



HAIR OF FIRE[©]

WWII COMPANY-LEVEL MINIATURES WARGAME RULES



RETRO BOOM



Table of Contents

Introduction	1	Assaults	8
Turns and Orders	1	Vehicles in Assaults	8
Hero Points	2	Morale	9
Units	2	Artillery	9
Activation	2	Transports	10
Moving	3	On To The Battle	11
Firing	4	Building Forces	13
Firing at Vehicles	5	Force Parity Procedure	13
Resolving Received Fire Points ...	6	Example Forces	14
Rally	6	Weapon and Vehicle Profiles	15
Cover and Terrain	7	Weapon/Vehicle Special Rules ...	28
Leaders	7	Optional Rules	29

Special Thanks

Each of these people helped shape this game, on the table and on the page.

Dillon Wall

Filmmaker, Writer, Podcaster, Designer

Greg and Michael Pooler

Convention Collaborators, Award Winning GMs

Matt Fisher

Owner of Your Hobby Place stores

Robert Schaible

Award Winning GM and Model Painter

Join the Community

Scan the QR code or follow
the link to our **Discord**:

<https://discord.gg/arQJtRj5cV>





HAIL OF FIRE

WWII COMPANY-LEVEL FAST PLAY RULES

INTRODUCTION

Hail Of Fire is a fast-play miniatures wargame for company-level WWII actions. The game is designed for miniatures 15mm in scale or smaller, based in teams of 2-5 men to a stand, vehicles based individually.

Base size for an average infantry team and man-portable gun team (machine guns/mortars) should be between 1 and 2" in width and length. Leader Teams and Small Teams (usually two-man Teams on a smaller base, ie Bazookas, 2" Mortars, Snipers, FOs) are on bases about half this size, and non-man-portable Gun Teams (most AT guns/howitzers) on larger bases about twice this size.

You'll need a handful of d6's and a single d10. All modifiers apply to target numbers rather than die rolls, so if 4+ is needed to succeed, a +1 modifier means 5+ is now required. When dice are re-rolled, the second result stands and they may not be re-rolled again. Pre-measuring is allowed.

TURNS AND ORDERS

Your force consists of **Units** (platoons) made up of **Teams**: a base of troops or a single vehicle. Infantry and Gun Units include a **Platoon Leader (PL) Team**.

Each Turn begins with the **Active Player** rolling **Order Dice**. Roll 1d6 for each friendly Platoon Leader and Vehicle Unit deployed; each 4+ generates **1 Order Point**. Always **add +1** to the total.

Note: PL Teams with unresolved Received Fire Points contribute no die. Vehicle Units with half or more Teams destroyed, suppressed, or with unresolved Received Fire Points contribute no die.

Spend an Order Point to activate a Team and order it to **Move** or **Fire**. Complete each activation before beginning the next. Teams activated by Order Points may not be activated by Order Point until the Player's next turn.

When all Order Points are spent, or the Player ends their Turn, the opponent becomes Active and rolls Order Dice.

HERO POINTS

Before the first turn, both Players roll 1d6 and set it aside, hidden from their opponent. This is the number of **Hero Points** the Player receives. Track spent Hero Points with a separate die, counting up.

Hero Points may be spent to activate Teams as normal. They may also **activate Teams already activated this turn**, or **activate Teams during the opponent's Turn** (after an enemy activation resolves, before the next begins). Teams activated with Hero Points may not activate again until the current turn ends.

When rolling Order Dice, make sure one die is of a different color. This is the **Hero Die**. If the Hero Die **rolls 6**, reveal and discard any remaining Hero Points. Roll 1d6 (keeping it hidden) and gain a number of Hero Points equal to the new roll.



UNITS

Each Player commands a supported Company, typically 5-8 Units on a standard 6'x4' table, though the rules scale comfortably to smaller and larger forces. All Teams are categorized as either **Infantry**, **Gun**, or **Vehicle** Teams. Some simple example forces have been provided for context, but feel free to use historical orders of battle or forces from other games.

CHECKS

These rules will often reference various **Checks** that Teams are required to make (*Training Check, Assault Check, Rally Check, etc*). A Check is a d6 roll trying to equal or beat 4+.

Most forces throughout WWII are assumed to be average quality. To represent troops that were notably better or worse, players may assign Units to be **Elite** or **Poor** quality.

Elite troops **re-roll 1s** on all Checks and when firing at vehicles, taking the second result. Poor troops instead **re-roll 6s** in each of these cases. Elite and Poor quality also affects how troops respond when hit.

ACTIVATION

An Order Point may be spent to activate a Team. Infantry and Gun Units have a **Platoon Leader (PL)** Team. If the PL is activated, he may also activate any Teams in his Unit to which he has Line of Sight (LoS), and **issue one order to the entire Unit**, or **two orders split between Teams** in the Unit, allowing Teams to split Fire, Move in different directions, or have some Move while others shoot.

Teams activate in four steps: **Declare Orders**, **Rally** (if applicable), **Resolve RFPs**, then **Execute Orders**.

Vehicle Units do not have designated Leader Teams. Each time a Vehicle in a Unit is activated, the player may nominate it as the leader, provided fewer than half the Unit's starting Teams are suppressed or destroyed. The leader may activate any Vehicles in its Unit within LoS and issue one order to all, or two orders split between them.

MOVING

While in LoS of enemy, Teams roll dice to determine how far they may move. **Infantry Teams** move **2d6"**, **Gun Teams** **1d6"**, and **Vehicle Teams** **3d6"**. Dice are rolled once per type of Team in the Unit.

A **destination must be declared** before dice are rolled. If the movement roll is insufficient to reach the declared destination, the Team moves as far as the rolled distance allows toward the destination.

If the entire move can be completed outside LoS of unsuppressed enemy (or within LoS of only enemy Small Teams), Teams may instead move up to their maximum possible movement.

- Movement Distances

Infantry	2d6 inches
Gun	1d6 inches
Vehicle	3d6 inches

TERRAIN EFFECTS - Unless deemed impassable, Infantry Teams move through terrain and obstacles freely. Gun Teams cannot move through Very Difficult Terrain. Vehicle Teams must pass a Terrain Check when crossing Difficult or Very Difficult Terrain. Failure causes the Team to stop in contact with the terrain.

- Terrain Effects Table

Team	Difficult Terrain	Very Difficult Terrain
Infantry	No Restriction	
Gun	No Restriction	May not Move
Tracked	Pass Terrain Check or Stop	
Half-Tracked	Pass Terrain Check or Stop	May not Move
Wheeled	Pass Terrain Check or Stop	May not Move



VEHICLE MOVEMENT - Unless following a road, Vehicle Teams may pivot as many times as desired in their first 6" of movement. Any movement more than 6" must be conducted in a straight line, without pivoting their hulls.

ROADS - Tracked and Half-Tracked Vehicles add 6" to their movement if conducted entirely on roads. Wheeled Vehicles add 12".

Gun Teams may not move into base contact with enemy Teams.

Designer's Note: The random movement rates used in these rules are a simple method for introducing a kind of "overwatch" mechanism to an otherwise "I go/You go" turn structure. Rather than require any complicated or precarious methods for interrupting your opponent's movement during play (an especially difficult thing to manage during multiplayer games), players simply declare their destination and roll to see how far their Teams can move. The shorter the distance, the more likely they make it before you fire at them in your turn. Dashing across short gaps will always be safer than long sprints in open ground.

FIRING

FIRING ARCS - Infantry Teams and Teams with rotating turrets have a 360° field of fire. All other Teams may only fire within their forward 90° arc (+/-45°). Firing outside this arc requires a Move action to rotate.

FIRING OVER INFANTRY - Unless firing from an elevated position, Teams may not fire through friendly Teams, though Gun and Vehicle Teams may fire over friendly Infantry Teams, and Infantry Teams may fire over other friendly Infantry when firing at Gun and Vehicle Teams.

FIRING PROCEDURE - Teams given a Fire order declare a single enemy Team as the target. All firing Teams must have LoS to the target or an enemy Team within 4" of the target in order to Fire.

Each firing Team rolls a number of **Fire Dice** equal to their weapon's **Rate of Fire (RoF)**, trying to roll 4+, applying the following modifiers:

- Firing Target Modifiers

• Target <u>Concealed From All Firing Teams</u>	+1
• Target at Long Range (up to 2x the weapon's listed range)	+1

For each success, the attacked Player must **allocate one "hit" to the targeted Team**, and then to any other **Team within 4" of that Team** (even if from another Unit) and within LoS and range of at least one firing Team.

Small arms hits must be allocated to unarmored Teams (infantry, guns, trucks); the Firing Player chooses how AT hits split between armored and unarmored Teams, and may require that more vulnerable Teams (lesser cover or armor) be hit first.

For each hit allocated, non-Vehicle Teams receives **Received Fire Points (RFPs)** equal to the weapon's **Firepower Rating (FP)** (small arms and most guns are FP:1). Place a marker next to the Team to track its current RFPs.

Non-Vehicle Teams may not be allocated more than 1 **hit per Fire Order**. A given Team may not receive additional hits from further activations of the same enemy Unit later in the turn, unless those activations are made using Hero Points.

A Team with multiple weapons may fire one weapon at its full RoF and each other weapon at RoF 1.

SHOOTING AT SMALL TEAMS - Small Teams, including Leaders, are allocated hits only after all other valid Teams.

HIGH EXPLOSIVE ROUNDS - Weapons with an AT value (including "0") Firing at non-Vehicle Teams are assumed to fire High Explosive (HE) ammunition and **ignore the modifier for Concealment** from any terrain the Target Team occupies.

Designer's Note: Most soldiers in WWII never clearly saw the men they were shooting at. Fire was directed at positions (a window, a hedgerow, a stretch of tree line) based on muzzle flashes, sound, or simply where the enemy was believed to be. Whether that fire killed anyone, scattered them, or merely chipped the stonework was often impossible to know without advancing on the position yourself. "Hits" in these rules do not represent bullets striking a target, but how much effective firepower could be concentrated on a position. A commander may order fire poured into a building for several minutes and still have no idea what effect it had until the enemy reveals themselves: by shooting back, withdrawing, or being overrun. Even the status of his own men may remain unclear until he orders them forward and discovers they've been pinned down or taking casualties the whole time. Received Fire Points are not resolved until a Team activates for exactly this reason: the truth only emerges when someone is forced to act.

FIRING AT VEHICLES

Vehicle Teams may be either Armored (Tanks, Half Tracks, Self Propelled Artillery) or Unarmored (Trucks, Jeeps).

ARMOR PENETRATION - Armored Teams may only be affected by AT weapons. When hits are allocated to Armored Teams, compare the weapon's **Anti-Tank (AT)** rating to the vehicle's **Armor Rating (AR)**, and then make a **Penetration Roll**:

AT ≤ AR: Roll dice equal to AT value

Any 6	: Receives RFPs equal to weapon FP
No 6	: No effect

AT > AR: Roll dice equal to the difference

Any 6	: Vehicle is Destroyed
No 6	: Receives RFPs equal to weapon FP

AR ≥ 2*AT: Weapon is ineffective

Unarmored Vehicles count as AR 0 when hit by AT.

Destroyed results are resolved immediately. RFPs are assigned to the vehicle and resolved when next activated as normal.

FLANK SHOTS - If firing from behind a line drawn across the front of the Team's hull, use that Team's Flank Armor rating.

WRECKS - Destroyed vehicles are left on the table, offering concealment when fired through and counting as Difficult Terrain.



Designer's Note: The Received Fire Points mechanism reproduces an important effect with vehicles, wherein a vehicle has been hit, but is not obviously destroyed. Many times during WWII, a tank could take up to several minutes after being hit before black smoke began to billow or ammunition started to "cook-off". Until the vehicle's status became evident, the enemy would have to decide whether it was necessary to hit it further to ensure it was no longer a danger, or to instead address other immediate threats. RFPs easily recreate this situation.



RESOLVING RECEIVED FIRE POINTS

During the activation sequence, a Team's RFPs are resolved and removed by rolling a die for each point assigned to that Team. Consult the table below, taking the worst result:

- Resolving Received Fire Points

	Killed	Suppressed	Ready
Hard Cover	1	2-3	4+
No Hard Cover	1-2	3	4+

- **Killed** - the Team is destroyed.
- **Suppressed** - the Team is marked as Suppressed and may not Fire or Move toward visible enemy until rallied.
- **Ready** - the Team may act as normal. A Team that is already Suppressed ignores Ready result and further Suppressed results.

CREWS ARE PROTECTED - Vehicle Teams always resolve RFPs as though in Hard Cover.

KEEP YOUR HEAD DOWN - Suppressed Teams are prioritizing their safety over combat effectiveness. **Suppressed Infantry and Gun Teams always resolve RFPs as though in Hard Cover**, even when they are not. Those already in Hard Cover **re-roll their first Killed result** each time they resolve RFPs

ELITE AND POOR TROOPS - Elite non-vehicle Teams that roll 1s re-roll those dice. If all re-rolled dice show 4+, the Team is Suppressed rather than Destroyed. Otherwise the Team is Destroyed.

Poor non-vehicle Teams that roll 6s re-roll those dice, taking the new result.

RALLY

After giving orders, any participating Suppressed Teams with no RFPs make a Rally Check, with success removing suppression. Then Teams with RFPs resolve them as normal.

Suppressed Teams with RFPs may not Rally themselves.

FALL BACK - Suppressed Teams that start or end their activation outside LoS of any enemy automatically remove their suppression. Enemy Small Teams do not prevent this.

Designer's Note: The order of operations when activating Teams is important, as it means that any suppressed Team with at least 1 RFP is not eligible to try and Rally themselves. While a certain volume of fire is necessary to suppress an enemy, far less is required to keep them that way. Maintain just 1 RFP on a suppressed Team and they will never Rally without the aid of a Leader or retreating from their position.





COVER & TERRAIN

CONCEALMENT AND HARD COVER -

Terrain such as woods and fields offer Concealment and count as Difficult Ground. Buildings and stone walls offer Hard Cover as well as Concealment, and count as Very Difficult Ground. Firing at Concealed Teams applies a +1 penalty to Fire rolls. Hard Cover improves a Team's chances of survival when resolving RFPs.

AREA TERRAIN - Area Terrain, like woods or a building, offers Concealment to anything touching it or partially behind it. Teams may see and Fire into Area Terrain, but not through it. Teams outside Area Terrain are not concealed from Teams inside. Teams inside buildings must touch an exterior wall to fire outside.

LINEAR OBSTACLES - Linear Obstacles (such as walls and bodge) offer Concealment if fire crosses over them, and Hard Cover if the target Team is touching the obstacle on the opposite side from incoming fire. If a Team against a linear obstacle receives fire from both across the obstacle and its unprotected side (or from indirect fire), all RFPs are resolved as though from the unprotected side. Walls or bodge taller than Teams block LoS unless touching them.

Teams firing through thick bodge may only see out or be seen via a forward 90° arc, perpendicular to the hedge line.

LEADERS

Infantry and Gun Units have a Platoon Leader Team. Platoon Leaders do not Fire, and may always Move up to 12" each time they're activated. A suppressed Platoon Leader may still activate and issue orders to their Unit.

LEADER ABILITIES - Once per Activation, **unsuppressed** Leaders may improve one Team under their command by:

- **Direct Fire** - Add one to the RoF of a Team in base contact.
- **Rally** - Attempt to Rally a Team in base contact. If the rallied Team was ordered to Move, the Leader will move with them.
- **Move Up** - Grant a Team 3 extra inches of movement, ending in base contact with the Leader.

LEADER CASUALTIES - If after activating a Leader and giving orders, an RFP reveals the Leader is killed, only one Team given orders may act this activation. Later, a **Training Check** may be rolled each time any of that Unit's Teams are given orders. If successful, place a new PL Team in base contact with the activated Team and immediately give the rest of the Unit orders.

POSITIONING - When in base contact with a Team in their Unit, a Leader's position is abstracted to that of the contacted Team. LoS to and from the Leader is the same as to and from that Team.

ASSAULTS

To initiate an assault, Teams end their Move in base contact with enemy Teams. Assaulting Teams must start within 12" of any Teams they intend to assault, and at least one must be unsuppressed and have LoS to the target of the assault before moving. No more than two Teams may be in base contact with an enemy Team at any time.

Whenever a **Team in contact** with enemy finds itself **no longer in contact** (because its opponent was destroyed or moved away) **it may immediately make a 3" consolidation move**, including into contact with another enemy.

ASSAULT SEQUENCE:

1. **Attackers Move** - Assaulting Teams move into base contact with defending Teams.
2. **Defenders Respond** - Defending Teams in contact are immediately activated without paying Order Points. They perform Rally Checks and resolve RFPs. **Any defending Team that is not Ready is destroyed.** Ready defenders may either Move away or roll an **Assault Check** to destroy one attacking Team they contact.
3. **Attackers Strike** - Each attacking Team in contact may roll an Assault Check to destroy one defending Team it contacts.
4. **Repeat** - Continue alternating Steps 2 and 3 until no Teams remain in contact.

ALL TEAMS MUST REGROUP - Any Team that made an Assault Check or chose to Move out of contact with enemy is marked as suppressed when finishing its activation out of contact with enemy.

SMALL TEAMS IN ASSAULT - Small Teams do not fight in assault. If **contacted while alone**, they are **destroyed**. If a friendly Team they are in contact with is killed in Assault, they **must move up to 6" to contact another Team** from their Unit and become suppressed or be destroyed.

Leaders in contact with a Team from their Unit allow that Team to **re-roll failed Assault Checks**.

VEHICLES IN ASSAULTS

Vehicle Teams may not assault enemy Vehicle Teams.

When Infantry or Gun Teams contact an enemy Armored Vehicle, a successful Assault Check counts as a hit against the target's Flank Armor. Teams with AT weapons increase their AT by 1; Teams without AT count as AT 2.

CLOSE ASSAULT SUPPORT - An Infantry AT Team (such as a Bazooka or Panzerschreck) in base contact with a friendly Team conveys its AT value to that Team for the assault.

Vehicles that fail to Ready while in base contact with enemy are destroyed. Open-Topped Vehicles are automatically destroyed when resolving RFPs in contact with enemy.

AMBUSH - If starting their Move concealed, infantry assaulting Vehicle Teams may make their Assault Checks before the Vehicles do.

Designer's Note: An estimated 40,000 rounds of small arms ammunition were fired for every soldier killed during WWII. The real power of shooting at range is not lethality, but reliable suppression: keeping the enemy's heads down and reducing their situational awareness, allowing you to maneuver into the best approach for assault. It is in those last 30 yards where guns, grenades, and close combat provide the decisive outcome.



MORALE

Units must test morale once they have lost more than half of their starting Teams (Small Teams, including Leaders, and Transport Teams do not count). When it is revealed that a Unit has fallen below half strength, it must make a **Morale Check** immediately. If failed, the Unit is destroyed and all remaining Teams are removed. The Unit must repeat this Check each time further casualties are revealed.

Any Unit reduced to a single Infantry or Man-Portable Gun Team is destroyed and removed from the table.

ARTILLERY

Artillery Units with at least 2 guns may fire barrages (indirect fire) at targets they cannot see, provided the target is within the weapon's forward arc and at least one friendly Team in the Unit can observe the target. When firing indirectly, Artillery weapons have no range restrictions.

BARRAGE SEQUENCE -

1. **Call for Fire** - The Player's first Order Point(s) of their turn must be spent ordering the artillery Unit to Fire. Mark the observing Team as "Observing." All participating Teams (including observing FOs) must not Move or Fire for the rest of the turn or forfeit their observing status.
2. **Range In** - At the beginning of the Player's next turn, place a Range In marker within LoS of the observing Team and at least 16" away from any firing Team.
3. **Roll d10 for deviation** - The marker deviates d10 inches in a random direction (use the pointed end of the d10 to determine direction).
4. **Fire for Effect (FFE)** - Resolve the barrage at the current marker location, OR return the marker to its original position. If no participating Teams activate this turn, a new deviation roll is made automatically again next turn. Repeat until FFE or new orders are given.

BARRAGE EFFECTS - Each Team within 4" of the Range In marker receives RFPs based on the Fire Power of the artillery: **1 for Light, 2 for Medium, 3 for Heavy.**

Firing with more than 2 guns increases this radius by 1" per additional gun (max +2").

Vehicles subtract their Flank AR from RFPs received (max -2). Open-Topped vehicles do not reduce RFPs this way.

Any Team that **ends its activation inside the barrage radius receives RFPs.**

TRANSPORTS

SUSTAINED BARRAGE - At the beginning of the barraging Player's next turn, roll 4+ on 1d6 to continue the barrage, otherwise the barrage ends and an Order Point may be spent to activate a Team to observe for a new barrage. Teams already inside the barrage radius do not immediately receive additional RFPs from a sustained barrage.

FIRE MISSIONS - Each Artillery Unit may Fire For Effect 5 times per game.

SMOKE - Artillery Units may fire smoke instead of a barrage, following the same procedure. At Fire For Effect, instead of barrage, place one 3" diameter Smoke marker per gun firing, arranged so each touches another and one touches the Range In point. Teams touching smoke have no LoS to or from Teams outside the smoke. Smoke is removed at the beginning of the firing Player's next turn.

FORWARD OBSERVERS - FOs activate with the artillery PL, but do not need LoS to their PL to Move or observe. FOs may only be targeted if an enemy Team is within 12" or if the FO is not concealed. Suppressed FOs may not observe.

If an Artillery Unit deploys in reserve or off-board, its FO may still deploy at the beginning of the game. An FO for an off-board artillery unit counts as a Platoon Leader for the purpose of rolling Order Dice. A destroyed FO in this case no longer generates an Order Die but does not generate Break Points.

Any PL may act as an FO for an artillery Unit; that PL may not move or give orders until their following turn.

MORTARS - On table mortars score a direct hit on a deviation roll of 8+. If at least one on-table Mortar Team can observe for itself, its Unit may FFE in the same turn without a Range In step or deviation roll.

Vehicle Teams such as trucks, halftracks, and troop carriers may provide additional mobility to other Teams. Transports carry between two and four Infantry Teams and/or Man-Portable Gun Teams, and one towed Gun Team per Vehicle. Transports may only carry Teams from the Unit they belong to.

Loading/unloading troops and **limbering/unlimbering** guns happen before any participating Teams Move or Fire.

To load, all loading Teams must be within 4" and LoS of the Transport. Infantry Teams are removed from the table and set aside, making clear which Teams are inside which Transport. Gun Teams may be placed behind the Transport as though being towed. To unload, place the Transported Teams within 4" and LoS of the Transport.

After unloading, Transports are "**Called to the Rear**" and removed from the board. They may return later by placing them within 4" of any Teams from their Unit, as long as no enemy Teams are within 16" and LoS.

If a Transport is destroyed, any Teams it is carrying are placed within 4" and immediately resolve 2 RFPs:

- If destroyed by the Penetration Roll, resolve 2 RFPs as though not in Hard Cover.
- If destroyed by resolving RFPs, resolve 2 RFP as though in Hard Cover.

Suppressed Transports may not be Called to the Rear. Transports do not count toward a Unit's total Teams and do not cause Morale Checks when destroyed.

Passenger-Fired weapons require the Transport to be carrying a Team in order to be Fired.

Designer's Note: Artillery fire in these rules reflects how the most lethal portion of a barrage is often in the first few seconds. Once those first rounds hit, everyone takes whatever cover they can, becoming completely ineffective for as long as they stay down. Troops may attempt to leave cover during the barrage (to move or shoot), but doing so exposes them to the same dangers as those first moments.



ON TO THE BATTLE

Hundreds of scenarios created for other games can be used with these rules, many available online for free. If you want something immediately, here is a flexible generic scenario to get you playing.

SETTING UP - Both players decide on forces and terrain placement. One Player is the Defender, the other the Attacker. The Player with more Vehicle Teams is often the Attacker.

The Defender picks which long table edge to deploy from; the Attacker deploys from the opposite edge. The Defender declares one objective on their half of the table, outside 6" of the center line and any table edge. The Attacker then declares two more objectives on the Defender's half within the same restrictions.

The Defender selects half of their Units, rounded down, to be held in reserve. Vehicle Units must be selected before Non-Vehicle Units. Units in reserve do not contribute Order Dice until they arrive. Remaining Defender Units are "**Hidden**" on their half of the table and **Dug-In**, meaning they are in Hard Cover until they Move. Dug-In Teams that only Move during an assault may return to their foxholes.

The Attacker deploys their Units on their side of the table, outside 16" of the center line, either Hidden or revealed. Attacking Vehicles must always be deployed revealed. Any Units may instead arrive on any turn from the Attacker's table edge. Attacking Units held off-table are still considered deployed and contribute Order Dice each turn.

HIDDEN TEAMS - Players are welcome to use traditional "blinds" or maps to track Hidden Units. For those who prefer not to fuss with such things, try the rules below:

Non-Vehicle Teams may be deployed Hidden. Hidden Teams do not need to be pre-plotted and may be revealed at any time without spending an Order Point. They must be revealed inside their deployment zone and either outside LoS of any enemy, or in concealing terrain at least 16" from enemy Infantry and Gun Teams or 8" from enemy Vehicle Teams.

Teams from the same Unit need not be revealed simultaneously.

If revealed immediately after enemy movement, subtract the distance moved from the listed ranges. A position that was outside LoS of all enemy Teams before enemy movement may be revealed freely, regardless of distance or concealment.

- Revealing Hidden Teams

- Outside of LoS, or...
- In Concealing Terrain and outside of 16" of Infantry and Gun Teams
- In Concealing Terrain and outside of 8" of Vehicle Teams

RECON TEAMS - Recon Teams extend the reveal distance for Hidden Units to 20" and may observe for artillery. If enemy teams are revealed within LoS of a Recon Team, the Recon Unit may make a Training Check. If successful, the Recon Teams may activate again immediately without spending an Order Point. A third activation may not be attempted.

Infantry Recon Units may include Transports, but may not include any support weapons. Vehicle Recon Units are limited to Vehicles with a total Front and Flank Armor Value of 2 or less. Recon Units often have fewer total Teams compared to combat Units.

RESERVES - Starting on their 3rd turn, the Defender may spend an Order Point to roll a **Reserves Check**, once per turn. If successful, one Unit moves on from the Defender's table edge, at least 16" from enemy Teams.

Modify the target number for the Reserves Check by +1 for each reserve Unit already arrived (max +2), or -1 if a second Order Point is spent (max -1).

If the roll is odd, the Defender chooses which Unit arrives. **If even**, the Attacker chooses.

Off-board Artillery Units may be held in reserve, requiring the same Reserves Check to "establish communications" using the same modifiers.

Hidden defending Teams are considered to hold objectives until enemy Teams are too close for Hidden Teams to be revealed there, or all Hidden defending Teams are revealed elsewhere.

BREAK POINTS - When certain conditions are met, your opponent rolls 1d6 to generate Break Points: 1-3 generates **1 BP**, 4-5 generates **2 BP**, and 6 generates **3 BP**. Totals may be open or hidden by mutual agreement. When you lose control of an objective, your opponent claims one, or one of your Units must make a Morale Check or is destroyed - if your total Break Points exceed your force's Break Limit, your force routs, ending the game. Break Limits are 5 plus 2 per Unit. (Ex. 6 Units = Break Limit of 17.)

Each of the following requires generating Break Points:

- A Unit is reduced below half strength or destroyed:
 - 1 roll each (2 rolls if destroyed before falling below half)
- At the end of the round, for the Attacker
 - 1 roll if they do not control all objectives*
- At the end of the round, for the Defender:
 - 1 roll if enemy units occupy the table half
 - 1 roll for each objective they do not control*

*Controlling an objective requires a Player be the only one with at least one Infantry Team within 4" of the objective. Vehicles may contest but cannot control.

Hail of Fire has a free companion site: the Arsenal. Build forces, run Force Parity, and track Break Points at the table.

arsenal.retroboomgames.com



BUILDING FORCES

The following guidelines help organize models into playable forces.

Each Unit represents a platoon. The rules assume an **average platoon size of 3 infantry squads** (each Team representing a "half-squad" of 4-6 men), **3 guns, or 3 vehicles**. Smaller or larger platoons are valid and historical, but 3 is the "default" size assumed in this rules.

Infantry Platoons typically consist of:

- 1 Platoon Leader Team
- 3 Infantry Squads of the same type (two Teams each):
 - *Rifle Teams*: bolt-action rifles only
 - *Rifle/MG Teams*: 1 MG per 2 Teams (most common throughout WWII)
 - *MG Teams*: 1 MG in every Team
- 0-3 optional support weapons

Note: MG Teams define a platoon's firepower and are not a support weapon. For dedicated machine gun support, attach an HMG team as a Support Weapon.

Gun Platoons typically consist of:

- 1 Platoon Leader Team
- 3 matched Gun Teams

Vehicle Platoons typically consist of:

- 3 matched Vehicle Teams

Support Weapons - Support Weapons are additional Teams representing assets allocated from company or battalion level. What is available varies by nation and theater. US platoons commonly received Bazookas, British platoons PIATs and 2" Mortars, and German platoons Panzerschrecks and Panzerfausts. The Example Forces on the following page will give you a feel for what's appropriate for your force.

Historical Forces - The Example Forces on the following page cover several of the most common organizations. Historical research will reveal many more, including engineers, paratroopers, and commandos. Forces from other popular WWII games adapt easily by design.

FORCE PARITY PROCEDURE

The Force Parity Procedure provides a method for balancing forces for "pick up" matches without the use of a points system.

Force Reveal - Both players reveal their complete forces, which should contain 4-10 units each.

Unit Rankings - Each player examines their opponent's force and ranks all enemy units from strongest (rank 1) to weakest (highest number).

Pairings - Pair up units based on rankings by matching strongest vs strongest, second strongest vs second strongest, and so on.

Compare Pairings - For each pairing, determine which unit appears more threatening to their opponent, and "score" its player 1 point. When it's not obvious which unit is more threatening, the defending side typically has the edge. A unit already in position is harder to dislodge than one that must advance against it.

Size Advantage Bonus - If the scoring unit has 1+ more total Vehicles, Guns, or Squads than the opposing unit, score an additional +1 point (2 points total for that pairing).

Extra Units - If one player has more units than their opponent, that player scores 1 point per extra unit.

Calculate Handicap - Total each player's points. The player with the higher score reduces their starting Break Limit by the difference between the scores multiplied by 2. The player with the higher score may choose to remove units from their force OR reduce the number of teams in their units to reduce or eliminate the penalty (recalculate scores after removal).

- **Example Forces:** The following are examples of a few very roughly balanced forces to help provide a feel for what a force might look like, the number of Teams in a Unit, etc. For a very small game, play with "under-strength" platoons, removing a few Teams from each. For larger games, add more platoons. Feel free to translate historical OOBs or forces from other games.

- United States -

Rifle Company

<ul style="list-style-type: none"> • Rifle Platoon x 3 <ul style="list-style-type: none"> - Platoon Leader Team - Bazooka Team - Rifle/MG Team x 6 • Anti Tank Platoon <ul style="list-style-type: none"> - Platoon Leader Team - M1 57mm Gun x 3 • Tank Platoon <ul style="list-style-type: none"> - M4 Sherman x 3 	<ul style="list-style-type: none"> • Mortar Platoon <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - M1 81mm Mortar x 3 • Artillery Battery <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - M2A1 105mm Gun x 3
---	---

Tank Company

<ul style="list-style-type: none"> • Tank Platoon x 2 <ul style="list-style-type: none"> - M4 Sherman x 3 • Armored Rifle Plt. <ul style="list-style-type: none"> - Platoon Leader Team - Bazooka x 2 - 60mm Mortar - MG Team x 6 - M6 Half Track x 4 	<ul style="list-style-type: none"> • Recon Platoon <ul style="list-style-type: none"> - M5 Stuart x 3 • Artillery Battery <ul style="list-style-type: none"> - M7 Priest HMC x 3 - Forward Observer Team w/ M5 Half-Track
--	--

- Germany -

Grenadier Company

<ul style="list-style-type: none"> • Grenadier Plt. x 3 <ul style="list-style-type: none"> - Platoon Leader Team - Rifle/MG Team w/ Pzfaust x 6 • Anti-Tank Platoon <ul style="list-style-type: none"> - Platoon Leader Team - 7.5cm PaK40 gun x 3 • Panzer Platoon <ul style="list-style-type: none"> - StuG III G x 3 	<ul style="list-style-type: none"> • Mortar Platoon <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - 8cm GW34 Mortar x 3 • Heavy AA Platoon <ul style="list-style-type: none"> - Platoon Leader Team - 8.8cm FlaK Team
---	---

Panzer Company

<ul style="list-style-type: none"> • Panzer Platoon x 2 <ul style="list-style-type: none"> - Panzer IV H x 3 • Pz. Grenadier Plt. <ul style="list-style-type: none"> - Platoon Leader Team - Panzerschreck Team x 1 - MG Team w/ Pzfaust x 6 - Sd Kfz 251 x 4 	<ul style="list-style-type: none"> • Recon Platoon <ul style="list-style-type: none"> - Sd Kfz 234/2 Puma x 2 • Artillery Battery <ul style="list-style-type: none"> - Wespe x 3 - Forward Observer Team w/ Sd Kfz 250
--	---

- USSR -

Strelkovy Company

<ul style="list-style-type: none"> • Rifle Platoon x 3 <ul style="list-style-type: none"> - Platoon Leader Team - HMG Team - AT Rifle Team - Rifle Team x 6 • Mortar Platoon <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - 82-BM-41 Mortar x 4 	<ul style="list-style-type: none"> • Anti Tank Platoon <ul style="list-style-type: none"> - Platoon Leader Team - 45mm obr 1942 Gun x 3 • Tank Platoon <ul style="list-style-type: none"> - T-34 Team x 3 • Artillery Battery <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - 152mm obr 1943 Gun x 3
--	--

Tankovy Company

<ul style="list-style-type: none"> • Tank Platoon x 2 <ul style="list-style-type: none"> - T-34 Team x 3 • Rifle Platoon <ul style="list-style-type: none"> - Platoon Leader Team - HMG Team - AT Rifle Team - Rifle/MG Team x 6 - ZIS-5/6 x 4 	<ul style="list-style-type: none"> • Tank Platoon <ul style="list-style-type: none"> - SU-85 Team x 3 • Recon Platoon <ul style="list-style-type: none"> - BA-64 Team x 2 • Artillery Battery <ul style="list-style-type: none"> - BM-13 Katyusha x 3 - Forward Observer Team w/ ZIS-5/6
--	---

- British & Commonwealth -

Rifle Company

<ul style="list-style-type: none"> • Rifle Platoon x 3 <ul style="list-style-type: none"> - Platoon Leader Team - PIAT Team - 2" Mortar Team - Rifle/MG Team x 6 • Anti Tank Platoon <ul style="list-style-type: none"> - Platoon Leader Team - OQF 6 pdr Gun x 3 • Tank Platoon <ul style="list-style-type: none"> - Churchill III/IV/VI x 3 	<ul style="list-style-type: none"> • Mortar Platoon <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - ML 3" Mk II Mortar x 3 • Artillery Battery <ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - BL 5.5" Gun x 3
--	--

Tank Company

<ul style="list-style-type: none"> • Tank Platoon x 2 <ul style="list-style-type: none"> - Cromwell IV x 2 - Sherman Firefly • Motor Platoon <ul style="list-style-type: none"> - Platoon Leader Team - PIAT Team - 2" Mortar Team - MG Team x 6 - M6 Half-Tracks x 4 	<ul style="list-style-type: none"> • Recon Platoon <ul style="list-style-type: none"> - Stuart V x 3 • Artillery Battery <ul style="list-style-type: none"> - 25pdr SP Sexton x 3 - Forward Observer Team w/ Universal Carrier
---	---

UNITED STATES ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/MG	16"	2	-	
MG	16"	3	-	
Bazooka	6"	1	4	Sm Base, Cannot fire from buildings

Guns

Name	Gun Range	RoF	AT	Notes
M1917/M1919 HMG	20"	4	-	Man-Portable
M2 60mm Mortar	24"	2	0	Man-Portable, Light Mortar
M1 81mm Mortar	24"	2	0	Man-Portable, Light Artillery, Smoke
M3 37mm Gun	16"	3	2	
M1 57mm Gun	20"	3	3	
M5 3in Gun	28"	2	5	Large Base, Immobile
M3 105mm Light Howitzer	16"	1	3	Large Base, Light Artillery, Smoke
M2A1 105mm Howitzer	20"	1	4	Lg Base, Immobile, Medium Artillery, Bunker Buster, Smoke, FP: 2
M1 155mm Howitzer	20"	1	4	Lg Base, Immobile, Heavy Artillery, Bunker Buster, Smoke, FP: 3
M2 .50cal AA gun	20"	4	1	Anti-Air, May only inflict RFPs
M49 quad .50cal AA gun	16"	5	1	Lg Base, Anti-Air, May only inflict RFPs
M1 Bofors gun	20"	4	2	Lg Base, Immobile, Anti-Air

Transports

Name	Armor	Notes
Jeep	-	Wheeled, Open Topped, Carries 1 Team, Passenger-fired MG or .50cal MG
Dodge 1.5-ton truck	-	Wheeled, Open Topped, Carries 2 Teams
GMC 2½-ton truck	-	Wheeled, Open Topped, Carries 4 Teams
M2/M3 Half-Track	0 / 0	Half-Tracked, Open Topped, Carries 3 Team, Passenger-fired .50cal MG

Tanks and Tank Destroyers

Name	Armor	Gun Range	RoF	AT	Armament
M4 Sherman	2 / 1	24"	2	4	M3 75mm gun, Coax MG/Hull MG/.50 cal MG
Notes: Tracked, Smoke					
M4 Sherman 76mm	3 / 1	28"	2	5	M1 76mm gun, Coax MG/Hull MG/.50 cal MG
Notes: Tracked, Limited HE					
M4A3E8 Easy Eight	3 / 1	28"	2	5	M1 76mm gun, Coax MG/Hull MG/.50 cal MG
Notes: Tracked, Fast					
M4A3E2 Jumbo	5 / 3	24"	2	4	M3 75mm gun, Coax MG/Hull MG/.50 cal MG
Notes: Tracked, Smoke					
M26 Pershing	4 / 2	28"	2	6	M3 90mm gun, Coax/Hull MG/.50 cal MG
Notes: Tracked					
M5 Stuart	1 / 0	20"	2	3	M6 37mm gun, Coax MG/Hull MG/.50 cal MG
Notes: Tracked, Fast					
M24 Chaffee GMC	1 / 0	24"	2	4	M6 75 mm gun, Coax/Hull MG/.50 cal MG
Notes: Tracked, Fast, Smoke					
M10 3-in GMC	1 / 0	28"	2	5	M7 3-inch gun, .50 cal MG
Notes: Tracked, Open Topped					
M18 Hellcat GMC	0 / 0	28"	2	5	M1 76mm gun, .50 cal MG
Notes: Tracked, Fast, Open Topped, Limited HE					
M36 90mm GMC	2 / 0	28"	2	6	M3 90mm gun, .50 cal MG
Notes: Tracked, Open Topped					
M8 Scott HMC	1 / 0	18"	2	2	M1A1 75mm howitzer, .50 cal MG
Notes: Tracked, Fast, Light Artillery, Smoke					
105mm Sherman	2 / 1	20"	1	4	M4 105mm how., Coax MG/Hull MG/.50 cal MG
Notes: Tracked, Smoke, Bunker Buster, FP: 2					

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
M13 MGMC	0 / 0	16"	4	1	M33 twin .50cal gun
Notes: Half-Tracked, Open Topped, Anti-Air, May only inflict RFPs					
M15 CGMC	0 / 0	20"	4	2	M15 37mm combination mount
Notes: Half-Tracked, Open Topped, Anti-Air					
M16 MGMC	0 / 0	16"	5	1	M45 quad .50cal gun
Notes: Half-Tracked, Open Topped, Anti-Air, May only inflict RFPs					

Armoured Cars

Name	Armor	Gun Range	RoF	AT	Armament
M8 Armoured car	0 / 0	20"	2	3	M6 37mm gun, Coax MG
Notes: Wheeled, Open Topped					
M20 Scout car	0 / 0	16"	2	1	.50cal MG
Notes: Wheeled, Open Topped, May only inflict RFPs					

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
M7 Priest HMC	0 / 0	20"	1	4	M2A1 105mm howitzer, .50 cal MG
Notes: Tracked, Open Topped, Hull Mounted, Medium Artillery, Bunker Buster, Smoke, FP: 2					
M12 155mm GMC	0 / 0	20"	1	6	M1918M1 155mm gun,
Notes: Tracked, Open Topped, Hull Mounted, Bunker Buster, Heavy Artillery, FP: 3					
M4 81mm MMC	0 / 0	20"	2	-	M1 81mm mortar, .50 MG
Notes: Half-Tracked, Open Topped, HE, Light Artillery, Smoke					

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Hull/Coax MG	16"	3	-	
.50 cal MG	16"	3	1	Anti-Air, May only inflict RFPs

GERMANY ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/MG	16"	2	-	
MG	16"	3	-	
Assault Rifle	16"	2	-	RoF 3 if less than 8" from target, Re-roll failed Assault Checks
Panzerschreck	8"	1	5	Sm Base, Cannot fire from buildings
Panzerfaust	-	-	6	Additional weapon assigned to other Teams. May only be used in assault and only in the first round

Guns

Name	Gun Range	RoF	AT	Notes
MG34/MG42 HMG	20"	4	-	Man-Portable
8.8cm RW43 Launcher	16"	1	5	Man-Portable
8cm GW34 Mortar	24"	2	0	Man-Portable, Light Artillery, Smoke
12cm sGW43 Mortar	24"	2	1	Lg Base, Medium Artillery, FP: 2
7.5cm leIG18 Gun	16"	2	3	Light Artillery, Smoke
15cm sIG33 Gun	16"	1	3	Lg Base, Heavy Artillery, Bunker Buster, FP: 3
2cm FlaK38 Gun	16"	3	2	Anti-Air
8.8cm FlaK36 Gun	36"	2	6	Lg Base, Immobile, Anti-Air
5cm PaK38 Gun	20"	3	4	
7.5cm PaK40 gun	28"	2	5	Lg Base
8.8cm PaK43/41 gun	32"	2	7	Lg Base, Immobile
7.5cm GebG36 Gun	16"	2	4	Lg Base, Light Artillery, Smoke
10.5cm leFH18 Gun	20"	1	4	Lg Base, Immobile, Medium Artillery, Bunker Buster, Smoke, FP: 2
15cm sFH18 Gun	20"	1	6	Lg Base, Immobile, Heavy Artillery, Bunker Buster, Smoke, FP: 3
15cm NW41 Rocket Launcher	-	-	-	Lg Base, Medium Artillery, Smoke, FP: 2

Tanks and Assault Guns

Name	Armor	Gun Range	RoF	AT	Armament
Panzer III M	2 / 1	20"	3	3	5cm KwK39 gun, Coax MG/Hull MG
Notes: Tracked					
Panzer III N	2 / 1	20"	2	4	7.5cm KwK37 gun, Coax MG/Hull MG
Notes: Tracked					
Panzer IV H	2 / 1	24"	2	5	7.5cm KwK40 gun, Coax MG/Hull MG
Notes: Tracked					
Panther	4 / 2	28"	2	6	7.5cm KwK42 gun, Coax/Hull MG
Notes: Tracked, Wide Tracks, Unreliable					
Tiger I E	4 / 3	32"	2	6	8.8cm KwK36 gun, Coax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks					
Tiger II	6 / 3	32"	2	7	8.8cm KwK43 gun, Coax MG/Hull MG
Notes: Tracked, Slow, Unreliable					
StuG G or IV	3 / 1	24"	2	5	7.5cm StuK40 gun, Hull MG
Notes: Tracked, Hull Mounted					
StuH42	3 / 1	24"	2	4	10.5cm StuH42 gun, Hull MG
Notes: Tracked, Hull Mounted, Bunker Buster, Smoke, FP: 2					
Brumbär	4 / 2	16"	1	6	15cm StuH43 gun
Notes: Tracked, Slow, Hull Mounted, Bunker Buster, FP: 3					
Marder II or III	0 / 0	24"	2	5	7.5cm PaK40 gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted					
Jagdpanzer IV	3 / 1	24"	2	5	7.5cm PaK39 gun, Hull MG
Notes: Tracked, Hull Mounted					
Jagdpanther	4 / 2	32"	2	7	8.8cm KwK43 gun, Hull MG
Notes: Tracked, Hull Mounted					
Jagdtiger	7 / 3	40"	2	8	12.8cm PaK44, Hull MG
Notes: Tracked, Slow, Hull Mounted, Bunker Buster, FP: 2					
Hornisse	0 / 0	32"	2	7	8.8cm PaK43 gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted					
Elefant	7 / 3	40"	2	7	8.8cm PaK43 gun, Hull MG
Notes: Tracked, Slow, Hull Mounted, Unreliable					

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 251/2C (8cm)	0 / 0	24"	2	-	8cm GW34 mortar, AA MG
Notes: Half-Tracked, Open Topped, Hull Mounted, Light Artillery, Smoke					
Sd Kfz 251/9 (7.5cm)	0 / 0	20"	2	4	7.5cm KwK37 gun, Coax MG/Hull MG
Notes: Half-Tracked, Open Topped, Hull Mounted					
Grille (15cm sIG)	1 / 0	16"	1	6	15cm sIG33 gun, Hull MG
Notes: Tracked, Open Topped, Hull Mounted, Bunker Buster, Heavy Artillery, FP: 3					
Wespe	0 / 0	20"	1	4	10.5cm leFH18M gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted, Medium Artillery, Bunker Buster, Smoke, FP: 2					
Hummel	0 / 0	20"	1	6	15cm sFH18 gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted, Bunker Buster, Heavy Artillery, Smoke, FP: 3					
Panzerwerfer 42	0 / 0	-	-	-	15cm RW42 rocket launcher, AA MG
Notes: Half-Tracked, Medium Artillery, Smoke					

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 10/5 (2cm)	-	16"	3	2	2cm FlaK38 gun
Notes: Half-Tracked, Open Topped, Anti-Air					
Sd Kfz 7/1 (Quad 2cm)	-	16"	5	2	2cm FlaK38 (V) gun
Notes: Half-Tracked, Open Topped, Anti-Air					
Sd Kfz 251 (2cm)	0 / 0	16"	3	2	2cm FlaK38 gun
Notes: Tracked, Open Topped, Anti-Air					
Sd Kfz 251 (3x15mm)	0 / 0	20"	3	2	MG151/15 gun, AA MG
Notes: Tracked, Open Topped, Anti-Air					
Wirbelwind (Quad 2cm)	1 / 0	16"	5	2	2cm FlaK38 (V) gun
Notes: Tracked, Open Topped, Anti-Air					

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Hull/Coax MG	16"	3	-	May Fire Main Gun OR MGs
AA MG	16"	3	-	Anti-Air: AT 1, May only inflict RFPs, May Fire Main Gun OR MGs

Armored Flame-Throwers

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 251 (Flame)	0 / 0	4"	3	-	2 x 1.4cm Flammenwerfer, Hull MG
Notes: Half-Tracked, Open Topped, Flame-Thrower					
Flammpanzer III	2 / 1	4"	3	-	1.4cm Flammenwerfer, Coax MG
Notes: Tracked, Flame-Thrower					

Armored Cars

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 222 (2cm)	0 / 0	16"	3	2	2cm KwK38 gun, Coax MG
Notes: Wheeled, Open Topped					
Sd Kfz 231 (2cm)	1 / 0	16"	3	2	2cm KwK38 gun, Coax MG
Notes: Wheeled					
Sd Kfz 250/9 (2cm)	0 / 0	16"	3	2	2cm KwK38 gun, Coax MG
Notes: Half-Tracked, Open Topped					
Sd Kfz 234/2 Puma	1 / 0	20"	2	3	5cm KwK39 gun, Coax MG
Notes: Wheeled					

Transports

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 251	0 / 0	-	-	-	Passenger-fired AA MG
Notes: Half-Tracked, Open Topped, Carries 2 Teams					
Sd Kfz 251 (7.5cm)	0 / 0	20"	2	4	7.5cm L/24 gun, Passenger-fired AA MG
Notes: Half-Tracked, Open Topped, Carries 2 Teams					
Opel Maultier	-	-	-	-	
Notes: Half-Tracked, Open Topped, Carries 3 Teams					
Opel Blitz 3-ton truck	-	-	-	-	
Notes: Wheeled, Open Topped, Carries 3 Teams					

BRITISH ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/MG	16"	2	-	
MG	16"	3	-	
PIAT	6"	1	4	Small Base
ML 2" mortar	24"	2	0	Small Base, Smoke, Light Mortar

Guns

Name	Gun Range	RoF	AT	Notes
Vickers HMG	20"	4	-	Man-Portable
ML 3" Mk II mortar	24"	2	0	Man-Portable, Light Artillery, Smoke
ML 4.2" mortar	24"	-	1	Man-Portable, Medium Artillery, Smoke
Bofors 40mm gun	20"	3	2	Large Base, Immobile, Anti-Air
OQF 3.7" gun	28"	2	6	Large Base, Immobile, Anti-Air
OQF 2 pdr gun	20"	3	3	
OQF 6 pdr gun	20"	3	4	
OQF 17 pdr gun	28"	2	6	Large Base, Immobile, Limited HE
M1A1 75mm pack howitzer	16"	2	2	Light Artillery, Smoke
OQF 25 pdr gun	20"	2	4	Large Base, Medium Artillery, Smoke, FP: 2
BL 5.5" gun	24"	1	6	Lg Base, Immobile, Bunker Buster, Heavy Artillery, Smoke, FP: 3

Tanks and Tank Destroyers

Name	Armor	Gun Range	RoF	AT	Armament
Cromwell IV	2 / 1	24"	2	4	OQF 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Fast, Smoke					
Cromwell VI CS	2 / 1	20"	2	3	OQF 95mm CS howitzer, Co-ax MG/Hull MG
Notes: Tracked, Fast, Smoke					
Challenger A30	2 / 1	28"	3	6	OQF 17 pdr gun, Co-ax MG
Notes: Tracked, Fast, Overloaded, Limited HE					
Sherman I/II/III/V	2 / 1	24"	2	4	M3 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Smoke					
Stuart V or VI	1 / 0	20"	2	3	M5/M6 37mm gun, Coax MG, Hull MG
Notes: Tracked, Fast					
Sherman VC Firefly	2 / 1	28"	2	6	OQF 17 pdr gun, Co-ax MG
Notes: Tracked, Limited HE					
Churchill III or IV	3 / 3	20"	3	4	OQF 6 pdr, Co-ax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks					
Churchill VI	3 / 3	24"	2	4	OQF 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks, Smoke					
Churchill VII	6 / 3	24"	2	4	OQF 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks, Smoke					
Churchill Crocodile	6 / 3	24"	2	4	OQF 75mm gun, Crocodile flame-gun, Co-ax MG
Notes: Tracked, Slow, Wide Tracks, Smoke, Flame-Thrower					
M10 3" SP	1 / 0	24"	2	5	M7 3 gun
Notes: Tracked					
M10C 17 pdr SP	1 / 0	28"	2	6	OQF 17 pdr gun, .50 cal AA MG
Notes: Tracked, Limited HE					

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Hull/Coax MG	16"	3	-	May Fire Main Gun OR MGs
.50 cal MG	16"	3	1	Anti-Air, May only inflict RFPs, May Fire Main Gun OR MGs

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
Sexton	0 / 0	20"	2	4	OQF 25 pdr gun, AA MG
Notes: Tracked, Hull mounted, Medium Artillery, Smoke					
Priest	0 / 0	20"	1	4	M2A1 105mm howitzer, AA MG
Notes: Tracked, .50 cal AA MG, Hull mounted, Smoke, Bunker Buster, Medium Artillery FP: 2					

Armoured Cars

Name	Armor	Gun Range	RoF	AT	Armament
Daimler I	0 / 0	20"	2	3	OQF 2 pdr gun, Co-ax MG
Notes: Wheeled, Open Topped					
M20 Scout car	0 / 0	16"	2	1	.50cal MG
Notes: Wheeled, Open Topped, May only inflict RFPs					
Humber II or III	0 / 0	16"	3	2	Besa 15mm gun, Co-ax MG
Notes: Wheeled, Open Topped					
Humber IV	0 / 0	20"	2	3	M6 37mm gun, Co-ax MG
Notes: Wheeled, Open Topped					
AEC I	1 / 0	20"	2	3	OQF 2 pdr gun, Co-ax MG
Notes: Wheeled, Open Topped, Overloaded, Slow, Limited HE					
AEC III	1 / 0	24"	2	4	M3 75mm gun, Co-ax MG
Notes: Wheeled, Open Topped, Overloaded, Slow, Smoke					

Transports

Name	Armor	Notes
GMP/Bedford/Morris truck	-	Wheeled, Open Topped, Carries 3 Team
Morris C8/Quad/AT tractor	-	Wheeled, Open Topped, Carries 2 Teams
White/Marmon scout car	0 / 0	Wheeled, Open Topped, Carries 1 Team
Humber scout car	0 / 0	Wheeled, Open Topped, AA MG, Carries 1 Team
M5 half-track	0 / 0	Half-tracked, Open Topped, Carries 3 Teams

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
Bofors 40mm SP	-	20"	3	2	Bofors 40mm gun
Notes: Wheeled, Anti-Air					

Reconnaissance

Name	Armor	Gun Range	RoF	AT	Armament
Universal Carrier	0 / 0	-	-	-	Hull MG
Notes: Half-tracked, Open Topped					
Universal Carrier (Boys)	0 / 0	16"	2	1	Boys anti-tank rifle
Notes: Half-tracked, Open Topped, Hull-mounted					
Universal Carrier (PIAT)	0 / 0	8"	1	4	PIAT
Notes: Half-tracked, Open Topped, Hull-mounted					
Universal Carrier (.5" MG)	0 / 0	16"	3	1	.5" MG
Notes: Half-tracked, Open Topped, Hull-mounted					
Indian Pattern Carrier	0 / 0	-	-	-	Hull MG
Notes: Wheeled, Open Topped					
Indian Pattern Carrier (Boys)	0 / 0	16"	2	1	Boys anti-tank rifle
Notes: Wheeled, Open Topped, Hull-mounted					
Indian Pattern Carrier (.5" MG)	0 / 0	16"	3	1	.5" MG
Notes: Wheeled, Open Topped, Hull-mounted					
Daimler Dingo	0 / 0	-	-	-	AA MG
Notes: Wheeled, Open Topped					
Humber LRC III	0 / 0	16"	2	1	Boys anti-tank rifle, AA MG
Notes: Wheeled, Open Topped, Hull-mounted					
Otter LRC I	0 / 0	16"	2	1	Boys anti-tank rifle, AA MG
Notes: Wheeled, Open Topped, Hull-mounted					

SOVIET ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/MG	16"	2	-	
SMG	4"	3	-	Re-roll failed Assault Checks

Guns

Name	Gun Range	RoF	AT	Notes
PTRD anti-tank rifle	16"	2	1	Man-Portable
Maksim HMG	20"	4	-	Man-Portable
82-BM-41 mortar	24"	2	0	Man-Portable, Light Artillery
120-PM-38 mortar	-	-	1	Large Base, Medium Artillery
37mm obr 1939 gun	20"	3	2	Large Base, Immobile, Anti-Air
85mm obr 1939 gun	28"	2	5	Large Base, Immobile, Anti-Air
45mm obr 1942 gun	20"	3	3	
57mm ZIS-2 gun	24"	3	5	Large Base
76mm ZIS-3 gun	24"	2	4	Large Base, Light Artillery
122mm obr 1938 howitzer	20"	1	3	Large Base, Immobile, Bunker Buster, Medium Artillery, FP: 2
152mm obr 1943 howitzer	20"	1	4	Lg Base, Immobile, Bunker Buster, Heavy Artillery, FP: 3

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Hull/Coax MG	16"	3	-	May Fire Main Gun OR MGs

Tanks and Assault Guns

Name	Armor	Gun Range	RoF	AT	Armament
T-70 obr 1942/43	1 / 0	20"	2	3	45mm obr 1938 gun, Co-ax MG
Notes: Tracked					
T-34 obr 1941/42	2 / 1	20"	2	4	76mm F-34 gun, Co-ax MG, Hull MG
Notes: Tracked, Fast, Wide Tracks					
T-34/85 obr 1943	3 / 2	24"	2	5	85mm D-5T gun, Co-ax MG, Hull MG
Notes: Tracked					
KV-1s	3 / 2	20"	2	4	76mm F-34 gun, Co-ax MG, Hull MG
Notes: Tracked, Wide Tracks					
KV-85	4 / 3	24"	2	5	85mm D-5T gun, Co-ax MG
Notes: Tracked, Slow					
IS-2	4 / 3	24"	1	7	122mm D-25T gun, Co-ax MG
Notes: Tracked, Slow, Bunker Buster, FP: 2					
OT-34	2 / 1	20"	2	4	76mm F-34 gun, ATO-42 flame-thrower
Notes: Tracked, Fast, Wide Tracks, Flame-thrower					
KV-8s	3 / 2	20"	2	3	45mm obr 1938 gun, ATO-42 FT, Hull MG
Notes: Tracked, Wide Tracks, Flame-thrower					
SU-76M	1 / 0	24"	2	4	76mm ZIS-3 gun
Notes: Tracked, Wide Tracks, Hull mounted					
SU-85	2 / 1	28"	2	5	85mm D-5S gun
Notes: Tracked, Hull mounted					
SU-122	2 / 1	20"	2	4	122mm obr 1938 howitzer
Notes: Tracked, Bunker Buster, Hull mounted, FP: 2					
SU-152	3 / 2	24"	1	6	152mm ML-20S gun
Notes: Tracked, Slow, Bunker Buster, Hull mounted, FP: 3					
ISU-122	4 / 3	24"	1	7	122mm D-25S gun
Notes: Tracked, Slow, Bunker Buster, Hull mounted, FP: 2					
ISU-152	4 / 3	24"	1	6	152mm ML-20S gun
Notes: Tracked, Slow, Bunker Buster, Hull mounted, FP: 3					

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
DShK AA MG on Truck	- / -	16"	3	1	DShK AA MG
Notes: Wheeled, Open Topped, Anti-Air, Limited HE, May only inflict RFPs					
ZSU M17 MGMC	0 / 0	16"	5	1	M45 quad .50 cal MG
Notes: Half-tracked, Anti-Air, Limited HE, May only inflict RFPs					

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
BM-13 Katyusha	- / -	-	-	-	BM-13-16 rocket launcher
Notes: Wheeled, Medium Artillery					

Armored Cars

Name	Armor	Gun Range	RoF	AT	Armament
BA-64	0 / 0	16"	2	2	PTRD anti-tank rifle, AA MG
Notes: Wheeled, Open Topped					

Transports

Name	Armor	Notes
Ford GPA Amphibious Jeep	-	Wheeled, Open Topped, Amphibious, Carries 1 Team
ZIS-5/6/Dodge Truck	-	Wheeled, Open Topped, Carries 3 Teams
Horse-drawn Wagon	-	Wagon (2d6"), Carries 2 Teams
Stalinets	-	Tracked, Slow, Carries 3 Teams

Weapon/Vehicle Special Rules

- **Anti-Air:** See Air Support in Optional Rules
- **Bunker Buster:** When using direct fire, unarmored Teams within 2" of a hit Target Team each receive 1 RFP
- **Fast:** Add +2 inches to movement
- **Flame-thrower:** See Flame-throwers in Optional Rules
- **Light Mortar:** When activated by a Leader, may fire at targets within that Leader's LoS with a +1 modifier to hit
- **Limited HE:** These weapons do not ignore the modifier for Concealment when Firing at non-Vehicle Team
- **Man-Portable:** These Gun Teams move 2d6", may move through Very Difficult Terrain, and their weapons ride with them in Transports, rather than being towed behind
- **Overloaded:** Re-roll successful Terrain Checks
- **Slow:** Drop the lowest die when making movement rolls
- **Smoke:** See Direct Fire Smoke in Optional Rules
- **Unreliable:** For any movement dice that roll a 1, roll 1d6. On a 1, the tank is immobile
- **Wide Tracks:** Re-roll failed Terrain Checks

OPTIONAL RULES

AIR SUPPORT AND ANTI-AIRCRAFT

When rolling Order Dice, if the Hero Die rolls a 1, an air attack immediately occurs on the Active Player's behalf before they spend any Order Points.

AA ENGAGEMENT: Each AA team that **did not activate** during their previous turn may attempt to intercept the aircraft. AA teams roll a number of dice equal to their Rate of Fire while the Active Player rolls 1d6 for the aircraft. Each AA die that rolls **HIGHER** than the aircraft's 1d6 scores one hit on the aircraft. For each hit, the air support player rolls 1d6, attempting to roll **HIGHER** than the AA gun's AT rating. If the air support fails any save roll, the aircraft is driven off and no attack occurs.

MULTIPLE AA GUNS - When multiple AA guns operate together as a unit, the first gun uses its full RoF with each additional gun adding +1. All dice rolled use the same AT rating as the first gun.

AIRCRAFT GROUND ATTACKS - Roll 1d6 to determine how the aircraft engages:

1-2 Bombs: Place an impact marker on the table, then roll d10-3 for deviation in a random direction. All teams within a 3" radius of the final marker position receive 3 RFPs. Vehicles in the radius subtract their Flank AR from the RFPs received (maximum reduction of -2).

3-4 Rockets: Declare one enemy team as the target. If the target is a vehicle, the attack counts as an AT 5 weapon against the target's Flank Armor. If the target is an infantry or gun team, the target receives 3 RFPs.

5-6 Cannons: Draw a 12" long, 2" wide line across the table (the attacking player chooses position and direction). All teams that touch or are crossed by the line receive 2 RFPs (Vehicles subtract their flank armor).



GROUND ATTACK RESTRICTION - Aircraft may not target enemy teams within 12" of any friendly teams.

COMPANY COMMANDER

ACTIVATION - A Company Commander (CC) is a unit of one Team. When rolling Order Dice, the CC contributes one die regardless of whether he is leading a unit. When activated, the CC may activate a Platoon Leader Team within LoS, who then activates his Teams normally. CCs may perform any Leader abilities on non-vehicle Teams in the company. A CC may also lead a Company HQ unit containing additional weapons Teams.

FIELD PROMOTION - During his activation, the CC may place a new PL Team in base contact with any Team within 4" whose Unit has lost its Platoon Leader. No Training Check is required.

COMMAND PRESENCE - If within 4" of teams in an activated platoon, that platoon may re-roll failed Morale Checks. If the unit flees, the Company Commander flees with them, counting as an additional destroyed unit.

HERO POINT GENERATION - While on table, the CC generates 1 Hero Point at the beginning of the player's turn. If this Hero point is not spent before the start of the player's following turn, it is lost before a new one is generated.

DIRECT FIRE SMOKE

Teams with the "Smoke" ability listed in their profile may fire smoke rounds with direct fire. Firing smoke replaces the Team's normal Fire action.

• **Procedure:**

- Choose an enemy team within the shooting weapon's range and roll one Fire die to successfully fire smoke, applying normal firing modifiers for concealment and long range.
- If the roll fails, no smoke is placed.
- If successful, place a 3" smoke marker on top of the targeted Team.
- Smoke dissipates at the beginning of the firing player's next turn.

FIRING ORDER - Teams firing smoke must be resolved before any other fire from the same unit.

ENGINEERS

CLEARING - Engineer (also referred to as Pioneer or Sapper) Teams may clear Obstacles and Minefields as described in the **Obstacles** optional rules.

DEMOLITIONS - An Engineer Team that starts its activation in base contact with a building, bunker, or bridge may spend a full activation attempting to place a demolition charge, requiring a successful Training Check. On any subsequent activation, if the Engineer Team is still in base contact, they may detonate it. All Teams inside the targeted structure immediately resolve 3 RFPs as though in Open Ground. A bunker hit by a demolition charge resolves the penetration roll of AT 6 against Armor 2.

ASSAULTING VEHICLES - All Engineering Teams count at AT 3 when assaulting Vehicle Teams.

EXPANDED RECONNAISSANCE

DEFENSIVE RECON - Defending forces with at least one recon platoon may deploy all teams up to 6" beyond the center line. Defending recon teams may reveal themselves up to 12" beyond the center line. Normal Hidden team revelation restrictions still apply.

EYES ON - Once per activation, if no Teams in the Recon Unit have Moved or Fired, the Recon Unit's Leader may attempt to "Spot" one concealed enemy Team within LoS. Make a Training Check. If passed, place a Spotted marker on the target.

Until the spotted Team moves, all friendly Teams firing at it or any Team within 4" of it ignore the penalty for Long Range. Remove the Spotted marker if the target moves.

FLAME-THROWERS

Flame-Thrower Teams have a range of 4" (may not Fire at Long Range), Rate of Fire of 3, and FP:3.

FIRING - Roll 3 dice at 4+ to hit, ignoring any concealment. Allocate hits normally, with a maximum of 1 hit per team. Each hit applies 3 RFPs to the target. Against vehicles, apply 3 RFPs to the vehicle.

ONE-SHOT WEAPON - After firing once, the flamethrower fuel is expended. Flame-Thrower Infantry Teams permanently become standard Teams as the rest of their Unit.

ASSAULT - Flame-Thrower Teams pass Assault Checks on 2+ before their fuel is expended. After fuel expenditure, they use the normal 4+ Assault Check.

FORM ON ME

Activated PL Teams may forego moving or using Leader Abilities to give a Form On Me order. This may not be given as part of a split order. This order may activate any Teams in his Unit **in and out of LoS**, requiring them to attempt to Move within LoS of the PL Team. Teams that start their move already within LoS of the PL Team may move in any direction as long as they end their move in LoS of the PL Team and not within 12" of enemy Teams.

HERO POINT VEHICLE INTERRUPTION

After an opponent rolls for a vehicle's movement, spend 1 Hero Point to interrupt. Choose a point along the vehicle's movement path and activate one of your teams to fire at that position. If the vehicle is not destroyed or assigned RFPs, it completes remaining movement.

FORTIFICATIONS

BUNKERS - Each bunker is its own Unit. Bunkers always count as concealed, and an additional +1 is always applied to the target number needed to hit them. When resolving RFPs, bunkers count Killed results as Suppressed.

Enemy Teams that move into contact with the firing points of the bunker may assault it, where it is treated as any other Team.

When hit by direct fire from a weapon with the Bunker Buster keyword, make a penetration roll vs Armor Rating 2 to destroy the bunker outright.

TRENCH LINES - Trench lines come in sets of four 8" lengths that are placed during setup.

Infantry and Gun Teams in trenches are Concealed and in Hard Cover. Unlike being Dug In in foxholes, moving or leaving the trench does not cause the trench to be removed and Teams can continue to use it or return to it. Enemy Teams that reach the trench may use it as well.

OBSTACLES

Obstacles generally come in sets of three 8"x2" markers that are placed visibly during setup.

ANTI-TANK OBSTACLES - Only Infantry and Man-Portable Gun Teams may cross anti-tank obstacles. Non-Vehicle Teams in base contact with these obstacles count as concealed and in hard cover from fire coming from the other side. Teams that start their activation in base contact with anti-tank obstacles may attempt to remove the obstacle by making a successful Clearing Check. Non-Engineer Teams must re-roll their success. Each success applies 1 Clearing Point to that obstacle. An anti-tank obstacle requires 5 total Clearing Points to be removed from the table.

MINEFIELDS - When a Team's movement brings them into contact with a minefield, that Team must immediately resolve 1 RFP. If the result is Ready, that Team may complete its remaining movement.

Engineer Teams may end their movement in base contact with the edge of a minefield without triggering it. Engineer Teams starting their activation in contact with a minefield may make a Clearing Check. Each success applies 1 Clearing Point to that minefield. A minefield requires 3 total Clearing Points to be removed from the table. Clearing takes the engineer's full activation.

WIRE - Infantry and Man-Portable Gun Teams must make a successful Training Check to cross wire and complete their movement. A failed Training Check results in the Team stopping in base contact with the wire. Another Training Check may be attempted the next time the Team tries to move across the obstacle.

Gun Teams and non-Tracked Vehicle teams may not cross wire. Tracked Vehicles cross wire automatically, removing it in the process.

Teams that start their activation in base contact with wire may attempt to remove the obstacle by making a successful Clearing Check. Non-Engineer Teams must re-roll their first success.



NATIONAL CHARACTERISTICS

GREAT BRITAIN -

Mike Target - British artillery coordination was the best of the war. Any Forward Observer could call down regimental or divisional fire through standardized procedures.

- Any British FO may call fire for any friendly Artillery Unit. When calling for fire, make a Training Check. If passed, place the Range In marker and resolve FFE immediately (deviation still applies).

Stubborn Defense - British infantry were renowned for their defensive tenacity, weathering fire that would pin other troops.

- British Infantry in Hard Cover may re-roll one Suppressed result when resolving RFPs (1-3 Suppressed, 4+ Ready). Take the worst overall result.

GERMANY -

Mission Tactics - German units were trained to exercise initiative within the commander's intent.

- When a German Platoon Leader is destroyed, immediately make a Training Check. If passed, place a new PL in base contact with any Team in the Unit. If failed, automatically place a new PL the next time any Team in that Unit activates.

Tactical Initiative - German doctrine prioritized speed, decisiveness, and units acting upon their own initiative.

- German players add +1 to their Order Point total.

SOVIET UNION -

Artillery Saturation - At the breakthrough sector, the guns were massed until nothing could survive.

- The Soviet player may spend 1 Hero Point when a friendly artillery unit is about to resolve a barrage, before rolling for deviation, to increase its radius by +2" and inflict +1 RFP to all affected Teams.

Massed Assault - Soviet commanders would often concentrate overwhelming infantry for attacks.

- When Soviet infantry are ordered to move into contact with enemy teams, one Hero Point may be spent to activate any number of Soviet Infantry Teams simultaneously, provided all are ordered to Assault the same target Unit.

Follow The Leader - Poor radio communication and rigid top-down command left Soviet junior commanders unable to adapt quickly to changing situations.

- Soviet Platoon Leaders and Vehicle Units may not split orders between Teams. All activated Teams in the Unit must receive the same order.

Note: This rule embraces a familiar cliché and is best suited to pre-1944 forces. Players representing the more tactically sophisticated Red Army of 1944-45 may waive it.

UNITED STATES -

Semi-Automatic Firepower - The M1 Garand's rate of fire gave American riflemen a significant advantage in close engagements.

- US Rifle and Rifle/MG Teams add +1 to their Rate of Fire when firing at targets within 10".

Time on Target - American artillery coordination allowed multiple batteries to time their shells to arrive simultaneously, maximizing shock effect.

- US Medium and Heavy Artillery barrages inflict +1 RFP to all affected Teams.



PRELIMINARY BOMBARDMENT

Before deployment, starting with the defender, players each place a Range In marker (1 for each of their artillery Units available on Turn 1) on any point of the table. Immediately roll for deviation using the standard artillery deviation procedure and shift the marker to its final position. These markers stay on the table for the remainder of the game.

Any Teams deployed or revealed within the marker's barrage radius are immediately assigned RFPs per the artillery weapon. Teams that move into the radius after being revealed are not affected. The barrage has already passed. Dug-In and Hard Cover teams resolve these RFPs normally.

PRE-REGISTERED TARGET - Any friendly Artillery Unit may fire on this marker without a forward observer and without the Range In step, proceeding directly to the deviation roll and FFE on the turn the order is given. Normal artillery procedures otherwise apply.

SNIPERS

Snipers are a Unit of one Small Team. They do not add 2 to a force's Break Limit and do not generate Order Dice. Snipers are always deployed Hidden. Snipers may be revealed anywhere outside an opponent's deployment zone and outside 12" of all enemy Teams. Snipers Units are destroyed if any enemy Team moves within 4" of them.

SNIPER FIRE - Once per turn, an activated sniper may place a Sniper Fire marker on one enemy team within 20" and LoS. Snipers may target Small Teams, bypassing normal target priority.

RESOLUTION - When a marked Team activates, it resolves 1 RFP as though in open ground. If the Target survives, both the target and the closest team within 4" become suppressed. If the target is destroyed, the two closest Teams within 4" become suppressed. If no Teams are within 4", only the target is affected. Remove the marker after resolution.

DISPLACE - Instead of placing a Sniper Fire marker, an activated sniper may displace by removing itself from the table. Snipers removed this way do not count as destroyed and may not be deployed again.

TANK RIDERS

Tank Units may be equipped with Rider Teams when building a force. Each tank in the Unit carries one Rider Team on the tank model. Rider Teams may not voluntarily dismount for the duration of the game.

ACTIVATION - Tank Riders are activated independently from their tank Unit, though using the same procedure as activating a Vehicle Unit. When activated, Riders may Fire but may not Move independently. Riders move only when their tank moves, traveling with it automatically.

CONCEALMENT - Riders count as Concealed and in Hard Cover against any fire that would strike the tank's front armor. Riders may be targeted normally by small arms or AT weapons from any other arc.

TAKING FIRE - When the tank is hit by any weapon, the Rider Team immediately resolves 1 RFP regardless of whether the hit penetrates the tank's armor.

SUPPRESSION - When the tank becomes Suppressed, the Rider Team immediately becomes Suppressed as well. Riders may only Rally when their tank Rallies.

RECONNAISSANCE - Unsuppressed Rider Teams count as Infantry for the purposes of revealing Hidden enemy Teams, requiring them to reveal outside 16".

ASSAULTS - When the tank is in base contact with an enemy Team, the Rider Team rolls Assault Checks alongside the tank. If an enemy Team makes a successful Assault Check against the tank, the hit is applied to the Rider Team instead. A further successful Assault Check is then required to hit the tank itself. Suppressed Rider Teams do not roll Assault Checks.

IF THE TANK IS DESTROYED - The Rider Team is destroyed alongside it.

TERRAIN MOVEMENT EXPANSION

DIFFICULT TERRAIN - Vehicle Teams crossing Difficult Terrain remove the lowest die from their movement roll in addition to making the required Terrain Check. A failed Terrain Check stops the vehicle as normal.

VERY DIFFICULT TERRAIN - Infantry Units may only enter or cross Very Difficult Terrain if at least one Team in the current activation begins that activation in base contact with the terrain. This represents the need for lead elements to already be in contact with the obstacle before the remainder of the unit can follow through.

Vehicle Teams crossing Very Difficult Terrain remove the lowest die from their movement roll and must make a Terrain Check. A failed Terrain Check results in the vehicle becoming Bogged.

BOGGED - A Bogged vehicle may not move from its current position. When a Bogged vehicle is activated, its crew must spend the entire activation attempting to free the vehicle. Make a Training Check. If successful, remove the Bogged status. The vehicle may act normally from its next activation onward. If failed, the vehicle remains Bogged. In either case the vehicle may not move or fire during an activation spent freeing itself, representing the crew's full attention being directed toward the task.

OVERLOADED VEHICLES - Vehicles with the Overloaded special rule must re-roll successful Terrain Checks when crossing terrain, and must re-roll successful Training Checks when attempting to free themselves from a Bogged status.



TURN SEQUENCE

1. **Resolve Artillery** - Roll deviation; FFE or wait
2. **Roll Order Dice** - Roll one Order Die per active PL and Vehicle Unit. One die is marked the Hero Die. **Each 4+** grants **1 OP**, then **add 1** to the total.
3. **Hero Die rolls 6** - Reveal and discard Hero Points, roll 1d6 hidden, gain new total.
4. **Spend Points** - OPs activate Teams once; HPs can activate Teams again or during enemy turn.
5. **End Turn** - Non-Active Player becomes Active.

FIRING

PROCEDURE

1. Declare single Target Team
2. Roll RoF dice, need **4+** to hit
3. Apply modifiers to target number
4. Allocate hits

Multi-weapon Teams: 1 weapon at full RoF, others at RoF 1.

Modifier	Effect
Target Concealed	+1
Target at Long Range (up to 2x)	+1

HIT ALLOCATION

- **First:** Target Team
- **Then:** Other Teams within 4' (in LoS and range)
- **Last:** Small Teams (even if targeted)
- **Max 1 hit per non-Vehicle Team** per Fire order
- **Small arms** → unarmored only
- **AT weapons** → choice of armored or unarmored
- **AT weapons** targeting soft targets ignore Concealment

ACTIVATION

ORDERS (CHOOSE ONE)

- **MOVE** - Team moves
- **FIRE** - Team shoots

UNIT ACTIVATION

- **Infantry/Gun Units:** Activate PL to activate all Teams in LoS
- **Vehicle Units:** If less than 1/2 of Unit is suppressed or destroyed, nominate a Team as Leader; then activate Teams in LoS
- May issue **TWO orders**, split between Teams

ACTIVATION SEQUENCE

- **Declare Orders** (Destinations/Target Teams)
- **Rally Checks** (suppressed w/o RFPs)
- **Resolve RFPs**
- **Execute orders**

MOVING

Infantry
2d6"

Gun
1d6"

Vehicle
5d6"

*In LoS of unsuppressed enemy; Roll dice for movement
Entire move out of LoS: Use maximum movement*

Team Type Difficult Very Difficult

Infantry	No penalty	No penalty
Gun	No penalty	Cannot move
Tracked	Terrain Check on stop	Terrain Check on stop
Half Track	Terrain Check on stop	Cannot move
Wheeled	Terrain Check on stop	Cannot move

ROAD BONUS

- Tracked / Half Track: **+6"**
- Wheeled: **+12"**

VEHICLE SPECIAL

- Movement > 8" off road = straight line only

RECEIVED FIRE POINTS

WHEN TEAMS ACTIVATE

Roll 1d6 per RFP assigned. Take worst result:

	Killed	Suppressed	Ready
Open Ground	1-2	5	4
Hard Cover	1	2-3	4

*Suppressed Teams: Always count as Hard Cover
Suppressed in Hard Cover: Re-roll first Killed result
Vehicles: Always count as Hard Cover*

WHEN IN DOUBT...

- Roll **4+** and keep the game moving.
- Fast, fun gameplay is more important than perfect simulation!

SUPPRESSION & RALLY

SUPPRESSED TEAMS

- Cannot Fire
- Cannot Move toward visible enemy
- Cover is improved when resolving RFPs

RALLY

- Roll **4+** to remove suppression
- Only for suppressed Teams **without** RFPs
- Rolled after orders are declared

FALL BACK

- Suppressed Teams that start or end their activation out of LoS to enemy auto-rally

ARMOR PENETRATION

AT ≤ AR: Roll dice equal to AT value

Any 6 : Receives RFPs equal to weapon FP
No 6 : No effect

AT > AR: Roll dice equal to the difference

Any 6 : Vehicle is **Destroyed**
No 6 : Receives RFPs equal to weapon FP

AR ≥ 2*AT: Weapon is ineffective

*Flank Shots: Use Flank AR if firing from behind line across front of hull
Unarmored Vehicles: Count as AR0*

LEADERS

ABILITIES (ONCE PER ACTIVATION)

- **Direct Fire:** +1 RoF to 1 Team in contact
- **Rally Team:** Rally Check for 1 Team in contact
- **Move Up:** +3" move to 1 Team ending in contact

MOVEMENT

- May always move up to **12"**
- Position abstracted when in contact with Team

CASUALTIES

- If PL killed after orders issued, only **1 Team acts**
- Later activations: Training Check to place new PL

MORALE

MORALE CHECK

- Required when Unit loses >50% of Teams
- Roll **4+** or Unit destroyed
- Must re-check each time more casualties occur

ASSAULTS

INITIATION

- Must start within 12"
- At least one unsuppressed Team with LoS
- End Move in base contact with enemy
- Max 2 attackers per defender

SEQUENCE

1. Attackers move into contact
2. Defenders activate (Rally, resolve RFPs)
 - 2.a. Non-Ready defenders destroyed
 - 2.b. Attackers may move 3" to contact
3. Defenders: Assault Checks + 3" moves
4. Attackers: Assault Checks + 3" moves
5. Repeat 3 and 4 until no contact

ASSAULT CHECK

- Roll **4+** to destroy contacted enemy
- Leaders in contact allow re-rolls

VS. VEHICLES

- AT weapons: Use normal **AT +1 vs. Flank AR**
- Non-AT: Count as AT 2
- **Infantry AT** Teams convey their AT value to a Team they are contacting
- Open-Topped: Destroyed if resolve RFPs while in contact with enemy
- Infantry attack first if starting concealed

Regroup: Teams that made an Assault Check or chose to Move out of contact with enemy are marked suppressed when finishing their activation out of contact with enemy

ARTILLERY BARRAGE

CALLING FIRE

1. **First Order Point (s) of Turn:** Order Team to Observe
- Observing/Barraging Teams may not Move/Fire for rest of turn
2. **Start of Next Turn:** Place Range-In marker in LoS
3. Deviates d10"
4. Fire-for-Effect or else re-roll deviation next turn

FIRE-FOR-EFFECT

- Teams within 4" of Range-In point receive RFPs equal to Gun's Fire Power
- +1" radius per gun over 2 (max +2")
 - Teams activating in radius take RFPs
 - Armored Vehicles: Subtract Flank AR (max -2)
 - Open-Topped Vehicles: do not reduce RFPs
 - Barrage continues on 4+ next turn
 - Max **4 FFEs** per game per Artillery Unit

SMOKE

- Place one 3" Smoke marker per gun
- Can't see into or out of
- Lasts until beginning of next turn

OBSERVERS

- Any Team from the Artillery's Unit may observe for that Unit's fire
- Any PL Team may observe for an Artillery Unit, but may not give any orders while observing
- Suppressed Teams may not observe
- FO Teams may only be targeted if they are not concealed or they have an enemy Team within 12"

MORTARS

- On-table mortars direct hit on a deviation roll of 8+
- If a mortar Team observes for itself, FFE immediately and without deviation

HAIL OF FIRE

WWII COMPANY-LEVEL MINIATURES WARGAME RULES

Hail of Fire is a company-level WWII miniatures game where authentic tactics produce historical results through fast, intuitive mechanics. Ten years in development. Continuously refined. Still free.

Fog of war drives every decision. Real commanders didn't have perfect information. Neither will you. Secret order points, hidden deployments, variable movement, and delayed combat resolution recreate the friction of command. You'll use period tactics not because the rules require it, but because they work.

Simple mechanics, not simple decisions. No charts, no phases, no record-keeping. Who acts first, where to commit, when to hold back. Every turn demands difficult tactical choices. All the depth of combined-arms warfare, resolved with a handful of dice in a couple of hours.

Historical tactics emerge naturally. Leaders keep their men moving and fighting under fire. Armor needs infantry support. Fire suppresses, assaults kill. Teach the rules in 20 minutes. Fight like a WWII commander all afternoon.

Shaped by years of convention play and feedback from players and game masters across the country. Hail of Fire has become a regular feature at HMGS conventions, with game masters earning more than a dozen awards, including a Best in Theme and a Best in Show honor in 2025. If you enjoy it, join the community on Discord.

.....

Game Features:

- Designed for 15mm miniatures or smaller
- Infantry organized in teams, vehicles as individual models, platoons as units
- Requires a handful of D6s, one D10, and tokens for suppression and received fire
- 1v1 focused, scales to multiplayer, supports solo play
- Point-free force balancing for casual pick-up games
- Free web companion at arsenal.retroboomgames.com: force builder, Force Parity calculator, Break Point tracker

Please follow this QR code to join the conversation on our **Discord server**:

