

"Quick Kill" 6mm Infantry rules for the 2nd World War

Designed for elements of 1-4 infantry models on small (1" square) bases. "D6" means a 6-sided dice.

Morale:

Every formation (<20 bases) is given a morale rating: Reluctant and Confident. Confident troops will become Reluctant if their leader (e.g. company officer) is killed, or if already Reluctant they will refuse to take orders for the rest of the game. Formations may spread their bases up to 1, 2 or 3" apart depending on their training

Commands:

Each formation is given a command by an HQ stand within 12". The Command must be "hold" or "advance". Formations without commands automatically assume they should hold.

Troops on hold will engage any enemies in combat, except Recon units who only engage if any members are within 6" of an enemy. Troops ordered to advance will stop to engage if shot at by an enemy they can't see, or if within 6" will assault if Confident. Soldiers only engage if they have Line of Sight to the enemy (all cover blocks LOS) but can attack any obscured enemies who are engaging them (-1 modifier to all die rolls) or a different target (-2 modifier to all die rolls). Tanks have a LOS over infantry and low cover (e.g. hedges, barricades, but not high walls or cliffs) and can choose to target enemy vehicles as priority over infantry.

Artillery & mortar units may be commanded "ordnance target of formation X" which means they attack a target which an allied formation can see. Shots do not scatter in any way.

Movement: Is all simultaneous - elements can't move into base contact except infantry vs tanks

Confident formations move first, moving elements furthest from their own leader first until finally moving the leader. Reluctant formations move after all confident formations have been moved. Which player moves what doesn't matter as moving is assumed to be theoretical and simultaneous.

Movement is 6" on plain terrain, 3" if engaged OR in cover, 1" if both engaged and in cover. Vehicles move 12" for very fast (motorbikes etc.), 9" for fast (recce tanks and bren gun carriers), 6" for medium (most vehicles) or 3" for slow (e.g. Jagdpanther). Vehicles moving in cover count as one worse than they are - if already 3" then they will be reduced to 1".

Engaging:

Bases will engage the enemy that poses the greatest threat (the closest). Engagement is worked out by targetting groups, i.e. enemy bases of the same difficulty to hit. Groups cannot have any members more than 6" apart - divide large would-be groups into several. Groups are not any kind of administrative formation, they are purely for targeting purposes. You may focus fire by targeting a smaller group, as long as they are closest (e.g. focus on the machine-guns, even though the riflemen right next to them are just as easy to kill).

You can only engage enemies you can see. All cover blocks line of sight if it reaches higher than the models on your bases. You will always be able to see enemies within 4" (vehicles 8"), unless they are in an intact building. Each formation may consider their groups differently from another formation engaging the same targets. Groups must be of bases identically easy/hard to harm, unless you are ordnance or artillery.

Every base of yours engaging the enemy rolls a D6. The score required is based on the target you want to harm: 4+ for infantry in the open, 5+ if in soft cover (hedges), 6 if in hard cover (walls). Light vehicles (open topped or less than 3cm armour) need 4+, mediums (most) need 5+ and heavies (more than 8cm armour), but you can only fire if you have an anti-tank weapon. Machine-guns and HE shells of 'large' calibre (depends on year) roll 2 dice..

Non-AT weapons (including MG's) can harm open-topped vehicles, and only on a 6. For every hit you score on a group, remove the closest element automatically for infantry, but roll a further die for vehicles (1-3 immobilised, 4-6 destroys)

Infantry who get into base contact with an enemy vehicle may count it as being open-topped due to grenades etc. being almost universally carried in this period. Troops with mines or specialist equipment may count as having AT when touching.

Example formations and elements:

The game is designed to be played with as many formations as you can realistically have on the battlefield (maximum of 1 per square foot). The examples given below are just as a guide to classifications.

1939 German Infantry Company: Confident: Trained to 2"

Formation - infantry platoon (10 infantry bases, 1 leader base, 1 Small-calibre mortar base)

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Formation - support platoon (1 HQ base, 1 leader base, 4 MG bases, 4 infantry bases)

1940 Russian Tank Battalion (theoretical strength): Reluctant: Trained to 1"

Formation - "BT/T26" light tank company (9 light tanks, 1 light tank leader), Small-calibre

Formation - "T34" medium tank company (9 medium tanks, 1 light tank leader) Large-calibre

Formation - "KV1" heavy tank company (4 heavy tanks, 1 heavy tank leader) Large-calibre

Miscellaneous - HQ base (counts as medium tank)

1940 Russian Tank Battalion (realistic strength): Reluctant: Trained to 1"

Formation - "light" tank company (7 light tanks, 1 light tank leader), Small-calibre

Formation - "medium" tank company (4 light tanks, 2 medium tanks, 1 medium tank leader), mixed calibres

Formation - "heavy" tank company (1 heavy tank, 1 heavy tank leader) Large-calibre

Late 1941 Russian Tank Battalion (theoretical strength): Reluctant: Trained to 2"

Formation - heavy tank company (KV) (10 heavy tanks) Large-calibre

Formation - medium tank company (T34) (10 medium tanks) Large-calibre

Formation - medium tank company (T34) (10 medium tanks) Large-calibre

1941-42 German Tank Company (theoretical strength): Confident: Trained to 3"

Formation - tank platoon (Panzer III or IV) (5 medium tanks), Small-calibre unless Pz IV or latest model III

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Formation - tank platoon (Panzer III or IV) (5 medium tanks), Small-calibre unless Pz IV or latest model III

Miscellaneous - HQ base (counts as medium tank)

1939-43 German Artillery Battalion

Formation - 105mm battery (off-table or 4 guns) Large-calibre, rolls 3 dice instead of 2 against infantry not in hard cover

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Miscellaneous - counts as Confident

Later in the war, the old heavy tanks become medium and the old mediums become light, as new and super-heavy designs enter service. Artillery can be deployed on-table if you wish, but cannot fire at any infantry within 12" or vehicles within 6".

The rules and classifications are deliberately simple to focus on decision-making for tactical manoeuvres rather than allocating firepower based on statistical values. There are some gaps in the rules, e.g. aircraft or anti-tank rifles, but all these need is a little thinking: e.g. ATR's just let infantry count as having an AT weapon; or by one-off special rules: e.g. in your battle for the Rhine the IL-2 airstrike will hit on turn 3 at grid reference A4, and will act as an AT weapon which rolls 4 dice against a group chosen by the Russian player ignoring line of sight.