WW2 Rules for Brigade level games

Introduction

These rules are designed for fighting brigade level actions with 15 or 20 m.m. figures. A typical game with 2 or 3 battalions a side should take 2 or 3 hours to complete.

Contents

Definitions

Basic scales

- 1 model figure represents c.15 men.
- 1 model tank, vehicle or gun model represents 4 to 6 real life originals.
- One period (pair of moves) represents c. 2 minutes.
- 1 inch on the table represents 20 yards in real life. For the sake of simplicity distances within the rules are expressed in inches.

Troop types

- Infantry
- Cavalry (includes infantry mounted on horses, mules or camels)
- Fighting vehicles including tanks, armoured cars, armed half tracks, jeeps etc.
- Transport vehicles with no armament used for troop or weapon transport.

Unit organisation

- Each model of a fighting vehicle is treated as a separate unit.
- Each gun model and crew of 3 figures represents a battery and is treated as a distinct unit.
- Each support weapon (MG / Mortar) model and crew of 2 or 3 figures is a separate unit (section).
- Cavalry and infantry are organised into units (companies / squadrons) of 3 to 12 figures. The companies / squadrons will usually be combined into larger units, battalions.

Representing 'specialist' weapons

When a company is equipped with weapons such as panzerfausts, bazookas etc. one figure in the company should be modelled with such a weapon. The weapon can only be fired by that figure BUT if / when that particular figure is killed the owning player may choose to remove another figure from the company instead (in other words the 'specialist' is always the last to die.
Gun and support weapon models continue to function until all crew are killed.

Basing figures

All figures should be mounted on individual bases. Infantry and dismounted cavalry should be on bases roughly 3/4 inch (20 m.m.) square. Mounted figures should be on a base of similar depth but deep enough to fit the horse model. Crew figures, vehicles, guns and support weapons can either be base mounted or free-standing to taste.

Playing the Game

No points system is included within these rules. If there is no umpire before the game one player should draw up the composition of each side, produce a suitable terrain and define deployment areas etc.
His opponent then gets the choice of which side he will use during the game. Each side draws a map showing the deployment of all it's on table troops and marks on it the path to be followed by it's units, if they are to move across the table.

Winning and Losing

The player who designs the armies and terrain can also specify victory conditions. Otherwise the first side to lose half (50%+1) of it's original number of companies loses the game. Each fighting vehicle counts as a company, transport vehicles are ignored. MGs and mortars are ignored, artillery pieces count as the equivalent of a company.

Move Sequence

Each side takes turn to move. A pair of moves constitutes a period. A move consists of phases:

1)	Test Morale	
2)	Dice to remove pinned markers	Work across the table left to right or right to left, moving player's choice.
3)	Artillery requests	For each request made by an observer or battalion commander place a small marker in the centre of the target area.
4)	Off table fire	
5)	Fire and movement	Troops may
		A) Fire halted then move up to 1/2.
	(Do all type A, then B, C,	B) Move up to 1/2 then fire moving.
	D and finally type E)	C) Move without firing.
		D) Move up to 1/2 then unlimber (may not fire).
		E) Limber up then move up to 1/2

During Side 'A's move Side 'B' will apply pin markers and test for saving throws but do nothing else.
Each phase or numbered sub-phase must be completed in sequence.

Detection

Three classes of enemy:
Unseen   - May not be fired at
Aware/Part detected   - General location known, may be fired at with a penalty.
Spotted   - Fully sighted, may be fired at.
NOTE: Indirect fire may be called down on any enemy that an observer is aware of or has spotted. Area weapons may fire at a geographical feature, direct fire can only be directed at detected enemy.

	Moving or firing in the open	Stationary in the open	In cover	Firing from edge of cover
Infantry, MGs, Mortars	75/50	40/15	4/2	40/10
Heavy support weapons	75/50	40/25	4/2	50/10
Vehicles	Auto	100/50	4/2	50/10
Building / Trench	Auto	Auto	4/2	-

Vehicles, which have moved more than 6 inches within their last move, detect opponents at only half the distance given above.
Once a target is partially or fully detected it remains so until it exits the line of sight of the unit that has acquired it.

Movement

	On Road	In the open	Rough ground Open woods	Thick woods
Infantry	6	6	6	4
Support weapons	6	5	4	3
Very Slow tanks	5	5	1 + (D6 x 0.5)	(D6 - 3)
Slow tanks	8	8	1 + (D6 x 0.5)	(D6 - 3)
Medium tanks	12	10	1 + (D6 x 0.5)	(D6 - 3)
Fast tanks	15	12	1 + (D6 x 0.5)	(D6 - 3)
Very fast tanks	18	15	1 + (D6 x 0.5)	(D6 - 3)
Jeeps a/c's etc.	30	18	1 + (D6 x 0.5)	-
Other wheeled	24	15	1 + (D6 x 0.5)	-
1/2 tracks	18	15	1 + (D6 x 0.5)	-
Cavalry	16	16	1 +(D6)	(D6x0.5)
Horse drawn wagons or artillery	8	6	(D6-3)	-
Bicycles	12	6	-	-

A negative move distance counts as zero. Each time a vehicle has a 'negative move' throw a D6. A score of 1 means the vehicle is permanently stuck and may not move again during the game.

Moving and Firing
Some weapon types may not move and fire:
1. Mortars
2. Unlimbered artillery
3. Rockets

A unit which has fired in the 'indirect fire' phase may not then move (or fire again) in the 'fire and movement' phase. Mounted cavalry always count as moving when firing.

Limbered guns may not fire.

Mounting and dismounting
It takes half a move for a unit to mount or dismount At least one figure in every four must act as a horse holder whilst the unit is operating dismounted. The horse holders must remain within 6 inches of the rest of the unit (so they can be more than the normal 1" from the other figures in their company).

Entering / leaving vehicles
It takes half a move for troops to enter or leave a vehicle, to embark they must be in contact with the vehicle, disembarking leaves them in contact with the vehicle (though they may then use the other half move to move away from it).

Unit integrity
The figures in an infantry company or cavalry squadron must normally be no more than 1" apart. Casualties may cause gaps to appear between the figures of a unit but the unit must 'close up' again when it next moves, the gaps can remain as long as the unit stays stationary.

Advancing in close order
An infantry or cavalry unit that has all it's figures in base to base contact, forming a line or column, which advanced at least half its maximum possible move distance in it's last move cannot be pinned and never takes morale tests. (It is still removed from the table when it loses 2/3rds of its men).

FIRING

Direct and indirect fire

Direct fire   Aimed fire at a visible enemy unit or terrain feature. All small-arms and MG fire is direct.
Indirect fire   Shooting at an area or reference point. All mortar and off table artillery fire is indirect.

Mortar and indirect artillery Fire

Indirect fire may deviate from its intended target, throw two dice whenever indirect fire is brought down, one white, one red.
Score on white die:
  1   Short
  2   Long
  3   Left
  4   Right
  5   On target
  6   On target if the firing battery is on table or German, British or
         American, otherwise the fire does not arrive at all.

The score of the red die gives the number of inches by which the fire is off target (mortars deviate by half that distance - divide by 2 but round up). British and American artillery (not mortars) deduct 1 from the distance. Deduct 2 if the fire is artillery being brought down on a pre registered defensive aiming point. Negative numbers count as on target.
Mortars of up to 82mm have a 2" x 2" fire zone. Larger mortars and guns up to 105mm have an area 3" by 3", guns of over 105mm an area of 4" square. Each extra battery called down on the same point increases the WIDTH of the affected area by 1".

Artillery observers and artillery and mortar batteries firing over open sights can 'walk' fire 2" a move without dicing again for accuracy if the observer can see both where the fire landed last move and the area to which he wishes to move it. Unit commanders calling on supporting artillery or mortars can tell it to start / stop but may not 'walk' it.

Timing

Area fire brought down on a target visible to the firing unit arrives immediately. Fire called down by an observer or other unit arrives after a delay of one period. Mark the aiming point when the fire is requested, dice for deviation when the fire arrives.

Effect of indirect fire

Each figure / vehicle within the fire zone may be affected.

All units within the fire zone are pinned. EXCEPTION: Troops in fortifications are only pinned if the fire penetrates their fortification.

All troops in the open must throw a saving throw for each battery they have been hit by. Troops in cover or in fortifications only have to make a saving throw if the firing unit penetrates their cover:

Breaching Cover:

	Slit trench or 'weak' building	Pre-dug trench or 'strong' building	Fortification
Mortars and artillery up to 82 m.m.	4	5	-
Mortars over 82 m.m., Artillery up to 105 m.m.	3	4	-
Artillery over 105m.m.	0	3	5

Once the cover has been penetrated the figures must make saving throws. Each figure in the open makes one saving throw for each battery firing into the fire zone. Figures in cover are each tested once for each battery that manages to penetrate the cover.

Small arms fire

RANGES	Short	Med	Long	Firepoints	Short	Med	Long
Pistol	1			Pistol	1		
SMG	5	10		SMG	3	1	
Rifle	5	10	30	Rifle	2	1.5	1
AR	5	10	30	AR	3	2	1
Tank MG	10	20	40	Tank MG	9	6	4
MMG	15	30	60	MMG	12	9	6
HMG	15	30	75	HMG	12	10	9
Auto-cannon	25	50	100	Auto-cannon	12	10	9
Flame-thrower	2	-	-	Flame-thrower	12	-	-

HE FIRE POINTS (artillery & guns)

	Artillery piece	High Velocity Tank gun
Gun up to 45 m.m.	4	2
Gun 46 - 77 m.m.	6	4
Gun 78 - 105 m.m.	9	6
Gun over 105 m.m.	12	9

Converting Fire points to Hits

Divide the number of points by three. This gives the number of firing groups. Throw one die per group, getting a hit on 4, 5 or 6.
 If the division leaves a remainder of 2 throw a further die getting a hit on 5 or 6, if a remainder of 1 throw needing 6.

If the firers are moving or pinned divide the number of points by four, a remainder of 3 gives a hit on 5 or 6, of 2 gives a hit on 6, 1 gives nothing.

Groups firing at part detected targets hit on a 6, remainders achieve nothing.
(Round down any odd .5 in all cases).

Saving throws

Situation	Pinned	Not Pinned
In hard cover	2+	3+
In soft cover	3+	4+
In the open	5+	6+
Soft skin vehicle hit by MG / Autocannon or indirect fire from 105 m.m.+ artillery	6+	6+
Soft skin vehicle hit by rifle / SMG or other indirect fire.	4+	4+
Open top armoured vehicle hit by indirect fire from 105 m.m.+ artillery	3+	3+
Open top armoured vehicle hit by other indirect fire.	2+	2+
Escaping from a destroyed vehicle	3+	

Modifiers

Direct Fire: Reduce the score needed by one if the firer could see the target for less than half a move.
Direct Fire: Increase the score needed by one if the target is in 'close order'.
Direct Fire: Increase the score needed by one if the firer is within 2" of the target.

Notes

Flame-thrower: Ignore cover, always test as if in the open.
Troops who escape from a destroyed vehicle are automatically pinned.
Soft skin vehicles dice once per hit, any failure destroys the vehicle.
Enclosed armoured vehicles hit by indirect fire are automatically pinned, as is any other vehicle hit by indirect fire that successfully makes it's saving throw(s).

Firing at vehicles

Hitting:

	5	15	25	40	50	75	100
High velocity 77 mm and larger, plus some 75 & 76 mm guns	2	2	2	2	3	4	5
LG 50 m.m. +	2	2	2	3	4	6	
Small LG	2	2	2	3	5		
Low velocity	2	2	2	4	6		
AT grenades	5						
Panzerfaust	2						
Bazooka etc.	2	3					
AT Rifle	2	3	5				

NOTE: AT grenades have a maximum range of 1 inch.

Firing whilst moving or pinned	+2
Target in sight less than half move	+1
Target in partial cover	+1
Target only part detected	+2

If the final score is more than 6 then can't hit.

Converting a hit to a kill

Add the throw of a D6 to the guns attack value. A total that exceeds the targets armour value destroys the target. A hit on a soft-skin vehicle from any of the weapons on the table above is an automatic KO.
Add 1 to a guns attack value at a range of under 15", deduct one at over 40" (does not apply to AT rifles & grenades, Bazookas or Panzerfausts).

TANKS firing

A tank can either fire a hull (machine) gun (if any) plus it's main armament or fire hull + turret machine guns in any one move.

Morale

There are two forms of morale test in these rules.

Pin markers represent units 'going to ground' under fire.

Failing a morale test represents a unit being rendered incapable of further action by casualties, even though many of the men from the unit may still be alive. The lower the morale of the unit the more likely this is to occur, though all units are assumed to be ineffective once two thirds of the unit is dead.

All troops are classified according to their morale status, there are four types or classes:

Elite	Tough, well trained and aggressive, usually experienced in battle, but good training and high morale are the essentials.
Veteran	Experienced but a little 'battle weary' sometimes happy to go to ground rather than advance under fire.
Trained	Trained but lacking the exuberance or experience of elite and veteran units.
Raw	Lacking in enthusiasm or knowledge.

Pin markers

Cavalry units and units advancing in close order are never 'pinned'. Any other unit is automatically given a pin marker if hit by HE fire and may **opt** to take a pin marker when hit by small-arms fire before dicing for saving throws Each 'pinned' unit tests to remove the pin marker at the start of its next move. A unit which fails may not move, and suffers penalties when firing.
Each company dices in turn (players choice of order), throw a D6, score needed to succeed depend on morale:

Elite	2
Trained	3
Raw / Veteran	4
Ea. 25% of unit dead	+1
Unit HQ	-1

Casualties

Support weapons and vehicles remain on the table until they are destroyed. Units of infantry and cavalry have to test morale when they lose figures, and are removed from the table either when they fail a morale test or automatically when two thirds of the unit are dead.

Class \ Losses -	**1/3 lost**	**1/2 lost**	**2/3 lost**
Elite / Veteran	OK	OK	Removed
Trained	OK	Test, 3-6 OK	Removed
Raw	Test, 3-6 OK	Test, 5-6 OK	Removed

When testing morale increase the score required by one if the unit is split (more than 1" between figures, or horse-holders more than 6" away from the rest of their unit).

Appendix

Details of Sample Equipment

Name	Armament	Speed	Front	Side	Rear
Sdkfz 250/1	Various	HT	3	3	3
Sdkfz 222	20m.m. Autocannon	W	3	3	3
Pz IV H	75 L 48 (7)	M	9	6	6
Tiger	88 L 56 (10)	M	13	9	9
Sherman	75 (7)	F	9	5	5
Firefly	77 m.m. (10)	F	9	5	5
T34/76	76 m.m. (7)	F	10	6	6
T34/85	85 m.m. (9)	F	11	6	6

A.T. Attack values for sample guns

British

2pdr	4
6pdr	7
17pdr	10
25pdr	5
PIAT	9

German

37mm	3
short 50	4
long 50	6
short 75	5
75L48	7
75L70	10
88L56	10
88L71	12
75mm IG	4
Panzerfaust	9
Panzerschreck	9

Russian

76mm AT	7
85mm AT	9

Generic

Autocannon	-1
AT Rifle	0
AT Grenades	0