



Introduction

Design Parameters

These rules have been developed so that it is possible to fight small World War II *Ostfront* battles between Axis and Soviet forces. The battles last about an hour or two (i.e. the duration of the sort of action they are designed to portray). They are designed to be used with 20mm scale figures and vehicles.

The Primary Rule of Wargaming

‘Nothing can be done contrary to what could or would be done in actual war.’

Revised Rules for the NAVAL WAR GAME (1905)
Fred T. Jane

The Spirit of the Wargame

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

Adapted from THE RULES OF GOLF
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The Precedence Rule

To assist players to understand these rules, and to help to avoid needless discussions about what a rule or rules mean, the order of each paragraph within each section of these rules determines either the order in which things must happen or the relative importance of a paragraph to the other paragraphs, with the earlier paragraph taking precedence over later paragraphs.

Scales

Ground scale: 10cm represents 300m.

Time scale: 1 turn represents approximately 10 minutes of real time.

Unit scale: See below.

Pre-Battle Organisation

Playing Equipment

The following equipment is needed to fight a battle using these rules:

- Two suitably organised armies.
- A battlefield, suitable terrain, and a scenario.
- A small-sized pack of playing cards with fifty-two playing cards divided into two colours (red and black) and four suits (Hearts (♥), Clubs (♣), Diamonds (♦), and Spades (♠)).
- At least one disruption marker for each unit on the battlefield.
- At least a dozen D6s.

Units

Units are of standard sizes.

Type of unit	Establishment	Represents
Infantry unit	Up to 6 figures on individual 20mm square or circular bases. In addition, it may also have 1 infantry support weapon ¹ and 1 crew figure on an individual 20mm wide base.	A battalion-sized infantry unit (450 to 900 men).
Cavalry unit	Up to 6 figures on individual 20mm wide bases.	A regiment-sized cavalry unit (450 to 900 men).
Artillery unit ²	1 weapon on an individual base and 2 crew figures on individual 20mm square or circular bases.	A battery-sized unit (4 to 6 guns and crews).
AFV unit	1 AFV.	A battalion-sized AFV unit.
Transport unit ³	1 vehicle or pack animal on an individual base.	A transport unit large enough to tow an artillery unit or carry an infantry unit.
Artillery observer	1 figure on an individual 20mm wide base.	An artillery observation team.
Commander ⁴	1 figure on an individual 20mm wide base.	A Commander and their immediate staff.

¹ Infantry support weapons include light machine guns (i.e. bipod mounted), heavy machine guns (i.e. tripod mounted), and medium mortars (less than 90mm calibre).

² Artillery units include heavy mortar units, anti-tank gun units, infantry gun units, mountain gun units, field gun units, medium gun units, and heavy gun units.

³ A motorised transport unit may carry an infantry unit or a Commander or tow an artillery unit; a horse-drawn transport unit may tow an artillery unit.

⁴ There should be one Commander for each player. They represent the player's *alter ego* on the battlefield.

Notes:

The ORBATs shown above are for typical full-strength units. It is likely that units that have been fighting, even for a short length of time, would be considerably under-strength.

Units are rated as to their quality.

Rating	Description	Examples
Good	Well-trained and experienced regular troops, armed with modern weapons.	First-line German units.
Average	Trained regular troops with some experience, armed with reasonably modern weapons.	Second-line German units and Red Army Guard units.
Poor	Regular troops with little training and experience, armed with fairly modern or recently obsolete weapons.	Third-line German units (including <i>Volksturm</i>), most Red Army unit, and most non-German Axis units.
Very poor	Troops with little or no training or experience, armed with whatever weapons are available.	Red Army militia units, partisan units, and some non-German Axis units.

Notes:

Commanders are rated as equivalent to a good quality unit.

This rating determines the ease with which the unit is able to regain its cohesion when it becomes disrupted.

The Battlefield

The battlefield is marked with 100mm hexes.

Terrain

Pieces of terrain (e.g. a group of trees) should, wherever possible, fit within one of the hexes on the battlefield.

Where pieces of terrain are larger than an individual gridded hex (e.g. a hill) they should be sized in multiples of individual gridded hexes (e.g. 2 hexes or 6 hexes) and be marked in 100mm hexes in the same way as the battlefield.

Rules

General Rules

1. An infantry unit, a cavalry unit, or a towed artillery unit⁵ can occupy more than one hex. In the case of infantry units and cavalry units each part of the unit is treated as a separate unit for the purposes of dealing playing cards and activation. In the case of towed artillery units both parts of the unit are treated as a single unit for the purposes of dealing playing cards and activation.
2. More than one unit can occupy a hex if there is sufficient space within the hex for this to happen. In this case each unit is treated as a separate unit for the purposes of dealing playing cards and activation. However any **artillery**⁶ hits on the hex will take effect on all the units in the hex (i.e. a hit on one unit will count as a hit on all the units in the hex).
3. **Disrupted units may not move** but may fire with reduced effect or attempt to fight off a close assault.⁷
4. Units must always move (if they are not disrupted) and then engage in combat. They **may not** engage in combat and then move.
5. A unit may not close assault an enemy unit unless it is in the hex next to or has moved into the hex next to that occupied by the enemy unit.
6. With the exception of artillery units that are capable of indirect fire⁸, units may only fire at targets they can see.⁹
7. Only artillery units that are capable of indirect fire may fire at targets they cannot see and only then if the target is in view of an artillery observer or if they are firing a pre-planned barrage from positions they occupy at the start of the battle.

Turn Sequence

1. Shuffle the pack of playing cards.
2. Deal a playing card – face up – to each unit and Commander¹⁰.
3. The unit or Commander with the lowest playing card¹¹ is activated and may move and engage in combat.
4. The unit or Commander with the next lowest playing card is activated and may move and engage in combat. This continues until every unit and Commander has been activated.
5. Any disrupted units or Commanders can attempt to regain cohesion.
6. The playing cards are collected together for the next turn.

⁵ A towed artillery unit will include a transport unit that has been specifically provided to tow the artillery unit.

⁶ Artillery includes heavy mortars, AFV guns, anti-tank guns, infantry guns, mountain guns, field guns, medium guns, and heavy guns.

⁷ A close assault occurs when a unit tries to enter the same hex as an enemy unit.

⁸ Artillery capable of indirect fire includes heavy mortars, infantry guns, mountain guns, field guns, medium guns, and heavy guns. It does not include AFV guns and anti-tank guns.

⁹ Units that are firing must have a clear line-of-sight to the target, and vertical obstacles – including other units – must not obscure the line-of-sight. If either the firing unit or the target unit are on higher terrain, vertical obstacles may not obscure the line-of-sight. In this case common sense should determine if the line-of-sight is obscured.

¹⁰ If a Commander is in the same hex as a unit, the higher of the two cards dealt is discarded.

¹¹ An Ace counts as a 1, and the order of card precedence is Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King. The order of suit precedence is Hearts (♥), Clubs (♣), Diamonds (♦), and Spades (♠). Therefore a 2 of Clubs (2♣) will take precedence over a 2 of Diamonds (2♦), which will in turn take precedence over a 3 of Clubs (3♣).

Movement

Undisrupted units and Commanders may move a maximum number of hexes each time they are activated.

Type of unit	Number of hexes	Examples
Infantry unit	1 hex	-
Cavalry unit	2 hexes	-
Light artillery unit	1 hex	Field guns and smaller.
Medium and heavy artillery unit.	May only move if towed.	Larger than field guns.
Light AFV unit	2 hexes if activated by a red playing card (♥, ♦); 3 hexes if activated by a black playing card (♣, ♠).	Armoured cars, PzKpfw I, PzKpfw II, T40, and T60
Medium AFV unit	1 hex if activated by a red playing card (♥, ♦); 2 hexes if activated by a black playing card (♣, ♠).	PzKpfw III, PzKpfw IV, PzKpfw V Panther, T26, T34/76, T34/85, and self-propelled artillery.
Heavy AFV unit	1 hex	PzKpfw VI Tiger, KV1, and KV2.
Horse-drawn transport unit	1 hex	Wagon and horse-drawn artillery limber.
Motorised transport unit	2 hexes	Trucks, half-tacks, and tracked towing vehicles.
Commander moving on their own	2 hexes	-
Commander moving with a unit	+ 1 hex	-
Movement on roads by non-AFV units ¹²	+ 1 hex	-

Notes:

AFV units may not move more than one hex on hills or in woods.

Transport units may not move on hills or in woods unless it has been activated by a black playing card.

It takes one turn to limber or unlimber artillery.

Combat

There are two types of combat: Fire Combat and Close Assault.

Fire Combat

All weapon ranges are measured in hexes.

¹² The whole move must be made along a road to qualify for this bonus.

Weapon type	Range
Infantry small arms	2 hexes
SMGs	1 hex
Light machine guns	2 hexes
Heavy machine guns	4 hexes
Medium mortars ¹³	4 hexes
Infantry weapons ¹⁴ engaging AFVs	1 hex
Light AFV guns and light anti-tank guns ¹⁵	4 hexes
Medium AFV guns and medium anti-tank guns ¹⁶	6 hexes
Heavy AFV guns and heavy anti-tank guns ¹⁷	8 hexes
Heavy mortars ¹⁸ and infantry guns	6 hexes
Mountain guns	8 hexes
Field guns	12 hexes
Medium guns	16 hexes
Heavy guns	20 hexes

Units nominate the hex they are firing at. Units throw D6s to determine how effective their fire is.

Weapon type	Unit has not moved this turn	Unit has moved this turn <u>or</u> is disrupted
Infantry small arms	1D6 per figure	1D6 per 2 figures ¹⁹
SMGs	2D6 per figure	1 D6 per figure
Light machine guns	2D6 per crew figure	1D6 per crew figure
Heavy machine guns	4D6 per crew figure	2D6 per crew figure
Infantry weapons engaging AFVs	1D6 per figure	1D6 per 2 figures
AFV guns	4D6 per AFV	2D6 per AFV
Anti-tank guns	2D6 per crew figure	1D6 per crew figure
Mortars and artillery	2D6 per crew figure	1D6 per crew figure
Commander	+ 2D6 per Commander figure	+ 1D6 per Commander figure

A 6 hits a unit or Commander.

If a hit is made on a unit that is in cover, a playing card is turned over.

¹³ Medium mortars are 75mm to 90mm calibre.

¹⁴ These include infantry small arms, SMGs, light machine guns, heavy machine guns, and medium mortars.

¹⁵ Light AFV guns and light anti-tank guns are up to 74mm calibre.

¹⁶ Medium AFV guns and light anti-tank guns are up to 75mm to 84mm calibre.

¹⁷ Heavy AFV guns and light anti-tank guns are up to 85mm to 152mm calibre.

¹⁸ Heavy mortars are 91mm to 120mm calibre.

¹⁹ Halves are rounded down (e.g. If an infantry unit only has 3 figures and it is disrupted it may only throw 1D6)

Card type	Effects of cover ²⁰
Red card (♥,♦)	Cover is ineffective and the hit takes effect.
Black card (♣,♠)	Cover is effective and the hit has no effect.

A hit on a unit that is not disrupted will disrupt it.

Disruption markers are placed on units that are disrupted.

A second or subsequent hit will kill a figure in a disrupted infantry unit, a disrupted cavalry unit, or a disrupted artillery unit.

If a disrupted AFV unit or transport unit is hit, a playing card is turned over.

Card type	Effects of a hit on a disrupted light AFV unit
Red card (♥,♦)	The light AFV unit is destroyed.
Black card (♣,♠)	The light AFV unit remains disrupted.

Card type	Effects of a hit on a disrupted medium AFV unit
Red card (♥,♦)	The medium AFV unit remains disrupted. Turn over another card.
2 nd Red card (♥,♦)	The medium AFV unit is destroyed.
Black card (♣,♠)	The medium AFV unit remains disrupted.

Card type	Effects of a hit on a disrupted heavy AFV unit
Red card (♥,♦)	The heavy AFV unit remains disrupted. Turn over another card.
2 nd Red card (♥,♦)	The heavy AFV unit remains disrupted. Turn over another card.
3 rd Red card (♥,♦)	The heavy AFV unit is destroyed.
Black card (♣,♠)	The heavy AFV unit remains disrupted.

Card type	Effects of a hit on a disrupted transport unit
Red card (♥,♦)	The transport unit is destroyed.
Black card (♣,♠)	The transport unit remains disrupted.

To determine the outcome of a second or subsequent hit on a Commander, a playing card is turned over.

Card type	Effects of the hits on a disrupted Commander
King, Queen, or Jack of Hearts (♥)	The Commander is killed.
Any other red card (♥,♦)	The Commander is wounded and disrupted.
Black card (♣,♠)	The Commander is unwounded and may carry on fighting.

²⁰ Cover is any terrain feature or vertical or horizontal obstacle that hides or obscures a target from view. Cover includes Built-Up Areas, cultivated land with tall crops growing on it, forests, grassland covered with tall grass, rocks, scrub, tall undergrowth, thick undergrowth, walls, and woods.

Close Assault

The procedure for determining the outcome of a close assault is as follows:

1. The unit close assaulting an enemy unit must be in the hex next to or must have moved into the hex next to that occupied by the enemy unit.
2. Both the units throw D6s to determine how effective their fire is (see above).

In addition to the result normally generated by fire combat, the total D6 scores for both sides are compared.

- If the assaulting unit has the higher score, the enemy unit must retreat one hex and the assaulting unit occupies the vacated hex.
- If the assaulting unit has the lower score, the assaulting unit must retreat one hex and becomes disrupted.

Regaining cohesion

Disrupted units or Commanders may attempt to regain cohesion at the end of each turn.

A playing card is turned over to determine if a unit or a Commander²¹ has regained cohesion.

Card suit	Unit grading					
	Good + Commander	Good <u>or</u> Average + Commander	Average <u>or</u> Poor + Commander	Poor <u>or</u> Very Poor + Commander	Very Poor	
Heart (♥)	The unit regains cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	
Diamond (♦)		The unit regains cohesion.				The unit regains cohesion.
Club (♣)			The unit regains cohesion.	The unit regains cohesion.		
Spade (♠)						

If a unit regains cohesion the disruption marker is removed immediately.

If a unit fails to regain cohesion and a Commander is in the same hex the unit may make a second attempt to regain cohesion.

Commanders always have two attempts to regain cohesion.

²¹ Commanders are rated as equivalent to a good quality unit.