combative command stand with a command model mounted on it.

Grade 'A' troops	Throw and use the score of two dice.
Grade 'B' troops	Throw and use the score of two dice.
Grade 'C' troops	Throw three dice and use the two lower scores.
Grade 'D' troops	Throw four dice and use the two lower scores.

Battlegroups using radio may increase their score by rolling a further die and adding half of the score rounding up. Some battlegroups can be classed as **Mobile**. These will be troops classed as Late Canadians, Commandos, SS, German Para. Panzers, British tanks and some Commonwealth troops are classed as cautious. **Mobile** troops add 2, while **cautious** deduct 2.

SEQUENCE OF PLAY

The two sides take alternate turns. During each players turn he:

1. Dices for each battle group's command points, dices to recover any of his stands from repulsed status (**Page 16**). Throws 1 die for each suppression marker, one stand at a time removing one marker on **5+** (**Page 15/16**).

2. He first takes any required march moves. March moves can be made by a single stand or by a group of stands linked together. Linked stands must move parallel to, or follow, the first of them that moves; and must move the same distance or turn through the same angles. All stands of a linked group must be within **500m** of another stand of the linked group being moved. A linked group move by road must be in a one stand wide column. A march move costs 3 CPs plus 1 CP for every **2000m** the linked group is from it's **BGHQ**.

3. He positions any **FIGHTER** stands behind his own base line to indicate that the table's airspace is now being disputed and covered by **FIGHTER** elements. This move costs 2 CPs per stand. He may now engage any enemy **FIGHTER** stands that are behind the enemy baseline and resolve the action by nominating shooter and target. The paired off stands can be brought on table and placed within **500m** of their intended target.

4. He now positions any **BOMBER** or **ATTACK** stands short of their intended target. His opponent may shoot at these with any of his stands that are in range at their current position, including any off table **FIGHTER** stands which can be brought on table and placed within **500m** of their intended target. Any surviving **BOMBER** and **ATTACK** stands now conduct their attack. **BOMBER** fly off permanently while **ATTACK** stands can return and conduct a further two attacks. This move costs 3CPs per **BOMBER** stand and 4 CPs per **ATTACK** stand.

5. He makes his tactical moves starting with one vehicle or foot stand at a time and completing tactical moves for each battle group before moving on to another. There are **7** tactical move options, each one costing **1 CP**. Further, troops have, according to their grade a fixed number of tactical points, and these are spent 'buying' tactical moves. A stand may make any number of tactical moves his tactical points and CPs allow. The number of tactical points a stand has is as follows:

Please note, steps 3 and 4 above are different from the modern period rules. This is mainly because modern aircraft have the ability to engage targets at a much greater distance.

TACTICAL MOVE OPTIONS AND TACTICAL POINT COST

Troops can spend a number of Tactical points according to their Troops Grade. The maximum amount of Tactical Points a stand can 'spend' per Command Point spent on it is as on the below table.

TROOP GRADE	TACTICAL POINTS	MORALE PASS ON
GRADE 'A'	4	3+
GRADE 'B'	3	4+
GRADE 'C'	2	5+
GRADE 'D'	2	6+

The **CP** cost is increased by 1 for each **1000m** the stand being moved is from it's **BGHQ**. Mobile stands increase their tactical points by 1. The allowed tactical move options are as below:

OPTION	TACTICAL MOVE OPTION	TACTICAL POINT COST
OPTION A:	**Move** up to a full tactical move	2pts.
OPTION B:	**Fire** once halted	2pts.
OPTION C:	**Move up to half move** and then **fire**.	3pts.
OPTION D:	**Fire**, then move up to **half of a tactical move**.	3pts.
OPTION E:	Move up to a **full tactical move** and then **fire**.	4pts.
OPTION F:	**Fire**, then move up to a **full tactical move**.	4pts.
OPTION G:	Vehicle to bus or de-bus infantry.	1pt.

Infantry bussing or de-bussing spend **1CP** to do so. Bussed infantry cannot carry out any tactical move until de-bussed. Bussed infantry share the same combat result as their transport until de-bussed and moved **250m** away. Infantry just de-bussed may spend **1CP** making a tactical move. Stands may take as many tactical move options their tactical points and **CPs** allow. Each tactical move uses up **1CP**.

TARGET DETECTION

Before a target stand can be engaged, it must be detected, that is sufficiently recognised and located before direct fire or area fire can be brought against it. The ranges at which enemy stands are located is as follows:

ENEMY STANDS STATUS	MOVING	STATIONARY
INFANTRY IN COVER	125m/500m	Contact/125m
INFANTRY IN THE OPEN	750m/1500m	250m/500m
VEHICLE IN COVER	500m/1000m	250m/500m
VEHICLE IN THE OPEN	2500m/5000m	1000m/2000m

The distance before the slash is the range at which **2+** is required on a die to achieve detection. The distance after the slash is the range at which **5+** is required on a die to achieve detection. **+1** to the die if the shooter is firing on option **B**, or the target has a placed **'FIRE'** marker (**P13**). Target detection is carried out at the appropriate time in a stands tactical move option. When stands classed as **LIGHT**, **MEDIUM** or **HEAVY BARRAGE** or **SALVO RL** shoot, see **ARMY SIZE AND TROOP REPRESENTATION** on **Page 3 for calling of fire**.

SHOOTING AND TACTICAL INITIATIVE

When a player shoots with a stand at the appropriate time in the stands tactical move, he must clearly nominate shooter and target.

BOTH stands then attempt detection. Then **BOTH** stands dice for tactical initiative.

BOTH shooter and target throw a die and add any of the below modifiers, then the two scores are compared.

Modifier	Condition
+1	To the score if of higher grade.
+1	If the target has a fire marker.
+3	To the score if a successful detection is made.
-1	For each suppression marker the stand has.
-2	If the stand cannot cause an effect on the target (**P14**).

IMPORTANT

The stand with the highest score by **4 or more** can then shoot at the stand with the lowest score if it can and wishes to do so, even if it is the stand that did not initiate the move and whose turn it is not. If the difference between the scores is **0**, **1**, **2** or **3** then **BOTH** stands shoot at each other if they can and wish to do so. As soon as a stand 'shoots' they have a **'FIRE'** marker placed to their front which remains until the shooter moves.

The shooter cross references his troop or weapon type/class (the **Shooters Class** as on the **Score Required for Effect** table) with that of the **Target's Class**. The result is the score required on a die to score an effect on the target. If you fail to reach this score you can still cause an effect on the target, albeit at a reduced rate. The target has to be detected and within the shooters range and be of a type that an effect can be caused. If the result of the cross reference is a dash, the shooter cannot cause an effect on the target. The score to cause an effect is increased or decreased for each one of the following that apply:

Modifier	Condition
+1	If firing on a tactical move option **C**, **D**, **E** or **F**.
+1	If the target is in cover (see **TERRAIN, GENERAL RULES** on **Page 7**).
+1	If the shooter is pinned.
+2	If the target is in hard cover (see **TERRAIN, GENERAL RULES** on **Page 7**).
+2	If the shooter is repulsed.
-2	If shooting at a ground stands flank arc*.
-3	If shooting at a ground stands rear arc.

*If shooting at an AFV with added skirt plates to hull and/or turret this modifier becomes -0 if the firing stand is infantry and -1 if other type of firing stand. To gain this additional modifier the stand's model must have a representation of this armour.

THE SCORE REQUIRED FOR EFFECT

Cross reference the shooters class and the targets class:

Shooter's Class	The Targets Class								Range
	Inf	SMT	LA	MA	HA	XA	ART	AC	
BARG	4	4	5	6	-	-	-	-	500m
Rifle Group	4	3	4	5	6	-	-	-	500m
Inf Group	4	3	3	4	5	6	-	-	500m
Mortars	5	5	6	-	-	-	-	-	2000m
HMG	4	4	5	-	-	-	-	-	1000m
AC and VLG	4	3	4	6	-	-	-	-	1000m
Light Guns	5	2	3	4	5	6	-	-	1000m
Med Guns	5	2	2	3	4	5	-	-	1500m
Hvy Guns	4	2	2	2	3	4	-	-	1500m
Light Barr…	3	3	4	5	6	-	-	-	OT
Med Bar…	4	3	3	4	5	6	-	-	OT
Hvy Bar…	5	2	3	3	4	5	-	-	OT
C Battery	-	-	-	-	-	-	4	-	OT
Salvo RL	3	2	2	3	3	4	-	-	OT
Bomber	3	2	3	3	4	5	4	6	3000m
Attack AC	5	3	4	4	5	6	5	6	1500m
Fighter	-	-	-	-	-	-	-	4	OT
AAA	-	-	-	-	-	-	-	6	2000m

The modifiers to the above table are on P12.

No doubt, the entries on the above table will seem a little cryptic. They will be explained in the section **'The Score Required for Effect Table Explained'**, which can be found on **Page 17**. If an effect is scored on the target, cross reference the score of a die with the targets grade and observe the result on the below table. **Important note**, if you miss the score to gain an effect still consult the **Results Table** below.

RESULTS TABLE

DIE SCORE	TARGET's GRADE			
	A	**B**	**C**	**D**
1 or less	-	-	-	P
2	-	-	P	P
3	-	P	P	R
4	P	P	R	R
5	P	R	R	D
6	R	R	D	D
7	R	D	D	D
8 or more	D	D	D	D

P= Pinned, **R = Repulsed**, **D = Destroyed**. A stand gets one suppression marker for every **P** result and **two** suppression markers for every **R** result. **P**, **R** results and suppression markers are accumulative. The score of the die is modified if any of the below apply.

-1	For each 1 the score required for effect is missed.
-2	If the target is an **AC** at night with no radar support.
+1	For each 1 the score required for effect is exceeded.
+1	For each suppression marker the target has.
+1	If Late British artillery.
+1	If the Shooter is **IG** or **RG** with Light Mortars
+2	If the target is a transport aircraft or glider stand.

Suppression markers are placed touching the effected stand. Repulsed stands must immediately move **500m** away from any enemy stand, into cover if this is possible. In the player's next turn repulsed stands take a moral test to recover from the repulse result. The stand recovers from its repulsed status if the test is passed (top of **Page 11**). Pinned stands cannot move any closer toward enemy stands, they remain pinned until the enemy shooting fails to produce the pinned result. An aircraft stand that is repulsed must immediately cease from its attack and leave the table, it does not count as being lost. Bussed Infantry share the same result if their transport is the

target. The **D** result means that the stand is destroyed and removed from play. **AC** means an aircraft of any sort.

STAND AND BATTLE GROUP REACTION

A moral test has to be taken when **4** of a battle groups **12** stands are repulsed or when **6** of it's **12** stands are pinned or repulsed. Test are taken whenever this criteria is met. When a morale test is failed all the battle group's on table stands must move a minimum of half a tactical move per turn toward their own sides baseline. The battle groups stands may not initiate fire and **CPs** can only be used to halt retreating stands. Unless testing to recover from being repulsed, throw a single die for the entire battle group. Stands can retreat and still maintain their front arc aspect to the enemy. When half of a sides battle groups fail a morale test the side has lost the game. The score required to pass a moral test can be found in the table at the top of **page 11**, right hand column.

FRONT, FLANK, REAR AND SHOOTING ARCS

The diagram below shows the front, flank and rear arcs of ground vehicles, shooting is to the front and side arcs only. Aircraft and **AFV's** with a fixed gun like the **StuG III/IV** and **SU85/100** can only fire at targets in their Front arc. Infantry can shoot all round.

Front

Side   Side

Rear
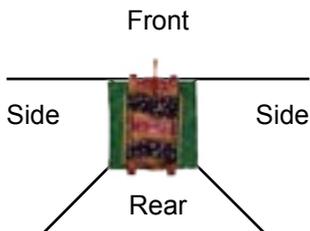
TROOP TYPE AND STAND COST

Because of equipment characteristics a points value has been instituted, this is to ensure that battles are reasonably even and fair. It is your job, the player, to ensure that the battle is never fair, and I don't mean by cheating. Both players agree to a game of a certain mutually fixed points value. Basically, points values are based on the offensive and defensive characteristics of a stand, plus its relative availability plus the relative expense of manufacture. Performance of a stand is not based on absolute performance but is based on how

effective is was in real life, thus, the emphasis is on the people who used them/it.

SCORE REQUIRED FOR EFFECT TABLE EXPLAINED

On the **SCORE REQUIRED FOR EFFECT** table, in the **'The Shooter's Class'** column, the definition of the entries here are:

(BARG): Bolt **A**ction **R**ifle **G**roup, a platoon armed mainly with early bolt action rifles, perhaps with a few Light Machine Guns.

RIFLE GROUP: A platoon of foot armed with SLRs, machine pistols or perhaps a few assault rifles, plus support from LMGs and anti-tank grenades. May have attached 50mm light mortars.

INF GROUP: An Infantry Group. A platoon of foot armed mainly with assault rifles, plus support from LMGs, and such anti-tank weapons such as Panzerfaust or PIAT. May have attached 50mm light mortars.

MORTARS: A battery of 4 to 8, 80mm to 120mm mortars.

HMG: Heavy machine guns, 12.7mm to 15mm. Vehicle, foot or AFV mounted.

AC and VLG: 20mm to 30mm **a**uto **c**annon and **v**ery **l**ight **g**uns up to 50mm. Vehicle or AFV mounted.

LIGHT GUNS: AFV or towed guns, 50mm to 76mm.

MED GUNS: AFV or towed guns Medium Guns, 77 to 90mm, 17pdr.

HEAVY GUNS: AFV or towed guns of 100mm to 152mm. Includes the German 88mm.

LIGHT BARR… : A barrage of artillery from 6 to 8 guns up to 105mm.

MED BARR… : A barrage of Medium artillery from 6 to 8 guns up to 155mm.

HVY BARR… : A Heavy barrage of artillery from 6 to 8 guns up to 203mm.

C BATTERY: Artillery used exclusively to fire on enemy artillery and mortars in a **C**ounter **Battery** role.

SALVO RL: A barrage from salvo, artillery or multiple rocket launchers.

HMG, Light guns, Medium guns, Light Barrage, Medium Barrage, Heavy Barrage, can be towed and move at a rate of Medium, or man handled and move at the rate of foot. If towed, you will need two stands, one for the gun and one for the towing vehicle.

BOMBER: A flight of up to 3 heavy bombers such as Lancaster, Stirling, Halifax, He 177, B17 or up to 6 medium bombers such as He111, Dornier, Wellington, Marauder, Hampden. Bombers can only target stands that are placed in static targets such as **BUA**, **MBUA**, bridges and minor terrain features.

ATTACK: A flight of Close Air Support, light bombers or fighter bombers such as Me110, Stuka, Mosquito, Blenheim, Beaufighter, Black Widow.

FIGHTER: A flight of Air Superiority aircraft or fighters such as Spitfire, Hurricane, Zero, Me109, Fw190, Me262, Meteor, Vampire, Mustang, Me163. Any advantage in performance of one aircraft over another is compensated partly by the factors of grading or made up for numbers or the lack of them.

AAA: Specialist Anti-Aircraft Artillery, on foot or mounted in vehicles such as single or multiple mounted HMG, autocannons or larger flak guns such as the 88, Bofors or Flakpanzer.

On the **SCORE REQUIRED FOR EFFECT** table, the definitions of entries in **'The target's Class'** columns are:

INFANTRY: The target is a Bolt Action Rifle Group, a Rifle Group or an Infantry Group.

SMT: The target is a vehicle classed as Soft Motor Transport such as trucks or jeeps.

LA: The target is an AFV classed with **L**ight **A**rmour such as most APCs such as M2/3 or Sdkfz251, Panzer 1, 2 , early models of Pz 3 and Stug 3, Chi-Nu, Chi-Ha, or LVT.

MA: The targets is an AFV with **M**edium **A**rmour, such the Stug 3/4, Valentine, Panzer 4, KV1 and 2, T34, Stuart, Lee-Grant, Sherman, Matilda, Valentine.

HA: The target is an AFV with **H**eavy **A**rmour such as Panther, JagdPanther, Hetzer, Churchill, IS2, Pershing, Tiger 1.

XHA: The target is an AFV with e**X**tra **H**eavy **A**rmour such as Tiger II, JadgTiger and IS3.

ART: The target is either a Light, Medium, or Heavy battery of guns stand, a Salvo RL stand or a battery of mortars stand.

AC: The target is an **A**ir**C**raft stand either of **Bomber**, **Attack** or **Fighter**.

RANGE: A target can only be engaged if it is within range. In most circumstances the target has to be detected. In the range column you will see the entry 'OT', this means that the stand is **off table** and is positioned behind your baseline. Counter battery and **Fighter** stands do not have to detect their target, just nominate shooter and target and take it from there. Counter Battery can only be used after the potential target has fired. Other off table stands have their targets nominated for them, see **ARMY SIZE AND TROOP REPRESENTATION**, paragraph 3, Page 3. **Bomber** and **Attack** aircraft are placed short of the target as stated in the **'THE SCORE REQUIRED FOR EFFECT'** table, Range column, they must detect their targets. When **Bomber** and **Attack** stands engage enemy off table stands just nominate shooter and target, the enemy can then fire on such aircraft with any **Fighter** and/or **AAA**, stands that are positioned off table and have the higher tactical initiative score.

SELECTED VEHICLE CHARACTERISTICS.

L=Light, M=Medium, H=Heavy, X=Extra Heavy, G=Gun, A=Armour, AC=Autocannon, VLG=Very Light Gun (treated same as AC), Ms=Mortars, LB=Light Battery, MB=Medium Battery, HB=Heavy Battery, SRL=Salvo Rocket Launcher, HMG=Heavy Machine Gun, W=Wheeled, 1/2T=Half Tracked, S=Slow, F=Fast, VF=Very Fast, AAA=Anti-Aircraft Artillery, RG=Rifle Group, IG=Infantry Group and BARG=Bolt Action Rifle Group.

The terms 'Late' and 'Early' refer, broadly, to the pre and post 1944 period. In Q2/3 of 2003, we hope to produce corps level army lists. The below characteristics will give you a guide for inserting other equipment. If you get stuck, by all means email me.

GERMAN AFV

VEHICLE	CHARACTERISTICS	CLASS
Panzer 1 or 2	VLG, LA, M speed.	Light Tank.
Panzer 3/35, 38	LG, LA, M speed.	Light Tank.
Panzer 4, late Pz 3	MG, MA, M speed	Tank-
Tiger	HG, HA, M speed.	Tank.
Tiger II	HG, XA, M speed.	Tank+.
Panther	MG, HA, F speed.	Tank.
Sturmgeschutz 3/4	MG, MA, M speed.	Tank-.

JagdPanzer	MG, HA, M speed.	Tank.
JagdPanther	HA, HG, F speed.	Tank.
JagdTiger	HG, XA, M speed.	Tank+.
Hetzer	MG, HA, M speed.	Tank.
Marder 2/3	MG, LA, M speed.	Light Tank.
Sdkfz 251 series	LA,HMG/VLG/LG/MG, 1/2 track, M speed. +RG or IG.	This AFV can be classed as either APC or Light Tank

BRITISH AFV

Matilda	VLG, MA, S speed.	Tank-.
Valentine	LG, MA, M speed.	Tank-.
Churchill	MG, MA, S speed.	Tank-.
Crusader	LG, MA, F speed	Tank
Cromwell	Mg, MA, M speed	Tank

RUSSIAN AFV

IS3	HG, XA, M speed.	Tank+.
IS2	HG, HG, M speed.	Tank.
KV85	MG, MA, M speed.	Tank-.
KV2	MG, MA, M speed.	Tank-.
T34/76mm	LG, MA, F speed.	Tank-.
T34/85mm	MG, MA, F speed.	Tank-.

JAPANESE AFV

Chi-Nu	MG, LA, M speed.	Light Tank.
Chi-Ha	LG, LA, M speed.	Light Tank.
Ha-Go	VLG, LA, M speed.	Light Tank.

AMERICAN AFV

Pershing	HG, HA, M speed.	Tank.
Sherman	MG, MA, M speed.	Tank-.
Stuart	MG, MA, M speed.	Tank-.
Lee Grant	MG, MA, M speed.	Tank-.
LVT	HMG, LA, +IG/RG.	APC.
M3	HMG, LA, +IG/RG.	APC.

GENERIC VEHICLES

Trucks/Land Rovers/Jeeps	SMT, W, +RG,BARG or IG.	SMT

You can easily add to this list and slot vehicles in where appropriate. If you, however, find it difficult to classify a vehicle, why not send us an email.

POINTS VALUES (PV)

The accumulative point values of equipment Class as above is as follows:

BARG 1pt, Rifle Group 1.5pts, Infantry Group 2pts, extra to provide RG or IG with Light Mortars 0.25pt, APC 10pts, Lt Tank 15pts, Tank- (Tank minus) 25pts, Tank 30pts, Tank+ (Tank plus) 40pts, Soft Motor Transport (SMT) 2pts, Mortars 5pts, any Artillery 40pts, Salvo RL 50pts, any Aircraft 200pts, any with AAA +3pts. 'D' grade troops half points, 'B' grade troops increase points by one and a half, 'A' grade troops double points. Points values represents such factors as availability, cost, performance, reliability (to a degree), immunity to battle damage etc.

The following rules are optional and add a little more depth to the game. Some or all can be used, please agree which ones before you draw up your army.

FIELD ENGINEERING

If both players agree before the game an attack/defender battle can occur. Any stand in a defending army may be statically dug-in at a cost of 1pt. Statically dug-in stands are in hard cover. The defending side may also use obstacles either **anti-tank** or **anti-personnel** (half-tracks, wheeled, towed and towing vehicles also fall into this category), the type of which must be declared when an enemy stand comes within **500m**. When a stand touches such an obstacle it needs a **4+** to cross. **–1** from the die score if the stand has one or two suppression markers and **–2** from the die score if it has more suppression markers. Obstacles represent mines, dragons teeth, ditch, wall etc. and are represented on table as the appropriate model on a base **250m** x **250m** whether it takes up that space in real life or not.

SMOKE

A battery of Artillery may create a smoke screen that is **250m** x **500m** it is positioned on an area using the same rules as if the area was a target stand. A battery of mortars stand can create a smoke screen that is **250m** x **250m**. The screen is removed when the players' turn ends. A smoke screen blocks sight. Unless in an attacker/defender game (where ammunition is assumed to be stock-piled) a battery only has enough smoke for two turns of fire.

ILLUMINATION

A battery of Artillery can illuminate a zone that is **500m** in diameter. It is positioned on an area using the same rules as if the area was a target stand. A battery of mortars can create an illuminated zone that is **250m** in diameter. All target stands within the zone can be detected at daylight detection distance (**Page 12**) subject to weather. Unless in an attacker/defender game (where ammunition is assumed to be stock-piled) a battery only has enough illumination rounds for two turns of fire. Areas illuminated are represented by card or plastic cut-outs. Areas of smoke can be represented by stands with balls of cotton fluffed up. Or, if you have your own effective method why not let us know.

TIME OF DAY AND NIGHT FIGHTING

Throw a die on the below table to establish the season in which the game is set.

The Season	The Hour	Dawn	Dusk	Die Score
Winter	Throw 2d6	7 - 8am	4 - 5pm	6
Autumn	Throw 2d6	6 - 7am	5 - 6pm	5
Summer	Throw 2d6	3 - 6am	6 - 7pm	3, 4
Spring	Throw 2d6	6 - 7am	5 - 6pm	1, 2

Throw another die, if the result is 1, 2, 3 or 4 it is **A.M**. (throw on the '**The Hour'** column above to get a result that is 2am to 12 noon) while a score of 5 or 6 indicates **P.M**. (2pm to 12am) which is modified by the hours of dusk/dawn. **Night** is the period **Dusk** to **Dawn** and **Day** is the period **Dawn** to **Dusk**. Dusk and dawn reduce the daytime detection ranges (**Page 12**) by half and night reduces target detection (**Page 12**) to a maximum of **125m** for target stands in the open an **75m** for target stands in cover.

ADVERSE WEATHER CONDITIONS

Cross reference the games' **Season** with **Climatic Zone** (**Page 5**), throw a die to see if **A**dverse **W**eather **C**onditions affect the game.

Season	Climatic Zone			
	Temperate	Tropical	Dessert	Cold/Steppe
Winter	4+	5+	5+	3+
Autumn	5+	5+	6+	4+
Spring	5+	5+	6+	5+
Summer	6+	4+	5+	6+

AWC reduces detection range (**Page12**) by half and renders smoke ineffective. **AWC** can be conditions such as storm, gale, heavy rain, monsoon, snow, blizzard, cold, dust or sand storm, mirage, thirst, appropriate to the climatic zone.

ORGANISATIONS

At the scale of play we use you can focus on particular units i.e, Waffen SS or whatever. This will lead to unrealistic results, for example a German player can field nothing else but King Tigers. It is optional that players should have a balance in equipment. This will effect the German and Soviet players the most. The percentage of **AFV's** classed as **TANK** and **TANK+** in the **German** and **Soviet** armies are as follows:

AFV Classed as…	German	Soviet
LIGHT/TANK-	Up to 100%	Up to 100%
TANK	Up to 50%	Up to 20%
TANK+	Up to 10%	Up to 5%

Optional Rule: In 1944 and 1945 the German player can only have half (rounding up) the number of stands than an Allied player (excluding the Soviets). The Allied player constructs his army first and then tells the German player his number of aircraft stands. This will help to simulate the Allied air superiority during the close of the war.

FANTASY ARMIES

I have no objection for the use of fantasy armies, I have one myself, the States of Jersey army. To enable their use we have to pretend

that history is a little different. In the East, Operation Barbarossa never occurred. The Germans stopped at the Russian borders. Under their belt the Germans had Poland, Czechoslovakia, Romania, Albania, Yugoslavia and Greece. In the North and West they took Norway, Denmark, Belgium, Holland, Luxembourg and East France. Meanwhile, the Japanese were busy with East China, East Indo China and the Philippines. The USA did not want to get involved and the UK lacked the resources to launch and invasion of the European mainland. The war fizzled out into a cold war being fought by the 'little' nations. Now, your fantasy army has to have certain restrictions (sorry - but I think this is fair) as below;

1) The army cannot have any TANK+.
2) It cannot have any Jet aircraft.
3) It must buy its tanks and SPG's from one source.
4) It must be organised as either the British, French, German, Soviet, Japanese or American armies to choice and regardless of its affiliations.
5) It must have political sympathies and be an ally of its main equipment supplier.

Your fantasy army must also have a geographical location, it must also have, depending on its in/dependence from its 'mother' nation, unique insignia.

TACTICAL AND GAMING ADVICE

Some final points. Choose an army that suits your style, one you can love even when it loses. Learn to use it well. Obviously, real life tactics will work the best under these rules. There still is plenty of scope for you to be inventive and innovative. Your army will need input and initiative from you, don't abdicate that responsibility. One thing I do hate though, are those players to whom winning is the only thing. It isn't. To win is nice, it's the icing on the cake. But having fun and enjoyment is the main thing, win or loose. Play fair and have fun. Well, that's about it. I hope you enjoy your gaming, let me know how you get on.

Regards

Alienstar Publishing.

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More rules on the way including Napoleonic, The American Wars (1700 - 1865), Renaissance, Colonial and a Fantasy Role Playing game in Quick Play and Advanced versions.

THE LEGAL STUFF

So there, and if you do, I'll sue your ass.