

HEX COMMAND

MECHANIZED

Adapted to create the game
"Battlefield 1942 in Miniature"
v1.2



Introduction

For those who don't already know the CD-rom game [Battlefield 1942](#), it's an immersive first-person shooter like many that are becoming the norm in PC and Console gaming, especially where internet hi-speed data provides for complex graphics and movement. Individual player characters "spawn" in one of Control Points then move freely, jump into and pilot vehicles and aircraft, and operate a host of anti-aircraft and anti-tank weapons.

Impressed with the arcade-like action, we wondered if the game could be replicated with 1/72 miniatures, and these rules are that attempt. While the PC game is real-time, thus ignoring turn-based movement and the need for grids or measures, for table-top purposes we determined that hexagons were still required. This type of game is unlikely to be played via web casting, so prepare for a face-to-face game. Pieces used in a typical game can cover ALL the vehicles and troops from the Second World War, not just those confined to any particular theatre, though that of course can be done.

General

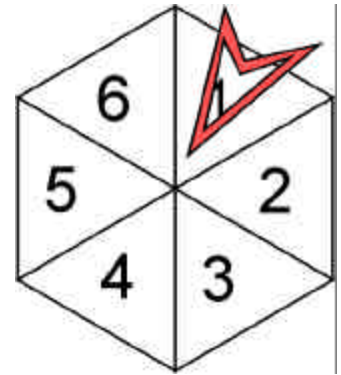
- The object of this game is to capture and hold as many of the opponent Command Centers (also known as control points) as possible. The side that holds the most by the end of the game is the winner, or, in some scenarios, as SOON as the last opponent control point (the main base) is captured the game ends.
- Players get a kill indicator of some kind, perhaps a round bingo-chip as a marker, each time they obtain a kill of a vehicle or enemy soldier.
- A Command Base is captured when an opposing force of any size, stays in the hexes of that base until all players in the turn have activated.
- Once all players have activated, a turn ends.
- Upon capture, change the flag or symbol of the control point to that of the conquering side, either Allied or Axis. As all players spawn in command centers, the more of these one opponent captures the fewer places the enemy has to spawn and re-enter the game. Thus, as fewer and fewer command centers are available all their players will spawn at fewer centers, making them harder to take. But each game has a time limit as well, so capturing the bases is not the only way to win.
- Some Command Centers have vehicles. Vehicles re-appear at these centers when they are destroyed. Vehicles are marked so players know which command center a vehicle should be replaced at, however players could make which base a vehicle appears at a random die roll. During combat, damaged vehicles can be driven to a command center that has a repair station to recover from any damage.
- Each side may have a Main Base that cannot be captured. Fighting while inside the hexes of an opponent's Main Base is not allowed, but firing INTO the base is.
- Some scenarios can have a Paratroop Transport that enters or starts the game already in flight, as a command center. When these are shot down, they come back in a 1d6 random amount of turns later, at a random point side or end of table. These planes are controlled by a player to assist other players to drop onto the battlefield. If no player controls the plane it is not used but is available at any time

Start

- Each player chooses either Allied or Axis, and selects a group of figures to control during the game. Whereas the PC game had only one character per player, in our version a player controls 4 infantrymen who all move as one.
- All vehicles can be used by all troops. As this can be seen as a Squad level per-stand game, only 3 player groups can be in a halftrack at any one time. Halftracks provide immunity from all small arms fire and unlike the PC game, hand grenades cannot affect armored vehicles.
- Until a player's group is placed they are held off the table. When a player is activated, he either places then moves his troops or moves troops already in play.
- Types of pieces include: Infantry with Rifles (accurate), MGs (less accurate, more area effect), Engineer Rifle Infantry (lay mines), Anti-Tank Infantry (can affect buildings), Snipers (most accurate), Armored Cars/Halftracks, Tanks, Mobile Artillery, AA guns, AT Guns, Planes, Jeeps.

Movement & Terrain

- Each time a player is activated, he can fire any direction or move at any time or combination thereof.
- Pieces move any direction without penalty for turning; planes however must move one hex forward before, and for each, hex-side face change (direction) they make. All planes operate at the same elevation once they take off from the ground. Paratroops or bailing out from planes can be done at any time and happens automatically when a plane is shot down. The hex the troops landed in is that or around that, where the plane was last located.
- Hard cover/walls cannot be surmounted by vehicles.
- Movement speeds (hexes):
Infantry: 3
Vehicles: 5
Planes: 6
- A **sniper** is a lone character, not a group or squad, in this game. Once a sniper gets to a location and chooses not to move further, replace his last known location with a Sniper indicator or terrain item such as a bush that the owner recognizes, and after this the player tracks the sniper's actual hex location on the Sniper Hexagon card. This card consists of a graphic of all the hexes around the hex where the sniper ended his turn. If the sniper is not in any perimeter hex, remove the tracking device paper clip shown here. As the sniper moves among the hexes, record it on the indicator card shown at left (with an arrow-type paper clip). The orientation of the hexes is always with #1 facing the side of the opponent.
- These numbers represent the hexes around (clockwise) where the sniper ended his move. The sniper is invisible until an enemy enters one of the hexes. At this point, although hidden, as soon as the sniper fires or moves while an enemy is present in those hexes, the sniper is automatically killed and removed. However, if there are more than one sniper in overlapping hexes, the snipers can continue to operate as normal so long as they do not move and as long as there is not more than 3 enemy soldiers present.
- AT guns can be moved one hex per turn by the crew, but can be limbered up with any truck or halftrack and moved at the infantry speed. They can set down and fire at any time, but they cannot limber/move/unlimber in the same turn.



Combat

- Buildings cannot be destroyed in the game and are never damaged by combat, however, soldiers in damaged buildings can be injured by combat that occurs within 2 hexes of the building.
- Any item within a neighbor-hex of an enemy item automatically gets a hit on that enemy, providing it can cause a hit in the first place, unless the target is in cover wherein a 5,6 must be rolled.
- Items in tree hexes that are surrounded by other tree hexes cannot be hit from outside that tree hex unless by indirect artillery or infantry movement into that hex.
- Indirect artillery falls into a hex grid on a 1d6 6 otherwise falls into a hex around the target hex using the Sniper pattern shown. In this case the number 1 is the hex along the trajectory such that if 1 is rolled, it has overshot the desired hexagon.
- To fire at a target with vehicle weapons roll 2d10 and add them together. If the total is equal to or greater than the hex range to the target, the target is hit. To fire infantry weapons, roll with 1d6 equal to or higher than the hex range. With MGs, roll 1d10.
- To fire infantry weapons the
- Halftracks and some marked buildings are Heal-up centers. Squads recover their damage when they enter a halftrack. They recover one hit per ANY player's activation.
- Vehicles heal up similarly from damage by entering a Command Center repair station hex; some Command Centers do not have vehicle repair stations.
- Hand grenades are not used or symbolized; they are referred to as "close combat" and affect all items in a hex with 1 point of damage up to 3 points.