

Battleground House Rules 2.7

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STRUCTURES

Infantry and Building Cover- Infantry in buildings are considered in a room or prone in a room. Small arms and machinegun fire have no effect on prone infantry in a structure. Hits from small arms fire against a room are randomized on non-prone targets.

Rooms & Cover- Infantry firing at each other in the same room do not receive any modifiers except the "prone" modifier (this includes grenades thrown into a room). Infantry in different rooms receive all cover modifiers.

Door/Window Entry- It is assumed to take one action to jump through any ground floor window (the procedure is the same as crossing a stone wall). It is also assumed that it takes one action to open or close a door. If the door is explicitly left open it takes no actions to go through the doorway.

Door/Window Limits- Doors and windows have limits to the number of infantry that may fire from/exit/enter them in any *action*. Units may not fire from two different windows/doors in the same *turn*. Heavy weapons (HMG, ATGuns) take one action to move across a room. The limits are as follows:

Window- 2 men, Large Window- 4 men, Door/Staircase- 4 men, Large Door- 8 men

Close assault in a structure- If figures choose to enter a structure for hand-to-hand combat, they must engage all defenders in the room entered. All defenders within a room *must* defend against this attack.

Stairs- It is assumed that infantry can ascend or descend a flight of stairs by expending 1 inch of movement.

Direct HE Fire- Direct fire HE will cause splinters on the inside of wood buildings as in Terrain p.12. Direct fire HE will only affect a stone building if the weapon is over 60mm, then as above. Cover mods (except prone) do not apply to direct HE fire.

Indirect HE Fire- Indirect HE fire ignores any prone cover and figures may use wood building cover (+5). HE weapons up to 100mm will only affect targets in the attic of a building with a roof. HE weapons greater than 100mm that hit a roof will hit and damage the attic in the initial hit, all targets in the attic are affected as above. The second hit will destroy the roof and attic for the rest of the game. If the roof is destroyed (or the building had no roof), fire will affect targets on the next floor down. Floors may be destroyed as the roof described above until only the ground floor remains.

AFVs/Vehicles

AFV Movement and Fire- Always count back *to the last* action of the AFV to determine movement status of a target- if the AFV has not taken its turn yet, then count back to its second action of last turn. When the AFV is firing, count back *to its last* action.

Vehicles Without Radios- Vehicles without radios must maintain visual contact with one other vehicle or must take morale checks.

AFV Affect on Infantry- Whenever any AFV moves within four inches of an enemy soldier, the soldier must take a gut check to remain in position (a soldier must repeat this check for every new vehicle that comes within 4"). All modifiers apply, noted in Infantry Rules, p. 19- *exception-* apply the modifier of the cover the infantry is in instead of the "+5". If the check succeeds, he may stay in place *or* may move from 4-8" from his current position (generally away from the afv). If the gut check fails, the soldier must move from 4-8" away from the armor as long as the cover the soldier is moving to is the *same or better than* he is currently in. However, if the soldier would be forced to move to *inferior* cover, then the soldier may stay in the current cover but becomes broken. For example, if a soldier is in a wood house (+5 cover), and cannot get into +5 cover or better by leaving the building and moving from 4-8 inches, he will stay in the building, moving as far from the armor as possible and becoming broken. Note that LOS is not relevant to the "four inch" rule (Armor, p. 16). Soldiers do not have to make this check more than once for the same AFV in the same turn.

Truck/MC/Jeep Cover- Passengers in a Truck, MC, Jeep and other soft skin vehicles receive +1 cover for fire effects.

INFANTRY

Infantry Weapons- Infantry may only pick-up and use weapons that were dropped (due to KIA or wounding) from soldiers in *their own* unit (squad *or* fire-team if squads are broken up).

Prone Grenade Throwing- Infantry that are prone may throw a grenade as normal up to 2".

Grenades- If a grenade thrower rolls a natural 20, the grenade explodes with the thrower in the A ring of the template. Apply the grenade template normally to any other figures. If a grenade lands in a foxhole each figure in that foxhole may roll 1/2 Skill check to kick the grenade into a grenade sump. If successful, the grenade effect is "C" ring instead of "A" ring for all occupants of the foxhole. If a 1 is rolled for the 1/2 Skill Check, the figure falls on the grenade and takes an "A" ring roll. No other occupants are effected. This does not apply to Green troops.

Communicating Between Squads- When any member of a squad is within his leader's command radius of a member of another squad, the two squads can communicate. This rule can be used for telling another squad about sighted infantry or AFVs.

Qualified Senior NCOs and Officers- Some armies have senior NCOs (Sgt+) and Officers who are qualified on all infantry weapons. Senior NCOs and Officers from these nations never need to take the "unqualified use" penalty when using infantry weapons of their nation (LMGs, Mortars, grenade launchers etc). Examples: Germany, US Marines.

ARTILLERY

Weapons Crews- Each gun has a commander, gunner and one or more loaders. If the gun commander is not present, the gun must fire with the "no commander" penalty. For every loader who is not present, add one action to load the gun (for example, for a gun with two loaders, if a gun normally takes 1/2 action to load it takes one action to load if it has only one loader. Guns without full crews do not get the "acquired target" bonus when firing against a moving target.

Mortar Fire vs. Vehicles- If a vehicle is stopped, it may be targeted by mortar fire, if a vehicle is moving, the fire must be targeted at the center of the group it is in (if only one vehicle in the unit, it may be targeted but -1 from d10 to hit roll).

AMBUSH

Range- Infantry weapons (rifle, LMG etc) may declare ambush out to affective range. Tube weapons (tank guns, AT guns etc) can declare ambush out to Short range.