Fast play umpire guidelines for operational battles in the early 20th Century
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MODELLING THE GAME – HOW TO ORGANISE THE TOY SOLDIERS

GROUND SCALE

For 1:76 scale models we recommend that you use 1:2,500 as the ground scale with 1:200 houses and aircraft. For 1:144 or 1:200 scale figures use 1:5,000 as the ground scale with 1:300 for houses and some of the larger aircraft. For 1:300 scale figures use 1:10,000 as the ground scale with 1:300 houses and aircraft, or smaller if you can obtain them. The idea is that the roofs of the houses should just hide the top of a tank model.

FIGURE SCALE

1/100th scale (15mm) German infantry with infantry gun support in a built-up area of 1/300th buildings.

One vehicle model represents 1-3 companies (a half battalion), and can have a marker on the back to show how many strength points (SPs) it represents. Normally one SP equals ten vehicles. Use a small tin plate (Clippits are ideal) on which a Sasco magnetic square can be stuck, or a piece of cork, into which round headed pins can be stuck, or simply paint the strength onto the back of the vehicle or its base. Platoon or company detachments are shown by a vehicle with a strength of 1SP marked on the back.

It is usual to represent tanks, rifle companies and artillery at half battalion strength, and reconnaissance (recce), infantry heavy weapons or anti-tank guns at platoon or company strength, so a battalion would usually be 6SP represented by 2 vehicles, or 6 infantry bases. The 2 vehicles would each be 3SP. The 6 infantry bases of 1SP would be grouped into 2 stands each of 3SP.

Infantry figures are represented by a fighting company of a BASE of usually 2-3 figures, or by 1 figure BASEs representing commanders, platoons, Forward observation officers (FOOs), snipers, medics etc. A strength point usually represents approximately 30 men. The minimum unit of manoeuvre is the half-battalion of 2-3 BASEs grouped together to make a STAND of strength 2-3, or independent company BASE of one figure with only one strength point. If you mount your figures singly for skirmish games, it is convenient to group them together as a half-battalion by blue-tacking them onto a 25-40mm STAND for speed of movement during play. To be ordered and self supporting, place bases in contact during movement and attacks. You can see this in the picture above and in the Orders of Battle (Orbats).

Laugh at gamers who slide paper between your bases to claim they are not in contact. If the intent is there, the troops are in contact.
FIGURE CLASSIFICATION

Infantry Bases can be classed as either FIGHTING (F), SUPPORT (S), COMMAND (C), LOGISTIC (L) or SPECIALIST stands. The characteristics of each base is as follows:

- **FIGHTING** Stands can close assault enemy positions, and add to the firefight from the front rank by giving a **UNIT OF FIRE** (CU) to the firefight. Only unwounded bases can close assault or defend against close assaults. Up to three bases form a strength 3 unit of fire (F3). A Remaining fraction of 3 can still contribute 1 CU.

- **SUPPORT** Stands can fire in support of a Fighting or Command Stand from the second rank. Battalion Medium Machine Guns (MMGs), Heavy Machine Guns (HMGs), Mortars (Mors), Anti-tank (Atk) and Infantry Guns (IGs) are all Support Stands. Unwounded bases that make up Support Stands can defend against close assaults, but cannot close assault. Support Stands cannot give supporting fire in the attack to disorganised units, or if they themselves are disorganised, but they can fire or defend in self-defence when disorganised. Each support stand adds 1 CU to the firefight.

- **COMMAND** Stands initiate attacks (firefights and close assaults). The highest level of Command Stand present decides the level of attack – usually regiment or battalion, but may be brigade. A command base may group with fighting bases to form a CF stand and may close assault. Equally, a command base may group with 1 or 2 support bases to form a CS Stand.

- **SPECIALIST** Stands are capable of independent action. They may be fighting or support stands.
  - RECCE (R) Stands can fire and close assault as normal or can shoot and scoot.
  - SNIPER (Sn) Stands can fire, always count as being in cover (M or H) but are overrun if close assaulted.
  - ENGINEER (E) Stands can close assault, and can fire as heavy (H) when in contact with the enemy.
  - FORWARD OBSERVER (O) (FOO) Stands are overrun if close assaulted, but receive fire in the same way as other stands. They may be placed on smaller bases for ease of recognition. A specialist stand will often have a strength of 1 or 2 rather than 3.

- **LOGISTIC** Stands (L) are overrun if close assaulted, but receive, and can return, fire in the same way as other stands. They cannot close assault or call in artillery fire. They cannot act as support stands to other stands in the front rank.

British infantry form up on the start line for an attack in North Africa

TIMESCALE

Time is divided into bounds for convenience. For campaign purposes it can be useful to divide the day into two 8 hour daylight periods and one 8 hour night. The night period can be abstracted by saying that only resupply takes place, if you wish.
ORDER OF BATTLE

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

The Order of Battle (Orbat) must state if supporting and logistic units are UNDER COMMAND, IN DIRECT SUPPORT, or IN SUPPORT, of teeth arm units.

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

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

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

A Soviet Mortar Company in direct support, with Supply Company having just delivered more heavy mortar ammunition represented by dice. Equally, ammunition markers of your choice could be used.

COMMAND

Written orders at the start of the Operation must cover Aim and Objectives. Use Command Reaction Time (CRT) when reacting to unexpected events, e.g. reinforcing, or changing axis of attack, or when releasing units with no supporting orders to act in support of subunits for attacks. See Command Reaction Table 5.

CONTROL

Orders must detail Command Structure, Allocation of Support and Logistic units, Location of HQs, Timings. Changes to plan must suffer Command reaction Time - See the Command Reaction Table 5. Often a well-drawn map with annotations will cover all that is needed.
UNIT MORALE

Break Test

A unit will take a **BREAK TEST** as its key level of casualties are reached in a battle. Use 1D6 and refer to the **CLOSE ASSAULT Table 9**. The unit passing a break test may continue to attack if the odds are against it, or need not withdraw, or surrender depending on the circumstances. Having passed the test, the unit's resolve is judged to be firm enough to fight on to the finish (with one exception - see Tank Terror). A unit that has failed its break test is disorganised, and must reorganise in a safe place before it can fight again. A disorganised unit which is assaulted by an enemy will disperse and reform overnight at its Divisional Logistics Area (DLA), or surrender if retreat is not possible. Note that veterans may break off an attack without becoming disorganised, and militia may press on attacks when disorganised.

Failure to Press Home an Attack

The attacker who fails to pass his break test may come to a halt and engage the defender in a firefight, or withdraw to a safe distance, at his own discretion. The attack may only be pressed home if it is then reinforced with previously unengaged reserves. This may be reserve companies of the battalion, or extra artillery support, for example. Note that units which cause fewer casualties than they receive from the defender in any one round must also receive reinforcements before they can press home an attack. Note that armour, and troops in armoured personnel carriers (APCs) or riding on tanks can close assault even if they do not win the firefight. They will however take any red pins as permanent black casualties to reflect the high risk of this tactic.

Retreat

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

House Rule - Restoring Discipline

Every gaming group has its own house rules. Here is one of ours:

- For the Eastern Front, we allow Commissars and fanatical Axis unit headquarters to shore up the morale of their own unit to pass a morale test by firing one CU at their own unit. The casualties are taken off immediately as black pins and the unit automatically passes its own morale test. This decision may be taken after the original test is failed and represents the brutal extent that both sides went to in order to keep their own troops in the line of battle.
UNIT GRADING

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

Elite:

Only small units trained for a special role and kept out of the battle line for that occasion qualify as elite. Thus Paras and Commandos are Veteran, not Elite, but their Pathfinder units may be Elite. Brandenburgers are Elite but Fallschirmjäger are Veteran. Elite units never refuses combat, or disobey orders and will interpret orders intelligently. Independent elite single figure stands may be FOOs or snipers. Elites are not disorganised in defence. Elites can hold their fire until contact zone without dicing.

Veteran:

As Regular, but with enough battle experience to know when to fight hard, and when to break off unfavourable attacks. Take break test at 33% casualties for refusal to attack (3-6 OK). They do not become disorganised at this point, but test again at 66%, and become disorganised if they fail this second test. When disorganised and attacked, Veterans will not surrender but will withdraw, or if surrounded, successfully break out in single stand groups, on 1D6(3-6 OK) per stand.

Regular:

The majority of professional infantry with some pre-war experience, and sound morale and training. Will take break test at 50% casualties for refusal to attack and disorganisation (in other words, Regulars are either organised and willing to attack, or disorganised and unwilling): use 1D6 (4-6 OK).

Conscript:

Drafted troops with sound basic training but moderate enthusiasm for war. With the right handling Conscripts can be upgraded to Regular and Veteran status. Will take break test at 33% casualties for refusal to attack and disorganisation (in other words, Conscripts are either organised and willing to attack, or disorganised and unwilling) (5-6 OK).

Militia or Home Guard:

Volunteers with more enthusiasm and political zeal than training. With the right handling, Militia can be upgraded to Regular and Veteran status. Test at 33% casualties for disorganisation, and 66% for unwillingness to attack (5-6 OK). Disorganised Militia that are close assaulted will always surrender if they cannot retreat. Disorganised Militia that attack will take any pins as permanent casualties if the attack fails. Some Waffen SS and most Luftwaffe divisions fall into this category.

Green Troops:

These are Conscript or Militia troops taking part in their first battle. Test first for failure to press home attacks at the first casualty. If they fail, they become disorganised. Disorganised green troops that are close assaulted will always surrender if they cannot retreat.
STARTING THE GAME

SEQUENCE OF EVENTS:

1. Write new orders.
2. Move to contact and run reconnaissance sequence, if needed.
4. Run the firefight sequence. Check morale if casualties force it.
5. Apply morale results if appropriate.
6. Run the close assault sequence. Check morale, if casualties force it.
7. Counter-attacks
9. Move to next event.

MOVEMENT

MOVEMENT RATES

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

<table>
<thead>
<tr>
<th>MOVEMENT RATES TABLE *</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move to Contact</td>
</tr>
<tr>
<td>-----------------</td>
</tr>
<tr>
<td>Light Recce</td>
</tr>
<tr>
<td>Armoured</td>
</tr>
<tr>
<td>Foot</td>
</tr>
<tr>
<td>Motorised</td>
</tr>
<tr>
<td>Cavalry/ Cycle</td>
</tr>
<tr>
<td>Horsem. Transport</td>
</tr>
</tbody>
</table>

*Further penalize movement for congestion etc.  
**Only against Lt Recce, otherwise as for foot or armour  
***Also Armour on Tank Transporter units

Table 1.

REAL ESTATE TABLE

<table>
<thead>
<tr>
<th>Frontages *</th>
<th>Column Depth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Company</td>
<td>300m</td>
</tr>
<tr>
<td>Company in Defence</td>
<td>3-500m</td>
</tr>
<tr>
<td>Battalion</td>
<td>1-2Km</td>
</tr>
<tr>
<td>Battalion in Defence</td>
<td>1-2Km</td>
</tr>
<tr>
<td>Brigade or Regiment</td>
<td>4-7Km</td>
</tr>
<tr>
<td>Division</td>
<td>10-15Km</td>
</tr>
</tbody>
</table>

*Use the lower limit in close terrain and the upper limit in open.

Table 2.
RECCE SEQUENCE

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

To make the recce sequence run even faster in the early part of the game, consider dispensing with the recce's limit on movement, but only allow them to make ONE recce test per move. If the recce blunders into a hidden defender that it has not reconnoitred, it is ambushed and cannot shoot and scoot.

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

- **WHITE**: Still using the recce sequence table, does the enemy ambush the recce, or allow it to pass by unmolested without seeing the defence: Defenders choice. If the recce fails to spot the enemy, and the enemy fails to ambush, or stay hidden from the recce, then the defender opens fire:

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

In a meeting engagement, Just score Red for the attacker, White for The Defender, then use the Blue die to see at what range the engagement begins, using the winner's troop classification, if the winner decides that there will be a firefight. If the winner wants to remain concealed, they must withdraw out of the loser's effective range.

### ENGAGEMENT TABLE

<table>
<thead>
<tr>
<th>Concealed Defender</th>
<th>E</th>
<th>V</th>
<th>R</th>
<th>C</th>
<th>M</th>
</tr>
</thead>
<tbody>
<tr>
<td>R</td>
<td>6</td>
<td>5-6</td>
<td>4-6</td>
<td>2-6</td>
<td>always</td>
</tr>
<tr>
<td>E</td>
<td>never</td>
<td>6</td>
<td>5-6</td>
<td>3-6</td>
<td>2-6</td>
</tr>
<tr>
<td>C</td>
<td>never</td>
<td>never</td>
<td>6</td>
<td>5-6</td>
<td>4-6</td>
</tr>
<tr>
<td>M</td>
<td>never</td>
<td>never</td>
<td>never</td>
<td>6</td>
<td>5-6</td>
</tr>
</tbody>
</table>

### HARASSING RANGE

<table>
<thead>
<tr>
<th>Harassing Range</th>
<th>Effective Range</th>
<th>Contact Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>always</td>
<td>automatic</td>
</tr>
<tr>
<td>V</td>
<td>always</td>
<td>1-2</td>
</tr>
<tr>
<td>R</td>
<td>2-4</td>
<td>5-6</td>
</tr>
<tr>
<td>C</td>
<td>3-5</td>
<td>6</td>
</tr>
<tr>
<td>M</td>
<td>4-6</td>
<td>never</td>
</tr>
</tbody>
</table>

Use this table when units open fire on an enemy for the first time, to see if they can hold their fire until close range.

Table 3.

Table 4.
COMMAND REACTION TIMES

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

If a single battalion in a division is attacked, then other battalions from the division can return supporting fire against the attacker in the first hour of the attack, (this would include organic battalion mortars, and artillery regiments in direct support with FOOs under command of the battalion being attacked). The other battalions can counter attack in the second hour after the start of the enemy attack (i.e. next move).

The divisional headquarters (div HQ) can call for support to its corps HQ in the first hour of the attack, so other units from the corps could give supporting fire in the second hour of the attack if they are in support of the division or under command of the corps. Battalions from another division in the corps could also move off to counter attack in the third hour of the enemy attack.

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

<table>
<thead>
<tr>
<th>COMMAND REACTION TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Div to Corps 1 Hr going up</td>
</tr>
<tr>
<td>Corps to Army 2 Hrs going up</td>
</tr>
<tr>
<td>Army to Army Grp 2 Hrs going up</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TASK TIMINGS TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Task air support (Corps)</td>
</tr>
<tr>
<td>Task air support (Army)</td>
</tr>
<tr>
<td>Plan major river crossing</td>
</tr>
<tr>
<td>Establish infantry bridgehead</td>
</tr>
<tr>
<td>Establish vehicle bridge</td>
</tr>
<tr>
<td>Lay minefield</td>
</tr>
<tr>
<td>Major river bridge demolition</td>
</tr>
<tr>
<td>Minor river bridge demolition</td>
</tr>
<tr>
<td>Dig in infantry position (M)</td>
</tr>
<tr>
<td>Fortify position using defence stores and engineer assistance (H)</td>
</tr>
</tbody>
</table>

1. Air can fly 1-3 sorties per day, decided at the start of a campaign or scenario, or by die roll.
2. Where a time range is given, roll a die, or make an umpire decision based on the scenario.
THE COMBAT SEQUENCE

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

THE FIREFIELD - ARTILLERY FIRE

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

- **DIRECT FIRE** during the firefight phase onto the target objective. Most organic infantry gun and mortar batteries fire in this way, but so does any Soviet artillery without an FOO base.

- **INDIRECT FIRE** in the hour immediately before a deliberate attack on a position; or indirect fire called down in response to a new target supporting the defender, during the firefight. Most artillery regiments fire in this way. Units that take casualties from artillery fire of a heavy enough calibre in this way will be disorganised in addition to taking casualties; (see the Artillery Effect Table below).

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

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

Targets share out the hits caused by the FU in the same way as direct fire. Troops pinned by a shoot may withdraw out of the beaten zone and then reorganise when they halt in an area free from enemy interference. If they withdraw under fire, they do not count any benefit for cover.

THE FIREFIELD - AIR TO GROUND FIRE

Air will always attack as direct fire. Anti Aircraft guns (AA) are attacked first as priority targets. Air targets count M if attacking ground targets from low level and H if bombing from high level. If more AA stands are neutralised than air stands then the remaining air that is not neutralised can go on to attack other ground targets. Attacks against ground targets count as the appropriate weight of artillery firing a shoot; or for tank hunters, heavy anti-tank attacking light armour. As a house rule, we allow fighters to deliver M fire, ground attack and bombers deliver H fire. We allow 1 CU per engine (not very scientific!)

Soviet AA from the Author's collection is rare but excellent for morale.
EFFECTS OF FORTIFICATION

FORTIFIED troops have strong defensive positions with dug in land lines, reinforced concrete pillboxes, obstacles and stockpiled ammunition. They are not disorganised by air attack less than heavy bombers, or any artillery below 120 mm calibre prior to the attack. They count as a HEAVY target. Troops in defensive positions need not be in base to base contact to remain organised. Troops only count fortified in city centre stone and reinforced concrete buildings that have been prepared for defence.

DUG-IN troops have had time to prepare shelters with overhead cover and engineering stores such as corrugated iron, mines and barbed wire. They are not disorganised by any artillery below 80 mm. They count as a MEDIUM target. They need not be in base to base contact to remain organised. Troops only count as dug-in in towns centres with mainly brick buildings, or in villages that have been prepared for defence. Remember that most Soviet rural buildings were built largely from wood.

OPEN troops are ones who are advancing tactically in to the attack at the move to contact rate or advance in contact rate and ones who have dug in hastily without engineer support, using such cover as may be available.

<table>
<thead>
<tr>
<th>CALIBER</th>
<th>ARMOUR</th>
<th>POSITIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>45 mm</td>
<td>L</td>
<td>open</td>
</tr>
<tr>
<td>80 mm</td>
<td>M</td>
<td>Dug-in</td>
</tr>
<tr>
<td>120 mm</td>
<td>H</td>
<td>fortified</td>
</tr>
</tbody>
</table>

Use Table 7. above to check the minimum calibre of artillery needed to cause disorganisation on an objective, and count it as effective indirect fire.

<table>
<thead>
<tr>
<th>WEAPON RANGE TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max Effective Range</td>
</tr>
<tr>
<td>Infantry small arms</td>
</tr>
<tr>
<td>Infantry Antitank (Boyes etc)</td>
</tr>
<tr>
<td>Lt antitank guns</td>
</tr>
<tr>
<td>Med antitank guns</td>
</tr>
<tr>
<td>Hvy antitank (88mm etc)</td>
</tr>
<tr>
<td>Up to 47mm Tank guns</td>
</tr>
<tr>
<td>48 to 76.2mm Tank guns</td>
</tr>
<tr>
<td>81mm Mortar</td>
</tr>
<tr>
<td>3&quot; Mortar</td>
</tr>
<tr>
<td>120mm Mortar</td>
</tr>
<tr>
<td>105mm Arty</td>
</tr>
<tr>
<td>150+mm Arty</td>
</tr>
<tr>
<td>200+mm Arty</td>
</tr>
</tbody>
</table>

*see note 2 below

1. You may wish to reduce these ranges or use other published data for specific battles.
2. For artillery used as harassing fire - Harassing fire that "scores" causes disorganisation, but no casualties. Harassing fire only costs 1/3 of a Fire Unit and lasts for 2 hours.
3. Buildings under artillery fire only protect as M unless they have been prepared for defence, or are reinforced concrete, in which case they may be classed as H.
WINNING THE FIREFIGHT

WINNING THE FIREFIGHT is done after any preliminary bombardment leaves the objective. During each hour of fire, each stand can fire once. Use 1D6 for each CU being fired off. Distinguish by coloured dice between Light, Medium and Heavy CUs. Pick all your dice and roll them at once. If the target has different defensive types e.g. tanks and infantry, it is perfectly acceptable to decide that anti-tank guns will prioritise armour and infantry will prioritise infantry. It is therefore acceptable to roll dice in batches by intended target type. Umpire, feel free to penalise unfairly players who make a meal out of rolling dice - life is too short!

The number of red pins scored by each die rolled by the firer are allocated to the target by the owner of the target. He allocates them evenly until every one is allocated to a base. Any base that has to take more than one red pin is overloaded and destroyed, together with the excess pin.

Having won a firefight against other tanks, tanks just advance the correct advance in contact distance, pushing the enemy tanks in front of them. Tanks do not take break tests in this case.

The attacker fires off combat units of fire (CUs) as many times as is required to win the firefight or until he calls off the attack. The firefight is won when the attacker causes more casualties on the defender than he has received himself.

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

<table>
<thead>
<tr>
<th>DEFENDER→</th>
<th>Open</th>
<th>Dug In</th>
<th>Fortified</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>L</td>
<td>M</td>
<td>H</td>
</tr>
<tr>
<td>Infantry</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Weapons</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>LMG, HMG</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Lt Mortar*</td>
<td>4♦</td>
<td>4♦</td>
<td>4</td>
</tr>
<tr>
<td>Light</td>
<td>5♦</td>
<td>5♦</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>6♦</td>
<td>6♦</td>
<td>6♦</td>
</tr>
<tr>
<td>M Mortar*</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Medium</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>3♦</td>
<td>3♦</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>4♦</td>
<td>4♦</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>5♦</td>
<td>5♦</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>6♦</td>
<td>6♦</td>
<td>6♦</td>
</tr>
<tr>
<td>H Mortar*</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy</td>
<td>2♦</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>3♦</td>
<td>3♦</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>4♦</td>
<td>4♦</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>5♦</td>
<td>5♦</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>6♦</td>
<td>6♦</td>
<td>6♦</td>
</tr>
</tbody>
</table>

*There used to be 11 other tables in front of Table 12. We kept on calling it that even when the other tables vanished!*

**Mortars referred to are ones organised into batteries, not organic battalion mortars, which count as light.

TANKS AGAINST FIXED POSITIONS

Tanks close assault infantry, or anti-tank, positions by firing off CUs against them. If they win the firefight and roll into the positions the infantry have to take a break test, which they must pass to stay in position - even if they have previously passed break tests for casualties. Anti-tank units that are overrun are destroyed as the tank treads grind the guns into the mud.

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

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

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

- **TANK TERROR.** Regular, or poorer troops who are unsupported by friendly tanks or effective anti-tank fire, have a 50% chance of surrendering to tanks attacking them for the first time (1D6 - 4, 5, 6, OK). If however the tanks press on and leave the area, the troops will go back to their positions and will automatically fight thereafter. This rule is intended for infantry facing predominantly tank units, not facing infantry or motorised infantry units supported by tanks.

CLOSE ASSAULT

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

- The attacker takes 1 die for each unwounded base assaulting, and the defender takes 1 die for each unwounded figure defending, both up to the following maximums:

<table>
<thead>
<tr>
<th></th>
<th>Attack Dice</th>
<th>Defence Dice</th>
<th>Attacks up to X times</th>
<th>Break off Attack at:</th>
<th>Disorganised at:</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>E</strong></td>
<td>5</td>
<td>4</td>
<td>no limit</td>
<td>never</td>
<td>never</td>
<td>auto pass</td>
</tr>
<tr>
<td><strong>V</strong></td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>33%</td>
<td>66%</td>
<td>(3,6OK)</td>
</tr>
<tr>
<td><strong>R</strong></td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>50%</td>
<td>50%</td>
<td>(4-6OK)</td>
</tr>
<tr>
<td><strong>C</strong></td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>33%</td>
<td>33%</td>
<td>(5,6OK)</td>
</tr>
<tr>
<td><strong>M</strong></td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>66%</td>
<td>33%</td>
<td>(5,6OK)</td>
</tr>
</tbody>
</table>

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

- This sequence can be repeated up to the maximum of attacks that the attacker can roll (e.g. 3 times for veteran attackers), until the attacker wins, or gives up, or either side loses a break test. The whole assault from start to finish takes one hour unless a result is not reached, in which case the combat may carry on for further attacks in the next hour.

- Every point that the attacker wins allows one base to break into the position. Every point that the defender wins allows them to push an attacking base back out of the position.

- Large positions may be broken down into areas, each containing one or more defending bases.
SPECIAL ATTACK RULES

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

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

• **COUNTERATTACKS** The defender may counter-attack if he has uncommitted troops to hand. If these are Veteran (morale permitting) or Elite they may do it immediately the attacker has taken the position. If the defender does this then all except Veteran and Elite attackers, who are still in supply, will count as disorganised. If the defender has Regular or worse troops, the counter-attack will go in in the next move (morale permitting). At this stage, the attacker may well still be disorganised. Properly timed, a counter-attack can be devastating; but it is a hard act to pull off.

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

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

An infantry battle-group assault in the Western Desert 1942 with tank support against a tough Bersagliari strong-point.
POST COMBAT REORGANISATION

DISORGANISATION

- After combat, a unit up to battalion size is disorganised and at reduced effectiveness until casualty markers are removed, and ammunition is resupplied, and fresh orders are given if needed, whichever is appropriate.

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

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

REORGANISATION

- Show disorganisation by an appropriate marker. A medic or Red Cross figure can be a good way of doing this. Show casualties by placing a marker (we use a red pin) to show loss of effectiveness on the stand. The marker does not prevent the stand from shooting (lack of ammo does that), close assaulting, or moving, but if the number of pins (regardless of colour) exceeds the strength of the stand, then the stand is overloaded, and any overloaded bases or strength points are permanently removed.

- The best tactic is to withdraw stands with pins on them to reorganise when possible. During reorganisation a unit can remove half of its casualties (red pins). Odd red pins are rolled for (4,5,6 on 1D6 to remove them).

- Once red pins have been removed, the remaining bases with one red pin on them are taken off, (or the strength marker at the back of the stand is adjusted from a red to a black pin), together with their markers which are all placed in the appropriate medical post (if the unit has one).

Example:

- Two stands, each of three bases has received five casualties. These are shown by five red pins. On reorganisation, two red pins come off automatically. 1D6 is rolled and comes up as a 4, so the fifth odd red pin can also come off. This leaves two red pins, which are changed for black pins. The player elects to put one of these black pins on each stand rather than both onto one.

- At the end of the operation or battle, half of those markers are removed in the same way, leaving only a quarter of the original casualties as permanent losses to their units. This is only really important for campaigns, when units regenerate strength after a battle.

- An infantry stand can carry a maximum of one casualty per base. A company vehicle stand can carry one casualty per strength point shown on its marker at the rear. Any overloading of casualties results in permanent removal of that stand. Permanently removed stands are replaced by a casualty marker or destroyed vehicle marker (Peter pig makes some jolly nice ones - or you can use puffs of smoke stuck to bases). We sometimes use group markers as shown below.

These useful stands show group casualties and act as markers for Field Hospitals.
THE COMBAT SEQUENCE SUMMARY

1. Decide which command stand is commanding the attack. If it is e.g. a battalion HQ then everything UNDER COMMAND and IN DIRECT SUPPORT can be used to support the attack. If IN SUPPORT stands are wanted for a task, then the HQ that has them UNDER COMMAND must agree to, or be ordered to release them and the appropriate COMMAND REACTION TIME penalty must be paid using Command Reaction Table 5.

2. Run the RECCE SEQUENCE. This may also include any pre-attack artillery or air bombardment called down by the recce stand. The recce may also mark the START LINE for the main body of troops leaving the line of march to shake out into attack formation. They do this by leaving a stand or base at the start line. If they don't there is a chance that the main body may deploy too late and be caught in march formation. Use the Recce Sequence Table 3 to determine the result.

3. Run the Artillery Fire-plan, if there is one, before the main attack goes in, and if not already done as part of the recce sequence. Winning the Firefight Table 12 is used to determine casualties.

4. Win the firefight. Winning the Firefight Table 12 is used to determine casualties.

5. Positional attack only. Close assault the position. This can only be done after the firefight has been won. Close Assault Table 9 is used to determine the result.

6. Push back the enemy if he is mobile, or occupy his position if static. The onus is on the defender to get out of the way of the attack! If he cannot do so for any reason, then the defender is overrun. Movement Rates Table 1 is used.

7. Reorganise using the Post Combat Reorganisation sequence. Receive fresh orders, resupply with ammo and remove casualties. To successfully reorganise a unit, it must have an unwounded command stand or base with it. During this stage, unwounded bases may be amalgamated to form viable companies. Because each tank company stand contains its own company HQ, so is self ordered, there is never a problem regrouping tanks.

A meat grinder in progress around KHARKOV, showing the large numbers of units that NQM can handle. This game occupied 4 players and an umpire for 5 hours. Note the high proportion of trucks, logistic and command vehicles present in proportion to tanks.
LOGISTICS

Various div LOG, div POL, arty ammo and casualty markers. The camels are for my Siberian divisions

UNITS OF LOGISTICAL ACCOUNTING

Ammunition combat units (CUs) and artillery fire units (FUs) may be represented by 1D6 of an appropriate colour to represent L (Green) M (Purple) or H (Black) fire. We just use these colours because they are the ones I happen to have. You can use any type of ammunition marker that you please. A STAND can carry dice equal to its strength marker and can fire 1D6 per turn. Dice are not expended during close assault (everyone is too busy hitting each other with rifle butts!) THERE IS NO NEED TO CARRY THE DICE ON THE BASES OR STANDS. We sometimes use a truck or pack horse behind the unit, or fill a logistic truck with dice, or use pins on a small grid marked on a cork base.

If most of the stands in the unit can fire 3 times before running out of ammo, we may put 3 model ammunition boxes in the unit truck, or have 3 pack horses, or men carrying ammunition boxes, or whatever to represent the grouped FUs or CUs. Each time you hand over a marker, every stand that can fire in the unit is given 1D6 of the appropriate colour to roll against the Winning the Firefight Table 12.

Divisional Logistic Units (LOG)

A DIV LOG unit is a logistic unit of supply that generates enough dice to resupply a division or independent regiment or brigade-sized unit with food, spare parts, socks and ammunition. Expending a DIV LOG unit allows every unit in the division to be topped up to full supply with CUs and FUs.

When the divisional supply dump wants more units from corps, it must send a vehicle for a DIV LOG unit to the corps supply dump, or be sent one from corps. Likewise, corps must send a vehicle to the army RAILHEAD for every DIV LOG unit that it wants. The onus is on Army and Corps to push vehicles forward to division during the first turn of the day. Vehicles are assumed to be EMPTY so if the need arises to move DIV LOG units, they are placed on, or in the empty vehicle.

Divisional Fuel Units (POL)

A DIV POL unit supplies enough Fuel to keep a tracked division or independent tracked regiment or brigade running for 1 Day. A LOG or POL unit is represented by boxes or fuel drums on a base. A truck can carry 1 LOG or POL Unit. (We usually do not model POL units. As long as the unit has a POL truck or bowser with it, we deem it to be in supply. If it loses the truck to enemy fire, or cannot trace a supply line back to its Supply Dump, then it is out of supply and cannot move, if out of POL, or attack if out of LOG or AMMO).

Fuel is accounted for by having a fuel vehicle per motorised or armoured division within one road march move of the headquarters of the division. Then a Corps fuel vehicle must be within one road march move of its own corps HQ and the divisional fuel vehicles etc. forming an unbroken chain through Army back to a Railhead or Depot. Only tank and mechanised divisions need fuel bowser as other units do not expend significant quantities of fuel compared to ammunition. For campaigns and tabletop scenarios, these distances may need adjusting to suit. Suddenly, the value of clearing enemy strong-points and counter-attacks at road junctions becomes very clear!
Artillery Ammunition

Divisional artillery FUs are contained within the DIV LOG. You should account for corps and army artillery separately by calibre, as artillery ammunition was a significant part of the logistic preparation for an attack, and few armies could sustain long bombardments without significant stockpiles being prepared.

RESUPPLY

Resupply is effected by removing one DIV LOG from the divisional supply dump, and refilling each combat stand in the division back up to its maximum carrying capacity. This can only be done overnight unless a battalion vehicle goes back to the divisional dump to collect the resupply directly. A quick and dirty house rule for modelling resupply with a minimum of markers is for a battalion or battery to go out of supply on a 1 (1D6 every hour), then come back into supply when the unit reorganises. Place a disorganised marker on any affected battalion or battery HQ.

N.B. Dice are not expended during close assault (everyone is too busy hitting each other with rifle butts in fine Hollywood style!)
### WEAPON AND ARMOUR CLASSES

<table>
<thead>
<tr>
<th>CLASS</th>
<th>WEAPON</th>
<th>ARMOUR</th>
</tr>
</thead>
</table>
| **VERY LIGHT** | Infantry: all without anti-tank weapons against light or better armour.  
               | Russian: T37, T38  
               | French: Hotchkiss 25mm  
               | Italian: CV33  
               | All soft skin vehicles. All troops road marching |
| **LIGHT**      | Infantry: all weapons up to and including MMG and 60mm mortars.  
               | Artillery: up to 81mm, 18pdr.  
               | Anti-tank: 2cm, 3.7cm, 2pdr  
               | Most light tanks and armoured cars. German: PzI, PzII. British: MkVI, Crusaders to A13.  
               | Russian: T26, T28, T35, T60, T70.  
               | Italian: L6, M11.  
               | American: Stuart M3+5  
               | Infantry in cover and shell scrapes.  
               | Infantry attacking. |
| **MEDIUM**     | Infantry: HMGs, 8.1cm and 3" mortars. Artillery: 9-11cm, 25pdr.  
               | Anti-tank: 4.7-7.7cm, 6pdr. Strafing Fighter Aircraft using MGs or cannon.  
               | German: PzII, PzIV, Pz38(t)  
               | British: Valentine, Crusader  
               | Russian: T34  
               | Italian: M13  
               | American: M3 Grant, M4  
               | Sherman  
               | Infantry dug in or in towns |
| **HEAVY**      | Infantry: 12cm Mortars, Demolition charges. Artillery: 12-16cm, 4.5".  
               | German: PzV, Tiger.  
               | British: Matilda I, II, Churchill.  
               | Russian: KV1, KV2.  
               | Infantry in fortified positions. |
| **VERY HEAVY** | Artillery: 20cm and over. Tallboys, Grand Slam.  
               | Casemated reinforced concrete structures such as The Maginot and Siegfried Lines. |

### NOTES

1. *These categories are relative to each other, so that to get a LIGHT versus VERY LIGHT engagement, shift on the WINNING THE FIREFIGHT Table 12. to MEDIUM versus LIGHT.*

2. This table is set for 1939-1942. A weapon or armour classification may change with time. It would be valid to class a Panzer III, for example, as a medium tank in 1940 and a light tank in 1945.

3. These classifications are not absolute; they are meant as a guide. If you are fighting a battle in which it was recorded that, for example, German 3.7cm guns made no impact on Matilda IIs, then class the Matilda as very heavy. The WINNING THE FIREFIGHT Table 12, cannot cope with this shift, so light guns cannot harm the target but medium or heavy can. Just because Matilda I and Tigers are in the same category does not mean that a Matilda I can take on a Tiger on equal terms! Early on in the war, 2pdrs (47mm) and 3.7cm guns might be classed as M against machine gun armed tanks, but as L against a very heavy Tiger in 1942.
DESIGNER'S NOTES

These rules are intended for divisional level battles fought at the same level of detail as a unit history. To achieve the pace needed to fight a whole battle in one 2 or 3 hour evening some compromises had to be made:

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

- The first key to the speed of the game is to follow the COMBAT SEQUENCE on Page 10, and use the WINNING THE FIREFIGHT Table 12. Ammunition is collected from each side and a volley of dice is rolled. The casualties are quickly handed out and the game moves on. If players are allowed to linger over die rolling, then the game will slow down. All dice from both players must be rolled quickly as soon as they are handed over or picked up. There must be absolutely no waiting to see "what I have to beat" and the Umpire should be ruthless in stamping out this sort of behaviour.

- The second key to speed is limiting the forces that each player controls. No one should have more than a single division to command. If you want to model two Divisions attacking, then you need three players; two Divisional Commanders and a Corps Commander to control the Corps assets such as artillery and engineers.

In our play test campaigns we used the concept of a "PLUMPIRE" or player-umpire to command the front line units that actually do the fighting. This allows the divisional and corps commanders to be fed limited information which goes a long way towards presenting the player with the sort of problems that a proper General would face.

ACKNOWLEDGEMENTS

I am indebted, in no particular order, to the following:

- The late Dr. Paddy Griffith for getting the whole thing rolling at Moore Park.

- Chris Ager, the late Dave Atkinson, Bob Cordery, Graham Evans, Graham Hockey, the late John Hopper, Tom Mouat, Phil Steele, Chris Willey Will Whyler, and many others for advice during play testing, and providing toy tanks. Ian Russell-Lowell and the Grimsby War games Club for the idea of putting bases on tanks.

- War games Development and the Conference of Wargamers.

- Tim Gow for introducing me to lots of tiny dice (see also his excellent MEGABLITZ).

- Suzanne my wife, who is infinitely patient and likes 'Concrete Sniffing' holidays!

The following war games rules have all inspired parts of NQM in some way or other:

SANDSKRIEG by JOHN SANDARS
BATTLE by CHARLES GRANT
ARMY CORPS RULES by PADDY GRIFFITH
RISK by ALBERT LAMORISSE
STONK by JIM WALLMAN
BARBAROSSA 25 by FRANK CHADWICK
PRELUDE TO WAR by BOB CORDERY
MEGABLITZ by TIM GOW

Chris Kemp, Wellingborough, 2015