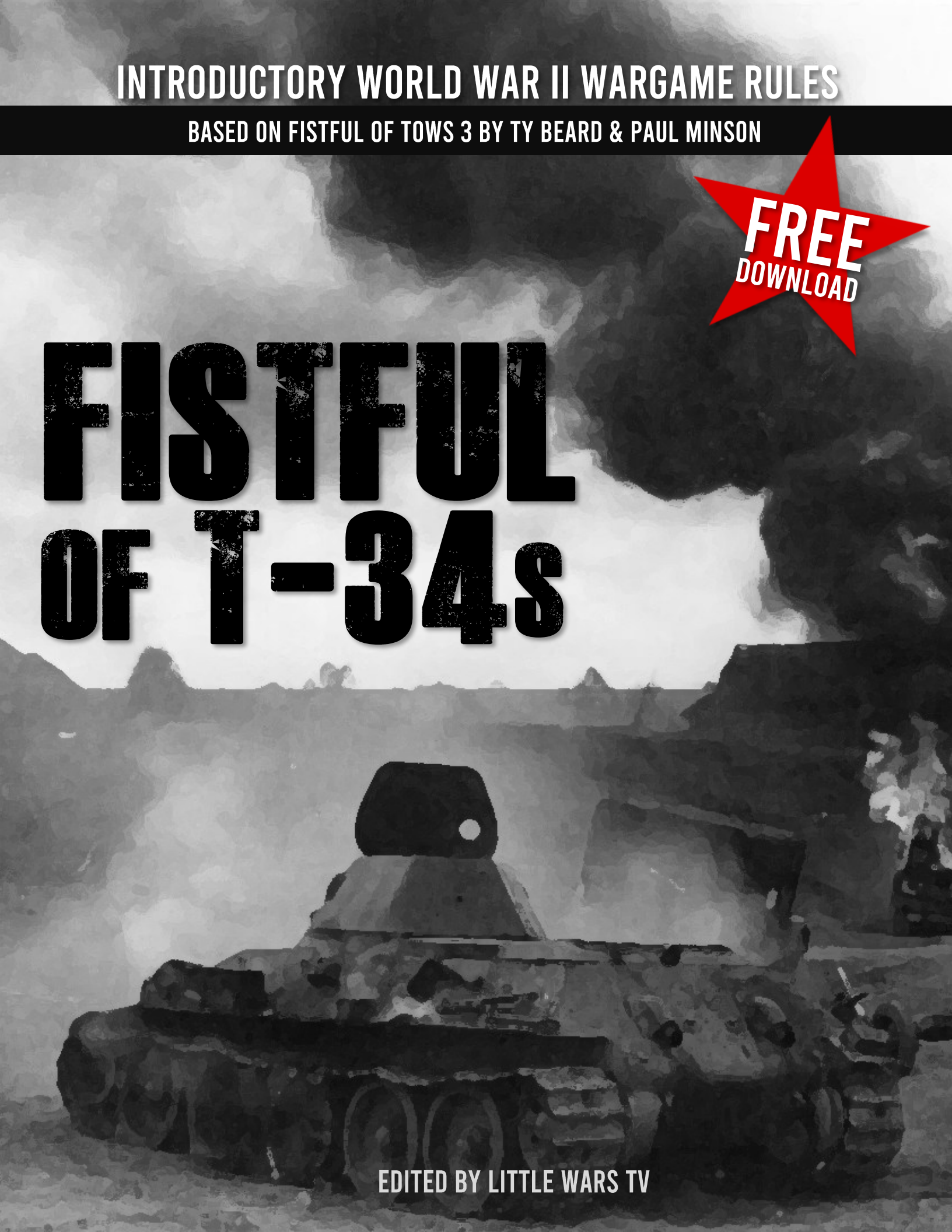
INTRODUCTORY WORLD WAR II WARGAME RULES

BASED ON FISTFUL OF TOWS 3 BY TY BEARD & PAUL MINSON

FREE DOWNLOAD

FISTFUL OF T-34s



EDITED BY LITTLE WARS TV

FISTFUL OF T-34s

BASED ON FISTFUL OF TOWS 3 BY TY BEARD & PAUL MINSON

INTRODUCTION

This is a free, introductory version of Ty Beard & Paul Minson's **Fistful of TOWS 3**. On the official FFT3 website, they offer a free World War 2 version of the game, stripped down to focus on the core mechanics. We here at Little Wars TV have playfully titled this PDF **Fistful of T-34s**, as it incorporates the same elements of the free game, along with select snippets of the quick reference sheet available on the official site. We've condensed the QRS to one page for ease of play.

Everything you'll find in **Fistful of T-34s** is already available online for free, but we received Ty & Paul's blessing to punch up the graphic design. Our club has long enjoyed the original game, and we hope this preview encourages you to check out the full rule book, available print-on-demand from Lulu. We have no affiliation with the game or its authors—just consider us big fans! Their introductory version is not a replacement for the full game but does give you the feel.

CONTENTS

Introduction..... 1
Game Basics..... 1
Turn Sequence..... 1
Artillery..... 2
Movement..... 2
Firing..... 3
Quality Checks..... 4
Quick Reference..... 5
Data Sheets..... 6

GAME BASICS

Fistful of TOWS 3 is a miniature tabletop game where a turn represents about 15 minutes and 1" represents about 100 meters. A stand of miniatures is a platoon of infantry or vehicles. A group of stands operating together—typically a company or Soviet battalion—form a unit and must maintain a Cohesion distance or incur penalties. Orders of battle in the scenarios reflect the historical organization of your available forces. In a typical game, a player could command a regiment or even a division.

The game can be played with any scale miniatures on round, square, or rectangular bases. Suggested basing is 1" square per stand or 2"x1" rectangles if you like packing more models for visual appeal! The number of models on each base does not impact the game. Gameplay requires only a few six-sided dice (d6s), tape measures, and a variety of colored tokens or markers to indicate statuses such as Suppressed, Overwatch, etc.

GET THE GAME

The official game website **www.fft3.com** includes links to purchase the PDF or printed book, as well as other downloads.

TURN SEQUENCE

One side is considered the Attacker and the other the Defender.

1. Attacker Artillery: Place artillery templates & resolve barrages
2. Attacker Movement: Attacker moves & Defender Overwatch
3. Attacker Fire: Attacker's stands fire if eligible
4. Quality Checks: Resolve all QCs from Fire and Formation Integrity
5. Switch Initiative: Defender now conducts phases 1-4

ARTILLERY

The artillery rules in the free introductory game are streamlined from the original rules. Each artillery stand in your order of battle generates a 2” template that may be placed anywhere if a friendly stand can trace a clear line of sight. Stands must “call” for artillery fire, rolling a 4+ to place a template. A 3 or less is no effect. Artillery, whether on or off table, must roll for availability. If successfully called, roll 1d6 for every stand wholly or partially under the 2” template.

1 - 3	No effect.
4 - 5	Unarmored stands in the open are Suppressed and make an immediate Quality Check. Unarmored stands in cover or any armored stands are Suppressed.
6	Unarmored stands in the open are destroyed. Unarmored stands in cover or any armored stands are Suppressed and make an immediate Quality Check.

A stand only takes a maximum of one Quality Check from artillery fire per turn. Artillery templates remain until the Attacker’s next artillery phase. Any stand that touches the template during movement resolves an immediate attack as above.

SUPPRESSION. A stand Suppressed by enemy artillery should be marked with a colored token and remains Suppressed until the start of the enemy’s next artillery phase. Suppressed stands move with a -2” penalty and fire with a -1 modifier.

MORTARS

On-table mortars are always available without making a roll. But instead of placing a 2” template, they affect one enemy stand. Roll for effect like artillery.

SMOKE

Instead of rolling to hit stands under a template, place smoke that blocks line of sight until your next Artillery phase.

MOVEMENT

Each stand has a movement distance expressed in inches. Movement can be taken in any direction. Stands may move up to half their movement and still fire during their Fire phase. Stands may move their full movement but cannot fire. Mechanized units may double movement speed on a road. Your stands cannot move within 1” of an enemy stand. The full FFT3 rules do include close combat, but this introduction omits the concept entirely.

TERRAIN. There are many terrain types in FFT3, but only two in this version—open and difficult. Open terrain has no effect on movement or fire. Difficult terrain (forests, towns, rough ground) halves all movement rates for non-infantry stands. Difficult terrain offers cover from fire. Difficult terrain blocks line of sight unless a stand is positioned on the edge of the terrain feature.

COHESION. A stand is in proper Cohesion if it begins and ends its movement within Cohesion Distance of at least one other stand in its unit. This distance varies depending on the unit Quality (see QRS). A stand outside of Cohesion suffers a -1 to any Quality Check. If it moves, it must attempt to rejoin its unit. Stands can be moved out of Cohesion voluntarily, but remember, it must try to move back into Cohesion if it moves again in a future turn!

CARRYING INFANTRY. Each truck, halftrack, or tank can carry 1 infantry stand. To embark, the vehicle and infantry must be next to each other (or move next to each other) and both stands expend 2” of movement. To disembark, the vehicle and infantry must both spend 2” of movement. Use the same mechanic to limber and unlimber towed guns. If a truck is destroyed, any infantry or towed weapons it carries are also eliminated. If a halftrack or tank is destroyed, its infantry stand survives if they pass an immediate Quality Check.

FRICTION

The terrain rules in FFT3 introduce some great tactical concepts. As an option here, we suggest you consider a simplified one: “Fair” quality stands must take a Quality Check to exit cover. If failed, they refuse to move out!

OVERWATCH

Overwatch is an important tactical concept in FFT3, allowing a defender to interrupt a moving enemy. Stands must be marked with an Overwatch token or marker to indicate if they are eligible. To gain Overwatch status, a stand must choose to forego any movement and withhold its fire during its own turn. These stands are then marked with an Overwatch token.

During the enemy Movement phase, any of your stands may expend their Overwatch tokens to conduct an immediate round of fire using the standard Fire procedure. Overwatch fire is resolved before the moving enemy conducts Fire.

FIRE PHASE

During the Fire phase, the attacking player may fire with any stands that did not move more than half of the movement allowance. Fire can occur at Short, Effective, or Long range. Weapon ranges appear on the data sheet at the end of this PDF. There are two types of Fire in the game—Anti-Vehicle and Anti-Infantry.

ANTI-VEHICLE ATTACKS. All fire against a stand must be declared before any rolls are made. There must be a clear line of sight, and the target must be within range. Fire through friendly stands is not permitted. Roll to hit by rolling a number of d6s equal to the stand's rate of fire (ROF). Each die with a result of 4+ is a hit (including cumulative modifiers). Regardless of modifiers, a roll of 1 always fails and a roll of 6 always hits.

+x	Quality "Hit" modifier, if applicable
+1	Short range
-1	Long Range
-1	Firer is Suppressed or Overwatch

If the target is hit but in Difficult terrain, roll 1d6 for each hit. On a result of 5+ the hit is avoided.

ARMOR. Tanks and halftracks have a front and rear armor rating. The front is defined as a vehicle's forward 120 degree arc. The rear is the remaining 240 degrees. To qualify for a rear shot, the firing stand must be completely within the target's rear arc.

After rolling for hits, vehicles must then roll for effect to determine damage. Is it a brew up or just a deflection? Let's find out! For each hit against a vehicle, compare the Armor of the target to the Penetration rating of the firer. Roll a number of d6 equal to the Penetration less the Armor. If the two are equal, roll 1 die. If Penetration is less than Armor, roll 1 die and apply the difference between the Penetration and Armor as a negative modifier.

Attacks at Short range (does not apply to infantry) add +2 Penetration and attacks at Long range suffer -2 Penetration.

Each result of 6 automatically destroys the vehicle. A result of 4-5 forces a Quality Check, and any result of 3 or less has no effect on the target.

SPOTTING

Spotting and visibility are key concepts in the full version of the rules. As an optional rule here, we recommend stationary stands in cover who have not yet fired may remain "hidden" until the enemy comes within 4". Stands more than 2" inside a terrain feature are not visible unless an enemy stand is also within the feature.

THE RULE OF 1s AND 6s

Regardless of modifiers, a natural roll of 1 always fails and a natural 6 always succeeds. This applies to both firing and Quality Checks!

EXAMPLE

A German Pz.IV scores two hits on a Soviet T-34 at Effective range. The Pz.IV Penetration is 8, against T-34 Armor of 6.

The difference between the Penetration and Armor is "2," which means each German hit gets to roll two d6s for effect. Any result of 6 is a kill!

ANTI-INFANTRY ATTACKS. This procedure is heavily streamlined from the FFT3 original game rules. Anti-infantry attacks are conducted with the same procedure used against vehicles—declare all targets before rolling, establish line of sight and range, and roll a number of d6s equal to the ROF of the firing stand(s).

The same Fire modifiers apply to anti-infantry fire, and results of 4+ are also a hit. Terrain saves of 5+ still apply. Many weapon types have a positive or negative "AI" or Anti-Infantry modifier. This modifies any die roll when firing at infantry.

Unlike vehicle attacks, infantry do not have an Armor rating. Each hit against infantry is marked for a future Quality Check. A result of "6" against infantry is only a Quality Check, not an instant kill. There are no instant kills against infantry!

QUALITY CHECKS

One of the most important concepts in FFT3 is the "quality" of your units. At the end of each player's half of the turn, stands marked with Quality Checks as a result of Fire must roll to see if they remain in the fight or quit the battle. A stand will only ever make one test from Fire per turn, regardless of how many markers are on the stand. The procedure is different for armored vs. unarmored stands.

UNARMORED. Infantry and soft skin vehicles take one Quality Check roll, which is modified by the total number of excess hits suffered. For example, an infantry stand with 3 hits suffered in a turn will take a single Quality Check for the first hit with a -2 die roll penalty for the 2 excess hits.

ARMORED. Armored vehicles like tanks and halftracks also make one roll but suffer no penalties regardless of how many Quality Check markers were inflicted. This makes your armored units more durable!

Roll 1d6. If the roll is less than the stand's Quality rating (see QRS), that stand is removed. They are not necessarily KIA, but rather, they are considered withdrawn due to demoralization, fatigue, damage, etc. If the roll is equal or greater than the stand's Quality, remove all markers and suffer no effect.

FORMATION INTEGRITY. During the Quality Check Phase, both sides check to see if any formations have lost more than 2/3 of their stands. A formation is comprised by multiple stands. One roll is made for the entire formation, unmodified. If the roll is less than their Quality, all surviving stands are removed. These men have withdrawn from the battle! This test must be made at the end of each subsequent turn if the formation suffers any additional stand loss above the 2/3 threshold.

RATINGS

The main rules include seven levels of quality, while Ty Beard's free introductory set includes just two. Our version here splits the difference, using the free online game QRS to establish three quality ratings:

FAIR
GOOD
EXCELLENT

Good and Excellent units also enjoy hit and rate of fire bonuses. Refer to the QRS for quality effects.

FISTFUL OF T-34S

QUICK REFERENCE

TURN SEQUENCE

1. Attacker Artillery: Place artillery templates & resolve barrages
2. Attacker Movement: Attacker moves & Defender Overwatch
3. Attacker Fire: Attacker's stands Fire if eligible
4. Quality Checks: Resolve all QCs from Fire and for Formation Integrity
5. Switch Initiative: Defender now conducts phases 1-4

1. ARTILLERY PHASE

-Any stand with LOS to the target may roll to call artillery on a d6 result of 4+
-Each available artillery places a 2" template. Roll for effect against targets
-Mortars are always "available" but only hit one enemy stand, not a 2" template

Unarmored Target in the Open: 6 = Killed, 4-5 = QC & Suppression
Armored / Unarmored in Cover: 6 = QC & Suppression , 4-5 = Suppression

-Artillery templates remain until the Attacker's next artillery phase. Any stand that touches the template during movement takes an attack as above

AVAILABLE = 4+

+1 Excellent Quality

SUPPRESSION

-2" Movement
-1 Firing

2. MOVEMENT PHASE

-Stands may move up to half and still fire
-Difficult terrain halves all non-infantry movement and blocks LOS
-Roads double mechanized movement
-Stands cannot come within 1" of the enemy
-Units must attempt to maintain Cohesion or suffer -1 to Quality Checks
-Embarking/disembarking infantry and guns costs 2" for them and the transport

3. FIRE PHASE

-Declare all fire against a target before rolling
-Roll # of dice equal to weapon ROF; check for terrain saves (5+ in cover)
-Gun Penetration +2 for Short range; -2 for Long range
-If target is Armored, compare gun Pen. to Armor and roll d6 equal to difference
-For Armor results: 6 = Kill, 4-5 = Quality Check (max 1), 1-3 = No Effect

TO HIT = 4+

+1 Good/Ex. Quality
+1 Short range
-1 Long range
-1 Firer Suppressed
-1 Firer on Overwatch

4. QUALITY CHECK PHASE

-Stands with QC markers roll to test. Roll 1d6 equal or greater than Quality rating to remove markers (-1 per excess marker if Unarmored); otherwise remove the stand if failed
-Formations with 2/3 losses must make a test for the entire formation (applies every turn a new stand is lost)

QUALITY

Rating	Quality	Cohesion Distance	Hit Mod.	ROF Bonus
Fair	5+	2"	0	0
Good	4+	4"	+1	0
Excellent	3+	6"	+1	+1

UNIT DATA SHEETS

Below are the unit types required to play the free Little Wars TV Winter Storm campaign. It's enough to get you started, but eventually you'll want a copy of the Fistful of TOWS 3 book to get more nations & equipment. The official rules include hundreds of tanks, guns, and unit types spanning every theater of WW2 and beyond! The rules also include a points-based system for balancing scenarios. Visit **www.fft3.com** for more!

GERMAN ARMY GROUP DON EQUIPMENT

		Movement	*Armor*	*Penetration*	*ROF*	*Range*	*Anti-Inf.*
Panzergrenadiers	Infantry	4”	-	4 (1”)	3	2/4/6”	+1
HMG	Infantry	4”	-	-	3	3/6/9”	+1
81mm mortar	Mortar	2”	-	-	1	24”	-
7.5cm Pak40	AT Gun	-	-	7	3	5/10/15”	-1
Light Truck	Truck	6”	-	-	-	-	-
SdKfz 251	Halftrack	7”	0 - 0	-	1	3/6/9”	-1
Marder II	Tank Des.	6”	3 - 0	7	3	5/10/15”	-1
StuGIII	Tank Des.	6”	5 - 3	7	3	5/10/15”	-1
Pz.IIF	Tank	7”	3 - 0	1	3	4/8/12”	-1
Pz.IIIG	Tank	7”	3 - 3	4	3	4/8/12”	-2
Pz.IVE	Tank	7”	3 - 2	4	3	3/6/9”	-1
PZ. IVF2	Tank	7”	4 - 3	7	3	5/10/15”	-1

RED ARMY STALINGRAD FRONT EQUIPMENT

		Movement	*Armor*	*Penetration*	*ROF*	*Range*	*Anti-Inf.*
Rifle infantry	Infantry	4”	-	4 (1”)	2	2/4/6”	-
HMG	Infantry	4”	-	-	3	3/6/9”	+1
82mm mortar	Mortar	2”	-	-	1	30”	-
45mm ATG	AT Gun	1”	-	3	3	4/8/12”	-2
76mm ZIS-3	Artillery	-	-	6	3	5/10/15”	-1
Horse limber	Horse	4”	-	-	-	-	-
Light Truck	Truck	8”	-	-	-	-	-
BA-10	Car	5”	1 - 0	3	2	4/8/12”	-2
T-70	Tank	7”	3 - 2	3	2	4/8/12”	-2
T-34/76	Tank	9”	5 - 4	6	2	5/10/15”	-1
KV-8	Tank	6”	5 - 5	3	2	4/8/12”	+2 (Close only)