

RED FLAGS & IRON CROSSES



**Fast-play World War II
Eastern Front Wargames Rules
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Introduction

Design Parameters

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

The Primary Rule of Wargaming

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

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

The Spirit of the Wargame

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

Adapted from THE RULES OF GOLF
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The Precedence Rule

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

Pre-Battle Organisation

Playing Equipment

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

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

Units

Units are of standard sizes.

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

Notes:

1. Infantry support weapons include light machine guns (i.e. bipod mounted), heavy machine guns (i.e. tripod mounted), and medium mortars (less than 90mm calibre).
2. Artillery units include heavy mortar units, anti-tank gun units, infantry gun units, mountain gun units, field gun units, medium gun units, and heavy gun units.
3. A motorised transport unit may carry an infantry unit or a Commander or an artillery observer unit, or tow an artillery unit; a horse-drawn transport unit may tow an artillery unit.
4. There should be one Commander for each player. They represent the player's *alter* ego on the battlefield.
 - The ORBATs shown above are for typical full-strength units. It is likely that units that have been fighting, even for a short length of time, would be considerably under-strength.

Units are rated as their quality. This rating determines the ease with which the unit is able to regain its cohesion when it becomes disrupted.

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

The Battlefield

The battlefield is marked with 100mm hexes. Ready-made terrain marked in 100mm hexes can be purchased from Kallistra (<http://www.kallistra.co.uk/>).

Terrain

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

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

Basic Rules

General Rules

1. An infantry unit, a cavalry unit, or a towed artillery unit⁵ can occupy more than one hex. In the case of an infantry unit or a cavalry unit each part of the unit is treated as a separate unit for the purposes of dealing playing card, activation, and cohesion testing. In the case of towed artillery units both parts of the unit are treated as a single unit for the purposes of dealing playing cards, activation, and cohesion testing.
2. 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 dealing playing cards, activation, and cohesion testing. However any **artillery**⁶ hits on the hex will take effect on all the units in the hex (i.e. a hit on one unit will count as a hit on all the units in the hex).
3. **Disrupted units may not move** but may fire with reduced effect or attempt to fight off a close assault⁷.
4. Units must always move (if they are not disrupted) and then engage in combat. They may not engage in combat and then move.
5. A unit may not close assault an enemy unit unless it is in the hex next to or has moved into a hex next to that occupied by the enemy unit.
6. With the exception of artillery units that are capable of indirect fire⁸, units may only fire at targets they can see⁹.
7. Only artillery units that are capable of indirect fire may fire at targets they cannot see and only then if the target is in view of an artillery observer or if they are firing a pre-planned barrage from positions they occupy at the start of the battle.

Notes:

5. A towed artillery unit will include a transport units that has been specifically provided to tow the artillery unit.
6. Artillery includes heavy mortars, AFV guns, anti-tank guns, infantry guns, mountain guns, field guns, medium guns, and heavy guns.
7. A close assault occurs when a unit tries to enter the same hex as an enemy unit.
8. Artillery capable of indirect fire includes heavy mortars, infantry guns, mountain guns, field guns, medium guns, and heavy guns. It does not include AFV guns or anti-tank guns.
9. Units that are firing must have a clear line-of-sight to the target, and vertical obstacle—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 no obscure the line-of-sight. In this case common sense should determine if the line-of-sight is obscured.

Turn Sequence

1. Shuffle the pack of playing cards.
2. Deal a playing card—face up—to each unit and Commander¹⁰. The undealt playing cards are place—face down—where all the players can see them.
3. The unit or Commander with the lowest playing card¹¹ is activated and may move and engage in combat. The playing card is then added to the pile of discarded playing cards.
4. The unit or Commander with the next lowest playing card is activated and may move and engage in combat. The playing card is then added to the pile of discarded playing cards. This continues until every unit and Commander has been activated.

5. Any disrupted units or Commanders can attempt to regain cohesion.
6. All the playing cards—those that have been discarded and any undealt playing cards—are collected together for the next turn.

Notes:

10. If a Commander is in the same hex as a unit, the higher of the two cards dealt is discarded. If a Commander is in the same hex as two units, the Commander must declare which of the units he is with for this turn, and the higher of the three cards dealt is discarded. The highest remaining card is then allocated to the unit that the Commander is not with for this turn.
11. An Ace counts as 1, and the order of card precedence is Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King. The order of suit precedence is Hearts (♥), Clubs (♣), Diamonds (♦), and Spades (♠). Therefore a 2 of Clubs (2♣) will take precedence over a 2 of Diamonds (2♦), which will in turn take precedence over a 3 of Clubs (3♣).

Movement

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

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

Notes:

12. The whole move must be made along a road to qualify for this bonus.
 - AFV units may not move more than one hex on hills or in woods.
 - Transport units may not move on hills or in woods unless they have been activated by a black playing card.
 - It takes one turn to limber or unlimber artillery.

Combat

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

Fire Combat

All weapon ranges are measured in hexes.

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

Notes:

13. Medium mortars are 75mm to 90mm calibre.

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

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

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

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

18. Heavy mortars are 91mm to 120mm calibre.

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

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

Notes:

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

A 6 hits a unit or Commander.

If a hit is made on a unit that is in cover, the top playing card on the pile of undealt playing cards is turned over.

Card type	Effects of cover ²⁰
Red card (♥, ♦)	Cover is ineffective and the hit takes effect.
Black card (♣, ♠)	Cover is effective and the hit has no effect.
Notes: 20. Cover is any terrain feature or vertical or horizontal obstacle that hides or obscures a target from view. Cover includes built-up areas, cultivated land with tall crops growing on it, forests, grassland covered with tall grass, rocks, scrub, tall undergrowth, thick undergrowth, walls, and woods.	

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

Disruption markers are placed on units that are disrupted.

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

If a disrupted AFV unit or transport unit is hit, the top playing card on the pile of undealt playing cards is turned over.

Light AFV or Transport units:

Card type	Effects of the hit on a disrupted Light AFV unit or Transport unit
Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted

Medium AFV units:

Card type	Effects of the hit on a disrupted Medium AFV unit
Red card (♥, ♦)	Turn over the top playing card on the pile of undealt playing cards.
2nd Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted

Heavy AFV units:

Card type	Effects of the hit on a disrupted Heavy AFV unit
Red card (♥, ♦)	Turn over the top playing card on the pile of undealt playing cards.
2nd Red card (♥, ♦)	Turn over the top playing card on the pile of undealt playing cards.
3rd Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted

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

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

Once a playing card has been turned over it is then added to the pile of discarded playing cards.

Close Assault

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

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

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

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

Regaining Cohesion

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

In no particular order, the top playing card on the pile of undealt playing cards is turned over for each disrupted unit or Commander.

Card suit	Unit grading			
	Good	Average	Poor	Very poor
Heart (♥)	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Diamond (♦)	The unit regains cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Club (♣)	The unit regains cohesion.	The unit regains cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Spade (♠)	The unit regains cohesion.	The unit regains cohesion.	The unit regains cohesion.	The unit fails to regain cohesion.

Notes:

- If a Commander is in the same hex as a disrupted unit that is trying to regain its cohesion, the units grading is improved by one step (e.g. a very poor unit becomes a poor unit).

Once a playing card has been turned over it is then added to the pile of discarded playing cards.

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

Commanders may always have two attempts to regain cohesion.

Additional Rules

1. Aircraft

Aircraft are on individual bases that are large enough to support the aircraft model. No aircraft base may be larger than a 100mm hex.

If the scenario includes the possibility of aircraft being deployed by either side, one or two Jokers may be added to the small-sized pack of playing cards used to decide the order in which units and Commanders are activated during a turn.

If a Joker is dealt to a unit or Commander it is placed—face up—to one side where all the players can see it. The Joker means that aircraft may be deployed during the turn after the one that has just begun.

Before either side begins to activate their units or Commanders, 2D6 are thrown for each Joker that is on show to determine which side may deploy aircraft during the turn after the one that has just begun.

2D6 Score	Result
12	Axis side may deploy a fighter or fighter bomber and a ground-attack aircraft or light bomber.
10	Axis side may deploy a fighter or fighter bomber or ground-attack aircraft.
9	Axis side may deploy a fighter or fighter bomber.
8	No aircraft are available this turn.
7	No aircraft are available this turn.
6	No aircraft are available this turn.
5	No aircraft are available this turn.
4	Soviet side may deploy a fighter or fighter bomber.
3	Soviet side may deploy a fighter or fighter bomber or ground-attack aircraft.
2	Soviet side may deploy a fighter or fighter bomber and a ground-attack aircraft or light bomber.

Once the 2D6s have been thrown the Joker or Jokers are then added to the pile of discarded playing cards.

Aircraft movement

Aircraft enter the battlefield along the edge of the battlefield closest to their side's positions at the start of the battle.

Aircraft can stay on the battlefield for a maximum of six turns, after which they must leave.

Undisrupted aircraft may move a maximum number of hexes each turn they are activated.

Type of aircraft	Number of hexes	Examples
Fighter	9 hexes	Bf109, Fw190, I-15, I-16, LaGG-3, La-5, Mig-1, Mig-3, Yak-9
Fighter bomber	8 hexes	Bf110, Fw190, LaGG-3, La-5, Mig-1, Mig-3
Ground-attack	6 hexes	Il-2, Hs123, Hs129, Ju87
Light bomber	6 hexes	Hs129, Pe-2
Aircraft is a biplane	- 2 hexes	Hs123, I-15
To turn 60°	- 1 hex	-
Notes:		
<ul style="list-style-type: none"> • Disrupted aircraft are deemed to be circling over the hex in which their aircraft base is situated. • Aircraft must move at least one hex forward before making each 60° turn. 		

Air-to-air combat

All air-to-air weapon ranges are measured in hexes.

Weapon type	Range
Aircraft machine guns ²⁰	2 hexes
Aircraft cannons ²¹	4 hexes
Notes: 20. Aircraft machine guns are up to 19mm calibre. 21. Aircraft cannons are 20mm to 37mm calibre.	

When an aircraft engages another aircraft in air-to-air combat it must be pointing directly at the enemy aircraft. Aircraft throw D6s to determine how effective their fire is.

Weapon type	Aircraft is not disrupted	Aircraft is disrupted
Aircraft machine guns	1 D6 per gun	1D6 per 2 guns
Aircraft cannons	2D6 per cannon	1D6 per cannon

A 6 hits an aircraft.

A hit on an aircraft that is not disrupted will disrupt it.

Disruption markers are placed on aircraft that are disrupted.

A second or subsequent hit will kill a disrupted fighter, a disrupted fighter bomber or a disrupted ground-attack aircraft.

If a disrupted light bomber is hit, the top playing card on the pile of undealt playing cards is turned over.

Card type	Effects of the hit on a disrupted light bomber
Red card (♥, ♦)	Light bomber is destroyed.
Black card (♣, ♠)	Light bomber remains disrupted

Once a playing card has been turned over it is then added to the pile of discarded playing cards.

Regaining cohesion

Disrupted aircraft may attempt to regain cohesion at the end of each turn. The procedure is that same as that used by ground units. (See above)

All aircraft are rated as equivalent to a good quality unit.

Air-to-ground combat

All air-to-ground weapon ranges are measured in hexes.

Weapon type	Range
Aircraft machine guns	1 hex
Aircraft cannons	2 hexes
Bombs	1 hex
Rockets	2 hexes
Notes: <ul style="list-style-type: none">• Fighter bombers carry one light bomb.• Ground-attack aircraft carry rockets or two light bombs or one medium bomb.• Light bombers carry two medium bombs.	

When an aircraft engages a ground unit in air-to-ground combat it must be pointing directly at the hex the enemy unit is in at the end of its movement. Aircraft throw D6s to determine how effective their fire or bombs are.

Weapon type	Aircraft is not disrupted	Aircraft is disrupted
Aircraft machine guns	1 D6 per gun	See notes
Aircraft cannons	2D6 per cannon	See notes
Light bombs	4D6	See notes
Medium bombs	8D6	See notes
Rockets	2D6 per rocket	See notes
Notes:		
<ul style="list-style-type: none"> Disrupted aircraft may not engage in air-to-ground combat. 		

A 6 hits a ground unit.

Hits on ground units as a result of air-to-ground combat are treated in the same way as other hits on ground units. (See above)

2. Anti-aircraft artillery

Movement

Undisrupted anti-aircraft artillery units may move a maximum number of hexes each turn they are activated.

For the purposes of movement anti-aircraft artillery units are treated as if they are anti-tank units equipped with weapons of the same calibre. (See above)

Combat

Anti-aircraft artillery units can engage in ground combat or ground-to-air combat.

Ground combat

For the purposes of ground combat—Fire Combat or Close Assault—anti-aircraft artillery units are treated as if they are anti-tank units equipped with weapons of the same calibre. (See above)

Ground-to-air combat

All ground-to-air weapon ranges are measured in hexes.

Weapon type	Range
Light anti-aircraft guns ²²	2 hexes
Medium anti-aircraft guns ²³	3 hexes
Heavy anti-aircraft guns ²⁴	4 hexes
Notes:	
22. Light anti-aircraft guns are up to 74mm calibre.	
23. Medium anti-aircraft guns are 75mm to 84mm calibre.	
24. Heavy anti-aircraft guns are 85mm to 152mm calibre.	

Anti-aircraft artillery units nominate the hex they are firing at. Units throw D6s to determine how effective their fire is.

Weapon type	Unit has not moved this turn	Unit has moved this turn or is disrupted
Anti-aircraft guns	2D6 per crew figure	1D6 per crew figure

A 6 hits an aircraft.

A hit on an aircraft that is not disrupted will disrupt it.

Disruption markers are placed on aircraft that are disrupted.

A second or subsequent hit will kill a disrupted fighter, a disrupted fighter bomber or a disrupted ground-attack aircraft.

If a disrupted light bomber is hit, the effects of the hit are the same as if the light bomber was hit in air-to-air combat. (See above)

3. Minefields

A minefield must be marked on the terrain by placing a minefield marker in a hex or hexes.

A hex that is so marked is deemed to be mined in its entirety. No part of the hex is not part of the minefield.

A unit—other than an aircraft unit—or Commander may not enter or leave a minefield unless they have been activated by a black card (♣, ♠).

When a unit—other than an aircraft unit—or Commander enters a minefield the opposing Commander throws 8D6s to determine how effective the minefield is.

A 6 hits a unit or Commander.

All hits caused by minefields are dealt with in the same way as hits caused by artillery. (See above)

