

PORTABLE WARGAME: MODERN

Unit Strength Points (SP)

Type of Unit	Strength Point Value	Rules
Infantry	4	a) Units are allocated a Strength Point value (SP) before the battle begins, although these <u>may</u> be adjusted in order to take into account the Unit's strength, equipment, and training. b) Units lose Strength Points as a result of enemy action, and these reductions must be recorded (i.e. on a roster, by the use of markers, or by the removal of individual figures). c) When a Unit's Strength Point value is reduced to 0, the Unit is destroyed, and is removed from the battlefield.
Infantry Anti-tank	2	
Engineers	4	
Dismounted Cavalry	3	
Mounted Cavalry	3	
Machine Guns	2	
Mortars	2	
Artillery	2	
Armoured Cars	3	
Light Tanks	3	
Tanks	3	
Assault Guns	3	
Self-propelled Artillery	2	
Half-tracks	2	
Trucks	2	
Horse-drawn Transport	1	
Artillery Spotters	2	
Commanders	2	

Turn Sequence

1. Artillery Fire Phase.
2. Dice for Initiative.
3. Side A then moves, fires, and conducts Close Combats with each of their Units in turn, subject to any restrictions laid down in the rules.
4. Side B then moves, fires, and conducts Close Combats with each of their Units in turn, subject to any restrictions laid down in the rules.
5. Both sides check to see if they have reached their Exhaustion Point.

Artillery Fire

Type of Artillery	Range	Rules	
Heavy Artillery *	12 grid areas	a) Artillery fire is simultaneous, and the effect of artillery fire upon targets is determined after all Artillery Units have fired. b) All ranges are measured through the edges of the grid areas, <u>not the corners</u> . c) Each Artillery Unit <u>may</u> fire only once each turn. d) Artillery fire can destroy any type of Ground Unit. e) Artillery Units fire have an arc of fire that is forward of the direction in which they are facing. This must be directly into the adjacent grid area, widening out as the range increases but never exceeding 60° on either side of the direction in which the Artillery Unit is facing when it fires. f) Artillery Units that can fire indirectly (those Units indicated by *) may fire over other Units that are in front of them. g) Artillery Units can fire <u>into</u> woods, built-up areas, and fortifications. h) Artillery Units can fire <u>out</u> of woods, built-up areas, and fortifications <u>if</u> they are in a grid area that is on the edge of the woods, built-up areas, or fortifications (i.e. the adjacent grid area in the direction they are firing <u>does not</u> contain woods, built-up areas or fortifications). i) If a Unit can be seen by an Artillery Unit that is firing at it (i.e. there is a direct line-of-sight between the target and the Artillery Unit firing at it), the artillery fire is direct fire. j) If a Unit <u>cannot</u> be seen (i.e. there is a <u>no</u> direct line-of-sight between the target and the Artillery Unit firing at it) <u>or</u> it is in cover, the artillery fire is indirect fire. k) The target grid area is identified. Roll one D6 die for each Unit firing and add or subtract any relevant modifiers – Die score = 5 or more: Artillery fire lands on the target grid area. Die score = 2 or 4: Artillery fire lands in the grid area immediately in front of the target grid area. Die score = 1 or 3: Artillery fire lands in the grid area immediately behind the target grid area. Die score = Less than 1: Artillery fire has been totally ineffective. Reduce the D6 die roll score by 1 if the target is in cover or fortifications. Increase the D6 die score by 2 if the Artillery Unit <u>or</u> a friendly Artillery Spotter has a direct line-of-sight to the target grid area. Increase the D6 die roll score by 1 if the Artillery Unit has fired at the same target during the previous turn. Increase the D6 die roll score by 1 if a friendly Commander is in the same grid area as the firing Unit <u>or</u> in a grid area that is adjacent to the firing Unit. Any Unit or Units in the grid area that the artillery fire lands in are hit, and a D6 die is rolled for each to determine the effectiveness of the artillery fire upon each Unit. (See RESOLVING HITS ON UNITS)	
Medium Artillery *	10 grid areas		
Field Artillery *	8 grid areas		
Mountain Artillery *	6 grid areas		
Infantry Guns *	4 grid areas		
Anti-tank Guns	4 grid areas		
Anti-aircraft Guns	4 grid areas		
			l) A non-Self-propelled Artillery Unit may not be moved if it has fired.

Movement

Type of Unit	Movement	Rules
Infantry	2 grid areas	a) All movement is measured through the edges of the grid areas <u>not the corners</u> .
Engineers	2 grid areas	b) A Unit may be moved only once each turn.
Dismounted Cavalry	2 grid areas	c) Artillery Units (other than those that are Self-propelled) may not be moved if they have fired.
Mounted Cavalry	3 grid areas	d) A Unit that is firing (or has fired) this turn reduces its movement by 1 grid area.
Machine Guns	2 grid areas	e) A Unit may change its direction of movement any number of times during its move but <u>must</u> end its move facing the edge of the grid area <u>not the corner</u> .
Mortars	2 grid areas	f) With the exception of a Transport Unit (those Units indicated by #), Artillery Spotters, and Commanders, a Unit <u>may not</u> start or end its move in the same grid area as a friendly Unit.
Artillery	2 grid areas	g) No Unit may start or end its move in the same grid area as an enemy Unit.
Armoured Cars	4 grid areas	h) A Unit <u>must</u> stop as soon as it enters a grid area that is adjacent to the front, flank or rear of enemy Unit, and <u>must</u> turn to face the enemy Unit <u>at once</u> .
Light Tanks	4 grid areas	i) If a Unit is being faced by an enemy Unit that is in an adjacent grid area <u>and</u> the Unit has not yet moved this turn, it <u>may</u> move (i.e. it may withdraw to away from the enemy Unit) providing that it does not move into a grid area that is adjacent to the front of another enemy Unit.
Tanks	3 grid areas	
Assault Guns	3 grid areas	
Self-propelled Artillery	3 grid areas	
Half-tracks #	4 grid areas	
Trucks #	4 grid areas	
Horse-drawn Transport #	2 grid areas	
Artillery Spotters	2 grid areas	
Commanders	3 grid areas	

Firing (Non-Artillery Units)

Type of Weapon	Range	Rules
Infantry Small Arms	3 grid areas	a) All ranges are measured through the edges of the grid areas <u>not the corners</u> .
Infantry Anti-tank Weapons	2 grid areas	b) Each Unit <u>may</u> fire only once each turn.
Machine Guns	3 grid areas	c) Infantry Small Arms and Machine Guns <u>cannot</u> destroy Tank Units.
Mortars	4 grid areas	d) Infantry Anti-tank Weapons <u>can</u> destroy Tank Units.
Armoured Car Guns	3 grid areas	e) With the exception of Armoured Car and Tank Units, Non-Artillery Units have an arc of fire that is forward of the direction in which they are facing. This must be directly into the adjacent grid area, widening out as the range increases but never exceeding 60° on either side of the direction in which the Unit is facing when it fires.
Light Tank Guns	3 grid areas	
Tank Guns	4 grid areas	
Assault Guns	See Artillery Ranges	f) Armoured Car and Tank Units have a 360° arc of fire.
		g) With the exception of Mortar Units, Non-Artillery Units may only fire at targets that are in direct line-of-sight.
		h) Mortar Units may fire over Units that are in front of them,
		i) Mortar Units may only fire at targets that are in direct line-of-sight <u>or</u> are in direct line-of-sight from friendly Units that are in adjacent grid areas <u>or</u> from friendly Artillery Spotters or Commanders that are in the same grid area as the Mortar Unit or are in adjacent grid areas.
		j) Non-Artillery Units can fire 1 grid area <u>into</u> woods, built-up areas, and fortifications.
		k) Non-Artillery Units can fire <u>out</u> of woods, built-up areas, and fortifications <u>if</u> they are in a grid area that is on the edge of the woods, built-up areas, or fortifications (i.e. the adjacent grid area in the direction they are firing <u>does not</u> contain woods, built-up areas or fortifications).
		l) The target grid area is identified.
		Roll one D6 die for each Unit firing <u>except</u> for Machine Gun Units, which roll three D6 dice, and add or subtract any relevant modifiers –
		A 5 or more is a hit on all enemy Units that are in the target grid area. (See RESOLVING HITS ON UNITS)
		Reduce the D6 die roll score by 1 if the target is in cover or fortifications.
		Increase the D6 die roll score by 1 if the firing Unit has not moved this turn.
		Increase the D6 die roll score by 1 if a friendly Commander is in the same grid area as the firing Unit <u>or</u> in a grid area that is adjacent to the firing Unit.

Close Combat

Type of Unit	Modified score required to hit the enemy	Rules
Infantry	5 or more	a) A Unit must stop if it enters a grid area that is adjacent to one occupied by an enemy Unit, and turn to face the enemy Unit.
Engineers	5 or more	b) A rear or flank attack is one made directly on the side or rear of an enemy Unit.
Dismounted Cavalry	5 or more	c) Both sides throw a D6 die <u>for their Unit</u> involved in a Close Combat, add or subtract any relevant modifiers, and read the result from the appropriate row (i.e. the type of Unit <u>they</u> are throwing for).
Mounted Cavalry	4 or more	
Machine Guns	5 or more	Increase the D6 die roll by 1 if the attack is being made against the rear or flank of an enemy Unit.
Mortars	5 or more	Increase the D6 die roll score by 1 if a friendly Commander is in the same grid area as the Unit for which the D6 die is being thrown <u>or</u> in a grid area that is adjacent to that Unit.
Artillery	5 or more	Reduce the D6 die roll score by 1 if the Unit is being attacked in the flank or rear by an enemy Unit.
Armoured Cars	5 or more	Reduce the D6 die roll score by 1 if the enemy Unit is uphill, in cover or in fortifications.
Light Tanks	5 or more	d) Infantry, Engineers, Cavalry, and Tank Units that win a Close Combat (i.e. because the enemy Unit has been destroyed <u>or</u> has retreated 1 grid area) may move forward and occupy the grid area that was occupied by the enemy Unit and may conduct further Close Combats if this makes them adjacent to a grid area occupied by an enemy Unit.
Tanks	5 or more	
Assault Guns	5 or more	
Self-propelled Artillery	5 or more	
Half-tracks	5 or more	
Trucks	5 or more	
Horse-drawn Transport	6 or more	
Artillery Spotters	5 or more	
Commanders	5 or more	

Resolving hits on Units

Unit Status	Results	Rules
Elite Units 1 or 2 = Unit loses 1 SP.	3, 4, 5, or 6 = Unit survives but must retreat 1 grid area <u>or</u> lose 1 SP.	a) Any Unit that is hit as a result of Artillery Fire, Non-Artillery Fire, or Close Combat throws a D6 die to resolve what happens.
Average Units 1, 2, or 3 = Unit loses 1 SP.	4, 5, or 6 = Unit survives but must retreat 1 grid area <u>or</u> lose 1 SP.	b) Any Unit unable or unwilling to retreat 1 grid area loses 1 SP.
Poor Units 1, 2, 3, or 4 = Unit loses 1 SP.	5 or 6 = Unit survives but must retreat 1 grid area <u>or</u> lose 1 SP.	

Special Rules

Exhaustion Point	<p>Before the battle begins, both sides calculate their Exhaustion Point. This is one third of the side's total initial Strength Points, rounded up.</p> <p>When a side has lost that proportion of initial Strength Points, it has reached its Exhaustion Point.</p> <p>A side that has reached its Exhaustion Point must immediately stop taking aggressive action (i.e. it will continue to fight to defend its existing position, but will not continue any movement towards the enemy).</p> <p>When both sides have reached their Exhaustion Point, the battle ends.</p>
Engineers	<p>An Engineer Unit can lay a minefield that fills a grid area by remaining in a grid area that is adjacent to the minefield grid area for 3 turns.</p> <p>An Engineer Unit can remove a minefield that fills a grid area by remaining in a grid area that is adjacent to the minefield grid area for 5 turns.</p>
Transport	<p>A motorised Transport Unit (i.e. Half-track or Truck Unit) may carry an Infantry, Engineer, Dismounted Cavalry, Machine Gun, Mortar or Command Unit, or tow an Artillery Unit.</p> <p>A horse-drawn Transport Unit may tow an Artillery Unit.</p> <p>It takes one turn for a Unit to be loaded into or unloaded from a motorised Transport Unit. During that turn both Units must be in the same grid area.</p> <p>It takes one turn to limber or unlimber an Artillery Unit. During that turn both Units must be in the same grid area.</p> <p>Transport Units that are towing Artillery Units move at their normal movement rate.</p> <p>Any hit on a Transport Unit is also deemed to be a hit on any Unit that it might be carrying or towing.</p>
Roads	Units on roads move at normal movement rate, <u>plus</u> 1 grid area if the <u>entire</u> move is made along a road.
Hills	In Close Combat a Unit that is attacking uphill against an enemy Unit reduces the D6 die score they throw by 1.
Rivers	<p>When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 grid area out of the river on turn B.</p> <p>Units in rivers may not fire.</p> <p>In Close Combat a Unit that is in a river reduces the D6 die score they throw by 1.</p>
Woods	<p>A Unit must stop as soon as it enters a wood.</p> <p>A Unit moving through a wood has a maximum movement rate of 1 grid area per turn.</p> <p>The range of all weapons fired <u>within</u> a wood is reduced to 1 grid area.</p> <p>In Close Combat a Unit that is in a wood increases the D6 die score they throw by 1.</p>
Minefields	A Unit may move through a minefield without stopping but in doing so it is automatically hit. (See RESOLVING HITS ON UNITS)
Barbed Wire	<p>A Unit can lay barbed wire in a grid area by remaining in the grid area for 1 turn.</p> <p>A Unit can remove barbed wire from a grid area by remaining in the grid area for 1 turn.</p> <p>Tank, Assault Guns, and Self-propelled Artillery Units can move through a barbed wire without stopping; all other Units <u>must</u> stop and remove the barbed wire next turn <u>or</u> stop and not resume their movement until the next turn.</p>
Trenches	<p>When crossing a trench a Unit moves into the trench on turn A and stops, then moves 1 grid area out of the trench on turn B.</p> <p>Units crossing trenches may not fire.</p> <p>In Close Combat a Unit that is crossing a trench reduces the D6 die score they throw by 1.</p>

Definitions

Adjacent	Any grid area that touches the side of another grid area is defined as being adjacent to it.
Cover	Cover is any natural or man-made terrain feature that can hide or obscure a target from view.
Direct line of sight	Direct line-of-sight is a straight line from the centre of one grid area to the centre of another that is not obscured by cover or a vertical or horizontal obstacle.
Fortifications	Fortifications are any man-made defences built to strengthen a position. They include bunkers, dugouts, trenches, and fieldworks.
Line-of-sight	Line-of-sight is a straight line from the centre of one grid area to the centre of another.
Retreat	A retreating Unit may withdraw into an adjacent empty grid area that is not adjacent to a grid area occupied by an enemy Unit. If it is unwilling or unable to do so, it loses 1 SP.

Optional Ground Combat Rules

Cyclists	Cyclist Units are Infantry Units mounted on bicycles, and are treated as Cavalry for the purposes of Movement and Infantry or Dismounted Cavalry for the purposes of Firing and Close Combat.
Tank Riders	<p>A Tank Unit may carry an Infantry Unit.</p> <p>It takes one turn for an Infantry Unit to be loaded onto or unloaded from a Tank Unit. During that turn both Units must be in the same grid area.</p> <p>If a Tank Unit that is carrying an Infantry Unit is hit – even by weapons that cannot destroy the Tank Unit – the Infantry Unit is deemed to be hit as well.</p> <p>If a Tank Unit that is carrying an Infantry Unit is destroyed, the Infantry Unit is deemed to be destroyed as well.</p>
Gas	<p>Artillery Units may be allocated 1 Gas Shell each that can be fired during a battle.</p> <p>Gas Shells are fired in the same way as normal Artillery fire, and any grid area in which a Gas Shell lands is marked appropriately with a marker that represents the resultant Gas Cloud.</p> <p>Gas Clouds persist for 3 turns before they disperse and the Gas Cloud marker is removed. During that time they may move during the Artillery Fire Phase.</p> <p>Roll one D6 die for each Gas Cloud –</p> <ul style="list-style-type: none">Die score = 5 or 6: Gas Cloud remains in the grid area it currently occupies.Die score = 2 or 4: Gas Cloud moves to the grid area immediately in front of the grid area it currently occupies.Die score = 1 or 3: Gas Cloud moves to the grid area immediately behind the grid area it currently occupies. <p>Any Unit that is in a grid area in which is a Gas Shell lands or through which the resultant Gas Cloud passes is automatically hit. (See RESOLVING HITS ON UNITS)</p>