BATTLE FOR 2MM EARTH
1418: The Great War (Version 0.8)

INTRODUCTION

The "Battle for 2mm Earth" rules are suitable for any large combat up until around the end of the 19th Century. I designed 1418 semi-independently from the BF2mmE rules, working on a system which, though using similar concepts as the former game, I thought would better represent conflicts post-1870.

As you can see by the title, the focus of the game is 1914-1918, but it can be used as-is from the Prussian Wars (1866, 1870-1), through the Boer Wars and the First World War, (including the Russian Civil War). Note that you can play 1820-70 battles with either game rules (e.g., the American Civil War), but unfortunately neither are suited to skirmish-type fights (e.g. the civil wars from 1920 to 1940 in Austria and Spain).

The main differences between the two games are command, formation levels, vehicles, cover and the role of hand-to-hand fighting. If any concepts seem particularly alien or I haven't explained clearly, having a read of the BF2mmE rules may help. Check the website (www.battlefor2mmearth.co.uk) for information on modelling and basing for the game.

BOUNDS

Each "Bound" in game is a series of actions performed by both players

- High commands given to Strategic Formations
- Plan moving and shooting with sub-units
- Execute moving and shooting as shown in Order chart.
- Resolve melee using the "m" side of "Arming m/r"
- Start new bound.

STRATEGIC FORMATIONS

Strategic Formations are large groups of troops numbering in the hundreds or thousands. The "Normal" rules have SF's as Battalions (apx. 500-1000 men), but larger battles or nations with low-quality commanders can be used with Regiments as SF's. I will use "Strategic Formation" throughout.

Each Strategic Formation is made up of a number of sub-units (companies). Each sub-unit constitutes a number of bases (platoons), which are normally lined up in base contact with each other. Most companies move as one (rather than the platoons being independent)

HIGH COMMANDS

Each command the player gives to Strategic Formation will allow (or rather limit) which actions the sub-units become capable of doing (e.g. a company whose battalion has been commanded to retreat cannot then advance or assault).

They are always assumed to have been passed on successfully as there are enough limitations on action imposed in the command itself.

Note sometimes units are forced to act as if given another order (e.g. when panicking or under gas attacks) – these rules are in the prototype stages and will be added/updated in later versions.

Every sub-unit's action is made using the "Plan/Execute" system. The Plans for a sub-unit are restricted to the Command given to the sub-unit's parent Strategic Formation, as shown on the chart below.

COMMANDED *Situation*	**ADVANCE**	**HOLD**	**ASSAULT**	**RETREAT**
Dug in, safe	Stay put or Move	Stay put (only)	Assault (only)	Retreat (only)
Dug in, under fire	Stay put (only)	Stay put (only)	Stay put or Assault	Stay put or Retreat
Not dug in, safe	Move (only)	Stay put Find cover	Assault (only)	Retreat (only)
Not dug in, under fire	Stay put or Move	Stay put or Find cover	Assault or Find cover	Retreat or Find cover

Example: *The 107th Battalion is ordered to advance. Each company is dug in, but the central company was under fire last turn. The central company has no choice but to stay put, but the player can choose to move the other two companies (in the direction the Battalion is ordered to advance in)*

Example: *The 81st Reserve Battalion was ordered to Hold last turn. Every company was under fire, and only the central company was dug in. This turn they are ordered to Assault. The central company can choose to stay put, and the other companies can either Assault the enemy or move to the nearest cover location.*

Sub-units choosing to find cover may move in any direction the player chooses, as long as they will end up in or nearer to a better cover location.

PLANNING & EXECUTING

Once High Commands have been given, the players will systematically plan moves/shoots for each unit based on their type and situation. Artillery plans are done on a map.

PLANNING

(1) Naval and railway artillery plan shooting (Anon)
(2) All normal Artillery plans shooting (Anon)
(3) Reserve SF sub-units plan moving and shooting (Mark)
(4) Line SF sub-units plan moving and shooting (Mark)
(5) All Heavy Weapons plan moving and shooting (Mark)
(6) Elite SF sub-units plan moving and shooting (Mark)
(7)

EXECUTING

(1) All dug in (for 1 bound or longer) Artillery and Heavy Weapons, now shoot.
(2) All Artillery and Heavy Weapons who did not move or dig in last turn, now shoot.
(3) Dug in infantry planning to leave their position are now marked to show they have begun to leave the dugout.
(4) Dug in infantry (regardless of how long they have been dug in for) who are NOT assaulting, now shoot.
(5) Infantry who are not dug in and are NOT assaulting, now shoot.
(6) Assaulting infantry move their full distance
(7) Infantry moving normally move their full distance
(8) Dug-in infantry now move their full distance
(9) Infantry who are assaulting now shoot
(10) Naval and railway artillery shots are worked out

OVERWATCH

Sub-units who have remained stationary (but not those who are digging in while stationary)

Players may choose to order their units to shoot at a target who they cannot hurt. This is fine – do not bother to work out the shots unless the target becomes 'vulnerable' or 'available'. (Is no longer blocked by terrain and can be hurt by their weapons).

SHOOTING THROUGH TERRAIN

Use a marker or rod to test a sub-unit's line of sight. If one or more of the bases can draw a direct line from their base to the base of the enemy, they can shoot. If the marker cannot touch because of a slope or intervening terrain then the target cannot be hit, but the firer can always use 'overwatch'

ARMING and RESILIENCE

Arming is dependent on a platoon or base's inherent Arming value. Resilience starts as a built-in value but is increased or decreased depending on their terrain, effects of gas, and any “injuries”.

Arming is the number of dice that a sub-unit rolls to try and beat their target's Resilience value. For every base more than two in the sub-unit, an extra die is rolled (so a 3-base A2 company rolls 2+1 dice, and a 4-base A1 company rolls 1+2 dice).

The sub-unit targeted will be made up of bases identical to each other, so Resilience should be easily established.

If the Resilience value is matched or beaten, then that target takes a “hit”. One hit injures, two hits removes permanently. An injury does not just take away a 'hit point' but also reduces the platoon's movement value (by HALF). This reduction stays for as long as the target platoon is under fire from the SAME shooter. If it remains under fire but from a different shooter, it rolls a recovery die.

A recovery die is when a platoon must roll equal to or under its own Resilience value (a roll of 6 fails). If it succeeds in rolling <=R, then its movement is restored even under fire.

A “Hit” is usually scored on a sub-unit (or isolated base) and will be distributed onto one of the bases in the single rank of the sub-unit. When the majority (50%+) of the sub-unit of a sub-unit is injured, the unit suffers a halved movement speed. Once a sub-unit has been completely injured (as in, all bases have an injury), further hits will become Kills and bases removed. Hit allocation is up to the aggressor’s choice, but (as above) they cannot allocate kills until all bases have injuries.

HEAVY WEAPONS

You'll notice I refer to Heavy Weapons (and this is a term on the order of shooting chart). This means any Heavy Machine Guns, Mortars, Trench Guns and also Command bases.

Note also on the chart of characteristics that some weaponry has A#\#(+#). The “+” bonus is a number added to one of the die that they roll (or their only die if they have A1) for shooting this means that these special troops are capable of harming R7, R8 and R9 troops making them essential when fighting fortifications or vehicles on the defensive.

DIGGING IN & COVER

A company who is dug in is better protected than a company who is not. However, digging in is not an option all the time, and means the company must stay put for a whole turn to dig the trenches and fox-holes. If a company moves AT ALL, they no longer count as dug-in, but their original position becomes rough terrain if they originally dug-in in the open. Other than counting as rough terrain it has no other effects.

Troops ordered to change or hold positions can dig in, but those ordered to make dramatic moves cannot:

COMMANDED	ADVANCE	HOLD	ASSAULT	RETREAT
(Can choose to dig in?)	Yes but -1R if attacked	Yes but -1R if attacked	No	No

Troops can gain a cover bonus even if they are not dug in:

	Moving	Stationary	Dug in
Open	-3R	-2R	(R)
Rough	-2R	-1R	+1R
Defensible	+1R	+1R	+2R
Fortification	+2R	+2R	+3R

As you can see, there is a penalty to moving in open or rough ground, but moving while in defences of some kind is not any riskier. Note that the table shows the total Resilience value for every situation, rather than cumulative possibilities.

A unit moving from one type of terrain into another counts as being in whatever the weaker type was (for example, over the top of a +2 dug-in trench into the open -3 gives a -3... as would assaulting from the open into a trench)

Slow infantry – 4cm (*40 scale metres*)
Medium infantry – 6cm
Fast infantry – 8cm
Slow cavalry – 8 cm
Medium cavalry – 12cm
Fast cavalry – 16cm

Moving or assaulting on an intact road = (+25% distance)
Moving from or in open terrain = (normal distance)
Moving from or in rough terrain = (-25% distance)
Moving from or in impractical terrain = (-75% distance)
Assaulting (after all terrain modifiers) = (+100% distance)

If moving from one terrain to another, add the modifiers for road, open, rough or impractical together BEFORE applying them, eg (+25%)&(-25%)= no modifier, and (+25%)&(-75%)= (-50%)

ASSAULTING & MELEE COMBAT

Troops do not have to be assaulted to get into base-to-base contact with an enemy, but they do have to have been assaulted themselves. You cannot casually walk your troops into your enemy's! When Assaulting, a sub-unit gets a movement bonus and can shoot along the way (*shooting is done with -1A [one less die] than usual though*). An Assault can only be directed directly towards an enemy within 300m.

If the troops fall short of their target, they must continue assaulting the next turn (unless their orders or situation changes so that they are not allowed to assault – but you'd have to be pretty stupid to try a long distance assault under fire and/or change the command half-way through).

Melee combat itself is worked out the same way as shooting, but count the number of bases in your sub-unit as only "the number of bases in base-to-base contact with the enemy". Injuries and casualties are distributed by the aggressor.

CASUALTIES & ENDING THE BOUND

Casualties (from shooting and assault) are ALL removed as they happen. Make sure you keep track of injured units (I place a red smoke marker for freshly injured) and also differentiate between fresh and old injuries – old injuries are those that can move normally again but one more hit will finish them off (I use a black smoke marker).

	SPEED	**ARMING m/r**	**RESILIENCE**	**RANGE**
Reserve inf	Medium Inf	2/1	3	300
Line/good inf	Medium Inf	2/1	4	300
Elite (rare) inf	Medium Inf	2/1	5	400
Command	Slow Inf	1/1	As S.F.	100
Machineguns x1/2	Slow Inf	1/3(+1)	As S.F.	800
Early mortar	Slow Inf	1/2(+1)	As S.F.	1200
Melee only cav	Fast Cav	3/0	3	0
Mixed cavalry	Fast Cav	3/1	3	50
Mounted rifles	Medium Cav	2/1	3	300/100
LMG Squad (x2/3)	Medium Inf	1/2	As S.F.	400
1-3 SMG Squads	Medium Inf	2/2	As S.F.	150
Grenadier Squads	Medium Inf	3(+1)/2	As S.F.	150
Mother Tank (x2)	Slow Inf	0/3(+2)	6	400
Medium/Whippets	Fast Inf	0/1(+1)	5	200
75/77 Field Guns	Slow Inf	0/2(+1)	4	2000
105 Lt Howitzers	Slow Inf	0/2(+2)	4	Infinite
120 Howitzers	Slow Inf	0/2(+3)	4	Infinite
Very Heavy Guns	(Immobile)	0/3(+4)	4	Infinite
Short-term Gas	(3" + Wind)	*Target suffers -1A -1R*		Special

SPECIAL TROOP TYPES

VEHICLES

Vehicles may never dig in but *all infantry and heavy weapon rolls against them must be re-rolled* (field guns and artillery don't) AFV's are based as 2-6 vehicles, with smaller numbers for heavier vehicles). This includes Tanks, Self-propelled Guns and Armoured Cars.

Armoured Fighting Vehicles:

Self-propelled artillery pieces work as normal artillery except do not have to spend a bound packing or unpacking (no matter their size). They also have the better Resilience value and re-roll rule. This makes them mobile.

Armoured cars work as normal cavalry except with the better Resilience value and the re-roll rule (making them usable as assault troops).

Tanks work as normal infantry except with a much better Resilience values and the re-roll rule (making them excellent assault troops)

Transport Vehicles:

Those which are not motorized (i.e. horse-drawn) do not have to be represented – if you wish to then a simple horse-holder by a SF's command bases will suffice.

Motorised and mechanised transport should be shown by cars or half-tracks mounted in platoons. You only need one platoon base per SF and it should be kept by the command platoon.

Companies are assumed to lose their special transport when they are destroyed and the same goes for Strategic Formations (basically, you cannot re-distribute transports).

If the SF command bases are destroyed then the entire battalion loses its movement bonus.

Transport Bonuses:

Horse-drawn transported units receive no bonus and move at their standard rate. Motorised and mechanised transported units move at (+50%) (to a maximum total of 12cm)

Note that only infantry SF’s (including their Heavy Weapons) can be transported like this – vehicles, artillery and cavalry have transport all integrated into their movement values.

ARTILLERY

At the beginning of the bound, when the player gives Commands to Strategic Formations, the player must also order bombardments on a grid reference (grid squares should be minimum 6”x6” in size). On-table guns may alternatively fire directly, in the same way as infantry but the same time as artillery. Note that all artillery has to spend one bound packing or unpacking to move/fire, and can never dig in.

On-table guns can be directly fire instead, firing like infantry but at the same time as bombardments.

Player multiplies the Arming value of the Artillery Strategic Formation (use the mean value if it is a mixed unit) with the number of bases firing.

The total is the maximum number of 'Shots' the player can allocate across the circle. Place a bombardment circle (diameter 3”) and every sub-unit with more than one base, or its only base, under the circle takes damage as allocated by the player.

They can choose to lay up to half the shots on a single target or can distribute as far as one shot on every base (assuming you have enough shots to distribute).

Shots allocated to targets within the circle are rolled as if the target were under normal attack, but if a shot(s) is chosen on a platoon more than half-way outside the inner circle, any successful shots must be re-rolled.

SMOKE SCREENS & POISON GAS

As well as ordinary smoke, there are two main categories of poison gas – immediate effect and delayed effect weapons. Immediate effect was used early in the war, with long-delayed weapons being used from 1916 onwards. Long-delayed gas does not have an effect on the troops in our actual game play, but can be used to block lines of sight like the others.

Poison Gas and smokescreens can be fired by artillery pieces (those who historically fired it) by using the normal template and laying a cordon of smoke, 3” long for every battery firing, laid with its centre of the template’s centre and angled depending on the wind direction. The scenario (or a die roll) should dictate wind direction, and the smoke-cordon will be angled 90 degrees from the wind and will travel 3” in that direction at the end of each bound, after melee & casualties. Note that some gas is transparent and won’t block line of sight. Troops partially in smoke can shoot out freely.