

VERSION 2/9/09

*“And was Jerusalem
builded here?”*



**WARGAMES RULES FOR THE 1938 BRITISH
CIVIL WAR.**

By PDE.

The Hymn: "Jerusalem"

And did those feet in ancient time
Walk upon England's mountains green?
And was the holy Lamb of God
On England's pleasant pastures seen?
And did the Countenance Divine
Shine forth upon our clouded hills?
And was Jerusalem builded here
Among those dark Satanic mills?

Bring me my bow of burning gold:
Bring me my arrows of desire:
Bring me my spear: O clouds, unfold!
Bring me my chariot of fire!
I will not cease from mental fight,
Nor shall my sword sleep in my hand
Till we have built Jerusalem
In England's green and pleasant land.

“And was Jerusalem builded here?”

Rules for the 1938 British Civil War.

The following rules are written specifically with the imaginary British Civil War of the 1930's in mind. They are designed in what nowadays is often called a retro style and pay homage to the style of rules written by such wargaming legends as Charles Grant and Don Featherstone.

These rules are designed to give a fun game and so the retro style has had added a very large measure of tongue in cheek humour and period based mischief which hopefully, you are the judge, adds to style of this fantasy period. As such they are seen as being able to be added to by the player. One of the really exciting parts of this period is the way the players imagination can run wild.

Therefore many of the sections that follows are guides rather than hard and fast rules. For example unit organisations are pretty fluid and can be tinkered with to suit the players wishes or a specific scenario.

Hopefully all will become clear. Please enjoy.

PDE.

Unit Composition Guide.

The following compositions are guides and the player may amend these as they see fit.

The most common units will be infantry units of around 10 figures. 1 officer, 1 LMG, 8 infantry. Three or four of these units can be joined together to form a battalion. If this is done then an HQ company can be added, as well as support weapons such as HMG and or mortars.

Each company sized unit, including HQ companies, may have a figure with a flag. This figure can not become a casualty and is armed with a weapon such as a pistol. When the unit is captured or routed from the table or degrades to 50 % and retires the figure is passed to the opposition and is worth 5 victory points towards establishing the end game result. If a unit does not have a flag then simply pick a common soldier figure from the unit.

If two or more of these 'battalion' size units are used in a game a higher HQ unit representing Army command can be used. This only communicates with the 'battalion' command.

Any vehicles needed to transport the units can be added without man power penalty to the units.

Certain specialist figures are treated as individuals, such as snipers. A sniper is only available by drawing the correct chance card.

Armoured vehicles count each vehicle as a unit small, representing a troop. Therefore an armoured troop unit can have three tanks, one of which is the unit commanders. These troop units can be amalgamated into regimental size units, as per the infantry. If so they can have HQ units.

Artillery is generally off the table although field or anti tank guns that are on table will usually be used as part of a main unit unless the scenario needs them to remain independent.

Certain units such as aeroplanes, trains, etc, are dealt with as separate units and may be chance card controlled.

Please note that an Army can be made up of a group of units whose politics may be different fighting mixed units whose politics are also different but more so. For example Royalist Brigades may be made up of BUF, Police, Militia, Territorial and Regular Army units all commanded by a senior HQ.

The other extreme is that the Royalist Army may be all Regular Army. This 'ragged' make up of forces will add to the flavour of the conflicts.

Each HQ unit may attach 1 medic figure. This figure can be attached to any unit within the battalion and gives +2 to all morale checks on that unit.

Morale.

Before the start of a game each unit must have its morale established. Read the morale section of the rules to see how to do this.

Ammunition Supply.

So that conflicts retain the amateur style of the type of warfare it is advisable that players agree to ammunition limitations.

Therefore when setting up a game it is advisable to set up a limitation on ammunition for some weapons. Each player should keep the following results to themselves in order not to give the opposition an unfair advantage.

- **Infantry 10 man unit. Roll two average die for each unit. Result is the number of 'volleys'**
- **1 smoke bomb per mortar or artillery piece.**

- **5 rounds per tank gun, artillery piece, or AT gun.**
- **MMG or HMG Roll two average die for each unit. Result is the number of bursts.**

Ammunition re supply can be an important part of the game and ammunition dumps and re supply vehicles can add a very interesting management problem for players to resolve. This also give the gamers some interesting units to create.

Defence Values

The defence value represents how many hits certain items can take before they are destroyed. There are two main categories.

Firstly all buildings have a DF attributed to them before the start of the game. For example a cottage or house can be valued at 15. A stone church can be 20. A steel girder bridge 12. All terrain items used in a game should be given a DF before the game.

Secondly aircraft and water craft. For example an HS123 dive bomber can be issued with a DF of 10 and a WWI biplane a DF of 6. A paddle steamer 15 and a rowing boat 5.

Victory Points.

Each game must have a victory objective points established before the game. These are objectives that the players need to achieve. An obvious example is defend a position worth 10 points and attack and capture the position to a value of 15 points. As mentioned above unit destruction achieves victory points

Order of play.

At the start of game the following areas need to be confirmed;

- 1 – Check Weather.**
- 2 – Check wind direction.**
- 3 – Check observation.**
- 4 – Write unit orders based on player plan.**

Per move.

- 1 – Command & Control orders for units.**
- 2 – Take chance card.**
- 3 – Take action card. 1 for each unit until all have moved or fired.**
 - Play chance card effect first unless it needs to be played in one of the following sections**
 - Communication**
 - Over watch firing.**
 - Movement.**
 - Small arms fire.**
 - Artillery fire.**
 - Anti Tank fire.**
 - Aircraft.**
 - *Morale**

*** NB Morale must be checked at the point in the game that a unit suffers a reason to check it, such as being fired at. This can lead to a unit being morale checked several times in a move. For example every time a unit receives fire from a different unit.**

4 – Melee.

***5 - Final Morale. If a unit has failed morale in the previous move but has NOT had a morale check in the current move it is now morale checked to see if it recovers or fails further.**

Weather

Representing the British climate with all its intricacies can be quite difficult. Therefore these rules break down the seasons into winter and summer and use 10 weather cards for each.

Wind Direction.

This is a very important part of the rules and not to be taken lightly as it effects smoke drift. At the very start of the game decide wind direction by one of the following methods.

1 - Roll an arrow die to determine direction of wind.

2 – Use a clock or wrist watch by laying it face up on the table. Digital does not work! Roll two D6. The result of the dice when looked at the numbers on the time piece is the direction of the wind.

Observation.

At the start of every game roll 2 D6 and consult the following table. The result of the throw is the distance for the duration of the game that the figures may be able to see each other. Unaided is with the naked eye and aided stands for the use of optical instruments such binoculars.

Weather conditions can effect observation therefore add or subtract the following from the dice throw.

- +2 clear weather**
- +1 Hot weather**
- 1 drizzle or mist**
- 2 heavy rain or storm**
- 3 fog**

This has an obvious effect on all firing.

	Visibility in inches	
	Target in open	
Dice throw.	Unaided	Aided
1, 12 or higher	50	70
8,9,10	40	60
4,5,6,7	30	50
2,3,4	20	40
1 or lower	10	30

Secondly the gamer has to take into account line of site. For example if one figure is looking at another it will see it, given the distance chart above. But is there anything in the way such as a building or hedgerow.

This is probably best achieved by the players with the aid of a periscope. Place one end upon the table top and look through. If you can see the target and it is within the achieved distance then good. If you cannot then the target is not observed.

For night time observation roll on the unaided column and take half the distance scored.

How to spot a sniper!

If a sniper appears on the table he/ she will be hidden and not appear until discovered.

If the sniper is hidden then any forces within observation range may spot the hidden sniper by rolling double 6 on two D6's

If the sniper breaks cover then he / she can be spotted by rolling 6 on the roll of a D6.

Command & Control

This is one of the most important sections as it affects dramatically the game.

First is the issuing of the original army orders to all units. These reflect what the planned aims are of the force involved in the coming game.

Each unit must be given specific orders at the beginning of the game. How detailed these are depends on the task. Simple is advisable. Write these down. These orders can only be changed at army or battalion level and then via the prescribed communication methods mentioned below.

Units must try at all times to adhere to their original orders and only be stopped as a result of enemy action or chance cards.

Army / Battalion Command & Control.

An Army command HQ group, has a command radius of 5” This command group represents the player on the table and has two main functions.

- 1) If the player wishes to change any plans by amending any unit orders it must travel to the unit in question and speak to the unit. To do this it must be within it’s command radius of 5”.**

OR

It can communicate with the unit by other means such as runner, despatch rider, flares, telecommunications by land line or radio. For land line the HQ group and receiving unit must be linked to the telephone system. Telephones are positioned in certain positions. Telephone boxes, post offices, police stations, or any logical buildings. Private houses do not have telephones unless agreed in the scenario. See the section on communication.

Radios will be very rare and limited to the Regular Army, Royal Navy and RAF.

2) For morale purposes. All units of this HQ's force that are within 24" get a +1 on all morale.

Worth noting is that the HQ makes a good target for the opposition.

I cannot make the point strong enough that this part of the command process does not need to be made too detailed or complicated but it is very important as the original plan will, as in real life, begin to fall apart as the enemy responds or chance cards take effect. How the player responds and manages the situation is one of the most important parts of the game and where much of the period flavour is contained.

Squad / Company Command.

Each unit of around 10 men or a tank unit of 2 or three will have an 'officer. This officer has a zone of command which is a radius of 15". To give orders his unit members they must all be within this zone. Any members out of the zone not only do not get orders they have a minus 1 on morale for the duration of the period they are not 'zoned in'.

One of the obvious points that needs explaining is that the higher command actually has a small command radius than the lower squad / troop commands. This is because higher commands will tend to be done via other methods of communication than talking or shouting. If a general did shout at a squad they would probably ignore him anyway as they would not have the developed command relationship to react.

However a squad commander would have a developed relationship and would control his unit verbally. 10 men spread in a skirmish line would be within his 15" control zone.

Communication.

Communication is very important not only as a means of giving orders but also as a comfort factor to the units. It can be achieved in various ways.

- **Runner. This moves at the speed of a moving person.**
- **Despatch rider. Can use a motorcycle or horse and moves as such.**
- **Telephone land line. An HQ unit needs to either run a line from it's HQ to the unit, which can be represented by running cotton across the table, or by tapping into the telephone wires on telegraph poles. Certain buildings are deemed to have telephones such as the police station, post office, and of course telephone boxes. These can all be utilised and will probably play quite a tactical part in the game.**
- **Pigeons are not considered useful for on table communication and are more for long distant established messages.**
- **Wireless is only available to H.M. Forces such as the Army.**
- **Semaphore Flags. The sender and receiver must pass the observation tests. It takes 2 whole moves to send and receive a message.**
- **Flares can be used for simple signals such as red flare for attack and blue for retire.**

Control cards.

There are 2 decks of cards.

- 1) Chance cards.** As they denote this deck contains a quantity of chance cards. These may affect all players with cards for issues such as weather or specific units such as Morris Dancers. They may be unit or faction specific and include cards such as vehicle breakdown or ammunition supply or morale. The total number of cards used must be doubled with no effect cards. Therefore if there are 30 chance cards another 30 No Effect cards is added to the deck, which is shuffled to ensure a random choice.

- 2) Action Cards.** A deck is created that has 1 card for each unit within a faction in the game. For example if there are 5 BUF units in a game there should be 5 BUF action cards at the start of the game. As units disappear from the game then remove a card from the deck.

Each move the players take turns to take a card. The faction card taken denotes that a unit of that faction can either fire or move or fire and move in a reduced way.

Units can decide to not use this action and remain in overwatch.

Units can only be actioned once per move.

Once every unit on the table has taken an action card the move is complete.

Shuffle the deck and ready for the start of the next move.

Over watch.

A unit armed with small arms, MMG, HMG, A/T, in hiding can hold back its firing from the Action Card section and fire if desired by the controlling player at anytime in the move if a target presents itself. To do this the player on over watch must say when a unit is fired upon and then carry out the necessary calculations to achieve a hit.

Movement.

Walking - 6"

Running – 9" (only once every 5 turns.)

Crawling – 3"

Cyclist - 12" roads only. No cross country movement.

Horse - 12" (18" horse CHARGING. Only once per game.)

Light / Medium truck – 12" + D6*

Heavy truck – 8" + D6*

Armoured Car - 12" + D6*

Light tank – 12" + D6*

Medium Tank – 8" + D6*

Heavy Tank - 3" + D6*

Special vehicles such as steam wagons or best decided before the game.

Vehicles marked with * lose the die modifier on their movement allowance if a 6 is thrown.

A vehicle throwing 6 two moves in a row breaks down. Roll a D6 every move that the crew or repair unit is able to work on the vehicle. A 5 or 6 rolled achieves repair.

It takes 1 move to mount or dismount a horse.

Linear Obstacles

Such as walls, hedges, stream, ditch, etc, are dealt with by the unit rolling a D6 when it gets to the obstacle. The result is the number of inches it will take to get over the obstacle.

Rivers wider than 4" need to be crossed by a ford, bridge or boat.

Moving up hills is done at half move rate.

Barbed wire can be crossed by tracked vehicles with no movement penalty. Other vehicles cannot drive over it. Troops need to cut it which takes the number of moves rolled on an average die.

Certain obstacles cannot be crossed and these need to be agreed at the beginning of the game. For example an Anti tank ditch.

Weapons set up time.

Certain weapons take time to set up. It takes 1 move to set up a heavy weapon such as an HMG, mortar, rocket, AT gun. During this set up period the weapon and crew cannot move or fire.

Mounting and dismounting horses.

It takes half a move to achieve this.

Embussing and Debussing.

From vehicles takes half a move. Note that getting on and off bicycles has no penalty.

Firing

Small Arms

Range in inches & D6 Dice

	<u>Short</u>	<u>Medium</u>	<u>Long</u>
Pistol	1 - 4	5 - 8	NA
1 x D6	4, 5,6	5, 6	
Shot Gun	1 - 4	5 - 8	9 - 12
1x D6 per barrel	3,4,5,6	4,5,6	5, 6
Rifles	1 - 8	9 - 18	19 - 24
1x D6	3,4,5,6	4, 5,6	5,6
Sniper	2,3,4,5,6	3,4,5,6	4,5,6
SMG	1 - 5	6 - 12	13 - 18
3x D6	3,4,5,6	4, 5,6	5,6
LMG	1 - 8	9 - 18	19 - 24
3 x D6	3,4,5,6	4, 5,6	5, 6
MMG/ HMG	1 - 10	11 - 20	21 - 30
3 X D6	2,3,4,5,6	3,4, 5,6	4, 5, 6

Weapons with more than one die throw can hit a target with each die as long as they are in a straight line. Take into account ranges, cover and line of site.

Small Arms Modifiers from dice throw.

- **1 Firer or target moved this turn**
- **1 target behind light cover, eg hedge. Or lying down.**
- **2 target behind heavy cover eg, stone wall or in trench.**
- **1 firer disordered.**
- **2 firer shaken**

+ 1 Firer Elite Unit

+ 1 Firer defending hard cover position

+ 2 Target Vehicle

Range in Inches

Grenade 1 - 6 Use 4" Kill zone. Roll die for every figure in zone. 5or 6 kill

Rifle Grenade 4 - 15 As above but use arrow die and D6 to place kill Zone marker

Artillery & Mortars.

This includes all mortars and field guns up 18pdr or 75mm. Larger guns are not expected to be encountered in this conflict other than on rare circumstances.

Artillery is divided into direct fire and indirect fire.

Direct is determined by line of site between gun and target.

Indirect is determined between line of site between observer and target but must have a communication link between himself and the gun.

Direct Fire.

Maximum range of artillery is governed by the observation table at the beginning of the rules and what has been rolled for at the start of the game. The range limit on the guns is therefore due to observation rather than effective technical range of the artillery pieces. Measure from the gun muzzle to the maximum distance observable.

Place a 4" Kill Zone on the aiming point. Roll an arrow die. Then roll a D6. Move the kill zone the number of inches rolled on the D10 in the direction of the arrow result. Anything caught within the kill zone must be diced for as casualties or damage.

Indirect Fire.

Artillery pieces firing indirectly can technically reach all parts of the table. Artillery pieces may therefore be positioned off table if necessary and still reach all parts of the table. The most important thing is the observer must be able to see the target and get that communication back to the artillery. Therefore the ability to see the target is governed by the observation table and the distance measured from the observer to the target.

Each field gun or battery of 2 field guns can have one observer who must be positioned on the table and able to see the targets that he is reporting on. This observer can be on foot, in a vehicle or even in a scout plane. The most important thing is that he must be able to communicate with the battery. This can be done by the same methods as mentioned in the section on communication.

Place a 4" Kill Zone on the aiming point. Roll an arrow die. Then roll a D10. Move the kill zone the number of inches rolled on the D10 in the direction of the arrow result. Anything caught within the kill zone must be diced for as casualties or damage.

In subsequent moves the observer can correct the fall of fire – as long as he has maintained communication links – and without measuring the difference order a range change giving direction and inches.

Rockets.

Small Hales type rockets may be used. These will not tend to be of the WW2 Soviet or German types but rather more home made. Usually single shot types they follow the same style as artillery regarding observation. However to simulate their erratic behaviour use the following method.

Player controlling the rocket estimates the range to the target in inches. Place a 4' circular marker with the centre on the exact measurement that the player originally announced.

Roll an arrow die. Then roll 2 D6. The result is the number of inches and the direction that the rocket has deviated. The result is as follows.

Rockets have a flat trajectory. If it hits something in its path such as a building or vehicle then take that as the point of impact.

Artillery Effect.

All targets caught within the kill zone must be diced for. Roll a D6. A roll of 1,2, or 3 is a miss. A roll of 4,5, or 6 is a hit. If the target is in hard cover the cover takes the effect rather than the figure to the total Defence Value (DF). Once the DF has been worn down the figures take the effect. All DF's should be written down before the game.

Eg. A figure if in a house. The house has a DF of 15. Artillery fire that hits the target rolls a D6 every hit. The result is taken away from the DF until it gets to 0. At the point that it reaches 0 the effect is then passed onto the figure. Then roll a D6 for the figure and consult the above casualty effect. The building or hard cover is considered destroyed once its DF is 0. If it was a construction that could catch fire then it is considered on fire for the rest of the game and cannot be inhabited by figures.

For the sake of simplicity specialised Anti Tank guns are deemed not to have high explosive or smoke capability.

HE Fire on Vehicles.

Target	D6 Throws		
	Destroy	Immobilise	No Effect
Tank 1,2,3,4,5	NA	6	
AFV	6	4,5	1,2,3
Soft Skinned	5,6	3,4	1,2

Vehicle crews in destroyed vehicles are considered killed. In Immobilised vehicles roll a D6 for each crewman. 1,2 or 3 and the figure is OK.

Smoke

Smoke can be a very useful weapon to hide movement. Mortars and artillery pieces can fire smoke rounds as can some tanks that have smoke dischargers fitted. Smoke grenades are considered too rare to be used.

Smoke can also be created by setting bonfires or by burning buildings.

The most important consideration is wind direction. At the start of the game roll an arrow die. This is the direction of the wind for five moves. Roll the die every five moves to see if it changes direction. This is the direction that the smoke will blow.

Artillery and mortars fire as per normal and plot their landing position as per an HE round. Each piece can only have a maximum of 1 round and this is decided at the start of the game when the die is rolled to ascertain total weapon rounds per piece. These round create a white smoke marker 4” wide and they drift the roll of an average die every move for 3 moves and then disappear.

Bonfires and burning buildings smoke for 6 moves and create a screen 12” long for this period.

Anti Tank Weapons.

There will be very few armoured vehicles in the BCW. Many that do appear will be home grown amateur types with limited defence and attack value.

Similarly to counter these vehicles there will be little in the way of formal anti tank equipment and in stead many Heath Robinson creations will be used. In fact part of the fun of this period is the ability to ‘invent’ such weapons.

Therefore there may be weapons that gamers create that will not be covered by these rules. You need to write your own within the guidelines of the following examples.

Molotov Cocktail.

Range is 6”.

For a figure to be brave enough to use such a weapon a bravery test needs to be taken. Roll a D6. If a figure is throwing from a hidden or safe position you need to roll 4,5, or 6. If a figure is throwing from the open you need to roll a 5 or 6. There is a chance card in the pact that can be picked and kept to help pass this bravery test.

It takes one move for a figure to light a petrol bomb and another to throw it at the target. If the target is hit other figures can throw unlit bottles into the fire created by the first on the next move. It is therefore best to have a gang of petrol bombers.

To hit a moving vehicle roll a D6. A 5 or 6 rolled is a hit.

To hit a standing vehicle roll a D6. A 2,3,4,5,or 6 is needed.

If hit ALL types of vehicle are immediately on fire and are immobilised.

Crews must abandon the vehicle. Roll another D6 for each crew member or passenger.. A roll of 4,5 or 6 kills the crew member or passenger

A vehicle will burn for 2 moves for each petrol bomb that hits the vehicle. If a vehicle burns for 6 consecutive moves it is destroyed.

Hand Grenade.

No effect on tanks or AFV's unless they have open compartments in which case they are treated as per soft skins.

For a figure to be brave enough to use such a weapon a bravery test needs to be taken. Roll a D6. If a figure is throwing from a hidden or safe position you need to roll 4,5, or 6. If a figure is throwing from the open you need to roll a 5 or 6.

To hit a moving vehicle roll a D6. A 5 or 6 rolled is a hit.

To hit a standing vehicle roll a D6. A 2,3,4,5,or 6 is needed.

A roll of 5 or 6 and the vehicle is immobilised. Roll another D6 for each crew member or passenger.. A roll of 4,5 or 6 kills the crew member or passenger.

Dynamite.

Range is 6".

For a figure to be brave enough to use such a weapon a bravery test needs to be taken. Roll a D6. If a figure is throwing from a hidden or safe position you need to roll 4,5, or 6. If a figure is throwing from the open you need to roll a 5 or 6.

It takes one move for a figure to light a dynamite bomb and another to throw it at the target.

To hit a moving vehicle roll a D6. A 5 or 6 rolled is a hit.

To hit a standing vehicle roll a D6. A 2,3,4,5,or 6 is needed.

Target Effect	D6 Throws		
	Destroy	Immobilise	No
Tank 1,2,3,4,5	NA	6	
AFV	6	4,5	1,2,3
Soft Skinned	5,6	3,4	1,2

Vehicle crews in destroyed vehicles are considered killed. In Immobilised vehicles roll a D6 for each crewman. 1,2 or 3 and the figure is OK.

Attacking vehicles with closed hatches.

Only stopped armoured vehicles can be attacked and so the attacker may need to create a way of stopping the vehicles such as a road block.

For a figure to be brave enough to use such a weapon a bravery test needs to be taken. Roll a D6. Only on the score of a 6 will the figure attack. However if the attacker hides in a pub before the attack he will attack on the roll of a 4,5,or 6.

If the attacker attacks he can mount the vehicle and lever open the top hatch. Roll a D6. The result is as follows.

1 – Vehicle reverses sharply and attacker falls off running back to cover.

- 2 – Hatch opens and attacker fires a pistol in. Vehicle commander killed. Crew surrender.**
- 3 – Hatch open. Attacker shot by commander.**
- 4 – Hatch opened and vehicle crew surrender**
- 5 – Attacker cannot open hatch and runs for cover.**
- 6 – Top hatch opened. Crew bale out of another hatch and run towards their lines. Vehicle captured.**

Crowbar.

Now this really is for the brave or lunatic fringe.

The vehicle needs to be stationary. For a figure to be brave enough to use such a weapon a bravery test needs to be taken. Roll a D6. Only on the score of a 6 will the figure attack. However if the attacker hides in a pub before the attack he will attack on the roll of a 4,5,or 6.

Poke the crowbar into the track by placing the figure next to the vehicle. Roll a D6. A roll of 5,6 means that the track has been broken and the vehicle cannot move. The attacker can roll a die every move that the figure stands next to the stationary vehicle. Good luck

Anti Tank Rocket.

Small Hales type rockets may be used. These will not tend to be of the WW2 Soviet or German types but rather more home made. Usually single shot types they follow the same style as artillery regarding observation. However to simulate their erratic behaviour use the following method.

Player controlling the rocket estimates the range to the target in inches. Place a 4' circular marker with the centre on the exact measurement that the player originally announced.

Roll an arrow die. Then roll 2 D6. The result is the number of inches and the direction that the rocket has deviated. The result is as follows.

Anti Tank Guns.

This ranges from AT rifles, through specialist artillery pieces and includes field gun capabilities.

All Anti tank guns have an ammunition limitation set at the start of the game to the result of an average die roll. The player should keep this secret from the opposition.

1 - Having managed to observe (see observation section above.) a target the firer then needs to hit it. This will depend on range and terrain issues.

2 – To hit a target use the following table. Use 2 D6

Range in inches	Dice throw to score a hit.	
	Target still	Target moving
0 to 10	6 or over	7 or over
11 – 20	7 or over	8 or over
21 – 30	8 or over	9 or over
31 – 45	9 or over	10 or over
46 - 60	10 or over	11 or over.

If a hit is achieved move to point three below;

3 – Each vehicle will have a Defence Value. Please see the list in Appendix A for specific vehicles.

<u>Vehicle.</u>	<u>Defence Value</u>
Car or truck.	4
HR* light armoured Truck	6
HR* heavy armoured truck	8
Armoured Car.	10
Carden Lloyd	6
Renault FT17	10
Vickers Light	11
Whippet	10
Vickers Medium	12
Matilda	14
T26	12
PZ1	11

HR* = Heath Robinson improvised armour.

4 – Each anti tank gun will have a Penetration Value.

Weapon.	Range in inches.				
	0-10	11-20	21 – 30	31-40	41 - 50
Mauser AT rifle	9	8	7	-	-
Boyes AT rifle.	9	8	7	-	-
AT rocket	14	14	14	-	-
20mm Solothurn (Italy)	11	10	9	8	-
25mm Hotchkiss (France)	12	11	10	9	-
37mm Hotchkiss.(France)	14	13	12	11	9
37mm Bofors	14	13	12	11	9
Pak 37mm (German)	14	13	12	11	9
47mmSchneider (Belgium)	15	14	13	12	11

If the impact is on the side of the vehicle then the vehicles DF is as per the list. If the vehicle is hit in the rear then the DF is reduced by 1. If the hit is on the front then add 1 to the vehicles DF.

Roll 2D6 and add the result to the relevant figure above.

If the attacker achieves the defence value or higher of the target vehicle then it is a hit.

If a hit is achieved roll a D6 and consult the following.

1,2 Light damage. Radio destroyed. 1 x MG knocked out. Minus 1 on crew morale.

3,4 Heavy damage. Tank stops and crew abandon the vehicle. Radio destroyed. All weapons destroyed.

5,6 Tank brews up and is destroyed. All crew killed.

All hits are accumulative so 2 light damage equal a heavy damage and 2 heavy damage equal a brew up.

Stopping AFV's.

Attacking an AFV that has stopped is far easier and effective than one that is moving.

Attackers can employ various methods of stopping AFV's such as barricades or road blocks or even devious means such as parking a pram in the road. But will the vehicle stop?

For an AFV to approach any form of static defence it must pass the following test.

Add the vehicle morale factor to the roll of an average die and apply the following modifiers.

+ 1 Other friendly AFV within 10 inches and in line of site.

+1 Friendly infantry within 6 inches.

- 1 Vehicle previously damaged.

- 1 Vehicle disordered in previous morale test.

- 2 Vehicle Shaken in previous morale test

A result of 5 or over and the vehicle will carry on as normal. Less than 5 and the vehicle stops 1" in front of the obstruction. It will remain stopped for 3 moves. It will then retake the test and act on the result.

Aircraft.

Aircraft are very limited and usually used for observation. However some may be used for strafing ground troops, light bombing, or even firebombing.

There are 3 flying heights.

Low level = taking off and just leaving the ground.

Attack level = used for strafing and light bombing.

High level = Heavy bombing and cruising.

It takes one game move to change from one height to the next in rotation. Therefore a plane must move from high to attack to low level. This takes two moves. Not from high to low level.

Ground attack

- **Machine gunning ground troops. – place the 4” kill zone on the target. Roll an arrow die. Then roll a D6. Move the kill zone onto the new location. If there is a target within this kill zone dice for close range on the HMG section of the small arms chart. A plane can make 2 passes.**
- **Light bombing. – place the kill zone marker on the target. Roll an arrow die and move it the result of a D10 roll. Dice for everything**

within the kill zone. Roll a D6 3,4,5 is a kill for figures. Use the High Explosive effect chart for vehicles. A plane can make 1 pass.

- **Fires of Hell plane. The plane works by spraying petrol across an aiming strip which is 4” wide and 12” long. Place a marker on the selected start point of the strip. Roll an arrow die and then an average die. Move the marker to the landing point and mark out the hit strip in the direction of the arrow die. Then roll a D6. Anything other than a 6 means the petrol ignites. Anything within the strip is on fire. All figures are killed. All buildings set on fire. All vehicles are set on fire and treated as per Molotov cocktail hit. A plane can make 1 pass.**

Anti Aircraft Fire

Aircraft can only suffer anti aircraft fire from the ground if it is at low or attack level. Take into account observation distances.

LMG - Range = 24” radius. Roll 4 dice. 5 or 6 is 1 hit.

HMG – Range = 30” radius. Roll 6 dice. 5 or 6 is a hit.

20mm - Range = 36” radius. Roll 4 dice. 4,5 or 6 is a hit.

Each hit is a minus of 1 from targets DF. When the DF reaches 0 the plane is destroyed.

The plane does not cause any damage when crashing as it is deemed to crash off table. The players can change this if they wish to add some drama to a scenario. This also includes the fate of the pilots.

Aircraft Dog Fights

For simplicity sake if two enemy aircraft appear over the table at the same time they are deemed to have chased each other off and out of the game.

Melee.

Firstly take a morale test on the unit that is charging to see if it carries on. If it passes it charges, if not follow the morale check result.

Secondly if the attacker passes and charges take a morale test on the unit that is being attacked. If it passes it stands. If it fails it retires immediately one move.

If contact is made continue.

All melee is done between individual figures.

Roll a D6 for each figure. Add the following modifiers;

+1 figure belongs to Elite unit.

+2 for extra figure engaged. Only one extra figure per turn. (two against one.)

+2 figure defending hard cover such as wall, barricade or building.

+3 Attacker mounted on CHARGING horse.

+1 Attacker mounted on horse.

-1 Figure morale SHAKEN.

-1 Figure defending trench with attacker looking down.

-3 figure attacked from behind.

The loser is the unit that suffered the most casualties.

The loser takes a morale test and reacts accordingly.

Morale.

All units that are reduced to 50% of their original strength retire from the table. If attacked or fired upon they rout or surrender.

Morale is taken as per the squad, company size unit. In the case of an armoured vehicle it is by vehicle.

Take a morale test when a unit is;

- **Under fire.**
- **Being Attacked.**
- **Failed morale test in previous move.**

Before the game each unit is given a unit morale figure from, 1, the lowest to 5 the highest.

2 – Local untrained security defence force or town militia.

3 – Trained or veteran militia.

4 – Civilian based unit with high political views. Eg BUF, Communists, or police.

5 – Veteran or well trained military unit. Regular army.

6 - Elite unit such Regular Army Guards unit.

In many ways it is up to the gamer to decide before the game how he wants to grade his force. This decision will be heavily influenced by the scenario and the need to balance the two forces in the game.

When a morale check is taken add to the above grade the role of an average die.

Then modify this total with the following.

-1 being fired at.

-1 taken 20% casualties so far in the game. Now classed as disordered.

-2 taken 40% casualties so far in the game. Now classed as SHAKEN.

NB 50% casualties and the unit retires from the game.

- 1 officer killed.

-1 being attacked by tanks or aircraft.

-1 An armoured vehicle that has no infantry support within 15” in contact with the enemy.

+2 Battalion commander within 12”

+3 National leader within 12”

+1 shooting at the enemy this move.

+2 medic attached to unit.

The result is then compared with the following.

4 and under the unit fails. It is now considered disordered for the rest of the game.

- **If attacking it stops and may fire.**
- **If standing firing it is pinned and does not return fire.**
- **If retiring from enemy it moves at double move rate away from the enemy.**

If a unit fails 3 morale tests in succession it automatically routs from the table for the duration of the game.

If a unit routs but is unable to get off the table due to insurmountable barriers, such as rivers, or being surrounded by an enemy the unit surrenders.

