

# Hex Command Mechanized Troop Types



## Command

The Quantity of Commands is an indicator of overall Command Strength

- Rallies up fatigued units 1 fatigued per turn and one hit per turn he is attached
- Attaches to a unit/hex, some commands have proximity (area affect e.g. more than one hex influenced)
- Is placed where desired; does not move on the game surface.



## Mortar Section Move 1

Provides concussive force from a distance.

- Cannot be placed in forests
- Smoke is not an option in these rules but can be allowed.
- Not intended to influence vehicles or structures.



## Regular and SMG Infantry Move 3

Mixed weapons and lighter crew served weapons.

- SMGs, Rifles, Automatic rifles and MGs.
- Some squads can be labeled as "SMG" meaning they are ALL SMG weapons and thus have greater short-range or close combat firepower (+1).



## Rifle Move 3

Infantry with all rifles.

- +1 CB may be with or without AT ability.





## Heavy Weapons Squad Move 2

A mixture of heavy weapons, mine detectors, flamethrowers, antitank etc.; slower than normal infantry.

- +1 CB with AT ability.
- Detects/plants mines as they move and serves as engineer.
- Usually better training.

# Hex Command Mechanized Vehicle Analysis

\*\*Note these rules do not imply that missing a die roll means a target was missed; missing means "no effect."

 <b>Stug-III</b> Limited Arc of Fire <ul style="list-style-type: none"> <li>• Medium Tank</li> <li>• "Pak 40"</li> <li>• Steady Gun Platform</li> <li>• Low Silhouette</li> </ul>		 <b>Sherman "Firefly"</b> Turreted <ul style="list-style-type: none"> <li>• Medium Tank</li> <li>• Heavy Gun</li> <li>• "PaK 40"</li> </ul>
<b>Vehicle and Gun:</b>		
Med	<b>Vehicle Weight</b>	Med
Med	<b>Gun Weight Comparison</b>	Heavy*
<b>Modifiers:</b>		
CB+1	<b>"Pak40" ATG</b>	CB+1
CB+1	<b>Steady Gun</b> All SP's are "Steady Gun" platforms	
Yes	<b>Low Silhouette Target</b>	CP -1
	<b>Combat Modifier Totals</b>	
+2	<b>Range Adjustment due to Bonuses</b>	+0
Not included: <i>Terrain hindrance, existing Gun damage hits, Red hits (morale)</i>		

## Conclusion

The Sturmgeschutz has advantage in defense because of it's low silhouette, but is dangerously out-gunned by the 17 pounder that will do a damage block of whatever shows on the cube. \*\* Due to the low silhouette of an SP Tank Destroyer and not turreted, these types of tanks are actually at the mercy of open terrain, hence their greater value in Eastern Europe and less wooded areas. SPs like the Marder are actually at a better advantage, being taller, but those kinds of vehicles had Very Light Armor.

## Commentary

\* The 17 pounder also gets the generic bonus "Pak 40," meaning highly accurate and good penetration power not so much because of gun size, but shell types and velocity. The British 17 pounder was the "Tiger Killer" hence it's designation as "heavy." If the Stug is hit by the Firefly, the Firefly's Heavy gun will gain Heavy to Med bonus; e.g. whatever shows on one damage block. However, the 17 pounder is NOT the same as the 77mm in the British Comet, but it is close enough that we can call both guns the same thing. The German 75mm gun in the Hetzer for example, was a Pak-38 and does not get the Pak-40 bonus. In regard to weight, the Hetzer is one of the bizarre mixes where a light tank is equipped with a medium gun, and hence it moves like a light tank, but fires and gets shot at like a medium tank.