

# FOCUSED FIREPOWER

A WWII Wargame for Heroes

## Points Calculator

This document is designed to allow players to build and design their own elements and vehicles from the war. At first glance, this all might seem clunky, but over time the creation of an ORBAT or vehicle datafiles becomes quite quick. It is a good idea to keep a record of where you got your data from (Book Titles, Internet Sites etc) because others will want to the same vehicles and when their points don't match yours, you will need to back up your findings.

# Weapon Basics

## Weapon Ranges

Weapon ranges, and range bands, are directly related to the real world values of the weapons. To work out the range of a weapon in Focused Firepower **take the real world range in meters, then divide by 500 and times by 25**; giving you the in-game range in inches. This formula is used for all weapons in FF, so you will notice the maximum ranges of small arms are much shorter than for field guns.

### Small Arms Range Brackets:

Ranges for small arms are varied and the process for working out their range brackets is complex. It is best, when working out the ranges for a new weapon, to look for a weapon of the same type with a similar range amongst the weapons already listed in the Crib Sheets. You will note that certain types of small arms will only have certain range brackets, and may even skip some range brackets. This is to represent the weapon's characteristics in-game.

### Mortar Range Brackets:

Mortars are weapons that can only fire indirectly, and cannot be used at close ranges. Therefore, instead of having a 'short' range bracket, they have a 'minimum' range bracket. Mortars may not be fired at targets within their minimum range.

### Gun Range Brackets:

You will notice from your research that the penetration values for AT guns are given in set range brackets of 500 meters. We use the same range brackets in FF, using the formula above to determine the in-game range for each bracket, as indicated by the table below. Many guns will not have rounds that are effective at longer range, in which case, those ranges will be left blank.

Point Blank	Short	Medium	Long	Extra Long	Extreme	Maximum
5" (100m)	25" (500m)	50" (1000m)	75" (1500m)	100" (2000m)	125" (2500m)	

Many guns will also have a HE round, or exclusively HE rounds. HE rounds are fired using the same range brackets as AT rounds, using the same to-hit modifiers. In addition, HE rounds may also make use of the weapon's maximum range.

## AT (Anti-Tank) Values

The Anti Tank (AT) value of a weapon is determined by researching the probable thickness of armour that the weapon's shell would penetrate when fired at various distances. Most nations generated armour penetration statistics for weapons they used and captured throughout the war. While the statistics for the more common weapons of the major nations are fairly easy to find, those of less common weapons may require some digging to uncover or may not exist at all.

To find the AT value for an AP round, divide the real AP capability in millimeters (usually at a 30 degree angle) by ten, then round to the nearest whole number (rounding .5 up). ie, an AP capability of 103mm would have an Anti-tank value of 10, while an armour thickness of 145mm would have an AT of 15.

# Points Calculator for Troopers

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## Troopers

**All troopers in Focused Firepower are have a base of 5pts.** This will often be modified due to special rules, weapons, equipment or any of a number of other factors. To determine any additional points for a trooper, refer to the tables found in this document and apply the indicated points.

## Special Rules & Troop Types

Trooper Skills	Additional Cost (pts)
Recon, Engineer, Driver, Runner	+1
Artillery Skilled/Field Gun Crew, Alpine Troops	+2
Medic	+10
Sniper*	+5

\*Only apply either the cost of the Sniper special rule or a Sniper Rifle, not both.

Morale/Leadership Effect	Additional Cost (pts)
Battle Hardened/Hardened Veterans	+2
Well Drilled, Fanatical Troops, Fearsome Reputation	+1
Poorly Drilled	-1
Fractured Chain of Command (Infantry)	-1
Conscripts	-2

## Commanders

Commander Type	Additional Cost (pts)
Company Commander 24"	+15
Commissioned Officer 12"	+10
Senior NCO 8" (Section Leader)	+5
Junior NCO 4" (Team Leader)	+5
Command Vehicle 8"	+8

# Points Calculator for Troopers

## Specialist Equipment

<b>Conveyance</b>	<b>Additional Cost (pts)</b>
Bicycle/Skis	+1 per Trooper
Horse	+5
Horse Drawn Trailer/Sled/Limber	+5 plus cost per horse
Motorcycle	See relevant vehicle document
Transport Vehicle	See relevant vehicle document

<b>Specialist Equipment</b>	<b>Additional Cost (pts)</b>
Wire Cutters	+1 per trooper (Free for Engineers)
Bomb Disposal	+1 per trooper (Free for Engineers)
Mine Clearing Equipment	+15 per squad
Field Radio	+20
Powerful Radio	+30
Resource Points	+25 per Resource Point

# Points Calculator for Infantry Weapons

## Infantry Weapons

The points costs indicated bellow indicate the points cost for common small arms carried by troopers. For other weapons, refer to the weapons crib sheet. You will note, indicated by the zero values, that the most basic weapons are factored into a troopers basic points value.

Weapon Type	Additional Cost (pts)
Pistol, SMG, Rifle	+0
Carbine, Heavy SMG	+1
Assault Rifle	+2
Rifle Grenade, Sniper Rifle*	+5
Heavy Sniper Rifle*	+10

\*Only apply either the cost of the Sniper special rule or a Sniper Rifle, not both.

## Machine Guns

The machine Gun was probably the definitive close contact weapon of the war. Their effectiveness varied hugely between the forces, ranging from the ineffective US Browning Automatic Rifle to the terrifying German MG42 (the world's first 'General Purpose Machine Gun'). Below is the table that separates these weapons into their relevant groups. Also included in this section are the costing for weapons we have categorised as 'Auto-cannons'. these weapons are Main Guns in a technical sense, but we included them in this section due to their ability to fire multiple shots.

Machine Gun Type/Special Rule	Additional Cost (pts)
Support Machine Gun	+5
Light Machine Gun	+10
Medium Machine Gun	+15
Heavy Machine Gun	+20
Heavy Calibre Machine Gun	+25
MG Range Extension, Highly Accurate, Mobile	+5
20mm Auto-cannon	+25
30mm Auto-cannon	+35
35+mm Auto-cannon	+45

## Hand Held Explosives

Hand Held Explosives	Additional Cost (pts)
Trooper has no Hand Grenades	-1 per trooper
Petrol Bombs	+1 per trooper
Demo Charges, Tank Mines	+2 per trooper

## Mortars

Mortars as simply costed by identifying the explosive charge weight of the weapon's shell and cross referencing that against the HE costing table found in the Main Guns section.

# Points Calculator for Infantry Weapons

## Hand-Held Anti Tank Weapons

The evolution of hand held munitions during the war is impressive. At the beginning of the conflict the infantryman was lucky to be equipped with fragmentation-style hand grenades (which are of little to no use against an armoured behemoth!). However by the end of the war, individual troopers were armed with munitions capable of penetrating armour up to 180mm thick! Below is the table for Hand Held Anti Tank Weapons and their relevant costings.

**Note:** There is also an additional costing to allow players to use captured weaponry from other armies - This was included since there is a good deal of historical precedence for this.

Hand Held Munitions	Additional Cost (pts)
Anti-tank Rifle	+10
Panzerfaust 30 or 60	+10
Panzerfaust 100	+15
Panzerschreke	+20
Bazooka	+20-25
PIAT	+20
Flame-Thrower (Infantry/Vehicle-Mounted)	+20/40
Captured Munitions	+10pts + Weapon

## Universal Weapon Rules

This section covers the additional cost some weapons incur due to their abilities over and above their basic entry. These rules allow commanders to tailor their weapons based upon their historical capabilities. There are also points costing for weapons that are fielded in an Anti Aircraft function (we haven't come up with any aircraft rules as yet, but that's not to say someone else out there couldn't!). Also included in this section are negative costing for weapons which are hindered by deficiencies.

Universal Weapon Rules	Additional Cost (pts)
High Rate of Fire Weapon, Deadly to Infantry	+5
Terror Weapon	+20
Super-Heated Shot	+15
Flak Weapon (DF 6-10)	+10
AA Weapon (DF 1-5)	+5
Dual/quad mounted weapons	+Weapon Cost x number of weapons
Inaccurate	+5
Tripod Mount	+5

## Main Guns and Field Guns

This section refers to various capabilities of Field Guns. These abilities are mentioned in their weapon's Crib Sheet as well as explained in the Universal Rules section.

Field Gun Abilities	Additional Cost (pts)
Highly Mobile Gun	+10
Flexible Mounting	+5
Gun is IDF Capable	+15
Blast Shield	+10
Cruciform Mounting	+15

# Points Calculator for Guns

## Costing Artillery and Vehicle Guns

There are a number of factors in costing guns. To determine the cost of a gun, you will first need to work out the cost of all available rounds for the weapon. The base cost of is the equal to the sum of the standard rounds for the weapon.

## Gun Range Brackets

Each range band containing an AT value costs 5 point.

## Weapon AT Values

The AT capability of a weapon costs the sum of the AT values of the first 3 range bands.

## Costing High Explosive Values

This section attempts to tackle the tricky question of anti-infantry fragmentation from High Explosive shells. The problem we encountered was clear..... just how do you categorise shells and their relative effectiveness. In the end we decided to ignore varying terrain, production methods and poor detonation caps and instead focused on the weight of the shells incendiary component. Although this method is far from foolproof, it did allow us to create the table below..... (Imperfect I know but unless someone else can come up with another method we are stuck with it!)

To calculate the HE value of a shell compare the shell's HE content weight with the table below.

HE Content	HE Value	Cost (pts)
<0.100kg	HE4	5
0.100kg - 0.249kg	HE 6	10
0.250kg - 0.499kg	HE 8	20
0.500kg - 0.999kg	HE 10	30
1kg - 1.999kg	HE 12	40
2kg - 3.999kg	HE 14	50
4kg - 7.999kg	HE 16	80
8kg - 15.999kg	HE 18	90
16kg - 31.999kg	HE 20	100
32kg+	HE 24	150*

# Points Calculator for all Armies

## Vehicle Movement

In Focused Firepower, vehicle move a certain number of Speed Points, determined by their real world maximum speed. When researching the vehicle's speed, we tended towards values taken from its cross country speed, as vehicles will most often be moving off road.

To determine the number of Speed Points a vehicle has, use the following formula: **Off-road speed in kmh, rounded to the nearest 10kmh (with 5kmh rounded up), then divide by 10.** For example, a vehicle with an off-road speed of 25kmh would have 3 Speed Points, while a vehicle with an off-road speed of 53 would have 5 Speed Points.

**The speed of a vehicle costs 10 points per Speed Point.**

## Vehicle Mobility

This section costs abilities and hindrances to vehicle movement. Commanders will note the costing reduction for Standard and High Mobility Wheeled vehicles - this is designed to reflect their considerable reduction in speed when moving 'off-road'. Aquatic and Swimming vehicles are included to allow for inclusion of converted Shermans, Schwimmwagons, DUC-Jeeps, and any number of other water-ready vehicles (the degree of their 'water-worthiness' indicated by being either Aquatic or Swimming).

Mobility Abilities	Additional Cost (pts)
Tracked Vehicle	+0
Wheeled Vehicle	-15
High Mobility/Half-Track	-5
Aquatic	+15

## Armour Class

The Armoured Protection (AP) value is determined by researching the amount of armour on each facing of a vehicle and choosing the best/highest value available on that facing (commanders should note that this IS subject to amendment in individual datafaxes since some armour thicknesses vary hugely on some vehicles.

To find the armour class for an armour facing, divide the real thickness of the armour in millimeters by ten, then round to the nearest whole number (rounding .5 up). ie, an armour thickness of 84mm would have an Armour Class of 8, while an armour thickness of 85mm would have an Armour Class of 9.

**The armour of a vehicle costs (?).**

## Armour Capabilities

This section costs the vehicle armour types, bolt-on armour, densities and even costs armour so thick it was almost impervious to munitions of the period. Also included in this section is the Low Silhouette rule - note this is only applicable to vehicles without a turret (vehicles with a turret that are below 2.1m do not gain this rule).

Armour Capabilities	Additional Cost (pts)
Open Vehicle	-40
Soft-Sided Vehicle	-20
Hard Sided Vehicle	-10
Side Skirts	+10
Sloped Armour	+40
Heavy Armour	+20
Low Silhouette (under 2.1m)	+15
Brittle Armour	-10
Near Impregnable Armour	+50 (per Facing)



# Points Calculator for all Armies

## Vehicle Machine Guns

Tanks tasked as tank hunters were all but useless against marauding hordes of troopers since the main guns mounted on them normally had a poor HE yield this meant most vehicles are particularly vulnerable to infantry. Whilst the 'big guns' on vehicles attract the most interest from players and commanders alike, it could be argued that despite the fact the vehicle's main gun was the reason for its deployment, it was the vehicle's component of defensive machine guns that kept it there. (Note should a machine gun be fixed on an AA-mount the cost for upgrading to an AA weapon should also be paid.)

Vehicle Machine Guns	Additional Cost (pts)
Mounted MG Weapon	+Weapon Cost
Integral/Coaxial/Copula/Remote MG	Gun Cost+5

## Misc Vehicle Costings

This section allows for variable technological advancements that evolved throughout the war, along with some basic points cost 'building blocks' (e.g. Stable Firing Position) which are almost universal to Tanks. Also there is a listing for 'Mass Production' - this applies to almost all the US tanks and SPGs, along with some of the Russian tanks (e.g. the T34-76).

Misc Vehicle Costings	Additional Cost (pts)
Vehicle-mtd Flamethrower	+40
Stable Firing Platform, Improved Sights, Extended Ammo Bay	+15
Restricted Ammo Bay, Mass Produced/SPG Material reduction	-15
Smoke Launchers	+10
Tank/Vehicle Radio	+10
Recon Vehicle Radio (Powerful Radio)	+30
Trailer Attachment, Wide Traverse SPG	+10

## Vehicle Crew Cost, Skills and Morale Effects

This section costs the crew who would operate vehicles during the war. The abilities are designed to allow players to combine them to create almost any training and morale situation.

Vehicle Crew Cost, Skills and Morale Effects	Additional Cost (pts)
Vehicle Crew	+5 per crewman
Well Drilled Crews	+15 (+5 if German)
Hardened Veteran Crews	+15
Recon Skilled	+10
Fanatical Crews	+15
Artillery Trained Crews	+10
Tank Ace	+50 (+25 if German)
Poorly Trained Crews	-15
Fractured Chain of Command (Vehicles)	-15