

# Panzer8

*World War II Miniature Wargames Rules*

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## 1. Introduction

These rules are designed to be simple and fast playing while still retaining historical accuracy and the feel of the period. They are designed for use with small-scale figures, from 6 to 15mm. They are not just “tank rules” but a successful general will need to use combined arms. They are designed with the early war period in mind; and not just for the later battles between Tiger and Stalin tanks.

The “8” in the name comes from my desire to keep the basic rule size to 8 A4 pages and a data sheet for each nation. Advanced rules add such things as artillery, aircraft, hidden setup and engineering.

### 1.1 Game Scale

**For 10-15mm figures:** All movement and ranges are specified in inches. Each inch represents 33 and one-third metres. The game table is assumed to be about 60 inches long (2000 meters), which is assumed to be maximum visibility for game purposes.

**For 6mm figures:** You can choose whether movement and ranges are specified in inches or in cm. Using inches you get a better ground scale. Using cm you can play on a smaller table or play larger games on a bigger table.

### 1.2 Equipment required to play

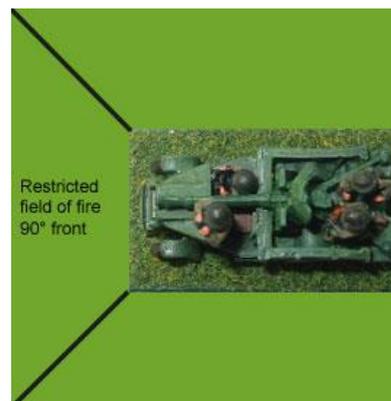
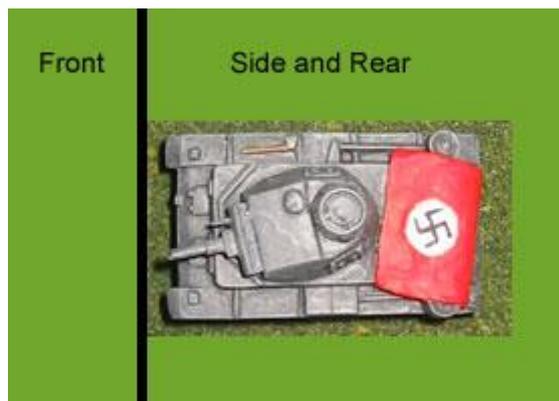
To play the game you will need two ten-sided dice and a ruler marked in inches or cm depending on the figure scale used.

Three different types of markers are needed:

- Suppressed - used to indicate which elements been suppressed by the enemy.
- Dug-in - used to indicate which elements are entrenched.
- Reaction - used to indicate which elements have reacted to enemy actions.

If expansion rules are being used, additional markers, such as smoke, smoke counters and dismounted elements may be required.

### 1.3 Element Bases



### 1.4 Troop Quality

Troops are divided into 3 qualities: Elite, Average and Poor. Quality represents training, morale and command-control. These qualities are relative rather than absolute; the majority of troops on the battlefield should be Average. The following quality modifiers apply to dice rolls where specified:

Elite	+1
Poor	-1

## 2. Terrain

### 2.1 Movement

For movement purposes terrain is split into the following types:

Open	Fields, fords
Flat	Steppes and dirt roads
Road	Usually metalled, includes streets through a BUA and bridges
Rough	Rough, orchards, oasis, dried riverbeds, beaches, hills.
Difficult	Woods, marshes, steep or rocky hills
Extreme	Jungle, forest, and swamps
Tracks	Tracks through difficult or extreme terrain.
Linear obstacles	Built-up areas (BUA), walls, hedges (fences are ignored for game purposes), streams, railway embankments.

### 2.2 Cover

For protection against fire, terrain is split into the following types:

None	Fields, steppes, beaches, roads, streams, rivers, sea.
Soft cover	Shell holes and wooden buildings. Except against mortar and support fire: Woods, orchards, hedges, walls, fields with high crops, and infantry & soft vehicles following directly behind (but not riding on) an AFV.
Hard cover	Buildings (even rubble and burned) of stone or brick. Dug-in in fox-holes etc.
Fortifications	Concrete bunkers and other permanent fortifications
Hull-down	Hills can have defined crest-lines. Crest lines do not normally provide cover, however a turreted AFV behind and touching a crest-line is considered hull-down. Hull mounted guns may not fire when hull-down.

### 2.3 Line Of Sight (LOS)

In order to see or shoot at an enemy element, an unobstructed LOS is required. LOS is measured from any part of the observing element to any part of the target element. If the observing element has a LOS to the target, then the target will automatically have a LOS back.

A LOS is obstructed if it both enters and exits the same terrain feature or if it travels for more than 2 within a single terrain feature. Terrain features that block LOS are buildings, fields with high crops, hills, orchards and woods. A LOS that crosses a crest-line, hedge or wall is blocked unless one of the elements is touching it.

An especially high piece of terrain may be defined before the game as elevated. This can be items such as a hill, a windmill or a church tower. Elements in buildings with elevated terrain must state if they are elevated or not. Changing between elevated and not (or vice versa) counts as movement. An observer in elevated terrain ignores fields with high crops, hedges and walls for LOS purposes.

A tank that is hull-down behind a crest-line has no LOS to the opposite slope.

Mortars may measure LOS from a friendly unsuppressed combat element with 1 of the mortar.

### 3. Turn Sequence

In attack/defence games, the attacker is the first player; in other games determine randomly. A game turn consists of two player turns.

1	Event Phase	Draw an event card.
2	Action Phase	Friendly elements may perform an action. Enemy elements may react.
3	Close Combat Phase	Resolve hand-to-hand combat and tank overruns. Advance after combat.
4	End Phase	Determine if the scenario victory conditions have been achieved.

### 4. Event Phase

[Advanced Rules] The player takes a random event card from the deck.

### 5. Action Phase

During the action phase, a friendly element may perform one of the following actions providing it did not react in the previous player turn.

An unsuppressed enemy element may immediately react to movement by an element to its front. On reacting the element may do one of the following:

- fire at the element that caused the reaction.
- fall back.
- if the element that caused the reaction is charging, move at half speed to join the ensuing hand-to-hand combat.

The reaction is considered to take place at any time during the element's movement, the element being paused while the reaction occurs. Any number of elements may react to an individual element.

#### 5.1 Direct Fire

Elements can only shoot at targets in their field of fire to which they have a LOS. Most units have a 360° field of fire. Crew-served weapons, turret-less AFVs and some other elements have a restricted 90° field of fire as indicated on their data sheet. Crew-served weapons and some other elements, as indicated on their data sheet, cannot both fire and move.

Infantry riding in a vehicle may not be targeted, although they may be shot at when mounting or dismounting; instead it is the vehicle in which they are riding that is targeted. Tank riders may be targeted even when mounted. Elements in a hand-to-hand combat may not be targeted.

Infantry and engineer elements riding on tanks or in transports may fire. If two elements are carried, only one may fire. When mounted, flamethrowers and Crew Served Weapons (unless portee) may not fire.

An element may not shoot through a friendly element, except when in an elevated position or mortar armed in which case the friendly element must be nearer the firer than the target. An element firing SA must have a one base with wide clear path to the target. An element firing SA may

not fire through enemy infantry or crew served weapons which it could shoot at except to hit a vehicle or a target moving in the open.

A tank element with multiple guns may also fire their secondary guns as specified on the datasheet. Forward Observers on foot may not be targeted at ranges greater than 4.

Suppressed elements have their range limited to 4 and a restricted 90° field of fire.

HE/SA is used to fire at unarmoured targets such as infantry, guns and soft vehicles.

AP is used to fire at armoured targets such as tanks and armoured cars. A firer with an AP value followed by an asterisk (e.g. 1\*) may not damage targets unless they have a Def of 2 or less or unless they are open-topped. A firer with an AP value followed by a plus (e.g. 4+) may use replace the AP value with the target's Def value.

The firer rolls 1d10 and adds the following...

+ Firer	Firer's "AP" or "HE/SA" value
+1	Target within range 4: ignored by firer with a range of 4 or when suppressed
+1	No part of the firer is to the target's front
+ or -	Firer's Troop Quality

The target rolls 1d10 and adds the following...

+ Def	Target's "Def" value
+1	Target is in soft cover
+2	Target is in hard cover, hull-down or firing through smoke
+1	The Firer moved
+1	Target over half range.
+ or -	Target's Troop Quality

Deduct the target's score from the firer's score and consult the following table...

Result...	Effect...
0 or less	No Effect
+1 or +2	Fall-back from HE/SA. No Effect from AP.
+3 or +4	Suppressed
+5 or more	Out Of Action

## 5.2 Tank Hunting

An infantry section (including bicycle and engineers but not crew served weapons, motorcycles or cavalry) may attempt to close assault an AFV. In order to do so the infantry may not be suppressed and must be within range 2 of the AFV. Except when hunting suppressed AFVs, the infantry and/or the AFV must be in hard cover or soft cover.

If the AFV has friendly infantry in base contact or tank riders, these will automatically fire close defence first using HE/SA fire. If a result is obtained then the tank hunting automatically fails.

As an action, an unsuppressed commander element may give a bonus to one tank hunter if within 4. However the result of the close combat will also apply to the commander element.

The tank hunter has an AP value of 4+. It rolls 1d10 and adds the following...

+ AP	Tank Hunting "AP" value 4+
+1	Target in cover or smoke
+2	Tank Hunter is an engineer section
+1	No part of the Tank Hunter is to the target's front
+1	Target is open topped
+1	Target has no machine-gun
+1	Unsuppressed friendly commander within 4 performing a Tank Hunter action
+ or -	Tank Hunter's Troop Quality

The target rolls 1d10 and adds the following...

+ Def	Target's "Def" value maximum 4
+ or -	Target's Troop Quality

Deduct the target's score from the tank hunter's score and consult the following table...

Result...	Effect...
0 or less	Tank Hunter Fall-back
+1 or +2	No Effect
+3 or +4	Suppressed
+5 or more	Out Of Action

## 5.3 Movement

Each element may move up to the distance allowed for its movement rate as indicated on its entry in the data sheets. Movement rate for the slowest terrain is used. Movement can be split into two halves to better calculate movement through different terrain types.

### 5.3.1 Movement rates

Elements with movement 0 may rotate in place but can otherwise only move when limbered or embarked. Other elements move depending on the terrain they are in.

### 5.3.2 Terrain effects

Movement class...	Road	Flat	Open	Rough	Difficult	Extreme	Track
Cmd (Command)	8	8	8	8	8	0	8
Mech (Mechanised incl.Cavalry)	8	8	8	4	4	0	2
Inf (Infantry)	4	4	4	4	4	2	2
Fast (AFV)	10	10	10	4	4	0	2
Slow (AFV)	4	4	4	4	4	0	2
WhX (Cross-Country Wheeled)	10	8	8	4	4	0	2
Wh (Wheeled)	10	8	4	2	0	0	2
HD (Horse-drawn)	4	4	4	2	0	0	2
CSW (Crew Served Weapon)	1	1	1	1	1	0	1

Linear obstacle: To cross a linear obstacle takes ½ movement.

### 5.3.3 Facing

A vehicle that moves outside its front facing (i.e. behind a line extending along its front base edge), as per the start of its move, has its move reduced by 50%. Ignored by vehicles with a rear driver.

### 5.3.4 Limber, unlimber, embark or disembark

Crew-served weapons take one entire turn to limber, unlimber, embark or disembark. In order to limber or embark they must start adjacent to their tractor and may not fire in the same turn. When unlimbering or disembarking they are placed anywhere adjacent to their tractor. When limbered or embarked they may not fire.

Man portable crew-served weapons (SFMG, light and medium mortars) may break down for movement, taking an entire turn to do so. Once broken down they move as infantry. It takes another entire turn to setup for firing. When broken-down they may not fire. (Note: British and Japanese light mortars and some parachute weapons move as infantry and as such ignore this rule.)

Infantry that start the turn adjacent to a transport or tank may mount without movement penalty. They may dismount at the end of the vehicles movement, being placed adjacent to the vehicle, but the infantry may not move further. Infantry may not mount and dismount in the same turn.

### 5.3.5 Interpenetration

Units may move through friendly units unless on tracks, bridges or roads. They may not pass through enemy.

### 5.3.6 Entering the board

Troops that enter the board on a road have their movement increased by 2 until such time as they leave the road or are fired upon. Crew-served weapons must enter the board limbered, embarked or broken down for movement.

## 5.4 Charge!

A Charge move must be used if it is desired to move so as to enter into close combat. A charging element may not move outside its front facing.

## 5.5 Fall back

A fall-back is movement backwards: directly away from the enemy or directly towards its own home board edge. Vehicles can do this either by starting their movement with a 180° turn or by reversing. Fall-back is the only movement allowed to suppressed elements or transports without any embarked element.

## 5.6 Move and Fire

An element may move at half speed and then fire with a negative modifier. Elements with NMF on their datasheets may not do so; however they may rotate and fire still with a negative modifier.

## 5.7 Rally / Recover

An element may attempt to remove a suppression marker by performing a Recover Action. A friendly commander within 4 can perform a Rally Action to assist.

Roll 1d10 and apply any modifiers...

+1	Unsuppressed friendly commander within 4 performing a Rally Action
-1	For every three friendly elements removed from play by enemy action
-1	Unsupported. AFVs are supported if they have AFVs within 4 or radio-equipped of same type within 8. Other troops are supported if they have a friendly combat element within 4. Supporting units may not be suppressed.
+ or -	Recovering Element's Troop Quality

Consult the following table...

Result...	Effect...
1 or less	Out Of Action
2 – 5	No Effect
6 – 8	Unsuppressed
9 or more	Unsuppressed and the recovering element (and any rallying commander) may perform another action immediately.

## 5.8 Mount or Dismount

Mounted troops such as Cavalry and Motorcycles are normally represented by models in their mounted state. They may dismount as an action. Once dismounted the mounted element is replaced by an equivalent infantry section.

A base of mounts without riders may optionally be provided, and if so it is placed anywhere adjacent to the troops that dismount. This is a non-combat element which may not move. A typical such base could consist of a group of horses with horse-holders. If the dismounted unit is contiguous with its base of mounts, then it may remount as an action.

Portee elements may dismount as the equivalent Crew Served Weapons. If an empty transport marker is provided, then they may remount.

## 6. Close Combat Phase

Close combat is used to resolve hand-to-hand combat and tank overruns for adjacent enemy elements. However not all elements will resolve close combat just because they are adjacent; for example trucks.

An unsuppressed commander element may give a bonus to one close combat per phase if within 4. However the result of the close combat will also apply to the commander element.

### 6.1 Hand-to-Hand Combat

If two non-vehicle elements are in base contact with each other, or separated by a linear obstacle or fortification, then they are in hand-to-hand combat. Crew served weapon and Commander elements may not move so as to enter hand-to-hand combat.

A player may move multiple elements into contact with a single opponent in which case he may roll for each element. Should his opponent obtain a result it is only applied to one element at the owner's choice.

Elements in hand-to-hand combat may not be voluntarily targeted nor may they fire. However this does not stop the charged unit, unless suppressed, from firing just before it is contacted.

The attacker rolls 1d10 and adds the following...

+ HE/SA	Attacker's "HE/SA" value. Crew served weapons & Commanders have a HESA value of 4.
+2	Cavalry that initiate close combat against elements in open, fields or dug-in.
+2	Attacker is Engineers
+1	Infantry or Engineers attacking through a smoke screen.
+1	Unsuppressed friendly commander within 4
+ or -	Attacker's Troop Quality

The defender rolls 1d10 and adds the following...

+ HE/SA	Defender's "HE/SA" value. Crew served weapons & Commanders have a HESA value of 4.
+2	Defender is Engineers
+1	Defender is in soft cover
+2	Defender is in hard cover
+1	Unsuppressed friendly commander within 4
+ or -	Defender's Troop Quality

Deduct the attacker's score from the defender's score and consult the following table...

Result...	Effect...
-5 or less	Attacker Out Of Action
-4 or -3	Attacker Suppressed
-2 or -1	Attacker Fall-back
0 or less	No Effect
+1 or +2	Defender Fall-back
+3 or +4	Defender Suppressed
+5 or more	Defender Out Of Action

## 6.2 Tank Overrun

Tank overrun is resolved when an unsuppressed tank (but not other AFVs), is in front base contact with, or separated by a linear obstacle from, an element other than a vehicle (including motorcycles). Overrun may only be attempted in open terrain or in fields; even dug-in troops may be overrun.

The attacker rolls 1d10 and adds the following...

+ 8	Attacker's always uses a "HESA" value of 8 when overrunning.
+ or -	Attacker's Troop Quality

The defender rolls 1d10 and adds the following...

+ HE/SA	Defender's "HESA" value. Crew served weapons & Commanders have a HE/SA value of 4.
+1	Unsuppressed friendly commander within 4 performing a Rally Action
+ or -	Defender's Troop Quality

Deduct the target's score from the firer's score and consult the following table...

Result...	Effect...
-5 or less	Attacker Out Of Action
-4 or -3	Attacker Suppressed
-2 or -1	Attacker Fall-back
0 or less	No Effect
+1 or +2	Defender Fall-back
+3 or +4	Defender Suppressed
+5 or more	Defender Out Of Action

### **6.3 Advance after combat**

If the attacking element survives and is unsuppressed it will attempt to advance so as to occupy the defender's position. If the defending element is still in position it must retreat 2 base depths unless dug-in or in fortifications. If the attacking element cannot advance it must fall-back instead.

## **7. End Phase**

Determine if the scenario victory conditions have been achieved.

## **8. Combat Results**

### **8.1 Fall Back**

Elements in fortifications, dug in or under support or mortar fire and crew-served weapons ignore this result if suppressed, otherwise treating it as suppressed. The same applies to elements in cover which would leave cover as a result of a fall back. Other elements must immediately make a fall-back move distance 4.

### **8.2 Suppressed**

Element becomes suppressed; indicated by placing a suppressed marker next to the element. An already suppressed element treats this result as Out Of Action.

The following applies to suppressed elements.

- may only make fall-back moves.
- range limited to 4 and restricted 90° field of fire.
- may not react to enemy actions.

### **8.3 Out Of Action**

The element plays no further part in this battle and is removed from play. Actually the unit may not have been killed, but is out of action for game purposes.

### **8.4 Passengers**

Passengers riding in a transport and limbered guns suffer the same fate as the vehicle. If there are multiple elements riding in a transport, an Out Of Action result will cause only one transported element to be knocked out; select randomly. The transport and remaining elements will be suppressed.

Passengers in a soft vehicle must, and in an APC may, dismount on becoming suppressed. Tank riders will automatically dismount suppressed if the tank becomes suppressed or Out Of Action.

## **9. Special Troops**

### **9.1. Reconnaissance troops**

Troops specially trained in scouting are classed as Recce. These are often armoured cars but can even be such elements as light tanks, cavalry, motorcycles or infantry scouts.

Recce elements double spotting distances when locating hidden enemy and may direct support fire.

Unless the scenario specifies otherwise, recon units may move once after the game has been setup but before the game starts. If both sides have recon units they alternately move one element each; starting with the defender, randomly if there isn't a defender. Recon elements due to enter the table on the first game turn may use this extra movement to enter the board.

## 9.2 Armoured Infantry

Panzer Grenadiers in armoured halftracks, armoured infantry, and infantry in Carriers now always fight "mounted" in the same way as cavalry and motorcycle elements and like these may dismount as required. These are treated as normal infantry of their type with the following exception:

- They have Mech movement class
- They are an "unarmoured target" but may always claim hard cover modifiers.

## 9.3 Soft Transports

While normally motorised, they can even be horse-drawn. A large lorry or bus element represents enough such vehicles to transport 2 elements, other elements such as trucks or jeeps can transport one element. Alternatively they can tow one gun element. When empty and not towing, they are not considered to be combat elements and are automatically removed from play unless adjacent to a friendly combat element. Transports are not combat elements.

## 9.4 Tank Riders

One Russian or German infantry element may ride on a tank or assault gun. Other nations may only do so if permitted by the army list or scenario.

## 9.5 ATR equipped elements

ATR equipped elements may not target the same enemy armoured element more than once per Action Phase. This simulates the lack of ATRs in the early war years.

The Russians concentrated their AT Rifles into specific units, so this does not apply to them.

## 9.6 LDV/Home Guard/Volkssturm

For the purpose of recovering from suppressed, regular troops ignore casualties of "Home Guard" elements. When "Home Guard" elements attempt to recover from suppressed, they include all casualties of both all elements.

## 9.7 FOO & FAC

A FOO (Forward Observation Officer) and FAC (Forward Air Controller) may never move into contact with enemy elements. It may only be targeted by enemy elements if within 4 or if there is no friendly element within 4 of the FOO/FAC which can be targeted instead. It may not call in Support Fire or Air Support if suppressed. A FOO/FAC that is in base contact with an enemy element at the start of any phase is automatically removed. FOO/FAC are not combat elements.

## 9.8 Commanders

A Commander may never move into contact with enemy elements. It may only be targeted by enemy elements if within 4 or if there is no friendly element within 4 of the Commander which can be targeted instead. It may not give a die roll plus if suppressed.

An out of action commander must be replaced by removing a combat element in the commander's chain-of-command and placing the commander in its position. If no combat element exists that isn't in contact with the enemy then the commander isn't replaced.

## 10. Special Terrain

### 10.1 Built Up Areas (BUAs)

A built up area is a building or group of building on a base that represent a farm or a hamlet. Ideally the BUA base should not exceed 4x4. Multiple BUAs can be used to represent a larger village or small town. A BUA may not contain more than a specific number of elements (plus any number of Commanders, FOO, FAC & Transports), as a general rule this can be determined by taking the length of the longest side and dividing by the width of a standard infantry element base rounding up. BUAs containing high buildings such as church towers or windmills may count as elevated terrain.

#### 10.1.1 Movement in BUAs

To enter or leave a BUA costs ½move. Moving from a BUA to an adjacent BUA takes a whole move. BUAs classed as ruined may not be entered by wheeled or horse-drawn elements. Elements with the ability to dismount will automatically dismount on entering a BUA and automatically mount on leaving.

#### 10.1.2 Combat in BUAs

BUAs are treated as Soft Cover when predominately wooden buildings and hard cover when stone or ruined. Infantry including engineers and elements with the ability to dismount as infantry have a 360° field of fire. Crew served weapons and vehicles (including tanks) have a restricted field of fire out of one side of the BUA. Place these units on the side of the BUA of which they are firing from. LOS and firing is measured from/to any part of the BUA.

#### 10.1.4 Roads through BUAs

Multiple BUAs may have a road running between them; i.e. through the town. Elements on such a road:

- May use “road” movement unless both BUAs are ruined.
- Are not treated as in cover unless being tank-hunted.
- Have no LOS out if more than 1 from the edge of the BUA.

A LOS may not be trace through the town on such a road.

## 11. Datasheets

NR	No Radio	NMG	No Machine-gun	OT	Open Top
NMF	No Move & Fire	FF	Fire Forward	RD	Rear Driver

# Advanced Rules

## 12. Hidden Placement

Unless otherwise specified, in a scenario with an attacker and defender, the defender can use hidden placement for up to half of his elements. Other scenarios may permit hidden placement. To use hidden placement the element may not be in permanent fortifications.

The player places a counter on the table to represent one or more elements. In addition an equal number of “dummy” counters may be placed.

A hidden element is revealed when...

- It moves
- It fires (unless mortar)
- An enemy element has a LOS to the hidden element and is within 2 (4 if Recce)
- An enemy element has a LOS to the hidden element and is within 8 (16 if Recce) and the hidden element is not in cover or dug-in.

When placed on the table, hidden elements can have any desired facing or position provided they touch the hidden marker.

Hidden elements may not be fired upon in the normal manner. They may however be targeted by support fire. If in the open, fields or buildings (even if dug-in) they may be targeted and revealed by air support.

## 13. Field Engineering

### 13.1 Barbed Wire

Fully tracked AFVs ignore barbed wire, as do infantry moving directly behind them. Others stop on contact. It may then be crossed on a subsequent turn by expending full movement.

Engineers may clear a one element wide path through barbed wire. They must remain stationary one whole turn adjacent to the wire. In their subsequent action phase, they must roll a 6 or more on 1D10 to clear a path.

### 13.2 Permanent Fortifications - Bunkers & Pill boxes

Unless specified otherwise by the scenario, a pill box can contain one, and a bunker two elements. These can be infantry, SFMG or guns but not mortars, anti-aircraft guns or.

Elements in fortifications cannot be affected by small arms fire. They count as hard cover except against engineers and Dive Bombers. Only infantry and engineers may move into close combat with a fortification.

## 14. Smoke

Unless specified otherwise by the scenario, only a limited number of smoke screens may be placed. A pool of smoke "counters" is kept; one for every AFV or infantry element fielded (whichever is largest). Germans in 1945 and Soviets in 1941 have only half this number. Every time smoke is placed, one counter is taken from the pool regardless of the size of the smoke screen. Once the pool is empty, no more smoke may be placed.

Placing smoke is an action. Smoke lasts until the player's next action phase when it either dissipates or may be renewed (without requiring any die roll).

- Smoke dischargers lay a two base-widths wide screen touching the front of the firer if hull mounted or any face if turret mounted. An AFV may not advance through a smoke screen fired by friendly AFV smoke dischargers.
- Sections with smoke grenades (usually only assault engineers) can lay a two base-widths wide screen touching the unit.
- Sections with light mortars (unless German) may fire a two base-widths wide screen. They must roll a 3 or more on a 1D10 to succeed (troop quality modifiers apply). It may be laid anywhere within range and LOS of the element.
- Sections with medium or heavy mortars may fire a three base-widths wide screen. They must roll a 3 or more on a 1D10 to succeed (troop quality modifiers apply). It may be laid anywhere within range and LOS of the element.
- Support fire may fire a four base-widths wide screen.

The defender adds 2 when fired upon if the LOS passes through smoke or either the firer or target is in smoke.

## 15. Event Cards

The event deck is a normal deck of playing cards. At the start of each player turn the phasing player draws an event card from the deck. One side is nominated as black (usually German) and one as red (usually Allies). Only cards of the corresponding colour affect the player.

Card	Rule	Effect
Ace	15.5	Ammo shortage
2	15.6	No Advance
3	15.7	No Commander Actions
4	15.8	Flank Attacked
5		
6		
7	15.4	Support Fire: Mortars
8	15.4	Support Fire: Medium Artillery
9	15.4	Support Fire: Heavy Artillery
10	15.3	Air Support: Ground Attack
Jack	15.3	Air Support: Fighter Sweep
Queen	15.2	Double time
King	15.1	Two actions
Joker		Choose any event card not yet drawn from the deck, and then return all cards to the deck and shuffle.

## 15.1 Two Actions

One friendly element, within 4 of a friendly commander element, may perform two actions.

## 15.2 Double Time

Any friendly elements, within 4 of a friendly commander element, may increase movement by 50%.

## 15.3 Air Support

Air support missions represent a flight of 3 or 4 aircraft on a fighter sweep or ground attack mission. Planes can be one of four different types: Fighter, Tank Buster, Dive Bomber and Light Bomber.

	Fighter	Tank Buster	Dive Bomber	Light Bomber
British	Spitfire, Hurricane	Hurricane IID, IV, Typhoon		Fairey Battle
French	M.S.406, D.520			Potez 631, Breguet 693
German	Me 109, Fw 190	Ju 87 G, Hs 129	Ju 87	Ju 88, He 111
Russian	Yak, MiG, LaGG	Il-2 Sturmovik		Pe-2, Tu-2
USA	P-40, P-47, P-51D	P-51D		

### 15.3.1 Fighter Sweep

The Fighter Sweep card can be used as either a Fighter Ground Attack (see below) or as a Combat Air Patrol. If used as a Combat Air Patrol it will remain in play until your opponent draws an Air Support card which it will immediately negate.

### 15.3.2 Ground Attack

Unless specified otherwise by the scenario, the mission type will be determined as follows: If early war, a Ground Attack card will be Dive bomber if German, Light bomber if West Front Allies and Tank-buster if Russian. If later in the war it will always be Tank-buster.

### 15.3.3 Pre-planned targets

Three pre-planned targets may be noted down prior to the start of play. These should be based on clearly determined terrain features. The mission may target any enemy element within 6 of the target.

### 15.3.4 FAC controlled missions

A FAC (Forward Air Controller) element may be used to control air support missions by the Germans, by the British from 1941 in the desert and by the Americans from Salerno in September 1943. No other country may use a FAC. The mission may target any enemy element to which the FAC has a LOS.

### 15.3.4 Targets of opportunity

Mission	Priority 1	Priority 2
<b>Fighter</b>	Soft vehicles, Cavalry, Artillery not in cover.	Any element not in cover
<b>Dive Bomber</b>	Vehicles, Cavalry, Artillery not in cover.	Any element not in cover
<b>Tank Buster</b>	Armoured vehicles not in cover.	Soft vehicles, Cavalry, Artillery not in cover.
<b>Light Bomber</b>	Elements in/on a BUA or bridge or within 6 thereof.	Vehicles or Cavalry on road or in the desert or steppe.

For each possible priority 1 target, roll d10 and add 4 if it is on road or in the desert or steppe. Targets in cover are ignored. The target with the highest score will be picked. If there are no priority 1 targets, roll for priority 2.

### 15.3.6 Anti-Aircraft Fire

Anti-aircraft fire is resolved before the aircraft attacks. Anti-aircraft elements may choose to fire reaction fire at the attacking aircraft. Total the number of firing elements within 18 of the attacking aircraft or its flight path and add this to a d10. The aircraft uses its Def value to which a d10 is added.

Deduct the aircraft's score from the anti-aircraft firer's score and consult the following table...

Result...	Effect...
0 or less	No Effect
+1 or +2	Target has +1 modifier when resolving attack
+3 or +4	Target has +2 modifier when resolving attack
+5 or +6	Target has +3 modifier when resolving attack
+7 or more	Target has +4 modifier when resolving attack

### 15.3.7 Resolving Attacks

The phasing player may choose between pre-planned, FAC controlled and targets of opportunity. Missions enter the board at the middle of the home board edge and move directly towards the target stopping at a distance of 4. Anti-aircraft fire is resolved. Attacks are resolved using the aircraft's AP or HESA value as appropriate in the normal manner, however no modifiers apply other than for cover or anti-aircraft fire.

	HESA	AP	Def	Notes
Fighter	7	0*	1	
Tank Buster	7	4+	1	
Hs 129 & Il-2 Sturmovik	7	4+	3	
Dive Bomber	9	2*	1	Ignore Cover for BUA or Permanent Fortifications
Light Bomber	6	1*	1	Ignore Cover for BUA

### 15.3.7 Friendly Fire

If there is a friendly element within 6 of the target element and the ground attack fails to have effect on the target then it will immediately attack the nearest friendly element by mistake. If the attack die roll is a 1, then the nearest friendly element will be attacked regardless of distance.

### 15.3.8 Second Pass

In the Event Phase, two turns after the mission, roll a D10 subtracting any anti-aircraft fire modifier to see if the aircraft makes a second pass. Score 6 or more and it will return for a second pass. However Tank Buster missions that failed to find an armoured vehicle will never return. Should a second pass occur, no event card is drawn.

## 15.4 Support Fire

Support fire missions may be obtained from off-table batteries of guns, rockets and mortars or even naval vessels. They may fire HE or smoke.

### 15.4.1 Pre-planned targets

Three pre-planned targets may be noted down prior to the start of play. These should be centred on clearly determined map location. This can be a terrain feature or a direction and distance from such.

### 15.4.2 FOO controlled missions

A FOO (Forward Observation Officer) element may be used to control fire support missions. The FOO can be telephone equipped in which case he must be stationary and either dug-in or in a building. The FOO can be radio equipped in which case he can be on foot or mounted in a vehicle (lorry,

halftrack, tank etc.). French and Soviet FOOs prior to 1944 must be telephone equipped. Soviet FOOs from Guard Tank units may be radio equipped from summer 1944 but then must be in a lorry which they may not leave. The mission may target any enemy element to which the FOO has a LOS.

### 15.4.3 Commander controlled missions

A Commander or Recce element may be used to control fire support missions. The mission may target any enemy element to which the FOO has a LOS. The attack will be resolved with a -1 modifier.

### 15.4.4 Resolving HE missions

The phasing player may choose between pre-planned, FOO controlled and Commander controlled missions. Attacks are resolved on all elements at least partly within the beaten zone; the attacker rolls one die and the defender one die per element. Any element that moves in the beaten zone during the next friendly or enemy action phase is also affected. Attacks are resolved using the AP or HESA value as appropriate in the normal manner, however no modifiers apply other than for cover.

Fire can be obtained from different levels:

Level	HE/SA Russian & French	HE/SA Other	AP	Beaten Zone Russian & French	Beaten Zone Other
Heavy Mortar	8	7	1*	4 x 4	3 x 3
Medium Artillery	9	8	1*	5 x 5	4 x 4
Heavy Artillery	10	9	1*	6 x 6	5 x 5
Rockets or Naval Gunfire	11	10	4+	7 x 7	6 x 6

### 15.4.4 Resolving Smoke missions

The phasing player may choose between pre-planned, FOO controlled and Commander controlled missions. A four base-widths wide smoke screen is placed anywhere in or adjacent to the beaten zone. Roll an attack die, on a roll of 1 your opponent may move the smoke 6 in any direction.

### 15.4.5 Friendly Fire

The HE attack is resolved against all elements in the beaten zone, both enemy and friendly. If the attack die roll is a 1, then your opponent may move the beaten zone 6 in any direction and re-roll the attack.

### 15.4.6 Barrage Fire

In the Event Phase of the following turn, roll a D10 to see if the barrage continues. Score 6 or more and it will continue in which case no event card is drawn. The British may use rolling barrages and move its location by up to 6 in any direction.

## 15.5 Ammo Shortage

All HE fire with artillery and mortars suffers a -1 modifier due to shortage of ammunition this turn.

## 15.6 No Advance

No friendly element within 30 of actual or suspected (hidden counter) enemy elements may move nearer to the enemy positions. Other elements may not move nearer than 30 from enemy positions.

## 15.7 No Commander Actions

Friendly commander elements may not perform an action this turn (e.g. Move, Rally).

## 15.8 Flank Attacked

The friendly element nearest to an unfriendly table edge is attacked by enemy troops off-table. If the element is within 4 of the table edge it is Out Of Action, otherwise Suppressed.

## 16. National Characteristics

### 16.1 Russian.

The following national characteristics apply to Russian elements...

- One element per game turn may ignore a suppressed result if already suppressed.
- Infantry and Engineers ignore suppressed results from response fire when charging into close combat.
- Infantry and Engineers always count as “troop quality” +1 in hand-to-hand combat.
- In 1941, if your opponent draws a German (black) Ammo Shortage card it applies to you for any response fire in his player turn and all fire in your next player turn.

### 16.2 French.

The following national characteristics apply to French elements...

- Elements belonging to a Reserve Infantry Division count as “troop quality” +1 when they throw an even combat die and -1 when odd.

### 16.3 German.

In 1944 and 1945, if your opponent draws an Allied (red) Ammo Shortage card it applies to you for any response fire in his player turn and all fire in your next player turn.

## 17. Credits

Inspiration and ideas have been borrowed from, among others, the Tank Battles in Miniature series by Donald Featherstone and Bruce Quarrie and Panzer III by David Ferris. Play-testing by Little Wars wargaming group in Stockholm. These rules are copyright 2004-2011 Keith Barker. They may be freely copied for non-commercial use providing that this copyright remains unchanged.