

Hell and Fateful decisions QRS.

Sequence of Play

- Player A moves.
- Player A fires artillery and any aircraft
- Player A small arms fire.
- Player A fights any close combat.
- Player A checks morale and notes any change of slate.
- Player B moves.
- Player B fires artillery and any aircraft.
- Player B small arms fire.
- Player B fights any close combat.
- Player B checks morale and notes any change of state.

Command & Orders

Roll 1d8 and add any appropriate modifiers.

Radios at Company level	No bonuses.	
Radios at Platoon level	+1	
Radios at Section/Squad level	+3	
Force well organised for the period	+1	Arbitrary, suggestions being WWII Germans or NATO when facing Warsaw pact.

The modified die roll is the number of groups that can be activated or moved. Note that armour and infantry will use direct fire without being activated. They just need the points to move. Indirect artillery (other than mortars or similar integral to a group and firing in support of that group) and air support, need activation.

Once a group is activated it can do the following if enough Order points are spent on it. It takes one point to:-

- Move one infantry/cavalry base or group of such bases one move.
- Move one infantry/cavalry base or group of such bases one extra move up to two extra moves. These cannot be made whilst under fire. Hence, by spending three points you can move an infantry group 6".
- Help stop a group shooting at friendly aircraft.
- Stop a group firing at an enemy within 6".
- Call down indirect fire.
- Stop fanatics moving forward to more closely engage the enemy.
- Form a new group.

- It takes twice the normal points cost to move a pinned formation. You can also just spend the points to unpin that formation but then not move them.

- It takes three points to make a pinned AFV move. You can also just spend the points to unpin that AFV but then not move them.

Firing.

Infantry and vehicle targets have four states of being:

Infantry targets	Vehicle targets
Dug in	Dug in / Hull Down
'In Cover'	'Cover'
Gone to ground	Moving in the open
Moving in the open	Stationary in the open
NB: Infantry can be both 'In Cover & 'Dug In'	Vehicles can be both dug in/hull down and in cover

Firers Dice

Based on Target Gone To Ground

1d4	Firers less than half target strength.
1d6	Firers less than target strength
1d8	Firers less than twice target strength.
1d10	Firers less than three times target strength.
1d12	Firers less than four times target strength.
1d20	Firers greater than four times target strength.

- **If the target is in the open**, use the next die down in the table. So Firers less than twice target strength roll d10, not d8
- **If the target is in cover**, use the previous die above in the table. So Firers less than twice target strength roll d6, not d8
- **If firer is green**, use the previous die above in the table. So Firers less than twice target strength roll d6, not d8
- **If firer is veteran or seasoned**, use the next die down in the table. So Firers less than twice target strength roll d10, not d8
- **If the firers are very badly equipped compared to their targets**, use the die above in the table. (This is intended to cover rioters throwing stones and petrol bombs rather than using firearms.)

Target's Dice Table

Unarmed civilians	Automatically assumed to roll 1
Noncombatants	1d4
Green	1d6
Normal	1d8
Veteran and Seasoned	1d10

Casualties Table

Target/firer die difference	Green	Normal/Seasoned	Veteran
1-2	2	1	-
3-5	3	2	1
6-8	5	4	3
9-10	6	5	4
11-14	6+2	6+1	6
15-20	6+4+3	6+3+1	6+2

Artillery Firing Dice Table

d4	<75mm guns/howitzers
d6	75mm, 81mm mortars
d8	90mm,105mm, 106mm recoilless rifles, 120mm mortars
d10	122mm, 130mm
d12	150mm and 155mm
d20	Flechette and cluster munitions fired by weapons less than 150mm. Flechette is for direct fire.
d20+6	Flechette and cluster munitions fired by weapons a 150mm and above. Flechette is for direct fire.
d30	Weapons heavier than 155mm H.E. (Short on expensive d30s? Then use a d20 & d10.)

- Target moving in the open shift one die down the table.
- Target hit by H.E., cluster munitions, but not Flechette, without using a ranging shot to give a warning, shift two dice down the table. (For the first round only.)
- Firing a battery of four or more artillery pieces, shift one die down the table.
- Target in cover, shift one die up the table. Shift two die up for flechette.
- Firing artillery rockets, if firing fewer than 24 rockets shift one die down the table. If firing 24 or more rockets shift two dice down the table.
- Target dug in, shift two dice up the table. Shift three die up for flechette.
- Unobserved fire (theoretically you're putting covering fire down on areas that might be a threat, or on routes advancing enemies have to use. Somethings you're just firing at map coordinates. Shift two dice up the table. It will not cause casualties but will put any units in the target area under fire.

Firing the Anti-Tank Gun

The firing player reads off the following table, this gives him his chance of hitting. You will notice these are percentage chances so you need percentage dice. So either roll 1d100, or two d10s, one of which is the tens and the other the units. I actually have one d10 marked 10, 20, 30, etc rather than 1,2,3, etc.

	Range		
Target	500 yards	1000 yards	1500 yards
Vehicle	78% / 35%	37% / 16%	10% / 05%
Hull down vehicle or bunker	45% / 20%	21% / 10%	01% / --
2nd aimed shot on same target	95% / 45%	90% / 40%	80% / 30%

The figure to the left of / is the chance of hitting when firer is not pinned. The figure to the right is used when the firer is pinned. There are the following factors to take into consideration.

Tank gun	-10%
Firer under fire	-20%
Green crew	-20%
Veteran/seasoned crew	+20%

Firing Man Portable Anti-Tank Weapons

These have the following chance of hitting. This too uses percentage dice.

	100 yards	200 yards	300 yards	400 yards
	75%	66%	50%	25%
When pinned	40%	30%	20%	10%

Green crew -20%

Veteran/seasoned crew +20%

Nobody moves when firing.

Penetration is calculated in the same way as anti-tank guns.

Close Combat

1d4	
1d6	Green
1d8	Normal
1d10	Veteran/Seasoned
1d12	
1d20	
d20+d10	

- Pinned troops roll one die up the table. So Green pinned troops roll 1d4, Normal pinned troops roll 1d6.
- If the enemy is part of a fragile or disintegrating formation, roll one die down on the table. So Normal troops attacking a fragile enemy would use d10, not d8.
- If the enemy group includes tanks, then roll one die up on the table. So having to battle enemy tanks in close combat, Veterans wouldn't use d10s, they have d8s instead.
- If the attacker is outnumbered, he rolls one die up on the table. Hence outnumbered Normal attackers would have to use d6, not d8?
- If the defender is outnumbered, he rolls one die up on the table. So Outnumbered Normal defenders will use d6, not d8.
- If the defender is outnumbered more than two to one, he rolls two dice up on the table. Thus seriously outnumbered Normal troops roll d4s, not d8s.
- If a group contains troops equipped with flame weapons, roll one die down on the table. So be it Attacker or Defender, if armed with flame weapons, they down the table, so d8 becomes d10
- Troops attacking whilst mounted, either on horseback or on vehicles, roll one die down on the table.

Casualties & Morale

When a group loses a certain proportion of its bases it begins to disintegrate.

Group Quality	Proportion loss to disintegrate
Green	25%
Normal/Seasoned	33%
Veteran	33% plus one base
Elite	Their expected proportion plus one base
Fanatics	One shift down the table from their expected proportion. So Green Fanatics could as Normal/Seasoned. Veteran Fanatics, if not technically impossible, merely count as Veteran Elite.