

# RED FLAGS AND IRON CROSSES – TARRIED AND FEATHERSTONED



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### Units:

Type of unit	Establishment	Notes
Infantry unit	4 to 6 figures on individual bases (plus a support weapon and a figure on an individual base).	The infantry figures can be armed with a sub-machine-gun, a rifle, a light machine-gun, or an infantry anti-tank weapon (e.g. Bazooka, <i>Panzerfaust</i> , PIAT – troops so armed are also assumed to be armed with a rifle). The support weapon is an optional extra and can be either a heavy machine-gun or an infantry mortar.
Engineer unit	4 to 6 figures on individual bases (plus an engineer support weapon and a figure on an individual base).	The engineer figures can be armed with a sub-machine-gun, a rifle, a light machine-gun, or an infantry anti-tank weapon (e.g. Bazooka, <i>Panzerfaust</i> , PIAT – troops so armed are also assumed to be armed with a rifle). Each of the members of the unit are also assumed to be equipped with an assault demolition charge (e.g. Bangalore torpedo, satchel charge). The support weapon is an optional extra and can be either a flamethrower or an infantry mortar.
Cavalry unit	4 to 6 figures on individual bases.	-
Artillery unit	1 weapon on an individual base and 2 figures on individual bases (plus an appropriate horse-drawn or motorized towing vehicle).	Artillery units include anti-tank gun units, infantry gun units, heavy mortar units, mountain gun units, field gun units, medium gun units, and heavy gun units.
Armoured unit	1 armoured vehicle.	-
Reconnaissance unit	Variable (see <b>Notes</b> ).	A reconnaissance unit can be a standard infantry unit, a standard infantry unit mounted on bicycles, a standard cavalry unit, a motorcycle unit of two to six figures mounted on motorcycle and sidecar combinations, or two or three light AFVs (usually armoured cars).
Transport unit	1 transport vehicle.	A motorized transport unit can carry an infantry unit, and engineer unit, or an artillery observer, or a Commander, <u>or</u> tow an artillery unit; a horse-drawn transport unit can tow an artillery unit.
Aircraft	1 aircraft.	-
Artillery observer	A figure on an individual base.	Artillery observers may only direct artillery fire onto one target per turn.
Commander	A figure on an individual base.	Purely decorative, this figure is the player's <i>alter ego</i> on the tabletop. If they are in the same hex as a unit that unit's movement is increased by one hex and its firepower by 1D6. They also add one to any D6 thrown if the unit's morale is being checked.

Units are graded as to quality. The majority of units are average; the best units (well trained, high morale, well equipped) are graded above average; the worst units (poorly trained, low morale, obsolete equipment) are graded below average.

### General Rules:

- The battlefield is marked with 100mm hexes.
- An infantry unit, an engineer unit, a cavalry unit, a reconnaissance unit, or a towed artillery unit can occupy more than one hex.
- More than one unit may occupy a hex if there is sufficient space within the hex for this to happen. In this case each unit is treated as a separate unit for the purposes of activation. However any artillery hits on the hex will take effect on all the units in the hex (i.e. a hit on one unit will count as a hit on all the units in the hex).
- Units can move and then engage in combat or engage in combat and then move.
- Non-artillery and anti-tank gun units may only fire at targets they can see. Units that are firing must have a clear line-of-sight to the target, and vertical obstacles – including other units – must not obscure the line-of-sight. If either the firing unit or the target unit are on higher terrain, vertical obstacles may not obscure the line-of-sight. In this case common sense should determine if the line-of-sight is obscured.

6. Artillery units (with the exception of anti-tank gun units) may fire at targets they cannot see if a reconnaissance unit or artillery spotter has a clear line-of-sight to the target.

### Turn Sequence:

1. Shuffle the pack of activation cards and place them face down where players can see them.
2. Turn the top activation card over; the division or group of assets named on the card is activated and may move and/or engage in combat.
3. When that division or group of assets has completed everything that it may do, the next activation card is turned over and the process is repeated.
4. This continues until every activation card has been turned over and the last division or group of assets has completed everything that it may do. This marks the end of the turn.
5. The activation cards are collected together for the next turn.

### Movement:

All the movement distances shown are the maximum number of hexes a unit may move during any turn.

Any ground unit moving uphill has a maximum movement distance of 1 hex.

Any ground unit making a complete move along a road increases its movement distance by 1 hex.

Any ground unit (other than an AFV unit) that enters a hex that contains barbed wire must remove the barbed wire next turn before it can move again.

A ground unit (other than an AFV unit) must be activated by a black card (♣, ♠) to remove barbed wire.

A ground unit must be activated by a black card (♣, ♠) to enter or leave a mined hex.

A ground unit that enters a mined hex must stop and may not move any further this turn.

If troops inside a vehicle debus from that vehicle, the vehicle must remain stationary during the turn.

If troops embus onto a vehicle, the vehicle must remain stationary during the turn.

It takes a turn to limber or unlimber artillery.

AFV units may not move more than 1 hex per turn on hills or in woods.

Transport may not move on hills or in woods unless they have been activated by a black playing card.

Aircraft turn 60° every 2<sup>nd</sup> hex if they are single engined and every 3<sup>rd</sup> hex if they have two or more engines.

Type of unit	Number of hexes	Examples
Infantry	1 hex	-
Engineer	1 hex	-
Cavalry	2 hexes	-
Unlimbered light artillery	1 hex	Field guns and smaller (including light anti-tank and anti-aircraft guns).
Unlimbered medium and heavy artillery	May only move if towed	Artillery larger than field guns (including medium and heavy anti-tank and ant-aircraft guns).
Light AFVs	3 hexes	Armoured cars, PzKpfw I, PzKpfw II, T40, T60, and self-propelled artillery built on light AFV chassis.
Medium AFVs	2 hexes	PzKpfw III, PzKpfw IV, PzKpfw V Panther, T26, T34/76, T34/85, and self-propelled artillery built on medium AFV chassis.
Heavy AFVs	1 hex	PzKpfw VI Tiger, KV1, KV2, and self-propelled artillery built on heavy AFV chassis.
Reconnaissance	At appropriate movement distance for the type of unit	-
Horse-drawn transport	2 hexes	Horse-drawn artillery limbers and wagons.
Motorized transport	3 hexes	Motorcycles, cars, trucks, half-tacks, and tracked towing vehicles.
Artillery spotter on foot	1 hex	-

Artillery spotter in a vehicle	At appropriate vehicle movement distance	-
Commander on foot	2 hexes, if on their own; otherwise they increase the movement of a unit they are with by 1 hex.	-
Commander in a vehicle	At appropriate vehicle movement distance. N.B. They increase the movement of a unit they are with by 1 hex.	-
<b>Type of aircraft</b>	<b>Number of hexes/Number of turns over the battlefield</b>	<b>Examples</b>
Reconnaissance aircraft	4 hexes/10	Fi156 <i>Storch</i> , Fw189, Hs126
Fighters	9 hexes/6	Bf109, Fw190, LaGG-3, La-5, La-7, MiG-1, MiG-3, I-15, I-16, Yak-1, Yak-3, Yak-7, Yak-9
Ground-attack aircraft	6 hexes/5	Hs123, Hs129, P-39 <i>Airacobra</i> , Il-2 <i>Shturmovik</i> , Pe-2
Dive-bombers	5 hexes/5	Hs123, Ju87 <i>Stuka</i>
Bombers	6 hexes/8	D.17, Do215, Do217, He111, Ju88, Il-4, Pe-2, Pe-8, SB-2, Tu-2
Transports	6 hexes/8	Ju52, ANT-6, Li-2

### Firing and bombing:

A unit nominates the hex it will be firing at. All firing is hex to hex.

When an activated unit engages an opposing unit – even if the opposing unit has already been activated this turn or it is awaiting activation – both units throw a 1D6; the unit with the highest score may fire first. The exceptions to this rule are:

- Dug in unit always have the right to fire first
- Reconnaissance units always fire last
- Enfilade units may not return fire until they are activated

This rule does not negate to right of the opposing unit to be activated later in the turn.

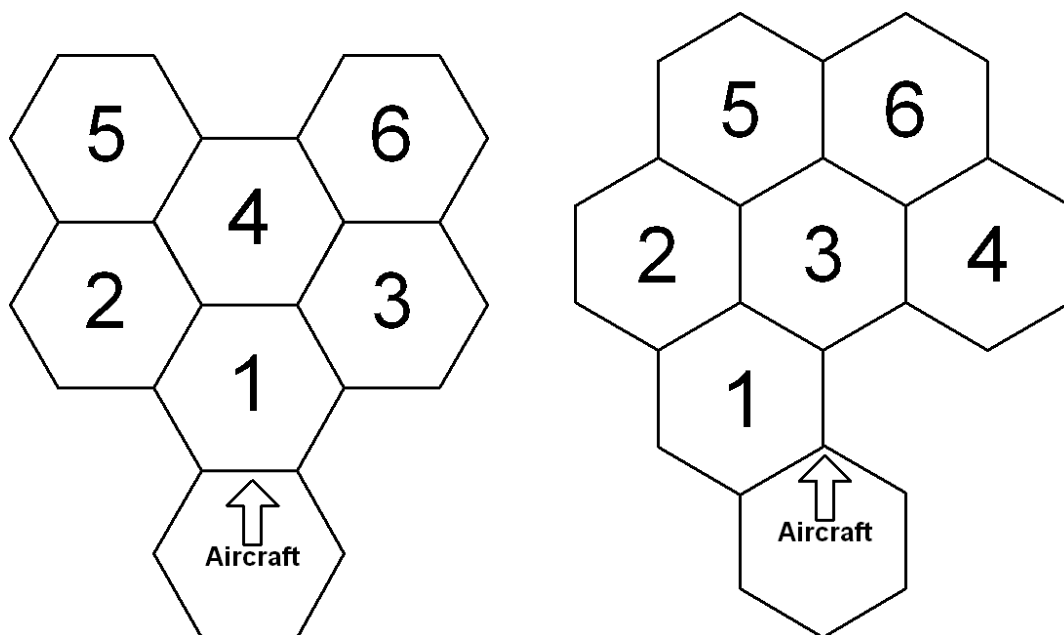
Only infantry anti-tank weapons, flamethrowers, assault demolition charges, artillery, tank guns, and bombs may be used against artillery, vehicles, and tanks.

Sub-machine guns, rifles, light machine guns, heavy machine guns and infantry mortars may only be used against personnel.

Only anti-aircraft weapons may be used against aircraft.

Anti-aircraft weapons may be used against ground targets. When used against ground targets these weapons are treated as being equivalent to heavy machine guns or anti-tanks guns (see below).

Dive-bombers drop their bomb loads in the hex that is directly in front of them (hex 1 on the diagrams below). Ground-attack aircraft and other bombers drop their bomb loads in the 1D6 hex in front of the hex they are directly above (see diagrams below); this is the bombed area.



Strafing runs by fighter aircraft always hit the hex that is 2 hexes in front of the hex they are directly above (hex 4 in the left-hand diagram and hex 3 in the right-hand diagram).

Type of weapon	Range	Effectiveness	Notes
Sub-machine guns	1 hex	2D6 per figure	-
Rifles	2 hexes	1D6 per figure	-
Light machine guns	2 hexes	2D6 per crew figure	-
Infantry anti-tank weapons	1 hexes	1D6 per figure	-
Heavy machine guns	4 hexes	4D6 per crew figure	-
Infantry mortars	4 hexes	2D6 per crew figure	-
Assault demolition charges	1 hex	4D6 per engineer	An engineer may only carry 1 charge.
Flamethrowers	1 hex	4D6 per figure	May only be used 4 times.
Light anti-tank guns	4 hexes	2D6 per crew figure	-
Medium anti-tank guns	6 hexes	2D6 per crew figure	-
Heavy anti-tank guns	8 hexes	2D6 per crew figure	-
Infantry guns	6 hexes	2D6 per crew figure	-
Heavy mortars	6 hexes	2D6 per crew figure	-
Mountain guns	8 hexes	2D6 per crew figure	-
Field guns	12 hexes	2D6 per crew figure	-
Medium guns	16 hexes	2D6 per crew figure	-
Heavy guns	20 hexes	2D6 per crew figure	-
Light tank guns	4 hexes	4D6 per AFV	-
Medium tank guns	6 hexes	4D6 per AFV	-
Heavy tank guns	8 hexes	4D6 per AFV	-
Strafing run by fighter aircraft	2 hexes	4D6 per aircraft	-
Minefield	-	4D6 per hex of mines	-
<b>Type of bomb load</b>	<b>Bombed area</b>	<b>Effectiveness against ground targets</b>	

Ground-attack aircraft load	1 hex	4D6 per load	
Dive bomber load	1 hex	4D6 per load	
Bomber load	1 hex	6D6 per load	
<b>Type of weapon</b>	<b>Range against aircraft</b>	<b>Effectiveness against aircraft</b>	<b>Equivalent to:</b>
Anti-aircraft machine guns	1 hexes	4D6 per crew figure	Heavy machine guns
Light anti-aircraft guns	2 hexes	2D6 per crew figure	Light anti-tank guns
Medium anti-aircraft guns	3 hexes	2D6 per crew figure	Medium anti-tank guns
Heavy anti-aircraft guns	4 hexes	2D6 per crew figure	Heavy anti-tank guns

If the firing unit is a ground unit that has not moved this turn or is an aircraft, a 5 or 6 is a hit.

If the firing unit is a ground unit that has moved this turn, a 6 is a hit.

### Effects of hits:

Firing is not simultaneous; therefore all hits take immediate effect.

### Effect of hits on personnel:

Throw 1D6 per casualty.

Above average units add 1 to the D6 score.

Below average units deduct 1 from the D6 score.

In the open	5 or 6	Casualty is wounded and can carry on fighting.
Under cover	4, 5, or 6	Casualty is wounded and can carry on fighting.
	Any other score	Casualty is removed.

### Effect of hits on artillery, vehicles, and tanks:

Only hits by infantry anti-tank weapons, flamethrowers, assault demolition charges, artillery, tank guns, and bombs may destroy artillery, vehicles, and tanks.

Throw 2D6 per hit.

Tanks hit on the side add 1 to the score; tanks hit on the rear or top add 2 to the score; tanks hit underneath (i.e. by a mine) add 3 to the score.

Artillery		Anti-tank and anti-aircraft guns	
10, 11 or 12	Weapon is destroyed; crew are hit.	10, 11 or 12	Weapon is destroyed; crew are hit.
9	Crew are hit.	9	Crew are hit.
Any other score	No effect.	Any other score	No effect.
Soft vehicles		Half-tracks	
7, 8, 9, 10, 11, or 12	Vehicle is destroyed; occupants are hit.	8, 9, 10, 11, or 12	Vehicle is destroyed; occupants are hit.
6	Occupants are hit	7	Occupants are hit
Any other score	No effect.	Any other score	No effect.
Armoured cars		Light tanks	
8, 9, 10, 11, or 12	Vehicle is destroyed.	9, 10, 11, or 12	Tank is destroyed.
Any other score	No effect.	Any other score	No effect.
Medium tanks		Heavy tanks	
10, 11, or 12	Tank is destroyed.	11 or 12	Tank is destroyed.
Any other score	No effect.	Any other score	No effect.

## Effect of hits on aircraft:

Throw 2D6 per hit.

Reconnaissance aircraft		Fighters and ground attack aircraft	
8, 9, 10, 11, or 12	Aircraft is shot down.	9, 10, 11, or 12	Aircraft is shot down.
6 or 7	Aircraft is driven off and returns to base.	7 or 8	Aircraft is driven off and returns to base.
Any other score	No effect.	Any other score	No effect.
Dive bombers and light bombers		Heavy bombers and transports	
10, 11, or 12	Aircraft is shot down.	11 or 12	Aircraft is shot down.
8 or 9	Aircraft is driven off and returns to base.	9 or 10	Aircraft is driven off and returns to base.
Any other score	No effect.	Any other score	No effect.

## Close Combat:

Close combat occurs when ground units on opposing sides enter the same hex.

If the unit is not an AFV unit, it throws 1D6 per man involved in the close combat.

If the unit is an AFV unit, it throws 4D6.

A score of 4, 5, or 6 is a hit.

If the unit is not an AFV unit, casualties that are killed (see **Effect of hits on personnel**) are removed.

If the unit is an AFV unit, the hits it has suffered are treated as notional casualties for the purposes of resolving the close combat. The notional casualties are not, however, removed from the AFV unit, and the AFV unit continues to throw 4D6 in subsequent rounds of close combat.

The unit with the fewest casualties wins the close combat and the loser withdraws 1 hex immediately.

In the even of a tied close combat a further round of close combat takes place immediately, and this continues until one side prevails or is wiped out.

## Morale:

After close combat has taken place any unit that has lost and has had to withdraw throws 1D6.

1 or 2	Unit's morale is affected; throw 1D6.	5 or 6	Unit has rallied and can continue fighting next turn.
		3 or 4	Unit must withdraw 1 hex next turn and check its morale again.
		1 or 2	Unit must withdraw 2 hexes next turn and check its morale again.
Any other score	Unit's morale is unaffected and it can continue fighting.		

If a unit has had to retreat and check its morale again, throw 1D6.

1 <sup>st</sup> morale check	4, 5, or 6	Unit has rallied and can return to the fighting next turn.
	1, 2, or 3	Unit must withdraw 2 hexes next turn and check its morale again.
2 <sup>nd</sup> morale check	5 or 6	Unit has rallied and can return to the fighting next turn.
	1, 2, 3, or 4	Unit must withdraw 2 hexes next turn and check its morale again.
3 <sup>rd</sup> morale check	6	Unit has rallied and can return to the fighting next turn.
	Any other score	Unit morale has collapsed and it is removed.

## Engineers:

Engineers can fight as normal infantry should the need arise, but should usually only be deployed in an infantry role during assaults on prepared positions where their specialist equipment (e.g. flamethrowers and assault demolition charges) can be used to best effect.

Engineers (except those armed with flamethrowers) carry an assault demolition charge in addition to their infantry weapon.

A flamethrower may only be fired four times before it runs out of fuel.

In general engineers perform specialist roles on the battlefield including laying or removing minefields and constructing or demolishing bridges. In order to perform these specialist roles they may need additional equipment (e.g. transport carrying a supply of mines or a pontoon bridge).

An engineer can lay 1 hex of mines in 12 turns; therefore two engineers can lay 1 hex of mines in 6 turns etc.

An engineer can clear 1 hex of mines in 16 turns; therefore two engineers can clear 1 hex of mines in 8 turns etc.

An engineer can construct 1 hex length of pontoon bridge in 18 turns; therefore two engineers can construct 1 hex length of pontoon bridge in 9 turns etc.

An engineer can prepare 1 hex length of bridge for demolition in 6 turns; therefore two engineers can prepare 1 hex length of bridge for demolition in 3 turns etc.

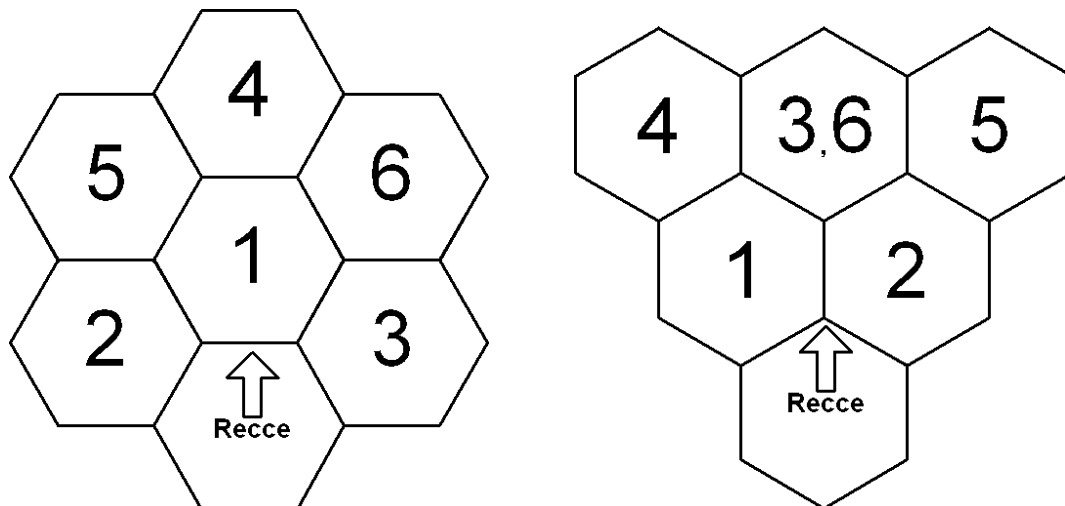
To demolish 1 hex length of bridge after demolition charges have been prepared, throw 2D6.

The demolition charges go off and demolish the 1 hex length of bridge if the score is greater than 4. If the demolition charges fail to go, further attempts can be made to detonate them during subsequent turns.

### Reconnaissance:

Reconnaissance units can attempt to reconnoitre the area in front of them. The unit throws 1D6 and the score indicates the hexes on the following diagrams that the unit has reconnoitred (e.g. a throw of 4 indicates that the reconnaissance unit can reconnoitre hexes 1, 2, 3, and 4).

Reconnaissance aircraft add 3 to their D6 score.



Reconnoitring a hex that contains an opposing unit is treated as engaging that unit (see **Firing and bombing**).

### Minefields:

A minefield must be marked on the terrain by placing a minefield marker in a hex or hexes. The entire hex is regarded as being part of the minefield.

A ground unit must be activated by a black card (♣, ♠) to enter or leave a mined hex.

A ground unit that enters a mined hex must stop and may not move any further this turn.

A ground unit that enters or leaves a mined hex throws 4D6 to determine how many mines it has been hit by.

### Barbed wire:

Barbed wire must be marked on the terrain by placing a barbed wire marker in a hex or hexes. The entire hex is regarded as being wired.

An infantryman or engineer can deploy 1 hex length of barbed wire in 4 turns; therefore two infantrymen or engineers can deploy 1 hex length of barbed wire in 2 turns etc.

An infantryman or engineer can remove 1 hex length of barbed wire in 4 turns; therefore two infantrymen or engineers can remove 1 hex length of barbed wire in 2 turns etc.

Any ground unit (other than an AFV unit) that enters a hex that contains barbed wire must remove the barbed wire next turn before it can move again.

A ground unit (other than an AFV unit) must be activated by a black card (♣, ♠) to remove barbed wire.

### Night:

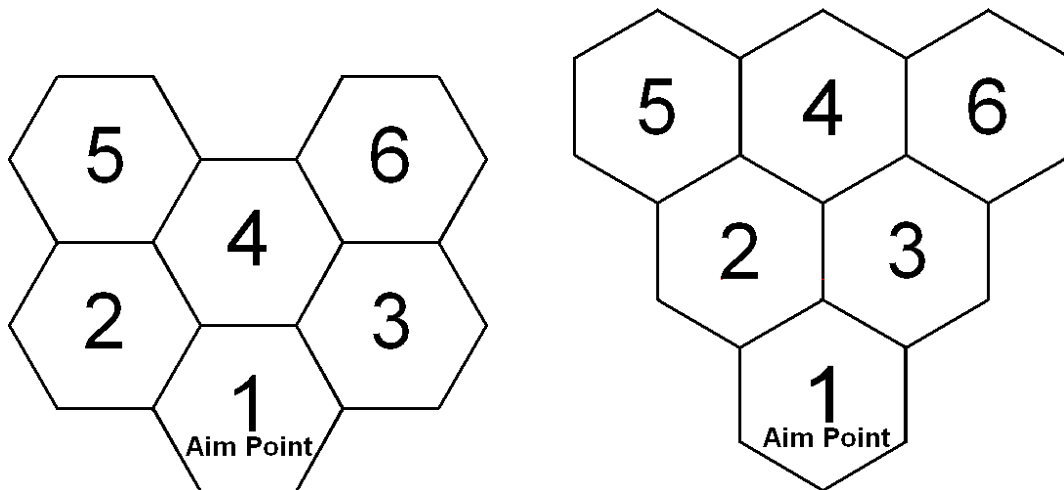
Night reduces the distance that units can move and the ranges that weapons may fire.

At night ground units may not move than 1 hex per turn across country and 2 hexes per turn on roads.



At night, with the exception of field guns, medium guns, and heavy guns, all weapons firing at ground targets have a range of 1 hex. Field gun, medium gun, and heavy gun units may fire at their normal range but the hex into which their shells will land is determined by D6.

The unit nominates the hex that it is aiming at, and 1D6 is thrown. The score indicates which hex on the following diagrams that the unit's shells have landed in.

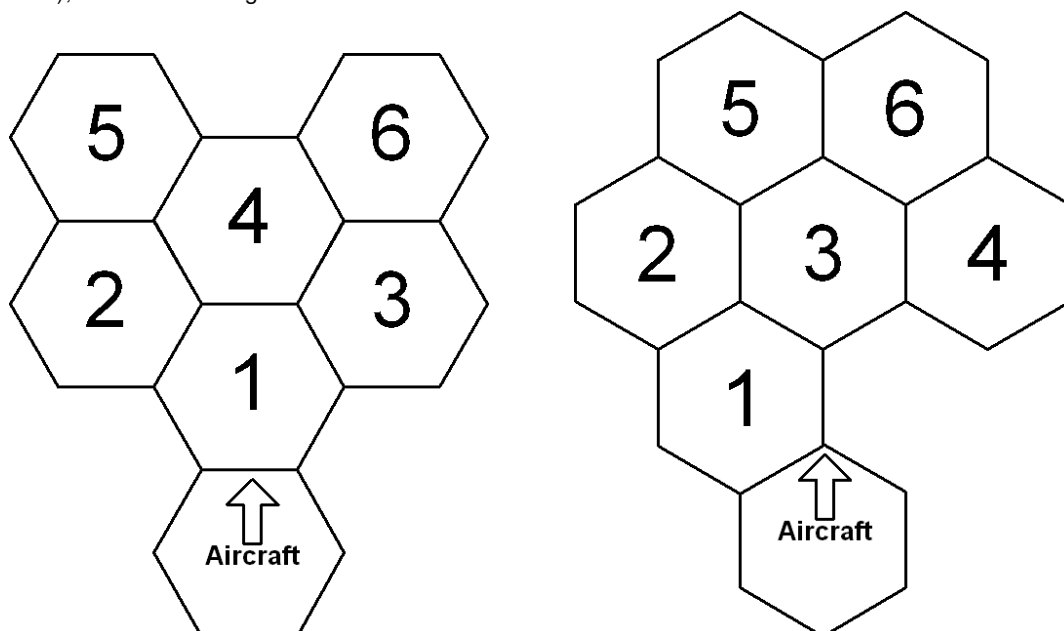


### Airborne Operations – Gliders:

A glider can carry an infantry unit, an engineer unit, a reconnaissance unit (i.e. a standard infantry unit, a standard infantry unit mounted on bicycles, a motorcycle unit of two to four figures mounted on individual motorcycles, or jeep unit of two figures in a jeep) or a towed light artillery unit.

Gliders are treated as transport aircraft when in the air under tow.

When its towing aircraft releases a glider, the glider will land in the 1D6 hex in front of the hex they are directly above (see diagrams below); this is the landing area.



Troops and/or vehicles inside a glider may not debus from that glider during the turn in which it landed and may not defend themselves if attacked.

If two or more gliders land in the same landing area during the same turn, any personnel and/or vehicles still inside the gliders are treated as if they were hit.

### Airborne Operations – Paratroopers:

A transport aircraft can carry a paratroop infantry unit or paratroop engineer unit.

The transport aircraft drops its paratroops before it moves. The paratroops throw a D6 each and will land in the 1D6 hex in front of the hex they are directly above when dropped (see glider landing diagrams above).

Paratroops may not move during the turn in which they land but may defend themselves if attacked.