

Mass Battles

The standard combat rules can handle quite large battles with only minor alterations. In particular, damage results need to be simplified and rules for morale and chain of command implemented. The following rules collapse the combat system even farther, making it suitable for larger battles using miniatures and scenery or a hex grid and counters.

Scope	Combatants	Suggested Options
Company	180 - 540	Reserves, Command and Control, Massed Fire, Instant Death
Platoon	60 - 180	Command and Control, Massed Fire, Instant Death
Squad	20 - 60	Simple Casualty Removal
Individual	2 - 20	

Troops and Tanks

If money and space are limited, counters can be used to represent troops and vehicles. A large sheet of paper with terrain marked out in pencil crayon can serve as the battle field have. If cost is no object every soldier and vehicle can be represented in three scales and terrain represented with detailed models on a large table. If figures and models are already available the scale used and numbers will be largely influenced by the existing collection. When starting a new collection the size of battles planned will be the main factor.

Figure sizes are measured from the bottom of the foot to the eye. This is a result of early gaming figures being produced for the Napoleonic period when gigantic hats were worn. It is a common misconception that smaller troops are harder to paint. In reality large flat surfaces are the most difficult thing to make look good. The details on smaller figures don't get any smaller than they are on larger ones, there's just fewer of them. The author's preferences are for 15mm, 25mm, and 54mm sizes as they are well supported with a variety of periods and companies.

<u>Size</u>	<u>Scale</u>	<u>Scope</u>	<u>Notes</u>
6mm	1/300	Company	small scale war gaming, good sf availability
10mm	1/156	Company	newer war gaming scale, limited sf availability
12mm	1/144	Company	n-gauge railroads, moderate sf availability
15mm	1/100	Platoon	popular war gaming scale, good sf availability
18mm	1/87	Platoon	ho-gauge railroads, poor sf availability
20mm	1/76	Platoon	bastardized war gaming scale, poor sf availability
23mm	1/72	Squad	highly popular model kit scale, poor sf availability
25mm	1/64	Squad	older popular gaming scale, good sf availability
28mm	1/56	Squad	modern popular gaming scale, excellent sf availability
32mm	1/48	Individual	model kit scale, newer gaming scale, limited sf availability
40mm	1/36	Individual	model kit scale, poor sf availability
54mm	1/32	Individual	toy soldier scale, limited sf availability

The Field of Battle

A modern rifle can kill a man from three or four kilometers. The weapons of the future will be more accurate. A modern tank can travel a kilometer in a minute. The vehicles of the future will be faster. This raises some issues with ground scales. However, visual sighting and

line of sight will always be the main determining factors for engagement ranges. Bear in mind that at smaller scales there is no need to indicate minor terrain features and it should be assumed that the ground rises and falls, there are tussocks and brambles where none are shown. Even an open concrete parking lot will have light standards and cart shelters. No terrain feature smaller than 50 millimeters square needs to be modeled or marked on the battle field.

<u>Scope</u>	<u>Suggested Ground Scale</u>
Company	1mm = 5 meters, 1 hex = 250 meters
Platoon	1mm = 1 meter, 1 hex = 50 meters
Squad	5mm = 1 meter, 1 hex = 10 meters
Individual	25mm = 1 meter, 1 hex = 2 meters

Buildings

Most buildings provide reasonable cover at some risk of collapsing on a unit. Moving through a building cuts the unit's movement in half.

Coasts

Cities

Hills

Lakes

Mountains

Plateaus

Roads

Rivers

Sand

Woods

Air Scale and Ground scale

If you're playing with miniatures, vehicle movement rates will quickly get to be a problem. One way to handle high speed movement, particularly by aircraft is to use a smaller scale for higher altitudes right on the same table. Use a counter for vehicles in the larger zone to make the difference obvious and mark a proportionately smaller space in the centre of the table. For instance if you are playing on a 1 metre x 2 metre table with a ground scale of 1 centimetre to 1 metre, you could use a scale of 1 centimetre : 100 metres in the air. Mark a 10 centimetre x 20 centimetre area in the centre of the table to indicate the ground area and when an aircraft moves into that area, replace its counter with the proper scale model on the appropriate table edge and move it normally until it hits another table edge, at which point the model is removed and replaced with the counter at the appropriate edge of the rectangle.

Fog of War

This system can also represent the unknown nature of enemy troops and uncertainty of their position by using numbered counters and having as many blank dummy counters as there are units. Successful Sensor scans and entering the ground scale area cause the unit's true to be revealed.

Deployment

For battles where two forces advance into each other it is sufficient to simply line up forces on opposite long edges of the table, give them their orders and start playing. If one force is defending against an advancing force a diagonal deployment zone of half the table should be assigned to them with the attackers entering from the far corner. Assaults against a fortified position are best served by providing the defending player one quarter of one end of the table and starting the invading force at the far end of the table. Normally the defending player should deploy their forces first.

Reserves

Particularly large games may require some forces to be held in reserve and brought onto the table in later waves. This may even permit the recycling of destroyed units to represent truly huge forces. A command that is held in reserve must be activated by an order from their commanding officer at which point they enter from their table edge unless otherwise specified by the scenario. If the airspace is uncontested, reserve forces that are able to air drop or land from flying transports will deploy wherever their commander wishes.

A Time To Kill

As with ground scale, the time frame needs to be altered to suit the needs to mete the needs of the battle represented by a game. Rates of fire are not increased when the time frame is altered because the troops don't carry more ammunition in a larger battle. The time can be assumed to be spent securing and digging in to the larger areas.

Company	1 round = 30 minutes
Platoon	1 round = 5 minutes
Squad	1 round = 1 minute
Individual	1 round = 10 seconds

Command and Control

When playing large engagements communications and pre-planned stratagems become very important. Even with advanced communications systems a single officer can only be reasonably expected to command soldiers who are within earshot. It simply isn't possible to keep an eye on everyone as the numbers increase and communicators have notoriously bad reception when unpopular orders are given. Ideally the troops are briefed and given their orders before the battle so they know what to do when they lose contact.

This is represented in game terms by giving orders to commands before a battle is played out. A command is an informal body of units assigned to a single commanding officer. There can be additional officers under the commanding officer. If one of these officers is given orders, they and the troops assigned to them are then treated as a separate command. As such the definition of a command may be taken as any group of units following a single order under a single officer.

Force Organization and Chain of Command

The combat rules as written are unsuitable for engagements above the company level. A

single company is about the largest manageable force when using the Quick Damage option. For most larger battles, fire teams make an excellent functional unit. Mounting miniatures representing fire teams on scale, three meter square bases makes them easy to manage. Keep in mind that even a single fire team can be a command if it is directly led by an officer and given an order.

From a game perspective, the commands are more important than actual military structures. This means that it doesn't really matter if your units get mixed up a bit on the table.

Fire Team	2 - 5 soldiers
Squad	2 - 3 Fire Teams + NCO
Platoon	2 - 4 Squads + Junior Officer
Company	2 - 5 Platoons + Officer
Regiment	2 - 5 Companies + Senior Officer
Battalion	2 - 5 Regiments + Senior Officer
Army	2 - 5 Battalions + General Officer

Issuing Orders

The highest ranking officer is the top of the command chain. Before the battle they issue the initial orders at the briefing. Some scenarios will set the orders for a command. For instance, a force on the march that is ambushed will have orders to advance down the road at the start of the battle. At any time, during the battle, the officer can issue new orders to a command as their action. Communications are the main restriction on the issuing of new orders to a command. If contact cannot be made, verbally, visually, or by radio, new orders cannot be issued.

An officer receiving a new order must make a Leadership skill roll to get the troops in motion. This may cause delays or the misinterpretation of the new orders.

The only real restriction on the number of commands a force can be broken into is the number of subordinate officers as only an officer can receive orders. However, as issuing an order counts as an action a force with too many commands will quickly become unwieldy and hard to manage.

Orders

Writing out paragraphs of case specific orders for each command would be unwieldy and dull. Using a limited set of fixed orders and allowing some flexibility provides an ideal solution. Orders can be represented with colored chits or gaming stones or even pencil crayon marks on the unit's roster.

Orders

Advance - Red
Capture - Orange
Engage - Purple
Hold - Blue
Suppress - Green
Withdraw - Yellow

Secret Orders

While it can be very convenient to mark each command with a coloured token to indicate its orders, this is not particularly secretive or realistic. A mark or token on unit rosters behind a screen or otherwise out of view can lend a greater degree of battle field realism to the game. This is suggested as an advanced option as the additional information can be confusing and a measure of trust is required between the players.

Advance

The command moves forward until it comes under fire at which point it must make a Morale check. If a unit fails the morale check it digs in and attempts to destroy the enemy until it is free to advance again or the officer can make a Leadership check.

Assault - Red

The command will move towards the enemy forces and open fire when they are sighted. If a Leadership check can be made they will continue to advance on the enemy to the point of engaging in hand to hand combat. Otherwise they will dig in and fire until the enemy is destroyed. When the command comes under fire it must make a Morale check or it will dig in and return fire until the enemy is destroyed.

Capture - Orange

The command will move towards a given objective and attempt to capture it. If they come under fire, the command will need to check morale to continue moving. Otherwise they will dig in and attempt to destroy the enemy in order to free up their advance. If the objective is captured the command will attempt to withdraw with the objective or automatically shift to Hold orders if the objective is immobile.

Engage - Purple

The command will move towards the enemy until they come under fire at which point it will dig in and shift to Hold orders, attempting to destroy the enemy through superior fire power.

Hold - Blue

The command will remain where it is, securing its position and digging in until it comes under fire. While under fire the unit will attempt to destroy the enemy. If they are dislodged by a failed morale check they will attempt to recapture the position once they have regrouped.

Suppress - Green

The command will stay in place and bombard the enemy at a distance with heavy weapons. If the unit comes under fire they must make a morale check or begin to withdraw.

Withdraw - Yellow

The command will move towards its own side while taking advantage of any available cover. If they come under fire they must make a morale check or move towards their own forces by the most direct route possible.

Leadership

Confusion reigns on the battle field. Officers need to make life and death decisions and

give orders without hesitation. Naturally this isn't as easy as it sounds. When a command receives new orders or attempts to advance under fire the commanding officer must make a Leadership skill roll to determine whether their troops will obey or even understand their commands.

Morale

Soldiers are living, thinking beings and will not charge into the guns without regard for their own safety. Any command coming under fire is required to make a Morale check against their Military Discipline skill to determine how they respond. A command suffering serious casualties also requires a morale check or they will begin to withdraw or even rout.

<u>Orders</u>	<u>Circumstance (Failure Result)</u>
Advance	Under Fire (Dig In), 25% Casualties (Retreat)
Assault	Under Fire (Dig In), 25% Casualties (Retreat)
Capture	Under Fire (Dig In), 25% Casualties (Retreat)
Engage	Under Fire (Dig In), 25% Casualties (Retreat)
Hold	Casualties (Withdraw), 25% Casualties (Retreat)
Suppress	Under Fire (Withdraw), 25% Casualties (Retreat)
Withdraw	Under Fire (Retreat), 25% Casualties (Retreat)

Out of Command

A unit that is out of command will usually follow its current orders. However, there will be times when the officer's own personality determines their course. If this has not been determined previously a simple roll will be the measure of the man. Other races may replace some results but variation is the mark and measure of sapience.

<u>Roll</u>	<u>Personality</u>	<u>Orders</u>
1 - 2	Impulsive	Advance
3	Hostile	Assault
4	Proud	Capture
5	Aggressive	Engage
6-7	Cautious	Hold
8-9	Practical	Suppress
10	Cowardly	Withdraw

Combat

The automatic fire rules are the basis for the mass combat rules. Combat is rarely as simple as one unit shooting at another all attacks in a firefight are resolved at the same time. Both players work out their hits before applying the damage. A unit's Fire Power is its total Rate of Fire divided by ten. This is the number of dice rolled for hits on enemy units. In close combat, a unit rolls one die per figure in contact with the enemy. Units with selective fire capability are represented by two numbers separated by a slash "2/10" with the first number representing single shots and the second automatic fire, which, due to the rapid expenditure of ammunition can only be used once per game unless the unit can resupply from a truck or supply depot.

In a large conflict it is virtually impossible to break down the sequence and details of attacks so both players roll their attacks before any casualties are removed. Any dice rolling over the unit's chance of success are discarded. This means that every figure engaged in a firefight or assault at the start of the turn have a chance to attack, even if they are eliminated later.

It isn't uncommon for a variety of weapons to be used in a single combat. Attacks made with different weapons must be kept separate from each other. It can be useful to use differently coloured dice to make the distinction visible and thus prevent assault rifle hits from magically turning into antitank rocket hits.

The players take turns allocating hits, resolving damage, and removing casualties starting with the player who's side is taking the damage. Penetration and Damage are compared to Armour and Strength to determine casualties. Casualties are removed from target units as whole stands or counters whenever possible with the players taking turns removing targets.

Vehicles are eliminated by the equivalent of ten casualties. This can be marked by placing a die showing the number of casualties taken on the vehicle's model or counter. Vehicles suffer degraded performance when damaged. When a damaged vehicle attempts to move, use sensors, or attack roll 1d10. If the roll is greater than the amount of damage taken it can operate normally, otherwise the damage prevents it from doing so.

Attacking

Dice = Total Rate of Fire / 10

Chance of Success = Skill - 1 per x 2 Range

Hits = Number of Dice Rolling Under Skill

Casualty Removal

Step 1 Both players generate hits.

Step 2 Player "A" resolves damage

Player "B" removes 1 casualty or stand of their choice.

Player "A" removes 1 casualty or stand of their choice.

Repeat until player "A" runs out of hits.

Step 2 Player "B" resolves damage

Player "A" removes 1 casualty or stand of their choice.

Player "B" removes 1 casualty or stand of their choice.

Repeat until player "B" runs out of hits.

Damage Resolution

Distance > Range x 2

Penetration / 2

Each x 2

Penetration / 2

Penetration is Greater Than Armour

Damage x 1

Penetration is less than or equal to armour

Damage / 2

Each x 2

Damage / 2

Damage > Strength
 Damage <= Strength
 Each x 2

Casualties = Hits
 Casualties = Hits / 2
 Casualties / 2

Vehicles are destroyed by damage equivalent to 10 casualties.
 Damaged Vehicle Operation Roll = Damage Suffered+

Automatic Fire Table

Rate of Fire	Number of Hits									
	1	2	3	4	5	6	7	8	9	10
1	1-10									
2	1-5	6-10								
3	1-4	5-7	8-10							
4	1-3	4-6	7-8	9-10						
5	1-2	3-4	5-6	7-8	9-10					
6	1	2-3	4-5	6-7	8-9	10				
7	1	2	3-4	5-6	7-8	9	10			
8	1	2	3-4	5-6	7	8	9	10		
9	1	2	3	4-5	6	7	8	9	10	
10	1	2	3	4	5	6	7	8	9	10