

Larger game Adjustments

V0.2

Formations All formations should be historic or specific to the scenario at the direction of the Umpire.

Action Dice Consider using card markers to indicate actions and plain dice of discrete colours in bag (cheaper option).

Embossed elements Any element/group travelling in, or on (tank riders), vehicles remove their dice from the 'bag' until they have debussed. If they embus then their dice are discarded once the action has occurred. The dice for the vehicle provides for both its action and those of all embussed troops until the point where the troops have debussed.

Large formation moves. At the commencement of a bound, a player may remove all dice appropriate to a single formation (e.g. a Section – comprising rifle group and LMG or more, a Platoon of multiple sections and HQ, etc.) replacing them with a single distinctive dice in the bag. When that die is drawn then ALL elements may complete a common task. [This provides for (e.g.) strategic moves of a convoy or co-ordinated action such as firing or ambush.] The groups do not have an option to vary actions between groups, insofar as they can – a non-armed element cannot fire for example and a pinned element is just that. It is not possible to abort the group option nor vary the composition of the group within any bound.

Empty Transports The rule regarding abandonment of empty vehicles if they end the bound closer to the enemy than other friends is restricted to soft vehicles only. [This permits employment of the tactic of the APC/AFV advance in support of its usual passengers].

Aircraft. We introduce two further categories of Aircraft, the Medium Bomber (usually operating at 4-8,000 feet) and the Heavy Bomber (operating at altitudes above 10,000 feet).

These aircraft must identify a flight path over the table with entry and exit points. Their arrival is programmed before game commences and cannot be revised or adjusted by the player. Delay or failure to arrive is in accordance with ruleset or Umpire decision as appropriate.

These aircraft cannot complete turns cumulatively in excess of [90] degrees whilst over the table nor execute a turn in the opposite direction within [3 feet / 0.9m] of completing a turn.

Medium aircraft may designate 2 target groups within 18" of each other and within 12" of the declared flight path. Heavies may designate 3 target groups within 24" of each other again restricted to those within 12" of the flight path.

Both aircraft types cause die rolls for damage as for Fighter-Bombers when attacking.

Flak. Flak weapons smaller than 20mm cannot engage Medium bombers due to the approach heights. Flak needs to be 37mm or larger to engage Heavy bombers for the same reason.

Firing weapons in the AA role counts as an action for the move but occurs automatically in line with the main ruleset. Only those flak guns and MGs which have not been subject of an action (other than Ambush) in the current bound may fire. Adjust dice bag as needed removing an appropriate dice for each weapon firing.

Conservation of Ammunition. Umpires should give consideration to limiting ammunition available to any figures during a game in order to promote realistic fire control and speed up the game by discouraging long odds firing. [This creates book-keeping so consider limiting to heavy and support weapons only].

Engineers. Fun starts here ! Need to flesh out ideas for "Mission Command" – style 'Special Actions'.