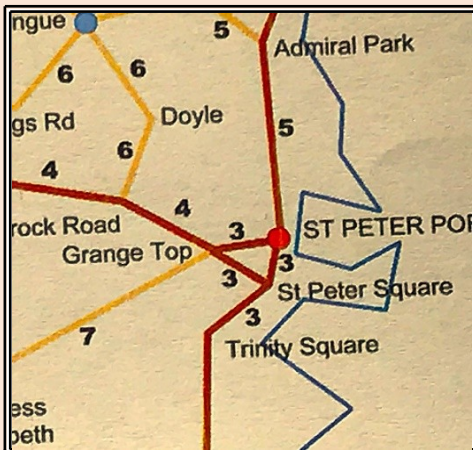


# FIGHT YOUR OWN WARS



WARGAME CAMPAIGNS FOR THE  
WW2 ERA

As ever, the mistakes, typos and failings are mine and mine alone. I have read and re-read

## Foreword

Welcome to **Fight Your Own Wars** - set of rules written to provide a series of mechanisms that allow you to play a WW2 wargame campaign as a solo player - or not - this can easily be used by two or more players.

The recent introduction of **Heroes All** and the re-written version of **Fight Your Own Battles** really left the old version of Fight Your Own Wars (FYOW) looking complicated and unfit for purpose. The difficulties with play-testing such a large mechanism soon revealed that, whilst parts of FYOW worked well, other bits were clunky and contradictory.

These days, there seems to be a trend of offering campaign mechanism ideas without the author committing to a definitive ruleset - in the WW2 era anyway - the ancient and Black Powder eras, perhaps being simpler in terms of weapons, speed and supply, are better served. This ruleset is not perfect but it works for me and I offer it here for your use - to adopt or adapt as you see fit.

Paperwork and record keeping is key to the success of any campaign, but this has been simplified in this version - the creation of a Battlegroup Record Sheet to hold all the data you need is a big step in that direction.

A new map system too has been introduced to help integrate the FYOB rules - the nodes (or Map Boards) that appear on the map correlate directly with the tabletop available to the gamer. Two forces meeting on a Map Board can easily be transferred to his gaming table and a description of the Map Board will help him establish the appropriate scenery for the encounter.

Whilst play-testing these rules, I sought a quick method of resolving conflicts. The testing process was becoming bogged down by the need to set up and play out multiple contact situations. This is great for the gamer in normal circumstances - after all this is what we play campaigns for - but I wanted a by-pass this stage and move on to test the rules during a month or two of campaigning.

I found the answer in the book "**The Complete Wargames Handbook**" by James Dunnigan. In this work, a board game is described that uses simple "Combat Values" for forces and a Combat Results Table that showed the outcome of a battle via single die roll. This was modified to suit by rules (using the "Cost of a Force" points values used in FYOB).

So successful did this short-cut prove to be, that I have worked it up into a set of rules (known as the "Dunnigan Rules") for your use **should you wish to use them**. By all means play out every contact on the map, but I genuinely feel that the Dunnigan Rules open up. As ever, the mistakes, typos and failings are mine and mine alone. I have read and re-read select those battles to play out and those battles to defer to the roll of a dice.

However you use FYOW, I hope that you enjoy playing out your campaigns.

## Overview

**Fight Your Own Wars** is a ruleset and collection of mechanisms that allows a gamer to play a solo wargame campaign set in the World War 2 era.

But don't be concerned that you, as the player, knows what both sides are wanting to do. In **Fight Your Own Wars**, just as in it's tabletop cousin **Fight Your Own Battles**, your inch-high commanders are empowered to make decisions that drive the campaign along.

As an extension of **Fight Your Own Battles**, the player will find a lot of familiar terms and mechanisms here. The value of forces and their composition is the same and, as you would expect, the campaign day is similar to the tabletop day.

Based on a node (or nodal) map, the player manoeuvres Battlegroups - based, typically, around a Battalion of infantry or armour. The presence of aircraft, naval support and local resistance fighter is covered whilst other factors such as weather, logistics, leadership and troop quality, and morale cannot be ignored.

When contact is made between enemy units, the action can switch to the wargames tabletop (using the **Fight Your Own Battles** and **Heroes All** rules of course!) or the player can use the "Quick Play" mode to settle battles with the roll of dice.

Whilst the purpose of a campaign is to provide a number of interesting battles for the player to work through, sometimes, playing everything is just not possible or practical. Therefore, the "quick play" rules, based on some of the ideas put forward in the excellent book "The Complete Wargames Handbook" by James F Dunnigan can be employed. A few dice rolls will give, not only the outcome of the battle, but the damage suffered by both sides. Thus, the player can either play or roll to determine his battles, knowing that either method will cause attrition to the Battlegroups.

One big advantage of the "quick play" rules is that the player can consider a much larger campaign than he/she would normally play. These rules provide for Divisional level command whilst the basic tabletop element remains as the platoon.

And additional weather information allows a desert, jungle or winter campaign too!

The layout of this tome also differs from my earlier offerings. I have included something of an introduction to each section with some thoughts and background to the reasons behind rules. In this way, I am hoping that you, the player, comes to understand what I'm trying to

get at, as well as understanding the context within which the rules are presented.

As ever, the mistakes, typos and failings are mine and mine alone. I have read and re-read these words a million times but, inevitably, there are always things that Spellcheck and the Microsoft thesaurus will miss. Also, despite many hours cross-checking, I am sure that in here somewhere, I have said that you roll a D6 in one paragraph and then insist it's a D10 elsewhere. Hopefully not, of course, as I have play tested these rules over the last 3 years in the hope that they all make sense. If they don't, drop me a line and I will clarify - you will unlikely be the only one who needs an extra word or two.

Throughout this work, references to the player have tended to be third party but occasionally I have resorted to "he" or "him". This is not to assume that all players will answer to such pronouns - take such words to refer to he/she/them. I mean no offence to anyone, I'm just trying to keep it simple.

# FIGHT YOUR OWN WARS

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# GAME BASICS

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Understanding the basics for a ruleset is vital if they are to be played and enjoyed. This opening section provides definitions for the terms used, some background on the role of you as the "Umpire" in your own solo game, the prep required for a campaign and then information on the campaign day and the forces you will be fighting with. These forces are divided into "Battlegroups" - typically a Battalion of infantry or it's armoured equivalent. A portion of a Battlegroup can be created as a separate fighting force, independent from the parent Battlegroup and this is known as a "Fraction". Other (usually) smaller portions can be created which are not independent from the original parent Battlegroup. These are called "Pickets".

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## **Definitions**

Reading through FYOW, you will come across a number of terms that you should be familiar with in order to help make sense of some of the mechanisms used. This is not a complete index of these terms, just a list of the more basic ones that you should know.

<b>Element</b>	A unit, such as a platoon of infantry that may act independently on the table but which is normally treated here as a building block of a larger force.
<b>Battlegroup</b>	A combination of elements to create a self-contained fighting force commanded by a Battlegroup Commander (BC).
<b>Fraction</b>	Part of a Battlegroup split away from its parent to undertake a specific task. Commanded by the Battlegroup 2ic or a nominated Officer.
<b>Picket</b>	Part of a Battlegroup on a different Map Board but in direct contact with it's parent.
<b>Battlegroup Group</b>	A "group" of Battlegroups temporarily acting as one force (typically when moving or undertaking a beach landing etc). Usually made up of Battlegroups/Fractions from the same Brigade.
<b>Brigade</b>	Collection of Battlegroups commanded by a Senior Commander.
<b>Senior Commander</b>	Commander of a Brigade (or equivalent)
<b>Division</b>	Collection of Brigades. Commanded by a Higher Command
<b>Higher Command</b>	Commander of a Division or Army or equivalent
<b>Character traits</b>	These are assigned to Battlegroups Commanders and Senior Commands at the outset of the campaign and are used to resolve questions asked by these levels of command.
<b>Strategic Condition</b>	The ability of the Battlegroup to continue to fight - similar to a Morale score - similar to the FYOB rules.
<b>Cost/Value of force</b>	The total value, in points, assigned to a Battlegroup, calculated by reference to the "Cost of a Force" rules in FYOB.
<b>Combat Value</b>	Conversion of total cost into a fighting strength - used in the "Dunnigan Rules" section.
<b>Dunnigan Rules</b>	A set of rules allowing the player to fight battles "on paper" - useful for small actions or where a lot of combats need concluding.

<b>Bound</b>	1 turn taken by all active elements on the game table during an actual wargame (as opposed to a paper transaction undertaken as part of a campaign).
<b>Session</b>	A package of 4 bounds. Used as the unit of "time" for campaigns
<b>Campaign Day</b>	6 Sessions (24 Bounds)
<b>Campaign Month</b>	12 Campaign days presented as 4 weeks of 3 days.
<b>Campaign season</b>	3 Campaign months
<b>Map board</b>	<p>That section of the campaign map that will be used as a game table when 2 forces engage or contest the area. It acts during the campaign like a square on a chess board.</p> <p>Refer to "Maps" section for definitions of the scenery appearing on each map board and how these are shown on the campaign map.</p>
<b>"Box"</b>	An imaginary space around each edge of the map board that represents the approach to that map board. Does not appear as part of the game table. Used to hold elements that are technically on the map board but not on the game table.
<b>Priority Order Card</b>	Cards issued weekly by Divisional or Senior Command levels to determine the order in which they assess positions, make decisions and issue <b>orders</b> for the week ahead.
<b>Battlegroup Priority Card (BPC)</b>	Each Battlegroup on the campaign map, its Command (and where appropriate, any Brigade Command) will, each day, be allocated a BPC. BPCs are also allocated to aircraft and naval units and partisans (if part of the campaign)
<b>Active</b>	The state of a Battlegroup or Fraction able to act as ordered.
<b>Rest</b>	A mode in which the amount of "S" consumed is less because of restrictions on the activity of the Battlegroup or Fraction.
<b>Supply</b>	The amount of "S" required by any Battlegroup or Fraction to be considered "Active" and operate as ordered.
<b>Rationed</b>	A mode in which a Battlegroup or Fraction remains active but when it has sufficient "S" to act normally. Restrictions on activity apply.
<b>Engagement</b>	An engagement is defined as a situation where <b>at the start of a session</b> , 2 forces face each other either on the Map Board or

between Map Board and "box" and both are aware of each others presence.

<b>Detection Throw</b>	A mechanism for determining whether a force in the "box" of a Map Board is able to detect the presence of any enemy force on the Map Board itself (and vice versa).
<b>Information Gathering</b>	The process by which observers (which could be partisans), can gather information regarding enemy forces or Map Board terrain information including bridge types, mines on beaches or roads etc.
<b>Movement Points</b>	Allocation of movement rates for different force types. Also, the campaign map will show Movement Point requirements to traverse a link between Map Boards.
<b>Orders</b>	Instructional orders given to each Battlegroup by the Senior Command on a weekly basis.
<b>Umpire</b>	The role taken by the player to determine such events as weather, chance card effects, timing of events, partisan activity etc
<b>Partisan</b>	Cells of "Resistance" fighters who act against any occupying force.
<b>Diary Box</b>	Box holding diary cards for each day of the campaign month and into which can be placed reminder cards for future events. Used by the Umpire to determine timings of future events.
<b>Replenishment</b>	The replacement of men and materiel after losses, including the injection of fresh men and materiel from "home".
<b>Work &amp; Tasks</b>	System of determining the time taken to complete any task.

#### **Dice conventions**

<b>D3</b>	A 3-sided die normally numbered 1 to 3
<b>D6</b>	A 6-sided die normally numbered 1 to 6
<b>D10</b>	A 10-sided die normally numbered 0 to 9
<b>Davg</b>	A 6-sided die (usually) numbered 2, 3, 3, 4, 4, 5
<b>2D6</b>	Throw 2, 6-sided dice and note the total scored. E.g throws of 4 and 3 give a total of 7.
<b>3+ (for example)</b>	A dice throw is required giving a result of 3 or more
<b>4+ double (for example)</b>	When multiple dice are thrown, the required outcome is a double where each die in that double shows a score of 4 or more.
<b>D10 scores</b>	Where a "0" is thrown on a D10, this is counted as "10".

## **Preparations for the campaign**

### **Map (see section 13)**

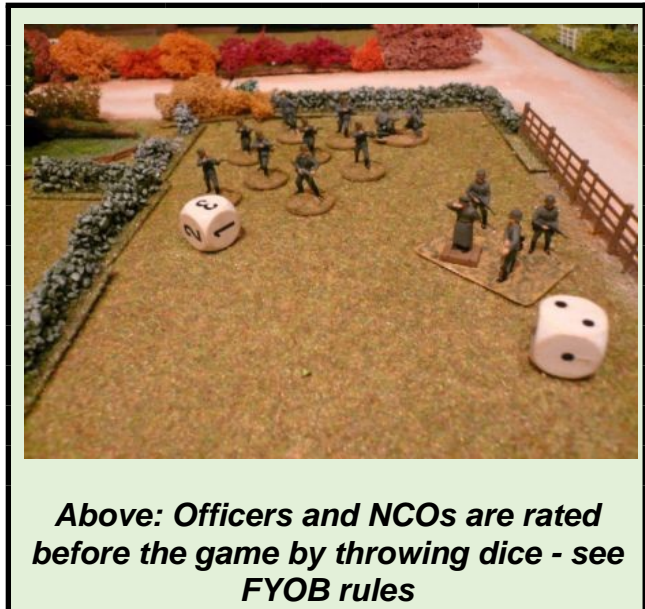
The campaign map is drawn up and detailed as required.

See the section on Maps for full requirements.

### **Administration (see section 35)**

A Battlegroup Record Sheet is completed for each Battlegroup showing the initial consist and other required data. Note the number of Movement Points allocated to the Battlegroup and its Combat Value.

Cardsheets must also be prepared for Air and/or Naval Commands, Brigade HQ Battlegroups (if any), Partisans etc



### **Personalised Wargames**

A record may be created showing the ratings of all CO's in the elements taking part. These can be drawn from pre-prepared lists.

### **Competency Ratings for Senior Commands, Battlegroup Commanders and 2iCs (see section 7)**

These are determined using a d6. Refer to the section "Competency of Commanders". Character traits are set using Davg ("Average dice").

### **Strategic Condition (see section 12)**

Refer to FYOB to determine the Strategic Condition of the Battlegroup and the Strategic Condition Milestone percentage applicable to it.

### **Supply (see section 20)**

The status of the supply line into each Division/Brigade etc must be determined and the level of disruption (if any) noted.

Each Battlegroup throws 3D6 to establish an initial Supply Stockpile.

Fractions (if any) determine their Stockpile - see rules for Fractions.

## **Replenishment (see section 21)**

Initial calculations made to determine the values of forces

## **Other preparations**

## **Partisans (see section 34)**



Throw to determine how many partisan groups are operating in being included in the campaign).

## **Weather (see sections 25 - 27)**

Determine the climate appropriate for the campaign and select the correct Weather Charts

Note the start date of the campaign or throw a D12 to determine the month, or refer to any notes giving actual dates concerned.

Make the weather throw for the day.

## **Cards (see section 4)**

A Battlegroup Priority Card is prepared for each Battlegroup (including any air or naval support units) and for the Brigade/Division HQ Senior Command.



## The role of the "Umpire"

This might sound a strange title in a rule book about solo wargaming, but bear with me!

In Fight Your Own Wars, the player plays both sides, supported and hindered by the character of his Senior Commanders and the actions of his tabletop leaders.

But he must also play the role of "Umpire" - dealing with all those mechanisms and rules that affect both sides - like weather, partisans etc

Consequently, within these rules are those that affect the Army Commanders and those that need to be dealt with by the player wearing his "Umpire" hat.

Sometimes, it is also necessary to take a "view" on a situation - to make a decision on a question that affects both sides but which is not expressly covered by the rules. On such occasions, the player should become the "Umpire", stand back and review the position as a neutral - throwing a dice if that helps to solve the problem.

The Umpire's main role is to correlate movement and activity on the campaign map with any tabletop action that is happening concurrently.

After 4 bounds of tabletop action, the player is directed back to the campaign map to undertake the activity for the next session, bearing in mind that a tabletop engagement may be continuing. If another Battlegroup or Fraction joins in with that engagement, this must be represented on the tabletop by the arrival of that force in the appropriate "Box" on the table before the next 4 bounds are played.

Where 2 or more contacts are made on the campaign map, the tabletop games should be played in the order that the contacts were made. The player **must** remain mindful that the activity in a session is meant to be happening simultaneously and therefore if 2 or more contacts are made, subsequent map moves will impact on the tabletop actions that may be unresolved at the time of these moves.

The other main role as Umpire is to keep accurate records of the Battlegroup positions, attitudes and activity. They can do this by keeping a single Campaign Diary, or by keeping a separate document for each side. I favour a single document with entries made by either Army on the day as they saw it alongside the Umpires own comments on the weather etc.



## Troop Quality

The Heroes All rules make provision for "Poor/Militia", "Regular" and "Elite" troop qualities and, within each, allows units to have "Enhanced" training that allows them to be (for example) Reconnaissance, parachute or engineer elements.

### Troop types "cost"

Poor/Green or Militia	1 point
Poor/Green/Militia Enhanced	2 points
Regular	1 1/2 points
Regular Enhanced	3 points
Elite/Veteran	2 points
Elite/Veteran Enhanced	4 points
Special Character	8 points



### Compensating for changes through the war

However, the level of combat training and the reaction to enemy fire does not necessarily fall neatly into 3 simple quality cadres. Therefore, some allowance can be made to mix-and-match qualities to represent army inexperience or morale.

The following is suggested but can be modified by the player as they see fit.

Similarly, other nations can be added using the table below as a guide.

Note that these suggestions refer to "Regular" troops only and do not affect any other rating such as Militia/Poor or Elite.

Nation	Period	Commander ratings	Firing	Continuous Momentum
		Treat "Regular" as:		
Germany	1939/41	Elite	Regular	Elite
	1942/4	Regular	Regular	Regular
	1945	Regular	Regular	Poor
Britain	1939	Regular	Regular	Regular
	1940/2	Regular	Regular	Regular
	1943	Regular	Regular	Regular
	1944/5	Regular	Regular	Regular
USA	1942	Poor	Regular	Poor
	1943/5	Regular	Regular	Elite
France	1939/40	Poor	Regular	Regular
Italy	1939/43	Poor	Regular	Poor

## 1 The Campaign day

The campaign day is divided up into 6 sessions each lasting for 4 bounds. Whilst a bound is not a unit of measurement in the campaign day, it is important to keep an eye on the combined effects of tabletop activity and campaign activity. Activity on the campaign map in a new session may have an effect on the tabletop action.

- 1.1 The campaign week** lasts for 3 days and the **campaign month** lasts for 4 weeks. The campaign diary for a month uses the dates given below;

<b>week 1</b>	1st, 3rd, 6th	<b>week 3</b>	16th, 19th, 22nd
<b>week 2</b>	8th, 11th, 14th	<b>week 4</b>	24th, 27th, Last day.

Note that, for ease, all months have the same number of days.

Events that occur at the start of a month happen on the 1st whilst those that start each week happen on the 1st, 8th, 16th and 24th.

The **Diary Box** that hold the cards showing future events contains dividers for each month and only the dates shown here.

- 1.2** The seasons have different structures for the sessions and these are given below along with the months that are included in each season. The timings show the hour at which each session starts during the campaign day.

<b><u>Winter</u></b>	December, January, February
2 night sessions of 4 bounds (00.00hrs to 07.00hrs)	
2 daylight sessions of 4 bounds (08.00hrs to 15.00hrs)	
2 night sessions of 4 bounds (16.00hrs to 23.00hrs)	
<b><u>Spring</u></b>	March, April, May
1 night session of 4 bounds (00.00hrs to 03.00hrs)	
3 daylight sessions of 4 bounds (04.00hrs to 15.00hrs)	
2 night sessions of 4 bounds (16.00hrs to 23.00hrs)	
<b><u>Summer</u></b>	June, July, August
1 night session of 4 bounds (00.00hrs to 03.00hrs)	
4 daylight sessions of 4 bounds (04.00hrs to 19.00hrs)	
1 night session of 4 bounds (20.00hrs to 23.00hrs)	
<b><u>Autumn</u></b>	September, October, November
2 night sessions of 4 bounds (00.00hrs to 07.00hrs)	
3 daylight sessions of 4 bounds (08.00hrs to 19.00hrs)	
1 night session of 4 bounds (20.00hrs to 23.00hrs)	

## 2 Battlegroups

- 2.1 The basic campaign unit is a Battlegroup, based on a Battalion sized infantry or armoured unit, represented on the Map Board by one token.

Organic brigade assets can be added to provide, for example, infantry (to an armoured unit), artillery, anti-aircraft, anti-tank, reconnaissance and engineering elements.

The recommended maximum points value ("cost") of a Battlegroup is **1200 points (early war), 1500 points (mid-war) and 1800 (late war)**.

The player is free to alter these figures as desired.

All soft-skinned vehicles are provided **Free of "cost"** although carried weapons must be charged. Specialist (engineering etc) vehicles which may not be armed still attract a cost.

A Battlegroup is led by a Battlegroup Commander.

- 2.2 Separate units can be formed comprising a Company-sized core with other elements drawn from Battalion HQ or from within the parent Battlegroup. These smaller units, split away from a Battlegroup like this and typically led by a CO are called "Fractions".

For full rules covering the behaviour of a Fraction - see **Fractions 3**.

Note that the points value of any Fraction created cannot exceed 1/2 of the total original value of the Battlegroup.

- 2.3 For Map Movement purposes, it may be beneficial for the player to consider the make up of their Battlegroups. Battlegroups move at the rate of the slowest element (foot infantry) and so a mixed Battlegroup that also contains motorised elements may have its movement rate compromised.
- 2.4 Battlegroups can comprise any combination of elements subject to the following restrictions;

Special Forces, Airborne, Marine and other designated special purpose troops always form their own Battlegroup

Aircraft and ships (excluding rafts, canoes and dinghies) always form their own Battlegroup.

Static defence installations (gun batteries etc) always form their own Battlegroups

## 2.5 Attaching supporting elements to a Battlegroup

The highest command of the force may maintain a Reserve or Support pool of elements that can be used to support its Battlegroups. Typically, these will include engineer or artillery units but can comprise infantry and armour formations held back at the start of the campaign as true "reserves".

A Battlegroup's value cannot exceed the maximum laid out in rule **2.1**.

When activated, the Senior Command of the force uses the Command Decision Process to create a Fraction (see **Fractions 3**) containing the element(s) that he wishes to release to a Battlegroup.

The **Command Decision Process (see section 8)** can be used both to decide whether to release the reserve and what the composition of that reserve should be. However, in most cases, the player can simply elect to send, for example, engineers or an artillery unit.

**2.6 Note** that, if the army HQ occupies the same Map Board as the Battlegroup receiving the reserves, the transfer becomes effective from the following session. A Fraction need not be created, the Battlegroup alters its consist and any amendments to its Movement Points or Combat Value take immediate effect. The Battlegroup uses the new parameters when next activated.

This transfer cannot be made if the HQ is at Rest. The rules concerning movement if the HQ is rationed also apply.

## 2.7 Merging Battlegroups together

When activated, the Brigade Senior Command can merge any 2 of his Battlegroups together. Two Battlegroups from different Brigades (Regiments) are merged together by the Commander responsible for both Brigades (Division or Army Command).

The new Battlegroup cannot exceed the maximum value (see **2.1** above).

The Senior Command merges the values and calculates the new Combat Value, appoints a Battlegroup Commander, merges the Supply Stockpiles together (taking an average of both rounded up) and amends the Battlegroup Record Card.



The Priority Card for the defunct Battlegroup is removed from the pack.

New Orders are issued unless the new force is to continue as a large version of the one of the Battlegroups when their Orders will continue.

If the Battlegroup being absorbed is at Rest, rationed or in disarray, this is cancelled by the merger.

If the "senior" Battlegroup is at Rest, rationed or in disarray, this state is adopted by the new, enlarged Battlegroup until rallied, supplied or re-organised.

## 2.8 Auxiliary, "B Echelon", and Service elements

The "cost" of vehicle repair and maintenance vehicles and radio exchange vehicles, if fielded, will be included in the total value of a force.

A Battlegroup may have access to medical and dressing stations, catering facilities, ordnance supply facilities and other non-combatant service units whilst in camp or in the field. Such elements require staffing but these soldiers and the administration staffs are not included in the value of a force and thus need not be especially identified nor represented on the campaign map.



## 2.9 Brigade formations as "Groups"

In the same way that individual elements can be formed into a "Group" on the tabletop, it is possible to treat the Brigade/Regiment formation on the campaign map as a "group". This typically occurs (both on the tabletop and on the map) when the elements/Battlegroups concerned are moving or in a defensive posture.

The Brigade Group can include or exclude any Fractions or Pickets created as the Senior Command sees fit, but must be mindful of the consequences of leaving Pickets isolated from their parent Battlegroup (see **Rule 3.8**)

Combat is conducted by the individual Battlegroups against an enemy on a particular map board and therefore this would not be undertaken whilst the Battlegroup remains part of a Brigade "group".

It is not necessary for the Brigade Commander (Senior Command level) to take any decision making dice rolls before ordering the Brigade to move as a unit, and similarly, he can split the Brigade back into individual Battlegroups when required. One Battlegroup can be split away from the Brigade to operate individually if required.

Battlegroups can be attached or detached from the Brigade by the General at the start of the campaign week when he is normally activated.

The Senior Command is given a Battlegroup Priority Card as usual during each session but those Battlegroups he controls do not receive a BPC.

This Senior Command's BPC indicates when the Brigade Group moves/act etc. The use of such Brigade "Groups" during a session will speed up the game by reducing the number of BPCs that the player has to deal with during each session.

When a Brigade moves, the Order of Battle would typically show that a reconnaissance unit from the lead Battlegroup (either as a Fraction or just specified in the Order of March) is the first in line and thus able to deal with Detection Throws when a new campaign map board is approached.

The Brigade "group" can only move at the rate of its slowest Battlegroup. This is represented by the Group employing the lowest level of Movement Points from amongst the Battlegroups in the Group. **This restriction, however, does not apply to a reconnaissance Fraction leading the Group formation.**

Any Battlegroup, other than the lead Battlegroup or reconnaissance Fraction, is automatically detached from the Group if it is attacked by ground forces. Attacks from the air or from off-shore support do not automatically affect the Group but the Senior Command can elect to act if deemed appropriate. Such a decision (which is "What shall I do" rather than "Can I do it") is handled using the decision making mechanism described later.

If an Engineers Battlegroup is at, or near, the head of the column during movement, any **Work & Tasks** they carry out repairing bridges etc, is undertaken during the activation of the Senior Command.

**Note** that an aircraft Battlegroup can consist of bombers and protecting fighters, transport with fighter cover etc. Thus, aircraft do not use these Group rules.

**Note** that boats can form a Battlegroup to provide off-shore artillery support, landing craft for an assault etc and therefore do not use these Group rules.

### 3 Fractions

Supply is delivered to a Battlegroup HQ for distribution around its component parts.

If a part of a Battlegroup is separated, either by circumstance or by design where, for example, a company has been left to garrison a captured village, this part cannot rely on the Battlegroup HQ supply chain. These bits of Battlegroups are called **Fractions**.

Whereas Battlegroups are based on an infantry or armoured battalion, a Fraction is typically based on a company-sized formation.

**Note** the difference between a **Fraction** and a **Picket** (see below)

**3.1** The Fraction will not have an HQ staff and therefore can only support a limited Supply Stockpile. The maximum Stockpile that a Fraction can maintain is **5S**.

**3.2** A Fraction can create another Fraction from itself.

Battlegroups can create as many fractions as it sees fit.

**3.3** Fractions are commanded by the CO of the Company at its core.

The Battlegroup Commander (BC) needs to make a separate decision [beyond creating the Fraction] to add any elements that are attached to the Battlegroup from Brigade/Regimental HQ.

#### **3.4 Creating a fraction**

Fractions can only be created if its parent Battlegroup is shown as **Active** as far as Supply is concerned.

When activated, the Battlegroup Commander (BC) creates the Fraction from within his force, identifying the required number of options using the **Command Decision Process (see section 8)**.

Orders are issued immediately to the Fraction by the BC. (see section 10).

The Fraction is allocated a Battlegroup Priority Card for inclusion in the pile for the next session.





### 3.5 When the Fraction is first activated..

A Record Sheet is raised for it showing its parent, consist and the orders given to it for the remainder of the campaign day.

The Fraction can only have the same number of Moves that day as are remaining to the parent Battlegroup, subject to any maximum applicable to it under **Rule 14.11**.

The initial Stockpile of the Fraction is found from the following calculation;

**Parent Stockpile x 1/4 (result rounded up)**

This figure is **not** deducted from the parent Battlegroup stockpile.

The Fraction must throw 3D6 for the initial amount of "S" available to it for the remainder of the campaign day. **On the first activation only**, if this score exceeds 10, any surplus cannot be transferred to the Stockpile.

### 3.6 Subsequent activation of a Fraction

When activated, the fraction moves and acts as if it were a Battlegroup.

The Fraction is subject to the same Supply rules as a Battlegroup other than having a maximum limit of the Stockpile size - also **see section 20**.

### 3.7 Ending a fraction

A Battlegroup Commander dissolves a Fraction by successfully using the **Command Decision Process** when he is activated and once the Fraction moves to the map board occupied by it's parent.

Some fractions, such as an Engineering Bridging Unit, may move to join up with a Battlegroup, erect a bridge and then return to the Brigade HQ Battlegroup whilst retaining its autonomous status.

When a fraction is absorbed into a Battlegroup, it simply adds itself to the Battlegroup roster, discards its Record Sheet, ignores any S acquired that day and its Stockpile of S (if any). Its BPC is removed from the pack for the next session.

### 3.7 Merging Fractions

A Battlegroup Commander can merge any of his Fractions together by successfully using the **Command Decision Process**



He will appoint a Senior Officer to lead the new Fraction from the leaders of the constituent parts.

Orders given to one of the constituent parts can be followed or new orders issued by the Battlegroup Commander as required by the circumstances.

The Supply condition of the new Fraction assumes the condition pertaining to the Fraction of the new Officer. The circumstances of the joining Fractions may thus dictate the choice of new Officer.

### 3.8 Pickets

A Battlegroup or a Fraction can send part of its force to an adjacent Map Board to scout, patrol or to provide defence in depth for example. These are called **Pickets** and nominally, a platoon of infantry or Troop of armour.

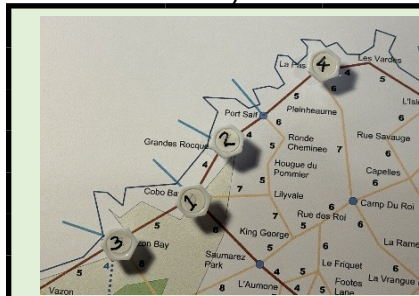
If the picket occupies a map board adjacent to it's parent Battlegroup or Fraction, Supply can flow and the picket is still treated as part of the Battlegroup or Fraction.

This Supply route can pass through other pickets of its own Battlegroup. Thus a chain can be created by linking the Battlegroup, it's Fractions and the individual platoons sent out as pickets to provide a scouting/patrol area or defence in depth.

If a picket becomes separated from it's Battlegroup or Fraction by enemy action, movement etc, it must, when next activated, declare itself to be a Fraction. The Battlegroup Commander (or Fraction CO) does not need to take a Command Decision Test for this purpose.

The picket (now Fraction) is given automatic orders to re-connect as quickly as possible.

When a newly-created Fraction re-connects, it can become a picket once more if required **or** remain as a Fraction (see **Fractions** and **Ending a Fraction** above).



Defensive forces in NW Guernsey at the start of the proposed invasion campaign. Battlegroup 1 is at Cobo Bay with two Pickets at Grandes Rocques (2) and Vazon Bay (3). The force at La Passee (4) has to be a Fraction as it is not connected to the "chain".

#### 4 Game Flow (see section 1 regarding The Campaign Day)

This information can be used to create Diary cards for the Umpire's Diary Box.  
(See **Rule 5 Event Timings**)

##### 4.1 First day of a new season

###### **ARMY COMMANDS**

(Optional) - New Senior Commanders are created by the army

**PARTISANS** - Dice for new Partisan cells and their members

##### 4.2 First day of new Month

###### **ARMY COMMANDS**

(Optional) - New Battlegroup Commanders and 2iCs are created by the army  
Replenishment determined and forces allocated to Battlegroups.  
Replenishment From Home forces determined and distributed as required.

###### **SENIOR COMMANDS**

Anti-Partisan sweeps undertaken as required.

###### **UMPIRE**

Weather dice (2D6) are thrown and the Weather Marker placed in the appropriate square.

Chance Cards are drawn (if being used) and put into the Diary Box on the D12th day of the month

###### **PARTISANS**

Dice for recruitment of Partisans to existing cells and for (a) supplies of ammunition and explosives and (b) radio transmitters.

Dice throws made for a Partisan Agent. Diarise for his activity.

Dice for Partisan activity and make diary cards for attacks if appropriate. Note that all Observation missions commence in the 4th Session of the chosen day.

The inclusion of partisan or Resistance elements can add an extra dimension to the your campaign. These brave folk observed and fought the enemy.



#### 4.3 First day of each Week

##### **ARMY COMMANDS (Generals)**

The Highest Command makes a Strategic Morale throw for the whole force.  
(See Strategic Condition rules)

**Weekly Order Cards** are then dealt to each Highest Command of each side to decide the order in which they will set out and make decisions for, Orders for each Command for the week.

Orders are then issued to the Senior Commands (including Air and Naval).

#### 4.4 Start of the Day

##### **UMPIRE**

Umpire takes and distributes **diary cards** from the diary box.

**Weather** and wind are established for the day. The incidence of moonlight is determined. The Rain Gauge is updated and all effects on Map Board Movement are recorded (including separate Aircraft and Boats effects).

**Partisan** agents throw to avoid detection.

Changes in the condition of **Supply** routes are noted.

##### **SENIOR COMMANDS**

**Daily Order Cards** are dealt to all Senior Commands to determine the order in which each will set out and distribute his Orders to his Battlegroups for the day (see **Orders 10**)

##### **BATTLGROUP COMMANDERS**

Each Battlegroup Commander makes his Supply throws, records the outcome and any consequences arising (see **Logistics 20**).

##### **AIR COMMAND**

All **Air Commands** make a D6 throw to determine whether flying is permitted given the weather conditions prevailing.

Make Aircraft Preparation Throws to bring aircraft into service for that day.  
(Note how many return to service - see below)

Take Strategic Milestone throws for inactive/lost aircraft (after Preparation Throws). Throw 1D6 for each aircraft returning to service to rally the Strategic Milestone score.

## NAVAL COMMAND

Preparation Throws made for each powered vessel to be active during the day

### 4.5 Start of each session

#### UMPIRE

All Senior Commanders, Air Command, Naval Commands, Battlegroups, Fractions & Partisan groups are issued with a Battlegroup Priority Card (BPC).

Units and Commands are activated in the order given by these BPCs.

No Officer Reaction Tests are required and the Order Dice is not thrown.

**The Umpire** will refer to tabletop actions for any interactions between that activity and any Map Movements that impact on it.

### 4.6 During each session

#### UMPIRE

Takes control of train movements, loading and unloading

Takes control of ship/aircraft loading and unloading

#### SENIOR COMMANDS

When activated, they deal with requests from Battlegroup Commanders as required

#### BATTELGROUP COMMANDERS

**Move** as ordered subject to any movement restrictions and tests that apply

Make any **Command Decision throws** required by using the **Command Decision Process**.

Change a **Battlegroup attitude** - Active, Resting, Deployed, etc

Create or dissolve a Fraction.

Undertake **Work and Tasks**.

**Field Park Engineers/crews** make repair throws for damaged vehicles (A CMS Rallying Throw will be applicable when the repair is complete)

**Loading/unloading** is undertaken

Battlegroups conduct paper battles under the "Dunnigan" Rules as required.

### **SQUADRON/AIR BATTLEGROUP LEADERS**

Make Preparation Throws for aircraft on second sorties (no repairs made)

**Move** as ordered onto any Map Board or between Map Boards,

Undertake any aircraft action as required subject to AA activity.

Make any **Command Decision throws** required by using the **Command Decision Process**.

Squadrons conduct paper battles under the "Dunnigan" Rules as required.

### **SHIP CAPTAINS/NAVAL BATTLEGROUP LEADERS**

Makes a Strategic Condition Throw if damage has been taken and any Rallying throw afterwards.

**Move** as ordered onto any Map Board or between Map Boards if permitted

Undertake any naval action as required.

Make any **Command Decision throws** required by using the **Command Decision Process**.

Ships conduct paper battles under the "Dunnigan" Rules as required.

### **PARTISANS**

Act as determined by planned activity

## **4.7 End of day**

### **BATTLEGROUP COMMANDS**

At the end of the day, record casualties suffered during the day for collation at month end.

## **4.8 Last day of the month**

### **ARMY COMMANDS**

Replenishment calculations undertaken, D10's thrown to determine (a) delivery time to Battlegroup or Brigade HQ and for the percentage of Replenishment available immediately.

### **UMPIRE**

(Optional) Calculate the Replenishment From Home figures.

(Optional) Undertake Upgrades and Trade-Ins for obsolete equipment.

## **PARTISANS**

Partisan reports sent to nominated Senior Commander. Listening-in activities resolved.



***Above: British armour from a reconnaissance unit skirts a stone folly on a hill during a small game. Skirmishes between screening forces and first lines of defence can make interesting and quick games***



## 5 Event Timings

FYOW makes provision for the timing of actions using the **Diary Card box**.

This box will ensure that the campaign runs smoothly and that the timings of those events that are intended to come as a surprise is, somewhat, out of the control of the player.

### 5.1 Regular events

The previous section - **Game Flow** - gave suggested wordings for a number of diary cards to be inserted into the Diary Card Box as reminders to the player of those matters he needs to attend to each season, month, day and session.

### 5.2 "Surprise" Events

Once a BC has made a decision , three diary cards are prepared. Two are blank whilst the third is marked with the BC's decision. They are shuffled and put into the appropriate days of the Diary Box - perhaps the next 3 days.

The "Umpire" will refer to the diary box on each campaign day. When the card showing the BC's decision is revealed, he will undertake the action.

The Diary Box can also be used by Senior Commands and Army Commands to give some element of uncertainty as to when the forces will be ready to act and/or when the Commander believes it is right to do so.

The Diary Box is used with white cards (6 inch x 4 inch for example available from any stationers) and tab dividers showing the 20 days of the month and subsequent months.



An example of a Diary Box with 6 inch x 4 inch cards and divider tabs purchased from a high-street stationer

# COMMANDERS



Expanding on a theme already established in Fight Your Own Battles, our tabletop Commanders and Officers are rated and they will use these ratings to determine their actions when faced with any scenario. The player can set questions for these Commanders and the scope of the answers they will consider (thus removing any notion that the tabletop figures act randomly) but the miniature Commander will make up his own mind how to act using dice rolls. Each of your Battlegroups (and Fractions etc), will act as ordered - achieving a given objective or supporting another Battlegroup for example. The range of these orders is kept deliberately small for ease. Once a unit has been ordered to "Defend", for example, further details will give the Battlegroup specific, bespoke instructions covering their situation. The player may find it expedient to create his forces, commanders, ratings and troop qualities as "Ready made" units that can be called onto the campaign map as desired. I have about 20 such forces for each major combatant nation covering line infantry battalions, elite troops, artillery, armoured formations, recce units, specialist units and so forth.

## 6 Levels of Army Command

### 6.1 Army HQ

In very large games, (not considered as the "norm" in these rules), a player controls a number of Divisions, perhaps divided into several Armies. In this case the Army Command is treated like a **General** and issues Orders as below.

### 6.2 Divisional HQ

The function of the Divisional HQ is to direct the activities of the Brigades under its command in larger campaigns. The Division is commanded by a **General**, ranked as appropriate for each army as the player determines.

All reserves and specialist elements will usually be divested to the Brigade HQ for ease and speed of deployment.

The General does not need to be activated during the campaign day as he only issues his general orders to the Brigades at the start of each campaign week. (see **Game Flow 4.3**).

### 6.3 Brigade HQ (known in some armies as "Regiment HQ")

The function of the Brigade HQ is to direct the activities of the Battlegroups (normally 2 or 3) under its command. This HQ is commanded by a **Senior Commander**, ranked as appropriate for each army as the player determines. In this role, he will issue Orders for the Campaign Day to his Battlegroups.

When the Senior Command is activated during a session, he can respond to requests from Battlegroup Commanders for changes to Orders or for the activation of HQ Battlegroup elements.

### 6.4 Brigade HQ Battlegroup

The following units form the Brigade HQ Battlegroup which will have, as its Battlegroup Commander, the Brigade 2ic. When the Senior Command agrees to send part of his Brigade HQ Battlegroup to a Battlegroup in his Brigade in order to support them, a Fraction will be created, commanded by the nominated (usually most senior) Officer/NCO in the Fraction.

HQ Battlegroup elements may include (not an exhaustive list);

Bridge Building engineering Company

AA or Heavy AT gun batteries.

Additional medium/heavy artillery batteries

A Supply Company of 9 trucks

Reserves of infantry, armour etc

Additional engineer platoons (for repairs, mine-clearing etc)



**6.5** The Brigade and Battlegroup HQs will include the following admin staff who represent the various functions undertaken during the game. The player should assume each role in turn for each Battlegroup as required to ensure that the paperwork and records are properly maintained.

**Supply Officer  
(Quartermaster)**

Each morning, determines and records the supply situation for the individual Battlegroups and Fractions, noting the Route Status of the Supply lines. Maintains Stockpile records for each Battlegroup or Fraction.

Resets unit ammunition (shots) figures as required.

Updates Damage repairs for AFVs during the day.

**Sgt Major**

At the end of the day, determines losses for each Battlegroup and calculates Replenishment rates.

Records Replenishment details for future returns and makes a suitable Diary Box entry.

Maintains the Replenishment "Bank" Record

**Admin Officer  
(Adjutant)**

Maintains the Battlegroup Record sheets and the Individual Unit Campaign Records of strengths, CMS etc.

Maintains the Strategic Condition Records for each Battlegroup and the Strategic Condition position for the Senior Command.

Deals with Replenishment points, "buys" replacements and updates Battlegroup records.

## **6.6 Battlegroup Commander (BC)**

A Battlegroup will be led by a Battlegroup Commander who is rated and has day-to-day control over the activities of his force.

Whilst supply convoys are not shown on the campaign map, the delivery of ammunition, food and fuel must be carefully monitored by the Battlegroup Commanders.



## 6.7 Aircraft/Naval Command

These rules consider, primarily, a land-based campaign and therefore, the use of aircraft and warships is somewhat arbitrary.

The player will have, at his disposal, a number of Squadrons of fighters, bombers etc and naval vessels to support his land-based troops.

There is no strategic element in the aircraft rules and therefore bombing campaigns against home territories etc are not considered. It is possible to use aircraft or off-shore guns to;

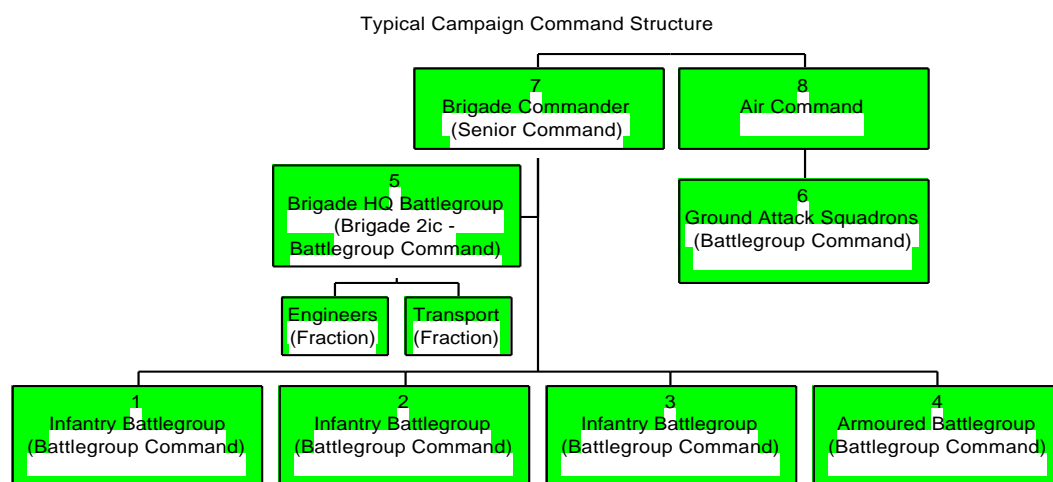
- >provide a pre-action bombardment on a specific Map Board
- >provide air cover over a Map Board for moving Battlegroups
- >transport elements to a Map Board (paratroopers etc)
- >transport Supply to a Map Board
- >provide table-top support to a Battlegroup during a game

The rules do not provide for losses or actions *en route* to the target - just any action taking place over the Map Board or tabletop in question.

The naval forces will be led by a **Naval Command** and the air forces will be led by an **Air Command**.

**6.8** In all cases, the player assumes the level of command **one level higher** than the highest level represented on the campaign map. For example, if the force comprises 3 Battlegroups formed into a Brigade and commanded by a **Senior Commander**, the player assumes the role of "General".

The player determines the shape of the campaign and the **Senior Commander** will create daily orders so that the Battlegroups achieve the objectives set.



Typical game structure showing (numbered) the BPC's required.

## 7 Competency of Commanders

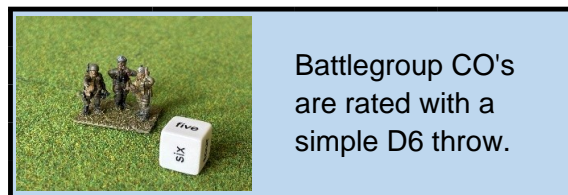
The competency of each General and Senior (Brigade) Commander, each Battlegroup Commander and each Battlegroup 2iC is determined at the outset of the campaign.

For each Commander, throw a d6.

- |         |  |
|---------|--|
| 1       | Commander is considered <b>Below Average (rated 5)</b> |
| 2,3,4,5 | Commander is considered <b>Average (rated 6)</b>       |
| 6       | Commander is considered <b>Above Average (rated 7)</b> |

Generals, Senior Commanders and Commanders of elite/veteran Battlegroups can modify this throw by **+1**.

**Note** that the player can modify these results to reflect the overall competency of a Commander if historical evidence suggests that this is justified.



### 7.1 Changing Commanders, promotions and experience

Within the scope of most campaigns, a system of promotions and changes will not be required by the player.

If, however, changes are to be considered, the army should be allowed to create 1 new Senior Command on the first day of a new season 1 new BC and 1 new 2iC on the first day of a new month. Ratings are determined when they are created and they are placed where appropriate when created.

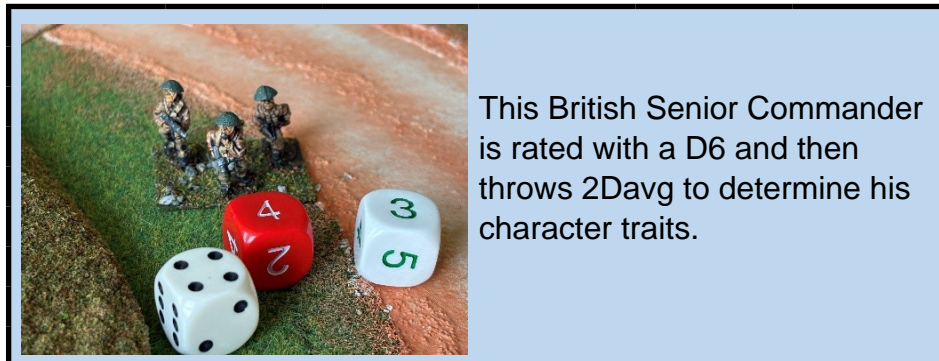
The Army Command can hold a "reserve" of unused Commanders, deemed to have been allocated to "desk jobs". Such reserve Commanders may be returned to front-line duty even where they are rated as Below Average if, perhaps they are only commanding Garrison (poor) troops. Such appointments are made on the first day of the new season (SCs) or the first day of the new month (BCs and 2iCs).

Where Commanders have experienced a pre-determined number of battles or operations, the player may introduce a system which reflects the increased experience. On the first day of each month, throw 2d6 for each Commander under review and allow his competency rating to improve by 1 step if a double is thrown. Similarly, a Regular unit can be classed as Veteran if it achieves a double on a separate throw in the same circumstances.

Where a 2iC has proved himself to be a worthy leader over a pre-determined period of time or number of operations (perhaps leading a Fraction), the player can introduce a system of "promotions". Each month (or season if preferred), throw 2d6 for each 2iC under review and promote him to BC if a double is thrown. He may be allocated a command immediately or placed into the "reserve" pool. He will be replaced by a new 2iC or one previously created by the army.

The above systems and mechanisms demand that records are kept at Army level showing the names, ratings, experience and career of each Senior Command, BC and 2iC in each army.

It is a good idea to name the individual Battlegroup Commanders, Senior Commanders and Generals - either using historically accurate names or those chosen at random. The Internet can provide a good source of names for each nation - I have used German Olympians, French politicians etc as source lists as these provide realistic sounding names!



This British Senior Commander is rated with a D6 and then throws 2Davg to determine his character traits.

## 8 Command Decisions

Generals, Senior Commanders and Battlegroup Commanders may make a maximum of 5 decisions during each activation but may not attempt to make the same (or a similar) decision twice in the same activation.

Decisions should be phrased in such a way that the answer is "Yes" or "No" and the outcome determined by the mechanism described below.

For complex decisions, see **Variable Order Rule 11**.

### 8.1 When a decision is to be made, the BC/SO, throws a **D10**.

He **adds 3 to his rating** and needs to score **less** than this to successfully make the decision.

### 8.2 Failed Command Decision throws

If a BC, SC or General fails a Command Decision throw he must wait until his next activation before asking that same (or similar) question again.

### 8.3 The "Obvious" Rule - to be used with discretion!

Certain decisions may be considered by the player to be somewhat obvious and therefore, the provision must exist where the above throws are modified to accommodate this.

If the player feels that a decision is clearly "obvious", he may elect to modify the above throw by **+1**.

### 8.4 Character Traits for BC's and Senior Commanders

The player can assign character traits to his BC's, SC's and Generals and use this information to determine how he might act in a situation. This can also be used to determine the sorts of questions he is likely to be posing when making decisions.

Two traits are considered when describing these Officers;

**Passive/aggressive**      and      **Decisive/hesitant**

These traits should be established at the start of the campaign by throwing 2dAvg (one red and one blue) for each General, Senior Command and BC. Where units are wholly elite, add 1 to each throw.

The character traits represented by the these throws is shown overleaf.

<b>Red dAvg</b>	<b>2</b>	<b>Passive</b>
	<b>3,4</b>	<b>Balanced</b>
	<b>5</b>	<b>Aggressive</b>
<b>Blue dAvg</b>	<b>2</b>	<b>Hesitant</b>
	<b>3,4</b>	<b>Balanced</b>
	<b>5</b>	<b>Decisive</b>

The Battlegroup or Brigade record Sheet should be noted with the outcome of these throws.

### 8.5 Using the weightings determined above

All decisions are made using a d6 after consultation of the following matrix which shows the weightings of Yes/No for each of the character trait combinations.



		<b>Decisive</b>			
Yes = 1234 = 56	No	Yes = 12345 = 6	No	Yes = 123456 = n/a	No
<b>Passive</b>		<b>Balanced</b>		<b>Aggressive</b>	
Yes = 123 = 456	No	Yes = 1234 = 56	No	Yes = 12345 = 6	No
		<b>Hesitant</b>			
Yes = 12 = 3456	No	Yes = 123 = 456	No	Yes = 1234 = 56	No

#### Examples;

A BC who is **Decisive** but **Passive** uses the top left hand matrix.

A Senior Command who is **Aggressive** but "**Balanced**" regarding decisiveness uses the middle-right matrix.



## 9 Communication

This is the function of discussion and requests between higher echelons of command that have an effect on the strategic position of the campaign.

The game flow indicates that the various levels of Command are activated by a Priority Card that is issued at the start of each week, day or session and that one of their activity options is to liaise with each other.

- 9.1** In all cases, where a Battlegroup (or similar) requires the movement or activity of another Battlegroup (or similar), the request to do so **must** pass through the Senior Officer and via other Senior Officers as appropriate.

The speed of the decision will be determined by the order of activation of Senior Commands that the request has to go through.

Requests for support, additional resource etc are made by a BC after he has passed a **Command Decision** test. Note that the "Obvious" Rule may apply in some cases and, where detailed in the orders issued, such a test may be unnecessary.

- 9.2** **[Optional]** The success of the request up the "chain" may be diced for - the delays in the messages being passed for, say, Pearl Harbour, during the approach of the attacking aircraft can be simulated in this way.

The efficiency of the telegraph clerks can be simulated by having them throw, for example, **3+ on a D6** in order to allow a response to be available to the BC within the usual time frame. This falls to **2+** during the subsequent session and so on. This process can also be used to determine the speed of processing of photographs from a reconnaissance flight made on the previous day.

- 9.3** Any **Senior Command** or above who needs to make a decision uses the **Command Decision Process** as outlined in **section 8**. In this way, their speed of response is **out of the player's control**.

Once a Senior Command has made a decision, it is communicated to the HQ BC Commander (or supporting arms Command/BC) immediately. They can therefore activate units (or undertake whatever action is required) when they are next activated by their **Battlegroup Priority Card**.

### **9.4 Local communication**

This is considered as part of FYOB and not appropriate at the Battlegroup level.



## 10 Orders

The creation of options, decisions made and the transmission of Orders is considered to be undertaken during the activation period of a Commander, either at the start of the week (General), start of the day (Senior Command) or start of each session (Battlegroup Commander).



### 10.1 Generals

A **Weekly Order Card** is dealt weekly to each General (including Air & Naval Commands. In the order determined by these cards, the Generals (or other higher Commands) set out the various decisions required for the week ahead.

Once all Generals have set out the options, **all** dice throws are made and the options are converted into decisions.

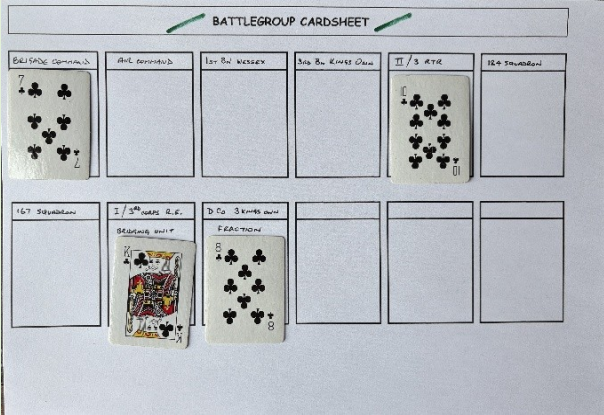
Orders are then issued to the Brigades (Senior Commands)

### 10.2 Senior Commands

A **Daily Order Card** is dealt daily to each Senior Command. In the order determined by these cards, the Brigade leaders set out the various plans for the day for the Battlegroups under his control.

He will review any photographs from Aircraft Recce missions undertaken and other information gathered the previous day (see **Section 9.2**).

Once all options have been set out, dice throws are made and decisions converted into Orders for the Battlegroup Commanders.



The Battlegroup Cardsheet for British forces used in a small campaign. Fractions and the consist of the Engineers Bn are noted on the sheet for ease.

**10.2.1** The orders given to Battlegroup Commanders are based around typical army orders in WW2

**Operational Directive**

The type of Order/Operation (see **10.5** below)

**Objective** What is the objective of the mission, including map references or place names, measures of success.

**Date/time** The details of the start times and expected length of the operation

**Command** The nominated Commander of the operation and the structure of the commands subordinate to him.

**Forces** The forces to be used for the operation, support and reserve forces be available including air and naval forces where included.

**Transport** Transport for the forces above.

**Triggers** Actions by friendly or enemy forces that determine what and when further activity is triggered (withdrawal/advance etc).

**10.3 Standing Orders** can be given, setting out activity over a period of time, particularly where Battlegroup's occupy static defensive lines.

**10.4** The BC's ability to follow orders will be affected by the **Strategic Condition** of his force (see **section 12**). Any Strategic Condition demands that (for example) he withdraws from a Map Board will trigger a demand for new Orders. In such circumstances, it is important to maintain close liaison between campaign and game activity.

**10.5** The range of Orders is deliberately kept small in order to simplify the process and each has a wide degree of flexibility that can be adapted as required but each retains a specific main purpose.

<b>Defend</b>
---------------

The Battlegroup is ordered to **defend** a specific position from any attacking enemy force. This implies digging-in if the Map Board is occupied for 1 whole session before the arrival of the enemy instead of making a Map Board move.

If the BC has created one or more Fractions to defend specific Map Boards, his orders will detail the support or retrieval of the Fraction as appropriate.

<b>Engage (known enemy positions)</b>
---------------------------------------

The Battlegroup is ordered to engage with the enemy on a specific Map Board. Triggers for "Contest if..." or "Withdraw if..." can be written in.

The Battlegroup will move onto a Map Board even if the enemy are detected on that board.

This order may require that BC to create one or more Fractions to attack specific points or areas.

### Move

The Battlegroup is ordered to move from its current location to a new, specified location. An Order of March must be quoted.

Supplementary orders can be given regarding activities to be undertaken when the Battlegroup arrives at its destination, what action to take if it encounters the enemy whilst en route and any Fractions that it should leave along the route.

In the absence of specific orders, the Battlegroup cannot enter a Map Board on which it has identified the presence of an enemy force.

In the absence of specific orders, if the enemy arrive on a Map Board occupied by a moving Battlegroup, that Battlegroup will automatically adopt "Defend" orders and react as determined by it's Detection Throw (see **Section 16**).

### Move To Contact (known or unknown enemy positions)

A Move Order can be enhanced to **Move To Contact** implying a move with the specific intention of contacting the enemy (who's whereabouts may not be known). Orders should include action to be taken once the enemy is located.

The Battlegroup will enter a Map Board on which it has identified the presence of an enemy force.

These orders **must** include specific instructions if the enemy are contacted whilst the Battlegroup occupies a Map Board (engage or reconnaissance).

### Reconnaissance

The Battlegroup or Fraction is ordered to Move to one or more Map Boards solely for the purpose of observing the enemy or a terrain feature.

If a Detection Throw identifies the presence of an enemy force, the Recce unit is permitted to withdraw without entering the Map Board.

Refer to the **Information Gathering - section 17** for further information.



### Support

The Battlegroup is ordered to take positions at a specified location in order to be available to support an existing Battlegroup on a nearby Map Board (see above), seal a flank, provide off-shore supporting fire, etc.

Specialist support elements can be ordered to undertake specific strategic Work & Tasks (bridge-building for example), as directed.

### Rest

The Battlegroup is ordered to rest in order to preserve Supply.

### Stand By

The Battlegroup is ordered to **remain active** and await further orders to contest, move or support another unit in due course. The Battlegroup does not "deploy" on the Map Board.

Such an order would be given to HQ Battlegroup units.

## 10.6 Changing orders

A Battlegroup Commander can change his orders in the event of;

revealing unknown or underestimated enemy positions or strength

unexpected enemy action against him

detection during an operation requiring secrecy etc

To change orders, the BC must use the **Command Decision Process**. New Orders will be available when he is next activated.

## 10.7 Composite Orders

It will be apparent that issuing orders covering a series of possible events, especially when advancing, prevents delays caused by the need to check for new instructions when unexpected events occur.

Orders can give instructions with "If" statements - defend for 1 session but **if** your Strategic Condition remains at Green, extend delaying action for a further session. **If** not, retire to Map Board xx.

Sessions of combat can have an effect on the Movement ability of Battlegroups and therefore this needs to be considered when orders are composed.

## 11 The Variable Order Rule (VOR)

These rules have outlined the process by which a Senior Commander, BC or 2iC determines which choice to make from a number of options - typically defence/attack plans rather than "Shall I do *this*?". See **Command Decisions** for resolving Yes/No decisions.

In all cases, it is vital that the tabletop Commander does not gain the benefit that the player has, namely, knowledge of the enemy position and intentions. Of course, he may have some of this knowledge from reconnaissance and information gathered about the enemy units on the campaign map. He should however, be removed from the position of knowing what the enemy are going to do next.

One way of achieving this is to prevent the Commander from knowing what he is going to do next as well! This is not always possible but the VOR can go some way to achieving this.

In all cases, it is vital that the Commander makes a sensible choice although some provision can be made for the unexpected.

The Variable Order Rule allows any Commander to make a choice from a range of possible options, each weighted in line with the character traits of the decision maker. The player will set out the options and thus retain some level of control over the situation and prevent obvious errors like an enemy attack in force being completely ignored for example.

The Game Flow mechanism creates an order in which each Division (or chosen highest tabletop Command) reviews its position and acts. At this level, the strategy should be set out for each of the Brigades (or lower chosen Commands) to follow. These are very high-level decisions directing the basic flow of the campaign and will include the overall objectives, forces to be deployed, timescales anticipated and supporting roles.

Once a General has set out and weighted his options, he does not make a final decision immediately. This is only done when all Generals have completed this process. In this way, whilst forces may be able to anticipate the possible action of their enemies, they cannot know the outcome of the next decision and, indeed, may elect to move or act in a way that is at odds with the movement or action of the opposing force.

The Brigades, in turn, allocate specific Battlegroups to the various tasks required to achieve the objectives allocated to it. At Battlegroup level, the decisions become more tactical but can still be dealt with using the mechanisms discussed here.

### **Using the VOR**

The game flow chart provides for all decisions being made at each level of command to be made at the same time - that is all Divisional decisions followed all Brigade decisions.

Decisions made at Battlegroup level are made as the Battlegroups are activated.

## **Weightings**

The following is given as a suggested weightings schedule for decision being made by Generals or Commanders who have "Balanced" character traits. The player should be mindful that "Aggressive" or "Hesitant" traits can have an effect on the decision in question and that this should be reflected in the weightings given against the options under consideration.

This is clearly not an exact science and player discretion is required to ensure fairness.

### **Below Average Generals/Commanders**

**Two** options are to be made available, weighted **50/50** in favour of either.

The decision is made by throwing a d10.

### **Average Generals/Commanders**

**Three** options are to be made available, weighted **20/60/20** in favour of the most sensible/logical but with less favourable options either side - perhaps "over-aggressive" and "foolhardy".

If only two options are to be considered, the preferred can be weighted **60/40**.

The decision is made by throwing a d10

### **Above Average Generals/Commanders**

**Three** options are to be made available, weighted **10/80/10** in favour of the most sensible/logical but with less favourable options either side - perhaps "over-aggressive" and "foolhardy".

If only **two** options are to be considered, the preferred can be weighted **70/30**.

The decision is made by throwing a d10

## **No random decisions**

Note that, when using this rule, the player sets the options open to the table-top commander and therefore the outcome, whatever it may be, is not *random*. The actual decision is out of the control of the player but the options available are not.



## 12 Strategic Conditions

The rules outlined in Fight Your Own Battles will, when used to conduct combat on the tabletop, determine the "Strategic Condition" of a Battlegroup and demand, where appropriate that it withdraws from a battle as a result of losses.

This demand to withdraw will, of course be reflected on the campaign map by the forced movement of a Battlegroup token.

### 12.1 Strategic Condition and the campaign environment

The Strategic Condition of a Battlegroup will have an impact on its performance during a campaign - if nothing else, if it falls to Red, and the BC is obliged to retire away from an engagement, his Senior Command will be faced with a decision to replace or bolster up the Battlegroup in the front line.

Rules on the ways in which a Battlegroup can rally its Strategic Condition are given in Fight Your Own Battles.



The **Replenishment** and **Replenishment From Home** rules (**section 21**) will provide men and weapons to rebuild broken Battlegroups. Alternatively, the Brigade Commander can merge two depleted Battlegroups into one new one.

### 12.2 Strategic Morale of the whole land force

The **General** (refers to land forces only) may wish, at some point to review whether or not the campaign can be continued successfully and this decision is therefore removed from the player by the following mechanism.

His decision is based on a dice throw with the number of dice being thrown, driven by the Strategic Condition status of each of his Battlegroups. The worse condition these Battlegroups are in, the more dice he will be throwing.

The dice thrown are determined by the nature of the army - fanatical forces will have a smaller chance of conceding the campaign than those nations considered fragile.

These throws (and thus the decision they determine) only need to be made if any one Battlegroup suffers a reduction in its Strategic Condition (say, from Green to Amber).



### 12.3 Strategic Morale Throws

Each force starts with a **Strategic Morale** Score of 3.

At the start of the week, when activated by their **Weekly Order Card**, each General reviews the Strategic Condition of the Battlegroups under his command.

	Rating of General		
	Below Avge	Avge	Above Avge
Battlegroups with Strategic Condition green count as	0	0	0
Battlegroups with Strategic Condition yellow count as	1	0	0
Battlegroups with Strategic Condition red count as	2	1	0
Battlegroups with Strategic Condition red and having withdrawn count as	3	2	1
Battlegroups destroyed and no longer included as part of the force count as	4	3	2

The total score represents the number of dice thrown

Fanatical forces (Japanese, Russians etc) throw D10's

Motivated forces (British, German, Polish etc) throw D6's

Unmotivated forces (Belgian etc) throw D4's

Weak forces (Netherlands, Albania etc) throw D3's

Any score of "1" made during the throw (irrespective of the number of "1"'s actually thrown) reduces the **Strategic Morale Score** by 1

When the Strategic Morale Score of a Command reaches 0, the force will withdraw from the campaign.

The aftermath of battle. A building on fire and a tank destroyed by enemy fire.



## 12.4 Strategic Condition Repair Throw

When the Replenishment rules determine, 1/3rd of losses incurred to a Battlegroup will be replenished back to that Battlegroup (or HQ Force is appropriate) on a date that is predetermined and notified by a card in the Diary Box.

At the start of this day, the Force Senior Command may take a **Strategic Condition Repair** throw if required to repair any damage done to his Strategic Condition as a result of the losses incurred at the time. **He must be rated as Average or Above Average to do this.**

Fanatical forces (Japanese, Russians etc) throw 1D10

Motivated forces (British, German, Polish etc) throw 1D6

Unmotivated and weak forces do not have this throw available.

Any score of **6+** made during the throw increases the **Strategic Morale** score by 1.

**A General rated as Above Average may re-roll any scores of 1 or 2.**

The Strategic Morale Score cannot exceed 3.



# THE CAMPAIGN MAP

A campaign cannot be fought without maps. They will show roads, towns or villages, rough ground and woodlands, river courses, train lines and stations, and much more. Movement around any map, speed of movement, the Order of March and decoys are vital factors. But what happens when one force meets another on a Map. Do they detect each other and what information can they gather about their foe? FYOW introduces the Nodal map - examples are given in the text - as an easy way to present the territory over which you are going to fight. The number of nodes (each one representing a tabletop battle possibility) can be varied to suit the size of your campaign. I have adapted them from bus maps, Ordnance Survey prints or even cheap book-shop road maps. As long as your Commanders can reference each node with a town/village/hill name and you can identify them, you are good to go.

## 13 Maps

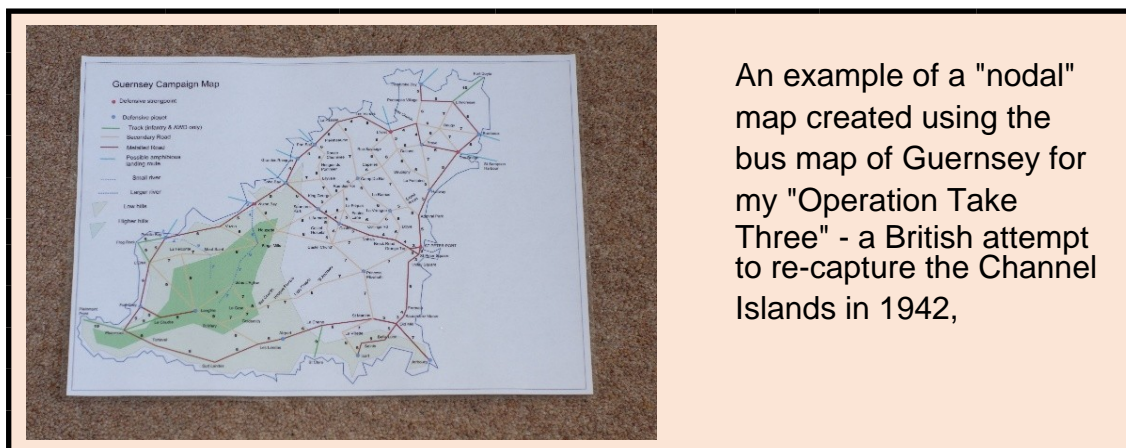
The rules assume that the campaign map is styled in the form of a number of Map Boards which do not actually touch each other but which are linked by movement routes. The player may substitute other map styles if preferred but movement rates may need to be modified.



**13.1** "Map Boards" represent the playing surfaces for games when they transfer to the tabletop. If required, they can be set at different sizes as the player wishes.

If two sizes are used (full table and half table), it must be recognised that a Battlegroup **cannot deploy** on a half-table owing to it's size, whereas a Fraction is **able to deploy**. This can have consequences when conducting combat.

The Map must clearly show the two sizes of board if this rule is invoked.



An example of a "nodal" map created using the bus map of Guernsey for my "Operation Take Three" - a British attempt to re-capture the Channel Islands in 1942,

### 13.2 Map Board types

Map Boards are designated within one of the following categories to guide player when setting up for a tabletop game, or using the **Dunnigan Rules 33** during "quick play". **Note** that these are "typical" and the player should chose the one most appropriate to the terrain he has laid out or planned.

The colours of the terrain types listed here should be used when producing the campaign map.

<b>OPEN</b>	Open plains, barren areas, little cover (grey Map Boards)
<b>LIGHT</b>	Farm or few buildings, light woods, some walls and hedges, wide beaches (orange Map Boards)

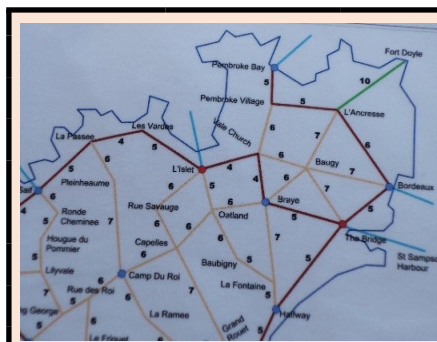
<b>BROKEN</b>	Heavy woodland, broken ground, walls and hedges common, village/town, river or railway line (green Map Boards)
<b>RUGGED</b>	Rugged, steep hills, cliffs and/or mountains, valleys, forests, bridges, few roads, broken coastline (brown Map Boards)
<b>DENSE</b>	City, factories, urban environment <b>or</b> dense jungle or very heavy forests (gold Map Boards)
<b>FORTIFIED</b>	Fortified Map Board - wire, obstacles, tank ditches, pillboxes, casement guns, minefields (Yellow Map Boards)

### 13.3 Links between Map Boards

The links between boards will comprise metalled or secondary roads, rivers, or a railway line.

Map Board may have various links covering road, river and rail connections.

- 13.4** The time taken to move between Map Boards, determined by the distance and degree of difficulty of movement, is represented by the number of **Movement Points** that a Battlegroup needs to expend to traverse the route.. See **Map Board Movement rules 14**.



Detail on the Guernsey map shows the Movement Points required to move along each route. Brown roads are metalled whilst secondary roads/tracks are tan coloured. The blue lines reaching out into the sea show possible landing sites for invaders.

- 13.5** Movement between Map Boards requires a Battlegroup to use its Movement Points **plus** the score on a D10 **minus** any modifiers as detailed in the **Movement Test Table**.

Water-borne craft can only move between boards where there is a water link and where that link is capable of being navigated by the craft in question.

The size/type of water courses must be noted on the campaign map.

Trains can only move between map boards where railway line links are shown.

### 13.6 Map detail

Each map board should be drawn out before the start of the campaign based around the basic types described above, but details of bridges and buildings etc will not be known to any force until they move onto that Map Board.

Roads must clearly be shown as either metalled or secondary

Rivers must be shown as Large, Small or Streams. Obstructions, weirs, locks etc must be shown.

Bridges must be specified by type. Fords must be marked. At the players discretion, bridge types can be unspecified until a Recce force has visited the Map Board.

Towns and cities must be defined by size - village/farm, town, city

Railway stations must be marked. These are the only points at which trains carrying vehicles or supply can be loaded or unloaded, or where two trains may cross/pass.

### 13.7 The "box"

Each Map Board is surrounded by a "box" - a tract of imaginary land that, whilst forming part of the Map Board is not actually part of the gaming table. No terrain is shown for the "box".

When a unit arrives on a Map Board, it is deemed to be in the "box" and it is from this that it is then deployed onto the actual game table by the player. Reserves, undeployed elements, artillery and Battalion HQ are typically held in the "box" during a tabletop game.

The "box" from which deployment takes place is normally on the table edge to which the unit travelled when moving onto the Map Board.

A unit cannot occupy or attempt to occupy a "box" that is already occupied by an enemy unit.

Friendly forces occupying the "box" on two adjacent edges of a table (having perhaps arrived using different routes) can join together in one "box" or the other automatically without using any Movement Points. The Movement Test Table need not be consulted for this "shift" **but** the move will occupy one session. The "shift" does not use up any of the Moving Allowance allocated to the shifting Battlegroup. (see **Movement Rules 14**).

### 13.8 Coastal areas

Where a Map Board is adjacent to (and therefore includes) a stretch of coastline, the water element represents the "tidal" part of the sea. This will be noted as being either;

sandy beach capable of sustaining a landing **or**  
non-beach coastline - covert landings only **or**  
harbour/port facilities

Beyond the tidal part of the sea, the off-shore area is not normally shown on the campaign map as naval operations are not included in these rules.

In such cases, where one of the 3 criteria above are satisfied, a line is extended beyond the shore to a "Tidal Map Board" (i.e. the sea) which can be used by shipping (see rules for **Boats**).

There is no limit to the number of vessels that can occupy the "Tidal Map Board".

"Tidal Map Boards" have a "box" similar to other Map Boards.

### 13.9 Map Board occupation

If the maximum Battlegroup size for the era being played is **1200 points**, the maximum capacity of a Map Board is **1200 points** per side.

**Note** that this total includes all elements whether on the table or in the "box". This is a situation that cannot be determined from a campaign map.

Capacity for small Map Boards (if used) are the same as larger ones **but** -

A Battlegroup may occupy a small Map Board (if these are used) but will not be able to deploy. A Fraction may occupy and deploy on a small Map Board.



## 14 Map Board Movement - Movement Points

A "Move" is defined as being a transfer from one Map Board to the next.

- 14.1** Battlegroups are permitted to move 1 Map Board per session in accordance with the table below using their Movement Points. **Mixed Battlegroups move at the rate of the slowest element.** Any move attempt is subject to a Map Movement Test (a throw of 1D10).
- 14.2** A Battlegroup or Fraction will lose one board of **Movement Allowance** for each session that it is engaged with an enemy force although there is no limit to the number of sessions that it can be engaged.
- 14.3** Prior to the move attempt being undertaken, the unit must specify which route it is attempting to traverse. It is not permitted to attempt a move in one direction and then move in an alternate route as a result of a lower D10 score giving it fewer Movement Points to use.

The Table shows (in yellow) the Movement Points allocated to each type of force and the maximum movement distances per day (in Map Boards).

The campaign map will show, between Map Boards, the number of Movement Points that are required to move between them. This number reflects both the distance involved, the difficulty of the terrain and the quality of the roads.

- 14.4** Where the number of Movement Points quoted is followed by the letter "V", this indicates difficult terrain that cannot be traversed by the vehicles **shown in red in the table below.**

This represents those links where there is no proper road or only a secondary road between the two Map Boards.

Modifiers (in orange) apply depending on the weather type during the session in question.



### **14.5 Movement Test**

A Battlegroup or Fraction throws a D10 for **each proposed move** between Map Boards.

The Battlegroup adds the D10 score to its own number of Movement Points and then modifies that score by any factors shown on the Movement Test Table below.

In order to move from one Map Board to the next, the total scored must equal or better the number of Movement Points shown on the link between the Map Boards.

Battlegroups comprising entirely Elite units gain an additional **+1** bonus on the D10 score for their move attempts to reflect their (likely) better organisation.

- 14.6** If a Battlegroup attempts to move between two Map Boards in a daylight session but fails, the following daylight session it may try again but will gain a +1 (+2 if elite) bonus to the D10 throw. A third or fourth attempt to make the same move will attract a further bonus (+1 or +2 elite). The maximum modifier is +3 (+6 for elite).

If a unit fails a night movement attempt, no "second try" modifiers will apply to subsequent attempts to make the same move by night or day.

After a successful move between Map Boards, any subsequent attempt to move again between different Map Boards resets this modifier to 0.

- 14.7** All Battlegroups may attempt to move on each session but the total number of Map Board moves permitted cannot exceed the figure quoted in the Map Movement Test Table - this limit allows for rests, servicing of vehicles, re-fuelling etc.

- 14.8** Any Battlegroup or Fraction that moves into contact with an enemy Battlegroup or Fraction on the campaign map cannot move again unless;

- (i) the occupying enemy is detected (see **Detection Throws 16**)
- and
- (ii) the advancing Battlegroup has orders permitting it to withdraw without engaging.

A Battlegroup or Fraction that is occupying a Map Board may only move away when an enemy Battlegroup or Fraction arrives in the "box" when the arriving force does not advance onto the Map Board **and** when the occupying force has Orders allowing its withdrawal.

Players must be aware of the orders given to Battlegroups and Fractions to ensure that they behave as ordered - either moving out of contact, remaining in contact or engaging.

When two forces engage, one of the following actions will take place;

- (i) activity moves to the tabletop to resolve the position **OR**
- (ii) reference is made to the **Dunnigan Rules 33** to resolve the combat.

- 14.9** Where a number of Battlegroups are moving along the same route between Map Boards, one may overtake the other. **However**, the overtaking Battlegroup suffers a -1 modifier to the D10 Movement Test throw when it **enters and leaves** the Map Board already occupied by a friendly force (simulating traffic jams). This modifier does not apply to air, sea, river or train (station site) moves.

**14.10** Movement Points are affected by the logistics situation of a Battlegroup. A unit that is "Rationed" loses its MPs when attempting any move.

#### 14.11 Map Movement Test Table

	Move-me nt Points	Max boards per day	Weather effects					
			Heavy rain	Snow	High winds	Fog	Night	
							moon	no moon
Regular infantry	1	2	-1	-1	-1	-3	-1	-3
Special Forces	1	3	n/a	-1	n/a	-1	n/a	-1
<b>Bicycle troops</b>	2	4	-1	-3	-2	-3	-1	-3
Cavalry	2	4		-1	-1			
Motorcycles	4	5		-2	-1			
<b>Slow tanks</b>	1	3		-1	n/a			
<b>AFVs</b>	2	4		-1	n/a			
<b>Fast AFVs</b>	3	4		-1	n/a			
4 wheeled armour	4	4		-1	n/a			
6+ Wheeled armour	3	4		-1	n/a			
<b>SP Artillery</b>	2	4		-1	n/a			
<b>Tracked carriers</b>	3	4		-1	n/a			
<b>1/2 tracks</b>	3	4		-1	n/a			
<b>AWD trucks</b>	3	4		-1	n/a			
<b>Other trucks</b>	3	4		-2	n/a			
Jeeps/Kubel	4	5		-1	n/a			
<b>Civilian cars</b>	4	5		-3	-1			
Trains	4	6	n/a	-1	n/a	-2	n/a	n/a
Water craft								
Rowed craft	1	3	-1	n/a	-3	-3	-1	-3
Ferry	1	3	n/a	n/a	-3	-3	-1	-1
Schwimmwagen	1	3	n/a	n/a	-3	-3	-1	-3
Powered craft	2	6	n/a	n/a	-1	-3	-1	-1
Beach landing	2	n/a	-1	-1	-3	-2	-1	-2
Shore landing	2	n/a	-2	-2	-4	-4	-2	-4

#### 14.12 Trains

All rail links between Map Boards require 5 MP and are therefore "auto" moves unless the weather or disruption intervenes (see **Trains 30**).

#### 14.13 Landings from sea or air

Landing craft (including small boats and dinghies) coming into a beach will need to take a Movement Test - consider them all under "Beach landing" in the above table.



A beach landing requires a total score of **4**.

Small boats and dinghies coming into a shoreline that is **not a beach** will need a total score of **5**. Consider these landings under "Shore landing" in the above table.

Paratroopers do not need to make this Movement Test during a parachute landing.

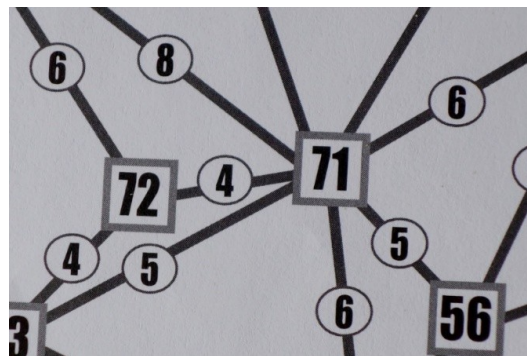
#### 14.14 Movement in retreat

If a Battlegroup or Fraction is obliged to retire from a Map Board as the result of a Strategic Condition test result, it must still take a Movement Test but gains a **+1** bonus on any throw.

If the Battlegroup fails to make a move during the session, it must continue its tabletop action until activated during the following session. This may result in its destruction or surrender.

If successful, it arrives on the new Map Board in disordered Line of March fashion. The elements dice for position in this line (representing the "disorder").

If a Battlegroup or Fraction is obliged to retreat as a result of the "Dunnigan Rules", (see **Dunnigan Rules 33**), no Movement Test is required and the move is automatic.



**Above** a very small example of the Map Board map produced by S-2 Productions for their Operation Sealion Campaign books. Note the Map Boards are numbered for cross-referencing to the appendix where details of the terrain are included and the MP quoted for each route between Map Boards, reflecting the distance and difficulty of terrain between the Map Boards in question. This is one of the most detailed and best presented campaign maps I have come across for the modern era where actual (or modified) maps have not been used.

## 15 Battlegroups on Map Boards

**15.1** A Battlegroup occupies a map board when some or all of its elements are present on the Map Board itself. Some elements, such as artillery and reserves are unlikely to be moved onto the table initially and will remain in the "box" but this cannot be determined from the campaign map.

**15.2** When a unit arrives on a map board, it is deemed to be in the "box" and it is from this that it is then moved onto the game table. Its actions on arrival are determined by whether or not the Map Board is occupied by an enemy force.

The "box" initially occupied is deemed to be "owned" by the Battlegroup. This implies that opposing forces do not necessarily own "boxes" opposite each other across a Map Board games table.

**15.3** Battlegroups, when occupying a Map Board can adopt one of a number of attitudes;

### **Present**

A Battlegroup is simply present on the Map Board when it occupies that board but remains in "Line of March". This implies that it is en route to another Map Board **or** is waiting for further instructions **or** is on Patrol and therefore has no orders to deploy on that board.

If engaged by the enemy, it is deemed to occupy 1/3rd of the board from the edge on which it arrived at the Map Board.

### **Deployed**

A Battlegroup is deployed when it has taken up either defensive positions on a Map Board or has organised itself in preparation for an attack.

Engineering elements are classed as deployed if they are building, repairing or destroying features on the Map Board

A Battlegroup that is "present" on a Map Board may deploy into a defensive positions at the cost of **1 movement** - that is, it deploys rather than making a move from one Map Board to another.

No Movement Test is required ahead of this action.

When deploying in defence, a Battlegroup may occupy up to 1/3rd of the board from the edge on which it arrived at the Map Board.

The deployment limit of 1/3rd may **only** be exceeded where a defensive position is an emplaced coastal gun



German infantry and armour are seen deployed on a Map Board waiting the arrival of the enemy.

### Fortified Defence

A Battlegroup may elevate a defensive deployment to a Fortified position by remaining unchallenged (in any way) for 4 complete sessions.

Fortifications includes the installation of roadblocks, laying wire and/or mines, preparing defensive positions other than trenches.

See Engineering rules for full details

**Disarray** A Battlegroup may be forced into this attitude after combat. It takes 2 sessions (activations) to re-organise and adopt a Deployed (or other attitude). If the Battlegroup is (or shares a Map Board with) the Brigade HQ, the SO may use his activation to help to re-organise them. Thus, the Battlegroup in disarray then only requires one activation of its own to "rally" into cohesion.

## 15.4 Concealment on a Map Board

Elite or Enhanced infantry (including CSW units) can be ordered to **CONCEAL** on a Map Board. These units will occupy the board and then attempt to hide themselves. To do this, at the start of the session after their arrival, each element throws a D10 and will be considered in concealment on a score of 6+.

The actual place of concealment is not stated as this will be determined during any subsequent game played on the game board.

Elements can only be concealed within the deployment limits set above.

## 15.5 Battlegroups arriving on a Map Board

When a force arrives at a Map Board, it occupies the "box".

If the Map Board does not already contain a friendly Battlegroup or Fraction, the force arriving immediately makes a **Detection Throw** to determine whether or not it becomes aware of the presence of any enemy force on the Map Board.  
(see **Detection Throws 16**).



## 15.6 Engagements on Map Boards

When required, contacts on Map Boards are moved to the tabletop to resolve engagements. These can be determined using the "Dunnigan Rules" if required.  
(see **Dunnigan Rules 33**).

The player, as Umpire, maintains a check on Campaign Map activity and its impact on tabletop actions.

## 15.7 Engagements continuing across multiple sessions (tabletop combat)

Some **tabletop** engagements will continue across multiple sessions and introduce the question of interference from reserves or additional Battlegroups. Understanding the timing of the arrivals of the new combatants is vital.

In all cases, Battlegroups that are engaged in combat already discard their Battlegroup Priority Card.

If any Battlegroups or Fractions intending to join the combat are activated **before** the combatant Battlegroups, then, when activated, they can take a Movement Test and, if successful, be placed in the appropriate "box" ready to join the battle from the next tabletop bound.

If any Battlegroups or Fractions intending to join the combat are activated **after** one force but before the other, then, when activated, they can take a Movement Test and, if successful, be placed in the appropriate "box" ready to join the battle after the next 2 tabletop bounds

If any Battlegroups or Fractions intending to join the combat are activated **after** both of the combatant Battlegroups, then, when activated, they can take a Movement Test and, if successful, be placed in the appropriate "box" ready to join the battle for the start of the following session (i.e. in 4 bounds time)..



### To clarify with an example;

Battle has been raging on the tabletop during Session 3. In session 4, a Red Army Fraction on the adjacent Map Board, activates on BPC #6 (**before** both main armies that are fighting) and thus can join the tabletop action immediately. Blue Army activates on BPC #9 and another nearby Blue Battlegroup on BPC #11. When this nearby Blue force activates, it can attempt to move to the Map Board on which the battle is enjoined, but, if successful, will only be able to enter the "box" after 2 more tabletop bounds. The Red army force that is already fighting activates last of this little group although will discard it's BPC.

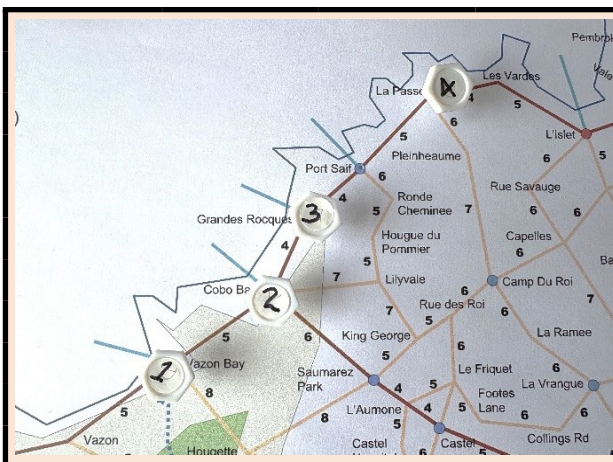
**15.8** A Battlegroup or Fraction is limited to a maximum number of Map Moves per day as detailed in the Map Movement rules. Whilst there is no limit to the number of sessions that a force can be engaged or in contact with any enemy unit, it loses one Map Move for each session occupied by that engagement.

**15.9** Note that **Rule 13.9** determines the total capacity of a Map Board

If two Battlegroups occupy the same Map Board **but their combined value is less than the permitted maximum**, they can be merged together by the Army or Senior Commander when he is activated. A Leadership Test is taken to make this decision.

Such a merger may mean that, in the Dunnigan Rules, the Combat Value of the new, larger Battlegroup has a better chance of defeating an opponent.

Alternatively, Battlegroups which occupy the same Map Board may "stack" - that is, they are both in occupation but work independently. An attacking Battlegroup can pick which defending Battlegroup it attacks.



Part of the campaign map for Operation Take Three - the British invasion of Guernsey. Pins show the position of British forces at the end of Day 1. Note that force 4, part of force 3 is separated and must be treated as a "Fraction".



## 16 Detection Throw - forces arriving

The force arriving in the "Box" (or a reconnaissance aircraft) throws;

**4D6** if isn't headed by Recce designated troops in its Order of march  
or

**4D6** if it is not a specialist reconnaissance aircraft  
or

**6D6** if it is headed by Recce designated troops in its Order of march  
or

**6D6** if it is Recce unit scouting as a Fraction ahead of the main body  
or

**6D6** if it is a specialist reconnaissance aircraft

If the throw is made during a night session with moonlight, **deduct 1D6** from the number thrown

If the throw is made during a night session without moonlight, **deduct 2D6** from the number thrown

If the throw is made during heavy rain or fog, **deduct a further 1D6** from the number thrown (cumulative with the above).

The results thrown must include a **5+** to detect the presence of the enemy if they are **present or resting**

The results thrown must include a **6** to detect the enemy if they are **deployed**.

Enemy units that are entirely concealed cannot be detected.

### 16.1 If the enemy are detected

The arriving force refers to its orders for its subsequent action. It may retire away from the Map Board if it is not detected itself. (see below).

### 16.2 If the enemy are not detected

The arriving force is deemed to be entering the Board and action moves to the tabletop. The order in which each element arrives is then determined by the Heroes All/FYOB tabletop rules.

If the player is using the "Dunnigan Rules" for quick play, this affects the attacking force (see section 33).



### 16.3 Battlegroups already occupying a Map Board

Where a force is in occupation of a Map Board and an enemy force arrives in the "box" of that Map Board, the occupying force will take a **Detection Throw** when they are next activated to determine whether they are able to detect the arriving force. This throw is only required if the arriving force remains in the "box" and does not move onto the Map Board.

### 16.4 Detection Throw - the forces in occupation

The force occupying the Map Board throws;

- 2D6 if they are at **Rest**
- or
- 3D6 if they are **present**
- or
- 4D6 if they are **deployed**.
- or
- 5D6 if they are **ALL a Recce unit**

**Deduct 1D6** if the "box" occupied is to the flank or rear of the occupants and the occupiers are **NOT** a Recce unit

If the throw is made during a night session with moonlight, **deduct 1D6** from the number thrown

If the throw is made during a night session without moonlight, **deduct 2D6** from the number thrown

If the throw is made during heavy rain or fog, **deduct a further 1D6** from the number thrown (cumulative with the above).

A result of a **4+ double** is required to detect partisans

or

A result of a **5+** on any dice is required to detect enemy units

or

A result of **2+** is required on any dice to detect enemy aircraft

or

Spotting enemy aircraft that have just conducted a ground attack is automatic

The occupying force must refer to their orders for their subsequent action if the enemy force is detected.

### 16.5 Gathering Information after detection

If the purpose of the force is to gather information rather than to attack the enemy force, refer to the **Information gathering** section (Rule 17).

## 17 Gathering Information

A force (including a Partisan cell) will use the **Detection Throw** mechanism to identify the presence of an enemy unit on a Map Board.

Once this has been established

**or**

If further information regarding that force is required

**or**

If information is needed regarding defence works, bridge types etc,

**then**

the observing force uses the Information Gathering mechanism below

Each piece of information required is noted - **for example**

- > enemy troop types present (infantry, artillery, armour etc)
- > number of infantry platoons present
- > number of artillery batteries present
- > number of armour squadrons present
- > attitude of enemy troops (Rest, Active etc)
- > whether the enemy occupies defences
- > forces in the "box" (see below)

**or**

- > bridge strength at location xx/yy
- > building type at xx/yy
- > ability to ford the river at point xx/yy
- > density of woodlands at xx/yy
- > whether the main road is mined
- > defences on a potential landing beach

The above are indicative only and can be used more than once per Information Gathering attempt.

Information cannot be gathered on Concealed units.

Information cannot be gathered on forces in the "box" **unless a 6 is thrown**

Some pieces of information are dependent on gathering more basic facts first. The presence of Infantry platoons and the number of them are two pieces of information that can only be gathered in order. The number of platoons cannot be gathered without knowing that infantry are present.

The information gathered, subject to the rules above, can be collected as the player requires. He may ignore "attitude" of enemy troops for example.

An American squad on "Point" duty gather information about the enemy in the village ahead. During the campaign, such activity is handled by dice throw and so there is no need to lay a tabletop scenario.



## 17.1 Information gathering attempt

Each session during which the "box" is occupied, the observing force throws 1D6.

The score achieved represents the number of pieces of information that are gathered from the compiled list.

The observers may remain in the "box" to observe for a second session but will be subjected to further Detection Throws by the any occupying enemy force.

If the Map Board under observation **does not contain** enemy troops, the observers may collect D10 pieces of information about the terrain etc during that session by entering the Map Board.

Alternatively, they may remain in the "box" and gather D6 pieces of information as above (and safer from detection by arriving enemy troops)..

**If the information is being gathered during a night session;**

deduct 1 from any D6 throw **or**

deduct 2 from any D10 throw

**If the information is being gathered during fog or heavy rain;**

deduct 1 from any D6 throw **or**

deduct 2 from any D10 throw

The above deductions are cumulative

**For example** - a Partisan unit gathering information about enemy troops during a daylight throw but in heavy rain throws a D6 and scores a 5. It may gather (5 - 1) 4 pieces of information from it's list above **noting that some information is dependent on gathering more basic facts.**

It determines

- 1 the troop types present (say, infantry and armoured cars)
- 2 the number of armoured cars (say, two)
- 3 the number of infantry platoons (say, three)
- 4 the attitude of the enemy (say, active)

**For example** - an Infantry group observes a river crossing Map Board during daylight hours on a fine day. It throws a D6 and scores 2, identifying;

- 1 the bridge type as "C"
- 2 the woods on the near side of the bridge are impassable for vehicles



Contact between forces on the campaign map results in a tabletop battle. For most of us, that means we need to erect the table and break out the scenery. These battles mean more when the outcome of the whole campaign may be at stake.

## 18 Order of March and "Traffic Jam" rules

### Order of March

Each Battlegroup must specify its Order of March when moving along a route between Map Boards. This order determines the types of troops used when making Observation Throws having arrived on a Map Board.

The Order of March does not determine the order in which elements of the Battlegroup enter the tabletop on deployment for a game.

### 18.1 Traffic Jam Rule

When a number of Battlegroups, or a combination of Battlegroups and fractions are moving down the same route together, the army must specify the Order of March for the units.

If a unit fails to move following a failed Movement Test, any units behind it may be unable to move forward owing to the "traffic jam".

Where a number of Battlegroups are moving along the same route between Map Boards, one may overtake the other. **However**, the overtaking Battlegroup suffers a -1 modifier to the D10 Movement Test throw when it **enters and leaves** the Map Board already occupied by a friendly force (simulating traffic jams). This modifier does not apply to air, sea, river or train (station site) moves.

**Remember this from rule 14.9?**

### 18.2 Beach Landings

The Order of March is declared as a "Landing Plan" when forces are landing across any beach or coastal landing site.

The exact composition of each "wave" of landings per session must be declared as this will impact on both the tabletop force and the "Dunnigan Rules" (where used) and have an effect on any battle.



## **19 Decoy Map Markers**

- 19.1** Each marker on the campaign map must be labelled to show the Battlegroup to which it refers. A log should be maintained showing the location of each Battlegroup or map pins/counters can be used if the player prefers.
- 19.2** So that a solo player is not influenced by the obvious presence of an enemy force on the Campaign map, a system of Decoy Map Markers can be used.

Any Battlegroup can be represented by up to 3 Map makers with each being labelled with the Battlegroup identifier and the letters "A", "B" or "C" for example.

All decoy markers act in accordance with the orders given to their Battlegroup. If the Battlegroup adopts a deployed/concealed attitude, all decoy markers will copy this. All decoys refer to the Battlegroup Record Card for details of Movement Points and Maximum movement allowances.

There is no need for the decoys to remain in any cohesion with each other.

The decoy markers for a Battlegroup all move and act together when activated by the BPC for the Battlegroup although different Movement Test requirements will have to be met, depending on the Map Board link they are traversing.

### **19.3 Detecting or revealing decoys**

When a decoy contacts the enemy, its real/decoy status must be revealed.



Using a D3 marked "A", "B" and "C" (or a standard D3 where A=1 etc), the owner of the decoy throws and will reveal the spotted force if the D3 equals the label of the decoy.

If not, that decoy is simply removed and the game continues. When next activated, one of the remaining markers for the Battlegroup can be used as the basis for a replacement decoy - the two markers can then be moved in different directions.

At any point deemed appropriate by the owner of the decoy markers, the BC can simply throw a D3 to decide which of the markers is the real force. This is then noted on the Campaign map and the other markers are removed.

Alternatively, at any point, the owner of the decoys can simply move them to the same Map Board at which time, they "merge" together and are removed.

# LOGISTICS



An army marches on it's stomach, so they say. Vehicles also need food in the form of fuel and lubricants whilst the guns need ammunition. In a campaign, this means that the player must consider Logistics. Does your army have enough to eat and be a fighting force? What if the lines of supply are not direct and straightforward? And what if supplies run short? The delivery of "Supply" as a generic object is used here to keep book-keeping to a minimum. After all, you want to be a table-top commander, not a paper-bound Quartermaster. Yes, there are some straightforward records to keep, but these are essential as you grapple with Battlegroups that are running short of ammunition. To help you out, Battlegroups are deemed to have an administrative staff and a "B" echelon that can handle your local stocks of food, petrol and ammunition - a stockpile if you will - ensuring that, even when deliveries are disrupted, you can still function as a fighting unit. And if it all starts looking bleak, there are even opportunities to share resources with another Battlegroup.

## 20 Logistics

A unit of Supply is described as 1 "S"

At the start of the game, each Battlegroup throws 3D6 to determine its Stockpile of S.

Each day, each Battlegroup or Fraction throws 3D6. The score represents the amount of S received by that force for that day.



### 20.1 Supply Routes

A force HQ (Division or Brigade) will describe the line of supply between itself and its home territory as below. **Note** a large game may include two or more Divisions or Brigades and that the Supply routes for each may differ. Note also that this condition can change daily.

#### **Direct Line of Supply**

The Force can trace a direct line of supply between itself and its home territory. This line may cross other territory or waterways which it controls.

The dice throw to determine the amount of supply available today represents the usual, expected disruption to this supply from enemy actions, delays etc.

#### **Contested Line of Supply**

When a force traces a line between itself and its home territory, that line either passes through enemy country, the route is contested (across a stretch of water, for example) or the force is surrounded by the enemy.

A force is surrounded if all map boards around it are occupied by enemy forces each comprising at least 1 "Company" (or equivalent) strength.

Players should **always** be guided by historical fact in deciding if the line of supply to a force is contested or not.

In this case, prior to making the daily dice throw for supply, a force needs to determine how many dice it has to throw.

The force starts with 6D6. 1D6 is thrown to determine the length of time (in days) that the reduction of supply (if any) is in effect. A score of 3, for example, means that the reduction (if any) lasts for 3 days starting with today.

On the 4th day of the example above, this initial 1D6 throw is made again but it is not required in the interim.

The record sheets for the force should be noted with the outcome of this throw.

Next, the remaining 5D6 are thrown. For each score of "1", the force **loses 1D6 from its daily supply throw** for the number of days determined at the start of this process.

**On the day of an invasion across a beach** or similar circumstance, the player should consider supply to attacking units as being **Direct** for that one day only. Thereafter, assess the route definition.

### **Elongated Lines of Supply**

When a force traces a line between itself and its home territory, that line is deemed to be somewhat extended e.g. across the Western Desert.

This could be defined by the number of Map Board links that need to be crossed to deliver Supply to the force HQ. In the European theatre, this could be set at, for example, 12 links (the equivalent of 2 days train travel).

Players should **always** be guided by historical fact in deciding if the line of supply to a force is elongated or not.

In this case, prior to making the daily dice throw for supply, a force needs to determine how many dice it has to throw.

The force starts with 6D6. 1D6 is thrown to determine the length of time (in days) that the reduction of supply (if any) is in effect. A score of 3, for example, means that the reduction (if any) lasts for 3 days starting with today.

On the 4th day of the example above, this initial 1D6 throw is made again but it is not required in the interim.

The record sheets for the force should be noted with the outcome of this throw.

Next, the remaining 5D6 are thrown. For each score of "1", the force loses **1 pip of supply from its daily supply throw** for the number of days determined at the start of this process.

## Abnormal Lines of Supply

The Force can trace a direct line of supply between itself and its home territory. However, the route taken by the supply train is deemed to be abnormal. Such routes include mountains or jungle etc.

This could be defined by the number of Map Board links having an MP number of 8 or more that need to be crossed to deliver Supply to the force HQ. In an area of difficult terrain, this could be a typical number reflecting the poor roads and gradients etc. The limit could be set. For example, at 3 or more links.

Players should **always** be guided by historical fact in deciding if the line of supply to a force is abnormal or not.

In this case, prior to making the daily dice throw for supply, a force needs to determine how many dice it has to throw.

The force starts with 6D6. 1D6 is thrown to determine the length of time (in days) that the reduction of supply (if any) is in effect. A score of 3, for example, means that the reduction (if any) lasts for 3 days starting with today.

On the 4th day of the example above, this initial 1D6 throw is made again but it is not required in the interim.

The record sheets for the force should be noted with the outcome of this throw.

Next, the remaining 5D6 are thrown. For each score of "1", the force loses **2 pips of supply from its daily supply throw** for the number of days determined at the start of this process.

## Break in lines of supply

Whatever the position of the lines of supply applicable to a force, the weather or Partisan action can have an adverse affect.

Players should refer to the **Weather** section for the effects on Supply throws but these will normally involve the loss of pips from the Supply score thrown.

The penalty incurred will last as long as the adverse weather lasts.

Players should refer to the **Partisan** section for the effects on Supply throws as a result of Partisan action. These normally involve the loss of pips or dice from the supply score thrown.

Any penalty incurred will be effective starting on the day following the partisan action.

## 20.2 Combination of disruption

A force can suffer contested lines of supply which are also extended. Both forces in the Western desert campaign suffered from this at one time as they advanced quickly leaving their supply behind.

In these cases, follow the process for a **Contested** supply line and then reduce the amount of supply actually received by the penalty showing on a second throw of 5D6.

Further penalties may then be incurred as a result of bad weather etc (see **Break in lines of supply** above)

Where supplies are being delivered by a captured port or beachhead, refer to the section on "Unloading at Docks" for guidance.

## 20.3 Battlegroup records

Players will note that the above conditions under which supply is delivered can be summarised on a Battlegroup Record using the letters A,B,C,D or E or combinations of those. (A = Abnormal, B = Broken, C = Contested, D = Direct, E = Elongated). If a penalty for a Contested line of supply is incurred for 3 days, then the Record should show "C3" on day 1, "C2" on day 2 etc.

Note that an Elongated supply line affected by weather (broken) will be shown as "BE" for a number of days.

## 20.4 Battlegroup and Fraction Daily Supply Requirements (Land forces only)

All active Battlegroups and Fractions have a nominal daily requirement of 10 "S".

This figure does not represent any actual requirement – it is merely a figure that means “enough for today”.

The Battlegroup or Fraction starts the game with a stockpile of S that can be added to or drawn on once the daily Supply throw has been made.

**20.4.1** The maximum size of Stockpile for a Battlegroup is **20S**.

The maximum size of Stockpile for a Fraction is **5S**.

Any S received but not either used, nor capable of being added to the Stockpile is ignored.

The Battlegroup or Fraction Record Sheet is noted to show that the Battlegroup is Active if, on making its daily Supply throw, it receives 10S or more for its daily requirements or is able to draw sufficient S from its Stockpile to make up its daily requirement.

When a weapon (CSW or vehicle) receives its full daily requirement, the number of shots available to it for the day is reset to the maximum number allowed as shown in the Codex.

## 20.5 Battlegroups and Fractions not getting enough Supply

If the amount of S in hand still falls short of the required 10 after drawing from the stockpile then the BC will be obliged to issue **Rest** or **Rationed** orders for the Battlegroup, effective immediately.

## 20.6 Rest mode for Battlegroups and Fractions

To preserve S or if obliged to do so, a Battlegroup or Fraction can be ordered to **Rest**.

A Battlegroup or Fraction engaged with the enemy cannot go to **Rest** mode.

In rest mode, the daily requirement of the Battlegroup or Fraction is **6S** but they are subject to the restrictions listed below.

If they wish to undertake any prohibited action, they must become Active again but if insufficient "S" is available to do so, they must adopt a **rationed** mode (see below).

A Battlegroup or Fraction in Rest mode will be permitted, when occupying a map board, to;

- >Make a Detection Throw
- >Add S to its Stockpile
- >Communicate with other units

It is not allowed to;

- >Attempt to move to another Map Board
- >Fire any of its weapons
- >Create a Fraction from itself
- >Dig in or conceal itself or re-deploy on the Map Board
- >Undertake any Work & Tasks

If an active Battlegroup or Fraction receives insufficient S for its daily needs, has insufficient "S" in its Stockpile to make up its requirement and is ordered to engage with the enemy, move or continue with an existing engagement, it must use all of the "S" it has available but must move to **rationed** mode (see below).

### 20.7.1 Moving whilst Rationed

A Battlegroup attempting to move whilst rationed loses its Movement Points. It may still attempt to move using a D10 throw and referring to the Movement Test Table.

Battlegroups and Fractions wishing to move fear losing vehicles as a result of lack of fuel or breakdowns.

Throw 2D6 after any Map Move. A score of 5 or less disables **all** of the Battlegroup/Fraction vehicles. Vehicle movement is then not possible until sufficient Supply is obtained (i.e. a daily throw of 10).

Forces may abandon their vehicles and move on foot. Vehicles abandoned are **not** included for replenishment.

### 20.7.2 Recovering vehicles

If, subsequently, the Battlegroup or Fraction is restored to Active mode, previously abandoned vehicles that were not destroyed may be recovered immediately if they are on the same map board, or when the previous Map Board is re-occupied

Enemy units occupying map boards containing serviceable abandoned vehicles are able to capture and use them for themselves.

### 20.7.3 Other actions

Battlegroup Detection Throws are not affected by rationing.

The requirements for **Work and Task** dice throws are doubled.

**Note** that the above rules are an addition to rules applying in Fight Your Own Battles and Heroes All.

## 20.8 Transfer of supply

It should be understood that the value of S is nominal only and does not represent any amount of supply, ammunition etc. Therefore, S cannot be transferred between units at any time. However, note the rule below regarding **Sharing Supply**.

## 20.9 Sharing Supply

If two Battlegroups and/or Fractions occupy the same map board, they can use their 6D6 supply dice in whatever combination they see fit e.g. 4D6 for one and 2D6 for the other.

## 20.10 Delivery of supply

A Battlegroup marooned without supply can be fed by the Brigade HQ

If a Supply convoy is dispatched to deliver "S" to a Battlegroup, normal movement penalties and restrictions will then apply to it as it attempts to move between Map Boards (see Movement). The convoy comprises a nominal **6** trucks.

Assuming that the HQ Battlegroup is supplied for the day and has a stockpile, this can be used to supply outlying Battlegroups who may be in a Rationed state. By implication, the HQ Battlegroup contains a transport element and this can be sent as a Fraction to the outlying Battlegroup. The **Work & Tasks** section gives the required "loading time" for the convoy.

Once the convoy reaches the Map Board where the outlying Battlegroup is located, on the following day the two can **share** their Supply Throws. The convoy can give away up to all of its daily 3D6 "S" throw to the Battlegroup who will then have 6D6 to obtain supply for the day and replenish its stockpile.

The convoy returns to HQ when it has sufficient supply of its own to do so.

If the convoy is attacked *en route*, supply will be lost with any truck lost. Consider each vehicle to be carrying D3 Supply. Losing 2 trucks will result in only 2D6 arriving at the destination Battlegroup. If 3 trucks are lost, the Supply throw can only be 1D6 and 1D3.

When supplied by a convoy in this way, the Battlegroup can ignore any Abnormal, Broken, Contested or Elongated supply line (if such circumstances exist) and treat their supply line as **Direct**.



## 20.11 Non combat elements

All non-combat service elements like Field Park Engineers will be affected by the Supply situation within a HQ Battlegroup in the same way as combat units.



At rest, non-combat units are not permitted to repair anything and are subject to the other same restrictions as above. If a HQ Battlegroup becomes rationed, on the games table, engineers (for example) are only allowed to work on even-numbered bounds.

## **20.12 Home guard/Militia**

Home Guard or Militia units dice for Supply every day as normal.

If they are forced to go to **Rest** or **Rationed** mode, only their firing capability is affected as they are deemed to be able to forage for food and fuel from within their own community.

## **20.13 Supply for air operations**

Refer to Aircraft section for aircraft Preparation

## **20.14 Attacking static stocks of supply**

If a Brigade or Divisional HQ comes under attack from enemy artillery or aircraft, Supply can be destroyed.

The Line of supply is subsequently described as "Broken" and usual Battlegroup rules apply. If the HQ stockpile is lost, the number of days that any penalties apply to a Battlegroup is deemed to represent the number of days it takes to re-establish a line of supply throughout the force.

## **21 Replenishment**

When a Battlegroup takes casualties (whatever its consist), the value lost is recorded and at the end of each campaign month, replacements can be sent to them.

Vehicles abandoned when they run out of fuel in Rationed mode do not count towards replenishment.

Dinghy's and assault boats can be recovered and do not count towards replenishment.

Equipment used (bridging equipment, explosives etc) is not counted as lost and thus does not count towards replenishment.

Prisoners are not counted as casualties and thus do not count towards replenishment.

**21.2** Casualties sustained by Fractions are replenished back to their parent Battlegroup.

Casualties sustained by Battlegroups that are destroyed are replenished back to the force HQ Map Board for future re-distribution as required.

Normally, when two allied forces are present, any replenishment is exclusive to that particular army - Germans go back to Germans and Italians to Italian etc.

**21.3** Losses are recorded during the campaign month and totalled on the last day. For ease, each combatant nation could strike their total on a different day at the month end to ease the administrative burden of doing all calculations on the same day.

#### **21.4 What can be replenished?**

**21.4.1 1/3 of losses** are considered gone and cannot be replenished. Fractions are always **rounded up**.

**21.4.2 The next 1/3 of losses can be replenished** in D10 Campaign days time. For example, a throw of **4** means that this portion of replenishment is returned in 4 Campaign days time.

The total can be used to purchase any replacements using the values given in the Heroes All rules. These resources represent the return of the wounded men and repaired equipment. Fractions are always **rounded up**.

If not fully used, unused points can be "banked" and used in the future.

Make a Diary Box note to distribute the replacements and to take a **Strategic Condition Repair** throw when these replacements arrive.

**21.4.3** For the **remainder**, throw a D10. This is the percentage of the casualties returned to the Battlegroup immediately. Fractions are always **rounded up**.

Delivery "dates" are not affected by weather or the Rain/Snow gauge value.

If the player has any uncertainty or indecision regarding what to "purchase", use the rules for Officer Decisions and/or the **Variable Order Rule**.



Light armour protecting a British supply convoy takes a break to survey the way forward to Battlegroup HQ.

**21.5 Example** During the month, a Battlegroup of Regular infantry sustains 20 casualties plus a LMG and a Medium Mortar. Total losses are therefore;

20 x 1 1/2	= 30 points
1 x MMG	= 5 points
1 x MMtr	= 15 points
<b>Total</b>	<b>50 points</b>

**24.4.1** 1/3 of 50 = 16.66, so 17 points lost.

**24.4.2** 1/3 of 50 = 16.66, so 17 points replenished back to the Battlegroup in D10 days time. A 5 is thrown - 5 days time.

**24.4.3** Remainder (16 points) x D10% returned immediately. A 4 is thrown so 40% x 16 = 6.4 rounded up to 7 points.

The Battlegroup has 7 points to spend now and 17 points in 5 days time

Battlegroup Supply Officer adds a note to the Diary Box to claim his replenished points in 5 days.

## 21.6 Engineers and specialist equipment

The player can, where required, use the Replenishment points to purchase figures or equipment that may not have been part of the force at the start of the game, e.g. a bridging unit or element of paratroops for a specific operation can be acquired.

## 21.7 Replenishment from Home

The rules can, should the player wish, make an allowance for the replenishment of men and equipment from "home" representing recruitment and production.

**ONLY** at the outset of the campaign, calculate and record the total points value (the "cost") of the forces in the armies taking part in the campaign.

At the start of the following month, and all subsequent months, **each side** throws a D6 and a D10 and consults the following chart for the **percentage** value of their **original** force "cost" that is delivered as "Replenishment from home"

These points can be "spent" by the player as they see fit and are distributed in D10 days time to Brigade/Regiment HQ Map Boards for onward transfer to their chosen Battlegroups.

A note should be made in the Diary Box to remind the player to distribute the points.

They cannot be distributed to a Brigade/Regiment HQ Map Board if that unit is in contact/combat with an enemy unit or is surrounded.

### Replenishment from home chart (%age of original force).

d10/d6	6	5	4	3	2	1
9	10	8	8	6	6	5
8	8	8	6	6	5	5
7	8	6	6	5	5	4
6	6	6	5	5	4	4
5	6	5	5	4	4	2
4	5	5	4	4	2	2
3	5	4	4	2	2	0
2	4	4	2	2	0	0
1	4	2	2	0	0	0
0	2	2	0	0	0	0

## 21.8 Trading-in System for obsolete equipment

The player can also invoke, when required, a trade-in system to upgrade from old equipment either to better weapons, or to acquire new equipment that, historically would only have been available after a certain date.

At the start of each campaign month, the highest army Command can trade-in any CSWs or guns, gaining in return their combined points value which can be spent on newer or upgraded CSWs or guns.

At the start of each campaign month, the Senior Army Command can trade-in any AFVs gaining in return their combined points value which can then be spent on newer or upgraded AFVs.

In both the above cases, any fractions are always **rounded up**.



Later British tanks, like this Cromwell, can be introduced by "trading in" older equipment in those campaigns that run across very long time periods.

## 22 Carrying Capacity and Load Spaces (copied from Heroes All)

Each vehicle, boat or aircraft has a capacity which represents the maximum load that can be carried. All weapons are expressed as being a certain "Load" size.

A figure can carry his own personal weapon, grenades, binoculars, food and ammunition ration etc as part of his personal kit and this is not counted as a load. In addition, a figure may carry 1 load.

The following list indicates the space taken up by men, vehicles and equipment when being transported by landing craft, truck etc. These values acknowledge size **and** weight.

A figure	1	Be guided by the number of crew members. Includes ammo & spare parts but <b>NOT</b> the operators.
Small explosive charge	1/2	
Large explosive charge	1	
Large explosive detonation pack	1/2	
Mine detector equipment	1	
1 inch x 1 inch mine coverage	1	
Tools for engineers/construction	1	
Radio	1	
Man pack flamethrower	1	
Hand held AT weapon	1	
Mortar up to 50mm	2	
Mortar up to 81mm	3	
Mortar over 81mm	4	
Light Machine gun	1	
Medium machine gun	2	
Heavy machine gun	3	
Parachute	free	
Canoe	2	
Rubber boat/assault boat	4	
Bicycle	1	
Motorcycle	3	
Motorcycle sidecar/Kettenkrad	5	
Horse	4	
Horse drawn cart	6	
Jeep/Kubelwagen/car/carrier	8	
(for trailer added to the above)	4	
Artillery/AA piece	6	
Radio truck/artillery tow	14	
Service truck	20	
Scout car/armoured transport (M3/M5/SdKfz 251)	20	
Light tank	30	
Most AFVs/SPGs	45	
Heavy tanks and SPGs	60	
AVRE	60	

The following vehicle/carriers have the capacity as stated

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	30
LVT	30
LVT Mk IV	36
LCT	140

**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

## 23 Repairs to Damaged vehicles

An Engineers Field Park unit can be purchased as part of the army force and will, typically, be included as part of the Battalion/Brigade HQ Battlegroup. It can appear on the wargames table as a recovery truck or repair truck etc - the actual model used is not important.

If not attached to an armoured unit HQ, it can be dispatched to an armoured unit, acting as a Fraction during its assignment.

**23.1** If a vehicle (soft skinned or armoured) is damaged during an engagement, contact with a minefield etc, repairs can be carried out as follows

If an Engineers Field Park unit is present on the Map Board with the vehicle

Throw 2D10 per session. The damage is repaired when **HALF** of the vehicle's points value (rounded up) is accumulated as a score

If an Engineers Field Park unit is **NOT** present and the crew are making repairs

Throw 2D6 per session. The damage is repaired when **HALF** of the vehicle's points value (rounded up) is accumulated as a score

**During Night sessions** - deduct 1 pip from the dice score thrown

**In heavy rain/snow** - deduct 1 pip from the dice score thrown

**If the Rain/Snow Gauge** is at 7 or above - deduct 1 pip from the dice score thrown

**The three deductions indicated above are cumulative.**

The Field Park Unit can only repair one vehicle at a time but if, during a session, the 2D10 throw yields a score that finishes repairs to one vehicle, any surplus can be transferred to the start of repairs for a second vehicle during that same session.

Each AFV crew can make a 2D6 throw per session to repair their own vehicle.

## 24.2 Rallying Continuous Momentum after a completed repair

Once a repair is complete,

if the element to which that vehicle belongs has a Continuous Momentum score of less than 6

or

if the vehicle is acting as an element in its own right and has a Continuous Momentum score of less than 6,

then,

the element gains a **Rallying throw** in accordance with the rules in FYOW - Strategic Conditions, Rallying Up The Continuous Momentum Score Of An Element (see FYOW Rules).



British Field Park Engineers move in the rescue a damaged Churchill using the Work & Tasks rules.



## 24 Loading or Unloading at docks, wharves, railway yards, airfields and beaches

Loading and unloading can take place at any of the above, known as **Transit hubs**.

Transit hub facilities are allocated a fixed capacity for handling **Load Spaces** per session. Load spaces are defined in Heroes All.

The act of loading and unloading is done using the **Work & Task** mechanism. Each session, a number of D10 and D6 are thrown with the results multiplied together to obtain the number of Load Spaces handled during the session.

The following serves as a guide for handling at each type of Transit Hub;

Large Port	D10 x D10 x D10 x D6	per session
Small "fishing" port	D10 x D6 x D6 x D6	
"Invasion" Beach	D10 x D10 x D6 x D6	
Airfield	D10 x D10 x D6 x D6	
Makeshift airstrip	D10 x D6 x D6 x D6	
Roadside/yard	D10 x D6	
Railway yard	D10 x D6	
River Ferry terminal	D10 x D6 x D6	

All units unloaded during a session are available for movement or other activity in the following session.

### 24.1 Non-Transit Hub load handling

Loads can be loaded or unloaded at any riverside location, beach or town/village which is not a Transit Hub but restrictions apply as there will not be cranes, ramps and other equipment available.

The above will include loading points for river ferries.

Small cove	D6 x D6 (no vehicles)
Riverside	D6 x D6 (no vehicles)

### 24.2 Supplies unloaded through a port, airfield or beach

All forces supplied through a port, airfield or beach facility must be treated as having an **Elongated** or **Contested** supply route and the rules given at **Logistics and Replenishments 20 & 21** must be observed.

Note that these supply lines can also be treated as **Broken** if the weather prevents shipping from arriving at the port/beach or aircraft from flying.

# WEATHER

Many a campaign was influenced or even determined by the effects of weather. This is simulated across our campaign map and includes the impact of wind, the lack of moonlight and days of endless rain or snow. Whilst metalled roads and railway lines are the best highways, secondary roads are useful in good weather. But if they turn to mud, become covered in snow, or it's just too foggy to see anything, the best laid plans soon go awry. For those wishing to explore territory away from the usual "European green", there are supplements here to cover the hot, desert landscapes and the frozen, wild plains of Russia or Finland. Seasonal differences, with monthly variations make it essential to complete that campaign before the snow comes, or the heat of the desert brings everything to a halt.

## 25 Weather (Developed from an original idea by William Silvester)

Weather will last for 1 day. This could be amended to 2 x half-days of 3 sessions.

In most campaigns, the weather will cover every map board but larger campaigns or those including mountains etc could have different weather for different areas. In these cases, the weather should be co-ordinated by having conditions 1 or 2 steps better or worse than the other so that one area has weather than is complimentary to others.

Separate weather tables and rules apply for cold climates and desert areas.

The Campaign log will keep a full record of the weather each day.

### 25.1 Weather Table

At the start of each month, throw 2D6 and read the weather from the Weather Table. Place the Weather Marker on the appropriate square

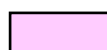
Each day, throw 3D6.

A score of 5 or 6 moves the Weather Marker **up** one number.

A score of 1 or 2 moves the Weather Marker **down** one number.

If the Weather Marker is on the "2" square and the daily throw requires it to move down, keep the Marker on the "2" square for that day and carry on as usual. Similarly, moves up from "12" continue as a "12".

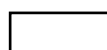
	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2	Fog	Fog	Fog	Light rain	Light rain			Light rain	Light rain	Fog	Fog	Fog
3	Light rain	Light rain	Light rain	Light rain						Light rain	Light rain	Light rain
4	Light rain	Light rain									Light rain	Light rain
5	Heavy rain			Light rain								Heavy rain
6				Light rain	Light rain	Light rain	Light rain	Light rain	Light rain			
7									Light rain			
8												
9	Heavy rain	Light rain									Light rain	Heavy rain
10	Snow	Heavy rain	Light rain							Light rain	Heavy rain	Snow
11	Snow	Snow	Heavy rain	Light rain	Light rain			Light rain	Light rain	Heavy rain	Snow	Snow
12	Snow	Snow	Snow	Heavy rain	Heavy rain	Light rain	Light rain	Heavy rain	Heavy rain	Snow	Snow	Snow



Overcast.

6 = low cloud so no flying.

4+ = moonlight



Fair.

Throw a D6. 6 = moonlight.

5 = some moonlight (see below)

## 25.2 Moonlight

Where the night is moonlit, observation and Detection throws are taken as if made during a daylight session. Night modifications are thus ignored.

Where there is "some moonlight", throw a D6 for each session and on a result of 4+, treat the session as being moonlit as above.



## 25.3 Wind Table

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

	Throw a D6. A score of 1 = high winds, 2 or 3 = light winds
	Throw a D6. A score of 1 or 2 = high winds, 3 or 4 = light winds

If the theatre in which the campaign is set has a prevailing wind direction, the player can dice for this and at least 2 or 3 alternatives.

If not, a "Compass" dice (D8), or an ordinary D8 can be used to determine the direction of the wind. This will have an effect on sailing ships, parachute or glider landings and smoke shells.



## 25.4 Weather Forecasting (Optional rule)

The above dice throws are used to determine the weather for the next 3 days and the Campaign Log is noted with this forecast. Each day, a d6 is thrown.

A score of 1 moves the marker **down** 1 number to make the weather worse than expected.

A score of 6 moves the marker **up** 1 number to make the weather better than expected.

A second d6 determines the wind changes (if any)

On a score of 1 , no wind becomes light wind and light wind becomes high wind.

On a score of 6 , heavy wind becomes light wind and light wind becomes no wind.

Using this system, players can plan moves, landings, parachute drops etc using the weather to their advantage. The weather could still change and the operation could still be cancelled but this reflects actual events.

Similarly, operations can be halted if a period of bad weather is forecast.

## 25.5 The effect of travel

A "**Rain/Snow Gauge**" effect is used to monitor and assess the long-term effects of rainfall on the terrain and thus how this affects travel.

The Rain/snow Gauge does not affect travel at sea or in-shore - only the weather on the day will affect this traffic.

The weather for the day is applied at the start of the day. The Rain/snow Gauge is adjusted at the end of the day taking into account any rain or snow that fell during the day and any fine weather or wind that may have reduced the gauge score.

The Rain/snow Gauge levels are carried forward from one month to the next.

Adjustments to the Map Movement Test throws reflect the state of the roads and rivers and the ease with which they can be navigated as a result of and during the weather being experienced.

1 day of light rain counts as **1** on the rain/snow gauge

1 day of heavy rain counts as **2** on the rain/snow gauge.

1 day of snow counts as **1** on the rain/snow gauge.

Add **1** to the rain/snow gauge total if the day is also subject to high winds

1 day of fine weather reduces the rain/snow gauge by **2**

1 day of fine weather and light winds reduces the rain/snow gauge by **3** .

**Note: After a day of snow, the first fine day and any wind effect is ignored**

## 25.6 Rain/Snow Gauge Effects

When the rain/snow gauge reaches 5, **deduct 1** from all Map Board Movement D10 throws and deduct 1 pip from all daily supply throws.

When the rain/snow gauge reaches 7, **deduct 2** from all Map Board Movement D10 throws and deduct 1 pip from all daily supply throws.

When the rain/snow gauge reaches 8, **deduct 4** from all Map Board Movement D10 throws and deduct 2 pips from all daily supply throws.

These deductions are cumulative with any other Supply throw deductions.

The maximum value for the Rain/Snow gauge is **8**.

## 25.7 The effect on Work and Tasks

Heavy rain deduct a total of 2 pips from the dice score thrown.

Snow deduct a total of 3 pips from the dice score thrown

Fog deduct a total of 3 pips from the dice score thrown.

## 25.8 Air and water-borne Operations

Refer also to the Aircraft and Boats sections for weather effects

### The effect of weather on flying

For each session Air Command throws a D6 to determine whether or not flying is permitted. The following chart shows the required score to allow aircraft to fly. This indicates that some aircraft types may be permitted whereas others are grounded.

D6 throw	Aircraft	Gliders	Paratroops	Recce
Fine weather	1	1	1	1
Light rain	2	2	2	2
Heavy rain	6	no flying	no flying	no flying
Snow	no flying	no flying	no flying	no flying
Fog	no flying	no flying	no flying	no flying
Light winds	+1	+2	+2	+1
High winds	+3	no flying	no flying	no flying
Night (no moon)	+1	+1	+1	no flying
Moonlight	+1	+1	+1	+1

The throw requirements are adjusted by the factor shown in the event of either windy weather **and** for night moves. Therefore taking off on a night with no moon but light rain and high winds, requires a throw of 6 (1 + 2 + 3).

Recce flights **cannot be undertaken** unless the weather is showing as **Fine** or **Light rain**.

When the Rain Gauge reaches 5, airstrips not using tarmac runways are inoperable.



## 26 Winter weather (Based on an original idea by William Silvester)

Weather will last for 1 day. This could be amended to 2 x half-days of 3 sessions.

In most campaigns, the weather will cover every map board but larger campaigns or those including mountains etc could have different weather for different areas. In these cases, the weather should be co-ordinated by having conditions 1 or 2 steps better or worse than the other so that one area receives weather than is complimentary to others.

The Campaign log will keep a full record of the weather each day.

### 26.1 Weather Table

At the start of each month, throw 2D6 and read the weather from the Weather Table. Place the Weather Marker on the appropriate square

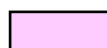
Each day, throw 1D6.

A score of 5 or 6 moves the Weather Marker **up** one number.

A score of 1 or 2 moves the Weather Marker **down** one number.

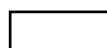
If the Weather Marker is on the "2" square and the daily throw requires it to move up, keep the Marker on the "2" square for that day and carry on as usual. (Similarly, moves down from "12" remain "12").

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2	Snow	Snow	Fog	Light rain	Light rain			Light rain	Fog	Fog	Snow	Snow
3	Snow	Snow	Heavy rain	Light rain					Light rain	Heavy rain	Snow	Snow
4	Snow	Snow	Light rain							Light rain	Snow	Snow
5	Snow	Light rain									Light rain	Snow
6						Light rain	Light rain	Light rain				
7												
8												
9	Heavy rain	Light rain								Light rain	Light rain	Snow
10	Snow	Heavy rain	Light rain						Light rain	Heavy rain	Heavy rain	Snow
11	Snow	Snow	Heavy rain	Light rain	Light rain			Light rain	Heavy rain	Heavy rain	Snow	Snow
12	Snow	Snow	Snow	Heavy rain	Heavy rain	Light rain	Light rain	Heavy rain	Heavy rain	Snow	Snow	Snow



Overcast.

6 = low cloud so no flying.



Fair.

Throw a D6. 6 = moonlight.

5 = some moonlight (see below)

## 26.2 Moonlight

Where the night is moonlit, observation and Detection throws are taken as if made during a daylight session. "Night" modifications are thus ignored.

Where there is "some moonlight", throw a D6 for each session and on a result of 6, treat the session as being moonlit as above.

## 26.3 Wind Table

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

	Throw a D6. A score of 1 = high winds, 2 or 3 = light winds
	Throw a D6. 1 or 2 = Freezing wind, 3 or 4 = high winds, 5 or 6 = light wind.

If the theatre in which the campaign is set has a prevailing wind direction, the player can dice for this and at least 2 or 3 alternatives.

If not, a "Compass" dice (D8), or an ordinary D8 can be used to determine the direction of the wind. This will have an effect on sailing ships, parachute or glider landings and smoke shells.

## 26.4 Weather Forecasting (Optional rule)

The above dice throws are used to determine the weather for the next 3 days and the Campaign Log is noted with this forecast. Each day, a d6 is thrown.

A score of 1 moves the weather marker **up** 1 square to make the weather worse than expected.

A score of 6 moves the weather marker **down** 1 square to make the weather better than expected.

A second d6 determines the wind changes (if any)

On a score of 1 , no wind becomes light wind and light wind becomes high wind.

On a score of 6 , heavy wind becomes light wind and light wind becomes no wind.

Using this system, players can plan moves, landings, parachute drops etc using the weather to their advantage. The weather could still change and the operation could still be cancelled but this reflects actual events.

Similarly, operations can be halted if a period of bad weather is forecast.

## 26.5 The effect of travel

A "**Rain/Snow Gauge**" effect is used to monitor and assess the long-term effects of rainfall on the terrain and thus how this affects travel.

The Rain/snow Gauge does not affect travel at sea or in-shore - only the weather on the day will affect this traffic.

The weather for the day is applied at the start of the day. The Rain/snow Gauge is adjusted at the end of the day taking into account any rain or snow that fell during the day and any fine weather or wind that may have reduced the gauge score.

The Rain/snow Gauge levels are carried forward from one month to the next.

Adjustments to the Map Movement Test throws reflect the state of the roads and rivers and the ease with which they can be navigated as a result of and during the weather being experienced.

1 day of light rain counts as **1** on the rain/snow gauge

1 day of heavy rain counts as **2** on the rain/snow gauge.

1 day of snow counts as **1** on the rain/snow gauge.

Add **1** to the rain/snow gauge total if the day is also subject to high winds

Add **2** to the rain/snow gauge total if the day is also subject to freezing wind

1 day of fine weather reduces the rain/snow gauge by **2**

1 day of fine weather and light winds reduces the rain/snow gauge by **3** .

**Note: After a day of snow, the first fine day and any wind effect is ignored**

## 26.6 Rain/Snow Gauge Effects

When the rain/snow gauge reaches 5, **deduct 1** from all Map Board Movement D6 throws and deduct 1 pip from all daily supply throws.

When the rain/snow gauge reaches 7, **deduct 3** from all Map Board Movement D6 throws and deduct 2 pips from all daily supply throws.

When the rain/snow gauge reaches 8 or more, **all movement stops**  
Deduct 4 pips from all daily supply throws.

## 26.7 The effect on Work and Tasks

Freezing wind	deduct a total of 2 pips from the dice score thrown.
Heavy rain	deduct a total of 2 pips from the dice score thrown.
Snow	deduct a total of 3 pips from the dice score thrown
Fog	deduct a total of 3 pips from the dice score thrown.

## 26.8 Air and water-borne Operations

Refer to the Aircraft and Boats sections for weather effects

## 26.9 The effect of weather on flying

The following chart shows the required D6 throw to allow aircraft to take off for a mission. This covers **all** types of aircraft including gliders, recce flights and Paratroop transports.

D6 throw	Aircraft	Gliders	Paratroops	Recce
Fine weather	1	1	1	1
Light rain	2	2	2	2
Heavy rain	6	no flying	no flying	no flying
Snow	no flying	no flying	no flying	no flying
Fog	no flying	no flying	no flying	no flying
Light winds	+1	+1	+1	+2
High winds	+3	no flying	no flying	no flying
Freezing wind	no flying	no flying	no flying	no flying
Night (no moon)	+1	+1	+1	no flying
Moonlight	+1	+1	+1	+1

The throw requirements are adjusted by the factor shown in the event of either windy weather **and** for night moves. Therefore taking off on a night with no moon but light rain and high winds, requires a throw of 6 (1 + 2 + 3).

Recce flights **cannot be undertaken** unless the weather is showing as **Fine** or **Light rain**.

When the Rain Gauge reaches 5, airstrips not using tarmac runways are inoperable.



Winter conditions had a profound effect during the campaign on the Eastern Front during WW2.

## 27 Desert/Hot Weather

(Based on an original idea by William Silvester)

Weather will last for 1 day. This could be amended to 2 x half-days of 3 sessions.

In most campaigns, the weather will cover every map board but larger campaigns or those including mountains etc could have different weather for different areas. In these cases, the weather should be co-ordinated by having conditions 1 or 2 steps better or worse than the other so that one area receives weather than is complimentary to others.

The Campaign log will keep a full record of the weather each day.

### 27.1 Weather Table

At the start of each month, throw 2D6 and read the weather from the Weather Table. Place the Weather Marker on the appropriate square

Each day, throw 1D6.

A score of 5 or 6 moves the Weather Marker **up** one number.

A score of 1 or 2 moves the Weather Marker **down** one number.

If the Weather Marker is on the "2" square and the daily throw requires it to move up, keep the Marker on the "2" square for that day and carry on as usual. Similarly, moves down from "12" continue as a "12".

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2	Light rain	Light rain	Light rain								Light rain	Light rain
3												
4												
5												
6												
7												
8												
9												
10												
11												
12	Light rain	Light rain										

 Overcast.

6 = low cloud so no flying.

 Hot/Fair

Throw a D6. 4, 5, 6 = moonlight.

## 27.2 Moonlight

Where the night is moonlit, observation and Detection throws are taken as if made during a daylight session. "Night" modifications are thus ignored.

## 27.3 Wind Table

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

	Throw a D6. A score of 1 = sandstorm, 2 or 3 = light winds
	Throw a D6. A score of 1 or 2 = sandstorm, 3 or 4 = light winds

### 27.3.1 Wind direction

If the theatre in which the campaign is set has a prevailing wind direction, the player can dice for this and at least 2 or 3 alternatives.

If not, a "Compass" dice (D8), or an ordinary D8 can be used to determine the direction of the wind. This will have an effect on sailing ships, parachute or glider landings and smoke shells.

## 27.4 Weather Forecasting (Optional rule)

The above dice throws are used to determine the weather for the next 3 days and the Campaign Log is noted with this forecast. Each day, a d6 is thrown.

A score of 1 moves the weather marker **up** 1 square to make the weather worse than expected.

A score of 6 moves the weather marker **down** 1 square to make the weather better than expected.

A second d6 determines the wind changes (if any)

On a score of 1 , **no wind** becomes **light wind** and **light wind** becomes **high wind**.

On a score of 6 , **heavy wind** becomes **light wind** and **light wind** becomes **no wind**.

Using this system, players can plan moves, landings, parachute drops etc using the weather to their advantage. The weather could still change and the operation could still be cancelled but this reflects actual events.

Similarly, operations can be halted if a period of bad weather is forecast.

## 27.5 The effect of travel

The "**Rain/Snow Gauge**" effect used to monitor and assess the long-term effects of rainfall in other theatres in **not used here**.

Any rain falling affects movement as shown in the table below

A sandstorm also affects movement as shown in the table below. **NOTE that only one sandstorm can blow each campaign day.**

The hot weather is not considered an obstruction we vehicles are assumed to have desert air filters fitted and other modifications carried out.

### 27.5.1 Rain Effects

When light rain is shown on the weather chart, **deduct 1** from all Map Board Movement D6 throws and deduct 1 pip from all daily supply throws.

### 27.5.2 Sandstorm effects

When a sandstorm is indicated on the weather chart, throw 3D6 at the start of each Session. A double indicates that a sandstorm will blow during that session.

If, at the start of a session, a sandstorm has blown for the previous session, throw 4D6. A double indicates that the sandstorm continues for this new session.

**Example;** At the start of the 1st session, a throw of 3D6 come up as 3,5, 6 so no sandstorm arrives. However, at the start of the 2nd session, the dice show 3,3,4 so the sandstorm arrives.

At the start of the 3rd session, 4D6 are thrown, showing 1,1,4,5 so the sandstorm continues



At the start of the 4th session, 4D6 are thrown showing 1,3,5,6 so the sandstorm stops.

At the start of the 5th and 6th sessions, no dice are thrown as there can only be one sandstorm per campaign day.

## **27.6 The effect on Work and Tasks**

When the weather indicates "Hot/Fair" weather, deduct 1 pip from each dice score thrown.

## **27.7 Air and water-borne Operations**

Refer to the Aircraft and Boats sections for weather effects

### **The effect of weather on flying**

No flying is permitted during a sandstorm



Both sides had to combat the conditions as well as the enemy during the Western Desert campaigns of WW2

# **SUPPORTING ARMS**

Although the campaigns considered in these rules are predominantly land-based affairs, modern warfare cannot ignore the effects of air power or naval intervention. Whilst set out in a basic format, rules here provide for air and naval forces supporting your ground troops. Meanwhile, inland water-based craft, like canoes and small boats, can navigate the rivers inland and bigger vessels can navigate some larger inland waterways. Bigger naval vessels can provide ship-to-shore artillery or just patrol the coastal waters, keeping the enemy at bay. I've even included submarines and little fishing boats that can land a covert force - think of the stormy seas early on in "The Guns of Navarone" with Gregory Peck and David Niven trying to land on that rocky coast! Elsewhere, fighters, ground-attack aircraft and light bombers provide an extra dimension to your campaigns and games. The rules are complimentary with Heroes All and FYOB, but, being on a wider scale, there are some inevitable differences here.

## 28 Aircraft

Given the size of normal campaigns and that aircraft are somewhat secondary to our tabletop action, ***these aircraft rules will not suit everyone***. Aircraft play a tactical role only and will not be considered as a strategic weapon.

These rules have been slightly modified from those appearing in Heroes All to fit into the FYOW idiom. They can be used either to conduct air operations over a table or as a "paper" exercise.

### 28.1 Aircraft Battlegroup

The number of squadrons of each aircraft type is determined at the start of the campaign. An aircraft Squadron comprises normally, 3 machines.

Each aircraft in the squadron fire, move and take damage individually.

A Battlegroup can include however many squadrons as the player chooses but they can only be made up of comparable aircraft;

- > Bombers with/without escorts
- > Dive bombers, Fighter bombers, fighter/ground attack
- > Torpedo bombers
- > Transport with/without escorts with/without gliders
- > OP aircraft
- > Fighters on defensive duty



### 28.2 Supply for air operations

At the start of each campaign day, each squadron must be prepared - fuelled and armed as required. To achieve this, each aircraft must make a Preparation throw on a D6 and score **3+** to indicate that it is operational. If the aircraft has "Endurance", add 1 to this requirement (see **section 28.6** below).

A squadron that is operational but not used, does not need to make another Preparation Throw for the next day.

Any aircraft damaged during a mission must refer to **Repairs To Damage** below.

### 28.3 Repairs to damage received whilst on a mission

If an aircraft returns from a mission with damage, the Squadron Log shows "**X**" with the number of damages recorded (*for example - X2*).

In the case of an aircraft with damage. It only becomes Operational if the preparation throw equals or exceeds **3 plus the amount of damage** (e.g. *an aircraft shown as X2 must throw a 5+ to become operational without "Endurance"*).

If our damaged machine were to only throw a 4 for its Preparation Throw, it deducts 3 and can record that 1 of its damage has been repaired (4 minus 3 equals 1 repair) and the Squadron Log is amended to show it as **X1**. This machine is still not available for duty.

A throw of 1, 2 or 3 would mean that no damage has been repaired.

If a second sortie is to be flown on the same day by the squadron, all aircraft must take preparation throws again, but as damage can only be repaired at the start of the day, any aircraft showing damage will not be able to join the second sortie.

#### 28.4 Air Command decision to fly

This weather section is repeated from the **Weather** rules.

For each day, Air Command makes a D6 throw to determine whether or not flying is permitted. The following chart shows the required score to allow aircraft to fly. This indicates that some aircraft types may be permitted whereas others are grounded.

D6 throw	Aircraft	Gliders	Paratroops	Recce
Fine weather	1	1	1	1
Light rain	2	2	2	2
Heavy rain	6	no flying	no flying	no flying
Snow	no flying	no flying	no flying	no flying
Fog	no flying	no flying	no flying	no flying
Light winds	+1	+2	+2	+1
High winds	+3	no flying	no flying	no flying
Night (no moon)	+1	+1	+1	no flying
Moonlight	+1	+1	+1	+1

The throw requirement is adjusted by the factors shown in grey for either windy weather **and/or** for night moves. Therefore, an aircraft taking off on a night with no moon but light rain and high winds, requires a throw of 6 (1 + 2 + 3).

Recce flights **cannot be undertaken** unless the weather is showing as **Fine** or **Light rain**. When the Rain Gauge reaches 5, airstrips not using tarmac runways are inoperable.

If flying is permitted, each Battlegroup will receive a BPC in each session..

Air Command can make a **Tactical Decision** using the **Command Decision** process (see **section 8**) regarding the use of air patrols. This cannot override any decision he has made based on his Strategic Condition.

## 28.5 Aircraft on the campaign map

When activated during a session, aircraft may be placed over any Map Board the player chooses.

Aircraft are used in a tactical role only and therefore they will only appear over Map Boards. Their route and speed between airfield and target is ignored.

## 28.6 Flight Time

All aircraft squadrons are active for a limited time over the Map Board to reflect the limitations to which they were subjected in real life. We call this Flight Time.

Aircraft are declared as being based in one of 2 areas.

**Distant**      Aircraft based on distant airfields away from the campaign area **or**  
**Local**        Aircraft based at local airfields, close to the campaign area.

The player must use his discretion and be guided by history to determine which is appropriate. (Notoriously, German fighters had limited Flight Time protecting their bombers over the English Channel.

Some aircraft can be fitted with additional fuel tanks to extend their range and thus increase their Flight Time. This is known as "Endurance" **but** it will remove any "Agile" capability that the aircraft has. (see Codex for details).

The Flight Time for each aircraft type is shown below.

Type	Distant	Local
Fighters, Ground attack, Dive bombers, Recce	1 session	2 sessions
Above with "Endurance"	2 sessions	3 sessions
Torpedo bombers	2 sessions	2 sessions
Bombers, transport	2 sessions	3 sessions

## 28.7 Aircraft Movement between Map Boards

Aircraft operating over one Map Board can, when activated for a session, and if they have Flight Time left, move to intercept enemy aircraft on another Map Board.

**Slow** aircraft can only move a maximum of 4 Map Boards

**Fast** aircraft can only move a maximum of 8 Map Boards

Other aircraft can only move a maximum of 6 Map Boards

Aircraft do not have Movement Points, nor are they subject to any restrictions prior to movement **other than** they must throw a 2+ on a D10 to permit their movement.

When activated and permitted to move, aircraft move up to their maximum move allowance. This move takes up one session.

Aircraft arrive on a new Map Board in the "box" and cannot take part in any activity until the following session.

## 28.8 Aircraft Missions

### Bombing raids

On the Map Board being targeted, the occupying ground force and/or any ground targets (a bridge etc) are allocated a number from 1 to 6 by making a D6 throw for each target.

For each bomber in the squadron undertaking a bombing mission, throw 3D6 per bomb dropped. A double indicates a hit has been achieved against any target given the number showing (for example, a double 5 results in a hit on any one of the targets allocated to a "5" as above. All other scores are ignored as misses.

Damage from hits is assessed using the table below;

Bomb type	No of D6 thrown	HE Effects Table
Small	1	<b>D</b>
Medium	1	<b>F</b>
Heavy	3	<b>F</b>
Torpedo	2	<b>F</b>

When multiple D6 are thrown, assess damage for each throw individually.

Refer to Aircraft Codex for details of bombs carried by each aircraft type.

The HE Effects chart is given below showing the points worth of damage inflicted.

Effect/D6	1	2	3	4	5	6
<b>D</b>		1	2	2	2	3
<b>F</b>	1	2	2	3	3	4

## **Escort Missions**

Escort fighters can be allocated to fly with (typically) bombers on their missions to provide cover against enemy aircraft. The fighters and bombers make up one Battlegroup and activate together on one BPC.

Note that fighters with less Flight Time than their bombers will be forced to leave the Battlegroup when their Flight Time expires.

See below for air-to-air combat or AA fire.

## **Reconnaissance Missions**

Recce aircraft (typically single machines) form their own BattleGroup.

A machine over a Map Board takes a Detection Throw (see **Section 16**).

Information Gathering rules also apply if the aircraft successfully spots enemy forces. See **Section 17**.

If the aircraft has sufficient Flight Time, it can remain over the Map Board for a number of sessions to make additional Information Gathering throws.

See below for air-to-air combat or AA fire.

Aircraft shot down do not report their findings to Air Command

If the aircraft strength is reduced to 0 (and the thus is "driven off"), it will still be able to report any information gathered during a prior activation. No information can be gathered after the aircraft has been driven off

The results of the flight are made available to Air Command and thus the Force Senior Command at the start of the following campaign day.

## **Air Artillery (Ground attacks)**

By the nature of their mission, Air artillery squadrons form into dedicated Air artillery Battlegroups.

See below for air-to-air combat or AA fire prior to any attacks.

## **Transport Missions**

Transport squadrons form into dedicated Battlegroups. Escort squadrons can be allocated to the Battlegroup and should follow the **Escort** notes above.



The Mission specifies a destination Map Board that can be the site of a delivery, Paratroop drop or glider launch.

**Note:** If an aircraft is acting as a tug and is shot down, the towed glider(s) is also considered as a casualty. If an aircraft carrying paratroops or supply is shot down, the carried load is also lost.

Note the capacity rules for the carrying abilities of transport aircraft and gliders.

See below for air-to-air combat or AA fire.

### **Patrol Missions**

By the nature of their mission, Patrol squadrons form into dedicated Battlegroups

They are allocated to a Map Board to provide defensive cover and remain for 1 session.

See below for air-to-air combat or AA fire.

## **28.9 Aircraft firing**

### **Machine gun/AT fire at ground targets**

The squadron throws 1D6 per aircraft to spot a ground target. **3+** to spot successfully, **5+** in light rain or moonlight, **6** in heavy rain or no moonlight. A score of **2+** is required if the attack is called in by an Air Observation Officer.

Throw 1D6 per **MMG or HMG** firing. **3+** is a hit. Refer to Heroes All MMG/HMG Firing rules. Throw 1D6 per hit for effect and assess as effective range. Ignore any cover and movement modifiers.

### **AT/Rocket fire at ground targets**

Spotting as above.

Throw 1D6 per AT gun/rocket fired. **5+** required to hit. Use the **Attack Value** of a HMG as **+1** and of AT/rocket as **+8**. Use **Top** Defence Value for an armoured target. **Any** hit on open topped armour destroys it.

### **Kamikaze Aircraft**

Treat these as dive bombers. Once a hit is obtained, go straight to the HE Effects Chart and add 1 to the effect.

## 28.10 Anti-Aircraft fire (based on Heroes All rules)

Only AA guns can engage bombers and fighters at their normal operating heights. No AA fire can be conducted if friendly aircraft are over the Map Board.

The AA guns form their own Battlegroup and are activated by a BPC as usual in a session.

When activated, each AA gun throws 2D6 per barrel (3D6 if 40mm or over). A double scores a hit. If a "triple" is scored with 3D6, this counts as 2 hits. Throw 1D6 for damage or 2D6 for guns over 40mm. 1 point of damage is inflicted for 4+ (5+ for Fast or Fast/Agile aircraft and 3+ for Slow aircraft).

## 28.11 Air-to-air combat (based on Heroes All rules)

Aircraft move, attack and fire in the order determined by their activation in a session.

Aircraft require **2+** on a D6 to spot enemy squadrons, **3+** in light rain or moonlight or **5+** in heavy rain or with no moonlight.

Attacking squadrons throw 1D6 per MG and refer to the table below to determine hits.

	Fast/Agile attacker	Fast attacker	All other attackers	Slow attacker
Fast/agile target	5+	6	6 then 5+	6 then 6
Fast target	4+	5+	6	6 then 5+
All other targets	3+	4+	5+	6
Slow target	2+	3+	4+	5+

The above requirements are **increased by 1** if the firing aircraft is damaged.

For every hit, throw a D6 and score **4+** (MMG) or **3+** (HMG) to register damage. Each "damage" reduces the strength of the aircraft by 1.

Hits and damage must be shared out across the targeted squadron as equally as possible for each attack but aircraft already damaged can be targeted with extra or single hits as the player sees fit.



## 28.12 Strategic Condition Score of Air Command

Strategic Condition for the Air Command starts at GREEN and is reduced as losses and damage are taken.

Count the total number of aircraft controlled by Air Command. The total is recorded by the Air Command as his **Strategic Milestone**.

At the start of each day, count the total number of **damage** to aircraft in the Command.

Add 1 for each **inactive** machine

Add 2 for each aircraft **lost**.

The total is the number of D6 thrown at the start of the day by Air Command when activated.

Record and add up any scores of 1, 2 or 3 during these throws. The total is deducted from his **Strategic Milestone** score. When that score reaches 0, his **Strategic Condition** reduces by one step (from Green to Amber or from Amber to Red or from Red to Withdraw).

When a new Strategic Condition is reached (i.e. Amber from Green), the Strategic Milestone number is restored to the original level and the process starts again.

### Rallying Strategic Condition

At the start of each campaign day, if aircraft are repaired and returned to active service, or move from **inactive** to **active** as a result of preparation throws, Air Command throws 1D6 per machine now back available. Any throws of 1, 2 or 3, add this score back to the Strategic Milestone score.

The Strategic Milestone score of the Air Command cannot exceed the original figure.

If, as a result of the Strategic Milestone score having fallen to 0 or below, and the Strategic Condition having fallen by a level (i.e. from Green to amber), the Strategic Milestone is restored to the original figure as stated above. If rallying now takes because repairs are made and inactive machines are returned to service, and throws of 1, 2 or 3 are achieved, the Strategic Milestone cannot exceed the original figure, **nor** can the Strategic Condition be restored to the higher level.

An example is given below to show the basic workings of this mechanism.

**Example:** Air Command starts with 20 aircraft.

After one day, he suffers one lost aircraft and 6 "damages" to others. He has 2 machines inactive.

At the start of the next campaign day, he must throw 2 (lost aircraft) + 6 (damages) + 2 (inactive) = 10D6. He throws 2 + 2 + 6 + 5 + 4 + 6 + 2 + 4 + 5 + 3. Ignoring scores of 4, 5 or 6, he records a score of 9. Therefore, his Strategic Condition score reduces from 20 (number of aircraft he started with) to 11.

The following day, after no activity, 2 damaged aircraft are returned to active service and the 2 inactive aircraft are also able to fly. Air Command therefore throws 4D6 and scores 3 + 1 + 6 + 4. This adds 4 (3 + 1) back to his Strategic Milestone score which moves back up to 15.

This process continues until his Strategic Milestone score is reduced to 0. At this point, his Strategic Condition is reduced to **Amber** and the Strategic Milestone score restores to 20 (the number he started with).

### 28.13 Parachutists and glider landings

Parachute and air-landed troops are usually elite but always enhanced.

When parachuting/landing onto a Map Board, they immediately occupy that Map Board without entering into the "box" first. Consequently, they may immediately enter into combat as attackers (see **German Parachute landings** below).

For each parachute platoon landing, throw 2D6

Double 1 or 2 = 50% of platoon value lost

Double 3 or 4 = 25% of platoon value lost

Double 5 or 6 = 10% of platoon value lost

For each glider landing, throw 2D6.

Double 1 = glider and its contents all lost

Double 2 or 3 = glider lost and 75% of contents

Double 4 or 5 = glider lost and 50% of contents

Double 6 = glider lost and 25% of contents.

In all cases above, "value" or "contents" means the points value of the element. Any fractions are rounded down.

If a glider carrying a tank or armoured vehicle suffers damage on landing, the AFV automatically becomes **damaged**.

Both attackers and defenders take **Detection Throws** as usual with the defenders gaining an **extra 1D6**.

### **German Parachute landings**

German forces did not drop with their weapons. If they are immediately into a combat situation and if the "Dunnigan" rules are being used, they suffer a 1 right-shift on the Combat Results Table.



A Quick Reference Guide (QRG) is provided overleaf. Note that this is much simplified and uses abbreviations - the player should refer back to the this section for all rules in any case of doubt and to avoid misunderstandings.

## Air Combat Quick Reference Guide

Preparation = 3+ on a D6 with excess removing Damage (4+ if "Endurance")						
Strat Milestone Rallying = 1D6 for each aircraft returned to service. 1,2 or 3 = Rally						
Time allowed over Map Boards			Distant		Local	
Fighters, Gnd attack, Dive bombers, Recce			1 session		2 sessions	
Above with "Endurance"			2 sessions		3 sessions	
Torpedo bombers			2 sessions		2 sessions	
Bombers, transport			2 sessions		3 sessions	
Movement - Slow aircraft = 4 Map Boards, Fast aircraft = 8 , others = 6						
<b>Bombing</b>  3D6 per bomb dropped - double is a hit on the target number shown.	Bomb type	No of D6 thrown	HE Effects Table	Effect/D6	D	F
				1		1
				2	1	2
	Small	1	D	3	2	2
	Medium	1	F	4	2	3
	Heavy	3	F	5	2	3
	Torpedo	2	F	6	3	4
<b>Ground Attack (MG and AT/rockets)</b> 3+ on a D6 to spot, 5+ in light rain/moonlight, 6 in heavy rain/no moonlight 2+ called in <b>MMG/HMG:</b> 1D6 per gun, 3+ is a hit. D6 for effect (effective range, ignore all else) <b>AT/rockets:</b> 1D6 per AT gun/rocket firing. 5+ to hit. Use <b>Attack Value</b> of HMG as +1 and AT/rocket as +8. Use <b>Top Defence Val</b> for arm'd target. Hit on open Arm destroys						
<b>AA Fire</b> Guns under 40mm = 2D6 Guns 40mm+ = 3D6 <b>per barrel firing</b> A Double is a hit, a Triple is 2 hits. Guns under 40mm - 1D6 per hit Guns 40mm+ - 2D6 per hit 3+ = 1 point of damage for <b>Slow</b> aircraft 4+ = 1 point of damage for other aircraft 5+ = 1 point of damage for <b>Fast</b> or <b>Fast/Agile</b> aircraft						
<b>Air to Air SPOTTING (1D6 per machine in squadron)</b> 2+ on a D6 to spot, 3+ in light rain or moonlight, 5+ in heavy rain or no moonlight						
<b>Firing Air to Air per MMG firing</b>						
	Fast/Agile attacker	Fast attacker	All other	Slow attacker		
Fast/agile target	5+	6	6 then 5+	6 then 6		
Fast target	4+	5+	6	6 then 5+		
All other	3+	4+	5+	6		
Slow target	2+	3+	4+	5+		
The above is <b>increased by 1</b> if the firing aircraft is damaged. For every hit, throw a D6 and score 4+ (MMG) or 3+ (HMG) to register damage.						

## 29 Boats (Major naval actions are outside the scope of these rules.)

### 29.1 Fleets for each army

If it is appropriate, each army can be allocated a shipping fleet at the outset of the game, proportionate to the size and nature of the campaign.

Ship types are much simplified for ease. We describe them as "Destroyers", "Gunboats", "Armed Trawlers", "Motor (or E-) Boats", Submarines and fishing vessels.

All ships, except canoes rafts etc, are not included in the replenishment capability for an army. Once a ship is lost, it cannot be replaced. Canoes, rafts etc are only counted towards replenishment if sunk.

### 29.2 Guns on boats

The following shows the **number of guns** on each vessel. Dice for each at the outset of the campaign.

#### **Off-shore support vessel (referred to generically here as a Destroyer)**

149mm guns	2D3	2 shots per gun per day
150mm+ guns	2D3	2 shots per gun per day
20mm AA guns	2D4	3 shots per gun per day
Depth Charges	6	

#### **Gunboat**

75mm guns	Davg +2	3 shots per gun per day
20mm AA guns	Davg	3 shots per gun per day

#### **Small gunboat/trawler**

75mm guns	Davg	3 shots per gun per day
20mm AA guns	Davg	3 shots per gun per day

#### **MTB/E-Boat**

75mm guns	D3	3 shots per gun per day
Torpedoes	4	

#### **Submarine**

Torpedoes	6
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#### **Fishing boats (generic term for all yachts, smacks, junks etc)**

unarmed - capacity for 12 load spaces

**NOTE** that Small gunboats/trawlers, MTB/E-Boats and fishing boats are referred to as "Small Vessels" when being spotted.

### 29.3 Use of boats (ignoring landing craft)

#### Off-shore (Map Boards displaying the sea)

Destroyers, gunboats, trawlers, MTBs and submarines employed as off-shore fire support vessels in a Battlegroup

"Fishing Boats" are unarmed small sea-going vessels that can be used in covert operations.

In some campaigns (e.g. Norwegian Fjords etc), inland water may be treated as "Off Shore".

Presence not affected by weather

#### Rivers (large);

Navigable by all "small craft" plus Fishing boats, Small Gunboats and MTB/E-boats.



Weirs and locks may be present. Only canoes and rafts can pass a weir. Small Gunboats, MTB/E-boats and fishing boats can pass through locks.

Movement can be weather affected

#### Rivers (small);

Navigable by "small craft" (dingy, assault boat, canoe, raft etc) only. These craft form their own Battlegroup.

Nothing can move past engineer's bridges, rapids, weirs etc as marked on the campaign map. Locks may be present at some locations.

Movement can be weather affected

#### Lakes

Navigable as per the rivers feeding/flowing from them.

#### Locks

No Movement penalties apply for the use of locks. This will be taken into account with the number of Movement Points required to move onto the Map Board by river.

### 29.4 Supply for boats

Whilst ammunition supply was not a factor that interfered with naval operations, the availability of oil and sundry mechanical problems did have an impact.



For each ship ordered to conduct naval operations, when activated, 1D6 is thrown for each boat in the Battlegroup to determine serviceability. A boat is able to operate if a **2+** is scored on this throw.

Supply is not required for unpowered boats. However these craft can only be used by infantry if they have **enhanced capability**.

## **29.5 Boats shown on the campaign map**

Sea-going ships can operate alone or as part of a Battlegroup, and will be placed on a Map Board where off-shore fire support is required.

Whilst it is not required to include Map Boards for the sea, the player may consider this to be prudent so that he/she can deploy shipping and coastal artillery as required.

Naval vessels can be placed where required on an off-shore Map Board without the player having to consider the route by which that vessel travels. However, historical consideration should be given to placements to ensure that, for example, the entire enemy fleet does not arrive on a Map Board that would be considered impossible - e.g. the entire Kriegsmarine turning up in the English Channel.

If an island/peninsular type campaign allows naval forces to move, see the rules in **29.6** below.

A vessel will occupy the chosen/allocated "sea" Map Board(s) for 1 day.

In-shore vessels are shown as individual Battlegroups (which may include more than 1 vessel) and normally only appear on the river/lake Map Boards. They will move using the **Movement for Boats** rules below.

Rafts and River craft are also included individually on the campaign map as they can move between Map Boards. If they are being used by a (Special Forces) Battlegroup, just that Battlegroup will appear on the campaign map.

### **29.6.1 Movement for boats - simple coastlines**

#### **Destroyers**

These craft can be placed where required off-shore (see above).

#### **Smaller craft**

In addition to any other link between 2 map boards, there may be a river link.

This link will be shown in Blue on the campaign map and will show whether the waterway is a large or small river.

The campaign map will show, between Map Boards, the number of Movement Points that are required to move between them. This number reflects both the distance involved and the presence of weirs/locks/rapids etc (if any) on that stretch of water.

A Battlegroup throws a D10 for **each proposed move** between Map Boards.

The Battlegroup adds the D10 score to its own number of Movement Points and then modifies that score by any factors shown on the Movement Test Table. In order to move from one Map Board to the next, the total scored must equal or exceed the number of Movement Points shown on the map on the link between the Map Boards.

A failed throw means that the unit does not move in that session.

### 29.6.2 Movement for boats - island/peninsular campaigns

The campaign map will show coastal map nodes with an indication that these offer a potential attacker a suitable landing site. Other coastal nodes may not offer such sites but are still treated similarly. (Full details are given in the **Maps** section).

Off-shore vessels (Destroyers, Gunboats, Trawlers, MTBs and Submarines) move in accordance with the table below;

Vessel	Movement per session	Maximum moves per day
Destroyer	3	18
Gunboat	2	12
Trawler	2	12
Submarine	1	6
MTB etc	4	24
Fishing boat	1	6

Vessels are subject to a Movement Test as usual. Throw 1D10. The result is modified by any weather effects.



### Movement Table for off-shore boats

Vessel	Move-m ent Points	Weather effects					
		Heavy rain	Snow	High winds	Fog	Night (moonlit)	Night (no moon)
Destroyer	2	n/a	n/a	-1	-1	n/a	n/a
Gunboat	2	n/a	n/a	-2	-2	n/a	n/a
Trawler	2	n/a	n/a	-2	-2	n/a	n/a
MTB	2	n/a	n/a	-2	-2	n/a	n/a
Submarine	2	n/a	n/a	n/a	n/a	n/a	n/a
Fishing boat	1	-1	-1	-3	-3	n/a	-1

A score of **3** is required to move between any two Map Boards covering the off-shore area. If this score is not achieved, the vessel cannot move.

A vessel moving multiple Map Boards in a session makes multiple throws.

Each off-shore Map Board has a "box" similar to all other Map Board types.

If a vessel is attacked by another vessel, coastal artillery or from the air during a session, it may attempt move to another Map Board using the Movement rules **unless** it has orders to defend that Map Board.

### 29.7 Defensive Values for naval craft

Boats, like aircraft and buildings, are allocated a "Defence Value" or strength as shown below;

#### River craft

Canoe, Dinghy, Raft	1
Small launch/trawler/yacht	2

#### In-shore craft

Trawler, Small gunboat	4
Cargo or Landing ship	4
Landing craft	2

#### Off-shore craft

Destroyer etc	12
Gunboat	6
MTB, E-Boat etc	4
Submarine	6



German troops use a motorised raft to a river. Such vessels are restricted to inland waterways only.

## 29.8 Fire power of boats

All vessels, except Destroyers, can only fire their guns if they and their target are both in the Combat Area of a Map Board (i.e. not in the "Box").

Destroyers can only drop depth charges against submarines if both they and the submarine are in the Combat Area.

Destroyers can fire on enemy vessels irrespective of the position of either, **BUT** one of the vessels (firer or target) must be in the Combat Area.

Ship-to-shore artillery (gunboat) support can be dealt with on the campaign map in the same way as firing heavy artillery.

The ship provides its own observation and therefore a FOO is not required on the Map Board.

When firing, boats may fire all or some of their weapons as the player sees fit.

Destroyers and gunboats, when firing at the same target for a second or subsequent time, gain a **+1** on the firing dice for subsequent shots.

However, if a ship fires guns of different calibres in a Session, difficulties tracking the fall-of-shot removes this benefit.

## 29.9 Spotting targets

Destroyers may spot a target providing that either they, or their intended target is in the Combat area

All other vessels can only spot targets if both they and the target are in the Combat area.

All vessels (including Destroyers) must be in the Combat area to spot on-shore targets

All vessels must be in the Combat area to spot aircraft.

Coastal artillery can only spot targets in the Combat area

Aircraft must be in the Combat area to spot a naval vessel.

There is no limit to the number of targets spotted per Session but one target cannot be nominated twice in the same Session by the same observer.

## Spotting Dice throws

- > Destroyers get 3D6 per session when spotting targets
- > Gunboats get 2D6 per session when spotting targets
- > All other vessels (including submarines) get 1D6 when spotting targets.
- > Aircraft get 1D6 per machine in the squadron when spotting targets

## Spotting mechanism

- > A surface vessel needs **3+** on a D6 to spot another surface vessel
- > A surface vessel needs a **4+** to spot an on-shore target
- > A surface vessel needs a **2+** to spot aircraft (**3+** for a single target)
- > Coastal artillery needs a **5+** to spot a surface vessel
- > Aircraft needs a **2+** to spot a surface vessel
- > A submarine needs a **2+** to spot a surface vessel
- > A Destroyer needs a **2+** to detect a submarine

**The following modifiers** to the required score apply to spotting attempts;  
(not applicable to or against submarines)

- +1** for spotting in light rain
- +1** for spotting small vessels (see **29.10.3** below)
- +1** for spotting during a night session with moonlight
- +2** for spotting during a night session without moonlight
- +2** for spotting in heavy rain
- +2** for spotting in high winds
- 1** for spotting target firing at observer
- +1** for British Destroyers (RADAR)

## 29.10 Firing weapons in a naval engagement

### 29.10.1 Coastal gun battery counter-fire (150mm+) against shipping

Coastal emplacements fire as artillery firing over open sights.

Throw 1D10 for each gun firing. A score of 9+ registers a hit.

When a hit is registered, throw 1D6 for the effect and refer to the HE Effects Table using the column appropriate to the calibre of gun.

The damage shown is accrued against the strength of the vessel. When the strength is reduced by half, only half of any guns may fire (rounded up) and when it is reduced to 0, the vessel sinks.

These guns cannot be used against MTB/E-boats or submarines.

### 29.10.2 Submarine vs ship firing

When a **submarine fires its torpedoes**, it has 2 shots per session.

A hit is registered with a 8+ on a D10.

When a hit is registered, throw 1D6 for effect and refer to the chart below;

D6 result	Effect
1, 2 or 3	Half initial Defence Value lost
4+	Ship sinks

### 29.10.3 Ship vs Ship/submarine firing

One shot is taken **per gun over 75mm** firing from the Firing boat per Session. Smaller guns have 2 shots. The following chart shows the score required on a D10 for a gun to score a hit.

Destroyers drop 2 depth charges per attack against a submarine.

Target	Firer	Destroyer	Gunboat	Small gunboat/trawler	MTB/E-Boat
		Large vessels		Small vessels	
Destroyer		6+	7+	7+	10
Gunboat		6+	7+	7+	8+
Small gunboat, trawler		8+	7+	7+	8+
MTB/E-boat		10	9+	9+	8+
Submarine		5+ (see special rules below)	n/a	n/a	n/a
Fishing boat		n/a	6+	6+	6+
Cargo ship, landing ship		3+	5+	5+	5+

Destroyers and gunboats, when firing at the same target for a second or subsequent time, gain a **+1** on the firing dice for subsequent shots.

When a hit is registered on a surface vessel, throw 1D6 for the effect and refer to the HE Effects Table using the column appropriate to the calibre of gun fired.

When a Destroyer drops depth charges on a submarine, a score of 5 registers 1 damage and a score of 6 registers 2 damages.

The damage shown is accrued against the strength of the vessel. When the strength is reduced by half, only half of any guns may fire (rounded up) and when it is reduced to 0, the vessel sinks.

#### **29.10.4 Ships firing on shore based targets**

Ships fire as if they were artillery firing over open sights.

Throw 1D10 for each gun firing. A score of 3+ registers a hit.

When a hit is registered, throw 1D6 for the effect and refer to the HE Effects Table using the column appropriate to the calibre of gun.

#### **29.10.5 Ships vs aircraft**

AA guns on boats were famously poor but served only as disruptors.

When activated, throw 1D6 for each AA gun on board. A score of 6 registers a hit and 3+ on a further D6 inflicts damage of 1 point to the aircraft.

AA guns can fire in the same session as main guns but, if there are friendly aircraft on the Map Board/Combat Area, they can only be used against enemy dive and torpedo bombers.



This German trawler is a resin cast model from Britannia Miniatures and can make a superb model for your tabletop games.

In FYOW, it is classed as a "Trawler" and is a useful vessel for patrolling coastal waters.

### 29.10.6 Aircraft vs ships

Certain aircraft can **attack** and damage ships - small arms or MMG fire cannot inflict damage and thus fighters cannot be used unless they are firing Heavy Machine guns.

Fighter Bombers	Each aircraft throws a D10. 8+ hits. See page 62 of Heroes All for which HE Effects Chart Table to use. Aircraft firing AT or rockets use Table C
Dive bombers	Each aircraft throws a D10. 6+ hits. See HE Effects Chart Table D for dive bombers.
Torpedo bombers (see below)	Each aircraft throws a D10. 6+ hits. Throw 1D6 for damage. 1, 2 or 3 = half of ships original Defence value lost. 4+ = ship sinks.
HMG fire from fighters	Each aircraft throws a D10. 9+ hits. Throw 1D6 for damage - 1 point of damage inflicted on a 4+.
Anti-submarine bombers	Each aircraft throws a D10. 7+ hits. HE Effects Chart <b>Table D</b> (small bombs) or <b>Table F</b> (medium bombs).

Torpedo attacks can only be carried out against Destroyers.

The damage shown is accrued against the strength of the vessel. When the strength is reduced by half, only half of any guns may fire (rounded up) and when it is reduced to 0, the vessel sinks.

### 29.11 Strategic Condition of naval Battlegroups

Each boat Battlegroup starts the game with a Strategic Condition of 6

When activated, a vessel which has taken damage since its previous activation must initially assess its ability to remain fighting.

Throw a D6 for each point of damage taken. A score of 1 reduces the Strategic Condition of the vessel by 1.

When its Strategic Condition falls to 0, the boat retires from the Map Board.



## 29.12 Rallying Strategic Condition

When activated, a Destroyer, Gunboat or submarine can attempt to rally up the Strategic Condition of the damaged vessel by taking a Rallying Throw (representing the deployment of Damage Control teams). Rallying can also take place in the Dockyard.

The Rallying Throw comprises 4D6 (thrown after those made in **29.11** above).

The Strategic Condition of the boat is improved by 1 point for each score of **6** achieved during the Rallying Throw.

## 29.15 Repairs to damage on boats

A boat can be repaired before its next mission. When Naval Command is activated, 1 point of damage can be repaired for 1 vessel in 1 campaign day by the "Dockyard" throwing 2D6. Damage is repaired for each **3+** thrown.

Boats can undertake missions without being fully repaired but they remain vulnerable to sinking owing to their reduced strength.

## 29.16 Special Rules for certain campaigns

### **Landing Craft, barges and low-draft vessels at sea**

Landing craft, barges and other non sea-going craft utilised off shore (e.g. German trawlers in Operation Sealion) are subject to swamping in any winds. (Not applicable to craft used in-shore Landing on a beach)

Each vessel will throw a D6 per session in any wind. A 1 or 2 will sink it in light winds and 1, 2, 3, 4 or 5 will sink it in high winds. All vehicles/guns/CSWs are lost.

Replenishment rules will apply to infantry figures lost representing those recovered.

### **Landing at coves and other difficult locations**

Covert operations landing at small coves and non-beach locations, usually in rubber boats or by swimming, carries risks.

Treat rubber boats as shallow draft vessels - see above. **However** if the boats are being handled by Enhanced troops (i.e. those properly trained), **add 2** to the dice throw.

## Kamikaze Aircraft

Treat these as dive bombers. Once a hit is obtained, go straight to the HE Effects Chart and add 1 to the effect. The aircraft is lost when an attack is made, whether successful or not.

Kamikaze aircraft squadrons do not need to consider Strategic Conditions.

### 29.17 Playing a naval engagement

A naval engagement can be played as a "paper" exercise but a simple A4 sized template will aid game flow. An example is provided below for reference.

Session	1	2	3	4	5	6	Weather
	Night	Night	Day	Day	Day	Night	
							Fine, no moon, no wind
Left Box	Combat area						Right Box
	Coastal area						

At the start of the day, record the night/day situation for each Session and the weather for the day (note that this may change if you are playing "split" weather).

For each vessel/aircraft on each side, use a token or counter. One side places their tokens in the Left Box, the other side uses the Right Box. Coastal guns are noted in the Coastal area.

The BPC issued to each Battlegroup or individual vessel will determine the order in which each will be activated for each session.

Naval Captains and aircraft Squadron Leaders (regarded as CO's) do not need to take an Officer Reaction Test, nor throw the Order Dice. Coastal gun battery Officers do need to take the ORT (see FYOB rules).

When activated, each token may **Fire on a spotted target (Fire)**, **Move onto or away from the Combat Area (Move)**, or **Spot a target (Act)** in any order

Note that, although the Order Dice is not used, the activity mirrors the FYOB mechanic.

### **Firing**

A vessel may fire all or any of it's weapons as it sees fit. However, if two gun calibres are fired together (ignore AA fire), any benefit accruing for 2nd or subsequent shots at the same target is lost. (see **29.8** above).

### **Moving**

A vessel or aircraft can only move once per Session and so having moved into or out of the "box" or Combat area, it must remain there until activated again.

### **Spotting**

Only spotted targets can be fired on. Having left the Combat Area, a vessel must re-acquire targets when returning. Similarly, if a target leaves the Combat Area, it must be spotted again on returning.

Note special spotting rules for Destroyers (see **29.9** above).

# NAVAL ENGAGEMENT QUICK REFERENCE GUIDE

Spotting		To spot target		Spotting Modifiers
Destroyers	3D6	Surface to surface	3+	+1 light rain
Gunboats	2D6	Surface to on-shore	5+	+1 to spot small vessels
Others	1D6	Surface to aircraft	2+	+1 night session
Submarines	1D6	(single target)	3+	+1 extra with no moonlight
Aircraft	1D6 each	Coastal to surface	4+	+2 heavy rain
Firing modifiers		Aircraft to surface	2+	+2 high winds
+1	Night, moonlight	Submarine to surface	2+	-1 target firing at you
+2	Night, no moonlight	Destroyer to submarine	2+	+1 Destroyer with RADAR
FIRING Destroyers & Gunboats get +1 modifier for subsequent shots				
Firer	Target	Shots per	To Hit	Effect
Coastal gun 150mm+	Ship	1	9+ on a D10 per gun	D6 on HE Effects Table
Submarine	Ship	2	8+ on D10 per torpedo	D6 - 1,2,3 = 1/2 DV lost, 4+ sunk
Destroyer	Destroyer	1 per gun (2 75mm and under)	6+ on D10 per gun	D6 on HE Effects Table
Destroyer	Gunboat		6+ on D10 per gun	
Destroyer	Trawler		8+ on D10 per gun	
Destroyer	MTB/E-Boat		10 on D10 per gun	
Destroyer	Submarine	2	5+ on D10 per charge	5 = 1pt, 6 = 2pts damage
Destroyer	cargo boat or landing craft	3	3+ on D10 per charge	D6 on HE Effects Table
Gunboat or trawler	Destroyer	1	7+ on D10 per gun	D6 on HE Effects Table
Gunboat or trawler	Gunboat	1	7+ on D10 per gun	
Gunboat or trawler	Trawler	1	7+ on D10 per gun	
Gunboat or trawler	MTB/E-Boat	1	9+ on D10 per gun	
Gunboat or trawler	Fishing boat	1	6+ on D10 per gun	
Gunboat or trawler	cargo boat or landing craft	1	3+ on D10 per gun	
MTB/E-Boat	Destroyer	1	10+ on D10 per gun	D6 on HE Effects Table
MTB/E-Boat	Gunboat	1	8+ on D10 per gun	
MTB/E-Boat	Trawler	1	8+ on D10 per gun	
MTB/E-Boat	MTB/E-Boat	1	8+ on D10 per gun	
MTB/E-Boat	Fishing boat	1	6+ on D10 per gun	
MTB/E-Boat	cargo boat or landing craft	1	3+ on D10 per gun	
Ship	Shore	1 per gun	3+ on a D10 per gun	D6 on HE Effects Table
Ship AA	Aircraft	1 per gun	6 on D6 per gun	3+ = 1 point of damage
Fighter Bomber	Ship	2	8+ on D10 per bomb	D6 on HE Effects Table
Dive Bomber	Ship	2	6+ on D10 per bomb	D6 on HE Effects Table
Torpedo bomber	Destroyer	1	6+ on D10 per bomb	D6 - 1,2,3 = half DV lost, 4+ target sunk
Anti-sub bomber	Submarine	2	7+ on D10 per bomb	D6 on HE Effects Table
HMG fire	Ship	1 per gun	9+ on D10 per gun	D6 - 4+ = 1 pt damage
Damage accrued - half = half guns can fire (rounded up), 0 = vessel sinks.				
<b>Strategic Condition</b> - D6 per point of damage. 1 = SC reduced by 1. Vessel retires when SC = 0				
<b>SC Rallying</b> - Rallying with 4D6. 6 = SC improved by 1.				
<b>Kamikaze aircraft</b> - Treat as dive bomber. +1 to Effect throw. Aircraft lost. No SC for Kamikaze				

## Naval craft Movement

Off-shore vessels (Destroyers, Gunboats, Trawlers, MTBs and Submarines) move in accordance with the table below;

Vessel	Movement per session	Maximum moves per day
Destroyer	3	18
Gunboat	2	12
Trawler	2	12
Submarine	1	6
MTB etc	4	24
Fishing boat	1	6

### Movement Table for off-shore boats

Vessel	Movement Points	Weather effects					
		Heavy rain	Snow	High wind	Fog	Night (moonlit)	Night (no moon)
Destroyer	2	n/a	n/a	-1	-1	n/a	n/a
Gunboat	2	n/a	n/a	-2	-2	n/a	n/a
Trawler	2	n/a	n/a	-2	-2	n/a	n/a
Submarine	2	n/a	n/a	n/a	n/a	n/a	n/a
MTB	2	n/a	n/a	-2	-2	n/a	n/a
Fishing boat	1	-1	-1	-3	-3	n/a	-1

### Artillery & Bombs Effects Chart

75mm/3 inch guns	Use Table C
149mm/6 inch guns	Use Table E
150mm & larger guns	Use Table F
Small aircraft bombs	Use Table D
Medium aircraft bombs	Use Table F
Heavy aircraft bombs	Use 3 x Table F for each
Heavy bombs cannot be used against shipping	

HE Effect/D6	1	2	3	4	5	6
<b>A</b>		1	1	1	1	2
<b>B</b>		1	1	1	2	2
<b>C</b>		1	1	2	2	3
<b>D</b>		1	2	2	3	3
<b>E</b>	1	2	2	3	3	4
<b>F</b>	2	2	3	3	4	5

Session	1	2	3	4	5	6	Weather			
Left Box	Combat area									Right Box
	Coastal area									



# **NON COMBAT RULES**



Not everything in our campaigns involves fighting. We need to consider things like trains, getting jobs done (repairs etc) and then what is commonly known as "Fog of War" - that strange random factor that may have an influence on everyone or no-one. Here, it takes the form of chance cards. They are an optional extra but can add that little bit of spice to day-to-day normality.

## 30 Trains

Railway lines are shown on the campaign map.

### 30.1 Trains have a capacity shown in the Heroes All/FYOB rules

Trains load and unload according to Work & Task rules. Calculate the number of **Load Spaces** occupied by the infantry and materiel to be loaded on the train.

Each session, the Umpire throws a D10 and a D6. The scores are multiplied together to show the number of load spaces dealt with during the session.

A train is deemed to be loaded/unloaded when the cumulative dice score equals the number of Load Spaces being handled.

### 30.2 Trains have 4 Movement Points and can move up to 6 Map Boards per day. All rail links between Map Boards require 5 MP and are normally "auto" moves unless the weather or disruption intervenes. Disruption, in the form of attacks to the line, can occur from bombing, partisan activity etc.

### 30.3 Only one train can occupy a Map Board at any one time but can cross or pass at any Map Board where stations are indicated. These Map Boards will also provide loading and unloading facilities away from the main line and thus trains here will not interfere with other trains passing through.

### 30.4 Trains can be attacked. Treat all railway vehicles as "Softs" when assessing damage. Treat wagons and carriages as lorries when assessing losses to their cargo. Locomotives are destroyed after absorbing 3 points of damage.

Armoured Trains (locomotives and wagons) are considered to have **Light Armour** all around when being attacked.

### 30.5 A railway line can be cut using 1 large or 2 small charges, or 1 set of Partisan explosives.

If the railway line is broken, trains can unload infantry (and CSWs) at the rate of 2D10 load spaces per session on the Map Board containing the break. Once the track has been repaired, re-loading takes place at 2D6 load spaces per session.

Railway lines can be repaired by a Platoon of 10 Engineers who throw 4D10 per session. A platoon of 10 infantrymen can also mend the line, throwing 4D6 per session. The line is restored to working order when they have an accumulated score of 24 and may be used during the following session. (Refer to **31** for full rules).

- 30.6** Railway bridges are described as per road bridges with damage assessed and repaired in the same way.
- 30.7** Railway guns can be deployed to fire from any Map Board containing a station/yard. They are treated as artillery and fired in accordance with the usual rules as per their calibre.

Railway guns can be moved by treating them as a train. They retain 4 Movement Points but can **only move 3 Map Boards per day**,

**MILITARY RAILWAY STUDY GROUP**  
Formerly the World War Two Railway Study Group (founded 1989)



The Military Railway Study Group are a UK based organisation that, as their name suggests, study and publish material on all aspects of railways in wartime.

## 31 Work and Tasks

Reference should be made to the "Engineers" section of Heroes All to understand how the following is applied on the tabletop situation.

Work to be completed and task to be undertaken are reflected in their complexity and the time required by a pre-determined number.

Each bound on the game table, an element makes a D6 or D10 throw and records the cumulative score achieved. When the allocated number is achieved, the task is deemed complete.

The examples and suggestions given here **relate to daylight work** only. At night, the dice scores achieved should be halved (rounded up).

**Example;** 6 inch x 6 inch minefields are cleared by 2 sappers, a specialist AFV or 4 infantrymen. Each bound, throw 2D10 for the AFV, 1D10 for the sappers or 1D6 for the infantrymen. The minefield is cleared when they have accumulated a score of 10 (or 14 if the activity is during a night session). Half the number of sappers or infantrymen results in halving the score thrown on the dice. All men/AFVs cannot undertake any other action whilst on mine-clearing duty.

- 31.1** The same principles can be applied to the campaign although it must be appreciated that each session represents 4 bounds. Dice throws must therefore be multiplied to accommodate this.

Throws can be modified by weather conditions - refer to **Weather 25-27** for the details.

In **all cases**, any Work & Task undertaken in **Rationed** mode will have 50% added to the dice requirement.

If the Work or Task is completed during a session, any Battlegroups that are activated after the repairs can use the road etc as normal.

**Example;** On the games table, up to 10 engineers can be used to build a pontoon bridge. They throw 1D10 per 4 engineers per bound and will have the bridge finished when an accumulated score of 45 is achieved.

On the campaign map, this is represented by a bridging "Battlegroup" of 10 engineers and their equipment. In the session after their arrival on the Map Board, they throw 4D10 and record the total. When a cumulative

**Example continued** score of 45 has been reached, the bridge is available for use on the following session.

In **Rationed** mode, both would require a score of  $(90 + 50\%)$  **135**.

### 31.2 Repairs

In a campaign scenario, repairs can become an important factor that is absent from the game situation where shorter-term aspects prevail.

Damage to roads, railways and bridges can be assessed in terms of the work required to make an effective repair. The above mentioned mechanism is then used to determine when the repairs are complete.

Railway lines can be repaired by a Platoon of 10 Engineers who throw 1D10 per session. A platoon of 10 infantrymen can also mend the line, throwing 1D6 per session. The line is restored to working order when they have an accumulated score of 24 and may be used during the following session.

### 31.3 Maintenance

This process can also be applied to the maintenance of vehicles, where deemed that this is required - in the Western Desert for example.

At the start of each day, Field Park Engineers make suitable throws to determine how many vehicles are available for service that day and what damage, previously inflicted on vehicles, has been repaired.

### 31.4 Convoys

If a request for a supply convoy is received by the Brigade Senior Commander, he will be keen to ensure its early departure but time must be allocated for its organisation and loading.

Therefore, in the Session that the convoy is created, it must make a Work & Tasks throw using 1D10 and 1D6. The scores are multiplied together.

The convoy can leave as soon as a cumulative score equal to the number of **Load Spaces** being filled is achieved. Another throw during the next session may be required if the initial one fails to achieve the required score.

The convoy departs during the session **after** the Work & Tasks score is achieved.

### 31.5 Trains used as transport

Each session, the Umpire throws a D10 and a D6. The scores are multiplied together to show the number of load spaces dealt with during the session.

### 31.6 Boats used as transport

Refer to **Section 24** for mechanisms for loading and unloading boats.

British sappers clear a minefield ahead of advancing infantry and armour. They throw 1D10 for each pair of sappers and will clear a path when a total of 10 has been accumulated.



### 32. Chance Cards

The player can introduce a random factor that affects one or all of the forces in the campaign by using Chance Cards.

A normal pack of playing cards is the best option with the player drawing one card at the start of each month. Without looking at the card, the player throws a D12 and inserts the card into the diary box on the d12th day, Cards affect one day only.

#### Suggested chance card outcomes

	Spades	Clubs	Hearts	Diamonds
King	Weather up 2 steps today	Weather up 1 step today	Weather down 2 steps today	Weather down 1 step today
Queen	Add 1 to wind throw today	Add 1 to wind throw today	Deduct 1 from wind throw today	Deduct 1 from wind throw today
Jack	If it rains today +2 extra to Rain Gauge	If it rains today +1 extra to Rain Gauge	If it doesn't rain today -2 extra from Rain Gauge	If it doesn't rain today -1 extra from Rain Gauge
10	The weather chart throw is taken for sessions 1-2, 3-4 and 5-6 today.			
9	The weather chart throw is taken for sessions 1-3 and 4-6 today.			
8	All Battlegroups -1 from Stockpile	All Fractions -1 from Stockpile	All Fractions +1 to Stockpile	All Battlegroups +1 to Stockpile
7	All supply throws lose 2 pips	All supply throws lose 1 pip	All supply throws gain 1 pip	All supply throws gain 2 pips
6	All supply throws lose 1 pip	All supply throws lose 1 pip	All supply throws gain 1 pip	All supply throws gain 1 pip
5	Planned Partisan activity today is cancelled	Any Agent present does not need to test for detection today	1 Partisan radio added	1 Partisan radio broken
4	Command Decision rolls can be re-rolled today	Air Commands get an extra SC Rallying throw	Everybody gets an extra SC Rallying throw	Naval Commands get an extra SC Rallying throw
3	Air Command Flying permission throw -1 today	Any MP Test D10 roll of 0 counts as 0 not 10 today	Any MP Test D10 roll of 1 can be re-rolled today	Air Command Flying permission throw +1 today
2	Add 2 to every Work & Task need	Add 1 to every Work & Task need	Any Air Recce film from yesterday ruined and unusable	Any Replenishment due today delayed until tomorrow
Ace	Senior Command chosen by dice throw appoints a new CO	Senior Command chosen by dice throw appoints a new CO	CO chosen by dice throw appoints a new NCO	CO chosen by dice throw appoints a new NCO

# PAPER BATTLES



At times during your campaign, two forces will meet but the action is really too insignificant to justify setting up a table for a game. Or perhaps, time does not permit you to set up and fight a whole bunch of contacts that arise from a recent invasion. These are the sorts of encounters that can be sorted out on paper and this section of rules will guide you through this.

### 33. Dunnigan Rules for determining the outcome of "paper battles"

#### 33.1 The battle mechanism

The "battle" is fought after reference to

- (a) the **Combat Values** of the forces
- (b) the **terrain** on which the battle is being fought
- (c) the **deployment situation** of the defending forces and any other **influential factors**
- (d) the **Detection Throws** made by both forces
- (e) the **Battlegroup Priority Card** for the attacking force
- (f) a **D10** throw & the **Combat Results Table (CRT)**

#### 33.2 Combat Value

All forces must have a Combat Value, calculated as follows;

Using the values of figures, vehicles, equipment and weapons, calculate the value of each unit within each Battlegroup.

Divide this total by **10** to calculate the **Combat Value** of the Battlegroup.

**Ignore any fraction or decimal.** Thus 951 becomes 95 and 1019 becomes 101.

Record this Combat Value on the Battlegroup Record Sheet.

##### **Non combat and other supporting units**

Engineers bridging or minesweeping equipment, explosives etc have a **Combat Value of 0**, although the engineers themselves do have a cost. Ignore Radio Exchange Vehicles.

Reserves and HQ elements must also have their values calculated and this will become the Combat Value of any Fraction they form. If they are added to a Battlegroup as reserves, the Battlegroup Combat Value will be amended accordingly.

**Note** that when a Battlegroup with a value of, for example, 1019, gains reserves valued at, for example 229, the new Battlegroup value will be 1248. Whilst the old Combat Value of the Battlegroup was 101 and the Combat Value of the reserve was 22, the new Combat Value of the enlarged Battlegroup will become **124** and not **123**.

### 33.3 Battlefield terrain

All Map Boards are described in one of 6 basic ways.

The player will recognise that these descriptions will not cover every Map Board type and some adaptation will be required to categorize it into the most appropriate type.

For ease, each Map Board on the campaign map should be colour coded as suggested below;

Open plains, barren areas, little cover (grey Map Boards)
Farm or few buildings, light woods, some walls and hedges, wide beaches (orange Map Boards)
Heavy woodland, broken ground, walls and hedges common, village/town, river or railway line (green Map Boards)
Rugged, steep hills, cliffs and/or mountains, valleys, forests, bridges, few roads, broken coastline (brown Map Boards)
City, factories, urban environment <b>or</b> dense jungle or very heavy forests (gold Map Boards)
Fortified Map Board* - wire, obstacles, tank ditches, pillboxes, casement guns, minefields (Yellow Map Boards)

\*A **Fortified** Map Board is one that is being defended by purpose-built bunkers, casement weapons, minefields, wire and obstacles. This work is unlikely to be built during the campaign and so these Map Boards will be determined at the outset of the campaign.

### 33.4 The deployment situation of the forces and other factors

Defenders will be in one of a number of "attitudes" as determined by its Orders, activity and Supply status

Those attitudes are described in **Battlegroups on Map Boards - section 15.**

Supply effects (e.g. "Rationed" forces) will be noted on the Battlegroup Record Card.

Forces that are attacked twice in quick succession will, clearly, be at a disadvantage and this is reflected on the CRT (see **section (vi)** below).

### 33.5 Detection Throws

These are made by both forces when activated (see **Section 16**).

### 33.6 Battlegroup Priority Cards

The Battle is conducted when the attacking force is activated by its Battlegroup Priority Card. The defenders BPC remains important as the timing of activations still remains an important factor, particularly when a second attack is threatened, or the defenders need to retreat.

The activation timing of supporting forces that can join the battle is also important.

### 33.7 The "Paper Battle"

The battle takes place over 3 consecutive game sessions, described as

- (i) The **Contact Session**
- (ii) The **Combat Session** (which begins with an optional pre-combat artillery barrage)
- (iii) The **Outcome Session**

The player can, if desired, when playing small encounters, combine the **Contact Session** with the **Combat Session**, followed by the **Outcome session**. This represents such battles taking 8 tabletop bounds instead of the usual 12 allowed for larger battles.

#### 33.7.1 The Contact session

- (i) This sequence begins when the attacking Battlegroup is activated.

The attacker moves to the Map Board he wishes to occupy - combat being likely if it is already occupied by an enemy Battlegroup. Movement to the Map Board is not permitted if the Battlegroup's orders do not permit contact.

A Battlegroup in occupation of a Map Board may move away from contact if it is activated later in the same session, it has orders allowing/telling it to do so and it has Movement Allowance available.

If the Map Board is occupied by more than one enemy Battlegroup, they may combine to defend against the attack. (see **Multiple Combat** below).

- (ii) Detection throws are made by the attacking force.

Detection throws are made by the defenders when they are activated.

- (iii) Once this session is complete, neither force can withdraw from combat.

### 33.7.2 The Combat Session

#### The pre-battle artillery barrage

- (iv) At this stage, the attacking Battlegroup can, when activated, lay down a pre-combat artillery barrage on the defenders. Use **Command Decisions** to decide.

The attackers must have detected the defenders on the Map Board

Throw 1D6 for every artillery piece with calibre 100mm or over in the attacking Battlegroup. Ignore smaller artillery pieces usually organic to infantry units.

The score achieved represents the number of points of damage inflicted on the defending Battlegroup as a result of the barrage - e.g. a score of "36" means losses of 36 points inflicted on the defending Battlegroup value.

If the defenders are activated after the attackers in this Contact Session, they may (**Command Decision**) engage in counter-battery fire **if they have detected the attackers**. This fire is conducted using the same mechanism as above.

- (v) **The Combat Results Table**

Die Roll	Differential (attackers strength divided by defenders)										
	<1	>1.3	>1.6	>1.9	>2.2	>2.5	>2.8	>3.1	>3.7	>4.3	>5
10	DR	DR	DR	DR2	DR2	DR2	DR2	DR3	DR5	DR5	DR5
9	NR	DR	DR	DR2	DR2	DR2	DR2	DR3	DR4	DR5	DR5
8	NR	NR	DR	DR	DR2	DR2	DR2	DR3	DR3	DR4	DR5
7	AR	NR	NR	DR	DR	DR2	DR2	DR2	DR3	DR3	DR4
6	AR	AR	NR	NR	DR	DR	DR2	DR2	DR2	DR3	DR3
5	AR	AR	AR	NR	NR	DR	DR	DR2	DR2	DR2	DR3
4	AR	AR	AR	AR	NR	NR	DR	DR	DR2	DR2	DR2
3	AR	AR	AR	AR	AR	NR	DR	DR	DR	DR2	DR2
2	AR2	AR	AR	AR	AR	AR	NR	DR	DR	DR	DR2
1	AR3	AR2	AR	AR	AR	AR	AR	NR	DR	DR	DR

For each right shift required beyond the right hand column, add 1 to the D10 throw

If the differential is above 5, add 1 to the d10 throw for every 5 (or part of) above 5

If the differential is above 5, IGNORE any left-shift requirements

- (vi) **Using the Combat Results Table**

The attacker specifies his force to make the attack (it may be less than his total). Where beach landings are made in waves, the size of each wave is noted.

The attacking force compares its Combat Value with that of the defender and then calculates the **differential** between them (attackers Combat Value divided by the defenders Combat Value).

Refer to the Combat Results Table to select the column that reflects the differential in Combat Values between the two forces.

The column used is modified to the left or right after referencing;

- (a) The Terrain Effects Chart and
- (b) The Battle Factors chart

**All shifts on the Combats Results Table are cumulative.**

Terrain Effects Chart	
Terrain	Shift on CRT
Open plains, barren areas, little cover (grey Map Boards)	1 Right
Farm or few buildings, light woods, some walls and hedges, wide beaches (orange Map Boards)	0
Heavy woodland, broken ground, walls and hedges common, village/town, river or railway line (green Map Boards)	1 Left
Rugged, steep hills, cliffs and/or mountains, valleys, forests, bridges, few roads, broken coastline (brown Map Boards)	2 Left
City, factories, urban environment <b>or</b> dense jungle or very heavy forests (gold Map Boards)	2 Left
Fortified Map Board* - wire, obstacles, tank ditches, pillboxes, casement guns, minefields (Yellow Map Boards)	3 Left

The Terrain Effects Table assumes that a force as been deployed on that Map Board, thus gaining the benefit of trenches, buildings etc as part of its defence.

Battle Factors Chart	
Adjustments for terrain (from the Terrain Effects Chart)	as above
Defenders at <b>rest</b> or <b>in disarray</b>	2 right-shift
Defenders not deployed (stand-by, present etc)	1 right-shift
Defenders are Rationed	2 right-shift
Undetected defenders on the Map Board	1 left-shift
Undetected attackers entering Map Board	1 right-shift
Attack against Battlegroup <b>already engaged (NR)</b>	1 right-shift
2nd attack against same defender <b>this session</b>	1 right-shift
2nd attack against same defender <b>today</b> (different sessions)	1 right-shift
Attackers making a 2nd attack during the Outcome Session	1 left-shift
Attack against Battlegroup that has been an attacker today	1 right-shift

- (vii) The attacker throws a D10.

If the defender is activated before the attack during the Combat Session.	Reduce the D10 throw by 1.
If the attacking BC is above average	Increase by 1
If the attacking BC is below average	Decrease by 1
If the defending BC is above average	Decrease by 1
If the defending BC is below average	Increase by 1

Refer to the Combat Results Table to determine the outcome of the battle.

### 33.7.3 The Outcome Session

- (viii) The following table shows the action required by the forces after the battle has been resolved. Action required is undertaken in the **Outcome Session**.

CRT Results Table	
<b>NR</b>	No result - no obligation on either force to retreat but those choosing to do so will retreat one Map Board away from the enemy in good order
<b>AR/DR</b>	Attacker/defender retreats one Map Board away from the enemy in <b>good order</b> . If it has used all of its Movement Allowance, it falls back in <b>disarray</b> .
<b>AR2/DR2</b>	Attacker/defender retreats one Map Board away from the enemy in <b>disarray</b> .
<b>AR3/DR3</b>	
<b>DR4</b>	
<b>DR5</b>	

In all cases above, the winning force (if any) may remain on the Map Board.

Where there is an **NR** result, see section **(x)** below.

- (ix) The losses suffered by the winner and loser are determined by each making a D6 throw and referring to the **Losses Suffered Table**. If the attacker added to his D10 throw (as determined in **(v)** above), deduct the same from the D6 throw here. A result of 0 or less means he suffers 1% losses.

Any losses suffered only relate to the force committed to the battle.

This throw will also determine any affects to their **Strategic Condition** - see **section 12**.

A further D6 throw is made by both forces to determine losses and damage to support forces (including aircraft and shipping) and to bridges and buildings etc on the battlefield.

The player can remove whatever assets he chooses from a force to make up the amount of loss incurred. Odd differences of 1 point may be ignored for ease. See **Section 33.10** below.

**Losses Suffered Table (Results should be rounded down)**

D6 throw	1	2	3	4	5	6
NR [both forces affected]	No losses	5% of force value lost. Strategic Condition Green			10% of force value lost. SC Green.	
AR/DR [winner]	5% of force value lost. SC Green				10% of force value lost. SC Green.	
AR/DR [loser]	10% of force value lost. SC Green			25% of force value lost. SC Amber.		
AR2/DR2 [winner]	1% of force lost	5% of force value lost. SC Green				10% of force lost. SC Green
AR2/DR2 [loser]	10% of force value lost. SC Amber		25% of force value lost. SC Amber			40% of force lost. SC Red
AR3/DR3 [winner]	1% of force lost		5% of force value lost. SC Green			10% of force lost. SC Green
AR3/DR3 [loser]	10% of force value lost. SC Amber	25% of force value lost. SC Amber			50% of force value lost. SC Red	
DR4 [winner]	1% of force lost			5% of force value lost. SC Green		
DR4 [loser]	25% of force value lost. SC Amber			50% of force value lost. SC Red		100% of force value lost
DR5 [winner]	1% of force lost. SC Green					
DR5 [loser]	50% of force value lost. SC Amber	75% of force value lost. SC Red			100% of force lost	



A small village laid out on the tabletop, translated from a "Green" Map Board. The river would also show on the campaign map.



### Supplemental Effects suffered by forces after a conflict

	Aircraft/shipping damaged/lost	Ammo stocks	Engineers equipment	Building & Bridge damage
NR/winner	D6 minus 3 damage for each machine	(D6) 2, 3 = 1/4 used, 4, 5 = 1/2 used, 6= 3/4 used	(D6 for each piece) 1,2 = lost	(D6 for each) 1, 2, 3 = that much damage
AR/DR	D6 minus 2 damage for each machine			
AR2/DR2	D6 minus 1 damage for each machine	(D6) 1 = 1/4 used, 2, 3 = 1/2 used, 4,5 = 3/4 used, 6 = all used	(D6 for each piece) 1, 2, 3 = lost	
AR3/DR3				
DR4	D6 damage for each machine	(D6) 1, 2 = 1/2 used, 3,4,5 = all used	(D6 for each piece) 1,2,3,4 = lost	
DR5	All machines lost	All used and stockpile lost	All lost	

- (x) If the combat result is "NR", this session automatically becomes a further **Combat session** with the attacker referring to **33.7.2** above. Defenders cannot gain the **-1** modifier to the CRT (mentioned in section **(vii)** above) throw even if this applied previously.

If the attackers are activated before any defending force that has been obliged to retreat as a result of combat, the attackers may attack again. Section **(vi)** above indicates that a second attack will gain the attackers a further shift on the CRT CRT for doing so and any "Disarray" penalty inflicted on the defender in the initial combat will now count against them in the second battle.

Pre-combat artillery barrages cannot be undertaken in second battles.

If the defeated force is activated before the victors and are obliged to retreat, the victors **may not** use their Outcome Session to move back into contact and to instigate another battle. This can only be done on the following session if the victors have any Movement Allowance available and successfully move to the new Map Board.

### Multiple Combat

- (x) Battlegroups may move to a Map Board where the combat sequence is already on-going. Joining during the **contact session** simply allows the attacker/defender to increase the Combat Value of the force attacking/defending (if desired).

Map Board maximum capacities must be respected.

- (xi) The timing of the start of the **Combat Session**, is determined by the activation of any attacking Battlegroup (if more than one).

Any nearby Battlegroup (attacking **or** defending) activated before the start of the Combat Session may move to the Map Board on which combat is scheduled in order to join the combat but it cannot contribute to any pre-battle artillery barrage.

Any activated Battlegroup arriving on the Map Board **after** the combat has taken place simply triggers a new **Contact Session** but it must be appreciated that any subsequent combat will not include any Battlegroups that were obliged to retreat as a result of the initial battle. Detection Throws are still required by all relevant parties.

- (xii) During the Outcome session, Battlegroups (or elements from Battlegroups) on a Map Board that are not engaged in combat but which are friendly to a defeated force, are also obliged to retreat when the defeated Battlegroup retreats **unless** they have arrived late and triggered a new **Contact Session** as in (ix) above.

If Ordered or permitted, the victor may withdraw during the **Contact Session**.

Any new combat, triggered by the late arrival of a Battlegroup as in (xi) above will be conducted when that Battlegroup is activated during the following session - i.e. in a new **Combat Session**.

### 33.8 Retreating forces

**Good Order** A retreating Battlegroup moves to a new Map Board and may be considered to be deployed on that Map Board against another attack.

**Disarray** A retreating Battlegroup moves to a new Map Board but is not considered to be deployed. Deployment occupies the next 2 **daylight sessions (activations)**.

If attacked whilst in **disarray**, the defenders suffer a 2-right column shift on the CRT (see (v) above).

If the retreating force are Partisans, they are considered to be **dispersed** and will require a double on 3D6 thrown at the start of each week to reform.

#### Retreating into trouble

If a Battlegroup is forced to retreat away from the enemy but is prevented from doing so, the following conditions apply;

If the retreat takes a defeated force into the sea or a lake, the the retreating Battlegroup will surrender.

If any retreat in **disarray** takes them into a Map Board occupied by an enemy Battlegroup of more than 50% of their value, then the retreating Battlegroup will surrender to them.

If the retreat is in **Good Order**, or if the retreat is in **Disarray** and brings the Battlegroup onto a Map Board occupied by an enemy force of less than 50% of their own value, they may elect to either

(a) initiate a new **Contact Session** as an attacking force against the enemy

or

(b) remain in the "Box" of the new Map Board and, provided that they are activated ahead of the next activation for the occupiers, attempt to move away.

### 33.9 Strategic Condition repairs

The rules as outlined in Fight Your Own Battles will apply to all forces who have **Amber** or **Red** Strategic Conditions. Refer to these rules for methods of repair.

### 33.10 Loss of Combat Value by attrition

During the **Outcome Session**, the player should consult the ORBATS for each of the Battlegroups involved and make adjustments to reflect the losses sustained.

An AFV can have its value reduced by up to 50% but then is considered to be "damaged" if or when it subsequently appears on the tabletop. Repairs can be undertaken using the **Work & Tasks** rules (**see section 31**).

All losses and any adjustment to the **Combat Value** or **Movement Points** must be noted on the Battlegroup Record Sheet.

**Playing hint** It is important that the player is aware of which Battlegroups are engaged in **Contact Sessions**, **Combat Sessions** or **Outcome Sessions** during the campaign day. It is suggested that a system of counters, similar to those used during a game in Fight Your Own Battles be used, placed on the Cardsheet as a reminder. Green counters could indicate **Contact**, Red counters could indicate **Combat** and Yellow counters could indicate **Outcome**.

**PARTISANS**

Partisan, local Resistance Movements, call them what you will - in modern warfare, the involvement of locals defending their (often occupied) country cannot be ignored. These brave people get their chance to hit back at their foe by blowing things up, disrupting activity or just spying on behalf of their potential liberators. But it's a dangerous way to live.....

## 34 Partisans

The Partisan rules allow "underground" forces to operate in areas occupied by enemy troops. The object of these rules is to give the partisans the ability to (a) disrupt the enemy movements by destroying bridges, railway lines etc, (b) disrupt supply convoys, hit military targets and (c) draw enemy troops away from normal duties as they try to track down and destroy the partisan cells.



For all partisan throws, if 3 dice are thrown and all show the same number, this still only counts as a double, not 3 doubles.

### 34.1 Start of the game

At the start of the campaign a D3 throw will show how many resistance cells are operating. (This number can be increased or decreased as the player sees fit, depending on the size of the campaign map area.) Throw 1 x D6 for number of members per cell.

**34.2** A cell can only be active if it has 3 or more members, a radio and explosives. Cells with less than 3 members, no radio or no explosives are considered to be dormant.

**34.3** A Partisan log should be maintained showing the condition of each cell.

### 34.4 Recruiting members

At the start of each season, throw a double on 2 x D6 to add a new cell with D6 members. This is not done at the start of the game, only in subsequent seasons.

Existing cells can recruit new members by throwing 3D4 at the start of the month. A double indicates new members with the double number representing the number of new recruits. This is not done at the start of the game, only in subsequent months.

The maximum number of members a cell can have is 10.

### 34.5 Supplies for resistance

Food etc is assumed to be obtained from local sources and therefore there is no requirement for resistance fighters to be supplied.

Ammunition, explosives etc do need to be supplied. 1 unit of explosives is required for each mission. This is obtained by throwing a double on 3D6. Each cell throws at the start of the game and then at the start of each campaign month.

Active and dormant cells can make this throw to store explosives for future use.

Stored explosives can be lost during anti-partisan sweeps (see below).

The maximum number of explosive units that a cell can hold is 3.

Active cells can carry out observation missions without explosives but must have a radio.

### 34.6 Radios

A Partisan cell needs to have a radio transmitter to be considered as active.

At the start of the game, throw 3D6 and score a double to obtain a radio.

If the cell fails to obtain a radio at the start of the game, or if the cell loses its radio, a new one can be obtained by throwing a double at the start of the month on 3D6.

### 34.7 Activity

At the start of each campaign month, the partisans plan their activity. All cells can plan an activity in the same month as they become active (i.e. they have more than 3 members, a radio and explosives).

On the campaign map identify 6 map boards containing key points as targets for the Partisans to attack (radio mast, railway station, river bridge, level crossing etc)

**or**

map boards for the partisans to observe and report back on for friendly forces

If targets are limited, a maximum of 2 may appear twice on the list

A maximum of 3 targets may be classified as "difficult". A difficult target is any target that is located on a map board that is defended by an enemy Battlegroup of at least Company (or equivalent) strength. Such targets could include railway facilities, bridges, HQ buildings/supply depots in a town or harbour and an airfield.

Battlegroup HQ's and Supply routes are **always** considered as "Difficult".

Ordinary targets are those defended by smaller forces and include a radio mast, a river bridge, a remote stretch of railway line etc.

### 34.8 Attacking targets

On the first day of each month, each active cell (see above) throws 5D6. A double means activity will take place during the month. Using the diary box system, place 4 yellow cards in the diary, one each behind the tab for the 1st day of each week. One card will be marked on the reverse indicating the week of the attack. Use a D3 to determine the day of that week that the attack will be undertaken and a D6 to determine the session of that day. Add a BPC for the cell during the chosen session.

On the day of the attack, throw a D6 to "choose" the target from the list made earlier and then, when the cell is activated during the chosen session, throw a D6 for the outcome of the attack. There is no need for the partisans' action to be played out on the table - this is a paper exercise.

#### Ordinary targets (roads, unguarded bridges etc)

6	Target destroyed completely.
5	Target damaged - Work & Task total of 120 required to repair
4	Target damaged - Work & Task total of 90 required to repair
3	Mission foiled by guards.
2	Mission failed but cell escaped with D6 casualties
1	Mission failed and cell wiped out.

#### Difficult targets (as defined above)

5+	Target destroyed completely. If this was a Battlegroup Supply Stockpile, it is reduced to 0. If target was a supply route, reduce number of Supply dice thrown for D3 days.
4	Target damaged - Work & Task total of 100 required to repair. If target was a Battlegroup Stockpile, it is reduced by half (rounded up). If target was a supply route, deduct 1 pip from Supply Throw dice for D3 days starting tomorrow.
3	Mission failed but cell escaped with D6 casualties
1 or 2	Mission failed and cell wiped out.

### 34.9 Observing targets

On the first day of each month, each active cell (see above) throws 5D6. A double means activity will take place during the month. Using the diary box system as above, use 4 yellow cards to decide the week that the cell will attempt to observe an enemy map board.

Use the above rules to determine the day and time of day for the observation mission. A BPC will be needed for the partisans for the chosen session.



When the observation takes place, the cell will consider itself in the "box" of the map board chosen for the observation. IGNORE PARTISAN MOVEMENT.

The partisans and occupiers of the Map Board will be activated by their BPC's and make their Detection Throws.

When the Partisans make their Detection Throw, they will count themselves as a Recce element.

Any enemy forces on the map board being observed can make a Detection Throw as normal in an attempt to spot the Partisans. If they are spotted, the Partisans and the occupying force each throw a D6. If the occupying force throws a higher number, the Partisans incur D4 casualties before withdrawing.

Refer to the **Information Gathering** rules when observing Map Boards.

#### 34.10 After the mission

After the mission, allocate a new target to the vacant number in the list of 6 targets. The same target cannot be put back on the list immediately but can be nominated again in the future.

#### 34.11 Partisans in battle

Partisan forces can engage with the enemy either directly on the table or using the "Dunnigan Rules". They will have a value and a **Combat Value** as if they were. **Regular Enhanced** troops.

If, as a result of this combat, they are forced to retreat, the following rules apply;

##### **Retreat in Good Order**

The cell escapes back to their hideout but cannot take any further action during this month. A note must be made on their Battlegroup Record Card.

Losses are recorded.

##### **Retreat in Disarray**

The cell escapes back towards their hideout but are dispersed and cannot take any further action this month **and**

On the 1st day of next week (and subsequent weeks if required), they throw 5D6 and cannot be active again until a double is thrown.

### 34.12 Partisan communications

The Partisans will communicate with the highest level of Command in the army of their choice amongst their liberators (e.g. French Command in France rather than overall Allied Command).

At the start of each week, the partisan leader calls in and give a report. A connection is made by throwing 5+ on a D10 (as per poor radios used in the FYOB rules).

Once a connection is made, reports can be sent giving results of numbers of recruits and attacks etc. Throw a D6

- 1 Report cannot get through or is not picked up
- 2+ Results of the attack or details of enemy units is transmitted.  
(Remember this score - see below)

### 34.13 Enemy listening units

It is expected that, where partisans are operating, the occupying army will deploy some listening units although these do not need to be specified nor included in the fighting strength of the campaign army (similar to maintenance/signals/doctors etc). When a partisan message is successfully transmitted (throws of 2+ on the D6 above), the listening unit can try to detect it and will be successful if it can throw the same number **or less** on a D10.

**Example.** A partisan group throw a 5 on a D10 to net in their radio and then throw a 4 on a D6. This allows them to send a report about enemy locations and strengths.

The enemy listening unit throws a D10 and needs to score 4 or less to pinpoint the location of the Partisan radio.

### 34.14 Anti Partisan sweeps

The Commander of an enemy force on or within 3 Map Boards of Partisan activity can make an anti-partisan sweep in the event of the following.

- an intercept that has been gained by the listening units (see above)
- or**
- a partisan attack, whatever the outcome
- or**
- partisans being detected on a Map Board (see **34.9** above)

A Command Decision process is used to decide whether to carry out the sweep.

The nearest Battlegroup to any recent attack must give up an infantry company of at least 3 platoons to undertake the sweep. This will take place at the start of the week following the incident and the company cannot be used for any other purpose during the week. Use the diary card system as a reminder of this activity.

The sweep involves throwing 3D6.

If a double is thrown, the number on each dice is the number of Partisans captured from the cell that carried out the attack or made the radio report etc.

For each partisan captured, a 6 on a D6 will give the sweeping forces all of the explosives belonging to the cell. A further 6 on another D6 will give them the radio transmitter. The radio transmitter can be captured without the explosives and vice versa.

#### **34.15 Agent operations**

Armed forces friendly to the partisans can purchase an "Agent" figure by throwing a double on 2D10 at the start of a Campaign month. These Agents are "supplied" by the nations armed forces. One attempt is allowed for each active cell in operation.

Agents can be attached to any cell.

If an Agent joins a cell, that cell gets a **+1** modifier to **either** dice during any Explosives or Radio throw it makes during the month.

Presence of an Agent means that an attack or observation mission is automatic that month. The diary cards are used in the normal way to determine the attack date.

For each day after the Agent arrives, during the first daily session, the agent must throw 2D10. A double means that he and the cell are captured, the radio lost and any explosives held also lost.

If, during an attack or observation mission or anti-partisan sweep, a cell containing an Agent suffers casualties or has members captured, the Agent is considered lost if he throws a 1 on a D6.

After the Agent-induced attack, if he has evaded capture, the agent escapes back to his own country automatically.

If an agent is sent on a second or subsequent mission, he evades capture by throwing 2D12 instead of 2D10 each day. On a third or subsequent mission he throws 2D20.

There is no limit to the number of missions an agent can make.

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