

PORTABLE WARGAME: MODERN

Turn Sequence

1. Artillery Fire Phase (N.B. Artillery does not need to be activated in order to fire).
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 squares	a) Artillery fire is simultaneous, and the effect of artillery fire upon targets is determined after all Artillery Units have fired.
Medium Artillery *	10 squares	b) All ranges are measured orthogonally (i.e. through the edges of the squares, <u>not the corners</u>).
Field Artillery *	8 squares	c) Each Artillery Unit <u>may</u> fire only once each turn.
Mountain Artillery *	6 squares	d) Artillery fire can destroy any type of Ground Unit.
Infantry Guns *	4 squares	e) Artillery Units fire have an arc of fire that is 90° forward of the direction in which they are facing (i.e. in an arc sweeping from one 45° diagonal line of squares to the other).
Anti-tank Guns	4 squares	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 square that is on the edge of the woods, built-up areas, or fortifications (i.e. the orthogonally adjacent square 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 square is identified.
		Roll one D6 die for each Unit firing –
		Die score = 5, 6 or more: Artillery fire lands on the target square.
		Die score = 2 or 4: Artillery fire lands in the square immediately in front of the target square.
		Die score = 1 or 3: Artillery fire lands in the square immediately behind the target square.
		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 has a direct line-of-sight to the target square.
		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 square as the firing Unit or in an orthogonally adjacent square.
		Any Unit or Units in the square 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)
		l) A non-Self-propelled Artillery Unit may not be moved if it has fired.

Movement

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

Firing (Non-Artillery Units)

Type of Weapon	Range	Rules
Infantry Small Arms	3 squares	a) All ranges are measured orthogonally (i.e. through the edges of the squares, <u>not the corners</u>).
Infantry Anti-tank Weapons	2 squares	b) Each Unit <u>may</u> fire only once each turn.
Machine Guns	3 squares	c) Infantry Small Arms and Machine Guns <u>cannot</u> destroy Tank Units.
Mortars	4 squares	d) Infantry Anti-tank Weapons <u>can</u> destroy Tank Units.
Armoured Car Guns	3 squares	e) With the exception of Armoured Car and Tank Units, Non-Artillery Units fire have an arc of fire that is 90° forward of the direction in which they are facing (i.e. in an arc sweeping from one 45° diagonal line of squares to the other).
Light Tank Guns	3 squares	f) Armoured Car and Tank Units have a 360° arc of fire.
Tank Guns	4 squares	g) With the exception of Mortar Units, Non-Artillery Units may only fire at targets that are in direct line-of-sight.
Assault Guns	See Artillery Ranges	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 orthogonally adjacent squares <u>or</u> Commanders that are in the same square as the Mortar Unit or are in orthogonally adjacent squares. j) Non-Artillery Units can fire 1 square <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 square that is on the edge of the woods, built-up areas, or fortifications (i.e. the orthogonally adjacent square in the direction they are firing <u>does not</u> contain woods, built-up areas or fortifications). l) The target square is identified. Roll one D6 die for each Unit firing <u>except</u> for Machine Gun Units, which roll three D6 dice – A 5 or 6 is a hit on all enemy Units that are in the target square. (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 square as the firing Unit or in an orthogonally adjacent square.

Close Combat

Type of Unit	D6 Die score required <u>not to be hit</u> if		Rules
	Unit is front on to the enemy	Unit is flank or rear on to the enemy	
Infantry	3, 4, 5, 6	5, 6	a) A Unit must stop if it enters a square that is orthogonally adjacent to one occupied by an enemy Unit, and turn to face the enemy Unit.
Engineers	3, 4, 5, 6	5, 6	b) A rear or flank attack is one made directly on the side or rear of an enemy Unit.
Dismounted Cavalry	3, 4, 5, 6	5, 6	c) Both sides throw a D6 die <u>for their Unit</u> involved in a Close Combat and read the result from the appropriate column. Increase the D6 die roll score by 1 if a friendly Commander is in an orthogonally adjacent square. Increase the D6 die roll score by 1 if the Unit is in cover or fortifications.
Mounted Cavalry	2, 3, 4, 5, 6	4, 5, 6	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 square) may move forward and occupy the square that was occupied by the enemy Unit and may conduct further Close Combats if this makes them orthogonally adjacent to a square occupied by an enemy Unit.
Machine Guns	3, 4, 5, 6	5, 6	
Mortars	3, 4, 5, 6	5, 6	
Artillery	4, 5, 6	5, 6	
Armoured Cars	3, 4, 5, 6	5, 6	
Light Tanks	3, 4, 5, 6	4, 5, 6	
Tanks	3, 4, 5, 6	4, 5, 6	
Assault Guns	3, 4, 5, 6	4, 5, 6	
Self-propelled Artillery	3, 4, 5, 6	5, 6	
Half-tracks	3, 4, 5, 6	5, 6	
Trucks	4, 5, 6	5, 6	
Horse-drawn Transport	5, 6	6	
Commanders	3, 4, 5, 6	3, 4, 5, 6	

Resolving hits on Units

Unit Status	Results	Rules
Elite Units	1 or 2 = Unit is destroyed.	3, 4, 5, or 6 = Unit survives but must retreat 1 square <u>or</u> it is destroyed.
Average Units	1, 2, or 3 = Unit is destroyed.	4, 5, or 6 = Unit survives but must retreat 1 square <u>or</u> it is destroyed.
Poor Units	1, 2, 3, or 4 = Unit is destroyed.	5, or 6 = Unit survives but must retreat 1 square <u>or</u> it is destroyed.

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.
b) Any Unit unable to retreat 1 square is destroyed.

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 number of Units, rounded up.</p> <p>When a side has lost that proportion of its initial number of Units, 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 square by remaining in a square that is orthogonally adjacent to the minefield square for 3 turns.</p> <p>An Engineer Unit can remove a minefield that fills a square by remaining in a square that is orthogonally adjacent to the minefield square 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 square.</p> <p>It takes one turn to limber or unlimber an Artillery Unit. During that turn both Units must be in the same square.</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	<p>Units on roads move at normal movement rate, <u>plus</u> 1 square if the <u>entire</u> move is made along a road.</p>
Hills	<p>In Close Combat a Unit that is attacking uphill against an enemy Unit 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 square per turn.</p> <p>The range of all weapons fired <u>within</u> a wood is reduced to 1 square.</p> <p>In Close Combat a Unit that is in a wood increases the D6 die score they throw by 1.</p>
Rivers	<p>When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 square 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>
Minefields	<p>A Unit may move through a minefield without stopping but in doing so it is automatically hit. (See RESOLVING HITS ON UNITS)</p>
Barbed Wire	<p>A Unit can lay barbed wire in a square by remaining in the square for 1 turn.</p> <p>A Unit can remove barbed wire from a square by remaining in the square 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 square 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

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

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	A Tank Unit may carry an Infantry Unit. 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 square. 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. If a Tank Unit that is carrying an Infantry Unit is destroyed, the Infantry Unit is deemed to be destroyed as well.
Gas	Artillery Units may be allocated 1 Gas Shell each that can be fired during a battle. Gas Shells are fired in the same way as normal Artillery fire, and any square in which a Gas Shell lands is marked appropriately with a marker that represents the resultant Gas Cloud. 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. Roll one D6 die for each Gas Cloud – Die score = 5 or 6: Gas Cloud remains in the square it currently occupies. Die score = 2 or 4: Gas Cloud moves to the square immediately in front of the square it currently occupies. Die score = 1 or 3: Gas Cloud moves to the square immediately behind the square it currently occupies. Any Unit that is in a square in which is a Gas Shell lands or through which the resultant Gas Cloud passes is automatically hit. (See RESOLVING HITS ON UNITS)