

BLAZE AWAY!

RULES FOR WW2 MINIATURES

- Designed to play Company to Brigade sized WWII wargames.
- Game time 1-4 hours.
- Simultaneous turns ensuring the players are always involved.
- Basic unit is a stand of 3 infantry figures representing an 8-12 man Section or 2 squads.
- Basic armoured unit is one model vehicle representing 2-4 vehicles.
- Ground scale, 1mm = approximately 1.5 metres.
- Can be played with 10mm, 15mm, and 20mm figures.

PART I

CONTAINS THE RULES FOR PLAYING BLAZE AWAY WWII

PART II

CONTAINS THE SUPPORT MATERIALS FOR PLAYING BLAZE AWAY WWII



- PART I -

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2 [Introduction](#)

Blaze Away WWII is designed for playing WWII era battles with 20mm, 15mm and 10mm wargaming miniatures. For those with 10mm figures in their collections, just reduce the base sizes and they work just as well. All ranges and movement can remain the same.

Blaze Away WWII can be used for small-scale raids and patrol scenarios to battalion & brigade sized attacks along prepared defences including beach landings. Blaze Away can provide equally rewarding results for those who have preferences to 'infantry only' and 'armour only' combats. Of course, the main intention is 'workable' interaction between combined arms.

'Buckets of Dice' concepts are not used as this frustrating mechanism has been tested and discovered to be a time wasting activity with no game purpose served. 'Saving throws' and similar gizmos only slow down the (all important) action without delivering any benefit, only delaying the end result.

These rules are a collection of ideas that have origins from many other rule sets as well as a wealth of personal experiences from playing many WWII period games. Balancing the complex variety of troop types, weapon types and vehicle types as well as the historical fighting capabilities of the combatant nations is always the hardest task. However, there should be enough scope with these rules to adapt them to suit your tastes.

These rules will allow for other possibilities than what is printed here in black and white. Experienced gamers will adjust and tinker with what they feel is best for a particular situation/scenario. Blaze Away WWII is recommended for those who don't want to spend excess time with charts and calculations. Plus, the game is visually pleasing to add to the experience.

It is true that weapon ranges are extremely simplified and that the various small arms used by the combatants had individual strengths and weaknesses. These factors are not represented in any specific detail but are included in the way that the units themselves acted and reacted in combat. It is also worth keeping in mind that each figure and vehicle is only representative of a larger group of men and vehicles, eliminating the need for unnecessary minor details. There is no need to get too involved in the aspects of kill zones, penetration values and similar, as these are represented in the overall results and tables as presented.

Game Scales (1mm = approximately 1.5 metres) are a loose representation of the relative movement and firing ranges. While Blaze Away WWII may fit loosely with the Game Scale they will produce a better game in 12-24 turns with more manoeuvring and other tactical possibilities.

A basic knowledge of WWII weapons and vehicles is assumed from this point.

Time to Blaze Away!

3 Organisation

3.1 What you will need

- Appropriate historical miniatures in your preferred scale
- A large flat playing surface or table
- Miniature terrain
- 10 & 20 sided dice (D10, D20), some 6 sided dice (D6) and GW style 'hit' dice
- Tape measures or rulers
- Coloured plastic or cardboard hit counters or markers
- Scratched and unwanted CD's
- A laser pointer is handy for resolving Line of Sight issues
- Order Cards (see Appendices)
- Unit sheets (see Appendices)

Each base is referred to as a 'stand' for the purpose of Blaze Away WWII. Many gamers base individual figures with round metal washers or coins, so no rebasing required. By gluing magnetic sheets to the stands, then painted and flocked, it will provide a secure and attractive platform for your troops. It is recommended that individual figures can be removed to save on record keeping or chits. Adjust base sizes (designed for 20mm or 1/72 scale) down or up to suit smaller and larger scale figures.

3.2 Basing Sizes

Unit	Figures per stand/base	Represents	Stand/base size
Infantry Section/Squad	3-4*	8-12 men	50mm x 50mm
Infantry 'Specials'**	2	4-6 men	50mm x 50mm
Cavalry Troop	2	4-6 troopers	50mm x 50mm
HMG	HMG + 2-3 crew	2-3 HMG and crew	50mm x 50mm
Mortar	Mortar + 2-3 crew	2-3 Mortars and crew	50mm x 50mm
Company/ Battalion HQ	1 officer + 2-3 other figures	CHQ/BHQ	50mm x 50mm
Vehicles (Tanks, trucks etc)	1 model	2-4 vehicles	None required
Artillery, Anti-tank Guns	1 model gun 3-4 crew	2-4 guns	50mm x 100mm
Aircraft	1 Model	2-3 planes	Flight stand

*Most infantry stands will consist of 3 figures. 4 figures per stand may be used to represent massed units with an ability to absorb more punishment (i.e. losses) than other units. Examples include infantry formations from the Red Army and the Imperial Japanese army.

** Infantry Specials are stands of Light Machine Guns (LMG), personal antitank weapons (PIAT, panzerfaust/schrek), manpack flamethrowers and many combat engineer weapons.

Note:

Please keep in mind that each model represents a larger fighting unit. Don't get caught up in which way a tank gun barrel is pointing or how many grenades an infantry stand might carry. The idea is to get on with the game and leave the minor details to skirmish style games.

3.3 Organisation

Section/Squad	3-4 figures per stand or 1 vehicle, the basic unit of Blaze Away.
Platoon	3-4 rifle sections/squads plus 1 LMG stand.
Infantry Company	3-4 platoons, plus 1-2 HMG stands, plus 1-2 Mortar stands, Company HQ stand.
Infantry Battalion	3 companies, plus HQ company with heavy weapon platoons.
Armour	Armoured Cars (AC), Tanks and SPGs may operate with individual Order Cards or be organised into armoured squadrons or companies with a separate Command Rating .
Artillery	Including ATGs and smaller field pieces can be organised as independent 2-3 section platoons or attached to an infantry unit. Larger Divisional Artillery is always off table.
Softskin vehicles	Are attached to and operated by their relevant infantry or artillery units. Softskins do not operate with their own Order Card.
Aircraft	One aircraft equals one flight/half squadron.
Gliders	Are operated once separated from their tow line.
Landing Craft	Including dinghies and rafts; operate using the Order Cards as assigned with the Command Rating.

3.4 Unit Sheets

Clearly record the units involved and their abilities by using the Unit Sheet for your games. This gives the players a handy and concise reference of the capabilities and strength of their forces. There is separation of the infantry units, armoured/motorised units and aircraft for clarity. Heavy or specialised weapons may be included as part of a unit or listed separately as required. The *Notes* column is to add any notes or points of interest specific to the scenario. Unit Sheet template is included in Part II.

3.5 HQ Stands

3.5.1 Company Headquarters

Company HQ will add combat bonus +1 to the platoon they are attached to for [Charges & Melee](#). CHQ has normal small arms combat value. If the CHQ is destroyed, all units under direct control go down 1 [Command Rating](#) and will immediately effect Order Card allocations for the next turn. Poor Command Rating remains Poor.

CHQ stand has a command radius of 600mm. Any units venturing outside this command radius will automatically drop a Command Rating the following turn until CHQ stand moves within the radius.

CHQ acts as the spotter for all artillery and can call in aircraft, if available.

3.5.2 Battalion Headquarters

Battalion HQ operates the same way as Company HQ. Except that, when destroyed, the entire Battalion will drop a [Command Rating](#). Order Cards will be reduced accordingly. There is no command radius for BHQ. Poor Command Rating remains Poor.

Player with the BHQ can override all Company level requests for off table artillery and Air Support.

3.5.3 Replacing CHQ and BHQ

It is assumed that subordinates, such as Junior Officers and senior NCOs, will reorganise and replace destroyed HQs. Replaced HQs are nominated by the player from any other stand in the unit after a set number of turns as indicated below.

Poor Command rating:	7 turns
Average Command rating:	5 turns
Confident Command rating:	3 turns
Excellent Command rating:	2 turns



3.6 Partisans/Resistance/Irregulars

These forces can be set up as small infantry bands mainly equipped with small arms with the odd HMG and mortar. Organise into platoons for purpose of the rules. At no time should they have a [Command Rating](#) higher than Confident and may be given special visibility bonuses to represent their ability to move stealthily and see through rough, wooded terrain. So it would be assumed to be harder for regular forces to spot partisans moving through more open and exposed areas.

3.7 Army Lists

There are very many commercially available army lists and TO&E lists. As well as a great many free lists attached to other rule sets. Please use the ones that you prefer or the lists that you feel best suit these rules. You can use historically correct formations or ad hoc battlegroups for pleasing games. It is up to you.

4 [Command & Orders](#)

4.1 [Command Rating](#)

Effectiveness of the manpower in WWII armies was enormously varied. Variations occur from year to year, from unit to unit and with combat experience. A method to replicate this variance is to make note of the three most important factors of soldiering – Training, Leadership and Motivation. This is summed up under the heading of Command Rating to simulate the difference between the qualities of the forces involved. The Command Rating may be applied per unit or to encompass the entire fighting command. Tactical flexibility, combat performance and Breaking Point (Morale) are all affected by the Command Rating of each unit.

The general principle is: Though quantity may prevail, quality will shine through.

4.1.1 [Command Rating Chart](#)

Rating	Effect
Poor	1 Order Card per platoon
Average	2 Order Cards per platoon
Confident	3 Order Cards per platoon
Excellent	4+ Order Cards per platoon

Infantry 'Specials', Heavy Weapons and most vehicles operate on individual Order Cards and are not affected by the card allocation chart above.

4.2 [Order Cards](#)

The Order Cards are perhaps the most important aspect of the rules. This is because of simultaneous turns and trying to take the action/reaction 'cuteness' out of games.

Once you've decided on your Order Card, that's it. That is the decision you have to live with. This is closer to real-life decision making than trying to simulate initiative and having to put up with 'gamesmanship' from those who work around the intention of rules to get the outcome they desire, no matter how unlikely.

The Order Cards represent the overall local command abilities of the forces involved. Units with Poor command will be clumsy to operate while units with Excellent command will be very flexible and able to achieve more tactical options during the turn.

[Command Rating](#) also reflects the difference between veteran and inexperienced units and the availability of communications (radio, telephone lines, etc). Stands operating under the same Order Card must be in base-to-base contact. Others operating under individual Order Cards may spread out within the command radius.

Mechanised platoons transfer their Order Card allocation to their vehicles while transported. This means two transports carrying 4 sections may have between 1-4 Order Cards between them.

Order Cards are placed, next to or near, the unit or stand that the order is intended. In the case of hidden units or hidden movement, place the Order Cards at the edge of the table so as not to reveal the location of the hidden stands.

Order Card templates are included in Part II. Print a set for each player on different coloured card to avoid confusion in a game. Laminate them for protection.

4.3 Dummy Cards

Dummy cards (nicknamed – *Phaffing About* by test players!) are also available to help conceal the lack of activity of a particular unit. It indicates a unit is doing nothing for a turn but not giving away this to the enemy with the absence of an Order Card. This is not an extra card allowance – it is to be used as per normal limitations.

4.4 Turn Sequence

4.4.1 Action

This is a device for including specific scenario provisions into a game. Actions can include (but not limited to) situations like repairing a bridge, recovering damaged equipment or clearing minefields/barbed wire. This is the first card declared at the beginning of a turn. The Action has to be disclosed to the umpire only, or in the absence of an umpire, to the enemy after the Action is complete.

Those with an Action card must declare them before Order Cards are turned (*i.e.* “*This stand is doing an Action this turn*”). They are then **committed** to whatever the Action might be as the remaining cards are turned.

As some Actions involve more effort than others, it may take multiple Action cards to complete a task. An example: “*To set explosives to destroy the supply bridge, 3 consecutive Action orders are required before the task is complete. Use a Fire Order to then blow the bridge.*” Or; “*To make loop holes in the house wall is one Action order*”.

No other movement or fire is permitted during the Action. Stands committed to an Action can defend themselves in a melee, but at a disadvantage.

4.4.2 Fall Back

Fall Back takes place in the Action phase of the turn. An infantry stand/unit can immediately Fall Back (rearwards direction) up to 200mm to another defensive position. Enemy units on Fire/Aimed fire can choose to shoot at these retreating troops immediately, or fire at another target during the normal firing phases. Scores of 8-10 on a D10 are required to hit troops during Fall Back as this is done with speed while keeping low and using every scrap of cover.

Vehicles using Fall Back must face the same direction as when they began.

No other task, not even [defensive fire](#) is permitted during the turn.

This is basically a unit extraction or disengagement, most likely carried out under fire.

4.4.3 Charge

Charges are declared after Actions to give initiative to attacking platoons. They are given the charge bonus indicated in the [Movement Table](#) and may charge if the unit's morale is satisfactory.

Once the charging unit has made base contact with enemy stands both units are considered to be in close combat. Units with higher Command Rating complete their charge move first. Two (or more) units with same Command Rating that charge each other meet half way.

Neither side may fire into any stand involved in the melee. Charging units may not fire.

Defending units may fire into the attackers if they have *any* type of fire card. Cavalry receive a +2 impetus charge bonus for the first round of combat if they charge infantry or guns.

Each infantry stand is permitted to charge three times only in a game as exhaustion sets in. This rule may be altered to suit a specific scenario.

Fanatical and ‘Banzai’ charges receive a +1 charge bonus for the first round of combat. This is to be determined before the game by the scenario designer.

4.4.4 Prone

The Prone card will allow infantry units (only) to seek immediate cover on the spot during the turn but not fire at anytime in the turn. Prone units can not be hit by direct fire over 150mm – Under 150mm count Prone unit as Hard Cover. This simulates the effect of troops lying flat and finding small undulations and cover in the terrain. Stands charged while Prone automatically lose a figure per stand then retire 300mm backwards. If a stand cannot retire without (1) contacting an enemy unit, (2) being blocked by terrain features, or (3) both 1 & 2, it is destroyed and removed. Cavalry may not go Prone.

Prone units with Poor Command Rating require a score of 6+ on D10 to motivate them to carry out another Order. If the unit rolls under 6, they remain prone for another turn. This continues until a score of 6+ is rolled.

The Prone Order takes away the artificial feel of rules that enforce 'pinning' of units caught in the open or in a situation that there is no point exposing the unit to direct fire.

4.4.5 Aimed Fire

Place this Order Card to get aimed fire at the enemy before any normal movement takes place. The firing unit cannot move for the remainder of the turn. This fire takes priority over other types of shooting. When a unit with Aimed Fire is shooting at other units with Aimed Fire, this is considered simultaneous. Casualties are removed after Aimed firing is completed. Units on lower priority fire may fire back with penalties for any figures removed.

4.4.6 Move

The unit must move at least 1/3 of the allowed distance on the [Movement Table](#). Arrows on the Move cards indicate the general direction that the unit commander intends to move [see figure 1.0]. The unit is committed to move somewhere in this direction during the turn. Unit cannot fire.

4.4.7 Move & Fire

Similar to the Move Card; however, the unit may only move half the allowed distance before firing. The unit also loses a die when firing. This makes it impossible for units with Poor Command and some stands with casualties to perform this order.

4.4.8 Opportunity Fire

This is for units that choose to hold their position and fire at targets, as they become available. This Order is similar to 'overwatch' in other rules. They may fire any time* during and after the fire and movement phase and before any close combat (Charges & Melee) is resolved.

*Only Aimed Fire cards take priority over Opportunity Fire.

This Order Card is also used to simulate an ambush as hidden troops reveal themselves to fire at an enemy that has moved into range. Opportunity Fire takes priority over the fire phase of Move & Fire. Players must announce Opportunity Fire at the moment they wish to fire, stopping all other activity of the target unit.

4.4.9 Resolve Charge

This is resolved under the Charges & Melee section. Firing on units engaged in close combat is not allowed.

4.4.10 Check Morale (BP)

Players and the umpire assess morale of units at the end of the turn. Units that have reached their [Breaking Point](#) (morale) are then removed from the game.

5 [Visibility](#)

5.1 [Visibility Concept](#)

800mm is the maximum visibility range for game purposes - Minimum visibility is always 100mm unless a stand is occupying a house. See [Street Fighting](#) section for details.

Visibility is very simplified to allow for quick ranging and visibility checks. The following table gives the distances that elements remain hidden when under cover. See [Terrain Effect Table](#) for considering cover.

A laser pointer is useful to make clear line of sight decisions from stand to stand.

Using a HQ stand as a Forward Observation Unit gives all medium and heavy field artillery (excluding mortars) 800mm range from the position of the command stand. This reflects the great distances that can be covered by 20th century artillery.

Keep in mind the representative value of the figures and models. The mistake is to get convinced that you are controlling one tank or 3 infantry figures when they represent a larger group.

Umpire has final say on any visibility issues.

5.2 [Eligible Targets](#)

Whatever you can see, you can try to hit*. This eliminates the need for specific ranges and concentrates more on the fire effectiveness of the weapons and the relative ability of the forces involved.

*Maximum rifle range is 300mm, LMG 400mm, HMG 450mm, tank guns & ATG 800mm. Medium and Heavy artillery has no maximum range but it needs a HQ stand or reconnaissance vehicle/aircraft to spot targets under normal visibility rules.

5.3 [Visibility Table](#)

	Infantry	ATG	Field Artillery (open sights)	Vehicle
In open	800mm	800mm	800mm	800mm
In cover	100mm	200mm	250mm	300mm

5.4 [Visibility Modifiers](#)

Visibility through smoke	Nil from near-edge of smoke
Unit Prone	- 400mm

5.5 Reconnaissance Teams

Reconnaissance Teams are 2 vehicles selected specifically for probing enemy positions. A jeep and armoured car are ideal as a mix of speed and weapon support. Normal visibility rules apply. Vehicles must remain within 200mm of each other. If a vehicle is destroyed the remaining vehicle may continue with its task.

Use models of jeeps, carriers, armoured personnel carriers and lighter armoured cars to represent this on the table. Light Tanks are suitable for late war. Recon vehicles also function as spotting units for Medium and Heavy artillery.

Air recon is covered in [7.4.3](#).

5.6 Hidden and Ambushing units

Hidden & Ambushing units remain unseen only if they stay in place from the start of the game. Infantry are the exception as they may move through appropriate cover unseen. Vehicles have noisy engines that tend to give away their position when they move around!

Players account for hidden movement in [6.5](#) or keep umpire informed of location throughout the game.

If a unit fires from a hidden position, and they don't destroy the target, they are then revealed to the enemy. This rule may be altered to suit particular scenarios.



6 Movement & Terrain

Due to the tactical flexibility of the period, all units may move in any direction as terrain and movement distance allows. The arrow on the Move Order Card indicates the direction. 45° from arrow direction is allowable. See Figure 1.0.

If two (or more) enemy units 'bump' each other during movement sequence, *both* units pull back 50mm from contact point. Only units with Charge orders may contact the enemy.

An Action card is required to limber/unlimber guns. Vehicles towing weapons do not suffer movement penalties.

Friendly units may pass through each other, with no penalty apart from normal terrain limitations.

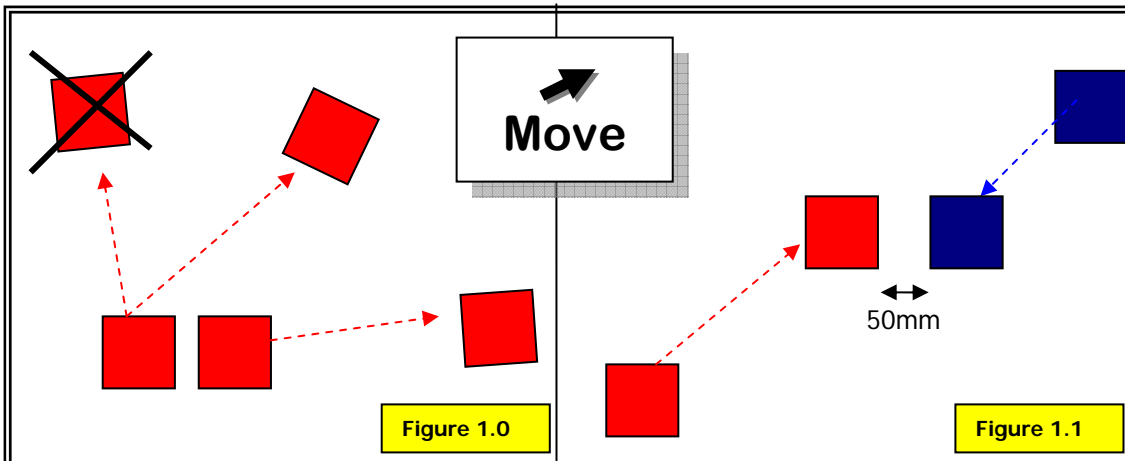


Figure 1.0 shows allowable moves on the Move order arrows

Figure 1.1 shows enemy units on stopping at 50mm on Move orders

6.1 Movement Table

Unit Type	Move	Move & Fire	Road Move	Charge Bonus
Infantry, LMG & HMG	150mm	75mm	N/A	+1xD10
Platoon & Company Command	200mm	100mm	N/A	+1xD10
Cavalry	250mm	N/A	N/A	+2xD10
Medium Tank, Halftrack, Assault Gun	250mm	130mm	350mm	N/A
Slow/Heavy Tank	150mm	100mm	250mm	N/A
Light Tank, Fast Tank, Jeeps	300mm	150mm	400mm	N/A
Armoured Car or Universal Carrier	250mm	350mm	350mm	N/A
Truck, Motorcycle	250mm	130mm	400mm	N/A
Light Artillery or ATG manhandled	100mm	N/A	N/A	N/A
Medium Artillery manhandled	50mm	N/A	N/A	N/A
Dinghy and Rafts	150mm	N/A	May beach 50mm on land	
Landing Craft and Barges	250mm	N/A	May beach 100mm on land	

6.2 Terrain Effect Table

Terrain Feature	Movement	Direct Fire Cover	Indirect Fire Cover	Melee Cover
Road	Road bonus move	No	No	No
Hedge	No penalty to cross, except ½ speed for guns, wheeled vehicles	No	No	Soft
Rough scrub	½ speed No penalty for infantry	Soft	No	No
Woods or Jungle	½ speed, no penalty for infantry	Soft	Soft	Yes
River or Creek	½ speed	Soft	No	No
Hill Crest	No penalty	Soft	No	Soft
Walls	No penalty for infantry No penalty tracked vehicles No guns, wheel or half-tracks	Hard	Hard	Hard
Building	½ speed guns and heavy weapons No penalty for infantry	Hard	Hard	Hard
Bunker	Infantry only	Hard	Hard	Hard
Trench	½ distance to cross No guns, wheeled or half-tracked vehicles	Hard	Soft	Soft
Fox holes Shell holes	½ speed wheeled vehicles No penalty others	Soft	No	Soft

Soft Cover adds a +1 modifier on D10 to hit
Hard Cover adds a +2 modifier on D10 to hit

6.3 Double Move

Allocating double movement for infantry units creates a sense of the unexpected as units make a sudden rush.

This is to represent:

- The 'hurry-up' effect of units putting in a big effort to gain ground quickly; or
- The surprise attack effect. Initiative is usually with an attacker and can be expected to make some sudden moves.

Before the game allocate the number the number of double movements available to the players. Anywhere from 1-4 per side is a good number.

Issue a counter/chit for each double move and place them on the Move Order Card as it is turned. The double move counter is now spent.

Units cannot double move and fire. Units cannot double move and Charge the enemy.

Only allow 5 or more double movements per side if:

- a) The terrain is particularly open, flat or devoid of covering terrain; or
- b) There is a notable absence of heavy infantry weapons being carried.

6.4 Motorised Infantry & Tank Riders

Trucks and Half-Tracks may transport 2-3 stands at a time.

Jeeps, Universal Carriers, and tanks may transport 1 stand each.

Motorised platoons transfer their Order Card allocation to their vehicles while transported. This means two transports carrying 4 sections may have between 1-4 Order Cards between them.

Infantry stands (including Heavy Weapons) may mount *or* dismount transport in the same turn. No penalty. Stands dismounting must be in contact with the transport as much as reasonably possible.

Tank riders mainly refer to the Soviet method of selecting submachine-gun (SMG) wielding troops to ride into battle clinging onto the tank exterior – a highly dangerous occupation. They move as fast as their host vehicle and are considered to be a target in soft cover for firing purposes. Represent with a coloured counter. More 'serious' military modellers may even have tanks with tank rider figures attached.

Tank Riders are considered [Passengers](#) if the tank is destroyed.

6.5 Hidden Movement

This device can be used if players agree before the game or if written into the scenario. At the start of the game, players will place a card (5cm x 5cm, and empty infantry stand will also do the job) for each stand (Infantry, guns and vehicles) that begins on the game table. This can also be used for units entering the table on later turns. Dummy cards can also be allocated (the number can be varied depending on the scenario).

Cards are placed face down so the enemy player cannot see what the hidden element is – all they see is that some kind of stand or vehicle is in a certain area. The cards are only revealed once within visibility range or have fired.

No Hidden Movement cards are used for Battalion commanders; they may be placed anywhere on the board within 1,000mm of one of their stands when first revealed. Once a hidden unit card is revealed (recce or unit fires/moves) as either genuine or false the card is removed for the remainder of the game. Hidden Movement rules apply to Night Movement and Combat.

6.6 Bad Weather

Bad weather is defined as anything from snowstorms, thunderstorms, sandstorms and heavy fog. To represent those conditions in a scenario the simplest thing to do is halve all movement and halve all visibility while the bad weather continues.

Bad weather will also ground all aircraft for the duration of those conditions. For bad ground conditions like snow and heavy mud, there is no need to alter the movement rates as the conditions affect both sides the same way, more or less. Movement bonuses may be given to units with specialised equipment.

6.7 Night Move & Combat

The following section allows for fighting to take place at night. These rules are simple and allow limited movement and firing to take place. Results are reflective of the surprise and confusion of night combat.

Hidden Movement cards can be used until a unit fires or is seen by the enemy. Once revealed, place the models on the table. Dummy cards may be allocated to misrepresent the number of units involved and add to the likely confusion.

Unless you are playing a specific night attack scenario – it is recommended to limit night fighting to no more than 10 turns.

- All visibility 100mm (add 100mm for full moon or dim light sources. i.e. streetlights)
- All Infantry movement is 100mm
- Maximum Vehicle movement is 200mm
- Vehicle mounted lights increase visibility to 200mm in one 45° direction (units may fire at light source, 2 scores of 10 on a D10 will hit, extinguishing the light source)
- Fixed lights (spotlights, etc.) increase visibility to 400mm in one 45° direction
- Floodlights such as used for AA gives 600mm light in one 45° direction
- Infantry +2 to hit
- Only stands with direct visibility at target may fire (with hope of hitting anything)
- No double moves allowed except on roads or open terrain
- No Speculative Fire

6.8 Wire Obstructions

- Represented in 5cmx2cm and 10cmx2cm strips
- Artillery destroys wire on a hit. Remove all wire strips completely under the template
- Wheeled vehicles cannot cross wire obstructions. Any attempt will render them **Immobilised** on the near side of the wire for the remainder of the game. Wire remains intact
- Halftrack 1/2 turn to cross. 1-2 on 1xD10 vehicle stuck, otherwise 1 wire strip destroyed and removed. If halftrack gets stuck it can roll again in subsequent turns until it clears itself
- Tanks destroy and removes wire obstruction when crossing (1x5cm frontage), no speed reduction
- Engineers/Sappers/Pioneers 1 Action turn to cut through wire obstructions. May clear 2 strips per turn or 1 strip then move half distance
- Infantry attempting to move over wire obstructions must roll 1xD10 per stand. 1-6 are entangled and couldn't clear wire. 7-10 will clear a section. Cannot fire while wire is being cut or when entangled
- As per mines, defending units can hinder/harass the wire cutting activities by scoring hits against the enemy



6.9 Mines

- Mined sections are supplied in 5cmx5cm squares
- For every mine square to be placed players may get up to two dummy squares that look authentic to the enemy
- Mines can be placed anywhere on the defender's side of the board, they are not revealed as genuine or as dummies until a unit crosses them
- Specialist mine clearing tanks remove a 5cm square in ½ a turn or maximum 2 mine squares per turn. No Order Card required
- Other vehicles crossing a minefield roll 1xD10. On a 1-5, they are destroyed; on a 6-10 they successfully navigate and clear the minefield. The minefield section is then considered cleared & removed
- It takes all units ½ a move to pass through a minefield
- If a vehicle is destroyed it is left in the minefield and no other vehicle may enter that minefield square for the remainder of the game (unless scenario allows otherwise)
- Engineers, Sappers, Pioneers and other specialist mine-clearers take an Action turn to clear a minefield square, including dummy minefields
- Other infantry crossing an uncleared minefield roll 1xD10. On a 1-4 the infantry are destroyed; 5-7, they pass the minefield but it is still active; 8-10 they clear a path and remove that 5cm square
- In all above cases any units on Opportunity Fire may fire upon units entering/clearing the minefield. 1 hit or better, the mine clearer halts the rest of the turn, not clearing the minefield or identifying it as a dummy or real
- Mines are destroyed with a hit from artillery and Heavy Mortars
- One template only affects one minefield square; there is no roll for deviation
- All minefields are laid on the board and visible before pre game bombardment is planned

6.10 Street Fighting

One infantry stand is allowed per level/story of a house. Most houses will only accommodate one infantry stand while larger buildings (of any type) can hold more depending on the scenario. Visibility and concealment is normal for any stand(s) on the ground level of a building. Any stand(s) on higher levels remain hidden until they either fire or are contacted by enemy units checking out the next floor of the building.



Unless all floors of a building are entered, the building cannot be assumed unoccupied if only the ground level of a building with 2 or more floors is inspected and/or cleared of enemy troops. Buildings made from strong wood, stone, corrugated iron, adobe and bricks are considered hard cover. Buildings made from weaker material or more flimsy structures made from stronger material are soft cover.

6.11 Paratroops and Airborne assaults

Paratroops and Airborne always land during Movement phase and may be dropped by either aircraft or glider. Unless otherwise indicated, paratroops and gliders land during movement phase of the turn. Due to the erratic and risky nature of airdrops and landings, casualties may be lost before a shot is fired.

A coloured marker shows the location of the intended landing place of each stand. Roll a deviation dice to decide the actual landing spot using normal deviation. If the stand deviates onto a terrain feature use the following:

Scrub & Fields – no effect

Woods – roll 1xD6 per stand score = 1-3 remove 1 figure

Fences & Walls – roll 1xD6 per stand score = 1-3 remove 1 figure

Wire – roll 1xD6 per stand score = 1-3 remove 1 figure

Buildings – roll 1xD6 per stand score = 1-3 remove 2 figures, 4-5 remove 1 figure

Water – entire stand is removed, considered lost/drowned

Gliders may transport either; 3-4 infantry stands, 2 artillery stands and crew, 2 light vehicles/transport or 1 medium vehicle, depending on size.

Gliders that deviate onto any terrain feature must roll 1xD10 for each transported stand as per Paratroops. Gliders that land in deep water automatically lose any vehicles and 50% of their passengers. Place all survivors on nearest waters edge from the forced landing. See [Mines](#) for landings in landmined areas.

On landing, Paratroops are placed where they land and do nothing for the remainder of that turn. Glider-borne units can only exit the transport the following turn.

6.12 LC & other small craft

These and similar infantry and equipment water transports may be used for amphibious assaults, supplies and other uses. Landing craft and barges may transport 3-5 infantry stands, 2 artillery stands or 1-2 vehicles, depending on size.

While most dinghies and rafts will transport 1-2 stands and light equipment only. The Order Cards of the occupant stands are used to control the direction of the vessels.

So, a Poor command unit being transported in 4 rafts only has 1 card for choosing direction and other options. Units with better command ratings will have more options while afloat. Units using paddles to move must drop a dice to fire on a Fire & Move card. If they only have 1 firing dice then the unit cannot fire.

Landing craft and some barges will be hard cover; dinghies, rafts and rubber boats do not provide cover.

If there is a current or tide to consider use the following to determine the effect.

- Vessels will drift 25mm a turn (direction indicated in scenario or by umpire) with small current/tide.
- Vessels will drift 50mm a turn (direction indicated in scenario or by umpire) with strong current/tide.

7 Combat

As turns are simultaneous, please remember to follow the sequence of play when the game gets to the pivotal and hectic stages. If 2 or more units are firing at each other Aimed Fire gets priority. If both units are firing in the same turn phase, it is possible to destroy each other on the *same* phase of the game. This will happen from time to time. When this happens it's just a reflection of good/bad luck and circumstance combining.

7.1 Small Arms

Each infantry stand is allocated a number of D10 dice (0-9, the 0 is 10) to represent overall effectiveness of its Command Rating. For example half trained; raw militia may only receive the minimum of 1xD10. Elite and highly trained units should receive 3xD10. This difference represents relative fighting capabilities. Stands of 4 figures do not get any bonus dice for the extra figure and fire as if a 3 figure stand.

- Cavalry stands initially fire as if they have 3 infantry figures per stand. If the cavalry stand loses a figure then follow [D10 Allocation Table](#)
- Infantry have a 360° firing arc
- HMG/MMG may fire at anything forward of the front edge of the stand. Giving near 180° firing arc
- Infantry firing are assumed to be firing from crouching/lying positions and utilising small terrain features. Firing units get a +1 modifier, making the firing stand harder to hit. This is in addition to any other soft or hard cover modifiers already allowed. See [Terrain Effect Table](#) for details
- LMG stands only need one figure per stand to remain fully effective. This is to represent the generally higher rate of fire that they would produce. This does not affect Poor command rated troops, who are only allocated 1xD10 per LMG stand

7.1.1 Small Arms Ranges

Unless agreed upon before the game, it is not permitted to pre-measure ranges if you are considering placing an Aimed Fire Order. Bonus D10s are added to the allocated number of D10.

Unit Type	Maximum Range	Bonus D10	Short Range	Bonus D10
Rifle Stand	300mm	N/A	-	-
Infantry Anti-Tank Weapons	100mm	N/A	-	-
LMG/Light Mortar Stand	400mm	N/A	-	-
SMG Stand	200mm	N/A	150mm	2xD10
MMG/HMG (Infantry & tank)	450mm	1xD10	150mm	2xD10
AFV MG	450mm	1xD10	150mm	2xD10

'Knee' mortars, grenade launchers, personal antitank weapons used in [Bunker Busting](#) and similar add 1xD10 to the stand.

7.1.2 Firing Through Friendly Stands

Given the large amount of ground covered by a section/squad, infantry and vehicles may fire through 1 stand of friendly troops without penalty (provided they not in melee with the enemy).

7.1.3 D10 Allocation Table

The following table is a recommended guide for allocating D10 to troop types. Once casualty figures are removed it may affect the allocation of D10 for subsequent firing turns. The minimum is always 1xD10.

	3 Figures per stand	2 Figures per stand	1 Figure per stand
Poor: Raw, untrained Irregulars	1xD10	1xD10	1xD10
Average: Trained, Green militia	2xD10	1xD10	1xD10
Confident: Experienced, reliable troops	3xD10	2xD10	1xD10
Excellent: Elite and highly trained units	3xD10	3xD10	2xD10

7.1.4 To Hit

On any Fire order each stand rolls their allocated D10. See the To Hit Table below for results. For each hit a figure is removed from a stand. A hit is not necessarily a 'kill'.

A figure is removed to represent all casualties (dead, wounded, missing) from that particular combat and to indicate morale status.

Cavalry are bigger targets (and generally unsuccessful in modern combat) so are easier to hit.

7.1.5 To Hit Table

Below is the score required to hit your target. Note that it is harder to hit your target that is firing (i.e. in a firing position) as the infantry tend to make use of all possible cover available making them a slightly harder target to hit.

Note that 10 will always score a hit.

Score on D10	Result	Unit Firing	Firing at Cavalry
10	Hit	Hit in hard cover	Hit
9 or more	Hit in hard cover	Hit in soft cover	Hit
8 or more	Hit in soft cover	Hit in open	Hit in hard cover
7 or more	Hit in open	No effect	Hit in soft cover
1-6	No effect	No effect	6 to hit in open

7.1.6 Flamethrowers

Flamethrower stands fire and move as normal infantry stands. They may fire as rifles when not in Flamethrower range. Range is 100mm for a man-pack; 150mm for AFV mounted with a 30mmx100mm template is used to pick targets. Any figures completely covered by the template are removed. Any figures partially covered by the template must roll as per the [To Hit Table](#).

Flamethrowers will destroy any soft skin vehicles and will disable an armoured vehicle if hit in the rear only. This is an automatic hit if the flamethrower template contacts vehicle. Roll for any transported infantry stands as per [To Hit Table](#).

Man-pack Flamethrowers have only 2 effective bursts. But, may refuel from appropriate source by using an Action Card. Only one figure needs to remain on the stand to fire effectively.

Vehicle Mounted Flamethrowers have 3 effective bursts before requiring a refuel from another source.

Claiming flamethrower bonus for Charges & Melee will use 1 burst.

7.1.7 Small Arms v Softskins

Softskin vehicles are your basic unarmoured transport i.e. trucks. Any small arms stand (including mortars) may knock out a softskin vehicle by firing at the target. It requires 3xD10 scores of 6 or more to knock out a softskin. Hits accrued while shooting at the passengers count toward vehicle damage. Hits on a softskin are accumulated during the game.

7.1.8 Snipers

Snipers are represented as a single figure model. Snipers are placed and hidden before the game and cannot move. No Order Card is required for them, the player marks them on a map of the table or indicated clearly to the umpire. Snipers may fire at any point in any turn.

Snipers are discovered and revealed when an enemy unit *stops* within 100mm of them. A revealed Sniper (even if he has not yet fired) is removed from the game as either killed or fled.

A Sniper can fire through woods, built up areas etc, and can otherwise shoot to a maximum range of 450mm. They may roll 2xD10 (poor/average command) or 3xD10 (confident/excellent command). All targets regardless of cover are considered to be in the open as per the [To Hit Table](#). Snipers may split or concentrate their firing dice at any target within range.

Once the Sniper has fired, his location is revealed and is then removed from the game (end of turn) if he survives any retaliatory fire. Snipers may remain on the table only if the scenario allows.

Snipers may target HQ stands.



7.2 Tanks, Armour & Anti-Tank Guns

7.2.1 Gun Ranges

Gun Ranges		Minimum Ranges	
Short	0mm-300mm	Light mortar	100mm
Medium	300mm-600mm	Medium/Heavy mortar	150mm
Long	600mm-800mm		

7.2.2 Crew Ratings

This refers to crews of all vehicles and anti-tank guns. Refer to [Command Ratings](#) to indicate the quality of the crews. This is also shown on the Unit Sheets in Part II.

Experienced and well-trained crews will have significant advantages over those without the same levels of experience and training. This affects most aspects of the game in either positive or negative ways (depending on what side you are on!). Crew Ratings decides what the vehicle or gun can and cannot do during the game.

Rating	Movement Effect	Firing Effect
Poor	Move or Fire only (firing only when stationary)	
Average	Half Move & Fire	-3 if moving
Confident	Full Move & Fire (No movement penalty)	-2 if moving
Excellent	Full Move & Fire (No movement penalty)	2 shots per turn (2 nd shot at -1) if stationary -2 if moving

7.2.3 Armour Classes

Tanks, Self-Propelled Guns (SPG) and all other vehicles are organised into 5 categories – A B C D E - from the heaviest tanks to unarmoured vehicles.

These classifications are very general but appropriate for the scale. These classifications reflect that each model vehicle is representing 2-4 actual vehicles. Less significant details regarding specific vehicles are not necessary to include, as they tend to clog up the game flow without notably affecting combat results and gameplay.

There are of course exceptions and scenario design situations that allow for flexibility of the Tables below. The vehicles in the Armour Classes listed below are by no means complete, but it gives a general guide.



7.2.4 Armour Class Table

Armour Class A	Armour Class B	Armour Class C	Armour Class D	Armour Class E
Tiger 1	Panther	Sherman	Light Tanks+1	All Softskins
Tiger 2+1	KV1-1	M14/41 -1	Tankettes	Motorcycles
JS 1	Firefly-1	PzIV Early/Mid	A11 +1	Carriers +1
JS 2	Pz IV Late	PzIII Early/Mid	A13	
	JagdPanther	PzIII Late +1	Crusader +2	
	Churchill-1	Matilda+1	Armoured Cars	
	Late T34	T34	M11/39	
	Late SU series	Early/Mid+1	M13/40+1	
		Most SPG	All APC-1	
		Assault Guns		
		Valentine		

7.2.5 Gun Groups

The Gun Groups are the 5 weapon categories used. Again, these are general categories but put an appropriate perspective on the various calibres, velocities and effectiveness of the weapons.

Not all weapon types are mentioned but can be used as an appropriate guide.

7.2.6 Gun Group Table

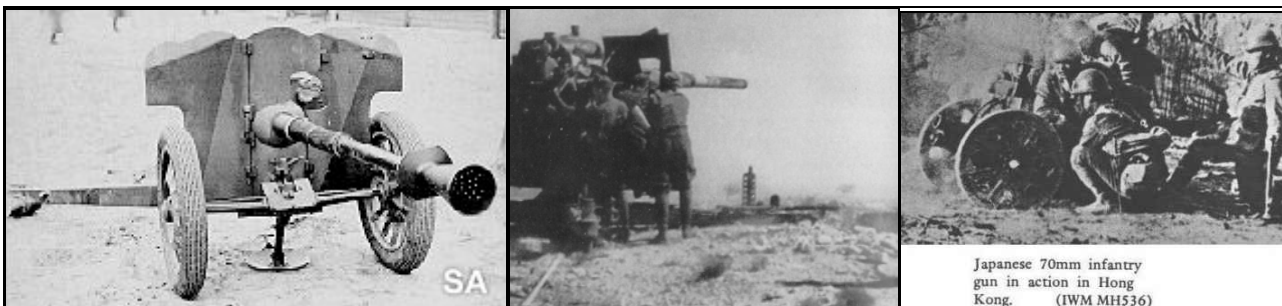
This is not a comprehensive list, but a guide using examples of common WWII weapons.

Gun Group 1	Gun Group 2	Gun Group 3	Gun Group 4	Gun Group 5*
85mm-1	76mm-1	'Short' 75mm	20mm-2	AT rifles
88mm	Long 75mm	U.S. 75mm	2lbs	Bazookas
100mm	17lbs	Long 50mm	40mm	PIAT+1
105mm	25lbs+1	6lbs-1	37mm-1	German hand held AT +1
122mm+1		57mm -1	45mm	
>150mm+1		50mm-2		

*Refer to individual ranges

Note:

Most Infantry and Mountain Guns will have a -1 Modifier as they are generally lower velocity weapons



7.2.7 Gun Modifiers Table

Gun Modifiers	Dice Effect
Any ATG in Fixed Defence*	+1
Excellent Crew in Fixed Defence**	2 Dice Rolls (2 nd shot at -1)
Poor crew	-1
Vehicle hit on side armour	-2 (†Lt tank -1)
Vehicle hit on rear armour	-3 (†Lt tank -1)
Firer is Disordered	-1
Target Hull Down	-1
Tank Moving and Firing this turn	-2
Indirect or HE Fire	-2

* Fixed Defence is a well-prepared position that had prior opportunity for ranging and setting up measured kill-zones.

** Elite gun crews would often have fired a second shot by the time the enemy could fire one accurate shot.

† Represents generally equally thin armour on sides and rear of light tanks.

7.2.8 Armour Combat Table

This table represents the score on 1xD20 required to knock out an armoured vehicle.

If score is an equal or greater number than on the Armour Combat table the vehicle is **destroyed**.

Armour Class	Long Range 600mm-800mm					Medium Range 300mm-600mm					Short Range 0-300mm				
	A	B	C	D	E	A	B	C	D	E	A	B	C	D	E
Gun Group 1	19	17	15	13	11	16	14	12	10	8	12	10	8	6	4
Gun Group 2	-	19	17	15	13	19	16	14	12	10	15	13	11	9	6
Gun Group 3	-	-	19	17	15	19	17	16	14	12	17	15	13	11	7
Gun Group 4	-	-	-	19	17	-	-	19	17	14	19	17	14	11	7
Gun Group 5											20	15	13	9	7

- Armour Class E vehicles have no flank or rear
- A score of 1 less than the 'kill' number is a minor damage result. AFV is **disordered** for 1 turn
- Some weapons have no chance to penetrate heavy armour. Bazookas, PIAT, Panzerschreck/faust and other ATR type weapons have a range of 100mm
- Nominated reconnaissance vehicles are +2 to hit
- Turreted vehicles fires 360° arc, full traverse, regardless of where the weapon barrel is pointing
- Fixed or non-turreted vehicles only have a 45° firing arc from direction of the weapon barrel

Note:

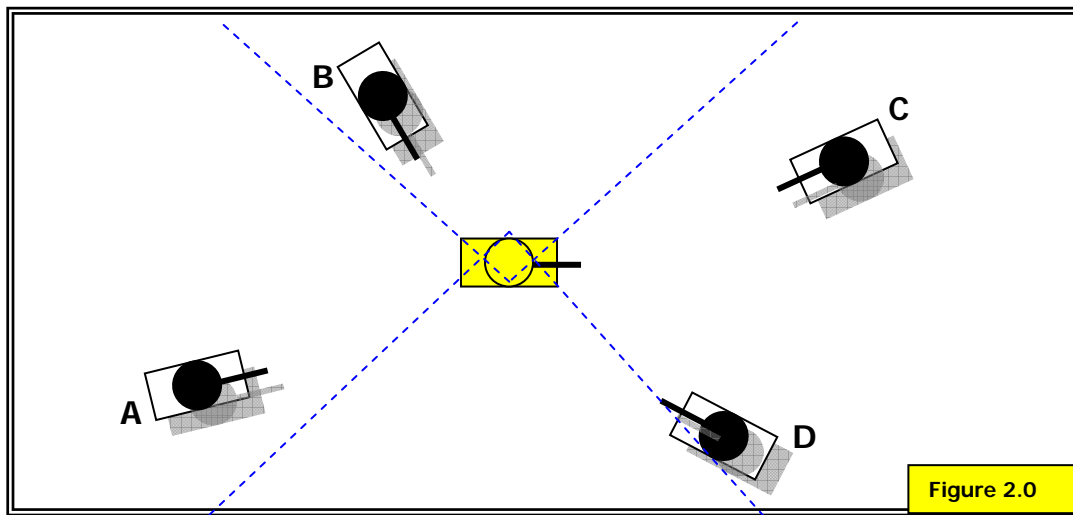
Some people might look at the above table and say 'Gun X' could never knock out 'Tank Y' at 'Range Z'. WWII research and theories are conflicting, so numbers are worked out on a sliding scale of the chances of destroying a vehicle. Luck plays a critical part of any combat, which is why we roll dice, but the factors stack up in the context of the game. Feel free to add (+) and minus (-) factors for particular vehicles, weapons and scenarios.

7.2.9 Hull Down

Hull Down is any use of terrain that reduces the mass of a vehicle as a target. The crest of a slope, a damaged building and heavy woods and jungles are all examples of this. Lightly wooded areas and most wooden structures do not count as Hull Down but may count towards Visibility.

7.2.10 Flanks & Rear

These are determined as per Figure 2.0. Take your laser pointer or tape measure and define a line from the centre flank of the vehicle across the front corner and rear corner. These are the angles that determine flank and rear opportunities that are clear enough to follow. Otherwise, the umpire will resolve close calls taking into account the terrain, weapons, angles and the spirit of fairness. Benefit of the doubt goes to the target.



- Tank A has a clear shot on the rear of the target tank.
- Tank B has a flank shot – even though it is behind the target tank.
- Tank C has a clear frontal shot on the target tank.
- Tank D has a frontal shot on target tank as 50% of Tank D is not past the line.

7.2.11 Disabled Armour

Disabled status represents broken tracks/wheels, incapacitated crews, weapon damage, weapon jams, small fires, etc. It applies to all vehicles.

This results when:

- (1) Infantry (see **Charges & Melee**) successfully attacks armour. Or when;
- (2) **Mortars** score 3 accumulated hits on the target.

Although not destroyed, the vehicle is considered out of action for the remainder of the game although can be recovered after the game if the ground is still held by friendly forces.

Disabled armour may still be destroyed in subsequent firing rounds, as it is still a target with points value. Disabled vehicles are worth ½ points.

7.2.12 Immobilised Armour

Armour may become immobilised when hit by artillery firing HE directly at tanks, in the hope of stopping them. In most cases the vehicle may still be able to fire its weapons but the force of a direct hit with a large calibre weapon knocks off tracks, damages engines and suspensions. See [HE v Armour](#) for details.

7.2.13 Vehicle Passengers

If vehicle is hit, roll for any passengers with 1D6 per stand.

- 5-6 - passengers OK
- 3-4 - 1 passenger dead
- 2 - 2 passengers dead
- 1 - stand dead

Surviving passenger stands are placed next to the vehicle, with some part of the stand in contact with the vehicle. The player commanding the passengers can choose where to place surviving stands; presumably in the most favourable positions.

7.2.14 Steilgranate 41

This was an anti-tank round developed by the Germans to answer the threat posed by heavy armour that was impervious to standard (and obsolete) 37mm A/T rounds. The round was basically a 150mm shell with a rod inserted, and it was placed over the end of the barrel of a PAK36 anti-tank gun. A blank charge was fired which caused the rod to fly out of the barrel and hopefully hit the target. A similar round was also developed for 50mm guns. This can be used in the Eastern front from around late 1942 onwards.

Advantages – at short range the round went through the armour of any known tank in existence, including heavy tanks.

Disadvantage – the short range meant that the crew had to use it as an ambush weapon or have nerves of steel. Also, it could only be loaded by being inserted from the business end of the barrel, meaning the gunner had to leave cover and go to the front of the weapon. The longer the range the more unstable the round became due to its aerodynamics and it was essentially useless.

The 37mm Steilgranate 41 (SG) round can be used by German 37mm A/T guns at short-range only. Even though its potential capability could allow it to be a Gun Group 1 round, it was unstable in flight so is dropped to Gun Group 2.

The 50mm Steilgranate round can only be used at medium range or less. It is also Gun Group 2.

The fact that a weapon in ambush is loaded with Steilgranate must be made clear to the Umpire prior to the game. A declaration of the round type on the firing turn is not permissible and will result in the round being assumed to be a standard A/T round.

Reloading (both 37mm and 50mm)

As the round could not be breech loaded an Action card is required to reload.

i.e. Aimed Fire – Action – Aimed Fire. However there is nothing stopping the use of conventional ammunition after the initial Steilgranate round, however once the first Steilgranate round has been fired, irrespective of the fact conventional ammo. is used after that, prior to firing another Steilgranate from that gun an Action card must be used.

FIRE (SG) – FIRE (37mm) – ACTION – FIRE (SG) is allowed

FIRE (SG) – FIRE (37mm) – FIRE (37mm) – FIRE (SG) is not allowed

Note:

The Gun Group upgrade only applies to the use of the Steilgranate round.

7.2.15 Overrunning Infantry

Fully tracked armour (not including light armour, Universal carriers, Komsomolets, Kettenkrads etc) may attempt to run over infantry in the open. As the war progressed this took a certain amount of guts by tank crews, as there was a fear of infantry AT weapons and tactics that developed quickly.

This will only require a Move Order Card and a declaration of intent. Armour Class A & B will be automatically successful. Armour Class C will be successful on 2 or more on 1xD10. Armour Class D (tanks only) will be successful on 4 or more on 1xD10.

Any unsuccessful attempts will leave the vehicle 50mm short of its target but may still fire if indicated on the Order Card.

If the unit is run over they must roll 1xD10 for casualties as per the [To Hit table](#). Any survivors are forced directly back 300mm and are [disordered](#) next turn. Any units retreating off table are removed from the game.



7.3 Artillery

Field artillery and off-table artillery (i.e. not SPG) firing HE has range of the entire table. They will however still require a spotting team (HQ stand/recon) within normal visibility restrictions (800mm maximum) to pick targets. Due to the scale of the game, most artillery will be off-table, although it can be nice to place artillery models to the table for visual effect.

7.3.1 Artillery Area Fire Templates (AAFT)

Artillery Area Fire Templates are 120mm in diameter, which happen to be the same size as CDs/DVDs. Use unwanted or damaged discs for your templates. This is a simple tool to determine where [Indirect](#) artillery fire falls, where [Suppressive Fire](#) falls and what areas smoke rounds cover.

Paint the templates as you see fit for presentation on the table. Glue cotton wool or similar material to CDs/DVDs to represent smoke rounds.



7.3.2 Pre-game Barrage

Divisional artillery, Naval Artillery (off-table) and Bombers can be allocated to a pre-game bombardment to try to 'soften up' targets before an attack. Alternatively, the barrage can be plotted before the game and then designate the turn number for the barrage to fall (i.e. Turn 5).

It is recommended that players be allocated 6-10 Artillery Area Fire Templates. Players plot location of pre-game bombardment once minefields and visible defensive works are deployed. Artillery templates are placed and hits rolled for before the first turn.

All pre-game barrage attacks are carried out as individual rolls per template. [Deviation](#) is rolled for. Pre-game barrage artillery fire is plotted on a map of the battlefield or at the table if umpire allows. Direct visibility of the target is not required.

7.3.3 Artillery v Artillery

Including ATG/Field artillery/AA guns and similar

When artillery fires at other artillery apply the following:

- All artillery is Armour Class E as shown on the [Armour Combat Table](#). This classification may be upgraded in certain circumstances
- Surviving crew may remain to fight as infantry if [Breaking Point](#) is not effected
- Normal cover, ranges and visibility rules apply
- Fixed Defence (see [Gun Modifiers](#)) means that the Gun starts the game and fires its first shot from a fixed position.

7.3.4 HE D10/D20 Allocation Table

Each weapon is allocated both D10 and D20 dice. The D10s for infantry targets and D20s for vehicles. Unless there are mixed targets under the AAFT, many times players will be using one type of dice or the other.

Weapon	D10	D20
Light mortar / Guns smaller than 75mm	2xD10	1xD20
Medium mortar / Guns 75mm - 85mm and Automatic 20mm	3xD10	1xD20
Heavy Mortar / Guns 88mm - 122mm	4xD10	1xD20
155mm+, 25pdr Guns	5xD10	2xD20

7.3.5 Direct Fire

If the weapon is firing over 'Open Sights' it is considered Direct Fire. That is, there is no visibility obstruction between the firer and the target. Refer to [Terrain Effect Table](#) for deciding what is and is not cover. A laser pointer is handy in these situations.

Use the [HE D10/D20 Allocation Table](#) for dice value of each weapon and roll for hits with normal cover rules applied. Maximum range and visibility is still 800mm.

Place the 120mm diameter AAFT over the centre of the selected target. Any figures 100% under template and/or vehicles at least 50% under the template are targets. Infantry and crew figures are then rolled for as per [To Hit Table](#). Vehicles are rolled for as per [HE & HEAT v Armour Table](#). Anti-Tank rounds use the [Armour Combat Table](#).

7.3.6 Indirect Fire

Select an available target. Player must have a spotting team (HQ stand/recon) within Visibility allowing friendly artillery and mortar units within range to fire with a -2 modifier. Place the 120mm diameter AAFT over the centre of the selected target.

To fire indirectly at a target, roll a Games Workshop style 'Hit' die and 1xD6 for each indirect fire weapon. This die has (2) 'Hit' sides and (4) arrow sides. If these dice aren't available to you use a normal D6, 1 & 6 are 'hits'. Mark one corner of each of the other sides to indicate a direction. See [Shot Deviation](#).

If 'Hit' is rolled, place the 120mm AAFT over the centre of the selected target. Any figures 100% under template and/or vehicles at least 50% under the template are hit. Roll separately for each of them.

Once a hit has been rolled (and for as long as the firer and target are stationary) it is now an automatic hit for subsequent firing turns from the same weapon.

Most weapons may fire over terrain features. Some tank destroyers and SP assault guns may not be able to elevate main armament to sufficient height to fire over terrain features. Refer to [Terrain Effect Table](#) for what qualifies as cover to indirect fire.

7.3.7 Shot Deviation

If an 'Arrow' is rolled, the shot has deviated. Roll 1xD6 and refer below. Movement is from the centre the template moving away in the direction of the arrow.

D6 score	Template Deviation (for Indirect fire)
1	40mm
2	80mm
3	120mm
4	160mm
5	200mm
6	240mm

Use the small arms [To Hit Table](#) to determine casualties. Rounds that deviate onto the firing stand *will not cause* friendly casualties.

7.3.8 HE v Armour

Use the [Armour Combat Table](#) and give all HE weapons a -2 modifier.

Must be [Direct Fire](#)

Armour Class					
	A	B	C	D	E
Gun Group 1	Disorder / Immobilise	Immobilise	Immobilise	Can destroy	Can destroy
Gun Group 2	Disorder	Disorder / Immobilise	Immobilise	Can destroy	Can destroy
Gun Group 3	-	-	Disorder	Immobilise	Can destroy
Gun Group 4	-	-	-	Disorder	Can destroy

Disorder / Immobilise – first Hit [Disorders](#) second [Immobilises](#) target

Immobilise – Hit will [Immobilise](#) target

Disorder – Hit will [Disorder](#) target

Can destroy – Hit will Destroy target

7.3.9 Mortars

Mortars are divided into 3 categories – Light (max. range 400mm), Medium (max. range 600mm) and Heavy (max. range 800mm). They fire high trajectory bombs over any 200mm high landmark on the table. Note minimum range is 150mm. The maximum height is 150mm for light mortars. They may fire at indirectly at targets with usual modifiers. When Speculative Firing at areas for possible enemy targets, lose 1xD10 from dice allocation. Firing as per artillery.

Light Mortars can provide anti-infantry support and may Immobilise armour class E vehicles.

Medium Mortars can provide anti-infantry support and may Immobilise armour class C and D vehicles. They can also destroy any armour class E element.

Heavy Mortars can provide anti-infantry support and may Immobilise armour class B and C vehicles. They can also destroy any armour class D and E elements.

Note:

Light mortars **do not** deviate as other indirect fire weapons. Flip template over once in the direction of the arrow.

7.3.10 Rocket Artillery

Nebelwerfers, Katyusha and other rocket firing weapons are in the same category as Heavy Mortar / Guns 88mm - 122mm weapons. They also receive an extra D20 to reflect their capacity to deliver devastating outcomes on their enemies. Limit number of volleys to no more than 4. Can be adjusted depending on supply situation.

7.3.11 Divisional Artillery

Off-table Divisional artillery begins when a HQ stand calls it in. Divisional artillery can only be called down at the beginning of the turn, and falls at the end of the Aimed Fire sequence.

These are the heavy guns in the rear that can support an attack or defence by shelling areas rather than specific targets.

Allocate up to 3 AAFT per turn and use HE allocation table for scoring potential hits.

7.3.12 Speculative Fire

This rule conflicts with the basic premise of “Whatever you can see, you can hit”. For use on areas suspected to be occupied by the enemy. This is firing at a possible enemy position that, if actually present, has not yet moved or fired. This tactic was common enough if ammunition was plentiful, but in general, the killing effectiveness was not significant. It may of course be useful for encouraging the enemy to keep low and inactive (Prone) while Players attempt manoeuvres.

Units fire with the -2 indirect fire modifier and potential targets receive any cover bonuses as per the [Terrain Effect Table](#). Casualties are calculated as per the [To Hit Table](#). Any casualties do not have to be made known to the enemy.

However, infantry units that are issued a Prone Order Card *do not suffer any casualties* under Speculative Fire.

7.3.13 Suppressive Area Fire

Artillery (on or off table) may choose to use to lay suppressive fire rather than ‘killing’ fire. This is to neutralise a tactical area rather than destroy specific targets. A 120mm AAFT is placed over the desired area and *all units at least 50% covered by the template* are affected.

Any unit under the suppressive fire template may not move. However, they may fire with modifiers as [Disordered](#). Suppressive fire templates are allocated at start of the game.

As Suppressive Area Fire is only to envelop a general location, the templates can be placed as desired with no rolling for deviation.

7.3.14 Smoke

Smoke, to mask movement and obscure firing visibility, is fired by artillery and vehicles with appropriate smoke projectiles. Mortars (medium/heavy only) and guns will lay a smoke screen with a template 120mm in diameter – use another old CD/DVD for this. It will remain in play for the remainder of the turn and then dissipate at the end of the following turn. Cannot see through it during the time it is deployed.

Smoke can only be deployed with a Fire Order Card.

Position smoke templates as required, no deviation rule applies. Normal [Visibility](#) restrictions apply. Smoke seriously reduces visibility and fire effectiveness but does not affect close combat. Limits may be placed on smoke rounds available. Units moving through smoke are [Disordered](#) the following turn. It is recommended that no more than 3 smoke rounds be issued per weapon.



7.3.15 Bunker Busting

To reduce or destroy Pillboxes, Bunkers, Houses (fortified and unfortified) and other defensive buildings a defence point value (DPV) needs to be assigned to each feature. High Explosive (HE) rounds are needed to reduce the DPV of a building.

One point is reduced for every 6-10 scored during the normal firing sequence. This means a player can fire at a target inside the building and still reduce the DPV with scores of 6-10. This does not stop weapons firing with the specific intention of reducing a building's DPV. Once the DPV have all been consumed, the building is considered indefensible for 3 turns (minimum) as fire, smoke and debris make it impossible for survivors to remain in position. This is the same for infantry, guns and vehicles.

After 3 turns, units may re-occupy the ruins. Former concrete and heavy brick structures remain hard cover and other ruined defensive buildings become soft cover. Only the ground floor of ruined bunkers may be re-occupied.

Use the following as a guide for allocating the DPV to defensive structures.

- **Wood house/small structure** **1-6 DPV**
- **Fortified/brick house** **7-15 DPV**
- **Concrete bunkers/pillbox** **15-29 DPV**
- **Heavy reinforced Bunkers** **30-40 DPV**

Small and medium calibre anti-tank rounds will not affect the hit point value of a building as they shot is most likely to penetrate and travel straight through the target, or may either bounce off or be absorbed more easily on a reinforced concrete structure.

Hits scored from aircraft [ground attack](#) and heavy naval guns are counted as double point damage.

Larger calibre ATGs only (Gun Groups 1–2) may be given the capacity to reduce the DPV.

7.4 Aircraft

This section covering aircraft is only concerned with how air power (and lack of it) affected the outcomes of a battle. These rules are simply a way to include tactical air power for an added dimension. This section does not consider aerial dogfights or the vast technical, mechanical and skill variations that affected combat at the period. Any air superiority should be reflected in increased aircraft numbers (or reduced numbers for the enemy). Anti-Aircraft (AA) weapons also play a significant role in air defence.

If scenarios require more than a couple of aircraft per side, it might be an idea for multiple player games to allow one player to control the aircraft and AA side of the battle. Trying to work out the timing of when aircraft arrive and what function is required of them can be involving. Each aircraft receives its own Order Card and still follows the turn sequence. The air 'combat' can be a mixture of luck and good timing.

7.4.1 Aircraft Types

Blaze Away WWII limits itself three types of air support.

- Reconnaissance
- Air Cover
- Ground Attack

The scope therefore takes into account fighters, fighter-bombers and light (or tactical) bombers. For heavier bombing use the [pre-game barrage](#) section.



7.4.2 Aircraft availability – number of turns

Aircraft are available on the table for between 3-6 turns. The scenario will indicate the length of time the aircraft is available. This decision should be in relation to how far away the airstrip is, fuel availability and weather considerations.

7.4.3 Air Reconnaissance

Place a Move Order Card for an aircraft to perform this function.

Aircraft flies in a straight line from nominated start point – usually, but not exclusively from the 'friendly' end of the table. Maximum distance of 1000mm.

Aircraft has visibility in radius of 300mm either side of axis of flight.

Recon will see the following:

- Any vehicles in the open
- Any guns in the open
- Any infantry in the open. Infantry on Prone order will not be seen
- Will notice any emplacements, wire obstacles, dug in positions etc, but not what is in them
- Will notice any buildings not already shown on the table

Artillery may indirect fire onto nominated locations on the turn immediately following a possible sighting. This is to simulate a call back to headquarters saying (for example) "*Armoured formations due east of your location moving to your left*" and naturally any commander would ask for artillery to lob a few shells in that direction to break up an attack or something like that.

7.4.4 Air Cover

Place an Opportunity Fire card for an aircraft to perform this function.

Air Cover protects the sky above the table from enemy attack and is only suitable for fighters and interceptors. Air Cover aircraft do not shoot down enemy planes that have the same order. It is regarded as a brief tussle resulting in a stalemate.

Air Cover does have advantage over enemy with Air Recon and Ground Attack orders. See [Air Combat Table](#) for details. Air Cover will *always* negate other Air Cover aircraft *first* – as this is the most immediate threat.

Aircraft on this order will not be able to spot movement on the ground as the pilots are mainly focussed on the sky around them.

7.4.5 Ground Attack - Fighter

Place an Aimed Fire Order Card for an aircraft to perform this function.

Fighters have two attacks available. These come in the form of two strafing runs. This is more of an opportunist attack made with some confidence that there is no danger from enemy aircraft.

Aircraft flies 800mm in a straight line ('attack line') at any point on the table from any direction and can machinegun/cannon any targets of choice along that line, getting 5xD10 each turn. Players can spread the firing dice along the targets that present themselves. This simulates flying along with finger on the trigger. All targets must be within a 200mm radius of the attack line.

The reason it will only see what it flies over is to simulate low level, high speed flying and shooting; the pilot is not having a look around, and also discourages this being used as a pseudo-recon mission.

7.4.6 Ground Attack – Fighter-Bomber/Light Bomber

Place an Aimed Fire Order Card for an aircraft to perform this function.

Aircraft attacks a nominated target. Can only be called in by a HQ Stand or nominated observation unit, which is within visibility of target. It will not see anything other than its target. Movement covers the whole table.

This is separated into 2 specialist roles – Tactical bombing and Tankbusting

Tactical bombing aircraft, aka Dive-Bombers, have two attack runs available.

Early War aircraft would only have HE bombs. Later in the war AT bombs were in use but always had issues with guidance. Most of these aircraft had machine guns but are not considered in these rules. Consider this aerial artillery.

Each bombing run drops an AAFT on desired target and rolls 6xD10. See [To Hit Table](#) for results. May also select Armour Class D and E targets under the Area Fire Template and roll 1xD20 (close range).

Fighter-bombers with only a small bomb load drop their bombs first attack and can strafe with machineguns/cannon for the second attack. See [Ground Attack – Fighter](#) above.

Tankbusters – Specialist pilots and aircraft for ground attack roles have 2 attack runs. True Tankbusters carried weapons ranging from 20mm, 37mm and even 75mm cannon, rockets and AT bombs. These are devastating weapons and will be lethal when allowed to get in close. Use [Armour Combat Table](#). Cannon firing aircraft are always *close range* and receive *flank bonus*.

Each cannon and rocket armed tankbuster gets between 1xD20 and 3xD20 per attack. They may also have an allocated number of D10 HE dice for additional bombs – to a maximum of 4xD10. Research your aircraft and work out the right numbers. Otherwise, let the specifics of the scenario guide the effectiveness of the aircraft.

7.4.7 Circling (non-committed) Aircraft

Place a Prone Order Card for an aircraft to perform this function.

If a player doesn't wish to commit his aircraft for the forthcoming turn, the Circling order will make the plane circle harmlessly off-table during the turn. The aircraft may then return for the following turn (provided it has more turns left).

7.4.8 Anti-Aircraft Fire

AA fire requires an Opportunity Fire Order. Fires before enemy aircraft may fire.

A unit armed with dedicated anti-aircraft weapons can be placed on AA Opportunity Fire. They can then fire at any Reconnaissance and Ground Attack aircraft that pass within range that turn.

Range refers to horizontal distances, not vertical.

- Each AA unit may fire once a turn using 1xD20 when an aircraft arrives
- Any AA unit with multi-barrelled weapon, or weapons >37mm firing explosive ammunition may fire 2xD20 (one target only, cannot split fire)
- 400mm range for machine gun AA weapons
- 800mm range for cannon AA weapons
- Only specifically assigned infantry stands may be allocated as air-defence units if indicated in the game scenario

In a situation of self-defence (i.e. enemy within close range (300mm) or has been fired upon) AA weapons may be turned on enemy ground troops using normal fire tables.

7.4.9 Anti-Aircraft Table

Score	Result	Consequence
20	Aircraft destroyed	Removed from game
19	Aircraft driven off with severe damage	Must leave table (1/2 points)
18	Aircraft driven off with light damage	Cannot ground attack or recon that turn
16-17	Aircraft driven off undamaged	Cannot ground attack or recon that turn
1-15	No effect	-

Aircraft driven off with light damage may attack again following turn if it has turns remaining. An aircraft that has twice been lightly damaged is now severely damaged and removed from the game.



7.4.10 Air Combat Table

This simple matrix will give the basic outcome of the Aircraft Orders.

	Recon	Air Cover	Ground Attack
Recon	No Change	Recon Fails	No Change
Air Cover	Recon Fails	Stalemate	Attack Dice
Ground Attack	No Change	Attack Dice	No Change

- No Change – Aircraft continues task
- Recon Fails – Reconnaissance plane chased away due to air cover
- Stalemate – No result as aircraft spar in the air, negating each other
- Attack Dice – Air Cover fire on vulnerable Ground Attack aircraft use [Table 7.4.9](#)

Example of Aircraft combat:

Three RAF aircraft enter the game. Two Luftwaffe aircraft oppose them.

British Player places 1 Air Cover Order, 1 Recon Order and 1 Ground Attack Order.
German player places 2 Air Cover Orders.

One each of the British and German Air Cover fighters dogfight in the skies – stalemate. The other German Air Cover fighter may now *choose* its target. He is guaranteed to chase away the Recon plane to stop it spotting ground forces, so chooses this option. The German player leaves his ground AA Fire to deal with the remaining Ground Attack aircraft.

7.5 Charges & Melee

This quick and nasty combat is only for the brave(!) This phase is to represent both hand-to-hand combat and close range small arms (inc. grenades).

Use a Charge Order Card to make contact with enemy unit.

Each stand involved in close assault rolls 1xD10 and adds [Melee Modifiers](#) below.

- Each unit in contact with the enemy is allocated dice according to the [D10 Allocation Table](#)
- No more than 3 stands may engage one enemy stand during melee (one attacker plus 2 supports). Each support will add an extra 1xD10 (maximum of 2 supports)
- Units in defence can support with 1xD10 if they are in base contact of friendly stand and are not already engaged in close combat or committed to another order (maximum of 2 supports)
- Defenders may fire as charge comes in, see [7.5.2](#)
- Attacking unit drops 1xD10 for the charge. A stand with 1xD10 will always remain on 1xD10 minimum
- If 2 opposing units charge simultaneously both units drop 1xD10
- Stand in cover receives a bonus D10

7.5.1 [Melee Modifiers](#)

Melee Modifiers	Attacker	Defender
Panzerfaust/Schreck, PIAT, Bazooka v. Vehicle	+2	0
Open topped AFV	0	0
Light, Medium armour	0	+1
Heavy Tank	0	+2
SMG section v. Infantry/Gun/Cavalry	+1	0
Cavalry v. Infantry or Gun	+2	0
Flamethrower unit	+2	+2
Defender Disordered	0	-2
Defender has an Action Card	0	-1
HQ attached	+1	+1

7.5.2 [Defensive Fire](#)

The defending units may fire at an attacker so long as it has not already engaged in close combat this turn or is not committed to another non-fire order. Units with a Fall Back order may not defensive fire.

Defenders fire first and are then met by any surviving attackers.

7.5.3 Melee Results

If scores are even – roll again until resolved that turn

If the score difference is 1-4 – the unit is pushed back 200mm, losing 1 figure and is **Disordered** next turn

If the score difference is 5+ – stand/vehicle is destroyed

Vehicles are considered **Disabled** and the surviving crew flee 200mm from the area. The Vehicle remains on table but unusable. The vehicle is recoverable for campaign/points purposes.

- Any units pushed back off table are removed from the game
- Any units pushed back into an enemy stand are captured and removed from the game
- Losing units pushed back into buildings lose an extra figure as they are forced out of the building (assume through other doors, windows, holes, etc)
- ATGs, Artillery, Medium and Heavy Mortar crews lose their weapons when pushed back
- The attacker may advance to occupy defenders vacant position if they wish
- Successful attackers that occupy won ground next to undefeated defenders, will have to charge again if they wish to contact remaining defenders
- Loser decides which unit has been lost if more than one unit engaged

Example of Melee phase:

Four Soviet infantry stands (Command Rating *Poor*) charge into a house defended by a stand of Panzer Grenadiers (Command Rating *Confident*).

Only three Soviet stands are permitted to be involved in this charge round.

The Soviets have taken a couple of casualties coming in but still get the minimum of 1xD10 per stand and are allowed to roll 3xD10.

The Panzer Grenadiers also lost a figure in general combat and are reduced to 2xD10. The Grenadiers also receive a 1xD10 bonus for hardcover and are also allowed to roll a total of 3xD10. No other modifiers apply.

Soviet player rolls a combined total of 18. The German player then rolled a total of 19. Score difference is 1.

Result is the three Soviet stands are forced back 200mm, 1 figure is removed and morale tested before next turn begins.



7.5.4 Pushed Back Units

If a stand cannot retire without;

- (a) contacting an enemy unit
- (b) being blocked by terrain features, or
- (c) both a & b, it is destroyed and removed

7.5.5 Stands Charged While Prone

Stands charged while on a Prone Order automatically lose a figure per stand then forced back 300mm. Charging stand may then occupy the vacated position.

7.5.6 Infantry v. Armour

This close combat is resolved immediately (during Charge phase) unlike other Melee.

This is to allow the vehicle to continue its original order *if* it wins the combat. Combat as per infantry with **Melee Modifiers** added. In general, infantry can be assumed to have an assortment of grenades, Molotov Cocktails, sticky bombs and other devices that may knock out a tank in close combat. This is especially true from 1943 onwards.



Infantry may charge armoured vehicles on flanks and rear only. If the tank or vehicle has infantry support (within 100mm) then this infantry will fight (overriding any other Order Card) and must be defeated before attackers can assault the tank. If the armoured vehicle wins the melee, it continues with its original Order Card command.

If the attacking infantry defeats the escorting infantry, they may then attack the tank/vehicle if they had enough move distance at the start of the turn. Unescorted armoured vehicles thus run the risk of destruction if they venture too far without infantry support.

The scenario designer may not allow certain units to charge armoured units.

Infantry v. Armour example:

An Excellent command infantry unit (2 stands) with a flamethrower attacks a tank.

They receive the following modifiers:

Excellent command +2, flamethrower +2. Unit may roll 2xD10 for both stands involved and add +4 to highest roll.

The turreted tank receives the following modifiers:

Turreted tank +2, Confident command +1. Unit may roll 1xD10 and add +3 for total.

8 Breaking Point (Morale)

Breaking Point (BP) indicates when a unit will be removed from the game.

Platoon morale is measured as a unit – meaning that the condition of each stand or vehicle contributes towards the platoon's BP.

The **Command Rating** reflects and affects the amount of punishment a unit can take. BP status is calculated according to number of figures/vehicles lost per platoon/unit. This can be done as either a set number of figures lost, or a percentage of figures lost. Percentages are useful when testing units with 4 figures per stand.

The scenario designer should include the BP for each unit involved in the game summary or on the Unit Sheet in Part II.

Once Breaking Point has been reached, the remaining elements are removed from the game.

8.1 Breaking Point Table (infantry)

The following table is based on a 3 figure per stand average.

Command Rating	3 stand unit BP		4 stand unit BP		5 stand unit BP		6 stand unit BP	
	losses	%	losses	%	losses	%	losses	%
Poor & Average	5 figures	50%	6 figures	50%	8 figures	50%	9 figures	50%
Confident	6 figures	66%	7 figures	66%	10 figures	66%	12 figures	66%
Excellent	8 figures	85%	10 figures	85%	13 figures	85%	15 figures	85%

8.2 BP for Armour & Vehicles

Armoured and unarmoured vehicles are not tied to BP like infantry units. However, scenario designers can use the 50%, 66% and 85% loss ratio as a guide to work out when an armoured unit might withdraw from a fight.

8.3 Disordered

Disordered units are considered shaken and disorganised for the remainder of the turn and entire next turn. This is to give time to recover the unit and to restore order for the next turn. Leaders become disoriented, communications disrupted and a short-term inability to issue orders are reflected in this rule. Disordered troops can fire with a penalty but they can't move.

Vehicles that become Disordered suffer same penalty to represent the effect a near miss or stunning blow has on the crews. Infantry become Disordered when they are forced back from a close combat or have been 'squashed' by an armoured vehicle.

Players and Umpires may find other occasions when it may be appropriate to declare a unit Disordered. Place a chit or casualty figure next to the unit to represent Disordered status. Remove chit next turn if unit has not been destroyed.

9 [Other Items](#)

9.1 [Dead Stuff](#)

Hit/destroyed infantry and heavy weapon stands are removed from the table. Hit gun crews are removed, intact guns are left. Hit guns are removed. Vehicles remain on the table and can have flame/smoked up markers for effect. Feel free to place casualty figures in place of removed figures for effect or for prisoners rule below. Damaged and destroyed aircraft are removed from the table. However, players may like to place crashed aircraft models on areas of the table that won't affect the game.

9.2 [Prisoners \(optional rule\)](#)

When an infantry unit is destroyed and removed from the game. Place a casualty figure/marker on the spot where the stands were removed. These casualty figures can then be 'rescued' by friendly forces or captured by the enemy. To capture or rescue simply make base contact with the casualty figure.

Umpires can allocate points values (double original stand value is recommended) to prisoners to give players incentive to retrieve or capture these fallen comrades! Players cannot 'kill' a casualty figure. Remove the casualty figures upon rescue or capture. They no longer play a role in the game.

9.3 [Adding to the Rules](#)

Within the scope of these rules, players have the opportunity to add and enhance what is presented here. If players wanted to include those newly purchased Soviet mine carrying dogs, then work out what use they are, how powerful they should be and what Order Cards are relevant. After the game decide if they work as expected and adjust the numbers to get a more realistic feel. Use Notes pages for additions.

9.4 [Scenario Design](#)

References are made to scenario design throughout the rules. Any set of rules can be made to look lacking if there are unbalanced forces, unrealistic objectives or the game just goes on too long. Sometimes its trial and error but the more analytical players will put a couple of hours (or more!) into planning and constructing an entertaining and interesting scenario. These are the games that will keep those involved talking about it for years afterwards!

9.5 [Resolving Problems](#)

The umpire has the final say to resolve any disputes that may arise. The use of Umpires Dice gives a definite (and sometimes unpopular!) decision to unforeseen situations. Umpire rolls 1xD10 and scores of 6-10 ('high dice') are in favour of the complainant, 1-5 ('low dice') in favour of the other player. The umpire may also adjust this percentage ratio depending on the odds of a certain argument being successful. This can be used even in the absence of an umpire. Otherwise a gentleman's agreement on certain aspects of the scenario before the game is encouraged. This way, most potential problem areas are resolved before they arise.

9.6 [The Last Word](#)

Keep in mind that Blaze Away should be a fun and challenging game. Players should get satisfying outcomes if combined arms and modern infantry tactics are employed. If not, be prepared to suffer the consequences until you learn how to control all these elements. Timing, judgement and luck may mean the difference between an easy advance across a field or being caught in an unexpected crossfire. Always try different things and add anything that is not already covered.

Thanks to these fine gentlemen for their valuable input and many, many hours of playing these rules:

Gerald Clapham, James Edwards, Dan Harrison, Jon Mitson, John O'Connell, Chris Schroeder & Peter Williams

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