

FOCUSED FIREPOWER

A WWII Wargame for Heroes

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Introduction to Focused Firepower

The Principles of Focused Firepower

It is our hope that all players will adhere to the principles of the game.

1 - Rules are NEVER 'as written'

Firepower is intended to be a living set of rules, with the principle of constant adaptation and growth at its core. If there is confusion over the rules stated in the rulebook - 'Fudge It' and discuss after the game during the Review Phase (see Planning). If an agreement is reached, contact the group with your ideas.

2 - Scenario is King

The scenario is vital if players are to be able to use the rules to their best effect. This is not simply a pick up and play game.

3 - History trumps Game-play

Although the game is designed to be both challenging and fun, no decisions should be made that adversely affects representation of historical fact. Situations may arise where it is not possible for a player to win, this is intentional.

4 - Victory should go to the most prepared

A player who has made best use of the Planning Phase of the game should succeed in achieving his objectives. During the course of our play-testing this was almost exclusively the case.

5 - Humility, not Hubris

This game is not intended to glorify the violence of the Second World War, nor does it condone the actions of groups who were responsible for the documented atrocities that took place in that time. It is the hope of all those involved in the game that by placing people into the 'pure-micro' level of the Focused Firepower experience, they will gain an insight into the terrors of war and its effects on the individual troopers involved.

Introduction to Focused Firepower

The Forces of Focused Firepower

A note on scale

Focused Firepower was designed to be played with 1/72 scale models, but will work just as easily with 28mm models. The system will also work well at other scales, with a little tweaking of measurements.

Unlike other systems Focused Firepower is 1:1, meaning each model exactly represents its real like counterpart. Other systems often use more simple ratios to illustrate larger formations, such as one man representing a whole section, or where all soldiers in a unit are mounted one one base and are dealt with as a whole.

We have found that this approach gives a much greater impression of realism to the players, and better illustrates the struggles facing soldiers on the battlefield and just how fragile humans are when confronted with the terrible realities of war.

Basing your models

The individual trooper matters much more in Focused Firepower than other game systems and as such each individual soldier is mounted on a base 20mm in diameter. Some individual troopers also require larger bases. Mounted troopers, such as cavalry and motorcycle-mounted troopers, are mounted on a 30mm base. The exception to this rule is that a weapon's gunner and loaders must be mounted together on a single base. Such weapons are usually mortars and machine guns.

Field guns vary in size and crew numbers. You will need to use your best judgement when determining the base size for mounting your field guns. As a general guide, the base should be large enough to fit the weapons's carriage and arms, if it has any, with at least 10mm of space. There should also be enough space to fit all of the weapon's crew.

Model/Team	Base Size
Infantry Trooper	20mm
2-man Weapon Team	30mm
3-man Weapon Team	40mm
Mounted Trooper	30mm
Field Guns	Variable
Vehicles	None*

Vehicles do not need to be mounted on a base, as all measurements are made to the vehicle's hull. However, many players will wish to base their vehicles. Not only does this provide the opportunity for the play to add a more scenic element to their model, but also brings the base height of the model up to the same as the infantry and weapon models.

As measurements are made to the vehicle's hull, there is no set rules concerning base sizes for vehicles, nor do they have to be based on circular bases as with other models. A good guideline to follow would be to make the base large enough to fit the vehicle's hull, with 5-10mm of space in each direction. Any more than that would hinder placing the vehicle close to terrain.

Gaming Components

Dice and Dice Rolls

There are a number of terms use throughout Focused Firepower for different dice and dice rolls. These are outlined below.

D10: Ten-sided dice, numbered from 1-10 (with the 10 usually represented by a '0')

D5: This is a D10, with the results amended using the table below

D10 Result	D5 Result
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5

Artillery Dice: A blank six-sided dice (D6) upon which you should draw 1x Dud! Symbol on the 1, 1x Hit Symbol on the 6 and 4x Directional Arrow (pointing Northeast, Southeast Southwest and Northwest) on the remaining sides.

Scatter Dice: This is a term used to represent the Artillery Dice and one or more D10 dice rolled together.

CET Roll: A roll on the Combat Effectiveness Table.

Armour Penetration Roll: A CET Roll to determine a shot penetrates a vehicle's armour.

Blast Templates

Blast Templates are a selection of circular templates cut to 1", 2", 3", 4" and 5" in diameter. Blast Templates are named as indicated in the following table. Blast Templates are used when firing High Explosive rounds, and are also used to represent Smoke, Fire and other battlefield effects.

Template Size	Template Name
1" Diameter	Small Template
2" Diameter	Medium Template
4" Diameter	Large Template
5" Diameter	Gigantic Template

Models are considered to be covered by a Blast Template whether they are partially or completely covered by it.

Gaming Components

Basic Gaming Components

The following are the minimum gaming components required to play games of Focused Firepower.

- Tape measure marked in inches.
- A selection of ten-sided dice (D10) of differing primary colours.
- An Artillery Dice.
- Blast Templates
- A 6'x4' Gaming Area (minimum), 8'x6' preferred.
- Suitable Terrain for the period and theatre.
- A structured Scenario and Gaming Map.
- A set of models to represent the forces for each side.
- Relevant ORBATs and Vehicle Datafaxes for your Forces.
- A Universal Morale score for each set of forces.

Additional Gaming Components

These will allow the game to move more freely by minimising note keeping.

- Numbered markers to represent Hidden Markers.
- White Cotton Wool to represent Smoke (placed on top of the Blast templates to identify them as smoke clouds)
- Markers to represent Fatigued Troops, Vehicle Damage levels, Craters created by HE, troops Going to Ground, Broken troops, Elements at ½ Firepower!, levels of Digging In etc.
- Models or Markers to represent fortifications.

The Scenario - Planning & Preparation

This section is designed to explain the one of the most important parts of the game - the Scenario. Without it there is no reason to play at all.

The Morale Monitor

The Morale Monitor's task is to act as a 3rd party player who is responsible for overseeing the scenario, acting as a mediator both before and during the game.

He acts as the divisional commander for BOTH players. As a neutral this places him in an excellent position to moderate player's requests to facilitate the scenario.

The Scenario includes:

- Points Limits
- Objectives
- Scenario Map

Forces & Points Limit

The scenario details what forces are available and what points limits are in place. Points limits will not always be fair or balanced, war never is.

The scenario could list specific forces and units to be used, a maximum points limit that can be taken by each player, or any other force selection guidelines as desired.

Objectives

The objectives for each force are also detailed in the scenario. All games involve primary objectives and will often also include secondary and tertiary objectives. In most cases players set their own secondary and tertiary objectives but these may also be defined by the scenario.

Primary Objective: Overall the most important goal to be achieved by either player. Normally this objective is of a Topographic nature; the capture or defence of a hill, for example. This objective is clearly defined on the Scenario Sheet with the knowledge of all players.

Secondary Objective: This objective is usually set by the players themselves and should be done so out of their opponent's view. Each player should note their secondary objective on their own Scenario Sheet. Achieving this objective allows the player to better achieve their primary objective. Whilst this does not have to be topographical, it is normally better to do so.

Tertiary Objective: Like the secondary objective, the tertiary objective is chosen by the player and marked on their Scenario Map in private. Achieving this objective allows the player to achieve their secondary objective. This objective is the least important of the three, but still necessary since it provides a building block to achieving the other two.

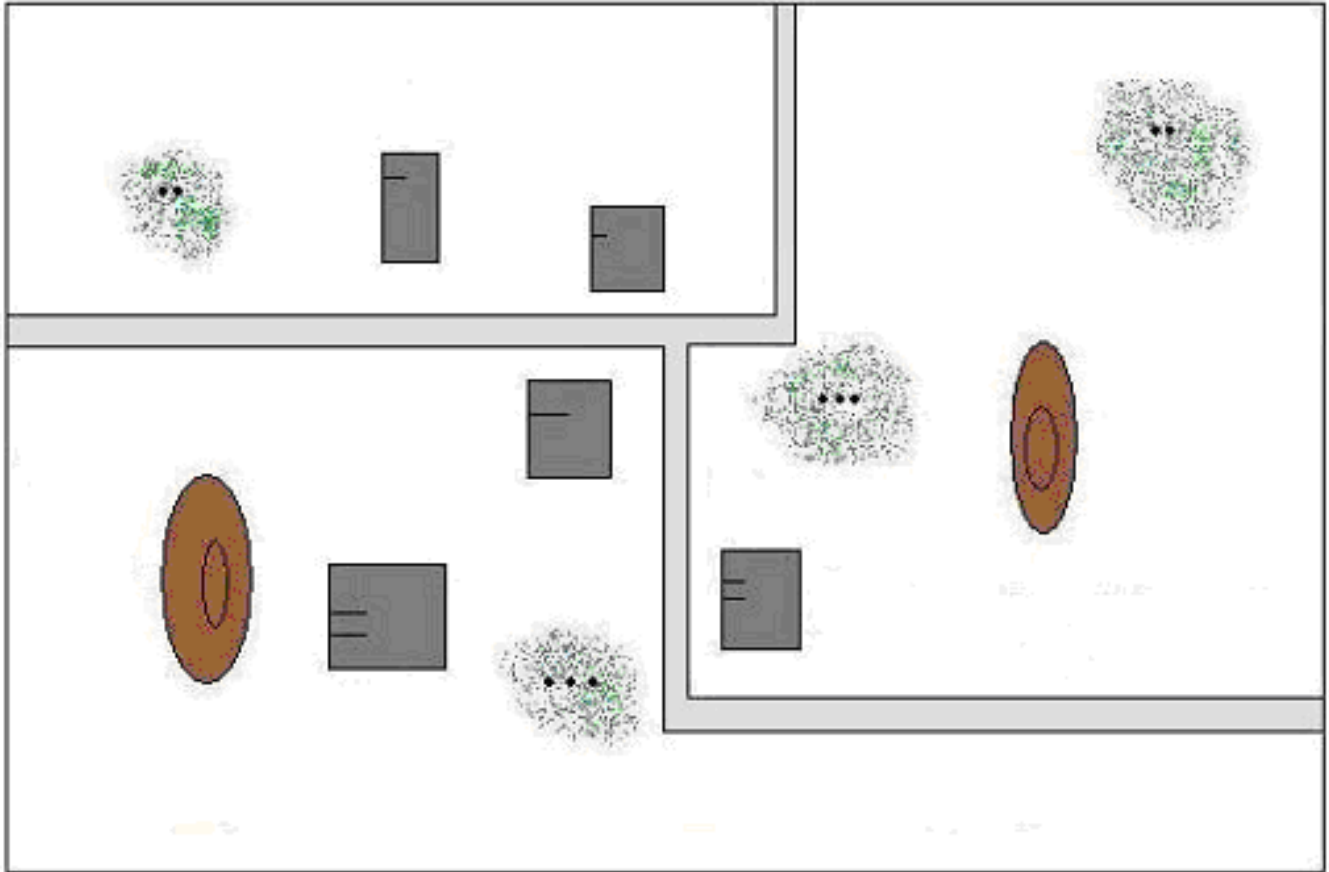
The best way to set your secondary and tertiary objectives is to use them as 'achievement signposts' that will facilitate the completion of the primary objective.

In the absence of a Morale Monitor, players should state their Secondary and Tertiary objectives at the start of the game.

Scenario Map

The Scenario Map allows players to plan ahead, discuss tactics with others players on his side and liaise with the Monitor. (Note the map is not essential since the Monitor may prefer to keep players in the dark about likely terrain and weather conditions prior to turning up for the game, but we always found the best games were those that included a map.)

Example Scenario Map



Here is a sample map we created using a simple art-package found on most computers.

A road connects the two opposing forces and the Primary Objective for both players is to Take and Hold the majority of the buildings in the village. The number of 'dots' inside the woods denote the thickness of the terrain with one 'dot' representing light woodland, two 'dots' representing medium woodland, and so on. For further information see the Terrain section.

Buildings with one bar denote a single level structure. Buildings with two bars denotes a two level structure, and so on. The hills have 2 levels and in gaming terms are considered to be height 4.

Making Your Own Scenarios

This section is designed to explain the one of the most rewarding aspects of Focused Firepower, creating your own scenarios. This is not a pick up and play war game. Not that there is anything wrong with those games necessarily, but by creating your own scenario you move away from being fed to feeding yourself.

The Scenario should include:

Required Forces or Points Limits
Objectives
Scenario Map

in the review part of the game. Achieving this objective should allow the player to better achieve their secondary objective. This objective is the least important of the three, but still necessary since it provides a building block to achieving the other two.

Required Forces or Points Limit

The opposing forces should be made aware which forces are available and/or what points limits are in place. The scenario could simply state the maximum points values for the opposing forces and leave the players free to decide what to take. Alternatively it could specify which nations, orbats or even specific units to use for the scenario, or a mix of all of the above. Note that there is no reason why the forces or points limits have to be fair or balanced, war never is.

The Firepower game places high emphasis on the aspects of Battle Planning and Battlefield Management. The scenario should state clearly both side's Primary Objective, but Players should be free to set their own Secondary and Tertiary Objectives.

Objectives

Scenarios are objective driven engagements. Objectives should follow the SMART principle outlined below.

- **Specific:** Objectives should be clear and concise.
- **Measurable:** Players should easily be able to know if they have achieved their objectives.
- **Action:** The players should actually have to do something to achieve their objectives rather than simply sitting at the back of the table blasting the enemy with High Explosives.
- **Realistic:** The forces on the table should represent the forces that would actually be assigned the task.
- **Time:** The forces should be able to achieve their objectives within the turn limit.

All games involve setting objectives:

Primary Objective - Overall the most important goal to be achieved by either player. Normally this objective is of a Topographic nature (The capture or defence of a hill, for example.) This objective is clearly defined on the Scenario Sheet with the knowledge of BOTH players.

Secondary Objective - This objective is set by the players themselves in private. Each player should note their secondary objective on their own Scenario Sheet (this allows the other player to look at it along with their opponent's battle plan in the review part of the game. Achieving this objective should allow the player to better achieve their primary objective. Whilst this does not have to be topographical, it is normally better to do so.

Tertiary Objective - This objective is set by the players themselves in private - Each player should note their Tertiary objective on their own Scenario Sheet (this allows the other player to look at it along with their opponent's battle plan

Name:

Description:

Terrain & Deployment:

Setup & First Turn:

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Battlefield Management

Battlefield Management is a fundamental aspect of the game. Any number of variables still need to be accounted for before the table is ready to play on!

- Where will your troops fall back to when they become disordered?
- Will you be allocating forces to act as an off-table reserve? When will they come in?
- Will you be fielding a Forward Supply Dump? How will you protect it?
- Will you be requesting artillery or aircraft support? When will you wish this support to arrive?
- Will you build defences before the battle? Where will these be deployed?

Command Map

These **MUST** be stated on the Map

PO	Primary Objective	1st Objective (described earlier)
SO	Secondary Objective	2nd Objective (described earlier)
TO	Tertiary Objective	3rd Objective (described earlier)
ERP	Emergency Rendezvous Point	Where units retreat towards
TRP	Timed Reserve Point	Where reserves will enter and in which turn
RSP	Re-Supply Point	A point where units can be re-supplied
TBFO	Time Bound Fire Orders	Artillery called in to begin at the start of the turn
AGAO	Aircraft Ground Attack Orders	Aircraft called in to attack at the start of the turn

Emergency Rendezvous Point (ERP)

This mechanic is designed to force commanders to think about their Lines of Retreat.

“But my forces will never run away!” I hear you cry.....
Rubbish..... Believe me.

The army’s ERP should be placed within 12” of your deployment zone, or in the case of meeting Engagement games (i.e. those where both forces move in from the side of the board), the ERP must be within 12” of their friendly table edge.

The importance of remembering the ERP cannot be overstated. In gaming terms, failure to set your ERP ensures retreating forces are removed completely (this includes vehicle crew!). They can never rally under an Officer’s Command Radius and all equipment they were carrying is lost!.....so don’t forget. (see Reorganisation Section for more information)

Reserves

Elements may be left off the table to be held in reserve if the player wishes. Such elements **MUST** be noted on the Command Map as being reserves, must have a specific point of entry mapped (TRP) and have an estimated time of arrival (ETA stated by noting the planned turn number.

Reserves are not a guarantee however. They can still be attacked by enemy aircraft and may be delayed by logistical or mechanical problems. When the stated ETA is reached any Infantry, Individual Vehicles and Field Gun elements (excluding Command Units) intending to enter play must pass a Leadership Test to do so. If the test is failed the element is delayed for D6 turns. Leave the element off-board with a D6 marking how many turns it has to wait.

In the case of Vehicle Formations, roll for each vehicle separately. Vehicle Formations with a recovery vehicle may re-roll one failed Leadership Test for reserves roll.

Battlefield Management

Supply and Logistics

Units have only a finite amount of ammunition and other resources which during the course of a battle will become exhausted. To show this any units that use special ammunition - Smoke, HI-HE, Armour Piercing or HEAT rounds may run out of ammo, and are required to either return to a designated Re-Supply Point (RSP) or must rendezvous with a Supply Truck if they intend to continue firing special rounds that have run out.

Elements must be within 3" of the RSP for a Supply Truck to be considered to be Re-supplying. In the turn an element is re-supplying it may not fire any weaponry. Supply Trucks may only re-supply one element per turn.

At the start of the game players must allocate their available Resource Points between the RSP and any Supply Trucks they have. Once allocated Resource Points cannot be reallocated and must be noted on. The danger is that ammunition stored onboard such vehicles are even more susceptible to enemy fire.

Specialist Ammunition is purchased for individual elements and will be shown in the unit's entry in their ORBAT.

Just as troopers can only carry a limited amount of ammo, the battlefield supply dump will have a limited supply of extra ammunition available. The availability of supplies is represented by the RSP's Resource Points. Once the Resource Points have run out the RSP will no longer be able to rearm elements when they run out.

Attacking and Destroying the enemy's RSP

The Re-Supply Point (RSP) must be represented on the tabletop by a suitable model. This should obviously contain Jerry Cans, Crates, Oil Drums etc, along with the models that comprise the Supply Dump Squad.

The Supply Dump counts as Soft Cover, however dangerous that cover might be. Supply Dumps are considered to be Terrain with 4 Damage Points. This ensures they can be attacked with HE and damaged in the same way. Roll to see whether it is the troops or the Dump that is hit by rolling a D6 for each point of HE.

- 1-4 Hit's the Supply Dump
- 5-6 Hit's the Supply Dump's Troopers.

For each hit that causes damage, remove one Damage Point and roll a D6. On the roll of a 6+, all Supplies within the dump explode (5+ if the supplies are carried by a truck or mover). If the dump loses all its Damage Points it will automatically explode. As you can imagine this creates a very dangerous situation to any elements nearby.

Exploding Supply Dumps!

When the Supply Dump explodes all elements within 2D6", of the centre on the Supply Dump's base are hit in the

explosion. Infantry under the template suffer hits from HE! Vehicles under the template suffer an AT hit on their armour aspect facing the dump. Vehicles only partially within the blast radius suffer the hit on a 4+.

Remaining Resource Points	Damage Sustained	AT Value
1-3pts	HE8	AT3
4-6pts	HE10	AT4
7+pts	HE12	AT5

Time Bound Fire Orders (TBFO)

These are explain in the Firing Indirect HE section of the Main Rules. However scenarios may permit forces to have these out with the normal ORBAT structure. This is fine, provided the Morale Monitor approves and it fit's the scenario.... don't go asking for a naval bombardment when attacking Berlin!

Commanders must note down on their Command Map where the artillery is to be initially directed. The target point will often be a topographical feature - a village or hill for example, but this does not always have to be the case. Commanders may also elect to have the barrage 'creep' by moving its target point turn to turn. This too must be noted on their Command Map. (Be wary however - Artillery is notoriously fickle and can scatter just as easy..... not to mention the dreaded DUD!)

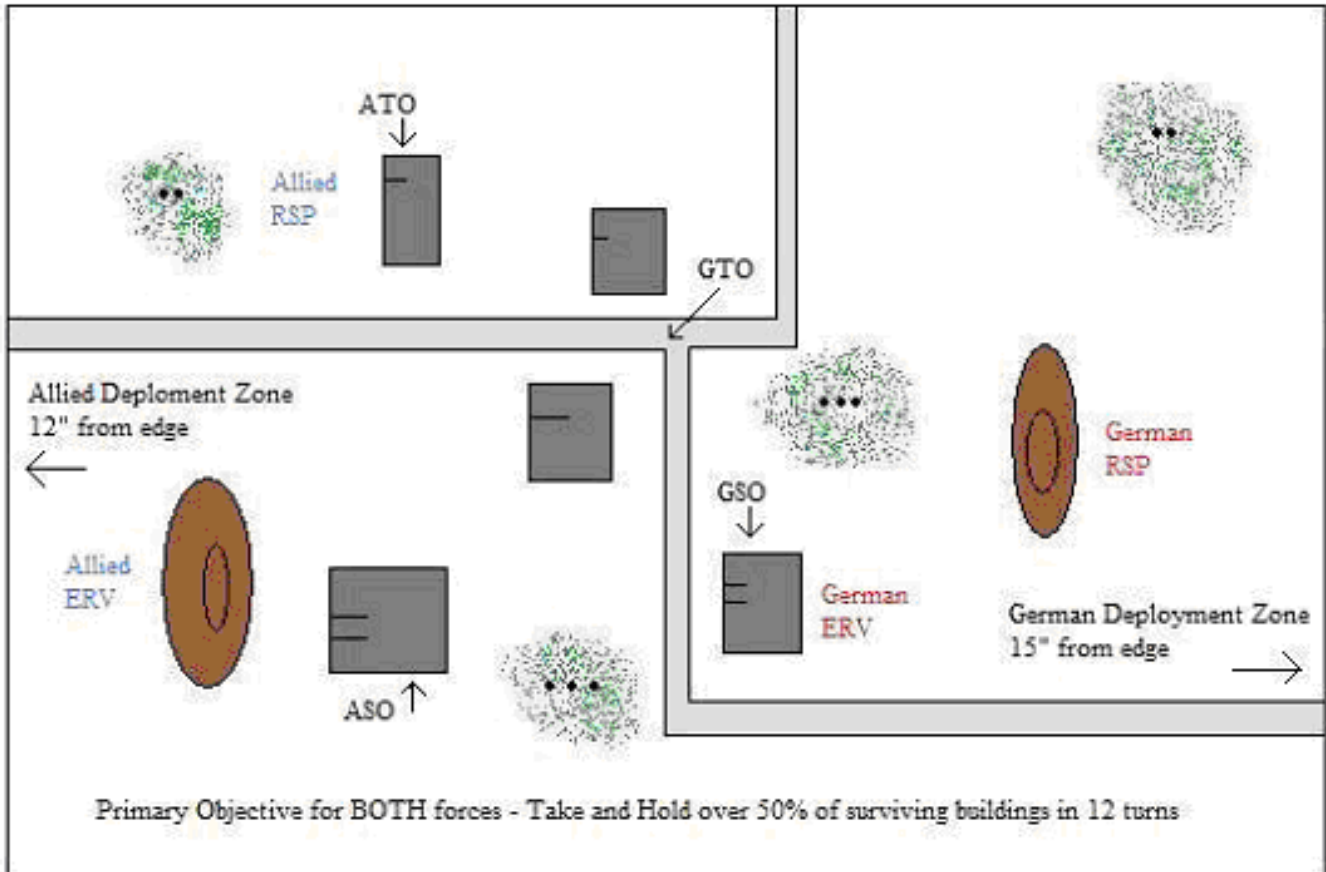
Re-assessing pre-written TBFO

This is permitted provided the player is able to send a radio message back to the battery to cancel the order. Morale Monitors can be really mean at this point.

Battlefield Management

Command Map

Example Command Map



Here is a very basic Command Map for a battle involving Germans and Allied Troops using the map. This would be the document the Morale Monitor would have to record the game.

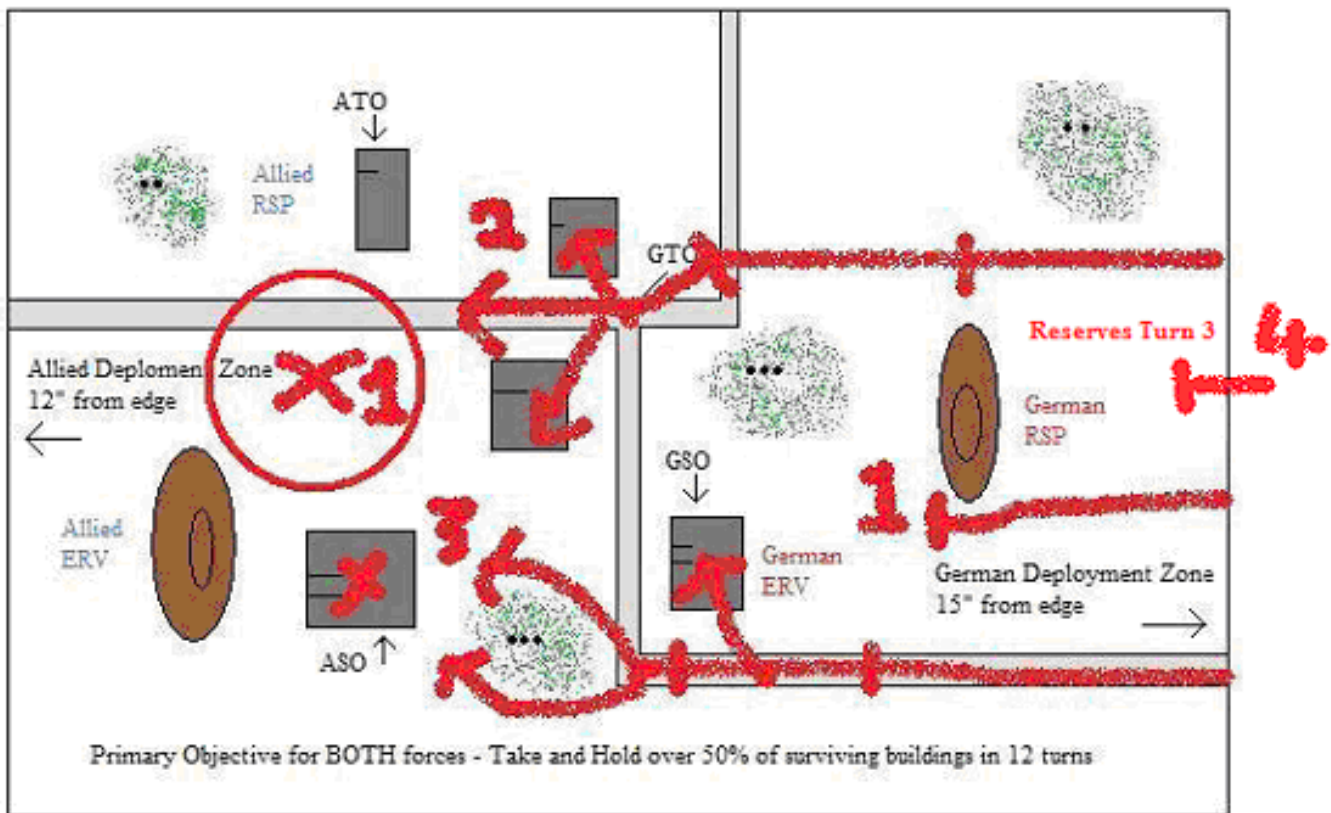
In the pre-battle planning phase the Allies choose their Secondary Objective (ASO) to be the large 2 level building near their deployment zone and their Tertiary Objective (ATO) to be the smaller single level building in the north-west part of the village. They then decide to place their ERV hidden behind a medium hill and their Re-Supply Point close to their Tertiary Objective.

The Germans choose their Secondary Objective (GSO) to be the large 2 level building near their deployment zone and their Tertiary Objective (GTO) to be the junction in the north part of the town. They then decide to place their ERV close to their Secondary Objective and their Re-Supply Point hidden behind a medium hill. (see later)

Players will know their opponent's Primary objective but will not be aware of their enemy's Secondary or Tertiary Objective until the end of the game..... but a good commander will be able to guess!

Battlefield Management - German Example Plan

Below you will see the bare bones of a battle plan with the vertical lines through the route of advance denoting the quarter, half and three-quarter game timings and locations of the various battle groups.



The German commander divides his forces into 4 battle groups

Group 1: comprises an 81mm mortar section. It's task is to support the advance and suppress the enemy as it moves towards the village.

Group 2: comprising of mostly motorised infantry with half track vehicle support is to secure the buildings ahead of the GTO, thus holding the tertiary objective.

Group 3: comprising of a tank section and infantry in trucks is to advance at best speed down the road and destroy the large building on the western side of the village with the hope that it will deny the enemy a good firing position, then they are ordered to move to engage the enemy.

Group 4: comprising a section of Sd.kfz.222 Armoured cars are kept in reserve, ordered to turn up on turn 3. They have no orders other than their arrival time since they will be used to plug the gaps in the German plan after contact with the enemy.

An aggressive plan but given the fact the German commander is unaware of the Allies objectives, is it too ambitious?..... Only time will tell.

MAIN RULES

Rounds, Turns and Phases

Games of Focused Firepower are broken down into a number of Rounds, during which each player gets to take a Turn. Each Turn is broken down into Phases as described below.

Turn Sequence

1. Check Universal Morale
2. Resolve Battlefield Effects
3. Movement Phase
4. Firing Phase
5. Close Assault Phase
6. Re-organisation Phase

Check Universal Morale

Check to see if the current player's Universal Morale has reached the Break Point as outlined in the scenario being played.

If the scenario does not specify the Break point, then the attacker will break once their Universal Morale is reduced by 33% while the defender will break once their Universal Morale is reduced by 80%.

In scenarios where it is not clear which side is the attacker and which is the defender, then each side will break once their Universal Morale is reduced to 50%.

Resolve Battlefield Effects

If there are any effects in play, such as fires, smoke, prevailing wind direction or any other effects outlined in the scenario, they are resolved at this point.

Movement Phase

The player selects each of their elements in turn and resolves their movement before moving onto the next element. Once the player has proceeded to the next unit, they may not go back to alter the movement of a previous element.

Firing Phase

Once all of the movement has been resolved the player may begin the Firing Phase. The player first allocates which elements will be firing at which enemy elements before resolving the firing of each element in turn.

Note that a vehicle that used Advance-Fire-Advance orders to fire during the Movement Phase may not fire during the subsequent Firing Phase.

Close Assault Phase

After firing has been resolved the player may then declare and resolve Close Assaults.

Re-organisation Phase

The turn ends with the Re-organisation Phase. During this phase the movement of Retreating Elements are resolved, and players get a chance to rally Broken Elements.

Once the Re-organisation Phase is completed it is the opposing player's turn.

Section A - Movement Phase

Basic Movement

Models travel in a series of short moves known as Move Points. The distance that a model can move per move point will depend on several factors, usually the type of terrain the model is moving through. **Infantry have a single Move Point**, whereas vehicles count as having a number of Move Points equal to the Speed value indicated in their datafax entry. The standard movement distances are given in the table below.

Terrain Type	Move Distance
Road	6"
Open Ground	4"
Difficult Ground	2"

If a model intends to move over two or more types of terrain during a move point, the shortest move distance allowed is used for the whole movement. For example, if a model intends to spend part of its move on a road, and part on open ground, then it may only move up to 4" during that move point.

Each individual Move Point is treated as a separate move, with terrain effects and Overwatch fire being resolved immediately in the Move Point they would take effect.

Coherency

Infantry: Infantry troopers of the same element must remain within 1" of each other unless they are being separated to re-crew a weapon. Field Guns and detached Weapons Teams must remain within 8" of their parent unit. Elements of infantry must not come within 1" of each other with the exception of Elements taking part in a Close Assault.

Vehicles: In Focused Firepower the use of vehicles is relatively restricted and so when vehicles actually are fielded they have a greater degree of freedom to operate. Elements within the same Vehicle Formation are not required to remain in coherency with each other. However, it will often be more advantageous to keep your vehicle sections close together so as to be within the command range of its lead vehicle.

Transport Vehicle Sections: If an Infantry Element is being carried by more than one vehicle, those vehicles must attempt to move into infantry coherency before debussing their troopers. When this is not possible, and the unit is not in coherency once debussed, then it will count as being Broken.

Infantry Moving Through Cover

Infantry Elements count soft cover as open ground and heavy cover as difficult ground. The Terrain section describes what level of cover a type of terrain counts as, and may also indicate special rules affecting movement.

Vehicles & Difficult Ground

Road travel was often the only way for large vehicles to effectively traverse the wide open expanses of the combat zones of the war. Vehicles move considerably faster and without fear of getting bogged down whilst on a road. Vehicles count many terrain features and obstacles as Difficult Ground, depending on their vehicle's locomotion type.

Bogged Down: Roll a D10 at the beginning of each Move Point used to move through Difficult Ground. On a roll of a 1 or 2 the vehicle has become Bogged Down. A vehicle that has become Bogged Down loses all remaining Move Points this turn, and may not use any weapons during the following Firing Phase. A vehicle will remain Bogged Down until it clears the Difficult Ground. Any additional Bogged Down results inflict 2pts of damage on the vehicle and also counts as suffering the Immobilised Hull result on the Heavy Damage Table. This represents undergrowth ensnaring axles and wheels, tanks throwing off tracks, etc.

Turning Vehicles

Vehicles may turn up to 45 degrees during each Move Point and can do so at any time during a Move Point. Vehicles may be able to turn more than 45 degrees but require to make a Special Manoeuvre to do so.

Reversing

Vehicles using a move point to travel in reverse, may only move up to half the normal move distance during that move point.

Moving Fast

A vehicle that moves rapidly across the battlefield is far more difficult to hit than one that remains stationary. Should a Vehicle use 4 or more Move Points in one turn, it is considered to be Moving Fast.

Moving Very Fast: Any vehicle that uses more than 6 Move Points in one Movement Phase is moving Very Fast. Each Move Point after the first 6 counts as moving through Difficult Ground.

Turret Rotation

The turret on a vehicle may be rotated once per turn, but may turn as far as you like in either direction. Rotating the turret does not count as Moving, and does not use any Speed Points.

Slow Traverse Turrets: Vehicles with the Slow Traverse Turret rule, may only turn the turret up to 90 degrees per turn.

Special Infantry Movement

Special Infantry Movement

During the Movement Phase Infantry Elements may be ordered to perform one of the following actions. An element may only perform one of these actions per turn.

At the Double

Infantry elements may elect to shoulder their weaponry and move 'At the Double' towards their chosen objectives. It would be unreasonable to expect the basic trooper to force march across the entire table top without considering the aspect of fatigue. Troopers during the war were often poorly fed and under extreme levels of stress, both of which would have a debilitating effect on their endurance; both physical and mental.

An element moving At the Double, may move up to twice the normal movement distance per Move Point, but its Focus Fire Value (FFV) is halved. ie, an infantry element moving At the Double on a road would be able to move up to 12". Troopers carrying Hand Held Munitions may not fire while moving At the Double. If a unit moves At the Double two turns in a row they will become Fatigued.

Any Infantry Elements may move At the Double except whilst:

- Moving through Cover or Smoke
- Manning Field Guns
- Suffering Fatigue
- Within 18" of an enemy element

Tactical Movement/Going to Ground

Infantry elements may elect to move even more slowly through the battlefield, checking fire lanes and actively seeking out the enemy. The downside to such movement is the unit's ability to engage the enemy is reduced since squad members are more concerned with concealment than offensive action.

Elements using Tactical Movement half their basic movement distance, usually from 8" to 4", but also halve their FFV. In addition, the element counts as being in one level of cover better than they actually are when fired upon and for Observation. Elements using Tactical Movement would treat Open Ground as Soft Cover, Soft Cover as Hard Cover, etc.

Prepare Weaponry

Not all weapons are able to fire at short notice. Field guns and some artillery tanks require careful deployment and range sighting, machine gun teams need time to set up their ranging sights, mortar teams must prepare the ground for their weapons and some multi-purpose weapons require time to change their mountings from one firing mode to another. Infantry elements crewing such weapons must prepare them before they may be fired. Most weapons may be prepared during the Movement Phase and fired that turn, while others will take an entire turn to prepare.

The following must spend the Movement phase being prepared:

- Field Guns
- Medium/Heavy Mortars and Machine Guns
- Light Machine Guns being fixed to Tripods
- Artillery Vehicles wishing to fire their primary weapon in IDF

The following must spend the entire turn being prepared:

- AA Weapons changing from Flak Orders to Ground Engagement Orders.
- Heavy Field Guns

Dig In

Infantry Elements, including Field Gun crews and dismounted cavalry, may spend their turn Digging In instead of moving or firing their weapons.

Turns Spent Digging In	Cover Created
2	Fabricated Soft Cover
4	Fabricated Hard Cover
6	Prepared Defences

Fabricated Cover may only be used by the Element that created it and will be removed from play if the Element moves away. Once created Prepared Defences remain in position even if the occupying Element moves away and may be used by any Element, whether friendly or hostile.

An element does not have to spend consecutive turns digging in, they may skip a turn to make another action (such as firing upon an enemy element that is getting a little close for comfort). Keep a marker by the unit, usually a die, to indicate the number of turns that have been spent digging in.

As long as the element does not move the marker remains, and the element can continue digging in during subsequent turns. IF the element moves, the marker must be removed and the unit will have to start digging in from the beginning.

Movement - Infantry

Overwatch

Under battlefield conditions elements would often be tasked with focusing on a specific area that the enemy was expected to move through in order to increase their chances of engaging the enemy before they were fired upon themselves.

Elements may be set on Overwatch during the Movement Phase. A suitable marker should be placed next to the element to indicate this. If an element is set on overwatch they may not make any other actions during the rest of the player turn. Elements set on overwatch are known as Overwatching Elements.

Overwatch Actions

An Overwatching Element is able to take action against enemy elements, during the opposing player's turn, under the following conditions.

- An enemy element that moves at least one model within 8" of the OFP is a viable target for Overwatch Fire.
- An enemy element that moves at least one model within 8" of the Overwatching Element is a viable target for an Overwatch Assault.

Taking an Overwatch Action interrupts the opponent's turn, and thus the target element's movement, until the action is resolved.

An element may only take one Overwatch action per turn. In order to be able to take an Overwatch Action the Overwatching Element must first pass a Leadership Test. More than one Overwatching Element may take action against the same enemy unit.

Once an element attempts to take an Overwatch Action, whether they pass the leadership test or not, the element is no longer on Overwatch.

Overwatch Fire: Overwatch fire is resolved in exactly the same manner as during the Firing Phase with the exception that IDF weapons may not be used. Overwatch fire suffers from a Snap Fire modifier.

Overwatch Assault: Overwatching Elements may initiate a Close Assault against an enemy element that moves within 8" of their position.

Involuntary Break in Fire Orders

Whenever an Overwatching element takes an action against an enemy element any friendly Overwatching Elements with at least one model within 8" must take a Leadership Test. If the test is failed the element must engage the same target, and taking the same action, as the original Overwatching Element. If the test is passed no action is taken.

Mounted Elements

Mounted Elements are treated in exactly the same way as Infantry Elements with the mount and rider counting as a single Trooper. **Mounted elements have two Move Points.**

Mounted Infantry (Dragoons)

Within these elements the horse is used in a non-aggressive role in order to transport the trooper into the front, or as a fast and reliable means of message carrying. Mounted Infantry also covers troopers riding bicycles. Troops riding bicycles must stop and dismount if they come within 18" of an enemy Element.

Mounted Infantry Troopers must dismount in order to use any weaponry they carry or to initiate a Close Assault. If they are assaulted by an enemy Element whilst mounted they must take an immediate Morale Test as the horses may panic and bolt. **Dismounting costs the element a Move Point.**

Motorcycle Elements: Troopers riding motorcycles follow the movement and morale rules for vehicles, but are treated in the same manner as Mounted Infantry in all other respects. Additionally, should a motorcycle fail a bogged down test for moving very fast, the model is removed as a casualty.

Cavalry

These soldiers are skilled in the difficult task of fighting from horseback. They are normally armed with antiquated melee weapons that are deadly when wielded from horseback. Cavalry Elements are able to act normally while mounted, they are essentially treated as fast moving infantryman.

Limbered Elements

Limbered Elements are Elements that use Limbered Horses to tow wagons and Field Guns.

Limbered Elements may not receive Forced March orders since their burdens slow them down. Limber Horses count as separate Troopers when allocating casualties.

Vehicle Special Manoeuvres

Special Manoeuvres

During movement a vehicle may perform one or more Special Manoeuvres. The vehicle must sacrifice one Speed Point to perform a Special Manoeuvre.

Reversing

Vehicles move much slower in reverse. To represent this for each Speed Point spent reversing, an additional Speed Point must be sacrificed.

Turning more than 45 degrees

A vehicle may turn more than 45 degrees during a Speed Point but may not make any other movement during that Speed Point.

Advance-Fire-Advance (AFA)

A vehicle's commander may issue an AFA Order at the beginning of any Move Point by passing a Leadership Test. Should the test be failed the vehicle will lose all remaining Move Points, including the current one.

If the test is passed the vehicle may immediately fire one of its weapons. Once the firing has been resolved, the vehicle may continue to use its remaining Move Points.

A vehicle on AFA Orders does not benefit from the Stable Firing Platform Special Rule, are always considered to be Moving (even if they haven't actually moved yet). Firing using AFA orders counts as Snap Fire.

These rules reflect just how difficult it is to fire a vehicle's main gun accurately whilst moving. A vehicle on AFA Orders would make the standard 6+ roll required to hit the target a 8+ before even factoring in any other modifiers!

Attaching/Detaching a Field Gun

Hooking up a Field Gun to a prime mover takes time and crew to do so. This time is represented by a Special Manoeuvre. Note that the Field Gun's crew will still need to prepare the weapon before firing it.

Embarking/Debussing Passengers

During movement a unit of troops may Embark onto a vehicle and Debus from a vehicle, causing the vehicle to slow down to do so.

Note that troops may get onto a transport vehicle during one Move Point, sacrificing a Speed Point to do so, and debus from the vehicle during another Move Point, sacrificing another Speed Point.

Movement - Vehicles

Tank Shock

Tanks are capable of simply driving over poorly equipped infantry in their push to break through the enemy lines. The infantry must either deal with the tank or fall back under its advance. Similarly, enemy tanks often found themselves attacked by brave vehicle commanders in desperate ramming attacks designed to immobilise the target.

Tank Shock vs. Infantry

Infantry Units are considered to be 'Tank Shocked' if they are driven over by Vehicles with an Armour Class of 3 or more and must take an immediate Morale Test. If failed, they must fall back under the normal conditions for a Rout (see Morale Tests).

If passed they have the option of the following :

- Move out the way of the Tank. (this is a free move and is not modified by terrain)
- Stand and Fire with a squad AT-Trooper. If the firer does not stop the tank, he is removed as a casualty. Once the AT-Trooper has fired, the squad moves out of the way of the enemy tank as normal.

Tank Shock vs. Vehicles (Ramming)

Ramming Vehicles of AV class 3 or better deliver an AT3 hit on their target vehicle then may not move again that turn. Such vehicles gain an additional +1 to the AT strength for every point of move left unused by the attacker when he makes contact with the enemy. Such hits always target the Hull. All other rules apply.

Ramming Vehicles of AV class 2 or less with a deliver an AT1 hit on their target vehicle, then may not move again that turn. Such vehicles gain an additional +1 to the AT strength for every 2 points of move left unused by the attacker when he makes contact with the enemy. Such hits always target the Hull. All other rules apply.

Mirrored Damage: Vehicles that ram the enemy can rarely expect to escape unscathed and such actions must be considered to be of 'last resort'. Resolve a ramming attack against the vehicle's own armour based on the AT strength that would be inflicted if the defender had rammed and the relative speed bonus of the attacker. Light Vehicles (AV 1) are particularly susceptible to Mirrored Damage and add +1 to the Damage Table to determine their Mirrored results of a ram.

Tank Shock vs. Immobilised/Destroyed Vehicles (i.e. Bulldozing)

Often vehicles would become Immobilised or destroyed by enemy fire, possibly blocking vital routes of advance. It is possible for other vehicles to attempt to push the offending wreck out of the way, but this is not without certain risks.

Roll a D6 for a vehicle wishing to bulldoze another vehicle,

applying the following modifiers.

- +1 Wreck was Destroyed.
- +1 Pushing Vehicle is lighter (AV is lighter)
- +1 Pushing Vehicle is damaged (Light or Heavy)
- 1 Pushing Vehicle is heavier (AV is greater)

On a 4+, the wreck can be moved 2" away. If the Bulldozing player rolls a 1 (before or after modification), the Pushing vehicle is 'Bogged Down'.

Bulldozing vehicles lose 2 points on their Speed score for the 'push'.

Movement - Vehicles

Section B - Firing Phase

The Combat Effectiveness Table (CET)

FINAL MODIFIER										
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
MISS	10+	9+	8+	7+	6+	5+	4+	3+	2+	2+
DICE ROLL REQUIRED										

The Combat Effectiveness Table (CET) forms the basis of the activity mechanic within Focus Firepower. The procedure of calculating damage works on the principle that a multitude of factors will improve or impair a weapon or trooper's ability to effectively combat the enemy. These factors are represented in the game by applying various modifiers.

The Black Zone represents standard combat conditions.

The Blue Zone represents a situation where circumstances are heavily in your troops favour.

The Red Zone represents a situation where circumstances have conspired against you.

Allocating Fire

Elements must allocate all shooting attacks at the enemy before any shots are fired. This is best represented by allocating targets with a number, shown by placing a D6 next to the Target Element, and the same number to any elements planning to fire at the target. The first target would be assigned a D6 showing a 1, the second unit gets a 2, and so on.

Once all allocated fire has been determined, the Firing Player may NOT re-allocate towards new targets if their target becomes destroyed before they get a chance to fire. This ensures that players will have to plan ahead and gauge the level of fire that would be required to eliminate their targets. On a real battlefield units would not hold their fire to see how well their friends do first. Also, all models in the same element must fire at the same target, any excess casualties are lost.

IDF Orders are also issued during the Allocating Fire Stage and IDF should be allocated first.

Prioritising Fire

All elements using Direct Fire weapons are required to fire at the closest visible target that they can damage. This rule is subject to the following exceptions:

- Elements may target the next closest enemy, if the closest has already been targeted by another friendly element.
- Elements may target more distant elements in a lower level of cover than a closer element in a higher level of cover.
- Elements may elect to fire at a more distant element if it contains a Terror Weapon.
- Elements may always ignore infantry to shoot the closest enemy vehicle they can see and damage.
- Elements are permitted to ignore Light or Open Topped vehicles in favour of other vehicle targets
- Elements may always elect to ignore an infantry element that is below 5 models.

Firing Modifications Table

Condition	Modifier
Ranges	
Target is at Short/Point Blank Range	+1
Target is at Long Range	-1
Target is at Extreme Range	-2
Terrain	
Firing from an Elevated Position	+1
Target is in Soft Cover	-1
Target is in Hard Cover/Hull Down	-2
Target is in Prepared Defences	-3
Target is in an Enclosed Defence	-4
Speed/Movement	
Firer is Moving	-1
Target is Moving Fast	-1
Target is Moving Very Fast	-2
Target is a Static Target*	+2
Other Conditions	
Firer is Poorly Drilled	-1
Snap Fire	-1
Target is a single infantry model	-1
Tank Ace firing Main Gun	+1
Weapon has a Stable Firing Platform	+1
Weapon has the High Rate of Fire Rule	+1
Weapon has the Deadly to Infantry Rule	+1

* A Static Target is a target that cannot move, such as a building or an Immobilised vehicle, not an element that chose not to move in their previous turn.

Line of Sight (LoS)

All elements in Focused Firepower exert a Line of Sight (LoS). This represents their ability to see the enemy. Obviously, this is crucial as it will allow the player to structure his actions to best engage his opponent according to his battle plan.

Elements and Line of Sight

- Infantry and Field Guns have a 360 degree LoS.
- Enclosed vehicles have a 45 degree LoS from each view port and weapon mount.
- Commander's cupolas and Cupola weapons have a 360 degree LoS.
- Open vehicles (trucks, half-tracks, etc), have a 180 degree LoS to their front.

Fire Arcs

Weapons carried by troops, or on weapon mounts can only be fired at targets within their fire arc.

Weapon Types and LoS

- Weapons carried by single trooper models have a 360 degree fire arc.
- Infantry weapon teams have a 90 degree fire arc.
- Integral weapons have a 45 degree fire arc.
- Wide Traverse weapons have a 90 degree fire arc.
- Turret and coaxial weapons do not have a fire arc, so turrets must be turned to directly face the intended target.
- Cupola Mounted Weapons are able to turn freely to all directions so have a 360 degree LoS.

Lucky Shots

Normally the owning player may choose the casualties taken from a damaged element. However this may lead to situations where the owning player ends up with the best weapons still remaining within a squad, without running the risk of losing important troopers such as Officers, NCOs, Specialist Weapon Troopers etc. To allow for this, FF! has the Lucky Shot rule.

When making a CET Roll to determine casualties with Small Arms, a natural result of 10 (excluding modifiers) counts as a Lucky Shot. For every Lucky Shot, one casualty may be selected and removed by the attacker rather than the defender, thus preventing the defending player from simply removing his less important models. A Lucky Shot allows the attacking player to remove a single casualty that must be a whole model. Only if multiple Lucky Shots are rolled may the attacking player remove weapon teams.

Automatic Hits

Direct-fire single-shot weapons with an AT and/or HE value will automatically hit the target if all of the following conditions are met.

- Firer is stationary, and within Short Range or within Point Blank range and not moving fast or very fast.
- Target is neither moving fast nor very fast
- Shot does not count as Snap Fire

You may still choose to roll to hit instead of automatically hitting, in the hopes of rolling a Lucky Hit, which provides a bonus to the vehicle damage roll.

Hand-held Munitions may only automatically hit structures. When a target vehicle is hit automatically, the firer may choose the hit location instead of rolling for it.

Snap Fire

Snap Fire covers all aspects of unexpected shooting including Overwatch, shooting at/with Ambushing/Hidden troops, Close Assault firing and anywhere else players can make the rule apply.

Snap Fire confers a -1 to-hit modifier. Note that Snap Fire is cumulative with itself. This means situations may arise when elements suffer more than one Snap Fire modifier; for example a Hidden Element firing while on Overwatch would suffer two Snap Fire modifiers.

Crossfire

Elements may fire through other friendly elements but require rigid fire order discipline or else run the risk of friendly fire incidents. Elements firing at or from an Elevated Position ignore the Crossfire rule provided intervening friendly elements are on a lower level of terrain.

Any element that fires Direct Fire, or within 1 inch of, friendly elements will count to hit rolls of a 1 as causing a hit on the closest intervening friendly element instead of the target. Vehicles will be hit on the armour aspect facing the firer.

Dual Purpose Rounds

Many tank and field guns were designed to fire shells that were both Anti-Tank and Anti-Personnel capable. In the case of these weapons, if the shell hits its intended target, resolve the HE part of the shot first and then the AT part of the shot. These rounds will be indicated by having both an HE and AT value in their descriptions.

Under Fire

When an element is hit by any shots, or takes casualties for any other reason, they count as being Under Fire. Armoured vehicles only count as being Under Fire if they are hit by weapons with an AT value, or that can cause Concussive Damage.

Small Arms Fire

The Small Arms Fire section covers shooting from Rifles, SMGs, Assault Rifles, Machine Guns and Auto Cannons that are targeting enemy Infantry. All Small Arms have a Focus Fire Value (FFV) defined by the weapon's type. When firing with Small Arms add up the Focus Fire Values for all the weapons being used to find the Total Focus Fire Value.

The Total Focus Fire Value is used to show how many dice are rolled on the CET to determine casualties.

Small Arms Firing Procedure:

- 1 - Check range to target
- 2 - Gather Dice + Separate Modified Dice
- 3 - Determine Casualties

Check range to target

Measure the distance from your firing element to the closest point of the target element, if the target is beyond the weapons maximum range all shots are disregarded and no further action is taken. If the target is in range you will need to determine the Range Bracket that the majority of your models are using; this may affect the modifiers that will apply to your shots.

Small Arms weapons are given a Short, Medium and Long Range bands. This represents the effectiveness of each weapon at different ranges and modifiers for accuracy may come into play depending on the distance to your target.

Extreme Range: Some weapons, such as the German MG42, also have an Extreme Range band in their listing. Small Arms may only fire at extreme range when stationary and mounted on a tripod, vehicle or other fixed position.

Determine Casualties

Once you have determined that you are in range and the Range Bracket being used make a number of CET Rolls equal to the Total Focus Fire Value. Every successful roll, factoring in applicable modifiers, causes a single casualty on the target element.

Removing Casualties

Casualties are removed by the Owning Player. The Owning Player may remove casualties as he chooses, provided the models removed were viable casualties when the Targeting Element fired. Once all viable casualties have been removed any excess casualties are wasted.

Damaging Soft/Hard Sided Vehicles

Small Arms and MG weapons fired at Soft/Hard sided vehicles are normally targeting the vehicle rather than the crew or passengers. Although virtually useless against armoured vehicles Small Arms fire would often cause debilitating damage to lighter vehicles.

Allocate Hits

Firing Small Arms at transport vehicles or vehicles with exposed crew is worked out as normal with the addition of the Allocating Hits phase before the Determine Casualties phase.

To determine whether the troops or the vehicle have been hit roll a number of D6 dice equal to the Total Focus Fire Value. Every roll of a 5 or 6 has hit one of the exposed troops, rolls of 1 to 4 hit the vehicle.

Determining Casualties

All those that hit the Troops are then rolled on the CET as normal to determine casualties.

Transported Troops count as being in cover, the type of cover being determined by the type of vehicle; Open Ground for Open-Topped vehicles, Soft Cover for Soft Sided vehicles, Hard Cover for Hard Sided vehicles and tanks that have 'Popped the Hatch'. Note that these troops may elect to Go to Ground. In addition to the usual penalties for going to ground the vehicle loses one Speed Point in the next turn.

Determine Vehicle Damage

The hits against vehicles are resolved using the Anti-Tank Firing rules.

Small Arms with Anti-Tank Values.

Some Small arms are capable of delivering rounds into a target that are more than capable of penetrating their target's armour. These weapons are listed with an Anti-Tank Value in their relevant Crib Sheet entries. These weapons may be fired in exactly the same way as other Anti-Tank Fire.

Direct High Explosive Fire

Direct HE Firing Procedure

- 1 - Check Range to Target
- 2 - Roll to Hit
- 3 - Place Template & Resolve Damage

Check Range to Target

Checking the range to the target element is resolved in the same manner as Anti-Tank Firing.

Players should note the firer does not have to target enemy elements with HE firing. Targeting terrain is permitted, since it was a common tactic during the war to deny the enemy cover or defensible locations.

Roll to Hit

Roll to hit in the same manner as AT Fire. If the result on the Artillery Dice is a Dud, the shot is discounted. If the shot misses, scatter the shot from the target point in the same manner as Indirect Fire.

Shooting at Large Static Targets

Some terrain features such as large buildings (i.e. those with more than one level) are considerable easier to hit with Direct HE. Shooting at these features confers a +1 to-hit modifier to Direct HE shots.

Any enemy elements within the feature are only hit by half the HE value of the shell since the majority of the force of the explosion was aimed at the building itself.

Place Template and Resolve Damage

High Explosive Ammunition is designed to represent any form of fragmenting shell which in practice would be used to decimate enemy formations, structures and fortifications. The size of the shell used and its ability to fragment determines its effectiveness; represented ingame by the weapon's HE Value.

The HE Value determines the size of the Blast Template used and the number of CET rolls used to determine casualties. Consult the table below to see which template to use.

HE Value	Template Type
HE 6-8	Small Template
HE 10-12	Medium Template
HE 16-20	Large Template
HE 24+	Gigantic Template

To determine casualties, make one CET Roll per point of HE. Casualties may only be taken from those models under the template. For example, a round with a HE value of 10 would make 10 CET Rolls.

Allocating HE Damage to multiple units

High Explosive fire uses templates to allocate damage and naturally there will be situations where a template will cover more than one target. When more than one target is touched by a HE Template the HE Value of the shot is divided evenly amongst those affected by the blast. Elements with models with one or more models under the template are considered to be affected.

The owning player is free to allocate casualties as he chooses in exactly the same manner as Small Army Fire. Note that the Lucky Shot rule still applies.

Concussive Damage

HE damage of value 16 or higher is capable of causing damage to targeted vehicles, even if the weapon's AT Value is negligible. This occurs because, while the damage caused to the exterior of heavily armoured vehicles may be slight the damage caused to the vehicle's interior/crew by the shell's concussive effect could be severe.

When an enclosed vehicle is hit by a shot with HE16 or more, make a roll on the Vehicle Damage Table to determine the damage caused. Do not apply any modifiers to this roll. In addition, the vehicle must take a Morale Test as if they were hit by a Terror Weapon.

Anti-Tank Fire

Anti-Tank Firing Procedure:

- 1 - Check Range to Target
- 2 - Roll to Hit
- 3 - Roll for Hit Location
- 4 - Roll to Penetrate Armour
- 5 - Resolve Damage

Check Range to target

Players should measure from the closest point on the firer's base, or gun mantlet in the case of vehicles, to the target vehicle. The line should be drawn towards the centre point of the target, but the range is measured to the point where the line of fire touches the vehicle.

Do not measure from the firer's Gun Barrel, which may be considerably longer on some later gun variants. If the target is beyond the weapon's maximum range the shot misses and is disregarded.

Roll to Hit

To determine if the shot has hit the target make a to-hit roll on the CET applying modifiers as normal. Also roll the Artillery Dice to see if the shell is a DUD.

Hit Location

Once you have determined the target has been hit, you need to see what part of the target the shot has hit. Roll a D10, on a 1 to 7 the shot has hit the Hull. On a roll of an 8 to 10 the shot has hit the Turret or Super Structure.

Note that vehicles that do not have a turret or super structure are always hit in the hull. In which case there is no need to roll for the hit location.

Armour Penetration

All weapons capable of damaging vehicles are given a Anti-Tank Value. Armoured Vehicles are given an Armour Class for each armoured facing. To penetrate armour you must make a CET Roll. Each point of AT negates a single point of Armour. Any remaining AT points represent a positive modifier to the CET Roll. Any remaining points of Armour represent a negative modifier to the CET Roll.

For example, a shot with AT8 hitting a vehicle with an armour value of 5 would have a +3 modifier, so would need a roll of 3 or more to penetrate the vehicle.

Automatic Penetration: If the AT value of the round is equal to, or greater than, 3 times the Armour Class of the facing hit or the facing is unarmoured, the vehicle is automatically penetrated without making an armour penetration roll and counts as being penetrated in the blue zone for the vehicle damage roll.

Resolve Damage

The extent of damage a vehicle has received is measured by applying Damage Points (DP). The more powerful the shot, the more Damage Points are likely to be inflicted on a vehicle, the more Damage Points inflicted the more serious the damage. Damage Points remain on a damaged vehicle for the duration of the game.

To ascertain the extent of the damage inflicted, make a roll on the table below, using D10, applying the applicable modifiers from the Vehicle Damage Modifications Table.

Vehicle Damage Modifications Table

Condition	Modifier
Firing a weapon without an AT value	-3
Target Vehicle has Sloped Armour	-1 (Long Range only)
Penetration modifier in the RED Zone	-2
Shell is a Dud	-D5
Vehicle is Already Damaged	+1 per DP
Shot came from an Elevated Position	+1
Shot hit Side Armour	+1
Shot hit Rear Armour	+2
Penetration modifier in the BLUE Zone	+2
Vehicle has Exposed Fuel Tanks	+D3
HEAT Round	+1
Super Heated Shell	+D3
Hit was a Lucky Shot	+1

Vehicle Damage Table

Result	DP	Additional Effects
2 or Less	0	
3	0	Crew Shaken
4	0	Crew Shaken
5	0	Crew Shaken
6	1	Crew Shaken
7	1	Morale Check
8	1	Morale Check
9	1	Morale Check, System Damage
10	2	Morale Check, System Damage
11	2	Morale Check, System Damage
12	4	Disabled
13+	4	Destroyed

Anti-Tank Weapons vs Infantry

Weapons designed to pierce the thick armour plates of tanks cause catastrophic damage to infantry. All weapons with an AT value have the Deadly to Infantry special rule.

Vehicle Damage Effects

In the Battlefield, once a vehicle has suffered serious damage it becomes susceptible to debilitating factors that will impair its efficiency, crew can become unnerved, weapons damaged, drive mechanism broken, etc.

Crew Shaken

While critical systems have not been damaged, the crew has been thrown around by the concussion of the impact and have become slightly disorientated. During the owning player's next turn the vehicle crew must pass a Leadership test to fire any of its weaponry.

System Damage

Once one of the vehicle's systems has been damaged. Make a D10 roll on the System Damage Table to determine which system has been damaged.

Disabled

When a vehicle becomes disabled it can no longer function, is left in position and counts as Hard Cover. Any passengers being transported by a vehicle that becomes disabled must immediately disembark and take a Morale Test.

Destroyed

Destroyed vehicles of Armour Class 2-10 (of any type) are left on the board and are considered to be Hard Cover. Place a Small Smoke Template, centred over the vehicle. Destroyed Light Vehicles are removed from play.

Any vehicle transporting troops when Destroyed will cause D6 casualties on the transported element. If a vehicle is destroyed while towing a Field Gun the weapon is also destroyed.

System Damage

Once one of the vehicle's systems has been damaged. Make a D10 roll on the following table to determine which system has been damaged.

Result	Additional Effects
1-2	Minor Damage, No further effect
3-4	Radio Damaged
5-6	Crew Injured + Morale Test
7-8	Weapon Destroyed
9-10	Drive Damaged

Radio Damaged: When a vehicle's radio becomes damaged they suffer from Fractured Chain of Command, unless the vehicle is a Command Vehicle.

Crew Injured: Taking casualties and having injured crewmen can seriously effect a vehicle's fighting ability. In FF, injuries to vehicle crew incur negative modifiers as detailed in the table below. Roll on the following table to see which crewman has been injured and apply the relevant penalty. A crew injured result is only applied once. Duplicate results are ignored.

Result	Additional Effects
1-3	Driver Injured (-1 Speed)
4-6	Gunner/Loader Injured (-1 To Hit)
7-10	Commander Injured (NCO Casualty)

Weapon Destroyed: The shot has caused heavy damage to the weapons on the vehicle. The vehicle loses the use of all the weapons in the hull or turret, depending on which location was hit, for the rest of the game.

Drive Damaged: If the hit location was the Hull, the vehicle's Speed is reduced by half (rounding down). A second Drive Damaged result on the Hull will reduce the vehicle's Speed to zero, and so becomes Immobilised .

If the hit location was the Turret, the vehicle gains the Slow Traverse Turret special rule. A second Drive Damaged result on the Turret, or a single result on a vehicle with a Slow Traverse Turret, has jammed it in position and the turret may not be turned for the rest of the game.

Indirect Fire

Indirect Fire (IDF)

Indirect Fire is where weapons such as Field Guns and mortars may be called upon to provide fire support to the infantry squads engaging the enemy. IDF weapons use high arcs of fire to clear intervening terrain and friendly elements.

Indirect Firing Procedure

- 1 - Issue IDF Orders
- 2 - Ensure IDF firing element is within range
- 3 - Scatter the IDF
- 4 - Resolve Damage

Issue IDF Orders

Elements must first receive an order to fire an IDF capacity. The orders must state what turn to fire and at what point on the battlefield. IDF weapon crews cannot fire other weapons in the same turn as using the IDF weapon.

Issuing IDF Orders

Any CO or NCO may issue orders using runners is a radio/telephone. To issue the order the officer's element must be in coherency with the runner or radio being given the order. An officer may also give IDF orders to the firing element, if that element is within 6" of the officer's element. An officer may also issue orders to an IDF weapon crew within their own element.

There are several methods of relaying IDF Orders. The methods available are Radio Orders, Runners and Direct orders. IDF Orders are resolved during the Movement Phase. Also, Time Bound Fire Orders may be given, but these are issued as part of the Pre-Battle Sequence.

When the IDF orders are issued, place a marker at the position the IDF crew are to fire upon. This is the target point.

Firing IDF Without Orders

Although it is typical for IDF elements to require firing orders, they may turn their fire upon immediate threats. Elements may attempt to fire with IDF weapons, without having received orders, at an enemy element that is in direct line-of-sight by passing a Leadership Test.

Time Bound Fire Orders (TBFO)

During the Pre-battle Sequence players may set Time Bound Fire Orders for elements equipped with IDF weapons. This is done by marking on the Command Map the target coordinates, the firing element and the turn in which fire is to occur. You may alter or cancel Time Bound Fire Orders by issuing new IDF Orders using the methods stated above.

Runners

Many officers had one or more of their men designated as runners whose main job was to carry orders around the battlefield. Where units have runners they will be indicated as such in the force's ORBAT. A runner acts exactly as if they were a normal trooper; they are effectively an element consisting of a single trooper.

A runner may be given orders by an officer during the Movement Phase, as part of the Officer's element's movement. To be given orders the runner must be within coherency with the element that contains the officer giving the order.

Runners relay IDF orders as part of their own movement. The runner must be within coherency with the unit they wish to pass the orders. The runner may also pass the orders through a radio equipped element or use a field telephone. A runner may receive and relay IDF orders during the same Movement Phase.

A runner may take more than one turn to reach his destination. In this case the order must be noted down and will be implemented when the runner relays the IDF orders. For example, an officer issues an order in turn 4 for a mortar element to fire but the runner does not arrive at the IDF element until turn 5, at which point the mortar element fires on the target point.

It is important to consider, before giving orders to a runner, how long it will take the runner to relay orders and where the enemy is likely to have move to by that time.

Radio/Telephone Orders

Any element that has a radio or telephone and LoS to an Observed Target or Terrain Feature may make a Radio Check to try and contact an IDF weapon crew. A radio/telephone may only be used to call in IDF once per turn.

To attempt to call in IDF the operator must pass a Leadership Test applying the following modifiers:

Condition	Modifier
Poor Quality Radio	-1
Artillery Skilled Trooper	+1
Field Telephone	+1

All radios in Focus Firepower have a usable range as defined as the Tabletop+100". No communication can be attempted outside that range. Buildings and Hills of Height 3+ are considered to block the low frequency signal strength of the radios prevalent during the war. This means that players will often need to set up a relay system to ensure correct orders are sent. A relay would require a number of radio operators to call back until one of the tasked radios was within range of the IDF weapon element.

Ensure the IDF is in range

Once IDF Orders have been received and all firing has been allocated you can begin firing.

Measure the IDF weapon's maximum range towards the target point; only measure the weapon's range, not the distance to the target.

If the target is within range place the appropriate template, centred on the target point. If the target is out of range place the centre of the template at the weapon's maximum range in the direction of the target.

Scatter the IDF

Due to the speculative nature of indirect fire, the desired target point of these munitions will often vary wildly from their actual landing point. Once the template has been placed, roll the Scatter Dice consulting the table below to determine how many D10s to use.

Range to Target	Scatter Distance
0-25"	D10
26-50"	2D10
51-100"	3D10
Over 100"	4D10

In the case of Barrage Weapons or elements with multiple IDF weapons, scatter the first shot as normal. Further IDF shots fired by the same element will scatter D10" from that point.

Defenders and Accurate IDF

Due to the fact that defending troops have time to prepare the area (by 'dry firing' and pre-measurement), all scattering IDF fired by the defender will scatter at half the distance rolled on the scatter dice.

Adjusting to Target

If the firing element had line of sight to the target, they may adjust their aim accordingly for successive shots. Should an element fire on the same target point in successive turns, the scatter distance is reduced by 2" for every turn after the first.

Resolve Damage

Once the location of an IDF shot has been established, any elements under the template, even if only partially, can have a hits allocated to them. Hits are allocated by the owning player one element at a time. Make a CET Roll for every hit inflicted and apply any modifiers from the Modifications Table to determine casualties.

IDF HE Damage vs. Vehicles

Vehicles are only damaged if the centre of the template touches the vehicle. When this happens damage against the vehicle is resolved in the same way as an AT Shot. IDF HE is resolved against the vehicle's top armour.

Template Size	AT Value
Small	2
Medium	4
Large	6
Gigantic	8

IDF HE Against Soft and Hard Sided Vehicles

Infantry being transported in Soft or Hard Sided Vehicles find themselves in a very dangerous situation when hit by IDF shots. Should the template centre be within the troop compartment of these vehicles the transported troops will be hit by a confined explosion. Resolve damage as if the troops were in the open and double the HE Value of the weapon.

Weapon Profiles

Each weapon listed in the Crib Sheets document has a profile that details the characteristics of that weapon.

The profile lists the following information:

- Name
- Ranges
- Anti-Tank Values
- Indirect Fire Range
- Focused Fire or High Explosive Value
- Munition Type
- Notes
- Points Cost

Name: The forces documents and vehicles documents for each faction indicate the weapons carried by each trooper and fitted to their vehicles. Cross reference the names given in these documents to the weapons listed in the crib sheets to find out the rules for the weapons carried by your units.

Ranges: Each weapon has a short, medium and long range. The range band in which a target element falls is important when determining certain firing modifiers. There are also special rules that only come into play at specific ranges.

The number listed for each range is the maximum distance in inches for that range band. Lets take for example a weapon with a short range of 20, a medium range of 40 and a long range of 80. A target would be within short range if it was between 1 inch and 20 inches from the firer, within medium range if between 20 inches and 40 inches, and within long range if between 40 inches and 80 inches. If the target is further than 80 inches from the firer, then they are out of range and the weapon cannot effect them.

Should a target be exactly at the maximum distance of one range band, and the minimum distance of the next range band, then the target would count as being within the lower range band. Using the same ranges in the last example, should a target be exactly 40 inches from the firer, then they would count as being within medium range.

Anti-Tank Values: An anti-tank weapon's ability to penetrate an armoured target diminishes the further from the firer the target is. Therefore the anti-tank value of the weapon used for anti-tank firing is different for each range band. The full rules for using anti-tank weapons are given within the Firing section.

Indirect Fire Range: If a weapon is capable of firing indirectly, then the maximum range is listed here. The full rules for using indirect fire weapons are given within the Firing Section.

Focused Fire and High Explosive Values: Small arms weapons all have a focused fire value that indicated the number of die are rolled when determining casualties. Weapons, or rounds, with a high explosive capability instead list their HE value here, indicated by having 'HE' before the number.

The full rules for using small arms and high explosive weapons are given within the Firing section.

Munition Type: Weapons and rounds are indicated as being either standard or specialist munitions. Standard munitions may be used without limit, but there may be restrictions applied to specialist munitions. Often a scenario will determine the availability of specialist munitions.

Usually a unit will only have a limited number of shots available with specialist munitions. Once they have reached the limit the unit may be re-supplied using the Supply Dump.

Only standard rounds are available for 'pick-up' games. Although specialist rounds may be used if both players agree to do so.

Notes: If there are any weapon attributes that apply to a weapon they will be listed in the weapon's notes. Any additional information, such as a weapon being able to fire smoke rounds or the date from which certain rounds become available, are also listed in the weapon's notes.

Points Cost: Every weapon is listed with a points cost that is used when determining the total points cost of units equipped with that weapon.

Weapon Types

Pistols and Rifles

Pistols

Pistols were issued in massive numbers to all the protagonists of the War. Such weapons are all but useless in a long range fire fight and only become effective at close quarters. Pistol Weapons are used only in the CQB part of the Close Assault and so have no Range Profile only a Focus Fire Value (normally only FFV 1) and are always considered to be firing at Short Range.

Rifles

Rifles were the standard small arm of the War and were issued to the majority of the fighting troops. Designed to be cheap to produce, durable and easy to maintain, these weapons were intended to provide the trooper with the ability to kill the enemy at Short, Medium and Long Ranges. These weapons are normally capable of firing in all three Range Brackets (although these distances will vary from weapon to weapon) and almost all have a Focus Fire Value of 1.

Assault Rifles

Assault Rifles (such as the German MP44) follow the same rules as rifles with the High Rate of Fire Special Rule at ALL range brackets rather than just at Short Range.

SMGs & Carbines

These weapons were designed to be more compact than rifles, and for use at closer ranges, so were often issued to paratroopers, drivers, messengers and other specialist troopers. SMGs and Carbines have a Short Range and Long Range, but no Medium Range. In addition, these weapons do not suffer the Snap Fire penalty while Point Shooting.

Sub-Machine Guns (SMG)

SMGs (such as the Thomson and Sten) became more widely used in the later theatres of the War as close assault weaponry became more important. SMGs gain the High Rate of Fire Special Rule at their Short Range.

Heavy SMGs:

Heavy SMGs (such as the Russian Pah-Pah-Shah) are treated as SMGs in all respects but have a higher FF value (normally FF2). Certain high quality SMGs (such as the Italian Beretta) may also be classed as Heavy SMGs in order to grant them an increased FFV.

Carbines

Carbines (such as the US M1 Garand Carbine) follow the same rules as Heavy SMGs in that they have a Higher FFV but do not benefit from the High Rate of Fire Special Rule.

Mortars

Mortars follow all the rules for IDF weapons.

Heavy Mortars are always stationed off-board and so their ammunition is classified as Specialist Ammo. (see Ammunition Types Rules)

Mortars and Terrain

Mortars may not be fired if they are within area terrain or if they are firing over area terrain within the terrain's Dead Ground in terms of target aspect since their shell trajectory will be affected.

Mortars, Templates and Smoke

Mortars are one of the few weapons in Focus Fire that can intentionally deploy Smoke. The Smoke Area Effect is determined by the size of the mortar in question:

Mortar Type	Template Size
Light Mortar	2" Template
Medium Mortar	3" Template
Heavy Mortar	4" Template

Players should note these size are often larger than a Mortar's HE Damage Template. This is designed to represent the increased dispersal of Smoke ammunition.

Light Mortars

Light Mortars are designed to be highly transportable, easy to use and capable of delivering direct firepower support to elements as they advance. In gaming terms, Light Mortars do not require a Radio Check to fire since they are not IDF weaponry and may move and fire.

Weapon Types

Machine Guns

Most machine guns are manned by more than one trooper, usually a gunner and loader, and as such count as a Weapon Team and should be mounted on the same base.

Machine Guns and the Beat-Zone

Whilst it is true that Machine Guns caused the bulk of infantry casualties in the War, they were used not only in a direct engagement role. At the weapon's Long Range, a Machine Gun creates a 'Beat-Zone', which although not as lethal as direct fire, was able to deny the enemy routes of advance.

In gaming terms, a Machine Gun firing at Long or Extreme Range creates a Beat Zone. After any casualties have been removed, the target infantry element must pass a Leadership Test or be forced to Go to Ground.

Types of Machine Gun

The Machine Gun was primarily designed as a squad support weapon, intended to give the squad a means by which it could engage larger numbers of infantry. Focus Firepower has divided these weapons into various bandings in an effort to categorise the vast numbers of such weapons employed during the war.

Light Machine Guns (LMGs)

Almost every army in the war had a version of a squad support machine gun that increased the units firepower without seriously hindering its mobility. LMGs are normally defined by having a bipod mounting and require a minimum of 2 troopers to fire effectively.

If its parent unit remains stationary, the weapon can fire at full effect as listed in the weapon's crib sheet entry. If the parent unit moves however, the weapon may move and fire at a reduced FFV. A moving LMG halves its FFV and can be fired at the weapon's Short or Medium Ranges only.

Tripod-Mounting an LMG: Most infantry-held LMGs were issued with a tripod to greatly increase the accuracy of the weapon at extreme ranges. The squad must sacrifice its movement phase to Mount the weapon on the tripod. A tripod-mounted LMG counts as having the Stable Firing Platform special rule.

Medium & Heavy Machine Guns

Medium Machine Guns occupy the technological and mechanical 'gap' between a Light Machine Gun and a Heavy Machine Gun. Players may find some of the classification in the ORBATs confusing, but should feel free to change the stated weapon's classifications if they feel it justified.

The value of the Heavy Machine Gun was well known to commanders who fought in the First World War. The enemy could be stopped in its tracks by a well timed HMG burst, allowing ground to be held by a relatively small number of well equipped troops.

Medium & Heavy Machine Guns must be Prepared before they can fire, as described in the Special Infantry Movement section.

Very Heavy Machine Guns

This category is designed to represent the higher calibre weapons present on many tanks, vehicles and aircraft (such as the US 50cal and the larger British BESA). These weapons were rarely blessed with a higher rate of fire, but more than made up for their apparent slowness with a devastatingly heavy munition, capable of destroying infantry and light vehicles alike.

A Very Heavy Machine Gun has the Deadly to Infantry rule and in some cases will be capable of penetrating vehicle armour, in which case it will have an AT value in their Crib Sheet entry.

The Bren Gun

Due to its magazine rather than belt feed, the Bren Gun could easily be carried and fired by a single trooper, even while on the move. The weapon was hindered by its poor rate of fire, but was renowned for being highly accurate. Therefore, the Bren Gun may fire at Long Range while moving, but still halves its FFV, and does not create a Beat Zone. The Bren gun may also be used during Close Assault. The Bren Gun otherwise counts as a Light Machine Gun.

Bren Guns can be carried, loaded and fired by a single trooper and are based as such, rather than forming a Weapon Team with another trooper.

Weapon Types

Flamethrowers

Troopers or teams armed with a flamethrower are always treated as a separate element, even if taken as part of a unit.

Firing a Flamethrower

When firing a flamethrower, pick a target element within range. To determine hits, make a CET roll per model in the target element (counting weapon team members as separate models). No CET modifiers apply to these rolls.

When firing at a target in a building or fortification, pick one of the building's fire points as the target instead of an enemy element. Make one CET roll for every model in the targeted floor/room, etc to which the fire point belongs.

Flamethrowers vs Vehicles

A flamethrower is at its most devastating when assaulting vehicles, as flammable liquid is forced through air vents and sighting slits into the tank's crew compartment. Flamethrower automatically penetrate vehicles and add D3+2 to their roll on the Vehicle Damage Table.

Flamethrowers & Cover (Setting Fires)

If a flamethrower is used against an enemy in cover or against the cover itself, roll a D10, on the roll of a 5+ the terrain is set ablaze. Place a Small Fire Template at the target point. The rules for Fire are described in the Terrain Features section.

Flamethrowers and Ammunition

- Flamethrowers are always considered to use Specialist Ammo.
- It is far too difficult and dangerous to even think about re-fueling a flamethrower in the heat of battle, so they cannot be re-supplied!

Hitting a Flamethrower-armed Trooper

Carrying a tank of highly flammable liquid and propellant into battle is a terrifying prospect for the trooper in question. When firing upon a trooper armed with flamethrower, any Lucky Shots will strike the weapon's reservoir and causes a catastrophic detonation. The whole element armed with the flamethrower is immediately removed as a casualty. Note that this rule does not apply if the flamethrower's ammunition has been spent.

Hand Held Munitions and Grenade Launchers

Hand Held Munitions are small weapons with an AT or HE capability that is neither a firearm or mortar, such as the panzerfaust, bazooka or PIAT. These weapons are severely hampered by their poor range, but often pack a very powerful charge. Their primary role was to provide infantry with a weapon capable of destroying enemy armour, but were also found to be useful when assaulting enemy elements in cover.

Hand Held Munitions vs. Vehicles

When used against vehicles, hand held munitions are resolved using the normal rules for AT fire. Hand held munitions may be used in either the Firing Phase or in Close Assault, but not both in the same turn.

When used against a vehicle during a Close Assault, a Missed result will still be considered to hit the vehicle, but the AT value of the weapon will be halved as there is a greater chance the shot will glance off their target rather than striking full on.

Hand Held Munitions vs. Elements in Cover

If a unit targeted by a HH-M suffers casualties, it will suffer the same disadvantages as if they were attacked by Grenades thrown by chargers (see Close Assault).

They still need to roll to hit as normal Direct Fire Munitions would, however should the shot miss the target element suffers half the normal HE score and the rules for throwing Grenades are ignored (see Close Assault). These weapons are normally fired as part of an attacking infantry unit's Shoot from the Hip Charge Order with all the normal modifiers applying.

Grenades Launchers

These weapons are hampered by a short range in the same way as other hand held munitions. Any Element firing Grenade Launchers as they Shoot from the Hip or in Close Quarter Battle must roll separately from other members of their unit. If a unit suffers casualties from the Grenade Launchers, it will suffer the same disadvantages as if they were attacked by Grenades thrown by chargers (see Close Assault). Note however that Grenade Launchers have a Focus Fire Value not an HE Value and so cannot be used to attack cover.

Weapon Types

Thrown/Placed Weaponry

These are divided into 3 types: Demolition Charges, Tank Mines and Improvised Explosive weaponry.

Demolition Charges

Demolition Charges are often given to Engineering units to help them complete their mission. They can be used to blow up bridges, damage buildings or roads. Units may use their charges to attempt to level any terrain feature/fortification that would be otherwise susceptible to HE. The amount of damage caused is dependent on how long the engineers had to place their charges.

Turns Spent Preparing Explosives	Damage Inflicted
1-3 Turns	D3x HE8 Damage
4-6 Turns	2D3x HE8 Damage
7 or More Turns*	D6x HI-HE8 Damage*

*Should Engineering troops be the defender they may elect to set their charges before the game begins. If they do so they are considered to have spend 7 turns setting charges.

Fire in the Hole!

The charges may be detonated by the Engineers during their Re-Org Phase. The charges may also be detonated whilst on Overwatch.

The 'Detonating Element' must remain within 4" of the feature in order to push the detonator, although this element may be hidden if the scenario/Morale Monitor permits!

Hand-Held Tank Mines

In Close Combat with enemy armour, a trooper armed with Tank Mines will cause Light Damage on the roll of 5+ not 6+ as would normally be the case with infantry armed with only Hand Grenades.

Petrol Bombs/Improvised Explosives

An effective, but dangerous improvised anti-tank weapon, the Red Army made extensive use of them. Due to their simplicity, they occur time and time again, with all forces.

A unit issued with Petrol Bombs counts as having Hand Held Munitions if attacking an enemy in cover, with an HE equal to the number of men using them. After the effects of their use are determined refer to the Setting Fires section for Flamethrowers to determine whether they have caused the terrain to be set alight.

Oops, it slipped!

Clearly using highly flammable petrol as a weapon is not without risks! Any 1's rolled when using these weapons are treated as a fumble and result in a casualty on the unit using them!

Petrol Bombs vs. Vehicles

Petrol Bombs against Vehicles are used in the same way as Hand-Held Tank Mines, except that they are still affected by the Oops, it slipped! Rule.

Weapon Types - Field Guns

Field Gun Weapon Mounts

Field guns count as having an Integral weapon mount, and so may also be Wide Traverse. Where this is the case, it will be noted in the Field Gun's unit entry.

Blast Shields

Field Guns with Blast Shields provide cover to their gunners and so are considered to be Hard Cover from their front only. Field Guns with a Blast Shield are considered to have an Armour Value of 2 when determining AT shots. HE shots that touch (even partially) Field Guns will destroy the weapon on the D10 roll of an 8 or more. (Guns without shields have an armour Value of 1 and are destroyed by HE on a rolls of 5+)

Direct Fire from any direction other than the front and IDF (which has its centre point originating behind their cover) will negate the Blast Shield Cover Rule. Any remaining crew from destroyed Field Guns are treated as new unit in their own right, armed with basic small arms and follow all the same rules as other infantry elements.

Cruciform Mountings for Field Guns

Many of the War's Field Guns used stable gun mountings that, while relatively immobile, were very accurate since the recoil from the weapon was almost totally negated when firing. The British 2pdr and the German 88mm field guns are examples of such weaponry. Cruciform Weapons take 2 turns to prepare between moving and firing (not 1 turn as would normally be the case) however they also gain the benefit of the Stable Firing Platform Special Rule, gaining a +1 modifier to hit.

Field Guns and Casualties

Field Guns and similar weapons that lose casualties from their crew may continue to fire normally until they are reduced to less than 50% of their starting crew. Once this point is reached, the weapon is then subject to Slow Rate of Fire, and cannot move

Some entries in the ORBAT will not permit elements to be re-crewed because the equipment is too specialist for most troopers to manage properly, these will be noted as May not be Re-Crewed.

Highly Mobile Field Guns

Some light Field Guns, such as the 2pdr and PaK 36, ignore the normal rules and are able to move and fire (this represents their crew manhandling them into position). Therefore, in Focus Fire, such guns are free to move as if they were normal infantry.

These few hundred meters of movement make little difference in open terrain, but in a city can be vital.

Field Guns and IDF

All Field Guns with the Extended Long Range Rule have the ability of fire on IDF. (These are listed in their entry). Guns with this ability may only fire on IDF at their Extended Long Ranges since they lacked the ability to tilt their barrels to the point where IDF was practical at shorter ranges. Guns capable of firing in an IDF role require a turn to 'Prepare the Weapon' before it can fire. If the weapon is to be converted to fire directly, the same preparation is required.

Weapon Attributes

Many weapons have special attributes that affect the way they work to some degree. The different attributes are detailed here. Where an attribute applies to a weapon it will be stated in the weapon's description.

Inaccurate/Indiscriminate Weapons

Some pieces of equipment are poorly designed or have been churned out by their countries respective armament factories without rigorous quality control checks. Such equipment suffers a -1 modifier on the CET.

HE weaponry with the Indiscriminate attribute double the range rolled when scattering the shot.

High Rate of Fire

Weapons such as the feared MG34/42 when mounted are capable of sustained fire without the normal disadvantages of barrel overheat and heavy recoil. These weapons gain +1 to CET rolls to determine casualties when Mounted.

HE Weapons with High Rate of Fire

HE weapons that have the High Rate of Fire attribute may fire twice during the Firing Phase.

Deadly to Infantry

Weapons with the Deadly to Infantry attribute gain a +1 modifier to the CET when engaging infantry elements.

In addition infantry casualties caused by such weapons may not be saved by a Medic, the wounds inflicted by these weapons are horrific and usually cause instant death.

Slow Rate of Fire

Some weapons are so cumbersome that they require more time to prepare and fire than most other forms of ordnance. Weapons with a Slow Rate of Fire are only able to fire once every alternate turn, this represents the crew frantically working to prepare and fire the weapon.

Main Guns on vehicles are covered by this rule if they have insufficient crew to operate the weapon.

Terror Weapons

Elements who take casualties from a Terror Weapon suffer a -1 modifier to any Morale Tests that they are required to take as a result.

Ammunition Types

There was a vast plethora of ammunition types used during World War II and to represent them all with total accuracy would have been almost impossible and completely impractical, so instead we elected to divide the ammunition used into clear banded types.

Standard & Specialist Ammunition

In the Weaponry Sections of a force's ORBAT, the entries for weapons that are capable of firing different types of shells will note each ammunition type as either Standard or Specialist. Standard rounds are available at all times without limit, whilst Specialist rounds are restricted to a maximum of 4 shots.

Anti-Tank Ammunition

The technological advancement in armour piercing munitions (by all the powers) by War's end was truly remarkable. At the start of hostilities, Solid Shot Armour Piercing Shells used velocity rather than engineering design to damage armour, but as the war progressed, and vehicle armour improved, new approaches to munitions design were sought.

Anti-Tank Ammunition Duds

The roll of the scatter dice is still required when resolving penetration capability of an anti tank shell. Whilst it could be argued that kinetic energy as the main effectuates of armour penetration for the vast array of anti-tank weapons, we decided to introduce the Dud roll in order to represent poor manufacture or 'offing' that shells might be subject to under battlefield conditions.

Shells that Dud when rolling to penetrate a vehicle cannot make use of any positive modifiers that would normally apply to the penetration roll.

Armour Piercing (AP)

This is the basic solid AP round used at the start of the war. Most of these rounds had a small HE element, if this is sufficient to warrant a HE rating, then this will be indicated on the shell stat line.

Armour Piercing Capped (APC)

An AP projectile with a metal cap fitted over the tip to prevent the shell shattering on impact with thicker or face hardened armour. Some HE content likely although yield is minimal.

Armour Piercing Capped Ballistic Cap (APCBC)

An APC projectile with a light weight ballistic cap fitted over the piercing cap to improve flight characteristics as the optimum shape for the piercing cap is not usually the best for stable flight.

Some HE content likely although, again, yield is minimal.

Armour Piercing Composite Non-Rigid (APCNR or HVAP)

A solid round consisting of a very dense and solid penetrator, normally Tungsten, surrounded by a light weight case (such as aluminium). These will not have any HE content as they rely on the density of the penetrator to damage the target.

Armour Piercing Discarding Sabot (APDS or SVDS)

An evolution of the above round. Here the dense, sub-calibre penetrator is mounted on a sabot, which is discarded as it leaves the barrel, thus achieving a higher velocity and better aerodynamic performance resulting in a better penetrating round. Again, no HE content.

Armour Piercing High Velocity (APHV)

These are normally a later version of an existing round, with a more powerful propellant charge, and so a higher muzzle velocity.

HEAT (High Explosive Anti Tank)

Used extensively in the later theatres as a multi-purpose version of HE, and in many hand held anti-tank weapons and older guns that could not achieve the muzzle velocity to damage more modern tanks. This form of shell often has a short range, and is hard to aim accurately at longer ranges, but the advantages of combining an AT and HE round outweighed these problems.

A HEAT round has the stated AT value, and also lays down a HE blast of the stated value at the same time. It suffers an additional -1 to hit at long range, but gains a +1 modifier to the roll on the vehicle damage table. A Dud HEAT round has no effect at all, as it's AT power is entirely reliant on the warhead detonating.

Superheated Anti Tank Shells

This is any form of ammunition designed to do more damage once it has penetrated the armour of its target, by including, for instance, a larger than normal HE element, or White Phosphorus. Superheated Ammo gains +D3 to the dice roll when rolling for damage on a vehicle.

Dispersion Ammunition

Dispersion ammunition effects an area represented by varying sizes of template depending on the ammunition used.

HE (High Explosive)

The standard shell used to decimate enemy infantry. Fired from field guns, tanks, hand held AT weaponry, mortars etc. The HE value of a weapon is primarily a measure of its effectiveness vs. Infantry. HE shells are rarely considered to be Specialist since they are normally the primary munitions used by weapons capable of firing such shells, however, should a weapon's ORBAT entry demand it, then it may be forced to field it as a form of specialist ammunition.

HIHE (High Intensity-High Explosive)

This form of munitions was developed to assist in the destruction of prepared defences but proved equally devastating against infantry targets. Its tight dispersion ensured that, if fired accurately, it could cause untold damage to troops caught in its blast and badly damage any targeted structure or defence line. In gaming terms HI-HE halves the normal size of template that would be generated by its use (i.e. an HE16 shot would use the HE8 template). Targeted structures and defences are damaged on a roll of 5+ rather than the normal 6+).

Case/Canister Shot

Some countries produced canister shot for various guns (although it was never in common usage).

To represent such ammunition simply extend the tape measure 4" from the gun in one direction and any units touched by the tape measure take a number of hits of HI-HE.

Smoke

Deployment of such shells was used to blind or confuse the enemy whilst an attack went in and to slow the enemy on an advance.

White Phosphorous

Later in the war many of the powers replaced Smoke Shells with Phosphorous based munitions containing a combination of Smoke and limited HE capacity. Fired in the same way as Smoke (and subject to the same rules for drifting/dissipating etc), a 'Phos' round also places a small HE template over the hole, delivering HE6 damage to any elements underneath (the 'Phos' round automatically dissipates after damage is worked out)

Incendiary

These are resolved exactly as if a vehicle mounted flamethrower had hit that spot, using the FFV stated for the shell. All these chemical rounds are assumed to be identical to HE rounds for range, scatter etc.

Section C - Close Assault Phase

The intention of Close Assault is to represent the battle-field situation where combatants get close enough to fight hand to hand. Players will notice that enemies have various chances to shoot at each other in an Assault, leading to greater chances of inflicting casualties; Close Assault is a bloody affair.

Close Assault Procedure:

- 1 - Declare Assaults
- 2 - Defender's Actions
- 3 - Assaulter's Actions
- 4 - Close Quarter Battle
- 5 - Victory or Retreat

Declare Assaults

The attacker is known as the Assaulting Element and their target is the Defending Element. The Assaulting Element may only declare an assault against a Defending Element they were able to shoot at during the Shooting Phase. All assaults must be declared before resolving any individual assaults.

After all of the intended assaults have been declared you can begin resolving each assault in turn. Do NOT move any models at this point. Movement will be done during Close Quarter Battle.

Defender's Actions

Firstly determine if the Assaulting Element is within 8" from the Defending Element. If the Assaulting and Defending Elements are over 8" apart the assault has failed and no further action is taken.

Defending Elements may Stand & Shoot at the Assaulting Element with any Small Arms or Hand Held Munitions they may be armed with in exactly the same way as described in the Small Arms Firing section. To represent the disconcerting experience of having a bloodthirsty enemy charging at you, the Defending Element suffers from Snap Fire.

Defending Elements cannot perform a Stand & Shoot action if they have already fired at another target in the same assault phase.

Supporting Fire

It is reasonable to expect that when elements are attacked, friendly elements nearby will lend support by firing on their attackers. Any Friendly Element within 4" of a Defending Element may also perform a Stand & Shoot action at the Assaulting Element by first passing a Close Assault Morale Test. Elements giving Supporting Fire are known as Supporting Defenders.

Elements may not give Supporting Fire if they are themselves the targets of an assault or if they have already fired during the same Assault Phase.

Assaulter's Actions

Any survivors may now choose to shoot their Small Arm weaponry at the enemy; this is known as Point Shooting. Alternatively, Assaulting Elements equipped with Hand Grenades may throw them at the Defending Element's position.

Point Shooting

Any Troops who choose to fire their Small Arms are Point Shooting and count as moving even though the shots are worked out before moving any models. Point shooting is resolved in exactly the same way as Small Arms Fire described in the Firing section. With the exception of the Bren gun, machine guns may not be used for point shooting.

Throw Grenades

If the Assaulting Element consists of at least five Troopers armed with Hand Grenades they may throw them at the Target Element instead of Point Shooting. When grenades are used, the Defending Element will have their Cover reduced by one point during the Close Assault Phase.

This means a Defending Element in Prepared Defences would count as only being in Hard Cover, Hard Cover would count as Soft Cover and Soft Cover would count as Open Ground. There is no further effect to elements already in Open Ground. The effects of Grenades are cumulative so Defending Elements in Prepared Defences could find their cover completely negated if they are assaulted by multiple enemy elements.

Should the Assaulting Element fail to win the first round of CQB they will lose any benefits gained from grenades in subsequent rounds. This represents the attackers losing their momentum and the defenders bravely holding the line.

Follow-On Assaults

Should an attacker wipe out every model in the Target Element with Point Shooting, they may redirect their assault towards a new enemy element. To do this the Assaulting Element must take a Leadership Test. If the test is passed the Assaulting Element has successfully entered a new Close Assault with their new Target Element. This new assault is resolved immediately, starting with the Defender's Actions. If the test is failed the attacking element will immediately Go to Ground and takes no further action.

Directing an assault at a new enemy is known as a Follow-On Assault. This is not without its risks; the enemy are alert to your intentions and have had time to prepare. Defending Elements do not suffer from Snap Fire during Follow On Assaults. This is due to the defenders having had time to prepare a defensive fire plan. There is no limit to the amount of times an Assaulting Element can Follow-On, other than their own survivability of course.

Close Quarter Battle (CQB)

If the Defending Element survives the attacker's actions, both antagonists are engaged in a Close Quarter Battle.

The Assaulting Element is now moved up to 8" to bring them into base-to-base contact with the enemy. Any models that are not able to make it into base-to-base contact will move in as close as possible. This move is not slowed by terrain, this is because the individual troopers will run at full speed towards the enemy with very little thought to treading carefully as they go.

Each trooper in base contact of an enemy model or within 2" of a friendly model in contact with the enemy is considered to be in CQB. Although this may involve actual physical hand to hand fighting, a more likely outcome is a short and violent fire-fight where the antagonists trade intense fire over a very short distance.

During a CQB both the Assaulting Element and Defending Element engage each other in exactly the same way as Small Arms Fire as described in the Firing section. Firing from both sides is resolved simultaneously during CQB.

The Defender must take a Leadership test. If successful his troops hold their nerve, trusting their comrades to engage the enemy on their predetermined fire plan. Should the Defender fail the Leadership test, they will be affected by Snap Fire as they panic slightly as the enemy close in.

Victory or Retreat

Once the CQB shooting has been resolved, compare the casualties inflicted by both sides. The side that caused the most casualties is the winner. If both sides caused the same number of casualties the CQB is a draw and the survivors must immediately fight another round of CQB. This will continue until one side causes more casualties. If one side is wiped out, the surviving element is automatically the victor.

The losing element, or elements in the case of a multiple combat, MUST take a Morale Test. Players may always choose to fail this Morale Test. This is to allow players to lure the enemy into ambushes by falling back deliberately.

Retreat

The loser must make a retreat move by moving D6"+8" towards their ERP. This move is not modified by cover. It is usually a good idea to imagine a normal retreat as more of a tactical withdrawal whereas when troops retreat from assault they are literally running for their lives.

Victory

Once the loser has made their retreat the winner may move up to D6" to consolidate their position. This represents the victors clearing the area of enemy stragglers.

Follow Me Lads!

During a Close Quarter Assault the NCO becomes a critical part of the element's command and control, whilst the Officer Command structure is often deemed less important. Troopers fighting for their survival will look to their squad sergeant rather than following pre-determined orders from higher up the chain of command.

In gaming terms the loss of the element's NCO will have a catastrophic effect on their morale and should the NCO be one of the casualties an element suffers in Close Quarter Battle a further -1 to its Morale Test on top of the normal -1 modifier it would suffer for having the NCO as one of its casualties. (see Morale Section)

Tactical Assault - Multiple Elements

Often it is better to allocate the job of assaulting the enemy to more than one unit since numbers will often be the deciding factor at close quarters. Therefore, multiple friendly elements may assault the same enemy element, in which case they all count as Assaulting Elements.

A Defending Element may only Stand & Shoot at ONE Assaulting Element, leaving the others free to charge in unhindered. The Prioritising Fire rules do not apply during Close Assault so a Defending Element may fire at any single Assaulting Element. Note that Supporting Defenders do not have to shoot at the same Assaulting Element as the Target Element.

Vehicles in Close Assault

Infantry may only engage in a Close Assault against enclosed tanks or vehicles if they are armed with Hand Grenades, Demo Charges, or any other credible way of damaging a tank (such as Hand Held Munitions).

Vehicles may elect to Stand & Shoot with any functioning Small Arms Weapons with LoS to the Assaulting Element.

During the CQB every trooper in the Assaulting Element who is in base-to-base contact rolls a D6. Any rolls of a 6 cause one Damage Point to the vehicle. As you can imagine, capable infantry can cause serious damage should they make it into contact with enemy vehicles. This highlights the need for troops to accompany tanks on the battlefield.

Assaulting with Vehicles

Vehicles may initiate a Close Assault and are able to Point Shoot with any functioning Small Arms they may be armed with that have LoS to the Defending Element. A vehicle involved in a Close Assault as an Assaulting Element does not take part in the CQB phase.

Section D - Re-Organisation Phase

This phase is designed to assist the players in managing their resources, deal with routing friendly elements and coordinate their Fire Plan during the opponent's turn.

Take Morale Tests

During the Re-org Phase morale tests must be taken for any elements marked as being Under Fire. Elements that are currently suffering from morale effects must also test to regain their morale.

Resolve Morale Effects

Once morale tests have been taken, the effects of failed morale tests and ongoing morale effects must be resolved.

Move Retreating Elements

Retreating elements must make a Retreat Move during the Re-Org Phase and cannot move during the Movement Phase. A Retreat Move is done in the same way as normal movement, with infantry elements moving 'At the Double'.

Retreating elements may fire as normal but will obviously count as moving. Any firing from Retreating elements suffers from the Snap Fire rule.

Falling Back: A Retreating Element that is Falling Back in Good Order makes a Retreat Move towards the nearest terrain feature along their Line of Retreat that is not occupied by an enemy element. Once the element reaches cover, they become Pinned Down instead.

Routing: A Retreating Element that is Routing makes a Retreat Move towards their ERP by the most direct route. Should a player forget to mark their ERP, any Routing elements are removed from play just as if they were casualties.

Broken Troops

Broken Troops will abandon any weapons listed as Medium or Heavy they are crewing or carrying, preferring to shed the excess weight to allow for a faster retreat. The abandoned weapon is left in place and may be re-crewed as desired. Broken troops do not test to recover their morale and continue to retreat in each subsequent re-org phase.

Surrender

If a Broken Element moves within 8" of an unbroken enemy infantry element that has 5 or more troopers remaining they will surrender and are immediately removed from play.

Rallying Broken Troops at the ERP

A Broken element stops once it reaches the ERP. If the Broken element fails to recover their morale during their next Re-org phase, they are removed from play. If a Broken element is below half strength when it reaches the ERP, they cannot recover their morale and are automatically removed from play.

Remnants Elements

If a broken element recovers their morale at the ERP and is under half strength, they will stay there until another broken element arrives. If and when this happens the elements will combine to make a single element. Once there are enough troopers to bring the element up to 5 or more they become a Remnants Element and may act normally from then on. However such troops are invariably battle fatigued and less inclined to follow orders. Therefore Remnants Elements suffer from the Fractured Chain of Command Rule. Remnant Elements have no UMV.

Resolve Universal Morale

Check your forces Universal Morale, applying any reduction for destroyed elements. If a player has reached their Break Point the game immediately ends. Calculate the victory points for each side to determine the result of the battle.

Retreating and Rallying in Universal Morale

Until an element recovers their morale they reduce the Universal Morale Total as if they had been destroyed. Once an element regains their moral their UMV is reinstated. The UMV of a vehicle or weapon crew will only be reinstated once their vehicle or weapon has been recrewed.

Morale

Morale is seen as one of the most important aspects within the game, since the focus of all the battles fought using our system is on the individual trooper and his interaction with his environment. It is an individual trooper's morale, drive, determination and personal discipline that puts him in the right place at the right time, and keeps him there.

Morale Tests

The Morale Test is made by rolling a D10, applying applicable modifiers from the Morale Modifications Table, and consulting the Morale Effect Table to determine the result.

Morale tests are taken under two conditions. The most common will be if an element is marked as being 'under fire' during the re-organisation phase. Infantry elements are also required to take a morale test upon losing a close assault. Elements must also take a morale test during the re-org phase in an attempt to recover their morale.

Infantry Morale Effects Table

Result	Effect
8+	Pass - No Effect
6-7	Fail - Fatigued
4-5	Fail - Pinned Down
2-3	Fail - Fall Back In Good Order
1 or less	Fail - Routing

Fatigued

The element has become shaken by their experiences and will be less inclined to continue a rapid advance.

Fatigued elements suffer an additional morale modifier and are not permitted to declare a Close Assault. Elements can automatically remove their Fatigued status during the Re-Org phase if they spend an entire turn stationary, rather than testing to recover their morale

Pinned Down

The element will immediately 'Go to Ground' as described in the Movement section, and must remain so during their next movement phase.

Fall Back in Good Order

The element's morale has broken, but their resolve remains. rather than fleeing, the element chooses to fall back to a more secure location. Such troops are Retreating and follow the rules for Falling Back.

Routing

Such troops are Retreating and follow the rules for Routing. Routing troops also count as Broken.

Infantry Morale Modifications Table

Condition	Modifier
Below 1/2 starting strength	-1
Suffers casualties from a Terror Weapon	-2
Suffers casualties from IDF	-1
Element's Officers are casualties	-1
Element's 'weapon' is a casualty	-1
Element is Fatigued	-1
Terrain/Cover	
Element is in Prepared Defences	+3
Element is in Hard Cover	+2
Element is in Soft Cover	+1
Enveloped by Smoke	-1
Leadership Effects	
Element is Under Direct Command	+1
Element is Out of Command Range	-1
Special Unit Types	
Well Drilled, Veterans or Fanatics	+1
Recon, Engineers or Medic	-1
Conscripts or Poorly Drilled	-1
Defeated in Close Assault by a Fearsome Element	-1

Morale

Vehicle Morale

Morale for vehicles is worked out differently to represent the psychological benefits that the protection offered by a vehicle confers upon its crew's morale. Vehicles take Morale Tests individually, even those in formations.

Vehicle Morale Effects Table

Result	Effect
6+	Pass - No Effect
4-5	Fail - Stunned
2-3	Fail - Withdraw
1 or less	Fail - Abandon Vehicle

Stunned

The vehicle may not move, its FFV is halved and the Primary Armament may only be fired on a 4+ until its next Re-Org Phase.

Withdraw

The vehicle must immediately make a 3 Speed Point Retreat Move but will rally at the end of the move. The vehicle may not fire any weaponry until its next turn unless it is defending during a Close Assault. Any transported troops must immediately disembark and will suffer the Fall Back in Good Order Infantry Morale Result.

If the vehicle has had its movement immobilised, apply the Abandon Vehicle result instead.

Abandon Vehicle

The vehicle's crew and embarked troops must immediately disembark, and count as suffering the Fall Back in Good Order infantry morale result. If a vehicle's crew regain their morale, they can return to the vehicle and recrew it. However, should the crew suffer any casualties, they will be unable to recrew their vehicle.

Vehicle Morale Modifications Table

Condition	Modifier
Vehicle is Independent	-1
Element is below 1/2 starting strength	-1
Element's Officers are casualties	-1
Vehicle's main weapon is destroyed	-1
Element is Fatigued	-1
Enveloped by Smoke	-1
Vehicle has Suffered Damage	-1 per DP
Vehicle is Resupplying	
Leadership Effects	
Element is Under Direct Command	+1
Element is Out of Command Range	-1
Element has Well Drilled status	+1
Special Unit Types	
Veterans or Tank Aces	+1
Recon, Engineer, Medic, Transport or Mover	-1
Conscripts or Poorly Drilled	-1

Leadership Tests

Leadership Tests

The Leadership test in FF! is designed to allow commanders to reflect the level of training and cohesion within their army. The main difference between a Leadership test and Morale test is that a Leadership test is taken when Ability to Fight is an issue, whereas Morale tests are taken when Willingness to Fight is an issue.

In certain situations the rules may require the player to take a Leadership Test in order to complete a certain battlefield action, such as At the Double within 18" of an enemy, or setting Overwatch. Leadership Tests are taken in the same way as Morale Tests, with the additional modifiers listed below, except that these tests will either be passed or failed and do not incur the penalties associated with failing a Morale Test.

For example an element wishing to be set on Overwatch would not be forced to Rout if after modifiers it scored a -1 on its Morale Test - the test is simply failed and the Overwatch is not set.

Additional Modifiers for Leadership Tests

Special Unit Types	
Well Drilled	+1
Fanatic or Poorly Drilled	-1

Commanders

The presence of a Commander can often be the difference between advance or retreat, victory or defeat. Commanders MUST be clearly defined on the table top, Normally by the use of specific models.

There are several kinds of Commanders, all of which have different Command Ranges. Elements that include a Commander are always considered to be in Command Range as long as the Commander is alive. Junior NCOs do have a Command Range as they are vital to their own element's morale but cannot transfer their radius to troopers not connected to the elements under their control.

Commander Type	Command Range
Commissioned Officer	12"
Senior NCO	8"
Junior NCO	4"
Command Vehicle	8"

Fractured Chain of Command

Problems surrounding garbled orders or poorly trained officers can lead to serious implications for troops on the ground. Mistakes are made and soon the confidence that the basic trooper has in his superiors begins to erode.

Elements suffering from Fractured Chain of Command must be within half the normal distance to be within Command Range.

Under Direct Command

This refers to the comforting situation where a trooper finds himself within the command radius of his direct commander on the battlefield. This situation could occur when a rifle squad exists within the command radius of its own Platoon HQ, or where a weapon team is within the command radius of their parent element.

An element is considered to be under direct command if it is within the command range of an Officer one level, or more, up the chain of command. ie, a weapon team led by a Corporal would be under direct command if within range of it's parent section's Sergeant, but not if within range of another section's Sergeant.

Universal Morale

The normal time limit for a game of Firepower is 16 turns, however there will be situations where a player has suffered heavy losses and despite having achieved a number of his objectives, or cannot viably continue the battle. In real terms this would mean the commander would withdraw. To represent this on the gaming battlefield each player is given a Universal Morale Score which 'ticks down' as casualties are sustained. This represents a clear indication to players if they are approaching the point at which the continuation of an action by a commander becomes untenable.

The individual morale values within a force are added together to provide their Universal Morale. The scenario played will determine at which point the army's Break Point is achieved. (e.g. The scenario might force the attacker to Break at 33% of his Starting Morale, whilst the defender might Break at 80%). Break points are determined by rounding up (i.e. a force set to break at 33% starting Morale, who started with a total of 46 Morale Points, would break at 15.33pts rounded up to 16pts).

Break Points are calculated as follows:

Infantry - this refers to any infantry element capable of independent action in the game

Points	Unit Type	Notes
1pt	Basic Infantry	The bulk of Infantry such as Rifle Squads, Mortar Teams, Machine Gun Teams, etc
+1pt*	Specialist Infantry	Such as Recon, Engineers, etc
+1pt	Command Infantry	Element contains a Commissioned Officer
+1pt	Senior Command Infantry	The Senior Ranking officer in the battle group

*Some ORBATs may state heavy reliance on certain types of troops thus making them Specialist. E.g. German HMG elements

Field Guns & Mortars

Points	Unit Type	Notes
1pt	Light Guns	see relevant Crib Sheet
2pts	Medium Guns	see relevant Crib Sheet
3pts	Heavy Guns	see relevant Crib Sheet
+1pt	Field Gun Crew	see relevant Crib Sheet
+1pt	Limber	Horse Teams used to move some Field Guns

Vehicles

Points	Unit Type	Notes
1pt	Per Point of Armour	Taken from the thickest part on the vehicle
+1pt	Command Vehicle	Vehicle Squadron's Commander or fielded Independently
+1pt	Specialist Vehicle	Any form of Specialist Vehicle such as Recon, Engineers, etc
+1pt	Tank Ace	

Infantry Special Rules

Specialist Unit Types

Forward Artillery Teams

Forward Artillery Teams are normally only 2 men; a Radio Operator and Spotter. They are specially trained in Barrage Tactics and are able to give clear and accurate fire orders to artillery crews. Forward Artillery Teams are identified by having the Artillery Trained special rule

Artillery Trained: Artillery Trained elements may issue IDF Orders even if they do not contain an officer. Any IDF weapons that are fired as a result of IDF Orders issued by an Artillery Trained element will be able to re-roll the Random Dice.

Medics and Medical Field Units

Medical troopers are often attached to sections to provide immediate medical attention to its members, allowing them to continue their designated tasks. A Medic trooper must be clearly identified on the table (normally by painting their helmet white).

An element that contains a Medic will reduce the amount of casualties allocated to it by -1 if he can roll a 4+ on a D10. Medics cannot be used to negate Lucky Hits. A medic's roll cannot be made if the medic is removed as a casualty as the result of a Lucky Hit from the same attack.

Attrition Relief: Another use for Medical Troopers is to mitigate the effects of Attrition. In conditions when attrition would be detrimental to the effectiveness of the army, medics would be organised into field hospital units, designed to provide recuperative care to injured soldiers in the front line. After the attrition rolls have been made, players with Medics may re-roll a single attrition dice but with the medic employed elsewhere the trooper must be removed from the army.

Medical Field Ambulances: Medical Field Ambulances are mobile units that provide the same function as Medic Troopers except they do not need to be attached to units. Any unit within 12" of an Ambulance counts as having a Medic.

Medical Field Ambulances may not be used to provide Attrition Relief.

Marksman

Certain armies during the war encouraged high standards of small arms gunnery in their enlisted personnel. Constant rifle drills and weapon maintenance along with a focus on fire control discipline ensured such troopers were able to rely on vastly superior training when in the field. In gaming terms, an Infantry Trooper with the Marksman special rule never suffers from Snap Fire modifiers when firing with Small Arms and Machine Guns.

Engineering Troops

The role of engineering troops is crucial for armies intending to move through prepared enemy lines or build defences of their own. The Engineer skill allows troops to perform a number of roles on the battlefield as such have a number of special rules.

Digging Equipment: Engineering troops who are digging-in will create Prepared Defences in 4 turns not 6.

Wire Cutters: Engineering troops are universally equipped with wire cutters and may use this handy tool to allow them to move through razor wire as if it were difficult terrain (not Impassable as would normally be the case). Once the squad has traversed the feature, further friendly elements may also traverse the feature as if they were moving through difficult terrain.

Mine Clearance Equipment: Metal detectors and flag markers allow the Engineers to clear a route through these deadly defences for other troops to follow. Although the job was extremely hazardous under battlefield conditions, these brave men were capable of clearing a path for vehicles and infantry.

During their Movement, Engineers with mine clearing equipment may attempt to cause 1pt of terrain damage on a minefield by passing a Leadership test. Engineers may continue to attempt successive tests in the same phase until they fail a test. At which point they must wait until their next turn to try again.

Snipers

Marksmen of the most exceptional skill were equipped with scoped rifles. Snipers were experts at moving unseen into advanced positions and picking off key enemy personnel.

Models may be listed as 'sniper' in the OrBat, or simply be equipped with a sniper rifle. In either case those models are counted as a Sniper. Snipers may act independently on the battlefield, being deployed as a single-model element. They may also join and leave infantry elements during a battle as desired, simply by moving into or out of formation with that unit. A sniper team made up of more than one trooper, usually the sniper and a spotter, must be mounted on a single base in the same manner as weapon teams.

If a sniper remains stationary during the movement phase, when they fire their rifle in the following firing phase, their hits always count as Lucky Hits. All snipers also benefit from the Marksman special rule, and as such ignore Snap Fire modifiers. In addition, if more than one sniper can see the same element, they may combine their fire. If you choose to do so, roll all combined shots together. As shots from snipers can count as lucky shots, this is one way of removing weapon teams.

Troop Types & Morale

This section is designed to allow the commander to represent the many and varied quality of troops and vehicle crew available during the war. The modifiers listed below can be combined in any number of ways to allow troops quality to be affected by environmental, political or logistical factors.

Poorly Drilled Elements

The quality of training throughout the armies involved during the war varied tremendously. Some forces took care to field troops of high quality, whilst some either due to time constraints or lack of experienced officers, produced soldiers of relatively poor quality.

Poorly Drilled Elements suffer a -1 modifier to Leadership Tests.

Conscripted Elements

Armies with massive numerical superiority, such as the Russians, made extensive use of conscription to bolster their ranks. Conscripted Troops were poorly trained, massively under equipped and, not surprisingly, suffered terrible casualties at the hands of the enemy.

Conscripted Elements suffer a -1 modifier to Morale Tests.

Well Drilled Elements

The various degrees of troop quality found within the diverse forces of World War Two were often quite staggering. The basic level of quality proscribed as 'acceptable' to the leadership of one nation was often vastly different to that of another. The length of time armies devoted to basic training along with the quality of that training could, and did, produce soldiers of differing standards. This is represented in FF! by the 'Well Drilled' Rule.

Well Drilled Elements gain a +1 modifier to Leadership Tests.

Veteran Elements

Training can only go so far to prepare the basic trooper for the terrors of war. It is each individual trooper's skills and experiences that mark them above the rest. Troops that have survived the fiercest fighting often advance to special units of similarly experienced soldiers. These 'Veterans' can fight on in dangerous situations long after the basic trooper would have fled.

Veterans Elements gain a +1 modifier to Morale Tests.

Fanatic Elements

Intense indoctrination and desperate conditions often led to troops becoming fanatical to their cause or suffering an intense hatred of the enemy. Such troops are often driven more by their need to kill the enemy than by any tactical considerations

Fanatic Elements benefit from a +1 Modifier to Morale Tests but also suffer a -1 Modifier to Leadership Tests.

Engineering and Reconnaissance Elements

These specialists are not expected to engage the enemy directly. Their skills are vital to the combat effectiveness of the battalion and are under standing orders to disengage when threatened.

Elements with either the Engineering or Reconnaissance special rule suffer a -1 modifier to Morale Tests

In addition these Elements may always choose to retreat after the first round of Close Quarters Assaults whether they lost the round or not. If they win the first round of a CQA and elect to retreat the enemy may not pursue them.

Fearsome Reputation

Some of the fighting forces of the war held a justifiably 'Fearsome' reputation. These vicious fighters would take pride in the fear they struck into enemy hearts, attacking at night, taking no prisoners and even committing atrocities. These men were truly terrifying opponents and their appearance on the battlefield would not go unnoticed.

If an element loses in CQA involving one or more enemy elements with the Fearsome Reputation special rule, they suffer a -1 modifier to the subsequent Morale Test.

Vehicle Special Rules

Armoured & Unarmoured Vehicles

Armoured Vehicles

The most common military vehicles in the heart of a battlefield will have some sort of armored protection. Armoured vehicles include any vehicles with an armour value; whether they be tanks, SPGs, armoured cars or half-tracks. Note that an armour value of '0' is still an armour value. Small Arms without an AT value cannot damage a vehicle if it hits a facing with an armour value.

Tanks: Tanks are fully enclosed armoured fighting vehicles. Tanks, and the crews within, are not susceptible to damage caused by Small Arms fire or Dispersion Shells (ie HE), other than Concussive Damage. The tanks rule covers all fully-tracked armoured vehicles, including tanks, self-propelled guns and tank-testroyers.

Open Topped: Often, to save weight and improve a crew's fighting ability, an armoured vehicle may be open on one or more facings (usually the top and/or rear). When an armoured vehicle is hit in a facing without an armour value, it counts as a hard-sided unarmoured vehicle when resolving the effects of that shot.

Unarmoured Vehicles

While the more common fighting vehicles will be armoured to some extent, there is a vast array of unarmoured military vehicles. Unarmoured vehicles will be identified as unarmoured, have an armour value of '-', or have one of the types detailed below.

Open Vehicles: This banding covers vehicles, such as jeeps and staff cars, that provide no cover to their occupants.

Soft Sided Vehicles: This banding covers vehicles, such as canvas-sided trucks do not have substantial armour but do provide a level of cover. Soft Sided Vehicles give their occupants the protection of Soft Cover when attacked by Small Arms or Dispersion Shells.

Hard Sided Vehicles: This banding covers vehicles such as Half tracks, and/or SPGs, that have substantial armour, but are not fully enclosed. Hard Sided vehicles give their occupants the protection of Hard Cover when attacked by Small Arms or Dispersion Shells.

Note: Tanks that open their top hatch to observe, or use a mounted weapon are also classed as Hard Sided in their next turn.

Vehicle Locomotion

Tracked Vehicles

Tracked vehicles follow all of the normal rules for vehicle movement as described in the core rules. Tracked vehicles count Soft Cover as Open Ground for movement purposes.

Wheeled Vehicles

Wheeled Vehicles are less able to move at speed in Cross Country conditions than Tracked Vehicles. Ditches, marshy ground, soft sand, even hidden tree stumps can immobilise these vehicles if the driver does not pay close attention. However, wheeled vehicles are able to turn more freely than tracked vehicles.

Wheeled Vehicles halve the distance they may move per Move Point when travelling Cross Country and may not move through Hard Cover or Prepared Defences. Wheeled vehicles may turn up to 90 degrees per move point.

High Mobility Wheeled Vehicles: Some wheeled vehicles were specifically designed to operate more effectively off-road and were equipped to avoid the normal hazards that threaten other wheeled vehicles.

High Mobility Wheeled Vehicles count Soft Cover as Open Ground for movement purposes, but still cannot move through Hard Cover and Prepared Defences.

Half-Tracks

Some vehicles combined the agility of wheeled vehicles with the cross country ability of tracks vehicles. Half tracks follow all rules for High Mobility Wheeled Vehicles.

Vehicle Weapons

Vehicle Weapon Mounts

Main Weapons

Most fighting vehicles during the war were fitted with a primary armament best suited to the vehicle's primary role, which was used in preference to any of the other guns mounted on the vehicle. The primary weapon is usually referred to as the main gun or main weapon.

Secondary Weapons

Most fighting vehicles are armed with more than their primary weapon. These additional weapons are usually machine guns for protecting the vehicle from enemy infantry. All weapons mounted on a vehicle, except for the main weapon, are secondary weapons.

Turret Mounts

Many vehicles were equipped with a turret, which usually mounted the main gun. Turrets are usually found on tanks and turreted tank destroyers, but are also often mounted on some armoured cars and other vehicles.

Coaxial Mounts

Most turrets will mount a machine gun in tandem with the main gun for use against infantry and other soft targets. If a turreted vehicle's main weapon is damaged, the coaxial weapon is also damaged. The main gun and coaxial weapon cannot be fired at the same time, so the player must choose which weapon will be firing each turn.

Integral Mounts

An integral mounted weapon is mounted directly onto a vehicle's hull. These vehicles have a 45 degree Line of Sight when firing their Main Gun. (This often means the vehicle will have to move to gain Line of Sight to an enemy).

Wide Traverse: The traverse limitations were somewhat overcome in many of the later SPG variants as the Main Guns of such vehicles were fitted with nipple mounts, allowing the weapon to move with greater freedom. These vehicles have a 90 degree Line of Sight when firing their Main Gun.

Limited Traverse: Some self-propelled guns had their weapons fixed in place, or only had a very limited traverse. These vehicles must be turned to face directly at their target.

Pintle/Anti-Aircraft (AA) Mounts

Some vehicles had additional weapons mounted on top of the vehicle that could be fired by the crew from within the vehicle, or from access hatches for purpose of engaging airborne targets. There were also vehicles specifically designed for this purpose.

Remote Weapons

Remote weapons, although rare, are weapons fired from within the vehicle without having to expose the firer. These would usually be similar to pintle mounted weapons.

Porteed Weapons

These are guns or mortars mounted on the back of a truck or other vehicle. They obey all the rules for a weapon of their type. Porteed weapons do not benefit from the Stable Firing Platform Rule when firing from a vehicle. A porteed weapon and its crew may be dismounted from the vehicle, but it will a turn to dismount and another turn to prepare the weapon before it can be used. A porteed weapon may start the game dismounted from its vehicle.

Mounted Weapons

These weapons can be mounted on vehicles to provide fire from a position of good visibility. An enclosed vehicle that fires a mounted weapon counts as Hard Sided for the next turn as the hatch is open.

Front Mounted Weapons may fire at Targets to their Front and Sides.

Side Mounted Weapons may fire at Targets to their Sides only.

Rear Mounted Weapons may fire at Targets to their Rear and Sides.

Copula Mounted Weapons may fire at Targets to their Front, Rear and Sides.

Special Armour Types

Throughout the war the advancement of vehicle armour moved progressively towards greater and greater thicknesses of armour plates being bolted to vehicles in an effort to protect them from the increased effectiveness of enemy munitions. Bolt On Plates were often used along with improvised protection (such as sand bags) however such improvements were often to the detriment of the vehicle's speed and handling performance. Towards the end of the war most forces employed an improved manner of plate angling that greatly increased the effectiveness of the vehicle's armour without the need to add unwieldy thicknesses of armour plates to a vehicle's already overtaxed suspension.

Sloped Armour

At certain periods of the war some tanks were in the enviable position that enemy ordinance was of little effect against their reinforced hulls. Such Tanks adopted a new sloped-contact form of armour and as a result were able to advance and strike with relative impunity.

Vehicles with Sloped Armour add +2 to the vehicle's Armour Value on the sloped facing(s). Shots fired within Short and Point Blank range ignore the bonus for sloped armour.

Near-Impenetrable Armour

The constant drive of all armies was to create an Indestructible Battle Tank, capable of sustaining hits from anything the enemy could throw at it. Towards the end of the war many tank variants had super-thick armour plating and sloped sides ensuring that they could advance into the heaviest enemy fire and still remain effective.

Tanks with Near-Impenetrable Armour are considered to have Sloped Armour in that location and may ignore any damage caused by Concussive Damage on the roll of a 6+ on a D10.

Bolt-On Armour

Many vehicle variants were up-armoured during the war in an attempt to halt obsolescence and improve their battlefield resilience.

In gaming terms, Bolt-On Armour represents a situation where a vehicle variant is given improved armour plates, however commanders should realise that these improvements may increase the vehicle's cost and often will have a detrimental effect on vehicle speed and mobility. Commanders should check the relevant data-fax for more details.

Improvised Armour

Often tank crews would attempt to create their own form of vehicle up-armouring in an attempt to improve their own survivability. The addition of sand bags and even bedspreads to vehicles was common place but ultimately fruitless. Whilst it is true that the such additions provided slight protection against hand-held munitions, their illusion of safety against anti-tank guns was often at the expense of mobility as vehicle suspension suffered heavily under the increased weight.

When a vehicle with Improvised Armour receives Concussive Damage, the roll to determine the damage caused is reduced by 2. However such protection will decrease the vehicle's Speed Points by 1.

Spaced Armour

Some vehicles were equipped with spaced armour that offered an extra level of protection against AT fire, either by detonating HE and HEAT rounds before they reach the vehicle, or by slowing and redirecting AP rounds.

When an armour facing covered by Spaced Armour is hit by a HE or HEAT round, the shot is entirely negated. When hit by other AT rounds, the penetration roll of the hit suffers a -1 modifier. In either case, once the shot has been resolved, the Spaced Armour on the facing hit is destroyed and will not offer protection against subsequent hits to that location.

Side Skirts: Side Skirts are a form of Spaced Armour that was designed to protect the vulnerable tracked portion of a Tank's hull. A vehicle equipped with Side Skirts does not suffer the additional +1 to the Damage Result Modifier when attacked from the side by Hand held Munitions (and hence is less likely to suffer an 'Immobilised' Result on the table).

Vehicle Special Rules

Self Propelled Guns (SPGs)

Self Propelled Guns (SPGs) were a popular addition to many armies throughout the war as they were cheaper than tanks to produce and maintained a low silhouette in combat. SPGs have their main gun in an integral mount in the vehicle's hull, rather than in a turret.

Stable Firing Platform

Tanks are well equipped to deal with the immense recoil from their main weaponry, with many equipped with gyro-stabilisers. Such elements that remain stationary during the movement phase gain the Stable Firing Platform Special Rule, which will benefit them when it comes to firing at the enemy with their Main Gun.

Smoke Launchers

Some tanks and armoured vehicles are capable of deploying smoke grenades as a defensive measure. Unlike smoke deployed by mortars or field guns this effect is fairly localised.

A vehicle that deploys its launchers will count as being in one level of cover higher than it actually occupies. I.e. a vehicle in Open Ground counts as being in Soft Cover, a vehicle in Soft Cover counts as being in Hard covers, etc. This effect lasts until the owning player's next turn, and Smoke Launchers do not place Smoke Templates.

A tank that chooses to fire Smoke Launchers may not fire its main gun that turn, but may fire its machine gun weaponry as normal.

Aquatic (Amphibious) Vehicles

Some vehicles, such as the DUKW, various scout vehicles, and certain adapted tanks are fully amphibious. In gaming terms an Aquatic Vehicle may cross the water features that would normally be off limits to such vehicles (Aquatic vehicles treat these features as Difficult Terrain and so run the risk of getting Bogged Down). These vehicles MAY finish their turn in water without sinking.

Improved Sights

Many vehicles had some version of improved sighting equipment, whether it be gyro-stabilisers liquid range sighting etc. Such Improved Sights provide a very stable platform for firing, even on the move. Vehicles fitted with Improved Sights do not lose their Stable Firing Platform when moving, unless moving fast or very fast.

Low Silhouette

Many vehicles in the war were capable of hiding in low level terrain, being less than seven feet tall. This gave them a distinct advantage when deployed in ambush. Tanks with a Low Silhouette count as Infantry/Dummy Markers when rolling for Observation.

When rolling to hit a Low Silhouette vehicle, players still need to Roll for Location - despite the fact that most Low Silhouette vehicles don't have a turret or super structure. This is designed to represent the situation that often occurred when a shot targeted at the hull of a Low Silhouette vehicle glanced off instead of causing an effective hit. In gaming terms a target roll that hits a turret still counts as impacting the vehicles hull, however the Armour Value of the targeted vehicle improves by +2.

Prone to Breakdown

Not all vehicles in WWII were able to withstand the rigours of battlefield conditions. The enormous German Maus mk2, only appeared on four documented occasions because its engines were put under great stress when advancing at speed and often simply broke down before they reached a combat theatre. Roll a D6 for each vehicle Prone to Breakdown before the battle. On a 1, the vehicle fails to turn up!

Tank Ace

Over the course of the war many tank commanders gained great notoriety for their daring tactics and high kill rate. In game terms a Tank Ace gains an additional +1 modifier when rolling to hit an enemy vehicle with his Main Gun. Tank Ace vehicles are always considered to be driven by Well Drilled Crews. A Tank Ace must fulfil the role of Vehicle Formation Commander where applicable.

Transport Vehicles

The Transport Special Rule allows a vehicle to transport the specified number of troops. It will be specified in the ORBATs if the vehicle comes with a driver, or is crewed by the squad that it is transporting. Should the driver be killed (by a Lucky shot for example) the vehicle loses a Speed Point the next time it moves to represent the squad pushing the dead body out the cab and taking over themselves!

Transport Capacity: A Medium truck (e.g. an American US-6), is the standard tonnage of vehicle commonly seen on the battlefield. They are typically 2.5 ton trucks, and will carry about 15 men, or up to 5 supply points of ammo. Both lighter (e.g. British Humber 1ton truck) and heavier (e.g. German Famo) movers are also in use on all sides. These may hold more or less ammo and men as appropriate (see ORBAT entry for relevant vehicle).

Tank Riders

It was not uncommon for infantry to hitch a lift on a tank, and sometimes, despite the dangers, to ride them into battle, to provide anti-infantry defence for the tank. They were frequently armed with SMGs and other short ranged weapons.

Movers/Transports and their Weaponry

Some vehicles require passengers rather than crew to fire some of their weaponry. Transported units may allocate up to 2 members of their squad to remain with such a vehicle to act as the gun's crew.

These troopers form a unit of their own for Morale purposes and are treated as casualties to their Parent Unit (although they are free to re-join their squad in further turns if so desired).

In game terms up to 8 men may ride on a tank, and count as being in Soft Cover when fired upon, sitting on top of a tank does not provide the best protection. Certain ORBATs have notable exceptions to these rules.

Looted Vehicles

All countries made use of looted vehicles, however, due to the inherent difficulties in locating spares, ammunition etc. All Looted Vehicles are Prone to Breakdown. If they were already Prone to Breakdown then make 2 Prone to Breakdown dice rolls.

Recovery Vehicles

Following early flaws in the German Tiger design, it soon became apparent that a version of recovery vehicle would be required to ensure the combat readiness of the Panzer Formations. Most other armies had their own recovery equivalent and each was capable of repairing damaged vehicles into a state fit for combat.

A Recovery Vehicle that moves into contact with a damaged vehicle must debus it's engineering crew in order to hitch the Disabled vehicle onto its towing mechanism. The engineers forgo their shooting phase in an attempt to successfully hitch up the vehicle and make it ready for towing. On the roll of a 6 the crew have assessed the damage and are considered to have hitched up the damaged vehicle. The engineers may then embark onto their own vehicle in their next Movement Phase and attempt to withdraw with the damaged vehicle 'in tow'. Destroyed Vehicles may never be withdrawn.

A Vehicle which is limbered up to the Recovery Vehicle may not fire any weaponry as they are withdrawn. Recovery Vehicles move at 2" per move point and may use their weapons as normal. Recovery Vehicles may tow vehicles 2pts higher than their own Armour Value. This will inevitably lead to situations where a combination of Recovery Vehicles must be used to tow larger vehicles (e.g. a Disabled King Tiger Tank with Armour Value 9 would need 3 Famo Recovery Vehicles to tow it).

The reasons for withdrawing damaged vehicles are often overlooked by less experienced commanders. If a Recovery Vehicle manages to withdraw from the battle with a Disabled Vehicle in tow, the Universal Morale lost by the wreck can be reclaimed in the same way as if the vehicle had withdrawn voluntarily (i.e. Half of the vehicle's Universal Morale is re-gained by the owning player). The Recovery Vehicle may enter from the point it left by as a Reserve (i.e. D6 Turns later).

THE BATTLEFIELD

Terrain Overview

Focused Firepower endeavours to highlight the importance of topography in ensuring realism. We have come up with a generic set of terrain rules designed to ensure the commander is readily aware of the importance of terrain without getting mired down in the minutiae.

The section explains Terrain Types, Line of Sight, Terrain Height, the principle of Dead Ground, Obstacles and Area Terrain. At the end of the section there are the tables we refer to when setting up our battlefield and Command Maps. There is also a small key we use to ensure all commanders are 'reading from the same page' when it comes to understanding Command Maps (we have used a readily available 'Paint' programme on most home computers to ensure everyone would have ready access to a simple method of map creation.

Basic Terrain Types

Open Ground

This refers to the vast majority of the tabletop. In our games we found the general rule of 'The more terrain the better the game' held true, however the vast majority of the action will occur on the 'flat board'. Generally speaking there are no special rules regarding Open Ground.

Soft Cover

This terrain type refers to the next stage of protection a trooper or vehicle can expect. Soft cover can be achieved in any number of ways and is normally the most prevalent form of cover on a rural battlefield (a trooper could enter a copse of trees, be wading through a stream, elect to go to ground, etc).

Hard Cover

This terrain level represents a better level of cover than Soft cover. This cover can be achieved in any number of ways and is normally the most prevalent form of cover on an urban battlefield (digging in, travelling on a hard sided vehicle, entering a building, etc).

Prepared Defences

This form of cover is almost always fabricated, either through Digging In or by purchasing it before the battle begins, however troopers going to ground might achieve Prepared Defence protection if they were to go to ground, within a building or forest for example.

Prepared Defences created by troops 'digging-in' must be represented with a suitable model where possible whether it is a trench line, gun emplacement or tank emplacement.

Enclosed Prepared Defences

This terrain level represents the best form of protection that any trooper or vehicle could expect. This type of terrain is commonly represented on the tabletop by bunkers with a concrete roof of pillboxes dug into the hill side.

Cover & Line of Sight

Determining if an element is in cover

An element is considered to be in cover, if the line of sight from the firing element is blocked by cover to more than half of the models in the target element.

A vehicle is considered to be in cover, if the line of sight from the firing element is blocked by cover to more than half of the model.

Hull Down

A vehicle is considered to be hull down, if the vehicle's hull is blocked by hard cover or prepared defences, but the turret is visible.

Occupied Terrain and LoS

Clearly the terrain present on the battlefield and the density of such terrain will affect an element's line of sight as it attempts to engage the enemy. The table below explains the distance an element needs to be from the edge of the Area Terrain piece to ensure it as LoS. In our games we found it to be a good idea to tell our opponents if the element was considered to be in LoS.

Terrain Type	LoS Range Restrictions
Open	None
Soft Cover	2"
Hard Cover/Buildings/Defences	1"

Terrain

Terrain 'Height'

The height of terrain is used to represent vertical limitations to LoS. Just as a small farmstead building will be shorter in height than a large hill, provision needs to be made for this to be represented on the tabletop.

Put simply, height blocks line of sight. The higher the terrain's height, the more likely it is to block LoS.

Dead Ground Cover

The principle of Dead Ground allows commanders to use the topography to their advantage by moving behind large terrain features in relative safety. Elements may claim to be out of LoS if they are within the 'Dead Ground' of an Area Terrain Feature (basically the 'shadow' cast by the feature on the landscape when a line is drawn from firer to target). The Dead Ground Area is equal to the Height Value of intervening Terrain in inches.

Obstacles

Naturally not all terrain features on the battlefield could be considered to be Area terrain. Barrels, crates, fences, abandoned vehicles, scrub and anything else commanders can think of that would not normally be placed on a terrain board are considered to be Obstacles. Moving over obstacles counts as a move through terrain with all the normal rules applying - see

Obstacles do not block LoS in the same way as Area Terrain. Instead a combination of obstacles will block LoS (an abandoned Light vehicle and 2 separate blocks of crates would add up to Height $1 - \frac{1}{2} + \frac{1}{4} + \frac{1}{4} = 1$)

Obstacles and Cover

Commanders should be careful not to confuse obstacles Height Value and their cover value. Height values refer to the LoS possibilities of Elements may only claim cover from obstacles if they are within 1" of the obstacle with the obstacle between them and the firer.

Destroying Cover

It is possible, in the violent theatre of war, for battlefield terrain to be bombed, burned or even created by various HE Weapons. As such, cover is allocated a 'Damage Level' which when reached will cause a piece of cover to degrade. ALL terrain is damaged on each roll of a 6 when hit by the HE Value of the weapon. Damage sustained is carried forward into ALL subsequent game turns. Damage to terrain is calculated after damage to elements in the terrain has been determined.

Troopers inside the cover may attempt to repair a 'Point of Damage' instead of shooting, if they can pass a Leadership Test. These troops lose any 'Overwatch' they were on as they are otherwise engaged.

Terrain Type	Damage Capacity	Damage Result
Prepared Defenses	6	Demolished
Buildings	4	Demolished
Hard Cover	2	Levelled
Soft Cover	1	Levelled
Flattened Soft Cover	0	Never Degrades

Demolished Buildings

When a building becomes demolished, only a single floor remains, and all infantry elements within the building count as 'Going to Ground' for one turn.

Heavy Ordinance & Craters

An HE Weapon with a HE Value of 16 or more counts as Heavy Ordinance. When Heavy Ordinance fires at open ground the blast will blow out a crater. Once the shot has been resolved place a small template, or suitably sized crater model, centrally over the point of impact. This counts as a 'Deep Crater' as described in the Terrain section.

Terrain Tables

Large Terrain Features

Terrain Feature	Description	Height	Cover	Movement Penalty
Open Ground	Flat	0	None	
Hills (Small)	1 Step	2	None	Difficult Ground - Wheeled Vehicles
Hills (Medium)	2 Steps	4	Soft Cover	Difficult Ground - Infantry & Tracked Vehicles Impassable - Wheeled Vehicles
Hills (Large)	3 Steps	6	Soft Cover	Difficult Ground - Infantry Impassable - Vehicles
Scrub/Long Grass/ Crops	Flat	0	Soft Cover	
Trees (Copse)	Sparse	2	Soft Cover	
Trees (Woodland)	Medium	2	Soft Cover	
Trees (Forest)	Dense	2	Hard Cover	

Buildings

Terrain Feature	Description	Height	Cover	Movement Penalty
Buildings (Small)	1 Storey	1	Hard Cover	Impassable - Vehicles
	2 Storeys	2		
Buildings (Medium)	3 Storeys	2	Hard Cover	Impassable - Vehicles
	4 Storeys	3		
Buildings (Large)	5+ Storeys	4 +1 for each 2 storeys	Hard Cover	Impassable - Vehicles

Water Terrain Features

Terrain Feature	Description	Height	Cover	Movement Penalty
Stream	Flat	0	Soft Cover	Difficult Ground
Slow River	Flat	0	Soft Cover	Impassable - Infantry, Vehicles Difficult Ground - Aquatic/Amphibious Vehicles
Fast River	Flat	0	Soft Cover	Impassable
Open Water	Flat	0	Soft Cover	Impassable
Bridges (Small)	Wooden	0	Soft Cover	Impassable - Tracked Vehicles
Bridges (Medium)	Stone	1	Hard Cover	
Bridges (Large)	Iron+Stone	2	Hard Cover	

Terrain Tables

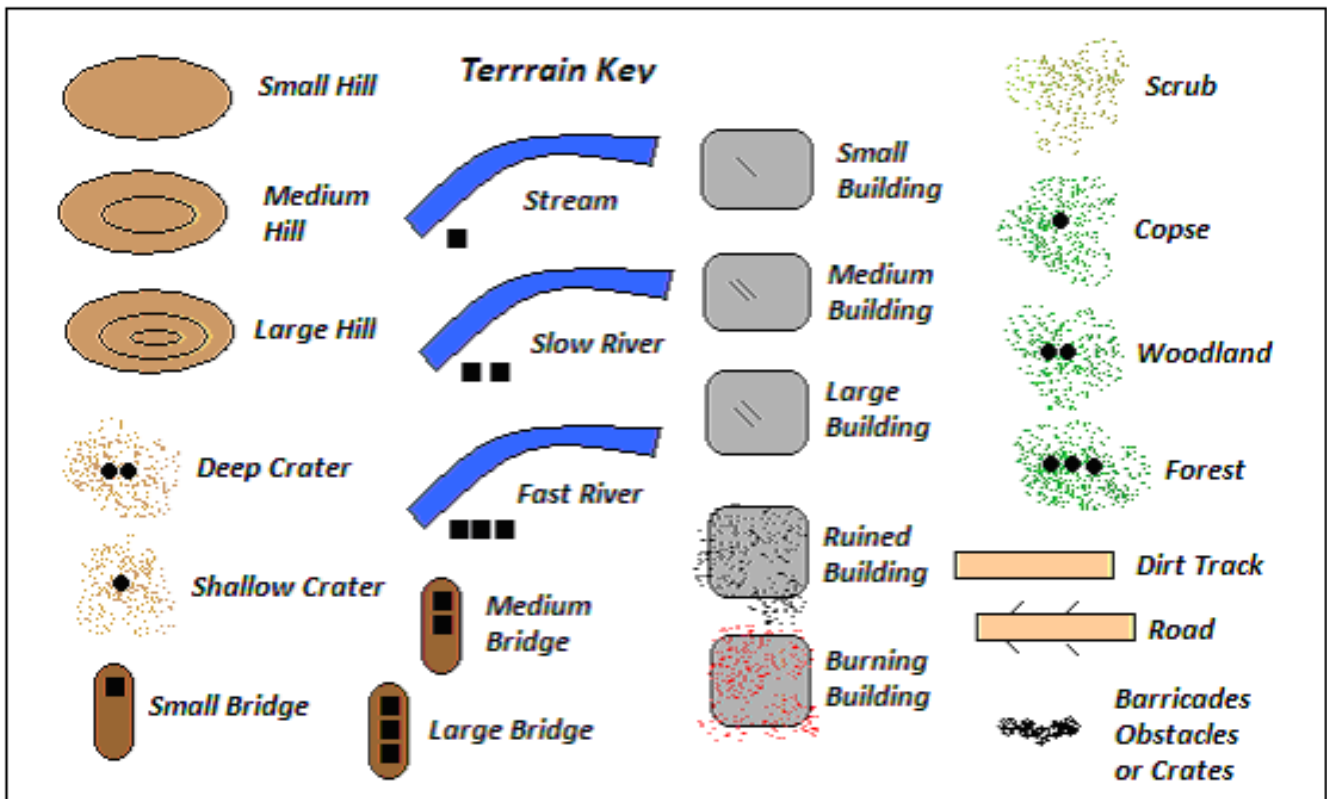
Obstacles

Obstacle Types	Height	Cover	Movement Penalty
Abandoned Heavy Vehicle/Tank	1	Heavy Cover	Impassable - Vehicles Difficult Ground - Infantry
Abandoned Light Vehicle	½	Heavy Cover	Impassable - Vehicles Difficult Ground - Infantry
High Wall (+3m)	1	Heavy Cover	Difficult Ground
Low Wall/Barricade/Scrub	½	Soft Cover	Difficult Ground - Infantry
Fencing/Crates/Tall Grass	¼	Soft Cover	Difficult Ground - Infantry

Miscellaneous Terrain Features

Terrain Feature	Description	Height	Cover	Movement Penalty
Crater (Shallow)	Flat	0	Soft Cover	Difficult Ground Impassable - Wheeled Vehicles
Crater (Deep)	Flat	0	Hard Cover	Difficult Ground - Infantry Impassable - Vehicles
Ditches (Shallow)	Flat	0	Soft Cover	Difficult Ground Impassable - Wheeled Vehicles
Ditches (Deep)	Flat	0	Hard Cover	Difficult Ground Impassable - Wheeled Vehicles
Roads (Dirt Track)	Flat	0	None	Difficult Ground Tracked Vehicles

Terrain Features Map Key



Terrain Features

Buildings

Buildings are divided into three categories; small, medium and large.

Infantry may occupy any buildings that they move into base-to-base contact with. The number of elements that may occupy a building depends on the building's size.

Small buildings may be occupied by one element. Medium buildings may be occupied by 2 elements. Large buildings may be occupied by 3 elements.

Elements may move between floors, to gain the advantage of the building's height. An element must use a whole turn's movement to move up or down one level of a building. All of the models within an element do not have to be on the same floor of a building, but may spread out over several floors to make best use of available fire points.

Fire Points

Two troopers may occupy and fire from a single fire point, usually a window. Note that a weapon team with more than one trooper, such as a machine gun team, will occupy the whole fire point.

Bunkers

Defensive Bunkers were used in static defensive positions where defence against protracted barrage was necessary.

Bunkers have a 90 degree Line of Sight from any vision slits they may have. IDF fire that lands directly on a bunker does not affect the feature's terrain cover bonus.

Reinforced Bunkers

These monolithic defensive bastions often defended vast areas of ground from positions of topographical superiority. Invariably manned by large numbers of troops and equipment, they were very costly to assault it was normally decided to simply level them utterly with protracted barrage rather than attempt to take them with force.

In gaming terms a Reinforced Bunker counts as a bunker in all respects except the points are spent to combine the damage of multiple Bunkers into a larger total....e.g., a Reinforced Bunker could be a combination of 3 normal Bunkers giving it a damage level of 24pts! Commanders should note the inclusion of a Reinforced Bunker can only be allowed with the Morale Monitor's permission.

Pill Boxes

Pill Boxes are small defensible constructions designed to house infantry elements, small weapon teams and light field guns. They are considered to be Bunkers when determining Line of Sight and can house no more than 8 men.

Allocating Casualties in Buildings

When an element occupying a building comes under fire, successful hits must first be allocated to models occupying the fire points facing the enemy unit, then any remaining hits are allocated amongst the rest of the element as normal.

However, when firing HE weapons at a building, the shot must be targeted at a specific floor of the building. In this case, casualties must be allocated to models on the targeted floor first, then are allocated amongst the rest of the element as normal.

Indirect Fire HE weapons must target the top floor of a building.

Hills

Infantry may move freely across all hills. Often, vehicles travelling up sloped sections of hills count as moving in difficult ground.

Water

Rivers and Open Water (Lakes and seas) are Impassable to all elements except for vehicles with the Amphibious/Aquatic special rule, who treat them as Difficult Ground instead. Streams count as Difficult Ground to all elements, including amphibious vehicles.

Roads, Tracks and Bridges

Moving by road is the easiest method of getting around, for both infantry and vehicles. Should an element be travelling on a road, they can ignore any of the movement penalties of the terrain that the road crosses. Bridges are an exception to this rule.

Note that tracked vehicles treat dirt tracks as Open Ground instead of a Road.

For example, a tracked vehicle travelling along a road up a sloped section of a medium hill would ignore the Difficult Ground movement penalty.

Terrain Features

Dummy Markers

Counted as Infantry on the table top, but may not move. Observed Dummy Markers are simply removed from play. Markers are explained fully in the Observation section.

Booby Traps

The most basic form of these traps can be achieved with a nail and a single shell of ammunition, however in gaming terms these could be most accurately described to be a trigger bombs or small explosive charges rigged within terrain.

Infantry/Cavalry elements who enter a piece of terrain which has been Booby Trapped pre-game, must pass an immediate Leadership test or suffer HE6 damage, with no modifiers allowed for cover. Elements who have triggered a Booby Trap must take a Terror Test (see Morale) if they suffer any casualties as a result.

Minefields

The use of minefields was extensive during the war, although the vast majority of the conflicts casualties inflicted by these defences happened after the conflict had ended. Their main purpose was to channel the enemy into killing zones and protect the flanks of exposed defensive positions.

Infantry/Cavalry elements who enter a Minefield will suffer HE8 damage, with no modifiers allowed for cover.

Vehicles traversing a Minefield will suffer a single AT4 hit on their Top/Bottom armour.

Destroying Minefields

'Funnies' - Clearance can be achieved with the use of specialist vehicles fitted with a variety of ingenious devices designed to detonate the mines in relative safety. The use of these vehicles will be explained within their data fax.

HE Saturation - Minefields are treated as a form of terrain with 6 Damage Points. Each point of damage inflicted on the minefield will reduce its HE Damage capability by 1.

Engineer Troops - These troops prove their worth when issued with mine clearing equipment.

Minefields in Cover

The large amount of explosive coverage required to effectively mine a woodland or other terrain feature tends to prohibit their use. Commander should make use of the Booby Trap rules instead.

Dummy Fields

Due to difficulties in re-supply, many crafty commanders would falsely mark ground as 'mined' by simply laying some barbed wire and erecting a sign saying "Minen", these Dummy Fields are normally used as a scenario dynamic, however should commanders wish to make use of them they may do so with the Morale Monitor's permission.

In gaming terms, Dummy Fields have no HE capability, but are treated as minefields in all other respects.

Dragons Teeth

These concrete bollards were designed to impede the advance of armoured vehicles and provide a small measure of cover to defenders. The problem with these defences was that once over-run by the enemy they provided the same amount of defence to the enemy as they had to the erstwhile defenders.

In gaming terms, Dragon's Teeth are impassable to vehicles and provide Hard Cover to infantry elements (not they do to provide cover to cavalry elements).

Barbed Wire

Designed to impede infantry without providing them with any cover. Barbed Wire was cheap, effective and used in vast quantities by all forces during the war.

In gaming terms, Barbed Wire counts as a terrain feature for both infantry and vehicles. This means Infantry may not At the Double across it and vehicle who attempt to traverse over it are subject to becoming Boggled Down.

Trenches/Gun Pits/Tank Pits

Entrenching elements allowed for good defence against direct arms fire, whilst allowing the defender to return fire at full effect.

In gaming terms, Trenches/Gun Pits/Tank Pits provide a Prepared Defences cover modifier to the defenders to their Frontal and Side facings within the trench (the rear facing does not provide protection).

IDF fire targeted at an entrenched element will negate the cover if the exact centre of the template is directly within the feature.....basically the shell detonated inside the trench!

Terrain Features

Field Telephones

Field telephones function in the same manner as a radio but one with an effectively unlimited range. However, as telephones needed to be connected by cable, they cannot be moved and must be set up before the battle starts. Therefore, field telephones cannot be used if you are moving onto the board. Telephones apply a +1 modifier to the roll on the Leadership test.

Heavy Concealment

Elements in Heavy Concealment are not required to place a Hidden Marker on the tabletop, and instead are drawn on the command map. These units have had ample time to prepare their position in such a way as to be almost undetectable. Such elements can only be detected if an enemy element actually moves into contact with them (as this would lead to an automatic Observation - see Observation Tables). Elements under such hidden conditions do not give away their position when they open fire. Instead place a Hidden Marker. Should the element fire again in subsequent turns, the models are placed as normal. Elements under Heavy Concealment are considered to occupy Trenches/Gun Pits/Tank Pits when determining damage.

Defence Type	Cover Level	Damage Level
Dummy Markers	n/a	4
Booby Traps	n/a	4
Minefields	Open	6
Dummy Fields	Open	6
Dragon's Teeth	Hard Cover (Infantry Only)	6
Barbed Wire	Open	4
Trenches/Gun Pits/Tank Pits	Prepared Defences	6
Bunkers	Prepared Defences	8
Reinforced Bunkers	Prepared Defences	8xBunkers
Pill Boxes	Prepared Defences	6
Heavy Concealment	Prepared Defences	6

Terrain Features - Smoke & Fire

Smoke on the battlefield is a vital part of the Focused Firepower game. It provides an element of vague fate that can help or hinder in equal measure. Machine guns can find themselves blocked, routes of advance previously thought to be protected under a choking cloud of smoke can drift or dissipate at the worst/best moment. The unpredictability of this battlefield effect has caused havoc in even the best laid battle plan.

Smoke Effects

Smoke is a highly important factor in battlefield engagements; It can obscure elements, either intentionally or by chance, from enemy fire, It can hinder elements in their advance or cause a lessening in morale of the enemy as they are forced to move out of the affected area.

The size of the area affected by a cloud of smoke is determined by using the 4 circular Blast Templates. A Blast Template placed to represent Smoke is called a Smoke Template.

Smoke and Line of Sight

Smoke Templates count as Height 2 terrain features. Unlike other forms of terrain it is possible for an element to fire through Smoke Templates.

Elements wishing to fire through Smoke must first roll a 4+ for each Smoke Template between the firing unit and the target unit. If any of the rolls are failed the firing unit cannot see their target and so cannot fire at it. If unable to see their target the the firing element may select another target. Note this rule also applies to elements wishing to call in IDF on targets since the Smoke might obscure their ability to gauge the correct coordinates.

Enveloped Targets

Elements completely covered by Smoke templates are Enveloped. Firing at an Enveloped target incurs a -1 to-hit modifier.

Vehicles and Smoke

Vehicles treat Smoke Templates as Difficult Terrain in exactly the same way as any other Terrain Feature.

Smoke in Subsequent Turns

During the Resolve Battlefield Effects phase, roll the Scatter Dice and consult the table below.

Dice Roll	Effect
Dud	Smoke Dissipates
Hit	Smoke Remains
Arrow	Smoke Drifts

Smoke Dissipates: Change the template for the next size down or remove entirely if the template is already Blast 1.

Smoke Remains: No change, maintain all current Smoke Effects.

Smoke Drifts: Move the Template in the direction indicated on the Random Dice by the amount indicated on the D10 in inches.

Fire

Fire follows all of the rules for Smoke, except that it uses the table below during the Resolve Battlefield Effects phase in subsequent turns. In addition, enemy models may not enter the area covered by the Fire Template.

Fire in Subsequent Turns

During the Resolve Battlefield Effects phase in subsequent turns, roll the Scatter Dice and consult the table below.

Result	Effect
Dud	The Fire Dies Down.
Hit	The Fire Builds
Arrow	The Fire Spreads

The Fire Dies Down: Replace the current template with the next size down, centred on the same point. If the current template is Small, the fire goes out and the template is removed from play.

The Fire Builds: Replace the current template with the next size up, centred on the same point.

The Fire Spreads: Place another template, touching the first, in the direction indicated on the random dice

OPTIONAL RULES

Prevailing Wind Direction

An optional rule we played with was to set the prevailing wind direction on the table. It made for some interesting games when smoke played a deciding factor.

At the start of the game roll the directional dice and consult the following chart.

Dice Result	Wind Direction
Hit or Dud	Wind is not a major factor
Arrow	The table edge the arrow points towards is considered to be the Wind Direction.

Prevailing Wind & Smoke

Any drifting smoke will move towards that table edge. Smoke drifts D10" towards that edge after all smoke has drifted normally.

Lucky Shots within Vehicles

If a vehicle suffers a penetrating hit, there has been an explosion within the vehicle. Roll a D6. On the roll of a 6, the vehicles' NCO has been disabled or killed. This will have a debilitating effect on the rest of the crew's morale (see Morale section).

Blind Damage

Some more advanced players prefer to keep the level of damage incurred to their vehicles secret from their opponent. This is acceptable since it accurately depicts the element of doubt Tank Commanders would experience when assessing the effectiveness of a shell's hit.

The Morale Monitor makes the damage rolls in secret along with any relevant Morale Checks that might be incurred, with only the owning player aware of the results. The results must be written down.

Alternate Activation

In conventional turn-based activation, where one player performs all of their actions will all of their elements, followed by the opposing player performing all of their actions.

Instead of using turn-based activation, players may choose to use alternate activation. With alternate activation, each player takes it in turn to perform all of their actions with a single element, until all of both player's elements have activated.

Each round, after checking universal morale and resolving battlefield effects, each player must roll to determine who has the initiative for that round. To determine a player's initiative value, they must roll a D10 and add the number of elements with the Recon special rule. The player with the highest initiative value gets to activate an element first, followed by their opponent, and so on until the end of the round.

Observation

This section is designed to allow players to play games involving ambushes and hidden deployment. The random nature of this section is intentional - ambushes are reliant upon the targets failing to spot the attackers, troops tasked with staying out of sight will often become revealed by their own poor discipline causing the best laid fire plans to go awry. Observation in FF! is designed to recreate the situations whereby an enemy is known to be present, but the exact nature of their composition and deployment is still unclear. This part of the rules is optional to players since it may slow down game-play in larger games, but we felt it had to be included since it allows for the recreation of reconnaissance and ambush scenarios.

Overview

In the Planning Phase, each element in the army intending to deploy as a Hidden Marker (including Dummy Markers) should be allocated a number to be noted on their Planning Sheet. Observation is done by attempting to spot the numbered marker that corresponds to the listed element on the player's Planning Sheet. This allows the hidden player to hide the true disposition of his forces and his army's defensive capabilities.

Only Observed Units may be intentionally targeted, you cannot shoot at an enemy you do not know is there. Any shooting that would otherwise hit and cause damage to an 'Unobserved Element' (e.g. TBFO or Scattering IDF) should be resolved by the Unobserved Player in secret (no point in telling your opponent how much damage his lucky shot caused.) Any model with LoS to an unobserved marker is considered to be an 'Observing Element' (OE). (Due to the hidden nature of Observation, players are forced to be fair and honest with their opponents. If this is a problem..... Don't play.)

Observation Markers

At the beginning of the game, during deployment, place the Hidden Markers on the tabletop instead of the actual models themselves. The markers constitute a Possible Sighting of enemy elements, and projected movements based on pre-gathered intelligence, they are not accurate enough to represent exact enemy positions.

Once the 'Observing Element' is within observation range, the OEs may begin attempting to observe possible enemy markers during the Observation Phase. Ordinary Oes (ie not Recon Skilled Elements) may only attempt to observe a single marker per turn. ALL elements wishing to observe a marker must announce their intention before any rolls are made. (This ensures players don't just move down the enemy line spotting as he goes! Using this method ensures there will inevitably be situations where, despite a player's best efforts, he will spot nothing!....this is intentional since it puts a bit of 'edge' into the Observation Phase.)

Who rolls for Observation?

The ENEMY rolls the dice (out of sight of his opponent) for each marker in turn.

If he rolls equal to or higher than the score stated on the appropriate chart (see section 3.d below) then the marker has been successfully observed and must be replaced with the appropriate models for the unit that has been observed. For one turn after being observed an element counts as Spotted!

Spotted!

Firing at emerging enemies will be less accurate than firing at a known enemy from a steady position, troopers will be more likely to fire a 'Snap Shot'. The 'Snap Fire' Rule represents this by adding a further -1 CET modifier to firing in addition to any other modifiers that may be required. The 'Snap Fire' rule can come into play during several circumstances, and modifiers are cumulative for that turn.

Hidden/Unobserved Markers

Moving Markers

Markers are treated as if they were models on the tabletop. They are affected by terrain and morale as normal depending on their element. However, should a marker move whilst within Observation Range and within LoS of an enemy, the enemy will immediately be permitted to attempt to Observe them with each element that can see. This is done outside of the turn sequence. Models observed in this manner do not gain the protection of the Spotted! rule and may be subject to 'Overwatch' fire.

Stationary Markers

Stationary markers may test from turn to turn in order to maintain 'Overwatch' with a +1 modifier on their roll. (see Overwatch)

Revealing Markers

When a marker is revealed it is removed from the table and replaced with the appropriate models for the element that it represented. A player may reveal the nature of a marker at any time. Elements revealed voluntarily do not gain the protection of the Spotted! rule and may be subject to 'Overwatch' fire.

Voluntarily Revealing Markers

Models intending to shoot at the enemy MUST replace the corresponding marker with their respective elements at the start of their shooting phase or if it elects to fire on Overwatch. (This does not apply to models firing IDF weapons provided they are out of sight of any possible enemy OEs). Once an element opens fire it acts normally in the game.

Hidden Troops Calling in IDF

Radio equipped elements may call in IDF whilst remaining represented on the tabletop by a Hidden Marker provided they do not fire their weapons.

Observation

Observation Tables

If an element wishes to attempt an Observation it must roll on the Combat Effectiveness Table (CET) using the modifiers below. If the roll is successful the marker is considered to have been Spotted! until the end of the Owning Player's turn.

Dummy Markers/Infantry/Light Field Guns (<45mm calibre)

	Contact	Within 10"	Within 20"	Within 30"	Within 40"
In the Open	Auto	+2	+1	0	-1
In Soft Cover	Auto	+1	0	-1	-2
In Hard Cover	Auto	0	-1	-2	-3
In Buildings	Auto	-1	-2	-3	-4
In Defences	Auto	-2	-3	-4	-5

Observing Medium Field Guns (>45mm and <80mm calibre)/Light Vehicles (AV1)

	Contact	Within 10"	Within 20"	Within 30"	Within 40"
In the Open	Auto	+3	+2	+1	0
In Soft Cover	Auto	+2	+1	0	-1
In Hard Cover	Auto	+1	0	-1	-2
In Buildings	Auto	0	-1	-2	-3
In Defences	Auto	-1	-2	-3	-4

Observing Heavy Field Guns (+81mm calibre)/ Tanks/Heavy Vehicles

	Contact	Within 10"	Within 20"	Within 30"	Within 40"
In the Open	Auto	+4	+3	+2	+1
In Soft Cover	Auto	+3	+2	+1	0
In Hard Cover	Auto	+2	+1	0	-1
In Buildings	Auto	+1	0	-1	-2
In Defences	Auto	0	-1	-2	-3

Observation

Vehicles and Observation

Tanks and other Vehicles are not best suited to the reconnaissance role since they suffer from limited lines of sight as well as requiring the crew to operate the machine rather than scan the horizon. As such Open-Topped Vehicles, of all types, suffer a -1 to the result of any Observation Tests.

Hard-Sided Vehicles suffer a -2 modifier to the result of any Observation Tests. Any closed vehicles that make an Observation Roll will count as Hard-Sided in the next turn, as the top hatch is now open.

Recon Units and Observation Sweeps

Recon units were trained to collectively use their skills to observe large areas of terrain for signs of enemy advance. Recon Elements are adept at assessing the disposition of enemy battle groups. In gaming terms they gain a +2 to the dice when rolling to observe markers. Recon Skilled elements that are equipped with a radio may also make an Observation Sweep.

Observation Sweeps

If a Recon element makes a successful Observation it may take a Leadership test, If this is passed it may attempt to observe another marker. (This is an exception to the rule that an OE can only make one observation attempt per turn). It may continue to make observations provided it passes its Leadership tests AND is successful in its observations.

Infantry Recon units must have de-bussed from any integral transport before gaining from this rule.

Recon Vehicles

Recon Vehicles excel at rapid insertion and scouting roles. In gaming terms, a vehicle with the Recon Ability may try and observe units at the end of each movement segment but, if this ability is used, the vehicle may NOT fire any weaponry that turn. Recon vehicles may NOT make Observation Sweeps. Recon Vehicles do not benefit from the +2 modifier when making an Observation Roll but they can ignore the negative modifiers that other vehicles suffer and Closed Recon Vehicles do not count as hard-sided after making an Observation Roll.

Anti-Aircraft Units

As their battlefield role would suggest an AA element is primarily concerned with protecting troops on the ground from aerial assault. As such they tend to pay little attention to ongoing battlefield conditions and instead concentrate their efforts on watching the skies. AA elements on Air Defence Orders (see Aircraft) gain a +2 modifier to the dice when rolling to observe Aircraft but suffer a -2 modifier to the dice when rolling to observe ground based elements.

British Rifle Platoon - 1943 to 1945

British Special Rules

Marksman: For over 200 years the British Army had placed a high emphasis on marksmanship and all troopers were expected to maintain a high proficiency with their rifles under fire. All British non-vehicle elements benefit from the Marksman special rule.

Night Attacker: The British Army often attacked at night to provide as much protection as possible for their troops before contact with the enemy. Such expertise was invaluable when attacking defensive positions. Due to their experience, British forces are not affected by the 'Fractured Chain of Command' rule during night-time operations.

Platoon HQ

Platoon HQs were now to be commanded by a 1st or 2nd Lieutenant (known as a Subaltern), with a Platoon Sergeant, Runner, Signaller and orderly, and a two man team for the 2-inch mortar.

Platoon HQ - 1 per Platoon	
Officer	SMG, Hand Grenades
Platoon Sergeant	SMG, Hand Grenades
Signaller	SMG, Hand Grenades, Radio
Medic	SMG, Hand Grenades, Medi-kit
Gunner	Rifle, Hand Grenades, 2-inch Mortar
2 Troopers	Rifle, Hand Grenades

Rifle Sections

Each Rifle Section was commanded by a Corporal, and consisted of a rifle group of six men, and a gun group with a Lance-corporal, gunner and loader. The six men of the rifle group were each now armed with the bolt action Rifle No.4, more easily produced version of the previous Lee-Enfield, still firing the powerful .303-inch round. While a perfectly sound weapon, like all bolt actions rifles it was handicapped by its relative slow rate of fire - especially in comparison with its semi-automatic US contemporary. The gun group served the Section's single Bren light machine gun. The Bren proved to be a superb weapon in all conditions and climates, and provided the section with its base of firepower.

Rifle Section - 3 per Platoon	
Corporal	SMG, Hand Grenades
6 Troopers	Rifle, Hand Grenades
Gun Group - 1 per Section	
Lance Corporal	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Trooper	Rifle, Hand Grenades

German Infantry Platoon - 1943 to 1945

The Infantry Command gained a number of serious upgrades at the start of 1944, most noticeably the issuing of the MP44 Assault rifle and a second MG42. The main command squad was considerably smaller than its predecessors as many of the troopers were moved up in Company Command level to be placed into separate units. Platoon HQ had a Commander, two runners, a stretcher bearer, and two supply wagon drivers. The Platoon Commander could now be either an Officer or a senior NCO, and there was no longer the equivalent of a Platoon Sergeant to assist him. The absence of an Officer points to the desperate situation the Germans find themselves in as newly promoted Master Sergeants are forced into a full command role. Each Platoon had a two horse wagon, and a one horse wagon with trailer. The commander carried a MP40 and pistol, the medic a pistol, the runners and drivers all rifles.

Platoon HQ

Platoon HQ - 1 per Platoon	
Officer	MP40, Hand Grenades
Medic	Pistol, Hand Grenades
2x Runners	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, 2-Horse Wagon
Driver	Rifle, Hand Grenades, 1-Horse Wagon with Trailer
Options:	
Both horse drawn wagons may be replaced by a single Opel Truck - crewed by both Drivers	
2x Light Machine Gun Teams	
Trooper	Rifle, Hand Grenades
2 Troopers (Gun Crew)	Pistol, Hand Grenades
Additional Equipment:	
MG34 LMG - may be upgraded to an MG42 for +5pts	

Infantry Sections

With the German army moving towards the use of machine guns at micro level, a trooper from each squad was moved to crew a second light machine gun in the Platoon HQ. Despite this the basic squad weaponry remained the same, although laterally the Sergeants were issued a newer MP44 to replace their MP40s. The Light Machine Gun was normally an MG34, however as stocks became more plentiful the much improved MG42 was issued to basic squads.

Infantry Section - 3 per Platoon	
Sergeant	MP40, Hand Grenades
5 Troopers	Rifle, Hand Grenades
Options:	
1 Sergeant per platoon may replace his MP40 with a MP44 for free	
2 Troopers may swap their rifles for Panzerfausts for +5pts each, or a single Panzerschreke for +15pts	
1 Trooper may replace his rifle with a scoped Gewehr43 for +10pts	
1 Trooper may replace his rifle with Gewehr43 for +5pts	
Machine Gun Support Group - 1 per Section*	
Corporal	MP40, Hand Grenades
2x Troopers (Gun Crew)	Pistols, Hand Grenades
Additional Equipment:	
MG34 LMG - may be upgraded to an MG42 for +5pts	

*The Machine Gun Support Group may be deployed separately from it's parent Infantry Section if desired

