

# BRIGADIER GENERAL COMMANDS

---



World War II Strategy Wargame  
For 6mm Scale Models  
By Daniel T Shaw

Players	Age	Time
2+ or Solo	13+	4h +

**GAMES  
AT WAR**

## **1 INTRODUCTION**

These wargame rules for Second World War battles are designed for re-creating battles with miniatures in 1/300 or 1/285 scale, often known as 6mm scale, which is the approximate height of a model man.

The size of the units on each side are typically combat commands or brigades. Such battles were frequently commanded by Brigadier Generals, hence the name “Brigadier General Commands”.

In the U.S. Army, a Brigadier General is a One Star General, equivalent to the British Brigadier and the German *Generalmajor* or *Brigadeführer*.

*“One Star Generals assist division commanders and command separate formations (smaller than divisions).”<sup>1</sup>*

Some of the most interesting battles you can play with these rules have a number of commands on each side, each directed by a different player.

Historical wargaming in miniature has been my passion since childhood. With these rules, my goal is to share my passion with you and those who engage in battles with you.

## **2 HOW TO READ THESE RULES**

If you are new to wargaming, I suggest you read the whole volume of rules like a book – from beginning to end. Then start with a small battle as you begin to learn the rules. TIP: Use the quick reference sheet as much as possible rather than referring back to the full volume, to speed up the game.

If you are an experienced wargamer who is familiar with the Second World War and simply wish to learn how to play with these rules, you can skip to Section 8.5 where the rules are explained, and use the quick reference sheet to try your first game.

Optional Rules are included in a box, like this paragraph, and can be ignored on first reading.

## **3 CREDITS**

My wife, Thattaya, deserves the highest accolade for these rules – not just for her patience while I ran many wargames in developing them, but also for her support and encouragement while I worked at writing this text.

Thanks to those who have play-tested. Particular thanks to Chuck Hyberger, who provided many useful insights, and Barry Brueggeman and Janice Handler, for proofreading. My appreciation also goes to those at the various clubs and conventions where the rules have been tested, including:

- Houston Beer and Pretzels Wargaming, Houston, Texas USA
- OwlCon at Rice University, Houston, Texas USA
- Texas Broadside, aboard the *USS Texas* at La Porte, Texas USA
- Bayou Wars, Saint Francisville, Louisiana USA
- Exiles Club, London, UK

## **4 SOLO PLAY (Optional Rule)**

These wargame rules were written primarily for play with two or more players, however the rules were specifically designed for the possibility solo play. Starting from a historical set up, if you play alone, you will find the command rules make it easy to be logical about what orders should be given to each side. If in doubt, give “Move” orders to the side with the initiative and “Aim” orders for the contesting side. Always shoot at the nearest threat. In this way, I am sure, you will enjoy refighting many battles and have the satisfaction of comparing your outcomes with history.

Brigadier General Commands -- World War II Strategy Wargame For 6mm Scale Models  
First published 2016 by Games At War 1322 Irish Mist Ct, Katy Texas 77450 USA  
© Daniel T Shaw 2016

The moral right of the author has been asserted. All rights reserved. No part of this publication may be reproduced stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical or otherwise, without first seeking the written permission of the Publisher.

ISBN 978-0-9984696-1-4

---

<sup>1</sup> Battlebook Commanding General, United States Army, Europe Senior Leader Staff Ride Battle of the Bulge.

## 5 TABLE OF CONTENTS

1	INTRODUCTION.....	1
2	HOW TO READ THESE RULES.....	1
3	CREDITS.....	1
4	SOLO PLAY (Optional Rule).....	1
5	TABLE OF CONTENTS.....	2
6	TABLE OF FIGURES.....	3
7	PREPARATIONS, MODELS, AND EQUIPMENT.....	4
8	SET-UP AT THE START OF THE BATTLE.....	4
8.1	Use of Military Histories.....	5
8.2	Chain of Command.....	8
8.3	Experience.....	9
8.4	Scenery.....	10
8.5	Initial Status.....	12
9	VISIBILITY.....	13
9.1	Hiding.....	13
9.2	Line of Sight.....	13
10	MEASURING AND PLACING.....	14
11	SEQUENCE OF ACTIONS FOR EACH TURN.....	14
11.1	Initiative Phase.....	14
11.2	Orders Phase.....	15
11.2.1	Double.....	15
11.2.2	Move.....	15
11.2.3	Aim.....	16
11.2.4	Defend.....	16
11.2.5	Follow.....	16
11.2.6	Shaken.....	16
11.2.7	Hold.....	16
11.2.8	Back.....	16
11.2.9	Rout.....	16
11.3	Communications Phase.....	17
11.4	Call in Indirect Fire Phase.....	17
11.4.1	Planned Map Fire (Optional Rule).....	18
11.4.2	Artillery Observers (Optional Rule).....	18
11.4.3	Aircraft.....	18
11.4.4	Air Liaison Observers (Optional Rule).....	19
11.5	Firing Phase.....	19
11.5.1	Sequence of Firing.....	19
11.5.2	Firepower.....	19
11.5.3	Alternative Base Counts (Optional Rule).....	20
11.5.4	Arc of Fire.....	20
11.5.5	Armor Penetration.....	20
11.5.6	Weapon Ranges.....	22
11.5.7	Infantry Anti-Tank Weapons.....	22
11.5.8	Bug Out Option.....	23
11.5.9	Shooting Results.....	23
11.5.10	Steps Down Results.....	23
11.5.11	Combining Area Fire and Aimed Fire.....	24
11.5.12	HQ Losses.....	25
11.6	Surrender Phase.....	25
11.7	Movement Phase.....	26
11.7.1	Movement Allowances.....	26
11.7.2	Heavy Ordinance (Optional Rule).....	26

11.7.3	Interrupt and Ambush Fire .....	27
11.8	Close Assault Resolution Phase.....	27
11.9	Medic Phase .....	28
11.9.1	Effect of Wounds.....	28
11.9.2	Medical Platoons .....	28
11.9.3	Aid Stations .....	28
11.10	Time Phase.....	28
12	NIGHT ACTIONS .....	30
13	TIME CARDS (Optional Rule).....	30
14	UMPIRING AND HIDDEN MOVEMENT (Optional Rule).....	31
15	EXAMPLE PLAY .....	31
16	FIRST BATTLE.....	39
17	EXPANDED BATTLE .....	40
18	QUICK PLAY SIMPLIFIED RULES (Optional Rules).....	42
18.1	Only Kills .....	42
18.2	Communications and Command Units .....	42
	Photographic Credits .....	42
	Website.....	42

## **6 TABLE OF FIGURES**

Figure 1	Photograph of a Brigadier General Commands Wargame .....	4
Figure 2	U.S. Battle Map .....	5
Figure 3	Unit Size Symbols .....	5
Figure 4	Unit Type Symbols.....	6
Figure 5	Examples of Unit Symbols .....	6
Figure 6	Close-up of the Same U.S. Battle Map .....	7
Figure 7	Detail from the Same U.S. Battle Map .....	8
Figure 8	A Typical Military Command Hierarchy of the 2 <sup>nd</sup> Armored Infantry Division.....	8
Figure 9	Color Coding Used to Signify the Command Hierarchies in a Battle .....	9
Figure 10	Affixing Color Coding to Model Units.....	9
Figure 11	Contour Map of Anzio Beachhead Battle Scene. ....	11
Figure 12	Photograph of Anzio Beachhead Battle Scene. ....	12
Figure 13	Photograph of a Simple Game Set-up of the Anzio Beachhead Battle Scene .....	12
Figure 14	Photograph of a Radio Operator .....	17
Figure 15	Photograph of an Armored Artillery Unit Preparing for Action .....	18
Figure 16	The Fire Dice Number Depends on the Weapon .....	20
Figure 17	A Weapons Table Showing When Firing Would Be Effective.....	21
Figure 18	Positions for Front and Side Armor .....	22
Figure 19	Disruption Determined Using the Steps Down Process .....	24
Figure 20	German Troops Are the Attackers in This Scenario .....	31
Figure 21	Situation after American Interrupt Fire on the Support Platoon .....	32
Figure 22	Situation after American Interrupt Fire on Platoon 1 .....	33
Figure 23	Situation after the German Move .....	34
Figure 24	Situation after the American Move .....	35
Figure 25	Situation after Resolving Close Combat .....	36
Figure 26	Situation after the Medic Phase .....	37
Figure 27	Situation at the Start of the Second Close Assault Resolution Phase .....	38
Figure 28	Map of First Battle .....	39
Figure 29	Map of Expanded Battle .....	40

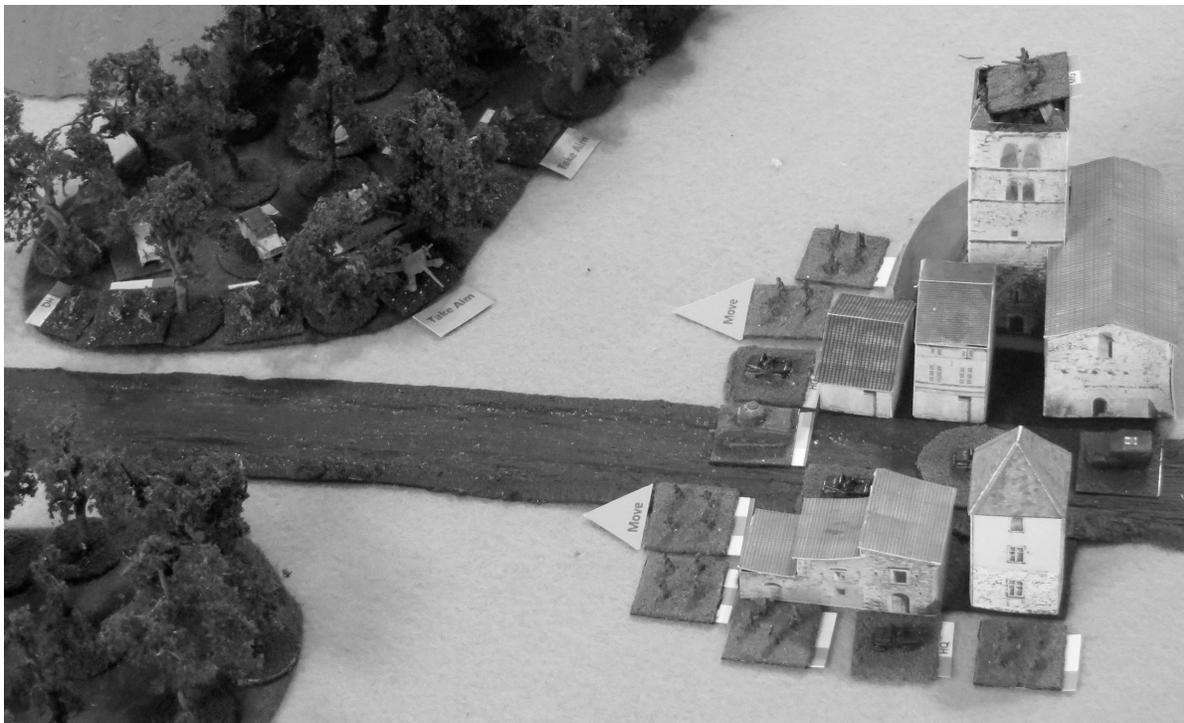
## **7 PREPARATIONS, MODELS, AND EQUIPMENT**

Many wargamers enjoy creating model battlefields that look realistic, and collect miniature figures and vehicles to enhance the games. I enjoy having my games on a tabletop with just enough model scenery to create a satisfying visual impression of the battlefield.

These rules are intended for use with 1/300<sup>th</sup> or 1/285<sup>th</sup> scale models. I recommend Heroics and Ross<sup>2</sup> because they have an extensive range of models for this period.

In most battles, you will find more infantry than armored vehicles, so I recommend preparing more models of infantry than of armored vehicles.

If you are basing figures specifically to play this game, I recommend bases of 20 or 25mm across, with four figures on each base. Each such base represents a platoon of about 40 soldiers. I also recommend using different-shaped bases for HQ or superior officer units, so they can be easily identified; I use circular command bases.



*Figure 1 Photograph of a Brigadier General Commands Wargame*

The playing surface should be at a convenient height, so you can comfortably reach the middle of the play area. The size of the table depends on the size of battle you intend to fight. Small battles may fit on a table 3 by 4 feet. For most battles, it's best to use a surface that's 6 by 4 feet or even 8 by 5 feet. Details on the terrain and scenery for the table top are found in Section 8.4 Scenery.

[As an alternative to models, some players choose to use card stock or wooden blocks instead, with either pictures or military symbols. Some players prefer to use either an actual map or an enlargement from a map as their playing surface. If you choose to use a map, it will need contours to show changes of elevation.]

## **8 SET-UP AT THE START OF THE BATTLE**

Some wargame rules use points systems to help balance the two sides in each scenario. My reading of military history reveals that most battles are unbalanced in terms of the quantity of soldiers and equipment on each side. I encourage you to read about historical battles and set up your games to correspond to history at a particular moment in time – you are then free to deviate from history, with new plans and actions, and as the game progresses you will see the outcomes of the battles.

---

<sup>2</sup>Heroics and Ross Ltd, P O Box 8157, Reading, Berkshire RG30 9HR UK - England & Wales  
Telephone: +44 118 970743

## 8.1 Use of Military Histories

Figure 2 is an example illustrating a battle from the U.S. 3<sup>rd</sup> Division History.<sup>3</sup>

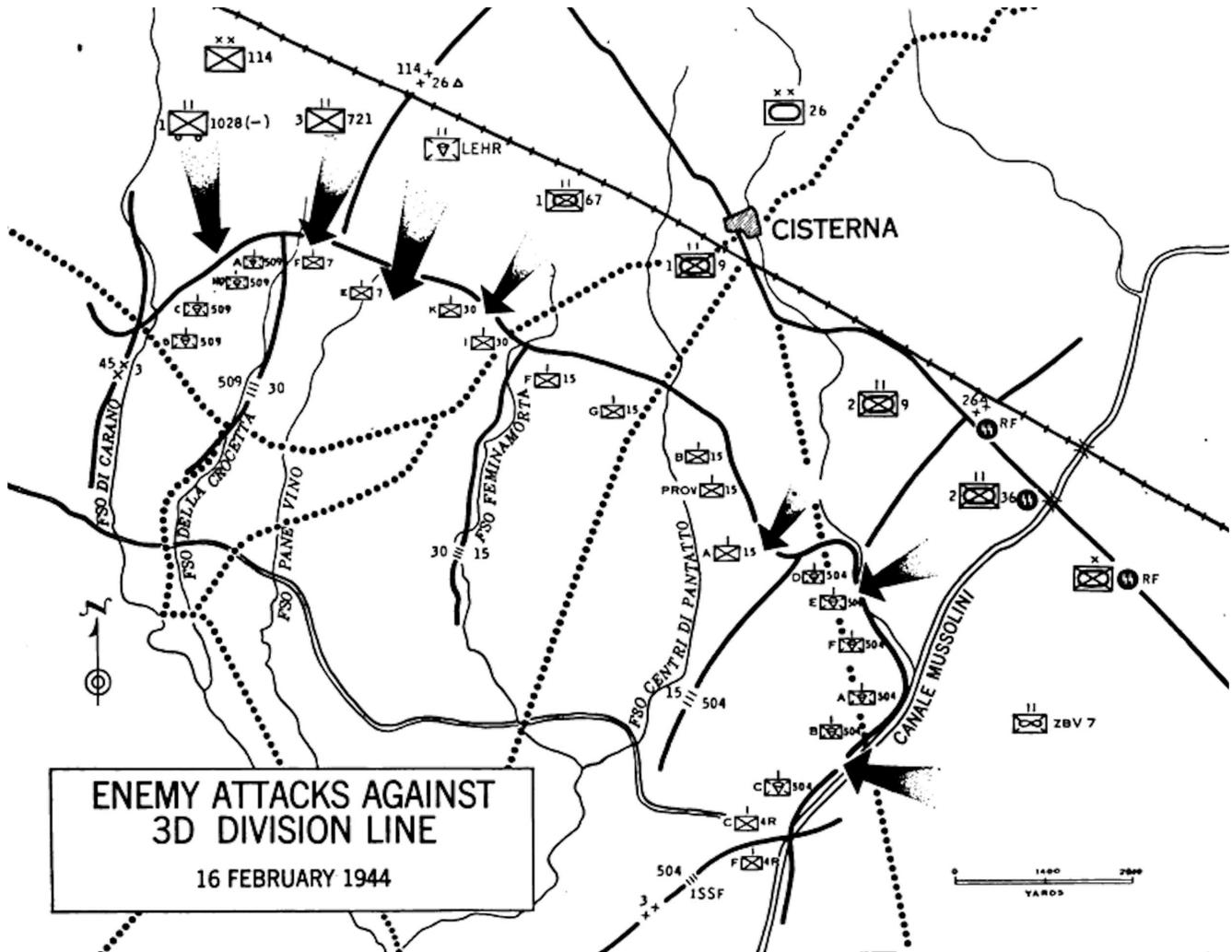


Figure 2 U.S. Battle Map

Historic battle maps use standard military symbols, which you will need to understand. Above each unit, the size of the unit is indicated as follows:

	Infantry	Artillery	Cavalry or Armored
∅	Team		Crew
•	Squad		
••	Section		
•••	Platoon		Detachment
I	Company	Battery	Troop
II	Battalion		Squadron
III	Regiment		Group
X	Brigade		
XX	Division		
XXX	Corps		

Figure 3 Unit Size Symbols

<sup>3</sup>Donald G Taggart, Ed. *History of the Third Infantry Division in World War II*. Washington Infantry Journal Press, 1947, p. 129.

In Figure 2, note that inside the rectangle of each unit, there is a symbol that defines the nature or function of that unit. Figure 4 illustrates each symbol and lists its nature or function.

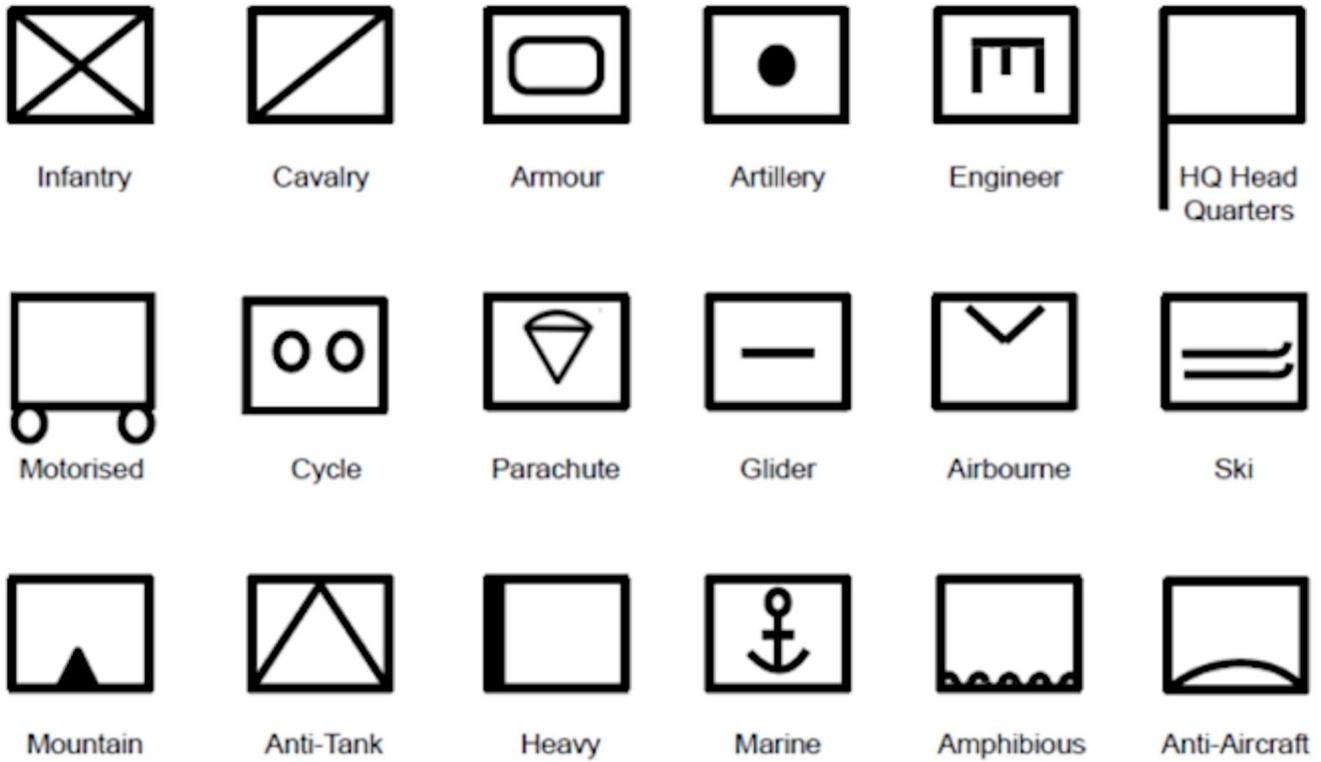


Figure 4 Unit Type Symbols

The parachute symbol is sometimes represented:



Numbers to the sides are the unit numbers. When there are numbers on both sides, the one on the left is that of the unit and the one on the right is that of the next unit up the line of command.

Symbols are combined to fully describe a unit; examples are shown in Figure 5.

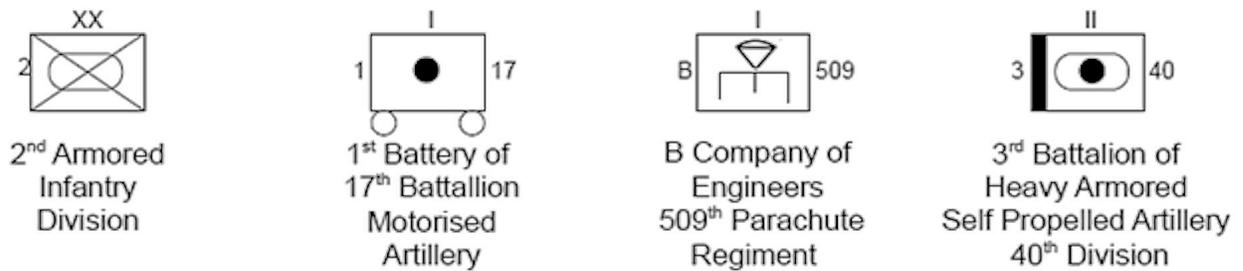
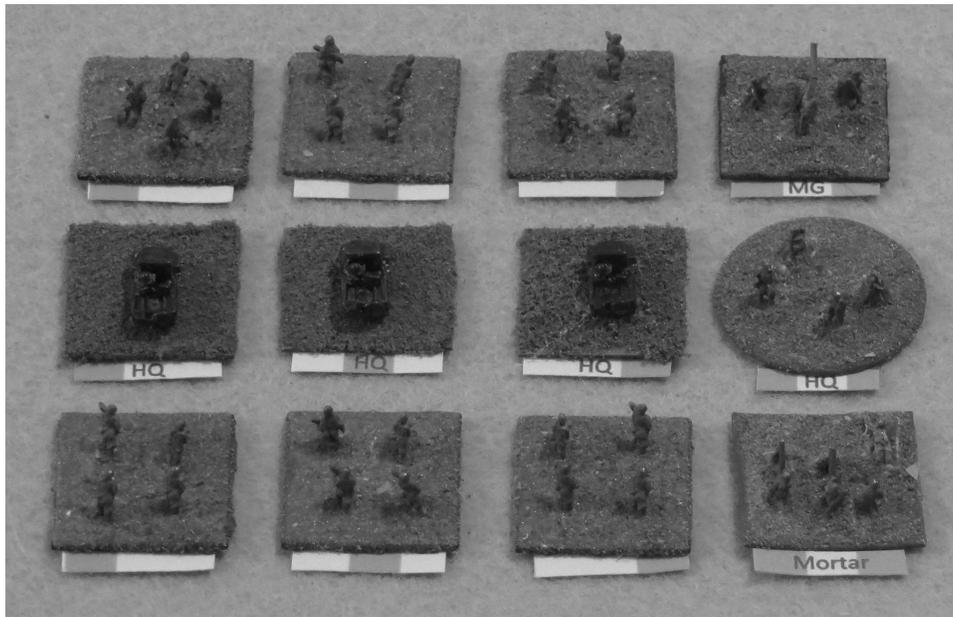


Figure 5 Examples of Unit Symbols

Understanding these symbols, we can read the historical battle maps and set up historical battles.

SOME PAGES OMITTED FROM PREVIEW

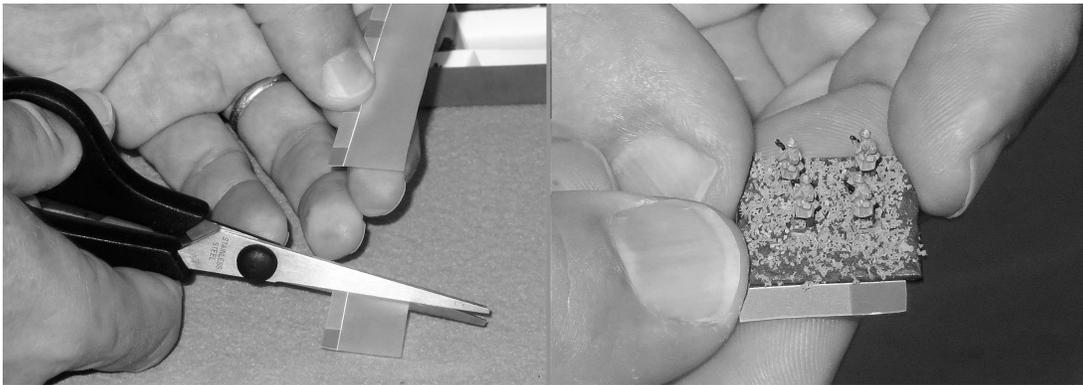
We use a color-coding system to help identify which platoons belong to the same company and the hierarchy of command; see Figure 9.



*Figure 9 Color Coding Used to Signify the Command Hierarchies in a Battle*

Figure 9 shows figures representing a battalion. The color codes on the card labels of each platoon of this battalion are brown and light green. Other battalions would have different colors that are easy to distinguish. On the left of the figure, the column has three platoons with brown on the left, which make up the first company of the battalion. The company command platoon is marked “HQ”. The second and third companies have the brown in the middle and to the right, respectively. The battalion command platoon is circular to differentiate it from company HQ and lower platoons, and is brown on both sides of its label. Other battalion-level platoons also have brown on both sides of the label – in this case, a machine gun platoon and a mortar platoon.

Included with these rules is a sheet of color-coding markings that can be cut out and affixed to models with adhesive tape, as shown in Figure 10.



*Figure 10. Affixing Color Coding to Model Units*

### **8.3 Experience**

These rules rate experience in the following five categories:

- **Recruits** – Soldiers who had not completed formal military training.
- **Green** – Soldiers who had only had basic training, with little or no battlefield experience.
- **Regular** – Soldiers who had thorough training. Some of them may have battlefield experience.
- **Seasoned** – Soldiers who had extensive experience in battle.
- **Elite** – Only the best soldiers, who had both extensive training and experience in battle.

Some named units may have been in many battles, but if most of that unit’s soldiers have been replaced with soldiers fresh out of training, the unit would be classified as Regular.

SOME PAGES OMITTED FROM PREVIEW

Defending platoons that are invisible to the enemy may be marked on a map and only placed on the table when the attacker is near enough to see them. Usually, that will be when they open fire. Otherwise, all platoons are placed on the table, along with markers for the following:

- Communications (at Battalion level)
- Initial Order Markers
- Initial reduced strength, marked as “kills” (if applicable) or with fewer platoons than their normal order of battle

Whether the battalion is in or out of radio communication must be marked (see Section 14 Communications Phase for more detail on being in or out of radio communication). In most scenarios, we start the battle with all battalions being in radio communication. The only instance in which your initial set-up would show a unit without radio communication is if you find a historical record stating that this unit was out of radio communication from the start.

The initial choice of orders for each platoon must be marked. Stationary defenders initially have “Aim” orders. Moving units have either “Double” or “Move” orders, at the choice of the respective players. (See Section 15 Orders Phase for more details about marking the orders.)

In some scenarios, you may read that units are under-strength because of preceding actions. If this is the case, mark an appropriate proportion of the platoons with kill markers or use fewer platoons than in the normal order of battle. In most battles, you will start with the platoons at full strength.

The attacking side has the initiative, and the other side is the contesting side (see Section 11.1 Initiative Phase for more details about being the initiative or contesting side).

Confirm the time of day of the start of the battle and the times of sunrise and sunset.

## **9 VISIBILITY**

Seeing and recognizing the enemy is an important part of any battle.

The duration of each turn of this wargame is long enough that we deem anyone in sight to have been recognized. Also, moving does not affect the ability to observe or be spotted, because soldiers will stop and look around from time to time. To observe, a clear line of sight is required between the units, and they must be sufficiently close. Here are some principles of visibility:

- Units see vehicles normally at 20 inches.
- Units see infantry on foot or unlimbered artillery normally at 10 inches.
- When a unit opens fire, even if it is infantry on foot or unlimbered artillery, it normally becomes visible at 20 inches.
- Additional to the above distances, units looking down from a higher elevation see an additional 5 inches for each level of altitude difference.
- Inside a wood, visibility is 2 inches. Elevation does not affect this distance. Inside towns, visibility is zero, so Close Assaults are the only combat option.
- All units observe all around them (360 degrees of visibility).
- Night visibility is diminished (see Section 12 Night Actions).

### **9.1 Hiding**

Units can hide in woods, towns, behind hedges, in river beds, or by being dug-in. A unit that hides at the edge of one of these barriers can see outside and, until it fires, is not visible from outside.

### **9.2 Line of Sight**

The edges of woods, hedges, and towns block line of sight, except for hiding units.

A unit looking down can see over an obstruction provided it is nearer than half way to the target.

We do not consider crests of hills. To be behind the hill, go to the reverse slope. If a unit is on a hill, it can see all the ground around the hill, but not units on the slope coming up the hill, except if it is placed immediately adjacent to the top of that slope.

In return, units on a hill slope cannot see units on the top away from the slope or beyond the hill.

Units, both friendly and enemy, do not block line of sight.

## **10 MEASURING AND PLACING**

With these rules, you do not have to be overly concerned about being too precise with measurements. If your moves are about right to within approximately a quarter inch, you will find that play can progress quickly, and the results will not be significantly affected.

The rules use distances of “in contact”, 1 inch, 2 inches, 10 inches, and 20 inches, with 5 inches of bonus for height. It should be obvious that a player meant to be either in or out of range or beyond visibility.

That said, deliberately going an extra half inch every turn will try the patience of your fellow players, so be reasonable and enjoy the game.

For towns, woods, and rivers, we use the following notation to indicate where you intend your units to be:

- *Fully inside* means the unit is inside and not meaning to touch any edge, so is concealed by the edge blocking line of sight. Such a unit cannot see out and will not be seen from outside.
- *Touching the edge* means the units will be trying to use the cover to hide and are taking advantage of the edge to block line of sight. These units see both in and out. Until they fire out, they are not visible from outside.
- *Fully outside* means the unit is outside and not meaning to touch any edge.

Units moving through such an edge should end their move clearly in one of the above three positions. If in doubt, particularly when an area of the battlefield is crowded, talk to your fellow players (or the umpire if you have one) about your intentions.

If the visibility distance is marginal or the line of sight is doubtful, then apply the following rules:

- Units that have not fired are deemed *not yet sighted*.
- Units that have fired since the observer was in position are deemed *in sight*.

## **11 SEQUENCE OF ACTIONS FOR EACH TURN**

Here are some examples of phrases that might be spoken by a company commander during a battle:

“OK, we are taking the initiative and going to attack.”  
“These are my orders...listen carefully while I explain.”  
“Now get on the radio and call for some artillery support.”  
“That is an impressive barrage they gave us, now shoot carefully.”  
“Great firing, now let's get at them. Move it.”  
“In close, let's get them.”  
“We've taken the position, now let's get our wounded patched up.”  
“Hmm, that took longer than I hoped. Where next?”

The spirit of these commands and directives is reflected in our 10 sequential phases of play. In each turn, both sides of the battle perform actions in the following sequence of phases:

1. Initiative Phase
2. Orders Phase
3. Communications Phase
4. Call in Indirect Fire Phase
5. Firing Phase
6. Surrender Phase
7. Movement Phase
8. Close Assault Resolution Phase
9. Medic Phase
10. Time Phase

It is important to perform the actions in each turn in the correct sequence.

### **11.1 Initiative Phase**

Certain sequences of actions in these rules are defined by one side having the initiative. The other side is described as the contesting side. Generally, having the initiative is beneficial for attacking, and being the

contesting side is beneficial for defense.

At the start of every turn, the side with the initiative may opt to pass the initiative to the other side. The side giving up the initiative becomes the contesting side. The other side has no choice this turn but to have the initiative. At the start of the next turn, in the Initiative Phase, it may opt to pass the initiative back.

The initiative may also change during the Time Phase. If that happens, the side that has gained the initiative during the Time Phase may, in the immediately following Initiative Phase, choose to give up the initiative, passing it back to original side. Often when this happens, the side that gained the initiative during the Time Phase will choose to keep it to disrupt the enemy plans.

## **11.2 Orders Phase**

For this scale of battle, historically, Brigadier Generals and their staff officers wrote reams of orders and instructions. If you are interested, you can read copies of these documents in national archives or at regimental museums.

I have found that most wargamers are unwilling to write sufficient orders to be meaningful and, even if they do, they will argue that their units will respond differently when confronted with the enemy. Therefore, I have devised a game mechanism that handles the issuing of orders and the responses of soldiers as the battle evolves. The mechanism has a list of permitted orders – you can think of these permitted orders as reflecting the morale of the soldiers as well as the instructions they were given. In ideal conditions, the orders given will be “Double”, “Move”, or “Aim”.

As soldiers receive enemy fire, the ideal battlefield discipline may be disrupted, causing a “stepping down” the list of permitted orders. Thus platoons may step down the table to “Defend”, “Shaken”, “Hold”, “Back”, or “Rout” statuses.

To recover from such disrupted statuses, commanders take time to give fresh orders to the subordinate platoons, either in person or over the radio.

If it is urgent to get disrupted platoons moving, commanders can issue a “Follow” order, which results in the commander being at the front of a column of following platoons. Balance must be carefully considered here between the urgency of getting several platoons to move and putting the commander in the vulnerable position at the front.

During the Orders Phase, each commander can change the order to any level up the list of permitted orders for only one subordinate platoon. To do so, the commander must either be in radio communication with or immediately next to (i.e., within 1 inch of) the subordinate unit.

Also during the Orders Phase, any platoon may change its own orders down the list of permitted orders without having orders from a commander. For example, any unit with “Double” or “Move” orders may change to a stationary order, such as “Aim”.

Platoons may only change orders up the table of permitted orders by receiving an order from a superior officer in the line of command. Remember that each commander in each turn may only bring one platoon under his command up the list of permitted orders.

Superior officers not in the line of command do not order platoons up the table of permitted orders. The color coding of units and the line of command are important to ensure that orders are only given to subordinate units.

Explanation of the permitted orders, in the descending sequence, follows below.

### **11.2.1 Double**

This order is used to move rapidly (up to double normal movement) from one location to another. On paved roads, the progress can be faster, hence, up to triple movement on paved roads. Because the order is about speed, the troops are not deployed tactically and therefore are not able to fire nor to Close Assault. Furthermore, they are vulnerable to attack, so if under fire or Close Assault, count every dice rolled by the enemy twice. So, for example, if the enemy rolls one 1, two 2's, one 3, two 4's, three 5's and one 6, it counts double as two 1's, four 2's, two 3's, four 4's, six 5's and two 6's.

Units with “Double” orders that have wounded are limited to a single move only.

### **11.2.2 Move**

This is the tactical movement order with which troops are deployed for combat and advance cautiously. Because of this deployment, there is no advantage to being on roads. Moving units are not as accurate with their fire as steady stationary troops, so only Area Fire is permitted. With the tactical deployment, the troops may defend fully against Close Assault and provided they are infantry on foot (not medium machine guns, heavy machine guns,

SOME PAGES OMITTED FROM PREVIEW



Figure 15. Photograph of an Armored Artillery Unit Preparing for Action

#### 11.4.1 Planned Map Fire (Optional Rule)

During the setup, before the first turn, players may use a map and record pre-planned artillery attacks on particular locations that are scheduled to occur at specific times. This is not the game turn, but rather a time of day, such as 5pm. The pre-planned attack will occur in the turn that follows the clock being advanced to or through that time. The consequence is that the barrage will occur either on time or late. (See Section 28 for more details about time in the game). Such pre-planned attacks can only be canceled by a platoon that can see the target and is in radio communication with the artillery during a Call In Indirect Fire Phase prior to the planned barrage time or on the turn the barrage would be fired.

In each platoon, some if not all soldiers would have been given some training on calling in artillery fire. Those who showed aptitude would often be given additional training. In battle, the commander would know which of his soldiers was best at this task and assign him when necessary.

So, each turn, any platoon may call in indirect fire on one target platoon. The observing platoon must be in good order and stationary, so only units with "Aim" or "Defend" orders, and not involved in a Close Assault, can call in indirect fire. Also, the battalion must be in radio communication. The artillery must either be on the table or detailed as available off board in the scenario, and its battalion must also be in radio communication.

#### 11.4.2 Artillery Observers (Optional Rule)

Specialist artillery observers are part of the artillery corps and may be attached to front-line troops or operate independently, even behind enemy lines. If such a unit calls in indirect fire, it may target as many enemy platoons as it can see, but may not move in any turn that it calls in fire.

#### 11.4.3 Aircraft

If the scenario includes Air Attacks, these may be independent (or as an advanced rule directed by a forward observer).

Independent Air Attacks are at risk of firing on friendly units. For independent air missions that definitely happen, roll a dice: On 1 or 2 the attack will be on friendly units, so it is resolved by the other side. On 3, 4, 5, or 6 the attack will be on the enemy.

For independent Air Attacks that might not have been targeting this part of the battle, use a dice roll with lower probabilities, but still in the ratio of 2 to 1 enemy-to-friendly fire results. For example, roll one dice: 1, 2, or 3, the mission went to a location off the table; 4, the attack will be on friendly units, so it is resolved by the other side. On 5 or 6, the attack will be on the enemy.

If the scenario is a small part of a large battle area, roll two dice. Double 1 the attack will be on friendly units. Double 6 or a 5 and a 6 the attack will be on the enemy. Any other roll, the mission went to a location off the table.

#### **11.4.4 Air Liaison Observers (Optional Rule)**

Specialist air liaison observers were trained to coordinate ground and air operations and may be attached to front-line troops or operate independently, even behind enemy lines. If such a unit calls in an Air Attack, the air unit will not roll dice for friendly fire. An air liaison observer may target as many enemy platoons as it can see, but may not move in any turn that it calls in the Air Attack.

#### **11.5 Firing Phase**

Most firing is resolved in this phase. An exception is that units with “Aim” or “Defend” orders may choose not to fire during the Firing Phase, holding their fire for opportunities during the Movement Phase (see Section 26 Interrupt Fire for more details). You may want to mark such units to help remember which have reserved their fire.

##### **11.5.1 Sequence of Firing**

We resolve firing in a specific sequence, as follows:

1. All anti-aircraft fire
2. Initiative side, indirect fire, off-board fire and air attacks: Use Area Fire table
3. Contesting side, indirect fire, off-board fire and air attacks: Use Area Fire table
4. Contesting side Aimed Fire (Only “Aim” and “Defend” orders)
5. Initiative side: All remaining fire
6. Contesting side: All remaining fire

There are advantages to firing many units at the same target, so either side may opt to delay resolving the fire for some units until later in the sequence. If you do this, you must declare the fire at the earliest possible time in the sequence.

For example, during step 2, a battery of off-board artillery with the initiative announces that it is firing on a particular enemy platoon, but it will delay resolution of the firing until step 5, so it can combine the attack with units firing directly. Units firing directly might suffer during the contesting side firing in steps 2 or 3, so they may be unable to fire in step 4. The off-board artillery would still be able to resolve its fire in step 4, as it is unaffected by the contesting fire.

##### **11.5.2 Firepower**

To determine the effectiveness of firepower, we use dice. More dice reflect more firepower.

The basic unit for the calculations is a squad of soldiers with semiautomatic weapons.

U.S. infantry platoons had four squads armed with semiautomatic weapons. So the Initial Count for U.S. infantry platoons is 4 and the multiplier we call the “Fire Dice” number is 1. Multiply these together to determine the number of dice to roll when firing. (For simplicity, we apply the Initial Count of 4 to all platoons in the game, even if historically the unit would have had a different number.)

German and British infantry platoons always included a mix of mostly bolt-action rifles with some light machine guns, so we use a Fire Dice number of 1 for these platoons too.

If the platoon suffers casualties, either dead or wounded, the count is reduced by one for each casualty. Some wounded may return to action during the Medic Phase, bringing the count back up. Once a platoon has four dead, the platoon is no longer functional, so we remove it from the game.

A platoon with only bolt-action rifles has less firepower, so we count  $\frac{1}{2}$  Fire Dice for each platoon. Thus, for such a platoon, we multiply the Count of 4 by  $\frac{1}{2}$  and thus use two dice. When casualties occur, either dead or wounded, we round up any remainder  $\frac{1}{2}$ 's. So, for example, a bolt-action rifle platoon with two dead and one wounded will still use one dice, for the firepower of  $\frac{1}{2}$ .

Platoons with greater firepower use more dice. The Initial Count is unchanged, but the Fire Dice number depends on the weapon, as shown in Figure 16.

SOME PAGES OMITTED FROM PREVIEW

### 11.5.8 Bug Out Option

Often, troops decide that their situation is untenable and they opt to retreat because the weight of enemy fire is just too much. We call such a retreat under fire a "Bug Out".

Whenever a round of fire is announced, before the firer rolls the dice, the target platoon must decide whether to Bug Out or to stay in place.

If a platoon bugs out, it moves one full movement allowance away from the source of the firing, and it will not be able to move again this turn. Change the order immediately to "Back". Roll one dice to determine if the platoon suffered any casualties during the move. On a roll of a 1, it suffers one kill and one wounded. On any other dice roll, the move was achieved with no casualties.

One exception to the Bug Out rule is when the attack is too sudden and takes the target by surprise, so Bug Outs are not permitted for Ambush Fire (see Section 11.7.3 Interrupt and Ambush Fire) nor for Air Attacks (see Section 11.4.3 Aircraft).

If the target chooses to Bug Out, the firer does not get to shoot at another target in the turn.

Only if the target decides to stay in place does the firer roll the dice to determine the results.

### 11.5.9 Shooting Results

Firing may result in casualties and disruption to a target. The firer rolls the dice once. See Section 11.5.5 Firepower to determine the number of dice rolled. The result depends on whether the fire was Aimed or Area Fire, and on whether the target is in the Open, in Soft Cover, or in Hard Cover.

- Being in woods or immediately behind a hedge is deemed soft cover. The factor is 1/2 for Aimed Fire and 1/6 for Area Fire.
- Being in a town, a fortification, behind the bank of a river, or dug-in is deemed hard cover. The factor is 1/3 for Aimed Fire and 1/8 for Area Fire.
- All other situations are deemed to be in the Open, where the factor is 1 for Aimed Fire and 1/4 for Area Fire.
- One exception is troops in woods receiving artillery fire. Those who are neither dug-in nor in fully enclosed armored vehicles are treated as in the open, because the shells burst in the tops of the trees and the fragments descend on the troops. This phenomenon was called air-burst fire and was particularly deadly.

Count the number of 6's rolled. Apply the relevant factor for the cover and whether the fire was Aimed or Area Fire. The resulting number is the number of kills inflicted. If there is a fraction left over, that inflicts one wound.

For example, rolling, say, 20 dice with a lucky roll of five 6's with Aimed Fire at a target in soft cover, which from the table would be halved, yields  $2\frac{1}{2}$ , which means 2 kills and 1 wound for the  $\frac{1}{2}$ .

Four 6's with Aimed Fire at a target in soft cover, which from the table would be halved, yields 2 and no fraction, which means 2 kills and no wounds.

With Aimed Fire at a target in the open, the factor is 1, so this calculation would never result in any fractions and no wounds; therefore, we adjust the calculation. If the number of 6's is an odd number, one less kill is inflicted and one wound is inflicted in its place.

For example, rolling, say, 20 dice with an average roll yields three 6's with Aimed Fire at a target in the open, is an odd number of 6's, which means 1 wound for the odd number and 2 kills, using the three 6's.

Two 6's with Aimed Fire at a target in the open is an even number of 6's, which means 2 kills and no wounds.

Kills and wounds are always applied first to unwounded troops. Thus, 1 kill and 1 wound applied to a unit that already had 1 wound, would result in 1 kill and 2 wounds. If, in a subsequent firing, this same platoon receives a further 2 kills and 1 wound, the result is 2 kills and 2 wounds.

Multiple wounds do not make a kill. Additional wounds on a unit that has only wounded troops left have no further effect, as they are already all wounded.

### 11.5.10 Steps Down Results

As well as the kills and wounds, firing may also disrupt the discipline of troops receiving fire. We use the Steps Down process to measure disruption, with each step down representing one degree of disruption.

For Aimed Fire, irrespective of the cover, each 5 or 6 rolled is one step down.

SOME PAGES OMITTED FROM PREVIEW

## 14 UMPIRING AND HIDDEN MOVEMENT (Optional Rule)

Hidden movement brings more realism to wargaming. Hidden movement is achieved by plotting movement on paper and placing the models on the table only when their presence would be known by the enemy.

If you have an umpire, resolving hidden movement is facilitated, as the umpire can look at the paper plots of the players and determine when to place the models. If you do not have an umpire, you could plot your intended moves and then play them out on the table, ignoring the actions of the enemy until the troops are in sight of each other. If only one side is moving, keep the other side's troops off the table until they are within sight of the advancing troops. In this case, it is only necessary to plot on paper the positions of the stationary hidden troops.

## 15 EXAMPLE PLAY

We start this example with a German Company D moving through a wood from left to right, as shown in Figure 20. For this example, Company D comprises an HQ Platoon, three Infantry Platoons, and one Support Assault Gun Platoon.

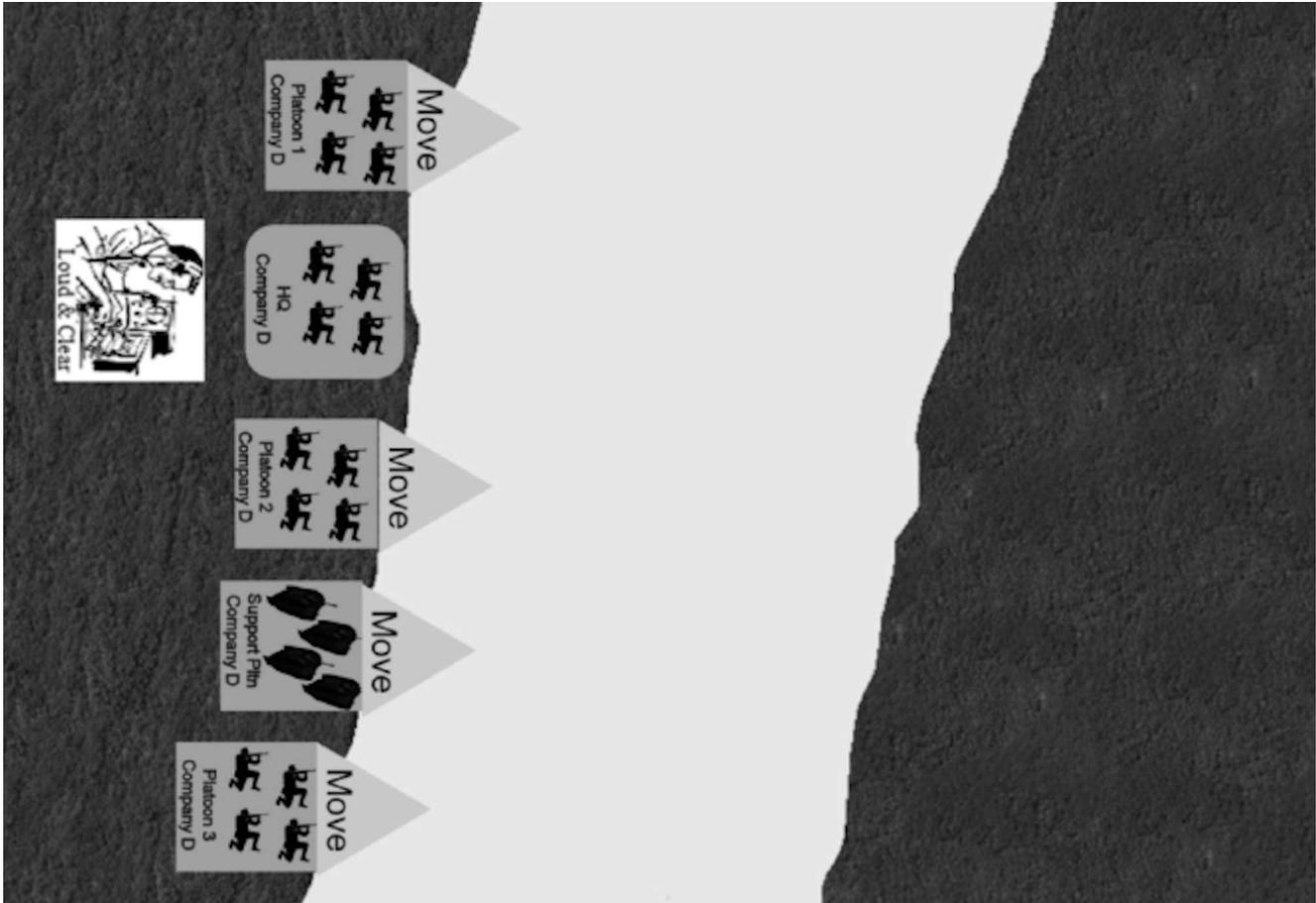


Figure 20. German Troops Are the Attackers in This Scenario

The company has just swept the wood it is in, and the “Move” order is intended to advance in combat order across the open ground and sweep the next wood.

The Germans are the attackers in this scenario and have the initiative. During the Initiative Phase, they opt to keep the initiative.

During the Orders Phase, there are no changes of orders.

During the Communications Phase, the Battalion rolls a 6, so it is in radio contact with Company D.

Unknown to Company D, the American enemy has prepared a concealed ambush dug in on the edge of the next wood, with a green company, comprising the company HQ and three infantry platoons. These forces have “Aim” orders. They have not been placed on the table, as they are waiting in ambush. During the Communications Phase, its Battalion rolled a 5, so it is also in radio communication.

Neither side can yet see each other, so there is no firing in the Firing Phase.

In the Movement Phase, Company D will move all the platoons out of the wood and attempt to cross the

open ground to the other wood.

The Support Platoon moves first.

The enemy declares Interrupt Fire when it is in bazooka range of three platoons.

The Support Platoon has drawn the enemy fire, revealing the presence of enemy infantry in the woods.

Because this is ambush fire, the Support Platoon does not have the option to Bug Out.

Each of the platoons in the American Company A has a bazooka, which fire at the Support Platoon. This is direct fire at a target in the open. Each bazooka has a Fire Dice number of 5. So, for the three platoons in range, they roll a total of 15 dice. The result is slightly better than average, with three 6's and three 5's. The Support Platoon suffers one wound (because the number of 6's is odd) and two kills. The six steps down in the regular column pushes the Support Platoon to "Hold". The Support Platoon therefore does not advance further this turn. The situation is now as shown in Figure 21.

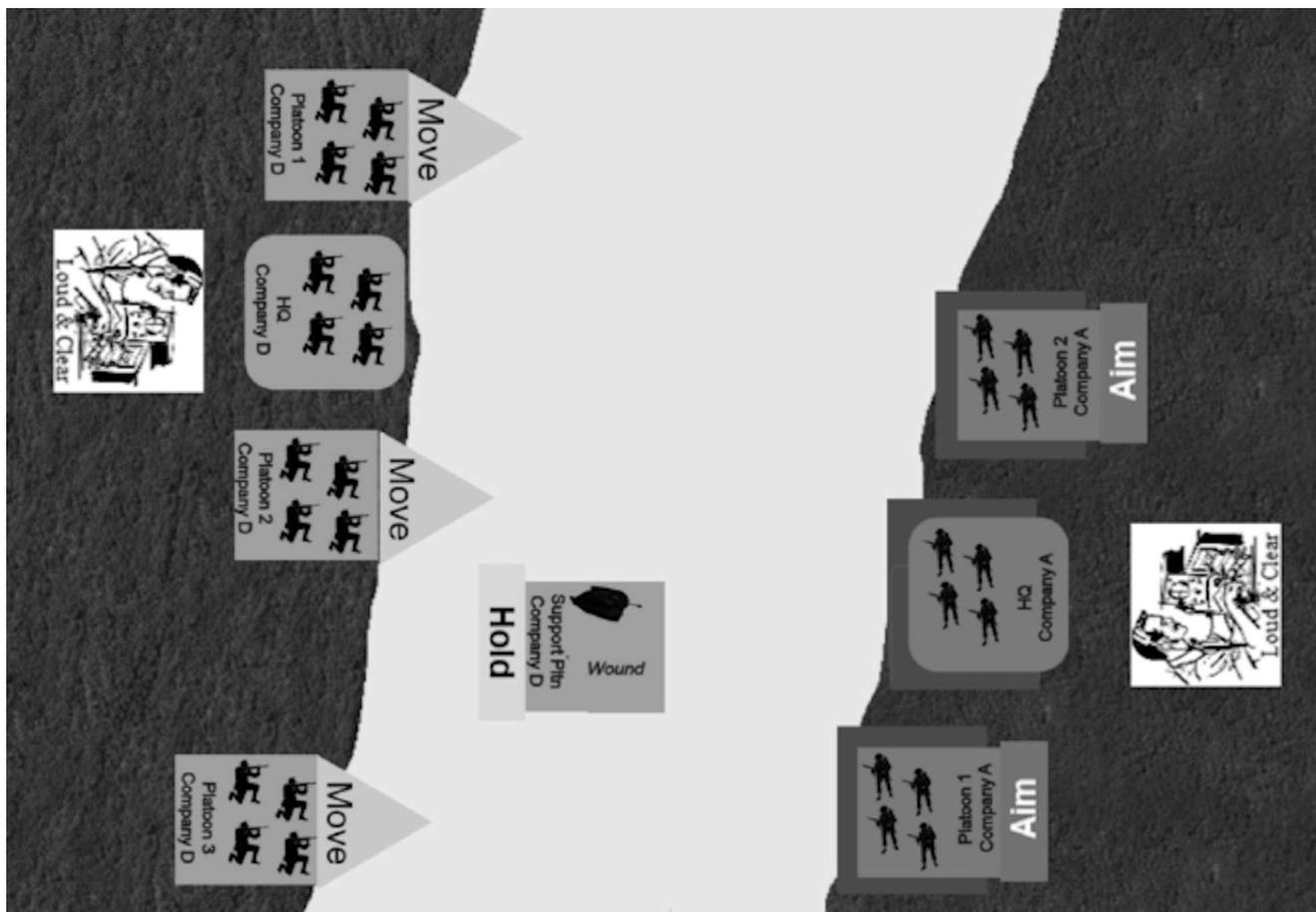


Figure 21 Situation after American Interrupt Fire on the Support Platoon

Because the Battalion is in radio communications, all of Company D and other Germans in radio communication now know of the presence of the enemy in the wood.

SOME PAGES OMITTED FROM PREVIEW

## 17 EXPANDED BATTLE

Now, let's expand the same historic battle to the south, covering the area and troops commanded by Brigadier Generals.

A map of the new battle area is shown in Figure 29.



Figure 29 Map of Expanded Battle

- The Germans have the initiative under Generalmajor Heinz Kokott
  - 26 VolksGrenadierDivision GREEN
    - Regiment 77
      - I Battalion
        - HQ Platoon and three Companies
        - Each Company has HQ Platoon and three Infantry Platoons

SOME PAGES OMITTED FROM PREVIEW