Unobserved Autospot

If a target comes into view and would be an "Autospot" for an element wishing to shoot at it, that element need not use an **Act** to observe it **BUT** gets a modifier to its firing dice when the shot is taken.

This allows an element to spot and shoot at opportunity targets on an **Order Dice** of "1" but it will suffer a +1 firing modifier.

Passing on information

An element that has spotted an enemy element can "inform" either *their CO using an Act. The CO can then share this information with his other NCOs and his Senior Officer during his Command & Control turn.* or
other elements on the table using a "5" Command Dice.

Checking vacated positions

If a previously observed enemy element vacates a building/position without being seen, any approaching force must assume that they are still in place unless they check otherwise.

Throw 1 x D6 per observer (minimum 2 x D6) and score a double to see that the enemy have now vacated.

If this test is failed, the approaching force must continue to act as if the position is occupied by the enemy - firing or assaulting as ordered.

Firing weapons

NOTE: Rules in red italics only relate to solo games

Weapons carried by elements must be defined at the start of the game. Weapon ranges are expressed as **short, effective** and **long**.

Firing teams cannot exceed 10 figures or 3 artillery pieces. AFVs fire separately.

Only observed targets can be fired at **unless** the target is an **unobserved autospot**. See Observation rules (page 20).

The Heroes All CODEX and CODEX Cards give you all the information you need to play the game. This Humber Mk IV has a 2pdr gun (AT class 2 and no HE) and a Tank MG in the turret.

In the following table;

(*) Sub machine guns are allowed to re-roll misses

Note that the number of "shots" allowed per weapon per day indicates the total number of bounds on which that weapon may shoot, not the total shots actually fired.

	Range			Shots per bound	Attack Value			HE Effect	
	(S	E	L)						
Rifle	12	24	36	1	n/a			n/a	Can move and fire without penalty
Pistol	n/a	3	n/a	1	n/a			n/a	
SMG	n/a	12	n/a	1 (*)	n/a			n/a	
Auto Rifle	12	24	36	2	n/a			n/a	
LMG	18	36	60	3	n/a			n/a	Crewed
Tank MG	24	48	60	4	n/a			n/a	Hull or turret mantle mounted
MMG	24	48	60	4	n/a			n/a	Crewed + Immobile
HMG	24	48	60	4	+4	+1	-3	n/a	Crewed + Immobile
ATR	12	24	n/a	1	+6	+2	n/a	n/a	Can move and fire without penalty
PIAT	3	6	n/a	1	+8	+8	n/a	n/a	
Bazooka	4	9	n/a	1	+8	+8	n/a	n/a	
PzSchreck	4	9	n/a	1	+11	+11	n/a	n/a	
PzFaust	n/a	6	n/a	1	n/a	+11	n/a	n/a	
Class 1 AT gun	12	24	48	1	+8	+5	-3	n/a	Crew served ATGs are "Crewed + Immobile"
Class 2 AT gun	12	24	48	1	+11	+8	+1	n/a	
Class 3 AT gun	24	48	60	1	+14	+11	+3	n/a	
Class 4 AT gun	24	48	60	1	+17	+14	+6	n/a	
Class 5 AT gun	24	48	60	1	+20	+17	+9	n/a	
<=20mm A/cannon	12	24	36	2	+4	+1	-3	A	Crewed + Immobile if ground mounted. HE Range 24/48/60
>20mm A/cannon	15	30	60	2	+8	+5	-3	B	
Light mortar	6 to 24			2	n/a			A	Crewed. Can fire/move without penalty
Med mortar	6 to 48			1	n/a			C	Crewed + Immobile
Heavy mortar	12 to 60			1	n/a			D	Crewed + Immobile
Rockets	24 to table			1 per barrel	n/a			C each	Crewed + Immobile
Howitzer -50mm	24	48	60	1	n/a			B	Crewed + Immobile
51 - 75mm	30	60	table	1	n/a			C	Crewed + Immobile
76 - 104mm	30	60	table	1	+8	+5	-3	D	Crewed + Immobile
105 - 149mm	30	60	table	1	+8	+5	-3	E	Crewed + Immobile
150mm+	30	60	table	1	+11	+8	+1	F	Crewed + Immobile
Manpack Flamethrower	6			1	+3			C	automatic hit
Vehicle Flamethrower	12			1	+4			D	automatic hit
Rifle Grenade Launcher	n/a	12	n/a	1	n/a			A	3 RGL shots per game **or** one use of either AT or HE grenades per platoon
AT grenades	In assault or 3 if thrown			1	+5			n/a	
Hand grenades				1	n/a			G1/G2	

Weapons table notes

Crewed   This is a Crew Served Weapon and needs the whole crew to fire at full rate. If it has less than a full crew, throw a D6 for each missing man. **Every** dice thrown must score 3+ for the weapon to fire at full rate on this bound. If not, weapons allowed 1 shot cannot fire and weapons allowed 2 or more shots fire once only.

Immobile   This weapon takes time to set up and break down. It therefore requires an "act" to break down and set up. It cannot set up and fire in the same turn.

How to fire weapons

Firing (i) Small Arms or (ii) AT over open sights (weapons coloured yellow above).

For each "shot", throw a d6 modified as below.

+1 short range	-1 firing on the move
-1 for long range	-1 target moving

+1 for a 2nd shot at a stationary target from the same position

+1 when firing AT/HE on an ACT order (using the ACT as "aim")

+2 if the target is a bridge	+1 if firer is elite/veteran
+3 if the target is a building	-1 if firer is Poor/Militia

+1 if (any) target is in the open

-1 if the target is an AFV showing less than 50% of itself

-1 if the target is infantry/a CSW/artillery and is in hard cover

-1 if the target is infantry/ a CSW in a pillbox

+1 if the target is unobserved but would be an autospot

A result of 5 or more scores a hit

Artillery firing HE over open sights (weapons coloured dark green above)

For each shot, use the Firing Over Open Sights Rules above.

Indirect Fire (all weapons coloured light/dark green above)

Weapon crews can either spot their own targets or rely on spotters. They cannot fire if they are more than 3 inches into a wood.

4+ on a D6 scores a hit (light mortars and smoke shells only)

5+ on a D6 scores a hit (Other mortars, HE fire and rockets)

(deduct 1 from the D6 score if the target moved more than 3 inches on this bound)

For each subsequent shot at the same **static** target, +1 to the die. A third shot gets +2 and a fourth +3 etc. This includes the second shot on each bound for a weapon able to fire twice.

If a hit is achieved, 2+ is required on all subsequent mortar/HE shots. If the target moves 3 inches or less **or** if shots are "walked" 3 inches or less then a 3+ hits.

Note that when firing **Rocket launchers**, they require a **5+ on a D6** to hit for **every shot fired**.

"Table" in the range column means that the weapon fires at anything on the table at long range.

Flame weapons (weapons coloured pink above)

These are an automatic hit if fired within range. Use the Attack Value against armour/softs and the HE effect against infantry and buildings etc. Buildings automatically catch fire when hit.

Grenades (weapons coloured blue above)

A Rifle Grenade Launcher is fired as per a light mortar.

AT and HE grenades are covered in the section on assaults.

Effects of hits

Infantry - a hit on an infantry element represents 1 casualty suffered. Lost figures are removed from the game. Check to see if he is the NCO/Officer of the element for CM purposes.

Crew served weapons - when a CSW crew is lost in its entirety, the CSW is removed from the game.

AT/HE shots against Armour/softs - determine the location of the hit (front/side/rear) by taking a line from corner to corner of the vehicle and seeing which quadrant the firer can see.

The **Firing** table assumes that the AFV is partially obscured (1 - 50%).

When a hit is recorded, throw a D10 and add the **Attack Value** for the weapon firing. Refer to the **Defence Value** of the target (from the table below) for the area hit to determine the effect.

Mark the target's Cardsheet with any damage caused and note the Momentum Tests now due for the target as a result of the shot.

Defence values of armoured vehicles (against AT fire or Assault)

Armour	Hit on front		Hit on side, bottom or when assaulted		Hit on rear	
	Brew	Damage	Brew	Damage	Brew	Damage
Soft-skinned vehicle	2	auto	2	auto	2	auto
Flimsy	11	9	7	5	5	auto
Light	14	11	10	8	8	6
Medium	17	15	13	11	11	9
Heavy	20	18	16	14	14	12
Formidable	23	21	19	17	17	15

If the vehicle is brewed, throw a d6 **and deduct 2** for crew casualties.

Any vehicle damaged twice is brewed.

Carriage capacity

The following vehicle/carriers have the capacity as stated (ignore crew figures in boats, trucks, cars etc).

Horse	2
Canoe (2 man)	4
Rubber boats (generic)	8
Assault Boat/Goatley boat etc	10
Bicycle	2
Motorcycle	3
Civilian car	4
Motorcycle/sidecar, Kettenkrad etc	5
Horse drawn cart	6
Universal carrier, jeep	7
Kubelwagen, car etc	5
Specialist/radio truck/prime mover for artillery	8
Service truck	12
Light tank (up to Pz II, Vickers, A10 etc)	4
Other tanks (all others)	6
Transport aircraft/tank-carrying glider	32
Glider (to mid 1942)	10
Glider (after mid 1942)	16
Landing Craft Assault (LCA)	16
Landing Craft Vehicle Personnel (LCVP)	16
Landing Craft Mechanised (LCM) Mk I	60
Landing Craft Mechanised (LCM) Mk II	100
DUKW or LVT	30
LVT Mk IV	36
LCT - 4	180

Note capacities are expressed as totals - e.g. the DUKW had a capacity of 24 men but allowance has been made here for their equipment etc

Infantry in landing craft are considered to be in Hard Cover.

Landing craft landing sequence

The Order dice is thrown covering all landing craft each bound to determine the order of movement and firing weapons (if any).

Bound 1   Craft are on **approach** to the beach (*move* /"2" order).

Crews of landing craft may observe enemy targets.
Weapons mounted on the landing craft may fire.

Bound 2   Craft **land** on the beach (*move* /"2" order).

Order Dice thrown for the occupants.
A new wave of craft are assembled on **approach.**

Bound 3   First wave of craft **retire** and second wave **land**.

This process continues until all waves have landed.

Home made and kit-built landing craft combine to get this British force ashore

AMERICAN	
BAZOOKA	
Value	10 pts
Crew	2
Speed	
Armour	
AT Class	Bazooka
Calibre	n/a
Range AT	4/9/-
Shots/rounds	1/3
Attack value	+8/+8/-
Range HE	n/a
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

BRITISH	
PIAT	
Value	10 pts
Crew	1
Speed	
Armour	
AT Class	PIAT
Calibre	n/a
Range AT	3/6/-
Shots/rounds	1/5
Attack value	+8/+8/-
Range HE	n/a
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Generic	
Infantry Landing Craft	
Value	5 + 3 per LMG
Crew	
Speed	5
Armour	n/a
Capacity 14	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	LMG (optional)
Range	18/36/60
Shots/rounds	3/10
Attack value	
AT Range	
HE effect	

Generic	
LCT-4	
Value	25 + 3 per LMG
Crew	
Speed	5
Armour	Light
Capacity 5 vehicles/guns	
AT Class	
Calibre	
Range AT	
Shots/rounds	
Attack value	
Range HE	
HE effect	
Sec weapon	LMG (optional)
Range	18/36/60
Shots/rounds	3/10
Attack value	
AT Range	
HE effect	

GERMAN	
Panzer IV (Early)	
Value	10
Crew	4
Speed	5/3
Armour	Medium
AT Class	2
Calibre	75mm L24
Range AT	12/24/48
Shots/rounds	1/9
Attack value	+11/+8/+1
Range HE	30/60/table
HE effect	C
Sec weapon	TMG
Range	18/36/60
Shots/rounds	3/8
Attack value	n/a
AT Range	n/a
HE effect	n/a

GERMAN	
Panzerschrecke	
Value	10 pts
Crew	2
Speed	
Armour	
AT Class	PzSchrecke
Calibre	
Range AT	4/9/-
Shots/rounds	1/3
Attack value	+11/+11/-
Range HE	n/a
HE effect	n/a
Sec weapon	
Range	
Shots/rounds	
Attack value	
AT Range	
HE effect	

Firing small arms/AT/HE open sights	
D6 per shot - 5+ is a hit modified	
-1 short range	+1 long range
+1 target moving	+1 AFV firing & moving
-1 2nd shot static target	+1 inf in pillbox
-1 target in the open	-1 using Act as aim
-1/+1 firer elite/poor	+1 unobs'vd autospot
+1 target hard cover	+1 target >50% hidden
-2 target is a bridge	-3 target is a building
Indirect fire (D6 throw)	
4+ hits Lmtr/smoke	5+ hits Mtrs/HE/Rkts
2nd shots get +1	2+ hits after 1st hit
3rd shots +2 etc	Rockets hit on 5+
Effects of hits	
4+ destroys CSW after HE hit	
Open Top AFV HE hit -1 effect, 6 damages	
Brewed vehicle = D6 less 2 for casualties	
Petard mortar 2+ hits, Effects doubled	
Smoke +2 for hit = 3x1 in for 2 bounds	
Rationed=1/2 rounds,1 or 2 on D6 to fire u/l	

Movement			
TYPE	rd	xc	NOTES
Infantry	3	2	
	1	1	crawling
	2	2	built up/jungle
		1	wading
		2	paddling/raft
Carried HCSW	3	2	each D6 -1 pip
Mounted/horse	6	5	
Hand moved gun	2	1	not at the double
Towing vehicle	5	2	not at the double
Bicycle	5	1	
Swimming tank		1	
Powered boat		5	
MTB		8	
Vehicle Ferry		3	
Damaged vehicles move at 1D6 only			
All AFVs move at 1D6 in built up areas			
Infantry Stealth move 1D6 inches (2D6 for Elite). Pip reductions above apply.			