

RED STAR RAMPANT!

Turn Order - Each squad/fire team and vehicle rolls a D20 at the beginning of each turn. The number you roll determines when you will move. The higher the number rolled the sooner you move. So all the units that rolled a 20 go first followed by the 19's, then the 18's, etc. For instance if your squad of anti-tank equipped Partisans rolls a 15 and your opponent's T-80 tank rolls a 18, trouble is sure to befall the Partisans. If two units roll the same number then they perform their actions at the same time. If they act upon each other then they both count casualties and effects at the end of the action. Say a squad of Special Forces troops and a mob of Native Militia both roll a 14. The Special Forces let rip with the full squad and cause ten casualties to the mob (it doesn't matter who rolls the dice first). The mob will be returning fire at the same time as the Special Forces, so the ten casualties still get to fire. Once both units have shot, take off the casualties and resolve special effects.

Movement - Units of troops take up one Hex. Unit "Stacking" is possible, but isn't a good idea if your opponent has Missiles or Tanks. Also you have to figure in physical space. You can't fit 50 guys on one hex. Use common sense please. Vehicles take up one hex. Vehicles may not "Stack". Troops can move one hex and shoot, move two hexes and not shoot or stand still and roll an extra dice for shooting. Vehicles can move up to two hexes and shoot, three or four hexes and not shoot or not move and roll an extra dice for shooting. Light Vehicles such as motorbikes count as troops for being shot at and vehicles for movement.

Shooting - Roll the number of dice per weapon (if its in range). Any roll over the targets "wound number" is a hit. Cover, movement and "special effects" modify the targets "wound number". Ones always miss. Ranges are measured from your unit to the enemy in hexes. Do not count the hex your unit is in. You may fire at any target you can hit within range and not blocked by cover. You may not fire through your forces or through enemy forces. Shooting at models that have moved their maximum movement in one turn (troops that have moved two hexes or vehicles that have moved four hexes) will add a +1 to their "wound number". Troops are a 4+ to hit. Vehicles are a 6+ to hit.

Pistols - Shoot one Hex. No special effects. Roll one dice for shooting.

Antipersonnel Grenades - Shoots one hex. Special Effects - Will affect a whole hex. Add one to the "Wound Number" for personnel (No special effect on vehicles). Roll one dice per model in the hex.

Antitank Grenades/Satchel Charges - Shoots one hex. Special Effects - Will affect a whole hex. Subtract one from the "wound number" for vehicles (no special effect on troops). Roll one dice per model in the hex.

Assault Weapons - shoot five hexes. No special effects. Roll two dice for shooting.

Sniper Rifles - Shoot ten hexes. Special Effects - Can't move and fire in the same turn. Also only gets one shot in a turn. Will always count as Suppression fire and kill fire. Roll one dice.

Light Machineguns (man portable) - Shoot 5 hexes. Special effects - subtract one from the "wound number" for troops (no special effect on vehicles). Roll five dice for shooting.

Heavy Machineguns (Vehicle mounted or on a tripod) - Shoot 10 hexes. Special effects - subtract two from the "wound number" for troops and one for vehicles. Roll five dice for shooting. Cannot be moved and fired by troops (will always gain an extra dice for shooting). Will always count as Suppression fire and kill fire.



Flamethrowers - Shoot two hexes. Special effects - Will affect a whole hex. Subtract one from troop "wound numbers" (no special effect on vehicles). Roll one dice per model on the hex (add one per model if the weapon didn't move). Will always count as Suppression fire and kill fire. If fired at a target unit that is benefiting from cover modifiers to modify their "wound number" (in a foxhole or in trees) the flamethrower will ignore these modifiers.

Mortars - Shoots fifteen hexes. Special effects - Will affect a whole hex. Not blocked by terrain. If fired indirectly without a spotter it will hit the hex you're aiming at on a 5+. If there is another unit to act as a spotter (the unit may not move for that turn as they are radioing in fire directions to the mortars. They may still fire as normal.) or you can see your target, then the hex will be hit on a 3+. If the mortar misses, then the shot lands in one of the six hexes next to the one you were aiming at randomly. Roll a D6. On a 1 it hits the first hex between the mortar and the target. Then number the other five hexes clockwise. Subtract one from "wound number" for troops and ADD one for vehicles. Roll one dice per model on the hex.

Smoke Launchers (vehicle mounted or mortar fired) - Effects three touching hexes in front of a vehicle. Counts a light cover if fired through. Roll a D6 at the end of the turn. On a 1-4 it disperses. On a 5 or 6 it lasts for the next turn and then disperses. Mortars can also fire smoke. Work out the shot as if it was a regular attack with a mortar. The single hex that is hit counts as light cover (+1 to your "wound number" if you are in it and you can't shoot through it.). Roll at the end of the turn just like with the vehicle mounted smoke.

RPG's/Light Missiles - Shoot ten hexes. Special effects - Will affect a whole hex. Subtract one from troop and two from vehicle "wound numbers". Roll one dice per model on the hex (add one per model if the weapon didn't move). Will always count as Suppression fire and kill fire.

Heavy Missiles - Shoots twenty hexes. Special effects - Will affect a whole hex. Subtract three from troop and vehicle "wound numbers". Cannot be moved and fired by troops (will always gain an extra dice for shooting). Roll one dice per model on the hex (add one per model if the weapon didn't move). Will always count as Suppression fire and kill fire.

Automatic cannons (vehicle mounted ONLY) - Shoots fifteen hexes. Subtract three from troop and vehicle "wound numbers". Roll five dice for shooting. Will always count as Suppression fire and kill fire.

Tank Main Guns - Shoots fifteen Hexes. Special effects - Will affect a whole hex. Subtract four from troop and vehicle "wound number". Roll two dice per model on the hex (add one per model if the weapon didn't move). Will always count as Suppression fire and kill fire.

Vehicles - Basic design for Main Battle Tanks (MBT) and Armored Fighting Vehicles (AFV/APC) place most of the armor on the front a sides of the vehicle. This makes them hard to kill from the front and "easier" to kill from the rear. To simulate this in a simple way, follow the following general guidelines. I say guidelines, not rules, because it depends on your model collection. A Sci-Fi tank may have the whole vehicle covered in super armor or a steam-punk armored Conestoga wagon may just have simple boilerplate armor all around.

Tanks (you're welcome) - MBT's add +2 to the frontal armor and +1 for the sides. This means a RPG can hurt a MBT with a frontal shot, if you're lucky, but not Heavy Machine Gun fire. Heavy machine gun fire can hurt a tank from the rear, but only if you're lucky again.

APC/AFV's - AFV's add +1 to the frontal armor and - 1 to the rear armor. A heavy weapon can cut through most of these light armored vehicles from the rear very easily, but lighter weapons will still bounce off the front.

Vehicle Damage - Vehicles are harder to kill than a person. So, we need to represent this in a simple way. Roll a D6 each time a vehicle is damaged and find the result on the chart.

1. Stunned, miss next turn as you reboot the computers or restart the engine, etc.
2. Motive Damage, you can only move one half as normal. So you can move one square and fire, two squares and not fire or not move at all.
3. Motive Crippled, you can't move.
4. Motive Crippled and Fire Control Damage, same as above but you can only fire one weapon every other turn.
5. Motive crippled and Fire Control Crippled, you can't move or fire. The crew and half the passengers (round up) are killed.

6. BOOM! Vehicle destroyed. Crew and Passengers are killed. For each "point" you go over on the roll for "wound number", add one to the damage. So you've fired a RPG at the front of a tank. This requires you to roll a six on a D6. So the damage would be just a single roll. If you hit a AFV in the rear with the same RPG you'd need a 3+ (6+ to damage the vehicle, -1 to the "wound number" for a rear AFV shot and then a further -2 for the RPG special effect.). If you rolled a 6, you'd then roll a D6 and add three to the number to see the affect (you needed a 3 and your roll went three "points" over that number). This would give you a minimum of a 4, which will mess up the AFV nicely.

Vehicle Weapons - Most Offensive Military Vehicles have more than one weapon. You may fire the vehicles main weapon OR Heavy Secondary Weapons OR all of its lighter weapons. For instance, a BMP-3 has a cannon like a tank, an Automatic Cannon and Machineguns/Passenger weapons. You may fire the Cannon OR the Automatic Cannon OR the turret heavy machine gun, the two passenger light machine guns and the AK-74's through the firing ports. NOT all of the weapons. This is not to say that in real life the vehicle can't fire all it's weapons at the same time, just that it makes vehicles too powerful for a game.



Kill fire/suppression fire - There are two ways for models on the battlefield to use their weapons. This simulates the aimed fire of troops trying to kill the enemy or filling the air with lead to keep the other guys head down. Kill fire is to wound the enemy. Hits from Kill fire will remove models. Suppression fire (Covering fire) is to tie down the enemy to accomplish your goals. Suppression fire deducts 5 from your D20 (your turn order roll). Just inform your opponent that you intend to use Suppression Fire instead of Kill Fire.

So a "Baddie (18)" is suppression fired on by a "Goodie (19)". This drops them to a 13, which will let the second "Goodie (16)" run into a building without taking fire. Suppression fire is cumulative. So if four squads are shooting suppression fire at you, you'll count as having a turn order roll of one.

You may wish to represent Suppression of a unit with a scenic token or counter. Small craters, explosions made of painted cotton wool or bullet impacts add to the feel of the game and make it easy to see who's suppressed.

Morale - Once you've taken 25% casualties your squad counts as suppressed (-5 to your turn order roll). At 50% casualties you are suppressed and you may no longer move toward the enemy unless you roll a 15+ on your turn order roll (keeping in mind that you still count as being suppressed). At 75% casualties you are suppressed and you must move away from the enemy or into hard cover. Percentages are worked out from the original squad size. You may wish to modify the percentages depending on your troops. Special Forces may not need to be suppressed until the 50% point. While a mob of Civilians charging a barricade manned by Secret Policemen may be suppressed and no longer able to move forward (unless they roll a 15+) once they reach 25%.

Casualties - Any hit made by the enemy will remove one model as a casualty. The model may not be dead, but will no longer take part in the game. The owner of the unit getting shot at takes off the models that he wishes too. This represents the fact that although the squad machine-gunner may have been riddled with bullets, the squad that he's in will just pick up the weapon from the body of the dead man.

Cover - Cover cannot be fired through. Only fired into. So you can shoot into a hex of trees, but not through that hex into the ones behind it.

Heavy cover adds a +2 to your "wound number". Heavy cover would be items that are substantial. Foxholes, craters, sandbag or concrete walls or windows in buildings would be heavy cover. Light cover will add +1 to your "wound number". Light cover is for anything that may be visually obscuring to the enemy, but of no solid cover. Trees, chain link fences or even clouds of smoke are light cover. Troops and vehicles can benefit from cover. A tank behind a hill will count as being in cover. So another tank will only wound it on a six (6+ to hurt a vehicle, -4 for being shoot at by a MBT main gun, +2 for MBT frontal armor and +2 for the cover.). Cover is VERY important. For simplicity, the whole hex counts as cover. So a hex with some trees will count as light cover and a hex that

has a chain link fence on it will as well. Linear cover (hedges, fences, riverbanks, etc.) will only count if the cover is between the majority of the unit or vehicle and the attacker. Units can place models outside of the cover due to space restrictions or simple safety of your painted models. These models still count as being in cover if the majority of the squad is in cover.

Hand to Hand - Hand to hand is a bloody affair (or so I've seen on the History Channel and in the movies). It comes down to knives, rifle butts and a three round semi-auto burst to the face.

In order to get into close combat you must enter the hex of the enemy squad you wish to attack. This is called a "Charge Move". You have to be able to perform this move. So you can't charge and fire in the same turn (see your three movement choices under Movement). Close combat will count as the normal movement for both squads for the turn. So a squad that rolls a 15 attacks a squad that rolled a 14. Once the attack is finished for the turn the squad that rolled a 14 doesn't get a second attack that turn.

There is no mobbing up on a single model. All the combatants are set up on a one to one basis. If one side is outnumbered then the side that has more men will deal the extra men out.

For each pair of men in the attack roll a D6 each. The one with the lower number is removed as a casualty. If you have a side that is outnumbered still roll a D6 per man involved. If the outnumbered man wins, only one of the other side's men is removed as a casualty.

Once each man in the combat has rolled then the combat is over for the turn. It continues on the next turn. Still roll the turn order roll for both units. The fight then takes place during the turn order of the highest number rolled. This will let you know when the combat occurs. Just in case one of you less scrupulous players decides that a HEAT round from his MBT will end the combat quicker. He'll need to roll higher for his tank than the highest number for the two (or more) units in close combat.

SPECIAL RULES

I don't want to cover everything that can possibly be thought off by wargamers. So I'm going to give you a few examples. Between you and your opponents you should be able to figure out what you need. Don't forget that the more of these you use, the more "Special" your army becomes. Make it too special and you'll have to figure out how to balance it with your opponent. A Heavy Armored Para-dropped Heroic army will not be fun to play against all the time

Body Armor/Reactive Vehicle Armor - The growing worry over protecting modern troops from the effects of fatal wounds has lead countries to keep improving personal body armor. Armor can work one of two ways. You can have it so that your opponent re-rolls any of the dice that injure your models (only once). This is the simplest way of working it out. The other option is that you figure in an additional +1 to the models "wound number". It will only work from rifles, machineguns and like weapons (use common sense). This makes units with body armor in hard cover immune to small arms fire. Not much fun for an assaulting army. Vehicle armor only works against missiles/RPG's. Explosive panels will not affect Tank Main Guns.

Heroic - Some units are just plain tough or crazy. They ignore the effects of moral. This can be situational. Your Special Forces troops may become Heroic after one of their unit is killed (We can't leave Joey behind! We've got to kill all these Commies to get him back to the Doc's.) or your unit of Japanese or Russians can become Heroic while performing a charge move ("Banzai!" or "Urra!").

Sneak Attack/Forward Deployment - This can cover anything like Partisans hidden in bushes or in covered holes, scout units flanking the enemy or units being Para-dropped. You simply tell your opponent that you have units off table. They can enter combat by walking in from the table edge or just place them where you want at the beginning of the turn before you roll the turn order rolls for the rest of the forces. Units placed like this automatically count as if they rolled a one for their turn order roll (so don't set them up where they can be shot at). Additionally, you may wish to impose a D6 roll for them to show up. A 6+ is needed on the first turn, a 5+ on the second, 4+ on the third, etc.

NBC Attack! - Your army has never heard of the Geneva Convention or it just doesn't care. Before the game your troops drop a huge barrage of non-lethal chemical weapons on the enemy (if they are lethal then they all die. Not much of a game then.). This will of course give you huge advantages in the initial assault. If you do this, you count the whole enemy force as suppressed for D6 turns of the game. They are rushing into their protective clothing or just plain coughing up a lung. This tends to hamper troop reaction. Any of the enemy units that roll a 15 or better for their turn order roll are no longer effected by this, but still count as suppressed for that turn. This is a HUGE advantage for the attacker. In order for you to pull this off, you need your opponents consent AND have your army in protective clothing. If you don't have them modeled up with gas masks or full NBC suits then your army is also affected by this. This isn't a good idea for every game. Think of it as more of a role-playing type action. For instance, if my Soviets were to invade Germany, they may wish to soften NATO up with a little tear gas. Of course my opponent may see fit to return the favor when he wants to counter-attack later.

**Some sample units for our Modern Soviet invasion of Germany.
A.K.A., "Red Star Rampant!"**

Russians.

Squads of infantry mounted in BMP-3's or on foot. They have seven men per squad. The squad has two light machineguns, a RPG-17 (light missile launcher) and five AK-47's. The squads have the Heroic special rule when they are within one hex of the enemy (they are getting prepped for a "URRA!" charge).

"Spetznaz". Spetznaz are dropped behind enemy lines for weeks. The ones in this case have been fighting alone since the invasion. They are a bit haggard and running low on equipment. They have AK's and scrounged NATO weapons, a sniper rifle and maybe a single light machinegun. Squads number from three to ten men. They also have the Sneak Attack special rule where they can enter the table from a board edge.

BMP-3's. A AFV with a light MBT Gun (only subtract two from the "wound number". It may also fire a Missile on the move.), an Automatic Cannon and Light Machinegun. The transported crew can also fire from inside from firing ports.

T80-UK. A MBT with a Tank Main Gun (that may also fire missiles on the move.), a turret mounted light machine gun and an anti-aircraft heavy machinegun. It is equipped with "Kontakt-5" explosive reactive armor.

Americans.

Squads of Infantry mounted in Bradley Infantry Fighting Vehicles or on foot. Squads are arranged into squads of nine men that can be split into two four man fire teams and a squad leader (which act as independent squads). All troops are armed with a M16 carbine (assault weapon with only a 4 hex range) with an under slung M203 grenade launcher (antipersonnel/smoke grenades out to two hexes). Each fire team also has a SAW2 light machine gun. One of the fire teams per squad may also be equipped with a single Javelin Anti-tank Missile (heavy missile, one shot).

Pathfinders. A six-man team that can be split up into three sniper/spotter teams (which can act as independent units). Each team has a sniper rifle and an M16 carbine with M203. They also have the Sneak Attack special rule where they can be placed anywhere on the table.

Bradley Infantry Fighting Vehicles. AFV equipped with an Automatic Cannon, a light machinegun, TOW missile launcher (which can't be fired on the move) and firing ports for the passengers. Can carry up to seven passengers. This means that the American Infantry is deployed in a four-vehicle platoon with the three squads spread out over the four AFV's.

M1 Abrams. MBT equipped with a Tank Main Gun, a Heavy Machine Gun and two light machine guns (one co-axial with the main gun and the other over the loader's hatch).

British.

Squads of infantry mounted in Warrior AFV's or on foot. Squads are arranged into squads of eight men that can be split into two four man fire teams (which can act as individual squads). Each fire team is equipped with a light machine gun and three riflemen. One of the fire teams per squad may be equipped with a LAW80 (heavy missile, one shot).

Warrior AFV. AFV equipped with an Automatic Cannon, light machinegun, a TOW missile launcher (which can't be fired on the move) and firing ports for the passengers.

Challenger 2. MBT equipped with a Tank Main Gun and two light machineguns.



"We may have lost the Arms Race, but the Americans will never build a bigger hat than us!"

Major Ivan Ashotov

