

Assault Tactics

boardgame & tabletop
core rules v.1.0

A World War Two skirmish game
by Tankette Publishing



Introduction to Assault Tactics

"Assault Tactics" is a dynamic wargame for up to six players. The game focuses on tactical man-to-man and vehicle-to-vehicle combat. As a player, you have to make multiple decisions in a heartbeat: Do I want to have more mobile or static force? Which weapons will my soldiers use? Which additional equipment do they bring to the battlefield? Shall I rely on battle-hardened veterans or rookies that have not seen any action on the field yet? Do I salvage enemy weapons or solely rely on my own?

This game is meant to start a whole series covering all the decisive battlegrounds of WW2. It is heavily inspired by known computer games and tabletop systems. For Tankette Publishing, it is the first wargame released.

You can play Assault Tactics on the tabletop using miniatures or (print and play) board game.

The goal is to create a realistic, balanced, and atmospheric experience of combat.

Assault Tactics and its first supplement, Fall of the White Eagle, will only be available as a digital download. This is mostly an independent one-man project without a big publishing company in the background.

And now, engage the enemy!

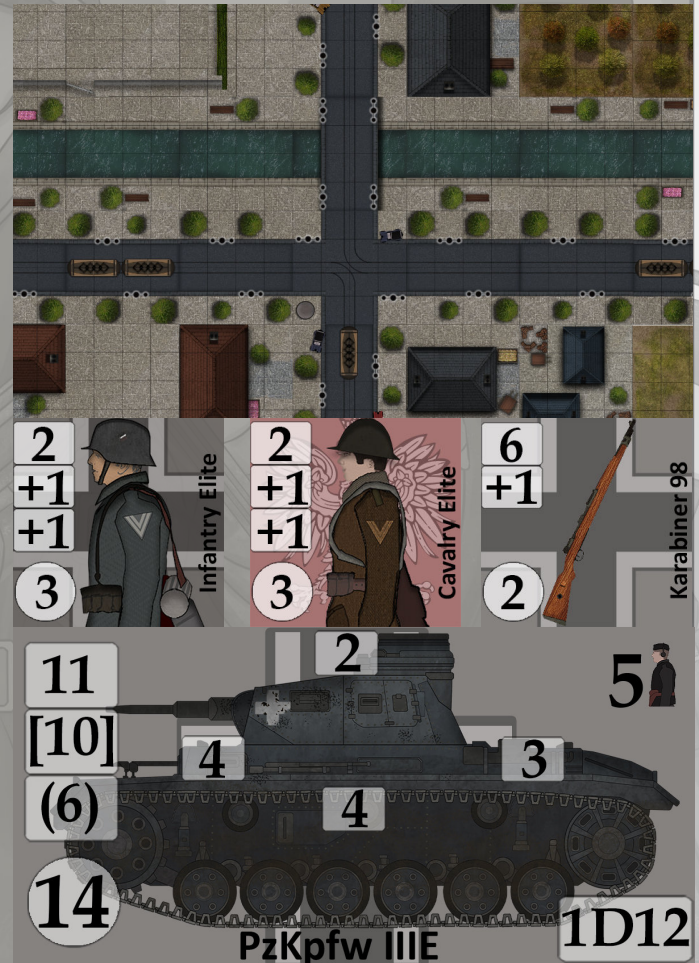
What you need to play on the tabletop

- Core rules
- Supplement(s) for army lists
- A gaming table at least 4 by 4 feet (depending on the scale you choose)
- Miniatures
- Terrain for cover and mission objectives
- A pencil and a sheet of paper
- A ruler
- Up to five friends sharing the same love for wargaming
- Two to four 20-sided dice (D20)
- Four 12-sided dice (D12)
- One 6-sided die (D6)
- Assault Tactics game counters for a quick look at the stats (optional)
- Assault Tactics effect tokens (optional)
- Assault Tactics weapon tokens (optional)
- Smoke markers (15 x 5 cm, 6 x 2 inches)
- Assault Tactics random effect/event cards (included in the supplements)



What you need to play the print & play boardgame

- Core rules
- A printer or a copy shop around the corner
- 50 – 70 sheets of glossy photo paper
- MDF or cardboard to mount counters and map tiles on
- A cutting knife or scissors
- Glue
- A kitchen table
- The decision on how big your map is supposed to be.
- The size of the map you are going for will determine how many of the base tiles you will have to print. For a 65 cm by 60 cm map, you will need 4 corner pieces, 2 bottom pieces, 2 top pieces, 4 middle-row pieces. Besides the first 4 corner pieces, the rest should be middle-row pieces.
- Supplement(s) for army lists, weapon/unit counters, effect tokens, smoke markers, random effect/event cards and terrain pack.
- A pencil and a sheet of paper
- Up to five friends sharing the same love for wargaming



Scale



You can play Assault Tactics with anything from 10 mm to 28 mm miniatures on your tabletop (picture on the left shows a 20 mm miniature). Rolling one pip on the die means moving 5 centimeters/2 inches on the table. A table measuring at least 4 by 4 feet is recommended.

On the field, one counter or figure represents one soldier, support weapon, or a vehicle.

Because of the scale, most of the weapons do not have any range of limitations. A Karabiner 98, for example, had an effective range of 500 meters. Regular games rarely exceed 200 meters of distance.

The board game version of Assault Tactics - Fall of the White Eagle, uses square based movement. A square equals 5 centimeters or 2 inches on the tabletop. You can also easily combine tabletop and print and play boardgame elements.



For those with no experience in wargaming...

Let's start this little chapter with a bet: Everyone knows at least one wargame - Chess! Two players try to pin the enemy king by killing as many enemy troops as needed to cut every way off the enemy king might use to flee from the field of battle.

The game may have originated in India in the 6th century BC. One could argue that the wargame community is at least as old as the game of chess.



Since then, wargaming has come a long way. Today simulations and action games are played on digital devices and still in two analog ways: boardgames and tabletop systems. There are games suited for beginners and experts because of their tactical and strategical depth level.

Wargames not only delight hobby players with a particular interest in historical facts and/or military. Sometimes they are used by the army itself to help the soldiers to develop their tactical abilities. The main goal is to employ a strategy that leads to victory. You can achieve success by securing a vital strategic position on the battlefield or by eradicating enemy forces. Or you can try keeping your enemies at bay till they surrender.

Boardgames are mostly 2D and use counters to represent units.

Tabletops were meant to be played in 3D. They use miniatures, weapons, planes, and tanks in a model terrain. Tactical Assault can be played in both (combined) ways.

Basic tips for newbies

To create a realistic experience, there is a great variety of rules in Assault Tactics. Do not be scared! Beginners should start by getting used to single game mechanics. Start with a small map and pick 5 regular soldiers for each side equipped with rifles and grenades. Consult the relevant chapters in the rulebook for moving infantry, small arms fire, and how to throw grenades and build up from there.

After that, you can go with different ranks and ranking officers on the field and maybe bump up the number of soldiers. Finally, you can add morale checks to the mix.

The next step uses armored fighting vehicles (AFVs) and antitank (AT) weapons and figures out the game mechanics for shooting and moving. Then play with infantry, AFVs, and support weapons at the same time. After that, add planes and random events to the mix.

As soon as you have figured out the mechanics on the battlefield, you can dive into the different doctrines. What's the meaning of the Kill Count? What roles do different scenarios and objectives play?

Long story short: Get to know the system step by step, it will take time, but you will be rewarded for sure.

As a beginner, keep the following in mind:

1. Don't rely on cheap units only. They will disappear in fire and smoke faster than you might think.
2. Use a combination of weapons, don't only rely on infantry or armored vehicles.
3. Never leave your soldiers out in the open. Stay in cover as much as possible.
4. Avoid showing side or rear armor to enemy weapons.
5. Tanks always should advance covered by infantry.
6. Use terrain to your advantage.
7. Look for key positions on the map. Maybe a stone building that gives your troops good cover from enemy fire.
8. If you are outnumbered, hide, and make the enemy come to you. Use positions with good cover and line of sight.
9. Use group actions commanded by your ranking officers wisely.
10. Protect your ranking officer at any cost but still, keep him in play.

Sequence of play

1. Make your map, mark buildings with floor tokens for open floors set the height of obstacles.
2. Mark buildings and obstacles with cover tokens.
3. Choose a scenario.
4. Select or roll for nations.
5. Determine attacker / defender (if needed).
6. Select doctrines. You can perform this step hidden from other players.
7. Roll for additional points (see default values in the description of doctrines) and select your forces hidden from the opponent.
8. Determine on which board edge / deployment zone your forces will enter the battlefield and deploy your troops.
9. Roll for force morale.
10. Set up your forces by the alternate placing of units. Roll a die; the higher number starts placement. Units can only be placed in the deployment zones.
11. Determine initiative for the turn: Players roll a die. The highest number gets to move/attack first.
12. Activate units alternately. This goes on until one side does not have any actions left. From that point on, the other side will spend the rest of its actions in sequence.
13. Remove non-permanent effect tokens before the beginning of every new turn if needed.
14. Reset Action Counter before the beginning of each turn.
15. Check Kill Count before each new turn. If the Kill Count is at its' maximum, the game ends right there.
16. Check mission objective. If the Mission Objective is met, the game ends at the end of the opponent's turn.
17. Repeat steps 11 to 16 in each turn.
18. After the game, the winner and loser shake hands and "fight" cold beverages and snacks together.

Playing with more than 2 players.

- **Deployment:** Teams share a deployment zone/board edge. You may divide the sectors into flanks, left, right, and middle.
- **Kill Count** is multiplied by the number of players in one team. 2 x 50 p.e.
- **Initiative:** Every player rolls a D20 at the beginning of each turn. The highest number starts. The lower number follows in line. You may randomize the activation sequence by rolling for initiative with each player.
- Players are still activating units in an alternating fashion (German player 1, Polish player 1, German player 2, and so on.)
- Players are only allowed to activate their own units.
- Ranking Officers cannot order actions to units of another friendly player.
- The game won't be over until all players of one side withdraw or one or more players of one side have completed the mission objective.
- You may cut resources to make turns faster: 4 players (75 percent for each player); 6 players (50 percent) p.e.



How to win a game

There are three ways to win a game in Assault Tactics:

1. Complete the mission objective.
2. Push the Kill Count to its limit and make the enemy withdraw from the battlefield, thereby completing the objective.
3. A certain number of turns has ended. (Playtesting has shown that 5 is a good number). Points on the Kill Count and partially fulfilled mission objectives will declare the winner.

Mission objectives / Scenarios

Currently there are eight scenarios available that can be played as skirmishes. Players can also combine these scenarios in order to create a campaign ladder. This step is detailed in the campaign chapter.

These scenarios represent different situations command and soldiers face on the battlefield. Ranging from scout missions, that symbolize the start of a conflict, to breakout missions, that usually happen when things clearly tend to go south.

In some cases these scenarios use specific deployment zones and distribution of resources (additional points). Assigned additional points depend on the doctrine the player has chosen. Doctrines are detailed in supplements like Fall of the White Eagle.

Probing the enemy lines

Orders for both sides: Probe the enemy defenses to gather more information about the opposition and create a weak spot in their defenses.

The mission will end as soon as one sector (middle, left flank, right flank) of the enemy deployment zone is freed from enemy units or a maximum Kill Count of 20 is reached.

Assigned additional points:

Team A 100 %
Team B 100 %

King of the hill

Orders for both sides: You and your men are ordered to take a strategically vital position to create a foothold. Hold the position for at least 1 turn.

Setup: One or more mission objective markers are placed in the middle of the map. The objective(s) may be a bridge, a building, a hill, or something else deemed strategically vital by the high command. Whoever occupies the mission objective and holds it for one entire turn wins.

Assigned additional points:

Team A 100%
Team B 100%

Keep the supplies coming / clear the road

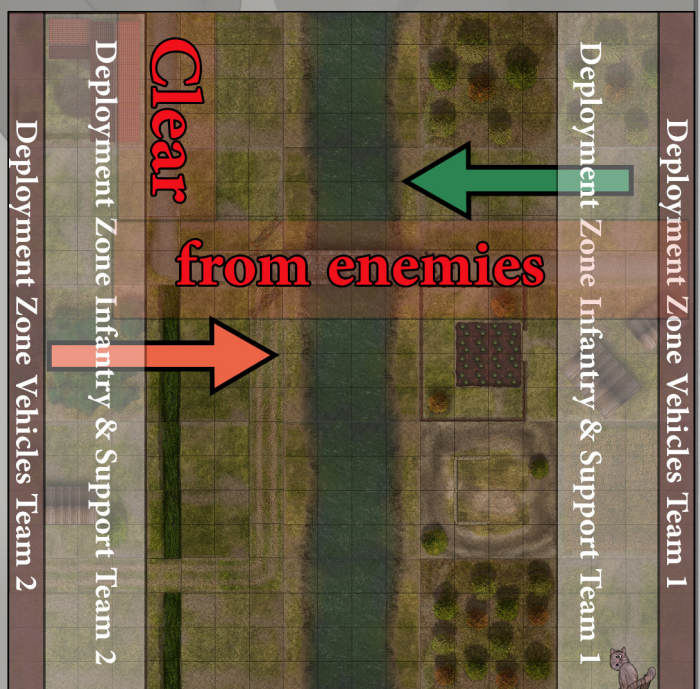
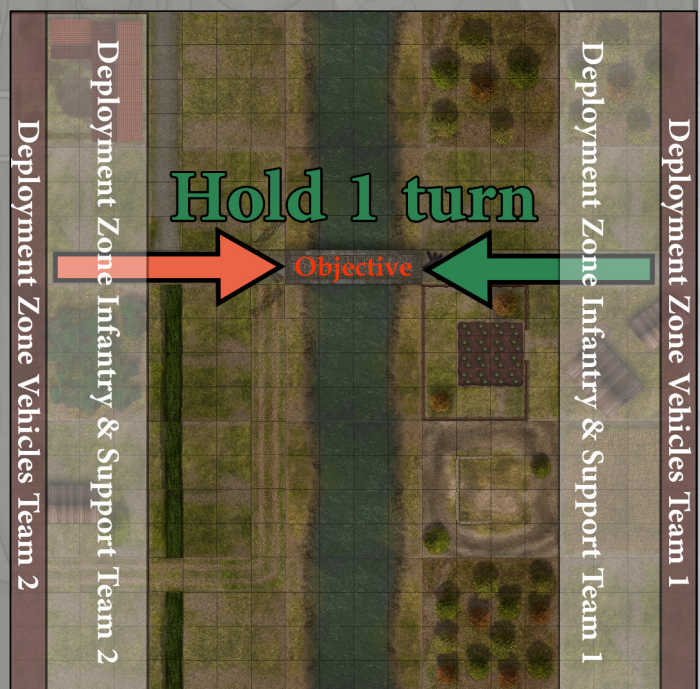
Orders attacker: To establish a safe supply route to the front, your men must clear all adjacent squares, 5 cm / 2 in, to the road from all enemy units.

Orders defender: This supply route is not only vital to the enemy but also to our cause. our men must clear all adjacent squares, 5 cm / 2 in, to the road from all enemy units. Then our engineers can safely put up additional fieldworks.

The game ends when one side is forced to withdraw, or the road is cleared.

Assigned additional points:

Team A 100%
Team B 100%



Delay the enemy advance

Orders attacker: We have to advance fast and keep the enemy from building a cohesive line of defense. Keep vital structures intact and secure buildings, there might be important documents and weapon stashes.

Orders defender: On the retreat, your men have to destroy all structures that may be deemed vital to the opposition.

Structures can be destroyed by being set on fire or blown apart with HE value weapons (flamethrowers, satchel charges, tank guns, field guns, etc.). See chapter "Take cover" for details on flammable structures. If the objective is a stone bridge or similarly massive structure, it will absorb 3 hits before being destroyed.

Setup: Objectives are marked with an objective marker.

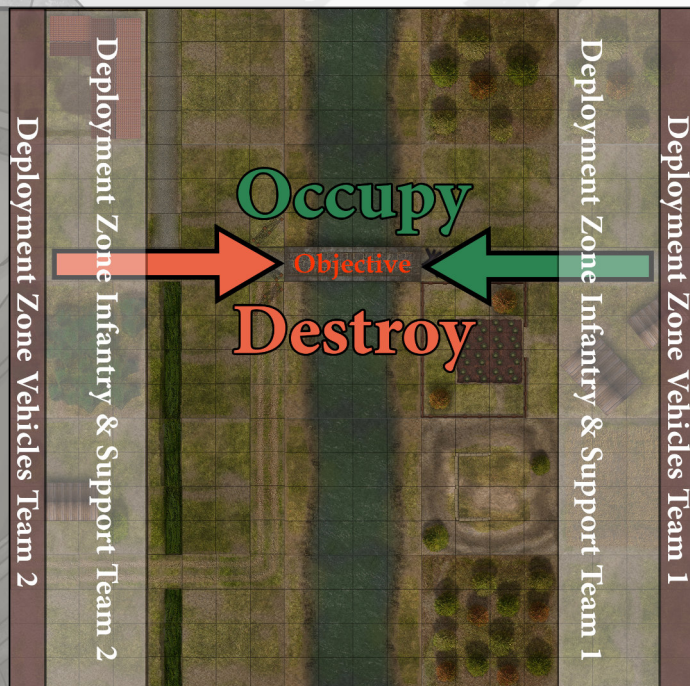
The lowest Roll on the die decides which player or team will be on the retreat. Note: If there is more than two objectives, you can set a minimum of objectives that have to be captured / destroyed, 2 out of 3 p.e.

The highest Roll on the D20 determines the attacker.

Assigned additional points:

Attacker 100%

Defender 75%



Breakthrough / Hold the line.

Orders attacker: Your men have been ordered to punch through the enemy lines. You have to reach the edge of the enemy deployment zone with 5 units minimum.

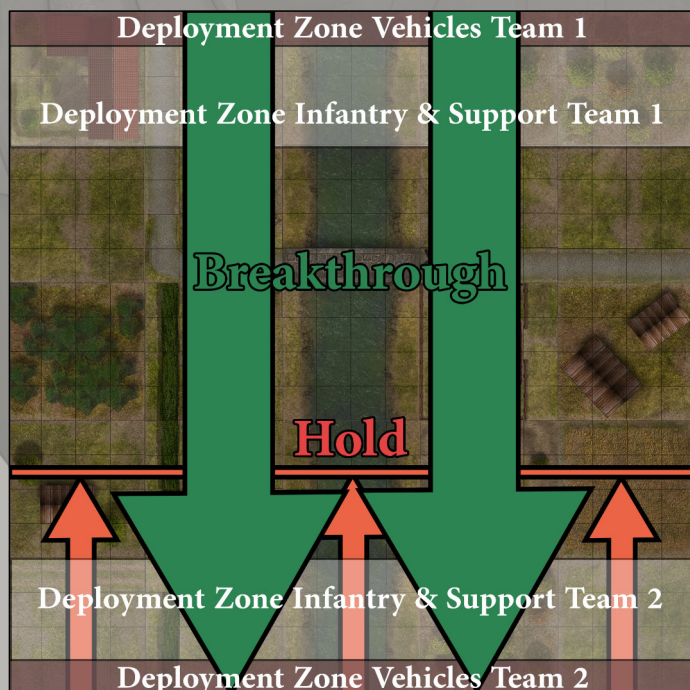
Orders defender: Hold the line. Do not let any enemy units reach the outer edge of our deployment zone or make the enemy withdraw. If you hold the line for more than 6 turns, victory is guaranteed.

The highest Roll on the D20 determines the attacking player/team.

Assigned additional points:

Attacker 100%

Defender 75%



Escape the pocket

Orders attacker: The enemy is trying to escape the pocket. Close the gap in the encirclement.

Orders Defender: Your men are almost encircled by the enemy. To save lives and preserve as many fighting men as you can, you have to retreat through a corridor. Escort at least five units to the escape corridor safely.

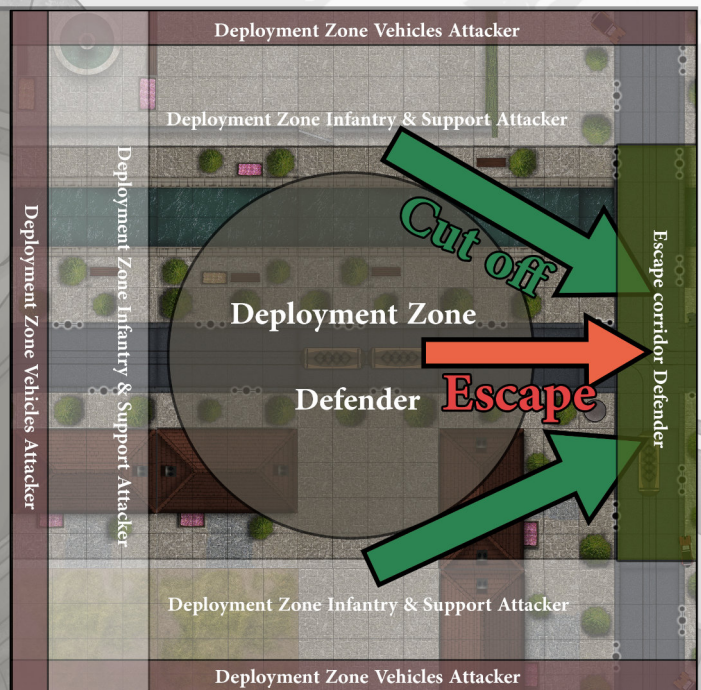
Special deployment: The attacker deploys along three board edges. The defending units start in the middle of the map.

The highest Roll on the D20 determines the attacker.

Assigned additional points:

Attacker 100%

Defender 50%



Pocket battle

Orders attacker: You have surrounded the enemy. Crush resistance and destroy the enemy forces or make them surrender.

Orders defender: You are encircled by the enemy. To preserve as many fighting men as you can, break out or make the enemy withdraw because of heavy casualties.

Special deployment: The defender starts out in the middle of the map, while the attacker deploys along all board edges.

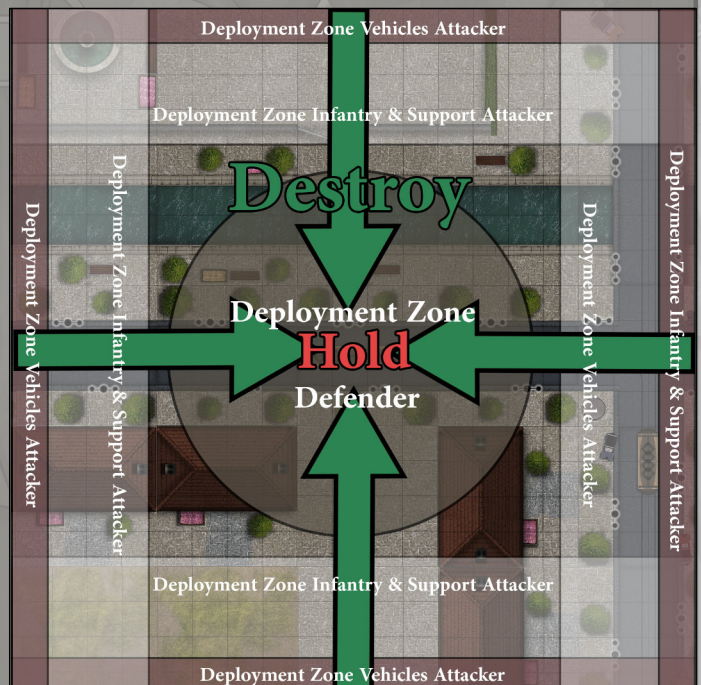
The defender has to hold on for at least four turns without getting beat by the enemy stuffing the Kill Count or getting wiped from the board. If the defender manages to hold out or even break out and move three units to one board edge, he wins.

The highest Roll on the D20 determines the attacker.

Assigned additional points:

Attacker 125%

Defender 50%

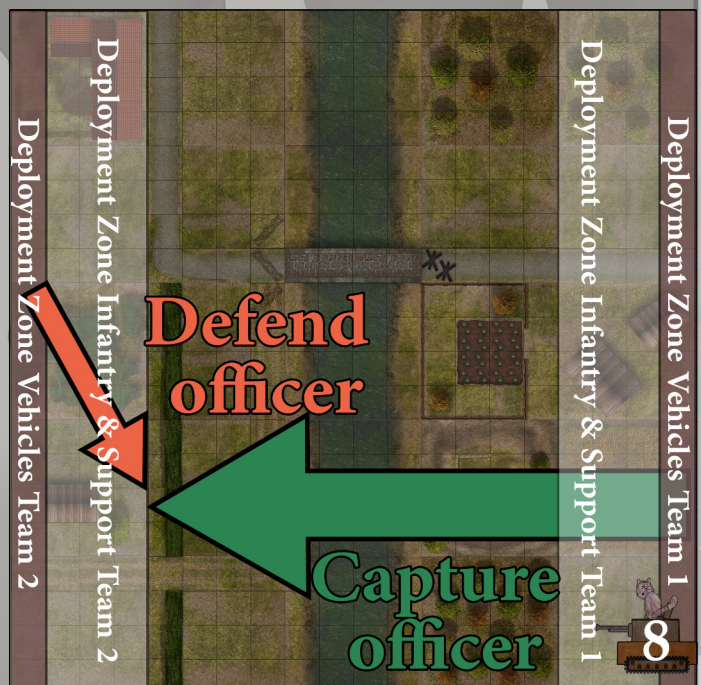


Prisoner of War

Orders attacker: Your men have to capture an enemy ranking officer. We need the man alive for a show trial to demoralize the enemy.

Orders defender: Keep the ranking officer alive for 5 turns at all cost and make the enemy withdraw because of heavy losses.

Ranking officers are captured if the enemy is in the same square as him and there are no friendly units near the same or adjacent squares (friendly units must be within 10 cm or 4 inches). If the commander is



accidentally killed and not captured, the game is lost to the attacker.

The highest roll on the D20 determines the attacker.

Assigned additional points:

Attacker 150%

Defender 50%

Points

The idea of Assault Tactics is to enable the player to recruit and equip a force that matches his style of play. Equipment and personnel are bought with points. Values are documented in the doctrine lists.

Doctrines

Availability of units varies with the selected doctrines. Some of the principles incorporate fast and/or powerful units. While others may rely on strength in numbers or have a strong command structure. Details for each available doctrine are laid out in the corresponding doctrine lists found in the supplements. Of course, you are encouraged to make your own doctrines and support lists and share them with the Assault Tactics community.

Force and unit quality

The quality of a force and its individual units is determined by the equipment, the quality of command structures, the amount of training the men have received and the experience they may have already gathered in this or other theaters of war.

Three quality levels are applying to infantry, support crews, and vehicle crews: conscript, regular, elite.

Conscripts are green troops that come at a low cost and with penalties on morale and the ability to handle weapons.

Regulars have absolved a sound training and already may have gathered some experience on the field of battle or in maneuvers and, therefore, are a bit costlier. They pretty much do what they are told and come with no penalties or bonuses on morale and the ability to handle weapons.

Elites are the backbone of every force. They are the most expensive class you can buy, but they also come with a bonus on all attack and morale rolls.

Note: Not all levels are available to every doctrine. Availability is shown in the corresponding lists.

Kill Count

By killing and surrendering enemy units, you score points on the Kill Count. If the Kill Count reaches its limit, the enemy will withdraw from the field of battle and fight another day. The default maximum Kill Count is 50. However, this value may be adjusted freely to make the games longer or shorter. Also, some (historical) scenarios might use a different maximum on the Kill Count.

Killed units are worth the points they cost. The cost can be found in the unit lists of all supplements and on the unit/weapon counters. So, it is one thing to lose a conscript soldier worth 1 point and a whole other thing to lose a medium or a heavy tank. Killed ranking officers weigh in with 10 points.

Note: While every fallen infantryman will be counted, vehicle and support crews as a whole will only be accounted for their experience level. So, one (conscript), two (regular), or three (elite) points are noted on the Kill Count if a crew dies. For example, 5 killed conscript crew members equal only one point on the Kill Count.

Prototypes cannot be bought but are assigned randomly by drawing the corresponding random event/effect card.

You can calculate the points a unit or prototype is worth by the following formula:

Firepower (MG + (HE) + [AP]) + Armor (frontal + side + rear + top) + Mobility value (number of dice rolled) divided by 3 = xx points.

No matter if it is a handheld weapon or a tank, given values will be added and divided by 3.

Only the values of **transport** vehicles will be divided by 4, because the capacity will count as an extra value. Firepower (MG + (HE) + [AP]) + Armor (frontal + side + rear + top) + Mobility value (number of dice rolled) + capacity (possible number of passengers) divided by 4 = xx points.

The worth of **planes** is calculated by the following formula: Firepower (MG + (HE) + [AP]) + Mobility value (default number is 24) divided by 3 points = xx points

| | | | | | | | | | |
|----|---|----|----|----|----|----|--|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 |  | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 |  | 49 | 50 |

Only two more points needed: the Polish are close to victory.

Deployment

One of the players rolls a D12 to determine his deployment sector:

1,2,3 = North
4,5,6 = East
7,8,9 = South
10,11,12 = West

Deployment zones are always directly facing each other. Only a South / North or East / West pairing is possible.

Infantry may be deployed anywhere in 10 squares, 50 cm, 20 inches range from the board edge. Tanks and mounted troops have to start along the board edge.

Special deployment (See scenarios/mission objectives):

Open pocket: The defending player rolls for the location of the escape corridor.

Pocket battle: Deployment zones are set from the beginning.

Players place their troops in an alternating fashion. The player who rolled for the deployment sector also may place the first unit. To save time, you may also place your units simultaneously.

Actions

Each unit may perform a certain number of actions per activation. The number of actions depends on the unit type and, in some cases, on the number of crew members.

Units may always choose not to use the full amount of actions available to them. Even if not going for the maximum amount of actions, regular units may only be activated once per turn. Ranking officers may be activated multiple times per turn, depending on their doctrine.

Units that have performed one or more actions during their activation are hit with a spent marker. Each action performed is documented on the action point counter.

The following counts as one action:

- single move
- firing a weapon
- pivot
- turning a turret more than 90 degrees
- mounting a transport or vehicle
- dismounting from a transport or vehicle
- load cargo
- unload cargo
- hide
- unhide
- crossing an obstacle
- Giving orders

| Type | Number of actions | Possible/not possible actions |
|--------------------------|-------------------|--|
| Ranking officers | 2 | <ul style="list-style-type: none">• move and issue orders• shoot and issue orders• double move• move and shoot |
| Infantry/cavalry on foot | 2 | <ul style="list-style-type: none">• move at the double• move and fire primary or secondary weapon• move and hide• unhide and move• unhide and shoot• mount vehicle• dismount vehicle |
| Vehicle crew | 2 | <ul style="list-style-type: none">• move and enter abandoned vehicle |
| Infantry carrying LMGs | 2 | <ul style="list-style-type: none">• move and shoot• shoot twice (If so, check for overheating)• No moving at the double.• mount vehicle• dismount vehicle |
| MGs (support weapon) | 2 | <ul style="list-style-type: none">• pivot and shoot• move• May shoot twice (If so, check for overheating)• no moving at the double• no move and shoot |

| | | |
|---|---|---|
| AT Guns and Howitzers | 2 | <ul style="list-style-type: none"> • pivot and shoot • move • no moving at the double • no move and shoot |
| Transports | 2 | <ul style="list-style-type: none"> • may start the game with mounted troops without using an action. • may load cargo and move. • move twice • move and unload. • If armed with an MG they may do all of the above and use one or two actions for shooting. |
| Armed vehicles with 3 crewmembers or less | 2 | <ul style="list-style-type: none"> • pivot and shoot • turn the turret and shoot • move and turn the turret • move and shoot • fire primary and then secondary weapon • fire two secondary weapons • move at the double |
| | | <ul style="list-style-type: none"> • load tank riders and drive/shoot • unload tank riders and drive/shoot |
| Armed vehicles with 4 or more crew members | 3 | <ul style="list-style-type: none"> • turn the turret, move and shoot • turn turret, fire primary and one secondary weapon. • pivot, move and shoot • pivot and move at the double • move at the double and fire secondary or primary weapon • move and fire secondary and primary weapon • fire primary and then two separate secondary weapons • load tank riders, drive and fire primary or secondary weapon. • unload tank riders, drive and fire primary or secondary weapon |
| Planes | 1 | <ul style="list-style-type: none"> • Attack ground targets • Intercept enemy planes |

Units

There are seven different types of units in Assault Tactics:

- Ranking Officers
- Infantry
- Crews
- Support weapons
- Armored fighting vehicles (AFVs)
- Transports
- Planes



This Flak 36 is a support weapon and currently crewed by four regular soldiers.

Boardgame only: Stacking units

Counters for soldiers may be stacked, as well as the weapon counters and effect tokens. You can also choose to indicate the number of soldiers currently in the same square using a die or number tokens. One square fits one (or part of a) support weapon with a crew, one (or part of a) vehicle plus crew, or up to three soldiers.

Unit stats

Each unit has different stats. These stats are detailed in the doctrine lists and on the unit counters.

The following stats are available:

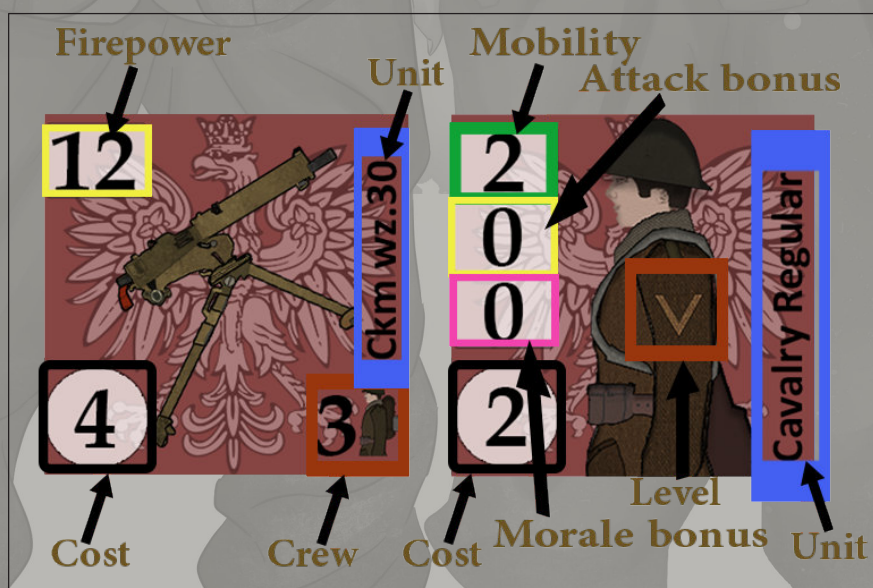
Cost: Marks the number of points a player has to spend to incorporate the unit into his force.

Actions: Marks the number of actions this specific unit may perform during an activation. The number of available actions depends on the unit itself. See also chapter "Actions".

Mobility: Marks the ability of how fast a unit can move on the battlefield.

- The range of movement for infantry is set to 10 cm / 4 in / 2 squares per move. These units may double move once per turn if not carrying any heavy gear.

- Vehicles and horses move by rolling a set amount of D6s or D12s. (Slowest vehicles move with 1D6, which is below 10 kilometers or about 6 miles per hour. Fastest vehicles – excluding planes – move by rolling 4D12s about 100 kilometers or 60 miles per hour).



- Planes have „unlimited“ range and sweep over the battlefield if not stopped by enemy anti-air. They are parked off-map if not in action.

Firepower: Marks the ability to damage enemy units. There are three indicators available.

- Firepower vs. soft skins/non-armored units. Used by small calibers like machineguns or handheld weapons. On the counters, this is represented by a number: 12 p.e.
- High explosive value: Applies to AA guns, field guns, bombs, AT-weaponry, grenades, and tank guns. On the counters, this value is represented by a number in (...). (12) p.e.
- Armor penetration: Applies to AA guns, field guns, bombs, AT-weaponry, and tank guns. On the counters, this value is represented by a number in [...]. [12] p.e.

Armor: Marks the ability to bounce enemy shells. Armored units can only be harmed by units with armor penetration value or if grenades are dropped in their interior. The armor works of a vehicle are divided into four sectors:

- Frontal armor
- Side armor
- Rear armor
- Top armor

One armor point reflects about 15 mm of armor in reality.

Top armor applies to vehicles getting hit by bombing runs, arching shots fired by artillery, or units directly aiming for the turret.

Crew members: Marks the number of crew members needed to be fully operational. Applies to all support weapons and armored vehicles.

Capacity: Marks the number of passengers a transportation vehicle can carry.

Ranking Officers

Ranking officers are not bought by the player but assigned to every force. Each doctrine fields one ranking officer (per player). They cannot be purchased with points.

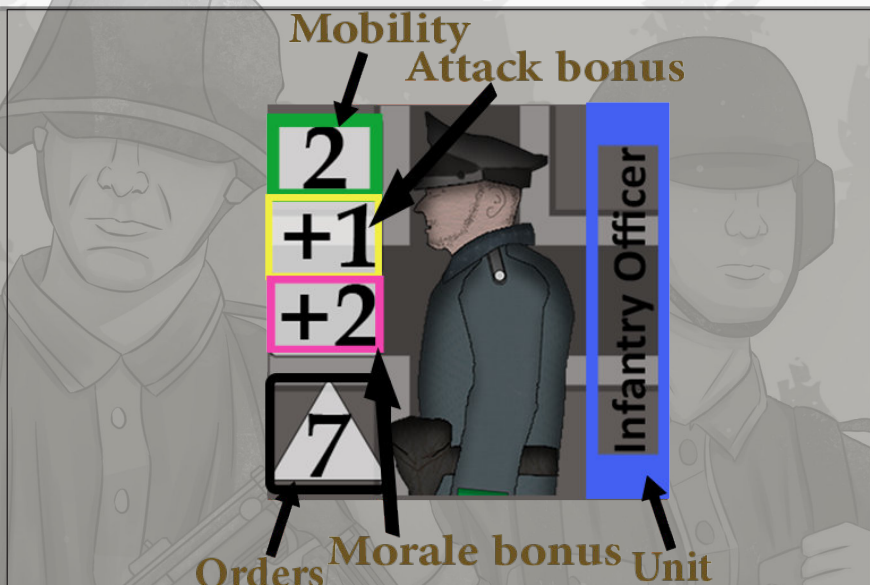
In Assault Tactics, ranking officers represent senior leaders on the 2nd and 1st lieutenant-level. They are a vital part of the command structure, the eyes, and ears of headquarters while operating directly on the battlefield. Their key task is to boost morale and attack levels and order group actions to take out vital enemy positions and units.



Every ranking officer may order several actions that will take place simultaneously without the other player interfering (except for covering fire). The number of actions a ranking officer can order, depends on the doctrine that has been selected by the player. On the bottom left of each counter (marked by a triangle), you will find the number of actions a ranking officer may order.

Much like infantry, ranking officers have to be equipped with primary and secondary weapons.

There are no lower leading ranks in Assault Tactics - they are represented by normal and elite levels on the field.



Death of Ranking Officers

If ranking officers die, the command structure takes a severe hit. The total of actions these officers may command is subtracted permanently from the action counter.

Operation Meatshield:

To prevent from ranking officers dying way too easily, soldiers in the same square (5 cm / 2 in range) may take a bullet and absorb critical hits instead of the ranking officers.

Quality Level

Depending on the quality level, units receive penalties or bonuses on attacks and morale. These penalties and bonuses always count per die rolled. They apply to vehicle crews, support crews, and infantry.

| Level | Bonus/penalty |
|-----------|----------------------|
| Conscript | -1 attack, -1 morale |
| Regular | No bonus or penalty |
| Elite | +1 attack, +1 morale |

Infantry and support crews

Infantry is available in the levels conscript, regular and elite (see table above). Infantry may be equipped with individual weapons like carbines, light machine guns, and grenades.

Infantry is also used to crew support weapons like machine gun emplacements, anti-air guns, or field guns. The number of crew members needed is shown in the corresponding lists or on the unit counters.



The IG 18 has to be manned by three crew members. Here, the crew consists of conscripts. So every attack roll receives a -1 penalty. Every morale check is resolved with a -1 penalty.

If a support weapon is destroyed, its crew still may engage the enemy. All crew members are equipped with carbines by default.

Firearms and handheld weapons

Infantry may equip one primary and two secondary weapons. The primary weapons will be used for ranged combat.

| Primary weapons | Secondary weapons |
|-----------------|---|
| Pistols | Grenades (AT, anti-personnel and smoke) |
| Carbines | Satchel charges |
| SMGs | Bayonets |
| LMGs | |
| Sniper rifles | |
| Small mortars | |
| AT rifles | |
| Flamethrowers | |

While using the secondary weapon, you can blow up objectives or bust enemy tanks. Secondary weapons also improve your chances of winning close-quarter combats.

While bayonets may be used multiple times each grenade and satchel charge can be used only once. Stats for every handheld weapon are shown in the corresponding lists and on the weapon markers.

Weapon markers

Assault Tactics weapon markers may be used for the board game and tabletop variant. They indicate which primary and secondary weapon an individual unit is carrying. The markers may be stacked beside the miniature, below, or on top of the unit counter.



Players can find a close combat modifier, +2 p.e. and a firepower indicator, 11 and/or [11] and/or (11) p.e. on the counter and some cases, how many crew members are needed to operate these weapons properly.

If a soldier dies, he will leave his gear on the battlefield. It may be picked up by friendly or enemy units.

This officer carries a pistol and a smoke grenade. Weapon markers are usually stacked besides or under the unit counter.

Support weapons

In Assault Tactics, weapons that need to be crewed by multiple men and are more of a stationary character are defined as support weapons. This term applies to medium and heavy machine guns, AT & AA guns, and howitzers.

All support weapons may be loaded into or towed by transports. As far as realism goes, keep in mind that a motorcycle most likely will not pull a heavy field gun. Also, one horse may tow a light AT gun but not a Flak 36 88mm.

Support weapons may be placed on hills, in buildings, bunkers, and behind sandbags. Additional cover will be dearly needed; otherwise, crews will die fast. AT & AA guns placed in buildings or bunkers may not be moved for the remainder of the game.

13

4

3

MG34

Machine guns

Machine guns are a very effective weapon vs. infantry. Multiple enemy units can be hit by a single burst of bullets. However, they do lack accuracy on greater ranges. Light versions of machine guns are carried as primary weapons by infantry. Medium and heavy machine guns count as support weapons and have to be crewed accordingly.

Howitzers

Howitzers effective versus infantry and tanks. When firing high explosive rounds, they can hit and harm multiple targets (See blast radius). They may lack accuracy but are able to fire at units that are not in direct line

[10]

(13)

8

4

SIG 33

[1]

(8)

3

2

Granatnik wz.36

Light mortars

Light mortars are small artillery pieces best used to eliminate enemy infantry that is not in direct sight or hiding behind open top cover. They count as primary weapons, because they can be carried by a single infantry unit. After all, they also have a support weapon character, because they only work properly with a certain number of soldiers assigned to it. Mortars are cheap to buy but have a minimum range of 10 squares. The accuracy of mortars is questionable.

AA guns

Anti-air guns are the only units that may actively fire at enemy aircraft. They can strike first and intercept enemy planes. Preventing them from strafing or bombing units. They



13

[8]

(12)

7

3

Bofors AA wz.36

will use their HE values to shoot at planes. AA guns may also fire at ground targets and have the ability to harm armored units.

AT guns

Anti-tank guns may fire at ground targets, fortifications, and other buildings. To remain hidden from the enemy, AT guns may be placed on the board in ambush mode. They can only be revealed by infantry entering super close-range. Ambushing units may reveal themselves and shoot at the enemy in the same turn. Once AT guns have attacked, they stay exposed to the enemy. AT gun shields provide soft cover for the crew when being attacked from the front.



Scavenging enemy weapons and equipment

Every weapon and equipment left behind may be taken over. Enemy crews/soldiers operate scavenged weapons during the same game at a penalty of -1 per attack roll. During campaigns, scavenged weapons may be operated without any penalty after the game they have been scavenged.

Vehicles

Assault Tactics offers an arsenal of historically accurate vehicles - consisting of tanks, armored cars, and transportation units like trucks, half-tracks, motorcycles, and horses.

All vehicles get specific bonuses or penalties for moving on different terrain types such as paved or dirt roads (See chapter moving on different types of terrain).

The stats for all vehicles are detailed in the corresponding lists and on the unit counters.

Tanks

Tanks are armored vehicles with (often) incredible firepower against infantry and other tanks, but apart from mobile armored reconnaissance slower in terms of movement.



Armored cars

Armored cars are faster than tanks but most likely less armored. They do bring a punch versus infantry and can knock out bigger tanks by flanking them or attacking them from the rear.



Transports

Transport vehicles may carry a certain number of soldiers to the front fast. The crew, driver, and gunner (if needed) are staffed by transported soldiers and may dismount to engage the enemy.

Transported units firing

Tank riders: Tanks may carry infantry to the front. For the sacrifice of accuracy, tank riders may fire at enemy targets while being transported.

Passengers open small vehicles: For the sacrifice of accuracy, passengers may fire at enemy targets while being transported in small open vehicles.

Mounted cavalry and infantry: Infantry and cavalry may shoot from horseback. Cavalry will have to sacrifice less accuracy on shooting than mounted infantry.



Vehicle crews

Each vehicle has to be manned by a certain number of crew members. The number of crew members needed is shown in the corresponding lists and on the vehicle counters. Crews have to be of the same quality level. Much like with infantry following levels are available: conscript, regular, elite.

Crews are only effective inside of the vehicle. Suppose the number of crew members is reduced by over 50 percent due to heavy losses. In that case, the vehicle suffers penalties in its effectiveness and may only perform one action per turn. (See chapter Actions for further detail.)

Suppose the vehicle is destroyed and/or abandoned. In that case, all a vehicle crew can do, is enter another vehicle or try not to get shot by hiding behind cover. Vehicle crews move like infantry.

Placing vehicle crews and support crews on the board

A crew counter corresponding to the crew quality is placed on the vehicle/support weapon counter or beside the vehicle/support weapon. The number of alive members is tracked by using a D6 or number tokens.

This Panzer III E is manned by an experienced crew. Crew members pass morale tests with a +1. All weapons are fired with a bonus of +1, and the tank moves at +1 per D12 rolled.



Manning abandoned vehicles

All abandoned vehicles can be taken over by enemy infantry or enemy crews that had to leave their own vehicle. However, the crew will not be used to the new vehicle and suffer penalties for operating the newly acquired vehicle.

| Crew type | Penalty |
|--------------|------------------------|
| Vehicle crew | -1 attack, -1 movement |
| Infantry | -3 attack, -3 movement |

Of course, the “old” crew may reenter the vehicle in the next turn without suffering any penalties.

Planes

There are two types of planes in Assault Tactics: fighters and tactical bombers. Planes sweep the battlefield when attacking. They are placed off-board after having completed their task.

Fighters are armed with multiple machine guns. These planes may be used to attack/ intercept enemy aircraft, strafe infantry, support weapons, and soft skin vehicles. They also may try to suppress enemy armored vehicles.

Tactical bombers are equipped with machineguns and (multiple) bombs, which have a high explosive and armor-penetrating firepower value. They may be used to attack infantry, support weapons, soft-skin vehicles, and destroy enemy armored vehicles and buildings or fortifications. Tactical bombers may attack one target at a time when using bombs. They also may strafe the enemy like fighter planes do.



How to move units

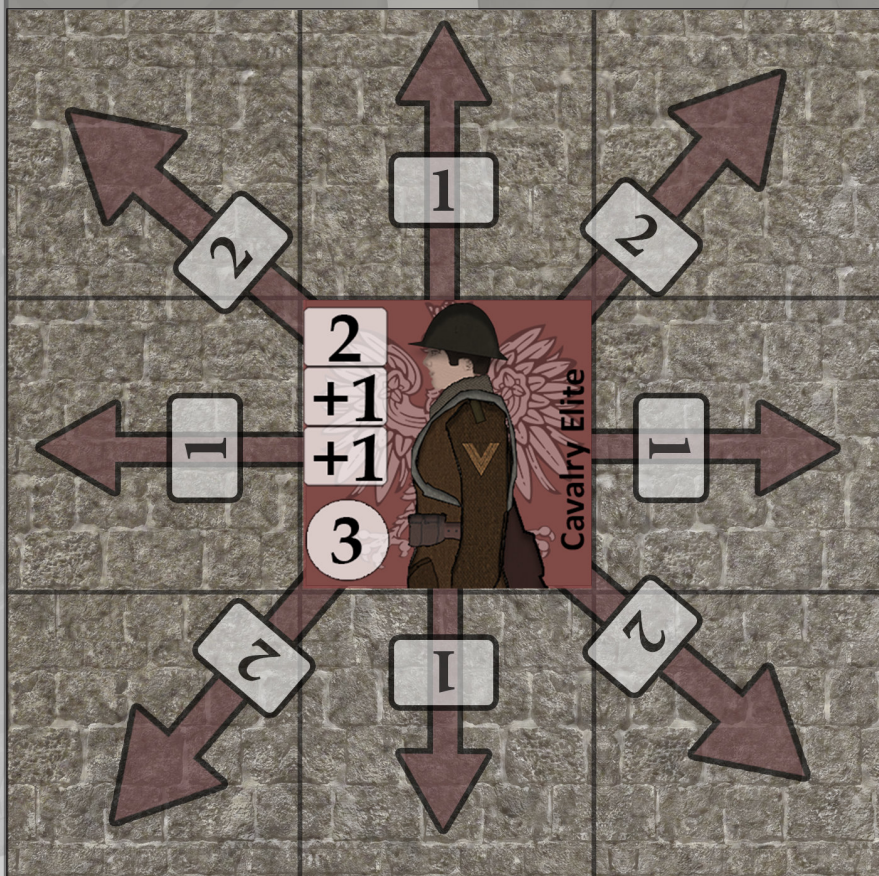
Units in Assault Tactics move in a variety of ways depending on the unit type. One move equals one action. While infantry and support weapons will always move the same (short) distance, vehicles have to roll for how far they will move.

There are four individual types of movement: by foot, tracked, wheeled, on horseback.

Movement is measured in squares for the boardgame and centimeters or inches for the tabletop variant. If you are playing the board game, keep in mind that moving diagonally means moving 2 squares.

The mobility of each unit is displayed on the unit counters or in the corresponding lists. Here is a quick look at how the different types of units move.

The following table gives a short summary of how all available types of units move.



| Type | Mobility/range | Special note |
|--|---|--|
| Infantry/dismounted cavalry | 2 squares 10 cm 4 in | May use two actions to move at the double. |
| Support weapons | 1 square 5 cm 2 in | No moving at the double. |
| Horses | 1D12 | May move at the double |
| Vehicles | 1D6 1 to 4 D12 | May move at the double |
| Planes | "Unlimited" | Stay off board, no move at the double |
| Vehicles towing support weapons | 50 percent of individual vehicle mobility/range | Keep realistic perspective: Towing vehicle has to match towed support weapon. |

Movement on different types of terrain

On the battlefield, your units will encounter different types of terrain. Depending on the individual type of movement (by foot, tracked, wheeled, on horseback), your units will gain bonuses or suffer penalties on their range of movement. For vehicles, penalties and bonuses always count per die rolled.

Some terrain types may not be entered by specific units or make them very slow. Planes do not move on terrain and enter the battlefield flying, so they are not part of the following table.

| | On foot | Wheeled | Tracked | Horse |
|--------------------------------|-----------------------------------|-----------------------------------|-------------------------------|-----------------------------------|
| Plains | No bonus/penalty | -1 square -5 cm -2 in | +1 square +5 cm +2 in | +1 square +5 cm +2 in |
| Woods | No bonus/penalty | Limit to 1 square 5 cm 2 in | May not enter | No bonus/penalty |
| Hills | -1 square -5 cm -2 in | -2 squares -10 cm -4 in | -3 squares -15 cm -6 in | -1 square -5 cm -2 in |
| Wheat fields | No bonus/penalty | -2 squares -10 cm -4 in | -1 square -5 cm -2 in | No bonus/penalty |
| Crops | No bonus/penalty | -2 squares -10 cm -4 in | -1 square -5 cm -2 in | -1 square -5 cm -2 in |
| Cobblestone/paved roads | +1 square +5 cm +2 in | +2 squares +10 cm +4 in | -1 square -5 cm -2 in | +1 square +5 cm +2 in |
| Dirt roads | +1 square, +5 cm +2 in | No bonus/penalty | +1 square +5 cm +2 in | +1 square +5 cm +2 in |
| Rivers | Limit to 1 square 5 cm 2 in | No bonus/penalty | No bonus/penalty | Limit to 1 square 5 cm 2 in |

Crossing obstacles

Sometimes, natural and artificial obstacles that have to be crossed during combat – may be a hedge or a stone wall. There are three different types of obstacles: low (waist high), medium (soldier height), high (more than a soldier height).

Soldiers cannot fire their weapon(s) while crossing an obstacle. To cross an obstacle, roll a D6. If the test is failed, the infantry unit is spent for the turn and may try again next turn. If the obstacle is crossed, the unit is also spent for the turn, but will be able to engage the enemy.

| Obstacle type | Needed roll |
|---------------|-------------|
| Small | 2,3,4,5,6 |
| Medium | 3,4,5,6 |
| High | 4,5,6 |



If you are playing the boardgame version, before the game starts, you will have to define how high the obstacles on the battlefield will be. Mark the obstacles with number tokens. 1 = low; 2 = medium; 3 = high.

Crossing rivers

Infantry and horses may cross rivers without using a bridge or any additional equipment like boats. If they do so, these units may only move at a limited range of 1 square, 5 cm, 2 in per turn.

Units crossing rivers will be an easy target for the enemy and will have a negative cover level of -2.

Tanks breaking through obstacles.

Tanks may break through wooden structures and obstacles like walls and hedges. The player has to roll a D12 to see if the attempt is successful. This is the only action the unit may perform in this turn.

| Obstacle type | Needed roll |
|---|----------------------|
| Fences, hedges, small obstacles | 4,5,6,7,8,9,10,11,12 |
| Breast high walls, small huts, medium obstacles | 6,7,8,9,10,11,12 |
| Wooden houses, tall obstacles | 8,9,10,11,12 |
| Stone buildings | 11,12 |

If the test fails, the unit is stuck and marked with a stuck token. The crew may try to free the vehicle once per turn. To do so, roll a D12. If the die shows 6 or lower, the vehicle is released and may move next turn.

| Roll | Effect | Consequence |
|----------------|-------------------------------|---|
| 1,2,3,4,5,6 | Vehicle still stuck. | Vehicle may not move for the turn. Crew may try to free vehicle next turn. |
| 7,8,9,10,11,12 | Crew manages to free vehicle. | Vehicle may move next turn. |

For this Durchbruchswagen, the attempt to break through was not successful. The vehicle is stuck and has to be freed by the crew. To release a vehicle, roll a D12. Anything higher than 6 frees the vehicle. May be attempted once per turn.



Take Cover!

Soldiers, support weapons, and vehicles may take cover in or behind natural or artificial structures. The possibility of a hit is minimized. Also, the feeling of being relatively secure from enemy fire comes along with a morale boost.

Hills and wooden structures, such as buildings and trees, also gun shield offers soft cover. Stone structures and sandbags offer hard cover. If shooting at a unit in cover, the enemy suffers a penalty on his attack roll. Different types of cover are marked with cover tokens.

| Type of cover | Penalty enemy attack roll | Morale bonus friendly units |
|----------------------|---------------------------|-----------------------------|
| soft | -1 | 1 |
| hard | -2 | 2 |
| super hard (bunkers) | -3 | 3 |



Cover tokens

- 1 = soft cover
- 2 = hard cover
- 3 = super hard cover

The numbers on the tokens equal the numbers that have to be subtracted from any attack roll. (See chapter combat)



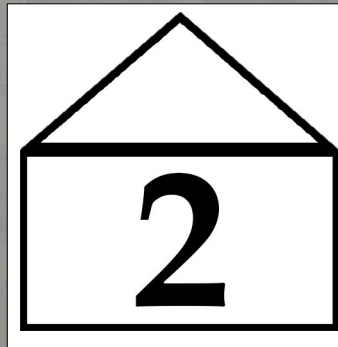
Infantry taking cover in buildings

Infantry units are the most likely to take cover in buildings. These units will be harder to spot by taking cover and less vulnerable to enemy fire. More likely to pass morale checks and more powerful in close combat situations.

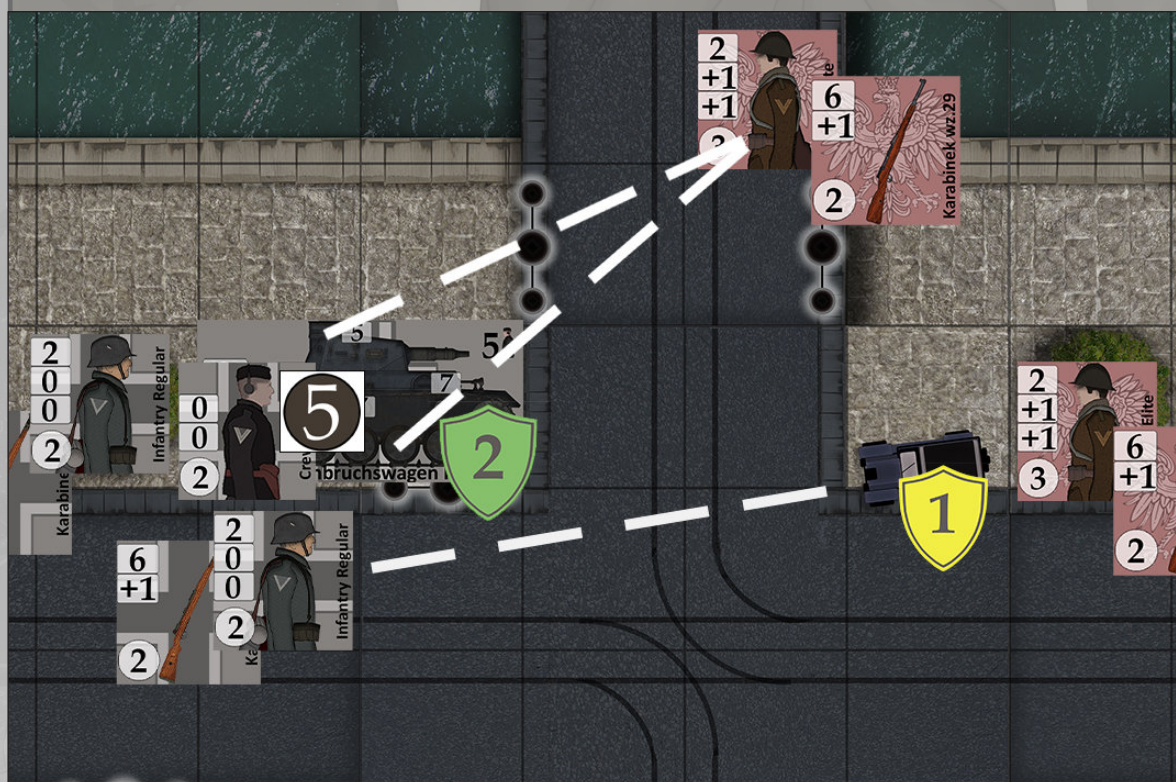
Also, if located at least on the 2nd floor, these units will receive an elevation bonus.

1 support weapon or 2 handheld weapons may fire per window. The sniper on the left will profit from being in hard cover and be able to fire at everything coming down the plain field.

In the board game variant, you may mark your 2D overlay with one or multiple dice to show the number of windows per floor. Mark the number of floors of each building with a corresponding floor token. The token on the right marks a building with two floors. For the board game variant, infantry will enter any higher floor right away and not have to spend an additional action to climb higher floors or bell towers.



Infantry and support weapons taking cover behind or next to vehicles

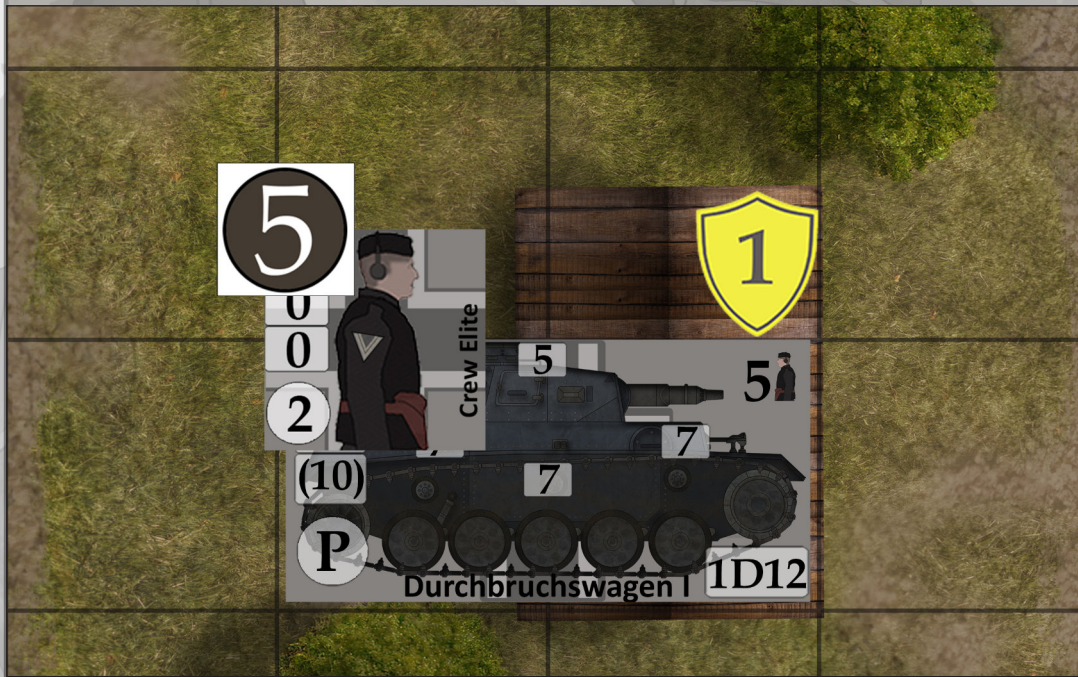


Infantry and support weapons may place themselves behind or next to vehicles.

Soft skin vehicles offer soft cover, while armored vehicles offer hard cover. Mark the vehicles with cover tokens.

Burning vehicles may not be used as cover. Wrecks may be used as cover.

Tanks taking cover in buildings



Tanks may try to take additional cover by trying to break into wooden and stone buildings.

Use the breakthrough check to determine if successful. If not successful, the unit is stuck. (See chapter tanks breaking through obstacles).

The Durchbruchswagen on the left has managed to take position in a wooden building and will receive an additional +1 on front and side armor on the parts that are covered by the building.

How to hide infantry units and officers

The closer the enemy gets, the easier his units can be hit. Infantry and ranking officers may hide behind cover, in woods or houses. To do so, they have to spend one action to hide. They are then marked with a hide token.

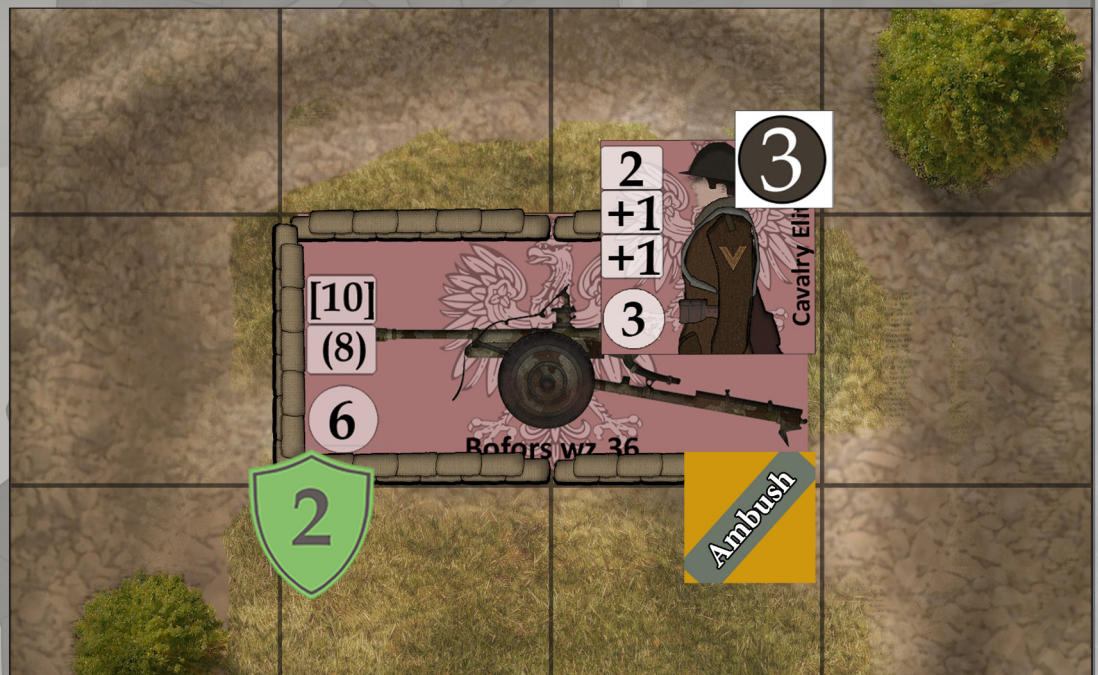
Infantry hiding in buildings, woods, behind trees, sandbags, on a hill, or in wheat fields cannot shoot or be shot at. These units may use an action to "unhide" and another one to shoot.

Note: Snipers may ignore hide tokens and spot hiding units.

Ambush

AT and AA guns may hide behind or in adequate structures and try to ambush enemy units. If in ambush mode, these units may only be revealed and attacked from super close range and will have the opportunity to strike first.

Units in ambush mode are marked with an ambush token. The AT gun on the picture in the right is in ambush mode. The gun is placed in sandbag emplacement located on a hill. These two factors each guarantee soft cover.



As a consequence, the double soft is upgraded to hard cover ($1+1=2$). After having revealed themselves or having been spotted by enemies in super close range, AT and AA guns may not go on ambush mode again.

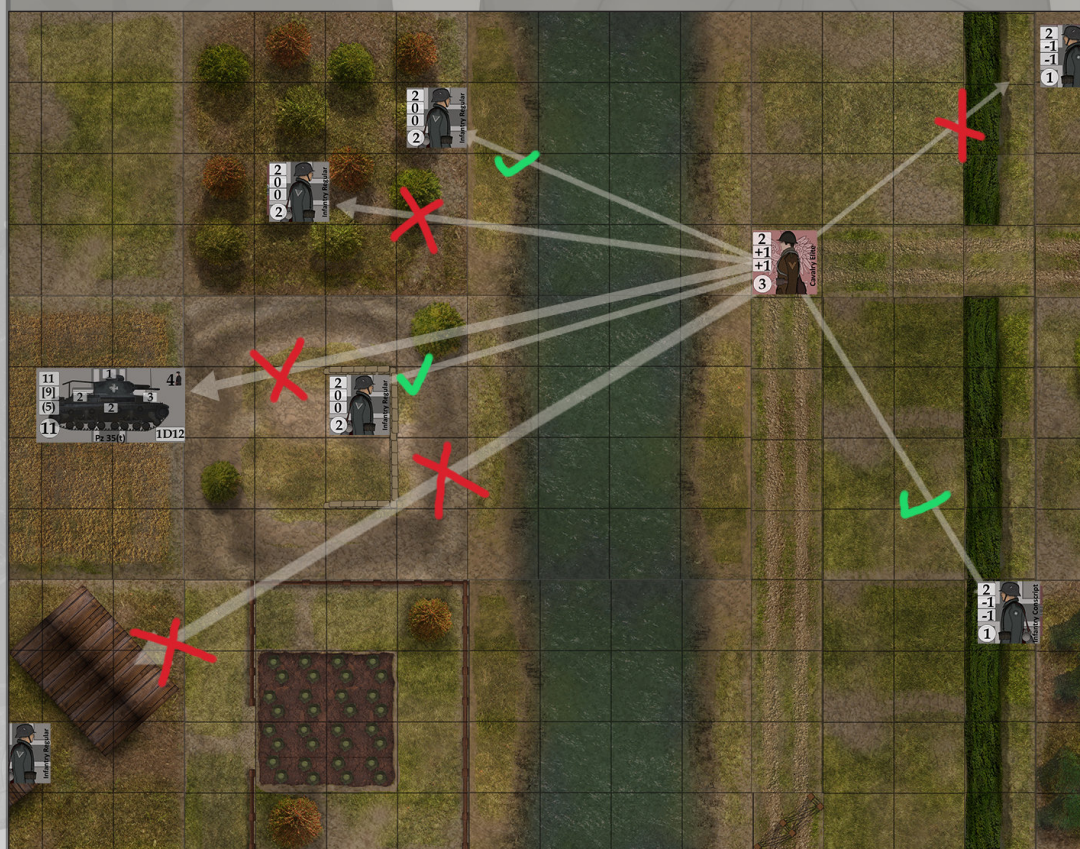
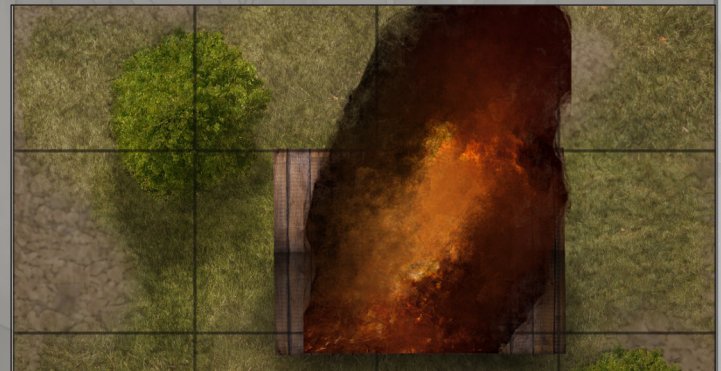
Flammable structures / incendiary rolls

Flammable structures may catch fire. If shot at by HE, roll a D12 to see if the structure catches fire. All units hiding in or behind burning structures have to bail and/or pull back at least 1 square, 5 cm, 2 in. The following list summarizes all obvious incendiary rolls.

| Type of structure | Roll needed to catch fire |
|----------------------------------|--|
| Single trees, crates and barrels | 6,7,8,9,10,11,12 |
| Wooden houses | 9,10,11,12 |
| Stone houses and woods | 11,12 |
| <u>Special: Flamethrowers</u> | Structure always catches fire after being shot at. |

Needless to say that solid stone structures, like fountains or stone bridges, will not catch fire, even when shot at by flamethrowers.

If the structure is burning, one or more fire markers have to be placed on burning objects (see picture on the right). But in the end, it is up to the players to decide, which structures will catch fire.



Line of Sight

Units equipped with low arching weapons can only fire if the line of sight is clear.

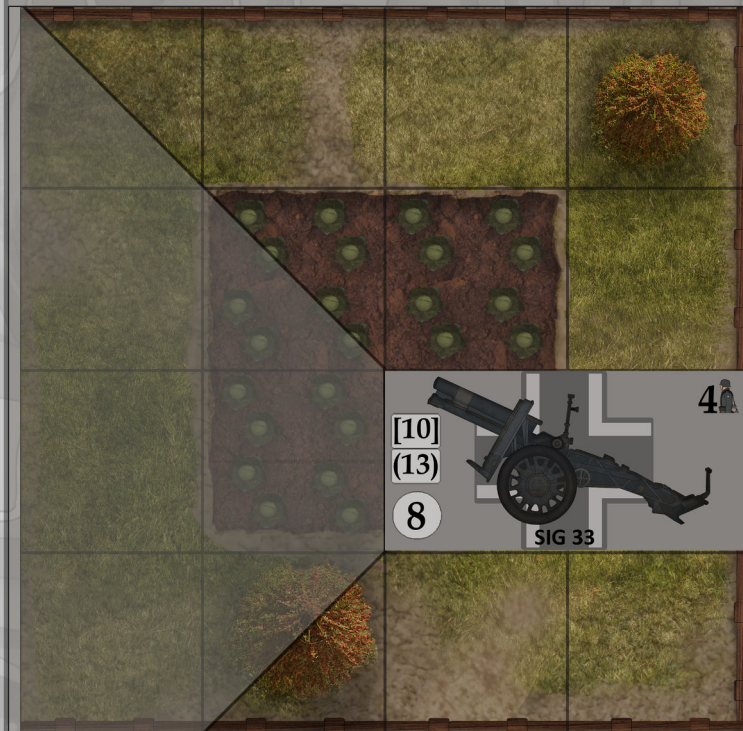
Buildings, woods, hills, walls and hedges, bigger vehicles like tanks and armored cars block the line of sight.

Also, units that are more than one square, 5 cm, 2 in deep into the woods or one square, 5 cm, 2 in behind hedges, cannot be seen.

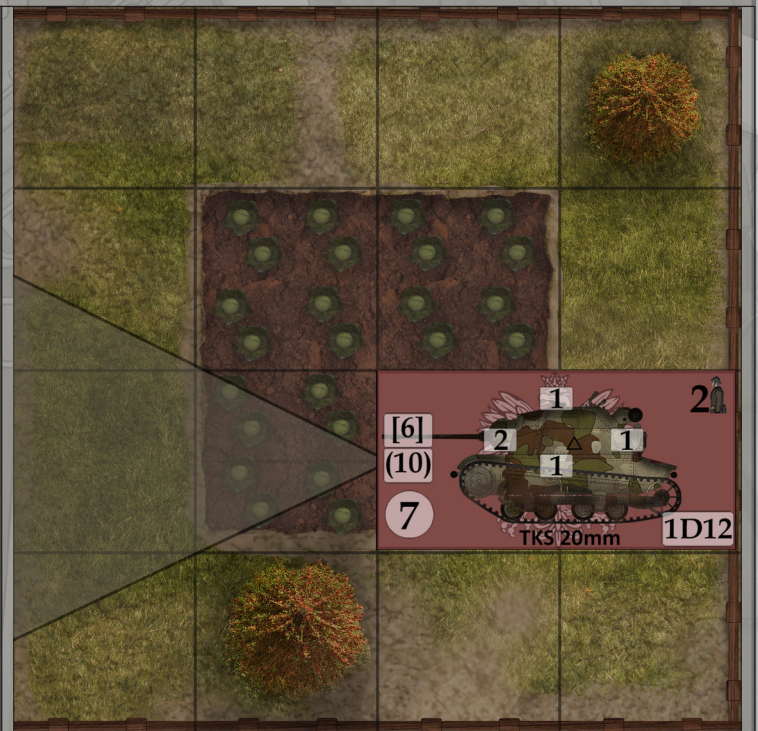


Only planes and artillery may fire at units that are not in direct line of sight of friendly units. For artillery minimum ranges have to be respected. (See chapter combat)

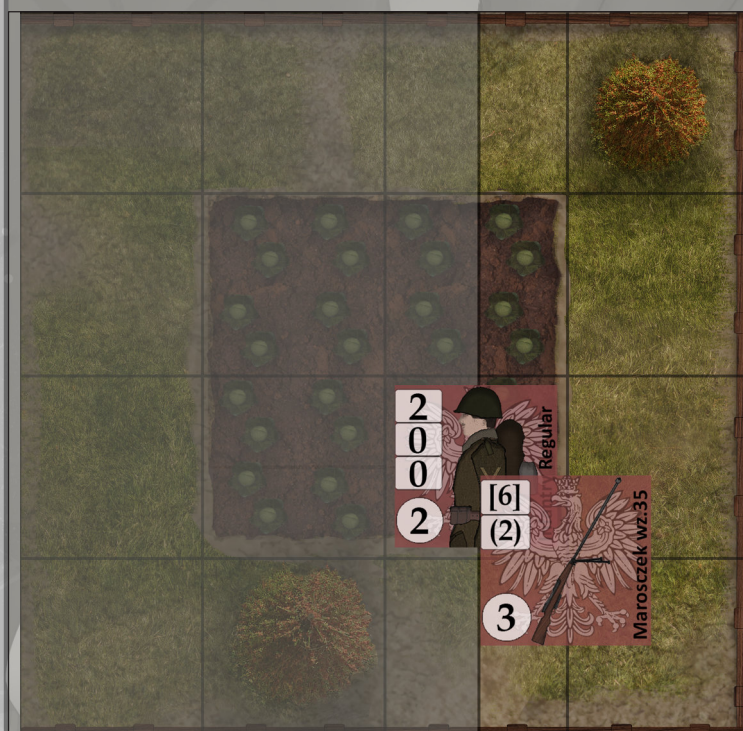
Arc of fire, Angles, and Facing



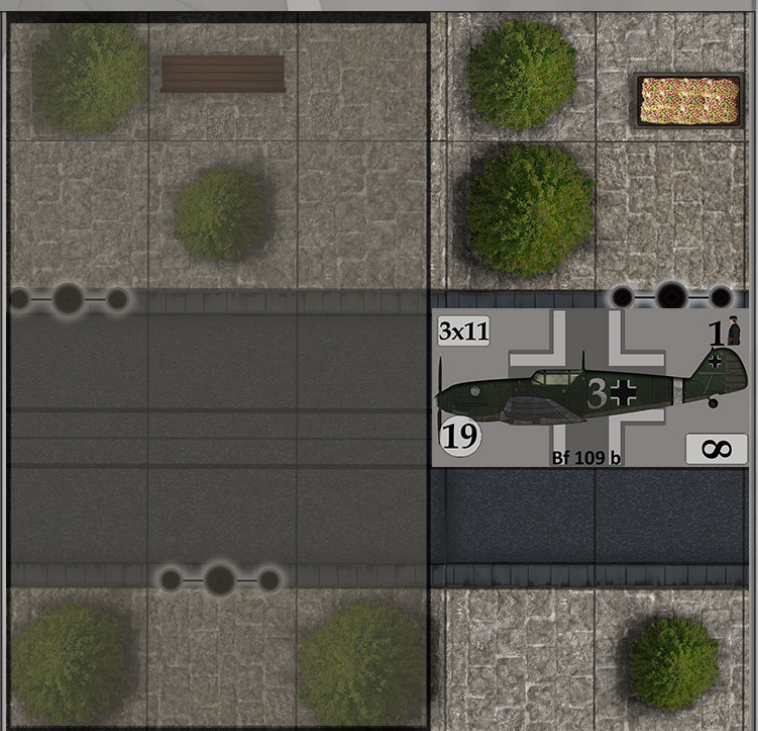
(Armored) vehicles with turrets and support weapons have a firing arc of 90 degrees.



(Armored) vehicles without a turret may only fire at an angle of 60 degrees without pivoting.



Infantry can fire at 180 degrees without having to pivot.



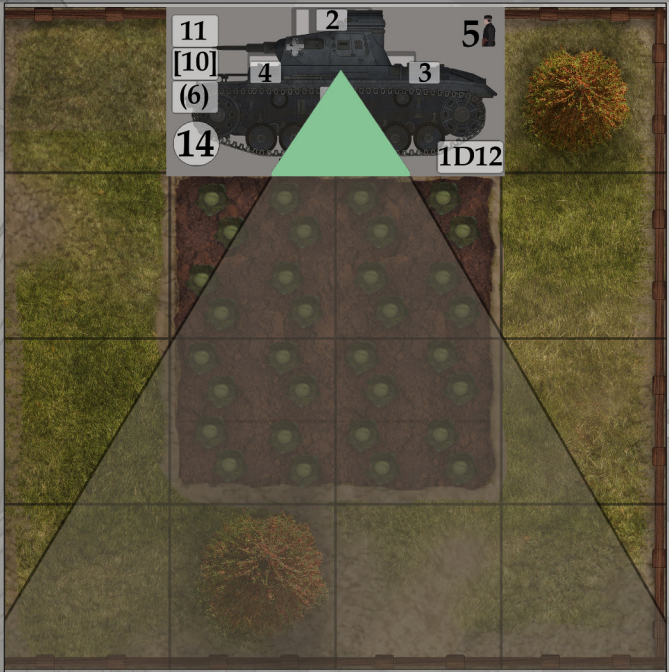
Fighter planes and tactical bombers may strafe units in a 5 square, 25 cm, 11 in wide corridor.

If units do not meet the angle, they have to use one action and pivot or turn their turret.

Tanks clearly do not want to offer the enemy a shot at their side armor and may rotate their turret with one action.

In the board game version, the rotation is shown by the corresponding token placed on the unit. The token is placed in the middle of the turret.

As far as facing goes: your unit is always facing the way the unit is looking or where the unit's front is pointing.



Range matters!

Because of scale, most of the weapons in this game do not have limitations on maximum range. A Karabiner 98, for example, had an effective range of 500 meters, while regular games in Assault Tactics rarely exceed 200 meters of distance. However, artillery pieces do have a minimum range of 10 squares, 50 cm, 20 in, because in most cases they were designed for ranged combat only.

In Assault Tactics the closer your troops advance to the enemy positions, the easier it will be for them to hit enemy soldiers and vehicles. There are three range bands in Assault Tactics. The closest two offer bonuses for attacking units.

General range bands with bonuses for all weapons except grenades, SMGs, LMGs, MMGs and HMGs:



| Range band | Range | Attack bonus |
|-------------|---|--------------|
| Super Close | Below 15 squares 75 cm 30 in | +8 |
| Close | Below 20 squares 100 cm, 40 in | +5 |
| Regular | Over 20 squares 100 cm 40 in | 0 |

Units on elevated positions like upper building floors (starting from the 2nd floor), bell towers, or high hills receive an additional range bonus. If attacking from an elevated position, units downgrade the enemy cover from hard to soft or soft to open. This is only the case if the enemy is hiding behind hedges, sandbags, walls, and other types of open-top cover. (See table on page 29)

| Range band elevated | Range | Attack bonus |
|---------------------|---|--------------|
| Super Close | Below 20 squares 100 cm, 40 in | +8 |
| Close | Below 25 squares 125 cm 50 in | +5 |
| Regular | Over 25 squares 125 cm 50 in | 0 |

For SMGs, LMGs, MMGs, and HMGs, the range bands and connected bonuses work the opposite way. These weapons tend to lose accuracy on longer ranges and scatter bullets.

| Range band | Range | Firepower modifier |
|-------------|---|--------------------|
| Super Close | Below 15 squares 75 cm 30 in | 100 % |
| Close | Below 20 squares 100 cm, 40 in | 75 % |
| Regular | Over 25 squares 125 cm 50 in | 50 % |

How to resolve combat

Combat is always resolved in multiple steps.

1. Calculate range band
2. Spot roll
3. Aim/accuracy roll
4. Drift roll (if needed)
5. Calculate attack roll (add/subtract range and level bonus)
6. Perform attack roll
7. Calculate collateral damage and blast radius (if needed)
8. Perform effect roll
9. Place effect markers
10. Adjust Kill Count (if required)
11. Perform morale check
12. Place effect markers
13. Adjust Kill Count (if required)

Effects of hits and morale checks are symbolized by the corresponding tokens the player will place next to the unit. Some of the tokens have a permanent character, while some of them only last for a turn. (See Appendix tokens)

Here is a summary of the dice you need to roll during attacks.

| | |
|--|------|
| Spot roll (if not in super close range) | D6 |
| Accuracy/aim roll (only artillery and grenades) | D20 |
| Drift roll | 2D12 |
| Attack roll (must match or be below indicated attack value) | D20 |
| Effect roll | D12 |
| Morale check (must match or be below force morale rating) | D12 |

How to spot the enemy

Enemy units hiding behind cover that is not in the super close range have to be spotted by the attacker. (See chapter range matters) The smaller and more concealed the target, the harder it is to spot. (See table for details.)

The spot roll is part of the attack action. If the attacker fails to spot the enemy, the attack is broken up, and one action is spent. A successful spot plus firing at the target is also worth one action.



| Type of cover | Roll to spot infantry | Roll to spot vehicles and support weapons |
|---------------|---------------------------------|---|
| soft | 3,4,5,6 (2,3,4,5,6 for snipers) | 2,3,4,5,6 (automatic spot for snipers) |
| hard | 4,5,6 (3,4,5,6 for snipers) | 3,4,5,6 (2,3,4,5,6 for snipers) |



Attack roll

The attack roll simply determines if the enemy unit is hit and, in some cases, how many units are hit. The number of the attack roll has to be below the number of the attack value shown on the weapon counter. Penalties and bonuses are subtracted or added to the needed number.

| Bonuses | Penalties |
|--------------------------------|--|
| +1 elite status | -1 conscript status |
| +2 officer nearby | -1 target in soft cover |
| +5 target in close range | -1 attacker frightened |
| +8 target in super close range | -1 attacker firing from horseback (cavalry) |
| | -2 target in hard cover |
| | -2 attacker injured |
| | -2 attacker firing from horseback (infantry) |
| | -2 attacker firing from open top vehicle |
| | -3 target in bunker |
| | -5 target covered by smoke |

Effect roll

The effect roll determines the severity of a hit on any unit. The effect is determined by rolling a D12. Each effect changes the condition of a unit and may have consequences on fighting and passing morale checks. Effects are symbolized by effect tokens. (See Appendix tokens)

Effect of hits on infantry, vehicle crews and support weapon crews

| Roll | Effect | Consequence |
|------------|---------------------------|---|
| 1,2,3,4 | Kill | <ul style="list-style-type: none"> Remove counter / figure from the board Adjust Kill Count |
| 5,6,7,8 | Hit the dirt (Suppressed) | <ul style="list-style-type: none"> Place Suppressed token besides miniature/counter No action next turn. Three suppressed tokens lead to death |
| 9,10,11,12 | Injured | <ul style="list-style-type: none"> Place injured token besides miniature/counter The unit suffers a permanent -1 on attack and -2 on morale Two injury tokens lead to death |

Example: calculating the attack roll and performing the effect roll

An elite German soldier has climbed the bell tower of a church. He is equipped with a K98 Scharfschützengewehr - a sniper rifle.

The target, a Polish ranking infantry officer, is located in a close range stone building. The sniper has to spot the enemy officer first. The attacking player rolls a D6 and scores a "5". The target is successfully spotted.

The sniper rifle counter shows the firepower of 14 vs non-armored units. Additionally, the elite status of the soldier will provide a +1 on every attack roll. Also, the target is in close range - that's another +5 on the attack roll. After adding all the bonuses, that makes a total of 20 for the attack roll. However, a stone building provides hard cover. That means a -2 is needed on the attack roll total. The attacker needs to score 18 on his attack roll.

On his roll the attacker scores a 15. The enemy ranking officer is hit. Now, the defender rolls a D12 for effect: 3 – the ranking officer is killed. His Action Point value is lost permanently. The German kill count climbs 10 points. The Polish forces also lose 6 actions for all upcoming turns because their command structure has been decisively weakened.



Summary effects small caliber hits on transports/softskins

| Roll | Effect | Consequence |
|-------|--|---|
| 1,2,3 | <ul style="list-style-type: none"> Vehicle stops and unloads cargo | <ul style="list-style-type: none"> Defender chooses the location to unload. Unload all passengers in a 1 square/ 5 cm / 2 in radius. Vehicle may be used again next turn. |
| 4,5,6 | <ul style="list-style-type: none"> Vehicle breaks down and unloads all cargo. in a 5 cm radius. | <ul style="list-style-type: none"> The attacker chooses the location the passengers unload to. Unload all passengers in a 1 square/ 5 cm / 2 in radius. Check morale of unloaded passengers. The vehicle cannot be used for the remainder of the game except for cover. |

| | | |
|----------|---|---|
| | | <ul style="list-style-type: none"> Mark the vehicle with a wreck token. Adjust Kill Count |
| 7,8,9 | <ul style="list-style-type: none"> The shell whizzes by the vehicle The driver is alerted | <ul style="list-style-type: none"> The vehicle continues driving at double speed. The player the unit belongs to has to roll immediately for a double move. Unit may be activated next turn. |
| 10,11,12 | <ul style="list-style-type: none"> Passenger(s) hit. | <ul style="list-style-type: none"> Roll a D12 for the effect on the soldier (see hits on infantry and crews) If attacked by SMG, LMG or HMG, roll a D6 to see how many passengers are hit by the salvo. Check for effects and morale (if needed) |

Summary small calibers vs. abandoned softskin vehicles

| Roll | Effect | Consequence |
|-----------------|---|---|
| 1,2,3,4,5,6,7,8 | <ul style="list-style-type: none"> No effect | <ul style="list-style-type: none"> No consequence |
| 9,10,11,12 | <ul style="list-style-type: none"> Vehicle breaks down | <ul style="list-style-type: none"> The vehicle cannot be used for the remainder of the game except for cover. Mark the vehicle with a wreck token. Adjust Kill Count |

Example small calibers vs soft skin vehicles

A Polish cavalry regular infantryman equipped with a prototype Mors 39 SMG spots a Kübelwagen transporting three German conscripts. The cavalryman opens fire on the soft skin vehicle.

The attacker rolls a D12 to see if the vehicle is hit. He scores a 4 and has hit the target. Then a roll by the defender for effect follows. He rolls a 12 - passengers hit.

Since the attacker used an SMG, another roll of D6 is needed to determine how many passengers have been hit. The attacker scores a 4, all passengers are hit. The defender rolls 3 D12 for effect: 10 (injured), 12 (injured), 2 (kill).

The killed soldier is placed on the Kill Count. The soldiers still alive have to pass a morale check at -2 due to being injured. Both of them fail the check and surrender. They are placed on the Kill Count too. The vehicle is abandoned.