

Lightning War

Easy play rules for WW11 land warfare

Game Turn Sequence

- 1 Player rolling highest dice decides who has "initiative" and moves first.
- 2 All movement takes place. Player with initiative moves first.
- 3 All firing takes place. Player with initiative fires first. All weapons fire only once per game turn.
- 4 All Close Assaults take place.
- 5 Morale is tested, where required.

Visibility

In order for any target to be engaged, there must be a direct line of uninterrupted sight between it and the firer. Only enemy units, weapons and vehicles constitute a "target".

For those wishing to add a seasonal variation to visibility, add the following dice throws together for the particular season you wish to battle in. The total equals the maximum visibility in inches.

Winter – 4 dice, Autumn/Spring – 6 dice, Summer - 8 dice.

"Dead ground" can be assessed by measuring across the object or hill blocking the line of sight and allowing the same amount on either side as "dead ground". Anything within this distance cannot be seen from the other side of the intervening object

Vehicle Movement

All tanks and wheeled AFV's move at 12" while advancing on the battlefield. Bad going reduces this rate to half. Medium and Light tanks and wheeled AFVs may move at double this rate if they are retiring or withdrawing or travelling solely on a road or formed track outside the range of enemy fire. They may not fire if they use this movement option. Heavy and "Infantry" tanks may never exceed 12" movement. Trucks and jeeps may move at 12" on roads or 6" off road. They may never attempt to cross bad going. All vehicles may "dash for cover" at double normal movement rate, but may not fire while doing so.

Armour

The gun performance number represents the number of dice the listed vehicle may fire in its firing segment of the Game Turn. The defense Values listed for each vehicle represents the number of dice by which the attacker's number of dice is reduced. Gun performance is further reduced by 2 dice if the firer moves during that Game Turn or by 1 dice if the target is "hull down" or partially obscured. Tanks with turret crews of 2 or less may either move or fire, but not both in the same Game Turn.

Example: A PzIVH fires at a Sherman at 24" range. The gun performance at that range is "8", while the Sherman's frontal defense value is "6". Therefore the German player's dice numbers are reduced $8 - 6 = 2$. In order to "disable" the enemy vehicle, the attacker must throw at least 1 six with one of the two dice. Where the attacker's dice numbers fail to equal or exceed the defender's defense value, the attacker may still throw 1 dice.

Side or rear armour is presented by the target when the firer moves behind a line drawn at right angles to the target's front facing.

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Infantry.

Infantry are based in Squads or Sections (3-5 figures) Bases should be about 30mm square for 15mm troops and a convenient size for larger scales. The smallest unit in the game is a platoon for infantry, or battery for artillery and mortars.

Infantry usually move 6" per game turn. Infantry may "dash for cover" at double their normal rate but may not fire or close assault while doing so.

MMG/HMG, mortars and artillery take one game turn to set up. Towed anti tank guns may move and fire but reduce their fire by 2 dice for doing so.

Infantry effective firing range is 6".

Infantry squads armed with rifles and 1-LMG fire with 3 dice.

Infantry armed with **SMGs** fire with 4 dice but only to a **maximum range of 3"**

MMGs fire with 3 dice. Effective firing range is 12"

HMGs fire with 4 dice. Effective firing range is 12"

If the target is in cover or halted in the open, firing is reduced by 1 dice. If the target is in field or prepared defences, reduce firing by 2 dice.

Infantry Assault.

Assaults are conducted by units. Any squad of a unit which makes base to base contact with an enemy squad commits the entire unit to the assault. The same applies to the defender. Attackers declare their assault and prepare to move at double the normal movement rate. Assaults may not be conducted through or across bad going. The defender conducts 1 round of defensive fire before the attacker makes contact. All casualties are removed before the attacker makes contact with the defender.

All squads (attacker and defender) roll 1 dice each. Any dice throw of "6" causes an instant casualty against the opposing player's unit. All casualties are immediately removed. The unit with the lowest number of casualties wins the assault. All other results are a draw. The assault continues until there is a winner, before the next Game Phase. Armour may support an assault as it closes with the enemy, but it may not take part in the assault. Armour close assaulted by troops is immediately disabled, but troops may not attack enemy armour until all enemy troops within six inches of enemy armour are eliminated.

Once a winner has been determined, the loser moves back one full move and checks morale. The winner occupies the contested position and halts while the unit reorganizes itself.

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Artillery

Artillery fire covers all guns (including AFV's) firing HE and mortars. Artillery has an unlimited range on the battlefield, while AFV's may only engage targets which can be seen from the firing vehicle. All unit HQ's contain an Observation Post that may direct fire at observed targets.

Each calibre of HE weapon is allocated the following number of dice.

Up to 50mm – 3 dice, up to 90mm – 4 dice, over 90mm – 5 dice.

Adjustments for conditions.

-1 dice for troops or heavy weapons among buildings or stopped in the open

-2 dice for troops or heavy weapons in field defenses. Tanks firing HE.

-3 dice for troops or heavy weapons in fortifications.

Firing artillery.

Artillery requires no ranging, this is built into the requirement to throw a "6" to cause casualties to the target unit. Firers nominate a squad, battery or vehicle then roll the appropriate number of dice, taking into account the cover available and the target types.

If part of the target is in cover and part not, adjust the dice number rolled to allow the maximum adjustment for cover or target type. Where armoured vehicles come within the target zone, allocate individual dice for their casualty test. I.e. if a target zone is testing with 5 dice and there is one AFV within that zone, allocate one specific dice (a different coloured dice is best) to assess damage against the AFV.

If more than one "6" is thrown, the second "6" is displaced to the nearest squad or battery within six inches of the target. This displacement continues until all excess "6s" are allocated. Casualties are immediately removed from the game. Infantry in the open is removed first, followed by infantry in cover, then artillery and mortar crews and lastly, armoured vehicles.

Command, Communications and Morale.

The smallest unit is the platoon. In order for a unit to maintain its command integrity all squads and attached direct supporting units must remain within 6" of each other. Attached artillery and armour does not. Radio communications between company headquarters and platoon commands are assumed to range over the whole table. Squads that are outside the required command radius must either rejoin that radius or remain halted. They may only defend themselves until they regain contact with the unit.

Unit morale and experience are reflected in four rating categories.

Elite = 5, Battle Hardened = 6, Replacement = 7, Volksturm/irregular = 8

Morale must be tested when a unit loses an assault, is reduced below half its original strength or retires (whether voluntarily or not).

In order to pass a morale test, each squad/section/detachment must roll 2 dice, scoring the same or more than their morale rating.

Squads/sections/detachments may ADD 1 extra dice to their morale test if they occupy field defences and 2 extra dice if they occupy fortifications. Armoured vehicles may ADD 1 extra dice if occupying a field defences.

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Gun Performance Tables

Type	Range to 12"	24"	Type	Range to 12"	24"
Germany			Russia		
20mm	2	1	45mm Tank gun	6	5
37mmL45	3	2	45mm Towed	8	7
50mmL42	5	4	57mm Towed	6	5
50mmL60	6	5	76mmL41	9	7
75mmL24	5	4	76mmL53	10	9
75mmL48	9	8	85mm	12	10
75mmL70	12	10	100mm	13	12
88mmL56	11	10	122mm M1944	14	13
88mmL71	19	16			
Britain & Commonwealth			France		
15mm	2	1	25mm towed	3	2
2pdr	5	4	37mmL21	3	2
6pdr	9	8	37mmL33	3	2
77mm	12	11	47mmL53	6	5
17pdr	13	11			
United States			Italy		
37mm	5	4	37mm	3	2
75mmM2	6	5	47mm	4	3
75mmM6	7	6	75mmL18	4	3
76mm	9	8	90mm	12	11
90mm	12	11			

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Vehicle Defense Values

	Front	Side/Rear		Front	Side/Rear
Germany			Britain		
PzII	3	2	Cruiser A9	1	1
Pz III H-J	4	3	Cruiser A13	3	2
Pz III L-M	6	3	Crusader Mk2	4	3
PzIV E	4	2	Crusader Mk3	5	3
PzIV F1	5	3	Comet A34	9	5
PzIV H-J	8	3	Cromwell VII	7	5
Panther D	12	4	Matilda 2	8	6
Panther G	9	4	Valentine VII	6	6
Tiger 1	10	8	Churchill VIII	15	10
Tiger 2	17	8	Vickers MkVI	2	1
Hetzer	6	2	Challenger	8	5
StuG III G	8	3	Matilda Mk1	6	6
JgdpzIV/70	8	4	Archer	2	2
Jgdpanther	8	5	Bishop	6	4
Sdkfz 251	1	1	Sexton	2	1
Sdkfz234 Puma	3	2			
Sdkfz222	1	1			
United States			Russia		
Stuart M3	4	3	BT7	2	1
Chaffee M24	4	3	T26	5	2
Lee/Grant M3	5	4	T34/76	6	4
Sherman M4	6	4	T34/85	8	7
Hellcat M18	2	1	KV1	12	9
Jackson M36	5	4	JS2	11	9
M10	5	4	ISU122/152	15	9
Pershing M26	11	8	SU85	8	4
			SU100	9	4
France			Italy		
FT17	2	2	CV33/35	1	1
AMR34	2	2	M11/39	3	1
Panhard 178	3	2	M13/40	4	2
H35	4	3	M14/41	4	2
R35	4	4	M14/75L18	4	2
H38/39	4	3	AB40	2	1
Somua S35	5	5	AB41	2	1
AMR34	2	2			
Char B1 bis	5	5			