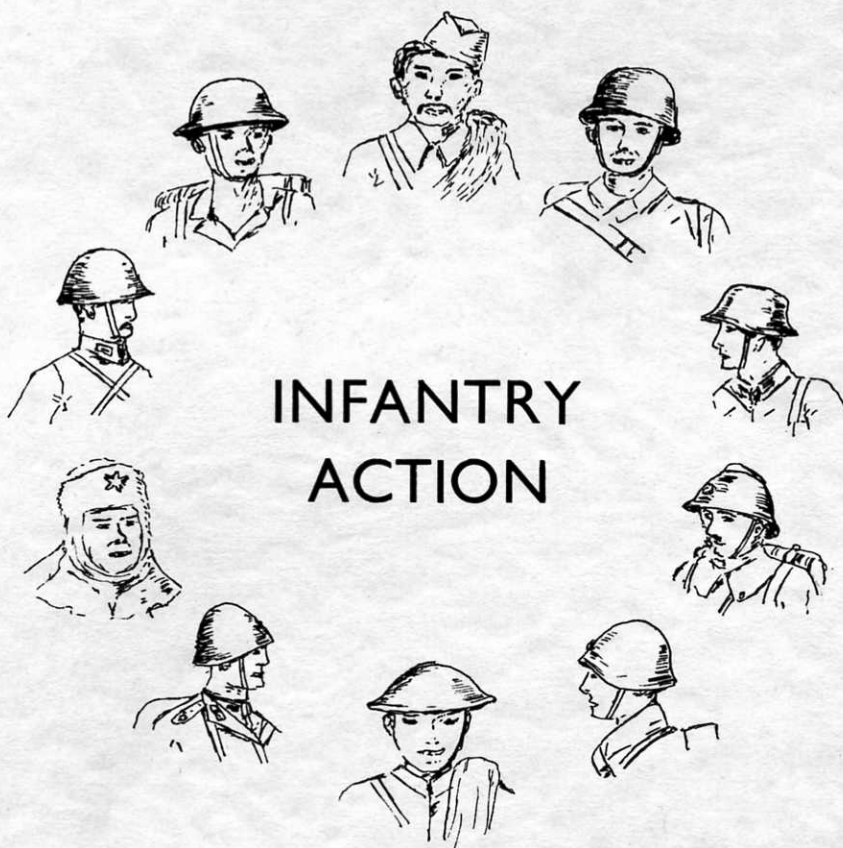


# WAR GAMES RULES

1925

1975

## INFANTRY ACTION



JUNE 1972

WAR GAMES  
RESEARCH GROUP

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## WARGAMES RULES FOR PLATOON LEVEL COMBAT 1925-75

### Introduction

In our opinion, nearly all modern rules at present in existence fall between two stools, in that they attempt to combine provision for individual weapons with a battalion structure.

This usually means calling a Section a Platoon, and does horrid things to time and distance scales, besides having weapons at the wrong command levels.

This leads to basic inaccuracies in infantry fighting, which are swept under the carpet by undue concentration on tanks and indirect fire weapons.

These rules are the first of complementary sets, this one concentrating on the actions of the Infantry Platoon and Section and taking cognizance of the other arms only as they impinge on them; the others placing emphasis on armoured troops and fast movement, with regiments and squadrons, battalions and companies, as the tactical units, where possible.

Both sets stress the reaction of troops to local circumstances, rather than assuming that every man is a hero, clairvoyant and genius, as is too often the case.

In the first set, weapons, especially support weapons, are divided into deliberately wide classes.

We provide a framework: you are welcome to put weapons in the classes that suit your exact period. As an example, one category is towed conventional anti-tank guns. This could mean a 2 Pdr in 1940, 6 Pdr in 1942, 17 Pdr in 1944.

Although we recommend 20/25mm figures, 1/32" or 54mm figures can be used in conjunction with an alternative ground scale.

We provide sufficient general information to cover night fighting in various degrees of natural and artificial illumination. If you wish to innovate, say by using tracer bullets to mark boundaries, you have our blessing. Obviously, if we had tried to cover all eventualities, these rules would have been twice the size, twice the price, have twice the loopholes, and probably too complicated to use. Some of the weapons we mention already may not be in use in your favourite period.

On first sight, you may think that we make undue use of dice. This is forced on us because we are dealing with individual figures. Take heart, the dice do not decide how many get hit, only who they are.

If you wish to discover for yourselves, the reasons behind our thinking, we recommend that you read the various books by S.L.A. Marshall, in particular "Men Against Fire".

A word of advice before you start playing. Sort out your organisation and provide sufficient leaders. Do not complicate your support methods too much. The present Chinese army would make a good model for a beginner.

If you then want to oppose a large, light infantry force, with one which is mechanised and strongly supported, the rules will enable you to cope.

However, if you use too many troops or too much support, the game will slow up disproportionately.

## Ground Scale

When using the 20 or 25mm figures we recommend, one inch on the table is equivalent to 10 metres on the battlefield. All distances in the rules are quoted in metres. To measure on the table, simply disregard the terminal O, and use an inch tape. If using 1/32" (i.e. 54mm) figures, take 1 cm = 1 metre.

## Time Scale

Each period of play is equivalent to 30 seconds of action.

## Figure Scale

Each figure on the table represents one man, who is equipped exactly as the figure.

## Units

Figures fight in groups led by Officers and NCO's.

These groups are usually sections or the equivalent, but may also be an isolated sub-section, a vehicle or heavy weapon crew, the occupants of a house, trench or bunker, or even an isolated individual.

## Choice and Cost of Troops

Unless the action forms part of a map campaign, figures and models may be freely chosen up to a maximum points value agreed by both sides or fixed by competition organisers. A realistic command structure must be used. Individual points values are as follows:

Each man costs 10 points.

Add 25 if he is a Commissioned Officer.

15 " " " " a Sergeant (N.C.O. Second in command of a Platoon)

10 " " " " a Corporal (N.C.O. commanding a section or vehicle)

5 " " " " a Lance Corporal (N.C.O. second in command of a section or commanding a heavy weapon crew)

Add 5 for every man armed with a rifle or sub machine gun.

10 " " " " an assault rifle able to fire bursts.

15 " " " " a grenade launching weapon

15 " " " " a magazine fed bipod light machine gun

20 " " " " a belt fed bipod light machine gun

2 " " " " grenades; in addition to or instead of above.

Any man not equipped with one of these is assumed to be pistol armed.

Add 20 for each 2" or 60mm mortar, flame thrower or night vision device.

30 for each one man anti-tank weapon, radio, 3" or 81mm mortar, wheeled or tripod machine gun, mine detector or vehicle mounted machine gun.

50 for each wheeled or tripod mounted recoilless or conventional anti-tank gun, or for each anti-tank missile control set with two missiles. or for each AFV gun.

Vehicles cost 5 points per metric ton weight if AFV, or 5 points plus 5 points per ton official load capacity if soft transport.

Weapons and crews cost extra.

A single AFV should be commanded by a Corporal.

If two are present, they should be commanded by a Sergeant and Corporal respectively.

If three are present, they should be commanded by an Officer, a Sergeant and a Corporal respectively, unless they are APC transporting an Infantry Platoon, in which case they will have a Sergeant, Corporal and Lance Corporal.

Additional vehicles can be commanded by Lance Corporals.

Each AFV crew must have at least two submachine guns and grenades for one man among its personal weapons.

Motorcycles cost 10 points, cycles and horses 5 points, and all these are treated as soft vehicles.

## Optional Costs

If a player wishes to provide himself with off-table fire support from mortars, artillery, long range AFV fire or aircraft, this will cost him 50 points for each period that the fire is to be capable of lasting. Fire can be doubled or trebled up if desired.

If he wishes to air land troops, these will cost him 50% more than their normal points value.

If both sides agree that one should remain on the defensive, the defender is allowed to occupy half the width of the table in advance, and the points values of all his troops on the table at the start of the game are doubled.

The defender may also construct field defences in advance.

A bunker costs 10 points for each man it can accomodate, which is three, or one per loophole, whichever is the greatest.

Rocket or recoilless weapons cannot be fired from bunkers.

Trenches cost 5 points per 25mm frontage.

Prepared emplacements for heavy weapons or vehicles cost 50% of the value of the weapons they are intended to accomodate.

A belt of anti-personnel mines 5 metres wide costs 5 points per 5 metres.

anti-tank mines	"	"	"	10	"	"	"
wire or pungi's	"	"	"	2	"	"	"

A fougasse or command detonated mine costs 10 points.

A trip flare attached to wire, bangalore torpedo, or satchel charge costs 3 points. Lidded pungi traps count as anti-personnel mines in all respects.

## Figure Bases and Deployment

Infantry figures must be duplicated standing and prone.

If hand grenades are to be used, sufficient extra erect figures in grenade throwing positions must also be provided.

All figures should be stuck to bases of the following dimensions:

20 or 25mm figures

Standing figures	Front face	25mm	Rear face	10mm	Depth	20mm.
Prone figures	"	25mm	"	10mm	"	30mm

Double the above sizes if 54mm figures are being used.

Figures crouching manning heavy equipment are treated as standing at all times.

All distances are measured from the centre of the front face of the base.

A figure not within 30 metres of another, one of them being standing, or within 10 metres of another, both being prone, is "isolated".

The members of a group are all isolated if none of them is within 30 metres of a standing officer or N.C.O., or within 10 metres of one who is prone.

If vehicles, gliders or helicopters are used, dismounted crewmen must be provided.

## Orders

These are written down for each group at the start of each period and must be completed within 3 minutes, timed by egg timer.

They need to include only the direction and pace of any movement desired that period.

Orders must be based solely on information directly available to a commissioned officer figure, either by his direct observation, or relayed reports.

Both sides then move simultaneously in response to their orders, unless these are over-ruled by a reaction test.

Any order that cannot be obeyed immediately remains dormant until it can, or until it is changed.

Groups which are not in radio or speech communication with a commissioned officer, or his successor if hit, or a messenger from them, cannot have their orders changed.

They will continue with their last order, but can halt at any time. Once halted, they will not resume following the last order.

Speech communication is possible over 50 metres in the absence of firing or explosions within 100 metres of either shouter or listener, otherwise it is limited to 10 metres.

Speech at more than 10 metres is audible to an enemy within range, but they will not understand it.

## Foot Movement

Short dash.	30 metres.
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Walking, firing if desired.	50 metres.
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Crawling, wading knee deep, climbing with hands.	20 metres.
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One of a minimum of 3 men man-handling a wheeled or tripod mounted recoilless or conventional anti-tank gun.	15 metres.
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Climbing a steep slope, moving through woods, crossing an infantry obstacle such as a hedge, high river bank, wall, wire or punji belt, inside buildings, limbering or unlimbering a gun, preparing a mortar or tripod or wheeled machine gun to fire, entering or leaving a vehicle, or moving a half or third share of a wheeled or tripod machine gun, or of a 3" or 81mm mortar, or of an anti-tank guided missile control set with missiles, or hacking through brush.	- 10 metres.
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Silent movement is at half speed, with no firing, dashing, speech or hacking through brush.

Doubling, with small arms or radio only, no firing or grenading. Limited to 1 period in every 3.	75 metres.
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## Vehicle Movement

	Daylight	Moonlight or Battlefield illumination	In the dark	AFV moving closed down.
High speed dash in the open	180 metres	120 metres	60 metres	-40 metres
Move and fire	120 metres	80 metres	40 metres	-40 metres
Reverse				
swim if amphibious or riding horse	60 metres	60 metres	60 metres	-20 metres
Crush through brush if medium tank, cross hedge, wall, ditch or bank if any tracked or multi-wheeled AFV, or riding horse, accelerate from halt, start up, limber or unlimber, mount or dismount, Pick up or set down troops, climb steep slope, Each turn during period, Each turn over 45° during period	-40 metres	-40 metres	-40 metres	-10 metres

Pedal cycles move at half speed when not on hard roads.

Dismounted horsemen must leave one in three to hold horses, or have the horses disappear.

## Air Landed Troops

If paratroops are to be used, prepare a 20mm square piece of paper for each figure and heavy weapon being dropped, marking them accordingly.

Drop the squares singly from 60cm or 2 feet above the position where their group is desired to concentrate, no aiming off is allowed.

Place each figures where its paper landed.

During the first period, all figures count as erect and cannot return fire.

Enemy groups firing on them will count all figures within sight, range and arc of fire as their target.

During the second period, air landed heavy weapons cannot fire.

Troops landing off the table are assumed to be lost.

Men landing in woods, built up areas or water must dice, any scoring 1 being casualties.

Heavy weapons landing in water are lost.

Gliders and helicopters can choose their landing location and flight path. These should be written down before defending troops are placed on the table.

Gliders require 100 metres from passing over a tree or hedge to end of ground run.

A helicopter requires 2 metres clear space beyond its rotor disks.

Lacking this, it can hover while men slide down a rope at the rate of 5 per period.

Troops leaving gliders or helicopters on the ground count as leaving vehicles.

Both gliders and helicopters may be fired on by troops within range of their flight path. Helicopters may reply with one pivot mounted machine gun on each side.

Dice for each man hit by ground fire while on board.

If a 1 is scored, the aircraft is brought down.

All passengers and crew (2 in a glider, 4 in a helicopter) must then dice, requiring 4, 5 or 6 to survive with personal weapons, which in the case of crewmen are pistols. All heavy weapons are lost.



## Target Location

An enemy group or vehicle must be located before it can be engaged by observed fire.

The following table gives the ranges at which potential targets can be sufficiently well located for effective fire.

If two target categories fit, use the one giving the greatest range.

If two terrain and illumination categories fit, use that giving the least range.

Target \ Terrain and illumination	Open probably grass and slight folds in ground.	Woods, or jungle brush.	Using individual trees, bushes or rocks.	Behind hedge or wall, or at wood edge.	Dark night.	Same but silence observed	Moonlight or by battlefield illumination
Infantry or heavy weapons Groups moving erect.	500 metres	50 metres	not applicable	100 metres	50 metres	25 metres	100 metres
Infantry moving prone. Heavy weapons groups in position	200	50	not applicable	50	25	25	50
Stationary infantry, prone or in field defences or buildings.	100	25	50	25	25	10	25
Firing personal weapons	500	50	500	500	250	not applicable	250
Moving vehicle	500+	50	not applicable	500+	100	not applicable	500+
Stationary vehicle	500+	50	100	100	50	25	500
Vehicle or heavy weapon firing.	500+	100	500+	500+	500+	not applicable	500+

The distances quoted assume that troops are trained in field craft and vehicles properly camouflaged.

If a group is located, fired on, and takes cover, it is assumed to be located until it has moved, although it may well be out of visibility range for its new category.

As well as being within location range, a potential target must be in direct line of sight and within a figures field of vision, which is identical in most cases to its field of fire.

An infantry figures field of vision and fire is the angle subtended by the sides of its base.

That of a heavy weapon in position is an arc of  $45^{\circ}$  straight ahead i.e.  $22\frac{1}{2}^{\circ}$  on either side of its centre line.

A turreted vehicle has 2 arcs of vision, each of  $45^{\circ}$ . These are to the front and in the direction the turret is facing.

Any man in an AFV exposing his head and shoulders, or sitting in a soft vehicle with free vision, has an arc of vision of  $90^{\circ}$  to his front, although his arc of fire for personal or pivot mounted weapons is only  $45^{\circ}$ .

### Detection Without Location

An infantry group in daylight crossing the trail of another group will see it and can follow it. Brush cutting can be heard at 100 metres, speech at 10, a shout at 50.

Tracked vehicles can be heard moving at 250 metres, wheeled at 100 metres.

An idling engine can be heard at 50 metres, firing or explosions at 500 metres plus.

All these noises are drowned by nearer firing, except that explosions can be heard above all but high explosive bursts.



## Small Arms Fire Restrictions

Figures may fire on any located enemy group within range and within the arcs of fire formed by prolonging the sides of their bases forward, or which pass through those arcs during the period. Fire must not pass over a friend's base unless the targets or shooters height is significantly greater than that of the intervening man. For example, if the target or shooter were standing, the others lying.

Therefore, if men are so close that their bases overlap, their arcs of fire will be much reduced. In extreme cases, they may be limited to firing straight ahead only.

Any figure not carrying a radio or belonging to a heavy weapons group, and who has been provided with grenades, may choose to grenade instead of firing.

Grenades are not limited to line of sight, but can be thrown over a crest or wall.

A figure that has ended its move by turning, or which has crawled, dashed, waded or climbed using hands, cannot fire that period, but can still grenade.

## Small Arms Fire Effect Points

For each:	Up to 25 metres	Up to 50	Up to 100	Up to 250	Up to 500
Hand Grenade	5	0	0	0	0
Pistol	2	1	0	0	0
Sub Machine Gun	4	3	2	1	0
Rifle	3	2	2	2	1
Assault rifle	4	3	3	2	1
Magazine LMG.	2	5	5	3	2
Belt fed LMG.	1	5	5	4	3
Extra for LMG. No. 2 who is not using his personal weapon	2	2	3	3	2
Grenade Launcher	2	4	3	2	1
Man Pack Flame Thrower	0	8	0	0	0
Command Detonated "Claymore" mine	10	5	0	0	0
One man Anti-tank Weapon	2	6	4	2	1

## Heavy Weapons Fire Restrictions

Weapons may fire on any located enemy group within range and within their arcs of vision and fire, or which pass through those arcs during the period.

Mortars may also fire indirect. In this case, the observer must be able to locate the target and to communicate with the mortar crew.

He cannot direct fire and use his personal weapon at the same time.

If there are trees within 50 metres of mortar or target and in line, the bombs will burst in them instead.

Only vehicle mounted weapons can fire and move during the same period.

Turret weapons can engage targets within their own field of vision or that of a vehicle driver or commander.

## Heavy Weapons Fire Effect Points

For each:	Up to 25 metres	Up to 50	Up to 100	Up to 250	250 +
Machine Gun on Tripod or Wheels	1	4	5	4	3
2" Mortar	0	0	4	2	0
60mm Mortar	0	0	0	1	3
3" or 81mm Mortar	0	0	0	0	5
Crew-served Recoiless A/T Gun	0	4	4	4	3
Crew-served conventional Gun	2	3	3	3	3
No. 2 or No. 3 man helping to fire one of the weapons above	0	0	1	1	1
Machine Gun on Pintle Mount on vehicle or in helicopter door	4	6	6	4	2
Machine Gun or Automatic light Shell Gun in AFV Turret	2	4	10	8	6
AFV Shell Gun at least 75mm Cal.	6	10	8	8	8
AFV Mounted Flame Thrower	0	10	6	0	0
Anti-tank Guided Missile Set with at least one man	0	0	0	0	6

## **Off-Table Fire Support Restrictions**

This can accompany air landings to suppress defensive fire, be prearranged to fall on designated terrain positions during designated periods, or be arranged by troops on the ground.

A specialist forward observation officer, carrying, or accompanied by, a radio, can call down support after 3 complete periods delay on to any target he has located. Corrections require 1 period delay. He can also pre-register up to 5 potential targets, taking 2 complete periods for each one after the first.

These registrations cost nothing except time and can be heard by enemy.

Fire can be called down on a registered target after one complete periods delay.

A non-specialist trying to call down support takes 1 period longer, if an officer, 2 if an N.C.O. 3 if an O.R.

## **Off-Table Fire Effect Points**

We do not distinguish between mortars, artillery or aircraft, or between different calibres.

All off-table fire affects an area 80 metres wide by 150 metres deep, at any specified angle to the Base Line, and centred on a specified point.

All troops within this area are treated as a single target group.

Each 50 points worth of support produces 25 fire effect points.

Registration causes no casualties.

## Target and Tactical Points for Anti-Personnel Fire

Add or deduct as follows:

Each enemy figure in the target group who is not, in a trench or building, behind a gun shield or partly inside an AFV, and did not dash during the period.	+1
Each enemy figure in the target group who is erect in the open, including those grenading or entering or leaving a vehicle, or whose base overlaps anothers.	+1
Each hand grenade thrown into a bunker slit or building, each grenade launcher or flame thrower fired into a bunker slit or building, each one man anti-tank weapon, recoilless or conventional gun, anti-tank guided missile, or tank shell gun of 75mm calibre or more, firing on a bunker or building, or satchel charge placed on it.	+2
Each firing or grenading figure that moved during the period or did not fire during the previous period, including ground-fired heavy weapons.	-1
Each weapon used from a moving vehicle.	-2
Each enemy figure in a bunker.	-3

## Chance Factor for Anti-Personnel Fire

Throw one dice for each group firing.

If the score is greater than the number of men in the group, count it as zero.

## Calculating Potential Personnel Casualties.

Add fire effect points, target and tactical points, and chance factor, affecting each group receiving fire.

If the total is less than 5 points, dice. A score of 6 indicates a potential hit.

5 or more	5, 6
10 or more	4, 5, 6
15 or more	3, 4, 5, 6
If it is 20 or more, do not dice, count as 1 potential hit	
30 or more,	2 potential hits
40 or more,	3 potential hits

## Identifying Potential Casualties

Once the number of potential casualties in a group is known, each figure is diced for in turn.

The first figure diced for becomes a casualty if the score is 1 or 2. Any succeeding figures diced for become casualties only if the score is 1.

The order of priority for the figures diced for is as follows:

1. Figures in bunkers attacked with grenades or flame through the slit, or with anti-tank weapons or tank shell gun of at least 75mm calibre, or with satchel charges, or in collapsing buildings.
2. Grenading or other erect figures, or those in soft vehicles or manning heavy weapons, before prone figures.
3. Moving before stationary.
4. Firing before non-firing.
5. In open before in soft cover.
6. In soft cover before in trenches, buildings or hard vehicles.
7. In trenches, buildings or hard vehicles before in bunkers.
8. High ranking before low.
9. Near before far.

Cease dicing when the correct number of casualties have been identified, or when each figure has been diced for once.

## Loss of Soft Equipment

If one or more figures in a soft vehicle have to dice, dice for the vehicle as well. It requires 4, 5, 6 to save it if dashing, 5, 6 if moving, 6 if stationary.

If it is destroyed, dice again. A 1 or 2 indicates it has caught fire. No not horses or pedal cycles!

When a radio man is diced for, even if not hit, dice also for his set.

A score of 1 indicates it is out of action for the rest of the battle.

Any weapon in the small arms list or a radio, can be taken over by any other soldier if the original man is hit. Dice, if the score is 4, 5, 6, the weapon is serviceable. Heavy weapons differ only in requiring a soldier with the same speciality.

The new man can open fire or start communicating, the period after arriving at the weapon or radio.

## **General Non-AFV Mounted Troop Reaction Test**

Each group under fire tests at the end of the period.

Throw 3 dice and total scores.

Add 1 for:

Each friendly LMG firing and within 100 metres of group.

The opposing group being under fire from friends outside group.

The group having fired or moved towards the enemy during period.

At least one enemy figure having been seen in the open by the group during the period.

At least one enemy figure seen hit or in panic, in the open during the period.

Deduct 1 for:

Each 10 fire effect, target and tactical, and chance points, scored against group during period.

Each figure isolated from officers and N.C.O's.

Each figure isolated from all other figures.

Each figure lost by group during battle.

Each figure lost by group during period.

Each enemy machine gun firing on group.

Deduct 2 for:

Groups senior leader having led panic dash away from enemy during the previous period.

Friendly group within 25 metres, or 50 metres if visible in open, having dashed away from the enemy in panic during the current period.

Under fire from behind flank.

Enemy armoured vehicles within 100 metres of group or firing on it

Enemy seen to be using flame weapons during battle.

Group surprised by first period of fire from hidden enemy.

Enemy moved forward and intermingled with group during period.

Enemy within 25 metres.

Add or Deduct 2 at choice for:

Whole group being inside cover, hard vehicles, buildings or field defences.

If a group splits, all the former members remember casualties.

When groups amalgamate, they remember total casualties.

The total reaction score is used to decide what constraints will be placed on the actions taken by the group next period.

15 or more	Entire group must move towards the enemies front or flank.
10 or more	No restrictions.
Less than 10	No moving closer to a located enemy while erect, wading or climbing. No moving closer to an enemy group already within 25 metres.
Less than 5	No dismounted movement towards a located enemy group. Troops intermingled with enemy and with a lower reaction score than them, retire, abandoning any heavy weapons.
Less than 0	No firing at any enemy more than 25 metres away.
Less than -5	Panic dash away from enemy, abandoning heavy weapons. If interpenetrated dice, any scoring less than 5 surrender instead.

### **Supplementary Test for Crew Served Weapons**

If the player is not happy with the result of a reaction test, he is entitled to increase the score by 1. and apply the new result to anti-tank weapons, and weapons manned by crews of at least 2 figures.

### **Supplementary Test for Leaders**

If the reaction test had an undesirable result, which the player considers could be improved next period if an officer or N.C.O. took individual action, he may test independently for the senior rank of the group, dicing again.

The following factors are added to those of the normal infantry reaction test, and isolation penalties are ignored.

L/CPL.	+1
CPL.	+2
SGT.	+3
Officer	+5

If a leader panics and runs, he is joined by all the men under his direct command who are not isolated from him, or who see him pass.

### **Prisoners**

Prisoners cannot be summarily disposed of, but must be disarmed and sent to the rear under escort.

They may escape if the escort becomes a casualty or loses sight of them in taking cover i.e. becomes isolated from them.

They can take no further part in the battle till they acquire weapons.

They must take all appropriate reaction tests.



## Anti-Tank Fire

Use the normal fire effect points for:

One man Anti-tank weapon  
Recoilless Anti-tank gun  
Conventional Anti-tank gun  
Anti-tank guided missile

AFV Shell guns deduct 2.

Machine guns of at least 12.7mm calibre and light automatic shell guns are effective against AFV up to 15 tons weight and post-war SP Artillery only, also deducting 2.

Add or deduct target and tactical points as follows:

Add 1 if:

Targets flank is at a lesser angle to the fire than its front.

Target is an AFV of less than 12 tons weight up to 1941, 18 tons up to 1950, or 25 tons after that date.

Deduct 1 if:

The target moved 50 metres during the period.

The firing weapon is itself under fire from weapons capable of damaging it.

The firing weapon is surprised by the first period of fire from at least one source previously hidden.

The target is an AFV of at least 25 tons weight up to 1941, or 40 tons up to 1950, or 50 tons after that date.

The target is partially concealed by soft or hard cover.

Deduct 2 if:

The firing weapon moved during the period.

The target is protected by a local smoke screen.

Add the score of 1 dice to the total score of each weapon.

If this now becomes 8 or more, the AFV is knocked out by that weapon, and is halted at the point where it was engaged.

AFV in an area where off-table fire is falling or attacked with flame, sticky bombs, molotov cocktails or satchel charges, each dice, being knocked out by 1.

Dice for each knocked out AFV. A score of 1, 2 or 3 indicates it catches fire.

## **AFV Crew Casualties**

When an AFV is knocked out, dice for each crew member in turn.

If the score is 6, he leaves the vehicle with an SMG, provided this has been paid for.

If it is 3, 4 or 5, he escapes armed only with a pistol.

Crew members do not carry grenades when dismounted.

Infantry riding in or on a vehicle that is knocked out also dice.

Any scoring 3 or more escape with their personal weapons.

Heavy weapons are abandoned.

Troops firing from an APC hatch or over the sides of an open topped vehicle, and AFV commanders with hatch open, all count as infantry targets.

## **AFV Reaction Test**

Each AFV must test each time it comes under anti-tank fire, and at the end of any period that it has been under any fire.

If this implies taking 2 tests at the same time, only 1 is necessary.

Throw 2 dice and total the scores.

Add 1 if:

The vehicle is moving.

There are friendly infantry within 50 metres.

There is a friendly AFV of at least equivalent type within 100 metres.

There are friendly troops ahead.

Friendly troops are firing on the AFV's direct opponents.

Deduct 1:

If under anti-personnel or off table fire during the period.

If stationary.

If a friendly group or vehicle was seen to retreat during the period.

For each anti-tank fire effect, target and tactical, or chance point, scored against the AFV since the period started.

Deduct 2:

For each friendly AFV knocked out during the battle.

If surprised by an initial period of anti-tank fire from enemy not previously located.

Deduct 3:

If the vehicle commander has become a casualty.

If within 50 metres of possibly hostile woods, scrub, buildings or other cover, or at night, or attacked with flame, satchel charges, sticky bombs or molotov cocktails.

The total reaction score is used to decide what constraints should be placed on the actions of the vehicle during the remainder of the period, and in the case of an end of period test, during the next period.

- 10 or more     Vehicle must advance.
- Less than 10     Vehicle must not advance further than next covered fire position.
- Less than 5     Vehicle must not advance.
- Less than 0     Vehicle must retire, but can do so in reverse, firing.
- Less than -5     Vehicle must turn and retire under smoke until in new hidden position.

### **Destruction of Buildings or Bunkers**

A building that has been exposed during the period to off-table or heavy weapons fire other than from wheeled or tripod MG or has been attacked with flame, molotov cocktails, grenade launchers or one man anti-tank weapons, or with satchel charges, must be diced for.

It will be destroyed if the dice score plus the fire effect points of the weapons able to harm it come to more than 10 when added.

For this purpose, take the fire effect points of off-table fire as 5.

If the destruction was by tank shell gun, recoilless or conventional anti-tank guns, satchel charge, mortars or off-table weapons, dice again.

A score of 1 or 2 indicates that the building is on fire.

In the case of other weapons, it is always on fire.

A building whose ground floor or basement has been prepared for defence counts in all respects as a bunker, and can be replaced by a bunker model when wrecked.

A bunker which has been attacked with satchel charge, recoilless anti-tank gun, anti-tank guided missile, or by a shell gun of at least 105mm calibre in direct fire must be diced for.

A score of 1 or 2 collapses the bunker, and the occupants must then dice to escape, requiring 5 or 6 to get out with small arms or radio.

## Mine Warfare

With the exception of the "Claymore" command detonated anti-personnel mine, these can only be used by troops in prepared positions.

The Claymore takes one period to set up, and the operator must then retire a minimum of 10 metres before detonating it.

Its fragmentation effect spreads in a cone 45° on each side of the centre line for 50 metres.

See small arms section for effect.

A Fougasse (command detonated 40 gallon oil drum) has similar range and effect.

Other anti-personnel mines detonate when a man or vehicle passes over them.

They are always exploded by a vehicle, soft vehicles are disabled. Dice for each crew member.

Any scoring 1 are hit.

Hard vehicles clear a safe path for troops moving in daylight, and suffer no damage.

Infantry walking or crawling through a mined area in full daylight dice for each 10 metre square they cross.

A man scoring 5 or 6 sees a mine before stepping on it and informs his group, he or they then have a choice whether to continue across or retrace their steps, any man except the mine spotter recrossing the square must dice again.

A score of 4, when walking or crawling in daylight, or 4, 5, 6 in other circumstances, means that he crosses safely without knowing the mines are there. A lower score makes him a casualty.

Anti-tank mines detonate only when a wheeled or tracked vehicle or weapon passes over them.

A soft vehicle is destroyed, and the occupants throw for survival as for tank crew.

Hard vehicles must dice. A score of 1, 2, 3 indicates that the vehicle is knocked out and the crew must dice for survival.

Higher scores indicate that it is immobilised but can use its weapons.

An engineer with mine detector moving at walk or crawling can mark all the mines in a 10 metre square in one period.

Other engineers can then make them harmless in 2 period if of one type.

3 if both A/Personnel and A/Tank are present in the same square.

A prone infantryman with bayonet can locate and mark all the mines in a 10 metre square in 5 periods.

Mines once marked can be crossed by troops or avoided by vehicles except on a dark night with no illumination.

A Bangalore torpedo will clear a path 20 metres wide and 10 metres deep through mines or wire.

A vehicle mounted equivalent clears an equivalent path 50 metres deep.

Flail vehicles clear a 20 metre path at reverse speed.

Mined areas must be recorded and their positions related accurately to terrain features. Alternatively they can be marked on the table, as can dummies.

## **Battlefield Illumination**

This can be achieved by passive image-intensifiers, infra red viewers or gunsights, visible light or infra red searchlights mounted on tanks, or by illuminating rounds from on-table mortars or off-table fire support.

Vehicles are assumed to have the standard equipment for their type and time, infantry equipment must be modelled.

A trip flare lights an area 20 metres in diameter for one period when the 20 metre wire it is attached to is touched.

A 2" or 60mm mortar, illuminates an area 20 metres in radius for 1 period.

A 3" or 81mm mortar, an area 30 metres in radius.

An off-table illuminating mission lights up an area of 150 metres radius for 5 periods, and costs the same as a normal fire mission.

A flame thrower or fougasse lights an area 30 metres in radius for 2 periods, but also produces smoke. The same applies to burning vehicles.

## **Smoke Concealment**

Smoke screens can be represented by a vertical sheet of card, cut in billowy shapes and approximately 30 metres high.

They are equally effective by day and night and obscure all troop movements beyond them during the period after being laid and for 2 periods after "stoking" finishes. Movement through them is at normal speeds.

They can be fired into blind by anti-personnel weapons, as there is bound to be a strong supposition that they are there for a good reason.

Firing groups will count  $\frac{1}{2}$  their normal fire effect points against enemy within their field of fire and not more than 50 metres from the screen.

Anti-tank weapons can fire blind into a screen 50 metres or less in length.

Off-table fire support can create a screen 300 metres long at any desired angle to the wind.

A 3" or 81mm mortar produces a screen 100 metres down wind.

AFV shell guns of at least 75mm calibre, burning vehicles, vegetation or buildings set on fire by fougasse or flame thrower, 2" or 60mm mortars, grenade launchers or suitable one man anti-tank weapons screen 50 metres down wind.

AFV multiple projectors produce a 50 metre screen parallel to the front of the tank and 50 metres from it. These cannot be reloaded from inside.

## Establishing the Victor

Each side counts half the value of its remaining resources, including off-table support not expended.

plus

Half the cost of enemy resources destroyed, but not counting off-table support he has expended, man and rank points of prisoners.

plus

Any points agreed for possession of objectives.

Claymore mines are expended when fired.

All other mines and obstacles are expended when laid.

Extra points for troops on the defensive are counted by both sides.

Extra points for field defences are counted only by the defender, who can include man places occupied at the start and also occupied at the end.

Escaped prisoners will probably have no weapon points.

In a convention game, the winner is the player with the largest total.

In a friendly game, we suggest that the result should be considered a draw unless one side has a margin of 10% of its original strength over the other.

## NOTES ON PLAY

With the great variety of weapons and organisation possible in the period covered it is impracticable to attempt detailed advice on playing these rules. There is a vast literature covering 1939–45, and the periods before and after those dates are well documented. We recommend players to read up their favourite period and forces, paying as much attention to organisation as weapons.

Do not try to be too ambitious at the start, preferably get the feel of the rules by very small scale actions, and remember that it is extremely unlikely in this period for two forces to line up and mutually advance, more likely, one side will already be in position, with orders ranging from 'delay' up to 'hold at all costs', whilst their opponents orders may be from reconnaissance up to all out attack. A little time spent on initial preparation of the situation and prior agreement on objectives will be amply repaid by a far more interesting and enjoyable game.

Players may wish to have troops initially concealed, and for this purpose should make a scale map of the playing board on which initial dispositions should be accurately marked, these positions to be revealed when troops in them fire, or they come within visibility range of their opponents. This will give point to intelligent reconnaissance.

The Reaction Tests assume that all troops are of the same calibre and equally well trained, but players may wish to give weight to such things as variations in training, or their own ideas on national characteristics. This may be done by adjusting points values, tactical and reaction factors, and/or using 233445 dice in place of the normal type. The rules are sufficiently flexible to allow such variations without affecting the basic logic. We would warn you though, **not** to attempt this for weapons. There have never been any super weapons, only weapons used to their best effect in the right circumstances. It is of course essential that there is prior agreement between players on any variations. No one likes to be suddenly told that he is confronting a unit of supermen!

Remember that as one moves down the Reaction Table that the group is subject to **all** the restrictions shown from 'Less than 10' downwards.

We have given alternative scales for 1/32" or 54mm figures, whilst this will obviously appeal most to those with plenty of space available, it will still be possible to use these figures on normal sized Wargames Tables representing actions in villages, or jungle fighting.

## MODELS AND BOOKS

Most players will use the popular Airfix range of 20mm figures, which cover 1939–45, and which can be converted and painted to represent other parts of the whole period covered. In many cases boxes of figures from other periods, i.e. 1914–18, will be found to be good converting material.

Metal figure manufacturers are taking a greater interest in 20/25mm figures in this period, and Hinchliffe Models have a range of German and British figures for 1939–45, which will be continually expanded with other nationalities and equipment, including guns of the same high standard of their Napoleonic artillery.

Miniature Figurines have Pathans which can be used for N.W. Frontier engagements.

In the larger scales, Airfix again have produced sets covering 1939–45, while a number of specialised firms produce metal or plastic figures in this scale, notably Lassett, Jackboot and Franco.



Military equipment is covered by Airfix with a range of kits of vehicles and guns in 1/76" (20mm) scale, and also by the vast range of made up models in 1/87 scale in the Roco Mini Tank range. Large scale AFV's and equipment are made in a wide variety, in particular by the Japanese firm Tamiya.

All the principal manufacturers carry advertisements in the two modelling magazines mentioned below, both these magazines cover most aspects of painting, conversion and modelling Wargame and other military figures, as well as reviews of books and models, and advertisements of reference books on the subject.

## MAGAZINES

Military Modelling  
13-35 Bridge Street,  
Hemel Hempstead,  
Herts.

Monthly—Annual  
Subscription £2.25  
U.S.A. \$6.00  
or Booksellers 15p

Airfix Magazine  
Surridge Dawson & Coy  
(Productions) Ltd.  
136/142 New Kent Road  
London S.E.1.

Monthly—Annual  
Subscription £2.20  
U.S.A. \$6.50  
or Booksellers 15p

The two principal Wargaming magazines deal with Wargaming hints and tips, information on armies of many periods, strategy and tactics, and modelling information.

Wargamers Newsletter  
69, Hill Lane,  
Southampton  
Hants. SO1 5AD.

Monthly—Annual  
Subscription £2.10  
U.S.A. \$5.50  
Sample Copy 18p

Miniature Warfare  
Number One, Burnley Rd.,  
Stockwell,  
London, S.W.9.

Monthly—Annual  
Subscription £3.15  
U.S.A. \$9.00  
Sample Copy 25p (70c. U.S.)

We would mention that the Wargames Research Group also have rules available for 'Ancient' 1,000 B.C. — 1,000 A.D. and also 1750 — 1850 A.D. Other periods are to follow.

# WARGAMES RULES 1925-1975

## QUICK REFERENCE SHEET - CHECK MAIN RULES IF IN DOUBT.

FOOT MOVEMENT		VEHICLE MOVEMENT	CONDITIONS	DAY	MOON-BATT. ILL.	DARK	AFV CLOSED DOWN
SHORT DASH	30m.	HIGH SPEED DASH IN OPEN		180m	120m	60m	-40
WALKING, FIRING IF DESIRED	50m.	MOVE & FIRE		120	80	40	-40
CRAWLING, WADING, KNEE DEEP, CLIMBING.	20m.	REVERSE, SWIM, OR HORSE		60	60	60	-20
ONE OF 3 MEN MANHANDLING ATK.	15m.	MED. TANK THROUGH BRUSH.	CROSSING OBSTACLE BY TRACKED OR MULTI-VEH. OR RIDING HORSE. ACCELERATE FROM HALT, STARTUP, LIMBER/UNLIMBER, MOUNT OR DISMOUNT, PICK UP/SET DOWN TPS. CLIMB STEEP SLOPE. EACH TURN IN PERIOD. EACH TURN OVER 45° IN PERIOD	-40	-40	-40	-10
CLIMBING STEEP SLOPE, WOOD MOVEMENT, CROSSING OBSTACLE, IN BUILDINGS, LIMBERING, UNLIMBERING, PREPARING MG. OR MORTAR TO FIRE, ENTERING/LEAVING VEHICLE, MOVING 1/2 OR 3/4 SHARE OF M.G., 3" OR 81mm MORTAR OR A/TK MISSILE SET, OR HACKING THROUGH BRUSH.	-10m						
SILENT MOVEMENT = NO FIRING, DASHING, SPEECH, OR BRUSH HACKING, OR DOUBLING	HALF SPEED						
DOUBLE	75m						
REACTION FACTORS & TEST - GENERAL				AFV REACTION & TEST			
TAKEN END PERIOD EACH GROUP UNDER FIRE - 3 DICE AND FACTORS:-				EACH AFV UNDER FIRE, OR A/T FIRE - 2 DICE &:-			
+1	-1	-2		+1	-1		
FRIEND LMG FIRING - 100 m.	EACH 10 FIRE, ETC POINTS AGAINST OWN GROUP.	GROUP LEADERS PANIC DASH	OWN VEH. MOVING.	ANTI-PERS. OR OFF-TABLE FIRE			
OPP. GROUP UNDER FIRE	EACH FIG. ISOLATED FROM OFFERS/NCOS.	FRIENDS IN PANIC DASH	FRIEND INF - 50 m.	IF STATIONERY			
FIRING OR MOVING FORWARD	EACH FIG. ISOLATED.	FIRE FROM BEHIND FLANK.	FRIEND AFV - 100 m.	FRIENDS RETREATING.			
ENEMY IN OPEN	EACH FIG. LOST IN BATTLE.	ENEMY AFV - 100 m.	FRIENDS AHEAD	EACH A/TK POINT AGAINST.			
ENEMY IN OPEN-HIT, OR IN PANIC.	EACH FIG. LOST IN PERIOD.	ENEMY AFV - FIRING ON GP.	FRIENDS FIRE ON OPPONENT				
	EACH ENEMY MG. FIRING ON GROUP	ENEMY USING FLAME	-2				
+ OR -2		SURPRISE FIRE	EACH FRIEND AFV KO'D.	VEH COMMANDER CAS.			
GROUP INSIDE COVER, DEFENCES, ETC.		ADVANCING ENEMY INTERMINGLED	DURING BATTLE	WITHIN 50m. OF HOSTILE WOODS OR COVER, ATTACKED WITH FLAME. STICKY BOMBS ETC.			
		ENEMY WITHIN 25m.	SURPRISE A/TK FIRE				
REACTION TABLE - GENERAL		SUPPLEMENTARY TESTS		REACTION TABLE - AFV'S			
SCORE	ACTION	SCORE		SCORE	ACTION		
15+	MOVE TOWARDS ENEMY	CREW SERVED WEAPONS - ADD 1 TO SCORE, THEN APPLY TO A/TK WEAPONS. & ALL WITH CREW 2 OR MORE		10+	VEH. MUST ADVANCE		
10+	NO RESTRICTIONS	OFFICER/NCOS ACTION - DICE NEXT PERIOD, IGNORE ISOLATION, ADD, L/CPL +1, CPL +2, SGT +3, OFF. +5		UNDER 10	NO ADVANCE BEYOND NEXT COVERED FIRE POSITION		
UNDER 10	NO MOVING TO ENEMY WHILST ERECT			UNDER 5	NO ADVANCE		
10	NO MOVE CLOSER TO ENEMY AT 25m.			UNDER 0	MUST RETIRE, MAY DO SO IN REVERSE, IF FIRING.		
UNDER 5	NO DISMOUNTED MOVEMENT TOWARDS ENEMY - IF INTERMINGLED, LOWER SCORERS RETIRE.			UNDER 0	MUST TURN/RETIRE UNDER SMOKE TO NEW HIDDEN POSITION.		
UNDER 0	NO FIRING OVER 25m.			UNDER -5			
UNDER -5	PANIC DASH AWAY, OR SURRENDER IF DICE UNDER 5						
POINTS VALUES		POINTS	ANTI-TANK FIRE				
EACH MAN		10	DIRECT FIRE BY - ONE MAN A/TK, RECOILESS OR CONVENTIONAL				
OFFICER		35	A/TK, AFV SHELL GUN EQUIVALENT TO A/TK, A/TK GUIDED MISSILES.				
SERGEANT		25	MG. & LIGHT SHELL GUNS AGAINST RECCE, APC, SP. OR LT. TK. ONLY				
CORPORAL		20	TARGET & TACTICAL POINTS				
L/CORPORAL		15					
ARMED WITH - RIFLE OR SMG		+5					
- ASSAULT RIFLE		+10	TARGETS FLANK AT LESSER ANGLE THAN FRONT, OR LT/TK				
- GRENADE LAUNCHING WEAPON		+15	-2				
- MAGAZINE LMG.		+15	FIRER UNDER SURPRISE FIRE				
- BELT L.M.G. (BIPOD)		+20	TARGET IS HEAVY TANK				
- GRENADES		+2	TARGET PARTIALLY CONCEALED				
2" OR 60mm MORTAR, FLAMETHROWER, NIGHT VISION		+20	TANK SHELL GUN				
1 MAN A/TK WEAPON, RADIO, 3" OR 81mm. MORTAR, WHEELED/TRIPOD M.G., OR MINE DETECTOR		+30	ADD 1 DICE SCORE TO TOTAL EACH WEAPON - 8 OR OVER KO'S. AFV ATTACKED BY FLAME ETC. OR IN OFF TABLE FIRE, DICE, IS KO'D BY SCORE OF 1. ANY KO'D - DICE - 1, 2, 3 CATCHES FIRE				
A/TK GUN, OR A/TK MISSILE SET		+50	AFV CREW CASUALTIES				
VEHS, PER TON CAPACITY + 1TON, AFV PER TONWEIGHT		5	EACH AFV KO - DICE FOR EACH CREW - 6 = ESCAPE WITH SMG, 3, 4, 5 - ESCAPES WITH PISTOL.				
VEHICLE CREW POINTS, AND WEAPONS MOUNTED ON VEHICLES, ARE ADDITIONAL			INF. RIDING IN OR ON KO'D VEHICLE - DICE - 3 OR MORE = ESCAPE WITH PERSONAL WEAPONS.				
OFF TABLE FIRE, PER PERIOD (CAN BE DOUBLED/TREBLED)		50	TROOPS FIRING FROM APC HATCH OR OPEN TOPPED VEH., OR AFV CMDS. WITH HATCH OPEN, COUNT AS INF-TARGETS.				
DEFENDER IN POSITION		DOUBLE					
AIR LANDED TROOPS, HEAVY WEAPONS IN EMPLACEMENTS		+50%					
25mm. OF TRENCH, OR A/P MINES 5m. x 5m.		5					
BUNKERS, PER MAN, A/TK MINES 5m x 5m, FOUGASSE		10					
TRIP FLARE, BANGALORE TORP, SATCHEL CHARGE		3					

# TARGET LOCATION.

TERRAIN AND ILLUMINATION TARGET.	OPEN, GRASS, FOLDS IN GROUND	WOODS, JUNGLE BRUSH	INDIVIDUAL TREES, ROCKS, ETC.	BEHIND HEDGE WALL, ETC.	DARK NIGHT	DARK, SILENCE OBSERVED	MOONLIGHT, BATTLE/F. ILLUM.
INF. OR HEAVY WEAPONS GROUPS, MOVING ERECT.	500 metres	50 metres.	N.A.	100 metres.	50 metres.	25 metres.	100 metres.
INF. MOVING PRONE, HEAVY WEAPONS GPS. IN POSITION	200	50	N.A.	50	25	25	50
STATIONERY INF, PRONE, OR IN FIELD DEF. OR BUILDINGS.	100	25	50	25	25	10	25
FIRING PERSONAL WEAPONS.	500	50	500	500	250	N.A.	250
MOVING VEHICLE	500+	50	N.A.	500+	100	N.A.	500+
STATIONERY VEHICLE	500+	50	100	100	50	25	500
VEHICLE OR HEAVY WEAPON FIRING.	500+	100	500+	500+	500+	N.A.	500+

## SMALL ARMS FIRE EFFECT POINTS.

## HEAVY WEAPONS FIRE EFFECT POINTS.

WEAPONS-EACH-RANGE	UP TO 25m	50m	100m	250m	500m	WEAPONS-EACH-RANGE	UP TO 25m	50m	100m	250m	500+
HAND GRENADE	5	0	0	0	0	M.G. - TRIPOD OR WHEELS	1	4	5	4	3
PISTOL	2	1	0	0	0	2" MORTAR	0	0	4	2	0
SUB MACHINE GUN	4	3	2	1	0	60 mm. MORTAR	0	0	0	1	3
RIFLE	3	2	2	2	1	3" OR 81 mm MORTAR	0	0	0	0	5
ASSAULT RIFLE	4	3	3	2	1	CREW-SERVED RECOLESS A/TK.	0	4	4	4	3
MAGAZINE LM.G.	2	5	5	3	2	CREW-SERVED CONVENTIONAL GUN	2	3	3	3	3
BELT FED LM.G.	1	5	5	4	3	NO 2 OR 3 ON ANY ABOVE	0	0	1	1	1
EXTRA FOR LM.G. NO2.	2	2	3	3	2	M.G. ON PIVOT MOUNT	4	6	6	4	2
GRENADE LAUNCHER.	2	4	3	2	1	M.G. / LIGHT SHELL GUN - TURRET	2	4	10	8	6
MAN PACK FLAME THROWER	0	8	0	0	0	A.F.V. SHELL GUN 75mm. V.P.	6	10	8	8	8
CLAYMORE MINE	10	5	0	0	0	A.F.V. FLAME THROWER.	0	10	6	0	0
ONE MAN A/TK. WEAPON	2	6	4	2	1	A/TK GUIDED MISSILE SET	0	0	0	0	6

OFF-TABLE } - AFFECTS 80 m. x 150m DEEP, SPECIFIED ANGLE TO BASE LINE.  
FIRE EFFECT } 50 POINTS SUPPORT GIVES 25 FIRE EFFECT POINTS. ALL IN AREA = 1 TARGET GROUP

## TARGET & TACTICAL POINTS- ANTI PERSONNEL FIRE

## IDENTIFYING POTENTIAL CASUALTIES.

EACH FIG. IN TARGET GROUP NOT IN COVER, AND WHO DID NOT DASH	+1
EACH FIG. IN TARGET GROUP ERECT, OR OVERLAPPING BASE	+1
EACH GRENADE, LAUNCHER, FLAME THROWER INTO BUNKER SHUT/BLDG., OR A/TK. OR SHELL GUN FIRED ON SAME, OR SATCHEL CHARGE ON IT	+2
EACH FIRER MOVING, OR DID NOT FIRE LAST PERIOD	-1
EACH WEAPON FIRED FROM MOVING VEH.	-2
EACH ENEMY TARGET FIG. IN BUNKER	-3

DICE-EACH FIG. IN TURN - 1ST IS CAS. IF SCORE 1 OR 2, REST IF 1. STOP WHEN POTENTIALS OR FIGS. EXHAUSTED.
ORDER OF PRIORITY:-
1 FIGS. IN BUNKERS ATTACKED BY GREN. OR FLAME OR BY GUNS, SATCHEL CHARGES, OR IN COLLAPSING BLDGS.
2 ERECT FIGS. OR IN SOFT VEH. ETC., BEFORE PRONE
3 MOVING BEFORE STATIONERY
4 FIRING BEFORE NON-FIRING.
5 IN OPEN BEFORE IN SOFT COVER
6 IN SOFT COVER BEFORE TRENCHES, BLDGS. OR HARD VEH.
7 IN TRENCHES, BLDGS. ETC., BEFORE IN BUNKERS.
8 HIGH RANKING BEFORE LOW
9 NEAR BEFORE FAR.

## CHANCE FACTOR - ANTI-PERSONNEL FIRE.

1 DICE FOR EACH GROUP FIRING. IF SCORE MORE  
THAN NUMBER OF MEN IN GROUP, COUNT AS ZERO

## POTENTIAL PERSONNEL CASUALTIES

## LOSS OF SOFT EQUIPMENT

IF ANY FIG. IN SOFT VEHICLE HAS TO DICE, DICE FOR  
VEH. 4.5.6. TO SAVE IF DASHING, 5.6. MOVING, 6. STILL.  
IF DESTROYED, DICE, 1, 2, CATCHES FIRE.  
SCORE 1, DESTROYS RADIO. SMALL ARMS / RADIO, CAN BE  
TAKEN OVER IF SCORE 4, 5, 6.

## DESTRUCTION OF BUILDINGS

OFF-TABLE FIRE, HY. WEAPONS, FLAME, SATCHEL CHARGES,  
A/TK, ETC - DICE. IF SCORE + FIRE EFFECT IS OVER 10,  
BLDG IS DESTROYED, (OFF-TABLE COUNTS 5), DICE AGAIN,  
1/2 TO SET ON FIRE, FLAME, ETC - ALWAYS SETS  
DESTROYED BLDG. ON FIRE.

TOTAL	POTENTIAL CAS.
UNDER 5	DICE - 6 = 1
5 OR MORE	DICE - 5, 6 = 1
10 OR MORE	DICE - 4, 5, 6 = 1
15 OR MORE	DICE - 3, 4, 5, 6 = 1
20 OR MORE	1
30 OR MORE	2
40 OR MORE	3