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NOT QUITE MECHANIZED

Large Battles in the period 1920 to 1945

MODELLING THE GAME - HOW TO ORGANISE THE TOY SOLDIERS

GROUNDSCALE

For 1:76 (20mm) scale models use 1:2,500 as the groundscale with 1:200 houses and aircraft. For 1:200 (15mm) scale figures use 1:5,000 as the groundscale with 1:300 houses and aircraft. For 1:300 scale figures use 1:10,000 as the groundscale with 1:300 houses and aircraft, or smaller if you can obtain them. The idea is that the roofs of the houses should just hide the top of a tank model.

FIGURE SCALE

One vehicle Model represents 1 Company, and can have a strength marker on the back to show how many fighting platoons it represents. Use a small tin plate (clippits are ideal) on which a Sasco magnetic square can be stuck, or a piece of cork into which round headed pins can be stuck, or simply paint the strength onto the back of the vehicle or its base. Platoon detachments are shown by a vehicle with a strength of one marked on the back. It is usual to represent tanks, rifle companies and artillery at company strength, and recce, infantry heavy weapons or anti-tank guns at platoon strength. Alternately amalgamate platoons from companies, and model them as a company at Battalion level.

Infantry figures are represented by a fighting platoon of a stand of 2 figures, or by 1 figure stands representing commanders, sections, OPs, snipers, medics etc. The minimum unit of manoeuvre is the rifle company of three figures, or platoon stands of one or two figures. If you base your figures singly for skirmish games, it is convenient to group them together as a company by bluetacking them onto a larger base for speed of movement during play.

FIGURE CLASSIFICATION

Infantry platoons can be classed as either **FIGHTING, SUPPORT, COMMAND** or **SPECIALIST** stands. The characteristics of each stand is as follows:

1. **FIGHTING STANDS** can **CLOSE ASSAULT** enemy positions but not fire individually. They add to the firefight by giving a **UNIT OF FIRE (CU)** to the firefight. Only unwounded figures on a stand can close assault or defend against close assaults.

2. **SUPPORT STANDS** can fire individually in support of a rifle company, or a battalion command stand. Battalion Medium Machine Guns (MMGs), Heavy Machine Guns (HMGs), Mortars (Mors), Anti-tank (Atk) and Infantry Guns (IGs) are all support stands. Unwounded figures on support stands can defend against close assaults, but cannot close assault. Support stands cannot give supporting fire in the attack to disorganised units, or if they themselves are disorganised, but they can fire in self-defence when disorganised. Each support stand adds 1 **CU** to the firefight.

3. **COMMAND STANDS** initiate attacks (firefights and close assaults). The highest level of Command Stand present decides the level of attack - usually regiment or battalion, but may be brigade. A command stand may count as a fighting stand in its own right and may close assault if a single figure stand or the second figure is a rifleman, or radio operator and not a support weapon operator.

4. **SPECIALIST STANDS** are capable of independent action. They may be fighting or support stands. They are usually **RECCE, SNIPER** or **FORWARD OBSERVER (FOO)** stands.

TIMESCALE

Time is divided into 1-hour bounds for convenience. Hours are not normally subdivided. If movement cannot be finished in an hour, then it will take another whole hour to get there, with a pause at the end before launching off into another attack. For campaign purposes divide the day into two 8-hour daylight periods and one 8-hour night. The night period can be abstracted by saying that only resupply takes place, if you wish.

PRE BATTLE ORGANISATION

ORDER OF BATTLE

Units are either **TEETH ARM** (Armour, Infantry, Cavalry), **SUPPORTING ARM** (Air, Artillery, Anti-Air, Anti-tank, Engineer) or **LOGISTIC** (Transport, Logistic, Maintenance, Medical, Provost).

Order of battle must state if supporting and logistic units are **UNDER COMMAND, IN DIRECT SUPPORT**, or **IN SUPPORT**, of teeth arm units.

UNDER COMMAND: The supporting unit is commanded receives its ammo resupply from the commanding unit. No other unit has a call on the supporting unit.

IN DIRECT SUPPORT: This term usually applies to artillery. The supporting unit is allocated exclusively to the supported unit, and experiences no command reaction delay when bringing down fire - it comes in the hour that it is asked for, and immediately on pre-registered targets. The supporting unit may only support other units by order of its own superior HQ. In practice this means Div HQ for Div Arty. The supporting unit receives its ammo from its own chain of supply, not that of the unit that it is supporting.

IN SUPPORT: The supporting unit is allocated to one or more units, and comes in the hour after the one it is asked for. All units that are allocated units in support have equal call on them. The supporting unit administers itself, as per units in direct support.

COMMAND

Written orders at the start of the Operation must cover Aim, Objectives. Use **CRT** (Command Reaction Time) when reacting to unexpected events, e.g. reinforcing, or changing axis of attack, or when releasing units with no supporting orders to act in support of subunits for attacks. See **CRT** Chart.

CONTROL

Orders must detail Command Structure, Allocation of Support and Logistic units, Location of HQs, Timings. Changes to plan must suffer **COMMAND REACTION TIME** (CRT) - See Command Reaction Table.

MORALE AND UNIT GRADING

UNIT MORALE - THE BREAK TEST

A unit will take a **BREAK TEST** as its key level of casualties is reached in a battle. Use 1D6 and refer to the close combat table. The unit takes a break test at two points during a battle. Once to see whether or not it will continue pressing home an attack, and once to see if it will withdraw, or surrender depending on the circumstances. Having passed the two tests, the unit's resolve is judged to be firm enough to fight on to the finish (with one exception - see Tank Terror). A unit that has failed its second break test is disorganised and broken, and must withdraw to a safe place and reorganize before it can fight again. A broken unit, which is assaulted by an enemy, will disperse and reform overnight at its Divisional Logistics Area (DLA), or surrender if retreat is not possible.

FAILURE TO PRESS HOME AN ATTACK

The attacker who fails to pass his first break test may **GO TO GROUND** (see combat for effect of

this) and engage the defender in a firefight, or withdraw to a safe distance, at his own discretion. The attack may only be pressed home if it is then reinforced with previously unengaged reserves. This may be reserve companies of the battalion, or extra artillery support for example. Note that units, which cause fewer casualties than they receive from the defender in any one round, must also receive reinforcements before they can press home an attack

RETREAT

A unit may only withdraw if its line of retreat is clear, that is out of the effective fire zone of troops capable of direct fire, and if the retreating unit is at least as mobile as the pursuers. Broken defenders may elect to sit tight in their position in the hope that the attacker is unable to press home his attack, but if he does, then the close assault overruns the defender who surrenders, at no further loss to the attacker.

UNIT GRADING

The following is a summary of qualities that a unit possesses. These qualities appear elsewhere in the appropriate part of the rules.

ELITE:

Only small units trained for a special role and kept out of the battle line for that occasion qualify as elite. Thus Paras and Commandos are Veteran not Elite, but their Pathfinder units may be Elite. Brandenburgers are Elite but Fallschirmjaeger are Veteran. Unit never refuses combat, or disobeys orders and will interpret orders intelligently. Independent single figure stands are OPs or snipers. Not disorganised in defence. Can hold fire until contact zone.

REGULAR:

The majority of professional infantry with some pre-war experience, and sound morale and training. Will test for failure to press home attacks at 50% casualties suffered: use 1D6 (4-6 OK), and will test to break at 66% casualties suffered (4-6 OK).

VETERAN:

As Regular, but with enough battle experience to know when to fight hard, and when to break off unfavourable attacks. First test at 33% casualties (5,6 OK), and less prone to break: second test at 66% casualties (3-6 OK). When broken, Veterans will not surrender but will withdraw or if surrounded, break out in small platoon groups, as long as mobility allows.

CONSCRIPT:

Drafted troops with sound basic training but moderate enthusiasm for war. With the right handling

Conscripts can be upgraded to Regular and Veteran status. Test first at 33% casualties for refusal to attack (5,6 OK), and second at 50% casualties to break (4-6 OK).

MILITIA or HOME GUARD:

Volunteers with more enthusiasm than training. With the right handling, Militia can be upgraded to Regular and Veteran status. Test first at 33% casualties for breaking (5,6 OK), then test at 66% casualties for refusal to attack (5,6 OK). Note that this is the reverse of the Veteran sequence

GREEN TROOPS: These are Regular, Conscript or Militia troops taking part in their first battle. Test first for failure to press home attacks at the first casualty. Broken Green troops will always surrender if this is possible.

STARTING THE GAME

SEQUENCE OF EVENTS

1. Write new Orders.
2. Move to contact and run recce sequence.
3. Decide level of attack. Preliminary bombardments. Remove Arty ammo.
4. Run the firefight sequence. Check morale if casualties force it.
5. Apply morale results if appropriate.
6. Run the close assault sequence. Check morale if casualties force it.
7. Counterattacks,
8. Reorg & resupply. Remove ammo/POL fm Echelon. Remove disorganization markers
9. Move to next event.

MOVEMENT

MOVEMENT RATES

For campaign map moves, allow 12 x hourly rate per day to allow for halts etc. The Advance in Contact rate is used for attacking troops who break into a position, or fight through an area forcing the defender to withdraw. The Road March move rate normally only applies to Echelon or Transport and HQ units. The lead fighting elements of a unit move at the Move to Contact rate unless moving non-tactically on roads.

MOVEMENT RATES TABLE

	Move to Contact	Advance in Contact	Road March /Rout	
Lt Recce	5 kph	2* kph units	10kph	*only against Lt recce, otherwise as for foot or Armour
Armoured	3 kph	1 kph	6 kph	** Also Armour on Tk Tptr Further penalize movement

Foot	1 kph	0.5kph	2 kph	for obstacles, congestion, or bad going.
Motorized	3 kph	0.5kph	9 kph**	
Cav\Cycle	2 kph	0.5kph	3 kph	
Horse Drw	--	2 kph	

REAL ESTATE TABLE

	Frontages	Col Depth	
Company	300m	300m	This table shows the space that a unit occupies on the ground under average circumstances. Take the LOWER LIMIT for close country, and the UPPER LIMIT for open country.
Coy in Defence	3-500m	300m	
Battalion	1-2Km	2Km	
Bn in Defence	1-2Km	1Km	
Brigade/Regt	4-7Km	8Km	
Division	10-15Km	24Km	

THE RECCE SEQUENCE

RECCE SEQUENCE

This sequence is used for recce and other stands coming up against a concealed enemy. Roll 3 dice, a Red, a White and a Blue. **ROLL THEM ALL AT ONCE**. The recce can elect to look at a position likely to contain enemy, or the defender can shout **STOP** at a point where the recce is likely to be engaged, with any adjustment being made once the dice result is in the open. Advancing recce can only look at one area per hour. This has the effect of forcing them to adopt a slow low-risk advance, or a fast high-risk one.

RED: Does Recce sight the enemy first on the **RECCE SEQUENCE** table below? If the recce does not sight a concealed enemy in defence, then:

WHITE: Does the enemy ambush the recce, or allow it to pass by unmolested without seeing the defence. Defenders choice. If the recce fails to spot the enemy, and the enemy fails to ambush, or stay hidden from the recce, then the defender opens fire:

BLUE: Check against the **ENGAGEMENT TABLE** to see how close they can allow the recce to come before opening fire. The defender fires and places casualties on the recce before the recce replies. Before the result is known, the recce can shout "**SHOOT AND SCOOT**", which allows them to halve their casualties received and withdraw to safety without returning fire.

RECCE SEQUENCE TABLE

	E	V	R	C	M	CONCEALED DEFENDER
R	E	6	5	4	2	Y
E	V	X	6	5	3	2
C	R	X	6	5	4	3
C	C	X	X	6	5	4
E	M	X	X	X	6	5

Use 1D6 to equal or better the score
Y = ALWAYS, X = NEVER

ENGAGEMENT TABLE

	Harass	Effect	Contact	
E	Never	Never	Always	Use this table when units open fire on an enemy for the first time, to see if

V	Never	1,2	3-6	they can hold their fire until close range.
R	1	2-4	5-6	
C	1,2	3-5	6	
M	1-3	4-6	Never	

COMMAND REACTION TIMES

CRT is the time taken for new information to reach the appropriate command level and be acted on.

If a single company in a battalion is attacked, then other companies from the battalion can return supporting fire against the attacker in the first hour of the attack, (this would include organic battalion mortars, and artillery batteries **IN DIRECT SUPPORT** with **FOOs** under command of the battalion being attacked), and they can counter attack in the second hour after the start of the attack (i.e. next move).

The battalion HQ can call for support to its brigade HQ in the first hour of the attack, so other units from the brigade could give supporting fire in the second hour of the attack if they are **IN SUPPORT** of the battalion or **UNDER COMMAND** of the brigade. They could also move off to counter attack in the second hour of the attack.

If they had no such orders, it would take 1 hour for those new orders to be issued, so that counter attacks could begin in the third hour of the attack.

COMMAND REACTION TABLE

Bn to Bde\Regt	1 Hr	going up	these times may be halved for veteran Armoured and veteran motorized units. Generals can short-circuit the CRT by being at the Point of action.
Regt\Bde to Div	2 Hrs	going up	
Div to Regt\Bde	2 Hrs	coming down	
Regt\Bde to Bn	1 Hr	coming down	
Bn to Coys	1 Hr	only if no radios	

TASK TIMINGS TABLE

Task air support (corps)	4 Hrs	Air can fly 1-3 sorties per day, decided at the start of a campaign.
Task air support (army)	8 Hrs	
Plan maj river crossing	8 Hrs	
Establish inf bridgehead	1-3Hrs	
Establish vehicle bridge	2-12 Hrs	
Lay Minefield	8 Engr Coy Hrs/Km	
Major river br demolition	8 Engr PI Hrs	
Minor river br demolition	1 Engr PI Hrs	
Dig in infantry company	6 Hrs	

Fortify position using defence stores and engineer assistance - 1 day

THE COMBAT SEQUENCE

Each Phase of combat normally takes 1 hour. There are three phases to this part of a battle: **THE FIREPLAN**, **WINNING THE FIREFIGHT** and **CLOSE ASSAULT**. These phases reproduce the pre-battle softening up of the objective, suppression of effective fire from the defence, and the final assault to capture the position.

THE FIREPLAN - ARTILLERY FIRE

There are two ways of using artillery: as direct fire support in the assault or as indirect fire before it.

1. **DIRECT FIRE** during the firefight phase onto the target objective. Most organic infantry gun and mortar platoons fire in this way.
2. **INDIRECT FIRE** in the hour immediately before a deliberate attack on a position; or indirect fire called down in response to a new target supporting the defender, during the firefight. Most artillery batteries fire in this way. Units that take casualties from artillery fire of a heavy enough calibre in this way will be disorganised; (see the Artillery Effect Table below).

Shoots are **EFFECTIVE**, or **HARASSING**. An effective indirect shoot causes casualties, and pinning plus disorganisation to the target lasting 1 hour, although the main weight of fire only lasts for 10-20 mins. Artillery must be of a heavy enough calibre if it is to disorganise dug in or fortified troops; (see the Artillery Effect Table below)

A harassing shoot can stretch 1 **FIRE UNIT** of ammo (**FU**) to 2 hours and prevents a target from reorganising, resupplying, or close assaulting if disorganised, but only disorganises troops. It does not cause casualties.

Targets share out the hits caused by the **FU** in the same way as direct fire. Troops pinned by a shoot may withdraw out of the beaten zone and then reorganise when they halt in an area free from enemy interference.

THE FIREPLAN - AIR TO GROUND FIRE

Air will always attack Anti Aircraft guns (AA) first by "close assaulting" it. This close assault by the aircraft causes casualties as below - it is simply a device to see if the AA is neutralised or can go on to expend fire against the air targets. If more AA stands are neutralised than air stands then the remaining air can go on to attack other targets. Attacks against ground targets count as the appropriate weight of artillery firing a shoot, or for tank hunters, heavy anti-tank attacking light armour. Each air stand can attack twice per hour.

If the air wins deduct half the AA ground casualties, and no air casualties. If the AA wins, the sortie is driven off, deduct one quarter of the air casualties rounded up, and no AA casualties. The attacker can still choose to press home his attack, but must now first receive fire expended by the unsuppressed AA before pressing home his own attack with the survivors.

EFFECTS OF FORTIFICATION

FORTIFIED troops have strong defensive positions with dug in land lines, obstacles and stockpiled ammunition. They are not disorganised by air attack less than heavy bombers, or any artillery below 160mm calibre prior to the attack.

DUG IN troops have had time to prepare shelters with overhead cover They are not disorganised by any artillery below 80mm.

ARTILLERY EFFECT TABLE

CALIBRE	ARMOUR	POSITIONS	Use this table to check the minimum calibre of artillery needed to cause disorganisation on an objective, and count as effective indirect fire
45mm	L	OPEN	
80mm	M	DUG IN	
160mm	H	FORT	

WEAPON RANGE TABLE

	max EFF	max harass		
INF SMALL ARMS	300m	1Km	You may wish to reduce these ranges	
INF ATK (Boyes)	200m	-	in battle or use other published	
Lt Atk GUNS	500m	1Km	data	
M Atk GUNS	1Km	2Km		
88mm Atk etc	2Km	3Km	CONTACT RANGES FOR:	
Up to 47mm Tk	300m	600m	INFANTRY WEAPONS	100m or less
48 to 76.2mm Tk	500m	1Km	ARMOUR	200m or less
81mm Mortar	3Km	-	ARTILLERY	300m or less
3" Mortar	1.5Km	-		
120mm Mor	5Km	-		
105mm Arty	15Km	-	Harassing fire that "scores" causes	
150+mm Arty	18km	-	disorganisation, but no casualties	
200+mm Arty	20Km	-		

WINNING THE FIREFIGHT

Winning the Firefight is done after the Fireplan leaves the objective. During each hour of fire each stand can fire once, Use 1D6 for each **CU** being fired off. Distinguish by coloured dice between Light, Medium and Heavy **CUs**. Pick all your dice and roll them at once. **UMPIRE! Penalise unfairly players who make a meal out of rolling dice - life is too short!**

Tanks only close assault infantry or anti-tank positions. If they win the firefight and roll into the positions the infantry have to take a break test, which they must pass to stay in position - even if they have previously passed break tests for casualties.

If the infantry stay, and the tanks do not move off the position next move then the infantry may fight a close assault against the tanks with the infantry as the attackers and the tanks as defenders. Note that this is not the same as infantry attacking tanks in close country with fire as light targets, and only applies if the tanks have no supporting infantry of their own. In cases where a mixed infantry/tank force close assaults a position, place casualties on the attacking infantry first until none are left, then treat the battle as for tanks alone.

Having won a firefight against other tanks, tanks just advance the correct distance, pushing the enemy tanks in front of them. Tanks do not take **BREAK TESTS**.

The attacker fires off COMBAT UNITS of fire (**CUs**) as many times as is required to win the firefight or until he calls off the attack. The firefight is won when the attacker causes more casualties on the defender than he has received himself. This can be in aggregate or in any one hour.

Having won the firefight he then close assaults if he is attacking a position, or simply pushes forward at the correct rate of advance in contact if engaging mobile troops, or troops not in a position.

WINNING THE FIREFIGHT TABLE

Use 1D6 per **CU** expended at **EFFECTIVE RANGE**. For ambushes at effective range or firefights at contact range (100m), shift the level of effectiveness of the weapon up one level, eg from L to M

dice for each CU fired. For **AMBUSHES** at **CONTACT RANGE** use two shifts Ouch!

ATTACK	OPEN	Dug In	Fort	Use 1D6 per CU expended at EFFECTIVE range.
	L	M	H	
Inf Wpns	1	1	1	
LMG	2	2	2	
L	3	3	3	
	4*	4	4	
	5*	5*	5	
	6**	6*	6*	
	1	1	1	Show a hit on a stand by placing a casualty marker. Markers should be placed at random, but no stand should receive a second marker until all unmarked stands are covered. Think of the markers as progressive loss of unit effectiveness, not actual hits.
	2	2	2	
M	3*	3	3	
	4*	4*	4	
	5**	5*	5*	
	6***	6**	6*	
	1	1	1	
	2*	2	2	
H	3*	3*	3	
	4**	4*	4*	
	5***	5**	5*	
	6****	6***	6**	

SPECIAL ATTACK RULES

1. **VETERAN INFANTRY** can close assault in the hour that they win the firefight, inferior Infantry assault in the next hour. If Veteran infantry take the position in their first round of close assault, after one round of firefight, then the action is complete from start to finish in one hour.

2. **SHOOT AND SCOOT**. Anti-tank, recce and artillery units that outrange their attackers have the option of firing off 1 CU or FU at maximum effective range, then withdrawing without being disorganised before the enemy returns effective fire. Instead of shooting and scooting, they can fire off a second CU in the same bound, but the attacker can then return fire if they are able to close to effective range with the enemy.

3. **TANK TERROR.** Regular, or poorer troops who are unsupported by friendly tanks or effective anti-tank fire, have a 50% chance of surrendering to tanks attacking them for the first time.

If however the tanks roll on, the troops will go back to their positions and will automatically fight thereafter. This rule is intended for infantry facing predominantly tank units, not infantry or motorised infantry units supported by tanks.

CLOSE ASSAULT

The attacker can close assault with any fighting stands that have unwounded figures on them, and in addition, if there is more than one stand close assaulting, must have an unwounded Bn command figure in the assault. The defender can defend with any stand on the position that is under attack, that has an unwounded figure on it.

The attacker takes 1 die for each fighting stand assaulting, and the defender takes 1 die for each stand defending, both up to the following maximums:

CLOSE ASSAULT TABLE

	ATT DIE*	DEF DIE	DISORG AFTER	BREAK TEST 1	BREAK TEST 2	
E	5	4	-	-	-	Elite and Veteran
V	4	3	3Hrs	1/3(5,6OK)	2/3(3-6OK)	units win drawn
R	3	2	2Hrs	1/2(4-6OK)	2/3(4-6OK)	dice against
C	2	2	1Hr	1/3(5,6OK)	1/2(4-6OK)	inferior troops
M	3	1	1Hr	1/3(5,6OK)**	2/3(5,6OK)***	

Break test 1 - call off attack, break test 2 - troops broken, but note:

* **This is also the number of rounds of close assault that the attacker can initiate in an hour**

** Test for breaking

*** Test for calling off attack

All the collected dice are rolled at once and matched up; attackers highest against defender's highest and so on. Unmatched excess dice are ignored, equally matched dice are standoffs, the remaining winning dice each cause 1 casualty on the loser.

This sequence can be repeated up to the maximum of dice that the attacker can roll (eg 4 times for Veteran attackers), until the attacker wins, or gives up or either side loses a break test. The whole assault from start to finish takes one hour unless a result is not reached, in which case the combat may carry on for a second round in the next hour.

SPECIAL ASSAULT RULES

1. **TANKS IN CLOSE COUNTRY** Once tank terror has been overcome, infantry in close country may choose to fire at all tanks in range unsupported by infantry as if they were light targets. This represents the infantry's ability to seek out a tank's blind spots. Alternately, they may close assault the tanks as normal

2. **FOLLOW ON ATTACKS** Having completed an attack sequence, the attacker can choose to fight or move on without pausing to reorganise. With one exception (see below) the subsequent moves count towards disorganisation as if the unit is still in battle. Reorganisation begins when the attacker stops moving, fighting, or being under fire. Disorganised support stands cannot fire.

3. **UNIT OVERRUNS** The exception is a unit which overruns another unit without having to fight it during the close assault phase, because the defender has no unwounded figures with which to resist the assault, or the unit is broken and therefore cannot resist.

Note: Unsupported tanks can overrun infantry positions that cannot cause casualties through anti-tank fire, without achieving fire superiority, but if the infantry do not break, surrender or withdraw due to morale, the tanks must continue on through the position or suffer attrition in subsequent moves from infantry close assault on the position.

POST COMBAT REORGANISATION

DISORGANISATION

After combat, a unit up to battalion size is disorganised and at reduced effectiveness until all casualty markers are removed, or until resupplied if out of ammunition, or fresh orders given if needed, whichever is appropriate. Refer to the troop classifications earlier to see how badly they are reduced in effectiveness.

Fresh orders are needed if the unit is to move on after securing an objective. In the absence of orders Veteran and Regular troops will dig in on an objective and reorganise. Conscripts and below will remain disorganised until orders arrive, and will not dig in unless ordered to as part of the attack orders.

Note that regiments and brigades do not become disorganised unless the appropriate headquarters has been directly engaged in combat and has suffered casualties. Divisions do not become disorganised unless both main and rear Headquarters have been attacked and suffered casualties.

REORGANISATION

During reorganisation a unit can remove half of its casualties. Odd casualty figures are rolled for (4,5,6 on 1D6 to remove them).

Once markers have been removed, the remaining stands with markers on them are taken off, (or the strength marker at the back of the stand is adjusted) together with their markers which are all placed in the brigade medical post.

At the end of the day, half of those markers are removed in the same way, leaving only a quarter of the original casualties as permanent losses to their units.

An infantry stand can carry a maximum of one casualty. A company vehicle stand can carry one casualty per strength point shown on its marker at the rear. Any overloading of casualties results in permanent removal of that stand.

THE COMBAT SEQUENCE SUMMARY

1. Decide which Command stand is commanding the attack. If it is eg. a battalion HQ then everything **UNDER COMMAND** and **IN DIRECT SUPPORT** can be used to support the attack. If **IN SUPPORT** are wanted for a task, then the HQ that has them **UNDER COMMAND** must agree to, or be ordered to release them and the appropriate **COMMAND REACTION TIME** penalty

must be paid.

2. Run the Recce Sequence. This may also include any pre-attack artillery or air bombardment called down by the recce party. The recce party may also mark the start line for the main body of troops leaving the line of march to shake out into attack formation. They do this by leaving a stand at the start line. If they don't there is a chance that the main body may deploy too late and be caught in march formation (use the Recce Sequence table for this).

3. Run the Artillery Fireplan if there is one before the main attack goes in, and if not already done as part of the recce sequence.

4. Win the firefight.

5. Positional attack only. Close assault the position. This can only be done after the firefight has been won. Push back the enemy if he is mobile, or occupy his position if static. The onus is on the defender to get out of the way of the attack! If he cannot for any reason, then he may have to surrender.

6. Reorganise. Receive fresh orders, resupply with ammo and remove casualties. To successfully reorganise a unit, it must have an unwounded command stand with it. During this stage, unwounded stands may be amalgamated to form viable companies. Because each tank company stand contains its own company HQ, there is never a problem regrouping tanks.

LOGISTICS

COLLECTION POINTS FOR CASUALTIES AND VEHICLES

A medical stand can set up a **COLLECTION POINT (CP)** which can take half of any casualties from stands reaching it as previously mentioned.

Repair vehicles can also establish **CPs**, and remove one vehicle casualty in one hour, from every stand sent back to it. For campaign games, half of the vehicle casualties reaching repair units are repaired, but this takes longer than the average operation, so is not accounted for here.

UNITS OF LOGISTICAL ACCOUNTING

The key to these rules is the use of ammunition markers to generate firepower during the firefight. The types of logistical units and their characteristics are summarised below.

BN LOG = Logistic unit of Supply that generates enough **FUs** or **CUs** to resupply a Bn sized unit in a Div CU = Combat Unit of supply. **FU** = Fire Unit of Supply. **POL** = Unit of Fuel.

1. **INFANTRY/TANK COMBAT UNITS.** A Combat Unit (CU) is a weight of Ammunition and Fuel needed for a Company, or Heavy Weapon Stand to fight 1 Attack or Defence. A Company can fire off CUs at a maximum of 1 per Company per hour. These units are represented by a very small die of the appropriate colour to represent L, M or H ammo.

For transport, 1 figure or strength point stand can carry 1 CU. Armour can carry its own CUs in addition to its own Infantry or tank riders who will have their own CUs too.

CUs are not expended during close assault.

2. **ARTILLERY FIRE UNITS.** A Fire Unit (FU) is the weight of ammunition consumed by an artillery stand firing 1 shoot. A stand should represent a battery of 8 or 12 guns, Infantry guns organic to battalions and regiments are treated differently, as stands within the battalion or regiment. They fire off CUs, not FUs.

3. **FUEL UNITS.** A Fuel Unit (POL) is the quantity of fuel expended by a tracked unit's supply echelon during one hour's movement. Other units do not expend significant quantities of fuel compared to ammunition. It is normal not to bother with POLs unless tracking them will have a significant effect on the battle (eg: a Western Desert game)

WEAPON AND ARMOUR CLASSIFICATION

CLASS	WEAPON	ARMOUR
VERY LIGHT	Infantry: all without anti-tank weapons against light or better armour French: Hotchkiss 25mm	All softskin vehicles All troops moving to contact or road marching Russian: T37,T38 Italian: CV33
LIGHT	Infantry: all weapons to MMG and 81mm mortar Artillery: up to 81mm,18pdr Anti-tank: 20mm,37mm,2pdr	Most light tanks and armoured cars German: PzI,PzII British: MkVI, Cruisers to A13 Russian: T26,T28,T35,T60,T70 Italian: L6,M11 American: Stuart Infantry in cover and scrapes
MEDIUM	Infantry: HMGs,120mm mortar Artillery: 90-110mm,25pdr	German: PzIII,PzIV,Pz38(t) British: Valentine, Crusader

	Anti-tank: 47-77mm,6pdr Strafing Aircraft	Russian: T34 Italian: M13 American: M3 Grant, M4 Sherman Infantry dug in or in towns
HEAVY	Artillery: 120-160mm,4.5" Anti-tank: 85-100mm Dive bombers Flame throwers	German: PzVI Tiger British: Matilda I, II, Churchill Russian: KV1,KV2 Infantry in fortified positions Demolition charges
VERY HEAVY	Artillery: 200mm and over	Casemated reinforced concrete structures such as The Maginot Line

NOTES

1. These categories are relative to each other, so that to get a LIGHT versus VERY LIGHT engagement, shift on the WINNING THE FIREFIGHT TABLE (Page 12) to MEDIUM versus LIGHT.
2. This table is set for 1939-1942. A weapon or armour classification may change with time. It would be valid to class a Panzer III as a medium tank in 1940 and a light tank in 1945.
3. These classifications are not absolute; they are meant as a guide. If you are fighting a battle in which it was recorded that, for example, 37mm guns made no impact on Matilda IIs, then class the Matilda as VERY HEAVY. The WINNING THE FIREFIGHT TABLE cannot cope with this shift, so the guns cannot cope with the target.

DESIGNER'S NOTES

These rules are intended for divisional level battles fought at the same level of detail as a unit history. To achieve the pace needed to fight a whole battle day in one 3 hour evening some compromises had to be made:

All combats had to be reduced to one operation. They had to be lumped together in the largest groups possible rather than splitting them down into fine detail. The number of steps taken to resolve combat, and the number of individual die rolls had to be reduced. Tables of factors modifying die rolls had to be eliminated entirely.

The key to the speed of the game is the use of the COMBAT SEQUENCE and the WINNING THE FIREFIGHT TABLE. Ammunition is collected from each side and a volley of dice is rolled. The casualties are quickly handed out and the game moves on. If players are allowed to linger over the die rolling, then the game will slow down.

The second key to speed is limiting the forces that each player controls. No one should have more than a Division to control. If you want to model two regiments attacking, then you need three players; two Brigadiers and a Divisional Commander to control the divisional assets such as artillery and engineers.

In our playtest campaigns we used the concept of a "PLUMPIRE" or player-umpire to command the regiments and brigades. This allows the Divisional Commander to be fed limited information. This goes a long way towards presenting the player with the sort of problems that a General would face.

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The following wargames rules have all inspired parts of PANZERBLITZ in some way or other.

SANDSKRIEG	by	JOHN SANDERSON
BATTLE	by	CHARLES GRANT
BARBAROSSA 25	by	FRANK CHADWICK
PRELUDE TO WAR	by	BOB CORDERY
ARMY CORPS RULES	by	PADDY GRIFFITH
STONK	by	JIM WALLMAN