

Battlefront WW2 Rules Modifications

Manoeuvre Element Attrition

Each time a Manoeuvre Element takes a Disorder result on any combat result (fire, close combat, bail out or Minefield Passage table) it takes a permanent hit marker.

An average sized squad may take 3 hits before the element is automatically eliminated. On the first hit place a yellow marker with the element, on the second hit place a red marker

Large squads (larger than 14 men) may take 4 hits before being eliminated. For the first hit use a green marker

Small squads (6 or fewer men) and all weapons teams (machine gun crews, mortar teams etc) may only take two hits, These will take a red marker on their first hit.

Green marker	-0 to all fire and close combat die rolls (large squads only)
Yellow markers	-1 to all fire and close combat die rolls.
Red markers	-2 to all fire and close combat die rolls.

Knocked out vehicles

Burning Vehicles

When a vehicle is knocked out roll a D10. On a score of 6 - 10 the tank is considered to be a burning wreck and is marked accordingly. It will cause the penalties stated in the existing rules. A tank that does not burn is marked as disabled. Vehicles that burn easily have a +1 modifier. Modern tanks with effective fire suppression systems may have a -1 modifier. Note that all soft vehicles are considered to burn easily

Vehicle Recovery

A burning tank is considered too dangerous to attempt recovery during the course of the battle due to fire and secondary explosions. For campaign purposes it is considered a total loss either because it is too damaged to repair or because it is so badly damaged that it must be sent back to the home country or at least a rear base area for repair. This will take too long for the likely duration of most campaigns.

A disabled tank may be recovered during the course of the game. It may not be fixed on table nor used again during the tabletop action because the vehicle has taken significant damage and crew losses. It may be moved by an Armoured Recovery vehicle using the following stages

- 1 Moves up to the position of the disabled vehicle
- 2 Conducts 1 engineering action to prepare the vehicle for loading.
- 3 Conducts 2 engineering actions to load the disabled vehicle onto the carrier
- 4 The ARV may then move in the turn following loading.

No more than 1 tank may be carried by 1 ARV.

Effectively the recovery operation will be a 3 turn procedure. Classify ARVs as soft vehicles if they possess no armour.

Orders and Initiative

Changes to turn sequence and Initiative Test

Prior to conducting the 1st and 2nd Player turns one or both sides may wish to challenge for the initiative. If neither side wishes to do this the side that held the initiative last turn automatically has it this turn. If either or both sides wish to challenge for the initiative then an Initiative Test is mandatory.

The side holding the initiative chooses whether to be the first or second player for this turn (ie he may force the opponent to move first if he considers this more advantageous than moving first himself. In other words the side holding the initiative can, to an extent, control the pace and shape of the battle.

NB on the first turn of the battle the attacking side automatically holds the initiative and no test is required on the first turn of an Attack-Defence scenario. In an Encounter Battle however it is mandatory to challenge for the initiative on the first turn to determine which side holds the initiative at the start of the battle.

Initiative Test Procedure

To take the Initiative Test each side rolls 1D10 and applies the modifiers below. The side achieving the highest score holds the initiative.

Germans prior to the summer of 1944	+1
Soviets prior to Winter 1943	-1
Each Manoeuvre Element on Retreat Orders	-1
Each Manoeuvre Element on Attack or Assault Orders	+1
Your side held initiative last turn	+3
Per turn in continuous sequence that the initiative side chose to be the second player	-1

Orders

AFVs without radios have a command radius of 5" only

Order Types

Battalion Orders

Attack:	All companies must be on Attack, Assault or Overwatch orders
Defend	All companies must be on Defend orders unless forced off their position. In this case the companies can attempt to go on to Assault orders to retake the position.
Delay	All companies must be on Defend, Delay, Withdraw or Overwatch orders

Retreat All companies must be on Overwatch or Withdraw orders
 Reserve All units of the battalion must be on reserve orders

Company Orders: Note that you may use Attack, Assault, Delay or Withdraw to order movement to a new position as considered appropriate for the tactical situation.

Attack:	⚔	Move forward at any speed towards a nominated terrain objective. Capture the position and must follow up any retiring enemy. If no enemy on the position the advance must continue to the next nominated objective.
Assault	☐	As Attack but the position must be occupied when taken. Orders change automatically to Defend
Defend	No	Hold the unit's present positions. All units must be within 20" of the commander. The position may not be voluntarily abandoned
Delay	Dis	As Defend but the position must be held for a period specified in the orders
Withdraw	◇◇	The unit must withdraw at This may be at normal or Rapid advance speed.
Overwatch:		All elements are must be placed on Overwatch for a specified company.
Reserve		All elements remain stationary until either new orders are received or the unit comes under direct fire in which case Defend

NB individual elements in a company may still substitute actions as desired eg to attempt going on to Overwatch etc

Changing orders

Orders can only be changed in Phase 1 of the Player turn sequence before calls for fire support are resolved. To change orders roll 1D10. Order change succeeds on a score of 5 or more

Orders are issued to both battalions and companies. To change an order the commander must be able to see the unit he is attempting to give the order or have received a message from that unit informing him of a situation requiring a change in orders. To send such a message use the Order Change procedure Battalions change orders immediately. In the following turn they must attempt to change company orders for each company until all companies have changed to an appropriate company order. Failure means that individual units may continue with orders no longer appropriate to the situation.

Units will be assumed to use radio unless they are defending a position. In this case the scenario designer may specify the availability of telephone lines from Battalion HQ to company command position so long as neither commander moves from his initial position.

Order Change modifiers

Current Discipline Rating Various (see Discipline chart). Applies both sender and receiver ratings

All units using radio to change orders -1(-2 if recipient in built up, wooded or mountainous area)

Commanders are using a phone line and are in fixed positions from which they have not moved during the game +1

Commander attempting to change orders on its own initiative -2

Army uses Auftragstaktik command doctrine: eg Germans from 1940, Modern Israeli from 1967, modern Germans throughout the Cold War period, Modern US Marines from mid/late 1980s

If commander is elite or veteran +3
If commander is experienced +2
Otherwise +1

Army uses partial Auftraktaktik command doctrine Israeli until 1956 most NATO countries, Modern British, and US army and South Korean from mid/late 1980s

Commander is elite or veteran +2
Otherwise +1

Army uses Befehlstaktik Command doctrine All armies prior to the mid 1930s, WW2 armies not falling into either of the above 2 categories, Soviet Army or any modern army using Soviet doctrine, Argentina in 1982

Commander is elite or veteran +1
Otherwise +0

All Modern armies possessing a Battle Management System eg Most NATO countries from mid 1980s, Israelis from mid/late 1980s +2

All AFVs without radios eg French to early 1943 and in Indonesia. Germans in 1939, Italians 1939 - 41, Japan 1939 - 1943, Poland 1939 - 40, Soviet 1939 - 42. (Also knocked out Command vehicles cannot be replaced by these powers due to limited availability of command vehicles) -1

Russian and all minor powers where commander not Elite or Veteran prior to 1943 -2

Russian and all minor powers where commander not Elite or Veteran from 1943 -1

Unit is on Reserve orders +2

Political Interference

Certain armies sometimes suffered from political interference

Germans from late 1942 or in the winter of 1941 - 2

Roll 1 D6 at the start of the scenario. On a 3 or more orders may be changed as normal. However, if a 2 or less is scored Defend orders may not voluntarily be changed to Delay or Withdraw and, if a company has been forced to withdraw they automatically go on to assault orders to retake the lost position. Each turn however the German C in C may, at his option roll a D6 to see if he has the

courage to defy the Fuhrer Order. On a roll of 5 or 6 he may do so and can act freely for the remainder of the scenario. However, unless he is an SS commander he must roll 2 D10 and loses this number of victory points to reflect the possible personal repercussions!

Russians prior to 1944

Before any order change is attempted roll 1D6. On a 3 or less the commissar has interfered and the existing order must be adhered to.

Russians 1944 onwards

As above except interference occurs on a 1

Japanese

Each turn Roll 1D6. On a score of 1 your superiors have ordered a Banzai charge. This is treated as a Human Wave assault (see below) All units must automatically go on to Attack orders for the remainder of the game.

Human Wave Assaults

In World War 2 only Soviets, Chinese and Japanese may perform a human wave. In the Korean War it may be used by Chinese and North Koreans. In a modern game it may be used by the Iranians. In World War 1 any army may use the human wave.

A human wave assault may be voluntarily declared by any of the above armies. However, in the case of the Japanese it could become compulsory as a result of political interference.

All stands performing a human wave must be touching each other to count as a human wave All stands firing directly or indirectly at a human wave have an additional +1 fire modifier. However, stands performing the human wave have a +3 modifier on the manoeuvre table and a +1 for close assault.

Morale

For circumstances where the morale of the troops was higher or lower than might be expected than the average that may be expected for their training level the scenario designer may choose to give a separate morale grade for that unit. In most cases grade should be one level higher or lower than the units training rating although more extreme shifts are allowed to suit the scenario. This morale grade is used solely for the purposes of manoeuvre checks and fire combat results table. On p27. This will mean for example that troops with good training but poorer morale will have a tendency to be a little sticky and go to ground more often. An enthusiastic rabble on the other hand may be carried along by their own enthusiasm where more experienced troops would take cover.

Morale modifiers vary from a +3 (very highly motivated or fanatics) to a -3 (very poorly motivated or badly demoralized troops. For most troops the rating should be a maximum of + or -1. Some may be entitled to a + or -2. A plus a -3 should be very rare

Morale Penalties on the Maneuver Table

An ME forced to fall back or panic for 2 actions takes the following additional morale penalties on future maneuver checks

Fall Back	-1
Panic for 2 actions disordered	-2

Morale penalties are applied to the whole ME even if only 1 stand fell back or panicked.. The whole ME is affected by the morale penalty.

The above penalties may accumulate to a maximum of -4 and apply to the whole ME however many stands fell back or panicked. If there are some stands that fall back and some that panic as a result of the same maneuver check apply only the worst result. When any the penalty value exceeds 4 the ME becomes demoralised. All demoralised stands must surrender if there is any undisordered enemy within 5 inches and in Line of Sight.

Morale penalties may be rallied off in the following ways. The demoralised penalty is always the first to be removed if applicable.

A more senior commander in the chain of command may rally off 1 morale penalty per Take Command Action used.

An ME rolling a modified 2 on the maneuver table removes 1 morale penalty.

An ME rolling 3 or greater removes 2 morale penalties.

A rally result will affect the whole ME so long as no stands fell back or panicked in the maneuver check. If this happened the rally effect does not apply and the morale penalty result takes precedence.

Battalion Morale Check

When 1 or more companies in a battalion panic (a score of -1 on the manoeuvre table) or fall back (a score of 0 on the manoeuvre table) the battalion must take a morale check This check is taken after all companies in the battalion have performed their manoeuvre checks. In cases where the platoon is the ME the company will only count for battalion morale check purposes when half or more of its platoons are falling back, in panic or eliminated.

Roll 1D10

-1 for each subordinate company on fall back

-2 for each subordinate company on panic

-3 for each subordinate company that has been eliminated during the course of the game

On a 5 or less the battalion order automatically changes to Retreat on the following turn. NB this will automatically override the political interference rule In the next turn's order phase an attempt must be made to give all companies appropriate orders to a "Battalion Retreat" Order

Ammunition

When an element fires and rolls an unmodified 10 there is a chance that ammunition will run low.

Roll a D10 and mark the unit for the number of times this event has occurred.

First time: 1 - 3 the unit has run low on ammunition

Second time 1 - 6 the unit has run low on ammunition

Subsequently 1 - 9 the unit has run low on ammunition

Mark the unit with a "Low on Ammo" Marker.

Desert Rules

Dust clouds

Dust clouds are only possible in dry and dusty conditions (eg the desert or the steppes in summer) and where wind speed is light. Conditions where dust is possible are decided by the scenario designer. In desert terrain where there is high wind a sandstorm will develop. See below for special desert weather rules.

Place a 1 inch long by 3 inch wide dust cloud next to each vehicle with the long axis in the direction of the wing. A dust cloud creates an obscurant equivalent to dissipating smoke and will therefore last one turn only being removed after both sides have completed their turns.

Desert weather

Sandstorms

In high wind a sandstorm will develop. This will result in a maximum visibility of 4 inches and targets may only be fired upon as if they were suspected targets.

Shimmer Effect

In scenarios where desert temperature is high (usually spring/summer) a shimmer effect will apply to reflect difficulties experienced in seeing the target.

From 6am - 10am and from 4pm - 8pm visibility is treated as normal daylight conditions. At other daylight times there will be a "shimmer" effect. This will apply as stated below at a range of 40 inches or greater.

From 10am - 11.30am and from 3pm until 4pm there will be one negative spotting shift and an additional -1 for all firing at suspected targets.

From 11.30am until 3pm there will be 2 negative shifts for spotting and additional -2 for firing at suspected targets.

Bright Sunlight

From 6am - 10am and from 4pm - 8pm all stands facing in the direction of the sun will have one negative spotting shift and an additional -1 for all firing at suspected targets because they will be

dazzled by the bright light.

Furthermore, during the above mentioned times all stands with the sun behind them will be fired at with an additional +1 to account for their being silhouetted against the skyline making aim against them easier.

Fire against stands emerging from a smoke screen

A stand that is eligible for targeting and has just emerged from or is just about to enter a smoke screen and is in base to base contact with or is under 2 inches from a smoke screen is considered to be silhouetted against the smoke screen and will have a +1 fire modifier against it if fired upon. If opportunity fire is conducted against a silhouetted target it must be applied at the point the vehicle emerges from the smoke screen.

General Air Support Missions

In cases where an Air Forward Observer is not available and aircraft are in use Close Air Support Missions are not possible. In this case General Air Support missions are permitted. All General Support missions must be pre planned and can only be targeted against geographic targets (towns, bridges, stretches of road etc) that would be easily identifiable from the air.

Aircraft are timed to arrive on a specific turn although this is varied as per the tabel below. 2 turns before the aircraft arrive roll 1D10

Die	Arrival
1	2 turns early
2	1 turn early
3 - 7	on time
8 - 9	1 turn late
10	2 turns late

Aircraft will attack spotted priority targets in proximity to their pre planned target according to the table below. Targets count as being spotted if in open terrain, moving along a road or track or moving along a street. All targets must be within a 5" target circle and within 25" of the geographic target to qualify. Targets are attacked according to the following specification whether it is friendly or enemy

- 1 Visible priority target is attacked first
- 2 If no priority target exists the closest visible stand to the geographic target is attacked
- 3 If there is no visible stand within 25" of the geographic target then attack the centre point of the pre planned geographic targe

Aircraft type	Visible Priority target
Medium/Heavy Bomber	Always attack their pre planned geographic target
Dive Bomber	<ol style="list-style-type: none"> 1 Two or more stationary unlimbered guns 2 Two or more stationary armoured vehicles 3 Four or more stationary soft vehicles 4 Eight or more stationary infantry stands
Heavy Cannon Strafer	<ol style="list-style-type: none"> 1 Two or more moving tanks 2 Two or more stationary tanks 3 Two or more moving other AFVs 4 Any individual tank either moving or stationary 5 Four or more soft vehicles
Fighter/Attack Aircraft	<ol style="list-style-type: none"> 1 Four or more moving soft vehicles 2 Two or more moving armoured vehicles 3 Four or more stationary soft vehicles 4 Two or more stationary armoured vehicles 5 Eight or more moving infantry stands 6 Eight or more stationary infantry stands

