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Hex Command Mechanized r3.1



Rules for War Gaming the Technology Battlefield

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1. INTRODUCTION

What is the difference between Hex Command Mechanized and Other WWII rules?

“Short” Answer...

The main difference between HCM and other rules is that HCM steps back a few degrees from the finite details, to offer a game system that is free to own and provides excellent incentive via streamlined game play, to attract and keep players in the hobby of war games with miniatures.

This is done in several key methods:

- a. Each stand of infantry is one squad, and the weapon that a figure is molded with is not a consideration.
- b. **Point Defense Weapons:**
Point Defense weapons such as a heavy machine guns (.50 cal., MG42 etc.) are A class for range and firepower; when individually mounted they can be added to a hex that already has two items in it (two being the usual maximum). So you can have two of anything and it is further allowed to have a point defense weapon. .30 cal and other MGs when included with the figures of stand provide a +1 combat bonus.
- c. Armored Vehicle classes are Very Light, Light, Medium, Heavy or Very Heavy as well as the types of cannons.
- d. Armor penetration doesn't exist. Hit the target, then roll to see what level of damage was incurred: damage to Combat ability, Defense ability, or Movement ability.
- e. Infantry combat is nearly identical to Hex Command Gunpowder except that range bands are 2 hexes each using the CnC die: Automatic, Color, Code, Code n' Color, or with a d6 simply: automatic, 4-6, 5-6, or 6. Antitank cannon ranges have 3 hexes to each band.



Long Winded Answer:

We realize that gamers want to explore the many varieties of terrain, vehicles and tactics of the Second World War- or the generally mechanized era of the 20th and 21st centuries- but we also know that in order to attract people into the hobby of war games with miniatures rules can not reach down to the finite details, though in the past these details and the resulting length of the game itself, was part of the charm of simulating the era.

However, it is no longer widely held that details require a long period of time to explore or portray. Moreover, players have less time to devote to the hobby than what was common in the fledgling early days of the 1960's and 70's when most WWII games and rules were originated.

We realized from the mid 1990's that something had to be done to simplify and we responded with "Company Command," where we "introduced" the concept of one stand representing one squad, which was essentially a version of a traditional board game but with miniatures.

The following Concepts Overview provides additional explanation of the Hex Command Mechanized system:

2. CONCEPTS OVERVIEW

The following ideas and statements influenced the rules design:

"A Stand is a Squad"	Each infantry stand of four figures is a squad. In the original Hex Command Mechanized, each figure was separately mounted and thus you could create squads of varying ability based on the figures temporarily mounted to a movement plate with sticky tac putty for example. With figures permanently mounted, differing abilities will have to be noted on the back of the stand.
Heavy weapons squads can be shown with weapons that enable Anti-vehicle ability such as bazooka, flamethrower etc. Presence of a mine detector or satchel charge figure represent engineers, and these are heavy weapon squads with other construction and destruction abilities. Machine Gun figures such as .30 caliber or MG42 can also be used to represent heavy infantry. Whole squads of SMG figures are Elite in melee and squads entirely of SMG get a +1 bonus at the ranges shown on the combat range chart.	
"Terrain is.. or isn't." Cover is Cover What is "obscurity?"	This means individual trees simply look nice on the table and are not a move obstacle or vision modifier. The same is said for just about any other terrain; it either is big enough to cause modifiers or simply looks nice. Whether something is a wall a fence or a hedge, unless specifically called in the scenario, it is cover. A fence on a hill where the opponent is firing up at the position would enable the target to be in "double cover," and so on. Obscurity such as a item between a firer and target such as a vehicle or terrain such as cornfield provides a -1 combat penalty so in a sense it is almost as if something is in cover but no matter how much obscurity is in the way the penalty applies only once. The difference is for Indirect HE where obscurity has no effect.
"River scenarios are the worst games."	What this means is any scenario that has some kind of terrain division in any direction is a movement obstacle and potential drag on enjoyment of the game; modify the attacking forces accordingly to give them a chance of success.
If there IS water and bridges, we recommend they be very close to one end or side of the table; unless players CHOOSE to aggravate themselves with bridge crossing situations. Either that, or make crossing rivers easier such that the river becomes decoration anyway.	
"The HEX is the Target"	Because of the scale in HCM, you do NOT have to see a "whole hex" fire at something in it. However, if any portion of your line of sight enters a hex where an obstacle or large opposing vehicle exists, it may affect firing. LOS here is center of firing hex to center of target hex.
Generally, if one item exists in a hex, it is said to be in the middle of that hex. Another generally accepted rule is that if a LOS from the center of a firing hex can see uninterrupted to the center of a target hex, that target hex can be fired upon.	
Firing at Units on Hills	If a hill target hex is not the front edge relative to a lower shooter next to the hill, it cannot be shot.
This means anything on lower elevation cannot shoot something at higher elevation unless the target hex is the edge hex of the hill top. Conversely, items NOT on the edge of a hill top cannot shoot at hexes at the bottom of hills.	
Moving Vehicles	All vehicles are said to be not moving when they fire, and when they are fired at.
Terrain divides a Hex	Items in a terrain-divided hex do not straddle the terrain, e.g. fence line. The owner must decide when required on which side the item is to be placed.
Terrain Effects (TE) indicator: Does not apply to items that start at a terrain item, only when they encounter it and move beyond it in their move.	A movement penalty represented by the placement of a fatigued or "TE" indicator. Encountering and moving beyond or into any terrain item in a turn, e.g. a forest hex or crossing a fence, wall, hedge etc. causes any item in the game to receive a TE or "Terrain Effects" marker which is a fatigued element. Any item that reaches 3 markers is fatigued. Fatigued units suffer loss of Zone of Control and suffer -1 Combat Penalty and when obtaining more fatigued indicators these become Hit indicators. TE's are removed like combat hits in the Rally Up phase. Because we do not know what a terrain item actually is, e.g. a fence, wall, bush etc., we apply the fatigued indicator to represent some form of affect to the item from terrain.

3. CLASSES AND WEIGHTS

3.1 Classes

1. The highly specific weapons of the mechanized era have been grouped into several classes. Infantry are B class of mixed infantry weapons, and A or Heavy class having an assortment of heavy weapons, anti-tank, engineer, flamethrower or mine detector etc., and have +1 Firing combat bonus. All-SMG infantry are Elite assault troops with a melee combat bonus of +1 and except at long range have a +1 firing combat bonus.
2. Vehicles and all cannon weapons, bombs and mortars also have classes of Very Light, Light, Medium, Heavy and Very Heavy.
3. Buildings also have classes from light to heavy and very heavy (fortified).
4. Sometimes guns can be mounted to vehicles of different weight class, such as the British Matilda being a heavy tank but with only a light gun, or the Panzer III having a light gun (50mm) on a medium-class chassis



Above: Example of cover in the game. Also note that tanks with Howitzers such as the Panzer with a 75mm howitzer has the ability of shooting over cover such as walls and fences negating the penalty but firing with the indirect procedure, but when fired direct a cover bonus still applies.

3.1.1 Unusual Weight Class to Weapon Types

Some vehicles have cannons and chassis that are atypical; e.g. the British Matilda had heavy front armor but a light gun. The Crusader was technically a medium tank with a light cannon. The Cromwell was a medium tank with a light gun at first and then a 75mm or medium gun at the time of Normandy and beyond. Tanks like the M10 or M18 are exceptions, where they are technically LIGHT tanks but carry a an improved gun which we refer to as a "Pak 40" bonus; that is, a superior gun without technically superior gun weight.

3.2 Other Troops

Partisans – These are infantry with guidance abilities and weapons or abilities as the scenario provides, e.g. they may have demolitions ability; they generally get +1 in movement.

Cavalry- Mounted B class infantry. Unlike the Gunpowder rules, here cavalry dismounting and mounting incurs no penalty or fatigue. After dismounting players must determine how the horses are handled for the troops to remount again, that is, the horses are either placed always in the hex immediately behind the dismounted troops or marked as to their location.

Paratroops – Generally Paratroops are Elite infantry with weapons as the player or scenario designates. Each squad bailing out of a plane selects a central hex as the "target" or LZ and a die roll is made using 1d6 to determine like indirect artillery where the squad lands. No more than two squads can land into the same hex.

3.3 Vehicle Classes

All vehicles and targets the size of Jeeps or smaller are classed Low Silhouette when fired upon with Antitank (except when firing at close range.. see the LS rule). Some tanks are also known for their low profile and as such are harder to hit when fired at with antitank. See the Vehicle and Weapons Categories and notes on special vehicles.

3.3.1 Aircraft

All aircraft are considered to have a 3 hex wide arc of fire on the ground, along their flight path, and extending out from their base hex for the weapon(s) they are carrying e.g. a craft with an HMG has a range like an infantry HMG, any cannon having the same range but with +1 CB, and rockets are equivalent to HEAT rounds (high explosive antitank) or +1CB to vehicles and ground targets.

3.3.2 Self-propelled Guns

All SPs have the limitation of shooting only directly in their front facing as determined by the hex facing side. They can shoot only targets in that line and cannot fire or respond (unlike turreted tanks) to targets outside that front facing. Nor can they fire through friendly troops in their front facing when their main gun is mounted low in the hull (vehicles with high gun mountings such as Nashorn, Marder, Achilles etc. are exempt).

4. COMBAT OVERVIEW

4.1 Turn Sequence and Opportunity Fire

The Turn Sequence is the same as Hex Command Gunpowder except where the sequence is temporarily interrupted in these rules by variances in fire while moving (aircraft) and Opportunity Fire declared by defending units; in this game you do NOT have to wait for a target to reach the end of its move before declaring fire. For this reason, it may be necessary for a moving player to “pulse” his movement of units; that is, move each unit only one hex at a time so a defender can declare when to stop and receive fire.

4.2 Combat Ranges and Scale and Whole SMG units

Note that each color band of the CnC cube, meaning Automatic, Color (red), Code (star), and “Code n Color” (red star) comprises TWO hexes in each band for all small arms and 3 hexes for all cannon fire. Entirely SMG squads are elite in melee and +1 in the first two bands (so they are best at attacking troops in cover at close range).

The scale technically represents 50 feet to hex. Larger game tables provide more maneuver room but can also create longer games. Keep scenarios short and with an average of 5 vehicles per side in a 4x4 foot table for 1/72 or similar scales.

4.3 “Point Defense Weapons”

All HMG crew-served weapons- the American .50 HMG and German MG42 and wheeled Russian HMG for example, are +1 when firing and will cause damage like antitank guns to Very Light armored vehicles.

The lighter MGs such as American .30 caliber will be mounted with infantry figures and provides a +1 combat bonus but with no anti-vehicle ability. Due to it’s size, the American .50 cannot be moved without a vehicle.

4.4 Hex Facings and Combat

Note that the basic game considers the weight class of a vehicle, e.g. Heavy, to be entirely heavy around it, on all hex facings. In truth and as an optional rule, players can elect to add a damage die firing at the side and add two die when firing at the rear of armored vehicles.

4.5 Obscured Fire

In all cases, the judge or impartial third party may have to decide certain trajectory cases but for the most part, any firing trajectory that passes through any part of a terrain hex such as cornfield, small outbuilding (chicken coop, hen house for example) or a hex with a vehicle in it, incurs the obscurity firing penalty of -1. In checking the line of trajectory from firer to target, measure from center of firing hex to center of target hex.

- a. Partial Obscurity; Turreted vehicles or top mounted weapons can fire over tall corn to a target but that target must be at least ONE hex further away from the hex of corn- if located in the neighbor hex of a corn hex the target is fully obscured (depending on angle entering the hex of course), a smaller class vehicle than firer, a burning item is in a hex that the shot is passing next to, etc.
- b. Even a river hex might be considered a type of natural trench causing a firing penalty obscurity depending on how a shot or angle of fire is entering the hex.
- c. Bridges that arch over a creek or river will obscure any item in the hex immediately on either entering side of the bridge, unless fired at from the front left or front right.

4.6 Sustained Fire Bonus

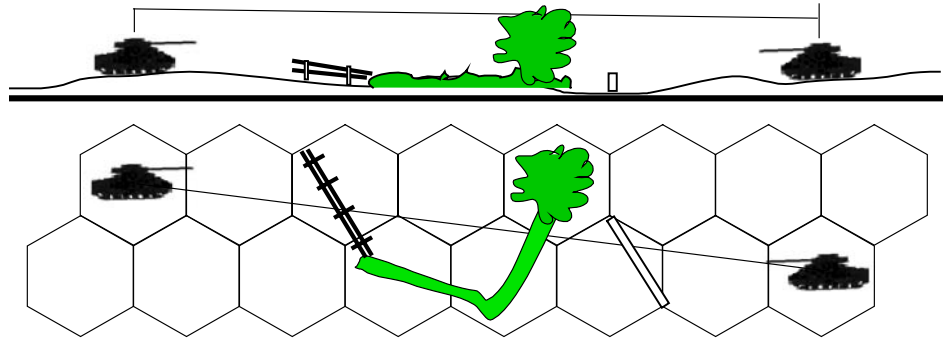
A maximum of +1 CP (benefit) to a firer is available when firing on a consecutive basis at a target that has not moved from the hex it is in when first fired upon, and the firer has also not moved. Players may wish to use some form of marker so they remember who fired at who. Sustained fire is not used for melee and overrun combat situations.

5. HIGH EXPLOSIVE PROCEDURES

Indirect gun fire has an unlimited range in almost any game. Mortars however are limited. Any hit by HE results in red hit indicators, but additional damage is possible to other items in a hex. See the following regulations.

5.1.1 Direct HE

All HE hits cause a set amount of Red hit indicators by the gun weight. If a target is in or behind cover, has obscurities, etc. modify from the base to hit of being automatic to color, code then Code 'n Color etc. as penalties apply. In a forest behind a wall would be double cover for instance. Indirect HE passes over obscurities and field cover (as opposed to a Building or Bunker) but it is inaccurate.



The thickest line above actually represents the game table; in reality the ground is far from flat. Is there an obscurity? If you said no, you're wrong. Look closely: the center to center line passes through a Tree hex.

5.1.2 Indirect HE: Shot Fall Procedure

To fire indirect, a crew member, spotter, officer or other available item agreed to by players is required to be able to see the declared target hex. In many cases players opt out of the need for spotters entirely and just assume they are present from the nearest friendly unit to the target hex. Indirect HE uses the Shot Fall procedure: Name the target hex and roll 1d6 to see which hex around that hex the shot falls into. 1 is the hex in front of the target facing and then count clockwise around it.

5.1.2.1 Minimum Indirect Range: Dead Zone

Field artillery guns and Self-propelled Indirect artillery guns have a minimum range of hexes they cannot shoot into with Indirect Fire. This limit is 5 hexes from the hex the gun is located in. This is an arbitrary (not historically accurate) range limit. Mortars have no limit to indirect fire.

5.1.2.2 Stacking

If there is more than one item in a target hex hit by indirect fire, randomize and roll to see which item gets the hit applied.

5.1.2.3 When Mortars and Indirect HE can be called

Indirect artillery fire is technically "called for" one turn before the shells are fired. When opposing forces are in cover but visible to the players, they still cannot technically be seen until they fire, or are spotted by a friendly unit within 1 hex range from the target or less. For example, at the beginning of a game when forces may be visible because players don't wish to use hidden units, they cannot have fire directed at them until they reveal themselves by firing or as described above being almost bumped into.

5.1.3 HE Damage

1. Whether Direct or Indirect, spread the Red hits caused evenly to all items in a hex but see Grouping below.
2. Gun or Shell weight determines the quantity of RED hits.
3. When vehicles are in a hex hit by HE, roll a CnC cube:
 - a) If shot weight is less than target armor, damage is not possible.
 - b) If equal shot weight to target weight class, roll one cube and roll one cube for each weight class step higher than target armor.
 - c) At 4 classes higher, destroy all items in a hex except concrete structures.

5.1.4 Group Like Items

1. Group like items when there is more than three items in a hex and two of them are the same item, for instance, two infantry squads in a hex with an APC, count the two squads as one item.
2. To determine which item gets a hit when more than one is available, roll a CnC cube looking for Red, for each item, BUT also include in the roll –and at the most- one building that is the neighbor of a target hex, (maximum count is one wall) should there be a building next to a target hex. The reason for this is we don't want to get into debates about how BIG a building is. If there is a building, assume the building is always as BIG as the hex and therefore one wall is touching the target hex.
3. For each roll of RED, that item get one of the available hits. The firer of the gun can decide in any manner which item they wish to roll for first, second, third etc.

5.2 Cover

For each level of cover a Combat Penalty of –1 applies. This penalty is applied as a push to the required To-hit, e.g. from Code to Code 'n Color. Any item in a depression such as Fox Holes, trench or ground depression, or large hole from an explosion, or ditch or pond etc., receives a cover bonus unless hit by indirect artillery fire or if enemy infantry is in the neighboring hex. When hit by direct HE, terrain that is providing cover takes damage and eventually degrade as hits accumulate, turning the hex into rubble and offering no defense after that. Trees and forests however remain a visual obscurity.

5.3 Direct Cannon Fire

1. Vehicle gun and artillery combat is fairly straight forward: Range is divided into “bands” (groups of hexes), ranging from the neighboring hexes (which are Automatic hit range), to extreme range. See the chart for details.
2. Direct Fire: Certain guns have an extended extreme range as shown on the charts.
3. Note that certain artillery cannot traverse their guns low enough to hit targets at what would normally be the automatic hit range; this is especially true of large towed guns such as howitzers. Certain guns have a dead zone ahead of them they cannot fire into; this is generally the first 4 hexes depending on how the gun tubes are mounted (Soviet 152mm for example, is a tracked gun mounted facing directly forward and not UP like most howitzers and artillery).
4. Determining if Guns or Crew are hit is no longer a consideration; the hex takes the hit as discussed.

5.3.1 Vehicle Machine Guns and Multi-Barrel Guns

Optional; players can elect not to use vehicle mounted MGs smaller than HMG. If vehicle MGs are used, each vehicle has one MG ability regardless of how many it actually carries, and then only in one direction (usually forward arc); However, AA guns roll once per gun tube and unless heavier than 37mm are considered AT-HMGs of Light gun weight. See Anti-Aircraft.

5.3.2 Direct Fire Procedure

The number of hits depends on the comparison of “Gun Weight” versus target:

Numbers mean qty of CnC cubes to roll. If no qty is shown, score the shown result to then roll one cube to see what damage is caused.

For instance, if a Light Gun fires at a Light vehicle, the Gun to Armor difference is equal: damage can only be caused if the CnC cube roll for damage shows any color (red).

Whenever a vehicle has suffered 4 hits of anything, it is disabled and the crew has evacuated; the vehicle is destroyed.

See the back page for more details on damage.

Firer	AT Damage Table Target				
	VL	L	M	H	VH
VL	1	Color	-	-	-
L	1	1	Color	-	-
M	2	2	1	Color	-
H	3	2	1	1	Color
VH	4	3	2	1	1

6. APPLYING DAMAGE INDICATORS

6.1 Tank Commander Hit

If players wish when a CnC hit is scored roll again to see if the Tank commander is hit on another CnC roll. A commander killed inside a vehicle causes a -1 firing penalty in addition to the combat firing hit. In most cases vehicles that lose commanders may have to pass reaction rolls (roll red) in order to move each turn unless the crew is designated as Elite.

6.2 Red Hit Indicators

1. Items lose one point of Combat Value for each hit marker placed next to them. Hits are signified by the placement of Red hit markers next to items that get hit, and these can accumulate and are moved with the stand like all markers in the game. All small arms fire causes one hit marker.
2. For cannon and HE hits, the number of red hit indicators applied to a hex depends on the weight of the firing gun: Light to Medium HE applies one hit marker; Heavy applies two, Very Heavy applies three etc.
3. Targets rout when they suffer their third hit marker; however, some units different tolerances.
4. One marker is removed in each the Rally Up phase when a commander is attached (or by scenario notes e.g. some units may be able to self rally).

7. VEHICLE COMBAT NOTES

7.1 Rate of Fire, and Tanks with Turrets and Hull Guns

1. All Very Light and Light cannons fire twice each time they fire.
2. Multi-barrel weapons fire twice per gun TUBE each time they fire. This statement cannot be combined with the previous sentence.

7.2 Vehicle Machine Guns and Multi-Barrel Guns

Refer to HMGs on tanks as AA defense and as point defense weapons already discussed. Only HMG should be considered as other weapons were relatively insignificant or ineffective. If you do wish to count MGs on vehicles, consider the vehicle MGs as a squad of regular infantry.

7.3 Using Turrets

1. All turreted vehicles can turn and fire their guns at targets in their primary arc, which is the direction the TURRET gun is facing. Targets that present themselves outside a turret's arc can be hit by the turret turning to then fire, but the firing item incurs a -1 Combat Penalty.
2. Tanks with turreted guns and HULL guns, can fire each weapon independently.
3. Turning turrets can happen when a vehicle has ended it's move, and (optional) in special circumstances rolling for "Reaction" to be able to turn and return fire. Reaction is a 1d10 value of the unit's commander's Tactical value or the unit's trained designation, and is generally a minimum of 4 and maximum of 9. Certain vehicles with turrets may NOT have a reaction ability due to their design so players should discuss this rule before the game.

8. SMALL ARMS COMBAT

When infantry fire at each other, the procedure is just like Hex Command Gunpowder but the ranges are adjusted for the squad-level scale.

8.1 Infantry vs. Vehicles

Infantry with Anti-tank ability auto-hit at 2 or less hexes but modifiers and penalties on the firing unit may apply that will push the requirement to the next band in order to score a hit, e.g. auto becomes color, then code, then CnC.

8.1.1 Infantry Classes and Weapon Weight

Note that infantry can carry any weight of anti-vehicle weaponry that is man-portable. The difference in weaponry for allied/axis is notable because the Allies have NO heavy anti-vehicle capability until mid-Korea and the invention of the Super-Bazooka (which would easily penetrate according to reports, 8 inches of plate armor).

8.1.2 Small Arms vs. APC

Troops inside open-topped fully armored vehicles can receive hits from small arms fire if the vehicle suffers it's last movement hit; roll Red to cause a hit to troops inside.

9. COMBAT VS. STRUCTURES

1. Structures are classed and suffer damage according to the Structure chart.
2. Hitting a structure is automatic for all combat but hits inside depend on firer weapon weight and structure weight comparison as usual: See the Section 16 **REMINDER LIST**, Structure Wt vs. Direct/Indirect HE, Bombs.
3. Infantry conducting combat against a building simply consider the structure as various degrees of cover, e.g. combat penalty of 1, 2, 3 etc. For instance, at automatic hit range, due to the cover value, to see if any hits are caused roll color for level one buildings, code for level 2, cnc for brick and stone, impossible for concrete etc. Fortifications can only be overcome by flamethrower-opponents and engineers and/ or special explosive charge units.
4. Use a dice or other hit markers to show the level of damage to the structure being hit.
5. See Section 16 **REMINDER LIST**, Structure Wt vs. Direct/Indirect HE, Bombs. chart for the results of damaging buildings.
6. All vehicles next to building hex when it is destroyed are automatically immobile and become free if Code (or a 5,6) is rolled at the beginning of the owners movement. If failing that roll the vehicle is abandoned.
7. **Hitting Infantry in Buildings Note:** The location of doors and windows on a model building has no bearing on the combat against it or from within it. Firers inside can fire any direction.
8. See Terrain Issues: Building Capacities

10. ZONE OF CONTROL (ZOC) AND LINE OF SIGHT (LOS)

The function of Zone of Control, for units that have suffered no Red hit markers, is that the immediate hexes of a unit's arc prevent an enemy from moving through those hexes; once entering a unit's ZOC enemy units must stop. ZOC does not extend across rivers and streams and other movement obstacles. On a following turn an item is not prevented from moving out of a ZOC hex, but cannot do it if entering another ZOC hex of either that same enemy or another enemy unit.

10.1 Fire over and through friendly units

1. Friendly units block line of sight except as stated below.
2. Units on higher ground can fire over friendly units on lower elevation, or fire to a target higher than a friendly unit, as long as the target is not in a neighboring hex of a friendly unit.
3. Self-propelled "Tank Hunter" vehicles with HULL MOUNTED cannons cannot fire through friendly items in LOS to a target unless their guns are NOT mounted on their hull (e.g. Priest/Sexton, Marder series, SU-76, Achilles, Elephant, Nashorn etc.).
4. Cannons on vehicles are allowed to fire through a hex containing friendly forces on the same elevation. However, a hex that is being fired through cannot be closer to the enemy than the firing item's hex.

10.2 Line of Sight (LOS)

1. A firing item must be able to trace a direct line of sight from the center of its hex to the center of the target hex; in HCM seeing the entire hex is not required to hit.
2. If this line passes through any portion of an intervening hex with potentially blocking terrain such as Hill, Structure, Forest, or bridge, vehicle or other such obstacle on the same or higher elevation than the firer, the target cannot be fired at unless the target is in a neighboring hex of the firer.
3. See the graphics in the "Suddenly Appearing Targets" section for more examples. Treat all bridges in the line of sight at as an obscuring, or +1 to the to-hit number.

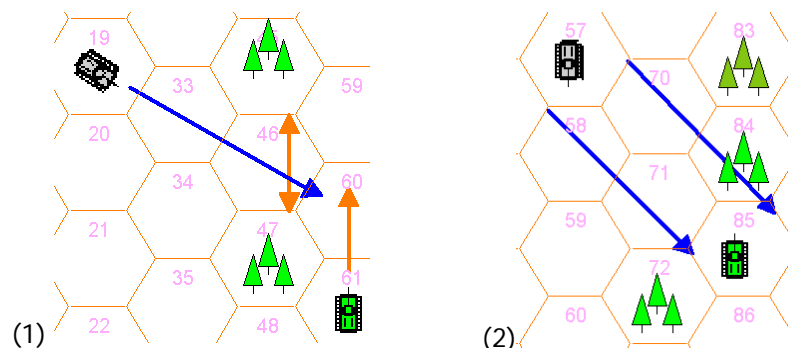
10.2.1 Suddenly Appearing Targets

When a firing unit is presented with a target that has appeared from behind something else or was otherwise at the start of the turn not visible to that firer, the limitation to being able to shoot it is: the distance from the firer to the target cannot be greater than half-range for the firing weapon.

10.2.2 Target in Gap

How to target something that has suddenly appeared in a gap between two obstacles or objects: It is only because of the system of movement employed that an enemy item appears to stop between two objects when in fact the target may be actually still moving.

Use the following formula: "The size of the gap between two objects cannot be greater than half the range from the intended firer, in order for it to be fired at."



In the graphic shown above at left (1), the tank at hex 19 fires into hex 60.

The distance between the two forest hexes is only 1 hex size, therefore in order for the tank at 19 to shoot the tank at 60 it cannot be further than 2 hexes away; it is three hexes therefore it cannot fire

even if it is pointing at the gap because the amount of time is too short. What if the tank at 60 decides in the next turn not to move and shoot at 19? If the tank at 19 is still there, it will automatically get "opportunity fire" at the 60 hex because in these rules the non-phasing player fires before the phasing player.

Example (2) demonstrates two obscurity concepts. Players can use either option to determine obscurity (-1 penalty to the die roll or +1 to target defense):

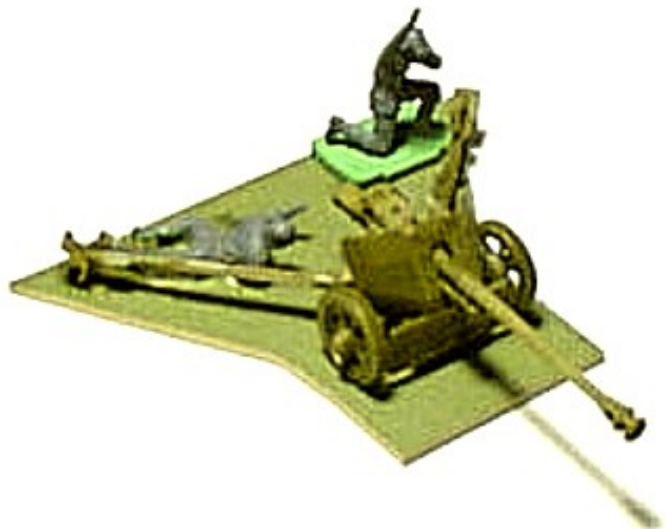
- a) at least two sides of the firing hex must clearly see two sides of the opposing hex (with arrows that the "whole hex" of Hex 85 cannot be seen by hex 57 without the angle passing through terrain) and
- b) that an invisible line connecting both center points of the two hexes does not pass through any intervening terrain.

11. FIRING FROM CONCEALMENT, MELEE AND AMBUSH

See the rules for Over Run as well.

If hidden movement is used, the game can be somewhat more complicated. But it can still be done effectively. Hidden items may not be seen until they fire because they have the design and intention on firing then running away a certain distance. Hex Command Mechanized cannot totally ignore this reality so here's how we do it:

This concept brings into question the reality of having to allow non-phasing items to fire THEN move, during the phasing players movement. Therefore, as the phasing player is moving, the non-phasing player declares a hidden item is firing, stops the target's move, conducts combat calculation, then the target can continue moving a minimum of one space further. Once concluded, mark the non-phasing item fired as if it fired in the usual non-activated firing player's phase. The non-phasing player is allowed to move the "ambushing" item a maximum of one space, whereupon the phasing player's move continues.



The big benefit of the German PaK-40 Antitank Gun aside from it's punch.. very low silhouette

11.1 Melee

1. To engage in melee the activated player moves into the target hex. If an item does not have the movement speed to enter a hex they cannot initiate a melee with the target of the intended melee and must remain in the neighbor hex (whereupon firing at point-blank would likely proceed as usual). This is also true for over run.
2. Melee combat results in the surrender, not rout, of a losing force except if the scenario designated otherwise, however if the losing force cannot be escorted away it is routed as usual again, unless the scenario designates otherwise (paratroop actions where it may not be possible to take prisoners and they are released or tied up and abandoned).
3. There is no "pursuit" or "advance after melee" as in HCA and HCG conducted by the victors or any friendly items in neighboring hexes.
4. Units in melee cannot be fired at or fire out of the hex while involved in melee.
5. Activated items can initiate only one melee per turn.
6. Units must designate a facing when engaged in melee unless it is not possible to do so (house fighting). Units melee'd in flank/rear cannot change facing until melee is completed.
7. Infantry melee is computed by adding a units value with modifiers to determine a weaker and stronger force. Roll a CnC cube and apply hits and damage as usual.

8. Melees with more than one activated item are conducted individually and no values or points are combined.
9. A single unit meleeing multiple opponent units rolls a die against each one, but for every melee it computes against an enemy unit it receives a TE Hit.
10. Each unit involved in melee each phase, receives a TE hit. Once units receive three TE hits they are fatigued (-1 in combat) and for each subsequent TE hit they receive a Red hit.
11. Any defender bonus from terrain remains until after the first round of melee with all involved units.

11.2 Vehicles and Melee: Over Run and Ramming

1. **Opposing vehicles who move into an enemy hex** perform Over Run procedure; essentially a charge into a hex with the intention of causing damage in that hex (even if they lack the speed to get at least one hex beyond to get through the enemy hex). This may include the intent to ram an enemy vehicle in the hex, and/or cause damage to equipment there.
2. **The result of over run by vehicles** is damage to enemy items in the hex, and as such may cause them to rout instead of surrender which happens with infantry involved in melee. Accompanying infantry with over-running vehicles however will cause anything in a target hex to surrender. If artillery/guns are in the hex, roll a CnC cube to see what damage is done to the gun/crew/limber team. Smaller point defense weapons are destroyed.
3. If there is **no** opposing vehicle, weapon or equipment to make contact with, **each** vehicle of the attacking force causes an automatic hit to the hex;
4. One ramming vehicle can only damage one target item.
5. **If vehicles have movement remaining** once they enter a hex, the owner of the vehicle can elect to continue the movement after any calculations are completed for that hex combat.
6. No other ramming can occur to an item in a hex if a ramming vehicle has stopped in that hex.
7. **Vs. Heavier Vehicles/Structures:** stop the lighter vehicle's movement in the target hex.
8. **Trench:** Overrun by heavy vehicles in addition to any hits, causes a trench to become leveled (unless winter). Medium or light vehicles simply pass over the trench without leveling it.
9. **Fully Wheeled vehicles** can only damage wheeled vehicles or gun targets.
10. **Damaged Vehicles that Ram:** Vehicles that have defense/armor damage indicators do not suffer a reduced weight class when performing a ram.
11. **Vehicles that fire after being rammed** must determine damage by the ram before they calculate firing.
12. **Wheeled vehicles** can ram the rear of armored tracked vehicles, especially when the optional rule of facings is used in the game. Hitting armored tracked vehicles in the side/rear roll red to see if a movement hit is caused. Damage to the vehicles conducting the ram suffer either a movement hit unless the vehicle is built to ram (i.e. Hedge cutters or other).

11.2.1 Damage Allocation for Ramming

- One movement hit if the same weight.
- Two movement hits if the target is one class lower.
- Three movement hits if the target vehicle is two classes lower.

11.3 Melee Infantry vs. Vehicles, Firing at Riding Infantry and Exploding Vehicles

Vehicles can be vulnerable to infantry, especially as they can swarm around it wreaking havoc on just about anything they can bend, break, jam or burn. For this reason, infantry that "launch" themselves into the hex of a vehicle automatically cause one movement damage to a vehicle unless it is heavier than Light.

Open-topped vehicles are either captured or destroyed based on the attacking infantry's choice.

If there is no friendly infantry in a hex with the vehicle being attacked, friendly forces are allowed to engage the hex with small arms fire only.

12. INFANTRY

This basic system has an organization where a stand of figures represents a squad, usually of four model infantry figures. Each figure is glued to a round Bingo chip, and these can be placed temporarily on a movement plate using "Sticky Tac" putty. Infantry squads of the same platoon should all have some unifying mark and/or color on each figure disc and/or movement plate.

1. Units do not go disordered in these rules but they can become Fatigued by accumulating 3 Terrain Elements (TEs). Encountering each obstacle applies one TE unless units START at the obstacle e.g. starting at the neighboring hex of a hill does not incur a TE for moving onto that hill.
2. Infantry have no facing penalties for movement but they must designate a facing direction.
3. When there is more than one item in a hex, they may face different directions. Pay attention to stacking rules however.
4. All infantry are identical and weapons that figures actually carry are ignored except where otherwise stipulated, e.g. there may be entirely SMG units and these have better combat value (+1) but a shorter range (-1 hex), while all Rifle squads may have extended range (+1 hex). Mixed squads are the accepted norm and this is reflected in the charts.

12.1 Infantry: Special Squad Capabilities

The type of weapon each figure carries is not concerned with in these rules, other than for special weapons. Otherwise, each infantry squad consists of rifles and automatic rifles, small caliber machines guns, etc. Special weapons represent or "symbolize" capability. In the case of infantry crew-served machine guns and bazookas, these are anti-vehicle weapons. Flame Throwers are also anti-vehicle but they cause items to burn, such as buildings and objects as well as vehicles. These symbols also include Mine Detectors or Mine laying figures. In order to simplify the game, the anti-tank symbol can be represented by any crew-served weapon such as any machine gun, bazooka, or PanzerFaust or Schreck, or flamethrower. Certainly, not every squad in a force will have anti-vehicle ability.

13. MOVEMENT

1. Movement speeds shown should be considered "combat," not maneuvering, speeds.
2. (C)ombat, (D)efense and (M)ovement values are found in the reference charts at the end of these rules.
3. All speeds are shown as Cross Country and when using roads, each axle provides two hex additional movement for wheeled vehicles. All tracked or half-tracked vehicles gain one hex.

13.1 Change Facing

1. All units must face the direction of movement.
2. Items moving along roads ignore face change penalties.
3. For each facing change the cost is -1 movement point. However, if a unit ends its movement in the same facing as when it started, no hex-side facing change has occurred. Units can change facing once if advancing after combat.

13.2 Face Change Limit

All vehicles up to and including Light armored in class can change facing up to twice per turn; all other vehicles are limited to changing facing only once per turn.

13.3 Cargo Points, Limbering/Unlimbering

1. Each halftrack can carry 6 points of cargo. One squad equals 4 points, and each individual item when not attached to a squad (mortar, individual MGs etc.) counts as one point.
2. Trucks can carry up to 12 points.
3. Bren carriers and similar small vehicles can carry up to 4 points of cargo.
4. All halftracks -unless otherwise noted- even when carrying no troops, have a combat value equivalent to one stand of infantry. SOME halftracks were armed with AT guns facing forward. All Artillery mounted trucks or halftracks have NO infantry combat ability.
5. Halftracks have an arc of fire like Self-propelled vehicles- e.g. front hexes only.
6. It is assumed that all trucks and halftracks have perpetual drivers.

13.3.1 Towing, Limber/Unlimber

1. When any item embarks/disembarks from vehicles, only the vehicle suffers -1 fatigue.
2. When the vehicle and gun stop to unlimber, the vehicle can be placed in the same hex or in any neighboring hex behind the unlimbered object. Moving the vehicle to and from the hex to limber/unlimber does not cost extra, but limbering/unlimbering does cost -1 fatigue.
3. When vehicles are towing something and are hit by any combat, the damage is recorded on the vehicle only. If the towing vehicle is destroyed, the towed object is also destroyed.

13.4 Reverse Speed

All vehicles back-up at half speed, rounded down.

13.5 Rain and Mud

If rain or mud is simulated any region where this is evident causes wheeled vehicles to be bogged on a CnC die roll of Red, half tracked (and medium to VH tracked) on a roll of Code, and CnC for all other fully tracked vehicles.

13.6 Forests

The following stipulations may change based on scenario.

Unless entering a forest hex via road or path or unless designated by the scenario before the game begins, all vehicles that attempt to enter a forest hex must first see if it allows them to enter: For anything lighter than Heavy vehicles a Red allows them to enter; Heavy and Very Heavy vehicles must roll a Red H. Some kind of marker should be provided so that passable forests are marked on the table (a green-painted bingo chip works fine). Vehicles can only move into one forest hex per turn; otherwise all other items do not pay a penalty for moving into forest hexes. Vehicles cannot move into forest hexes that are also other terrain hexes (forested hill hex). In this game, cavalry can enter forests while mounted but at one hex per turn.

13.6.1 Towed or pushed guns in forests

These can be placed in woods but fire out only the side the moved into, and cannot move from forest hex to forest hex. These weapons cannot be moved into combination terrain (forested hills), and cross water only at bridges and fords.

13.7 Pass Through

Hexes with vehicles or LIMBERED guns can be passed through by other items as long as the stacking limit is not exceeding when doing so. Unlimbered guns cannot have vehicles pass through their hex.

Exactly where a vehicle is located in a hex is not to be stressed in these rules; this is why if an item wishes to move through or into a hex already occupied by a vehicle, players are free to position the items as they like as it makes no difference as long as the items facing is maintained during the manipulation. Only in cases of a destroyed vehicle or damage in the hex does the hex become an obstacle to movement or firing through it.

13.8 Forgetting Commander Placement

If after a players movement commanders are not placed and combat calculation has started, immediately postpone play and roll random location amongst friendly units for his location. If however this location puts the commander in a hopeless situation the owner can decide not to place him at all this turn.

14. OTHER AND OPTIONAL RULES

14.1 Fortifications and Field Works

Light, Medium or Heavy works are classes dedicated to protection, slowing or hindering movement of enemy vehicles.

Moving into these hexes causes all items vehicles lighter than Light tanks (except infantry) to stop for the turn unless the works are reduced to rubble. Items heavier than that suffer a movement reduction of one for each of the class levels.

These works are reduced and destroyed as shown in the Combat Notes.

Special engineer infantry units or engineers take the amount of turns to build and remove 1 hex of works (or bridge) as the level indicates. During this construction no firing by the workers can take place.

14.2 Minefields

These are hexes dedicated to slowing or hindering movement to vehicles and infantry.

Any items moving into a mine hex (mine hexes must be announced by the judge or opposing player), cannot move any further unless equipped with anti-mine capability, either in engineer troops leading the way or as flail tank or other mine clearing vehicles leading.

If the item entering the mine hex is not equipped with anti-mine capability roll a CnC cube for damage for each vehicle and for infantry apply a Red hit marker to each infantry stand in the hex.

Mines are laid or removed by infantry or engineers at 1 hex per stand per turn (of no combat for the stands performing the mine operation).

For the sake of argument, mine field hexes are perpetual until defeated by items with anti-mine capability.

14.3 Aircraft and Anti-Aircraft

14.3.1 Ground Attack Aircraft

For their weight, planes move a maximum of double the listed vehicle speed for the class, and can make one hex **side** facing change AFTER each 5 hexes of forward movement, or each 3 if Superior aircraft (P51 etc). Pre-Korean War Jets and Me 262 however can only make a face change once every 8 hexes (they move 12 per turn).

Aircraft conduct their activation and combat BEFORE all other Phasing Player Movement.

14.3.2 Combat: Aircraft vs. Ground Targets

1. Plane arc of fire is a cone three hexes wide and directly in their flight trajectory for a range of 6 hexes. For each weapon firing, an item in that cone is eligible for a hit. Which items take hits is random and no item can take more than one hit except unless also suffering from a dropped bomb.
2. Aircraft roll Color on a CnC cube to hit per weapon mounted on the plane in the arc. Planes with extra weaponry such as cannons simply add a CnC cube for each such weapon.
3. A plane strafing can drop bombs but the fall is random. The fall would NOT be random and would be specific if the plane in that phase did not fire any other weapons.
4. Any friendly units in the strafing path of the aircraft will be eligible to be hit by any shots/bombs that miss. Roll again as if the friendly unit were an enemy for calculation.
5. Planes do not get a flank/rear modifier on targets.

14.3.3 Anti-Aircraft

Anti-aircraft vehicles are considered light even when fully armored; there are no Medium or Heavy AA tanks. If not armored but tracked or half-tracked they are considered Soft skinned targets.

All AA guns have a 3 hex wide arc of fire in their facing but track a flying aircraft they select to shoot at. As the aircraft moves, so does the AA gun pointing at it. When a tracking vehicle is declared, any targeted planes get a -1 Combat Penalty when firing.

1. All aircraft and AA guns roll a CnC cube ONCE per gun tube when they fire, and unless heavier than 35mm are considered Light gun weight.
2. Rockets and AT Guns mounted on planes will be considered MEDIUM guns because of their superior trajectory.
3. A hex that is the target of a bomb is hit if the owning player rolls Code (M) after the plane has flown over the target hex in the 3-hex wide arc. If the hex is missed, just like artillery roll 1d6 and count around the target hex to see which one received the bomb. Stuka dive bombs however automatically hit the intended hex.
4. Planes are shot down when they receive the MM hit marker. When planes receive a MM marker they fall 5 hexes from the hex in which the MM hit was received, straight ahead of their facing.
5. Optional: For planes to remain in combat being only 1 hit away from being shot down, pass CVS Aggressiveness on the overall commanders ability before they move in the turn. If they fail the roll it is assumed the plane automatically escapes further combat and retires- remove the plane from the game.

14.4 Range of Sight, Hidden Placement and Movement

Game Mapper software facilitates hidden units; they can be marked on the map in their starting positions and once hidden units move, they are visible to the opponent. Range of sight is the size of the gaming surface on normal weather days but generally this is 15 to 18 hexes (4 inch). Where maps are not used, markers should be placed on the table with some of those being fake. Spotting hidden vehicles is automatic at 2 hexes or less, and infantry is spotted when hidden only when an opponent enters the neighbor hex.

14.5 Finding hidden artillery by "sound"

If no units are able to see artillery when it fires, perhaps it is in the middle of a forest, the only way to deduce where the artillery is located is by "sound." The exact location of the firing piece(s) can remain secret but the opposing player who may be looking for the artillery, is notified of the general region by the owning player showing a group of 10 connected hexes, one of which is the real hex the firing piece is located in. This group of hexes can be a round shape, box shape, or straight line of hexes, not bizarre, goofy patterns. Mortars cannot be heard when firing unless the opponent is within 2 hexes of them.

14.6 Rockets

Use the Shot Fall procedure as with other indirect artillery fire. The only difference between rockets and other HE is that rockets were self-contained and didn't require a crew to fire. Up until the modern era rockets were still relatively inaccurate.

15. VEHICLE, WEAPONS AND AIRCRAFT CATEGORIES

This table is provided to give players who may not know, some idea on how the vehicles and weapons are considered in these rules. This list should be considered only a basic guide. (check website for living updated pages)

Item/Class	List	Notes
Small Arms and Mortars		
Light	7.62, .30 Caliber, up to 79mm mortar	
Heavy	81mm or heavier mortar	.50 cal MG is unique and considered a very light antitank weapon.
Cannons		
Very Light	14mm-19mm, US .50	Shoot twice each time they fire.
Light Cannon	20-60mm	No HE rounds. Shoot twice each time they fire.
Medium	75mm	Sherman, Lee (also had Light gun; the Lee/Grant series have SP restricted main gun), Churchill Mk7, Cromwell, (Chaffee 75mm fires twice each time it fires). Hetzer.
Medium "PAK-40" bonus	to 76mm, 85mm, 88 L56, 17 pounder,	75mm Pak-40, PzIV's, Tiger I, T34, Sherman M4A1+, Comet, Firefly, Archer, Panthers, SU-76,85, KVI, KV85
Heavy	88 L71 to 105mm	Tiger II, JagdPanther, SU 100, JSII, KVII, Nashorn, Wespe
Very Heavy	106mm +	JagdTiger, JSIII, SU 122-152, Hummel
Armor and Weights (all aircraft are treated as very light)		
Very Light	All armored cars, bren carriers, Half tracks, Tankettes ()	
Light	Stuarts, Vickers, Italian tanks, Russian tankettes, all SP guns (except Russian SU series), Pz II, Czech 35 and 38Ts, Crusader, Covanter, Chaffee, M10, M18, all Japanese armor.	
Medium	T34 and all other US armor, Comet, French Char B, Somua, etc.	
Heavy	Matilda and Churchill series, KV series, Tiger series, Panther series, JSI-III series, Patton, Pershing, Sherman Jumbo	

16. REMINDER LIST

1. Off Board Artillery	Roll 1d6 clockwise with one being the hex in front of the target units front facing. Spotter/officer must be able to see the target hex; note the target hex may have no enemy in it; it's just a reference point. Note that you cannot hit the named target hex; you can only hit AROUND it. This reduces the undue influence of indirect artillery in the game.										
2. Depression, Fox Hole, Trench	Items in this cover suffer potential hits only if hit by Indirect Fire or neighboring hex enemy.										
3. Artillery, Howitzers, Field Guns	Cannot fire into the hexes immediately in front of the gun in its arc, up to 3 hexes for medium to heavy field guns and 5 hexes for heavier guns. Exceptions are some Soviet artillery based on how they are mounted (motorized 152mm) Mortars have no minimum.										
4. Non-armored vehicle	Hit by any direct cannon fire, MMG or HMG are destroyed. Hit by small arms causes 1 movement damage indicator for each hit.										
5. Appliqué Armor	All armored vehicles can be up-armored one level in class but this is never done on the rear facing. This reduces speed by 1 hex.										
6. Structure Wt vs. Direct/Indirect HE, Bombs	<p>Compare the Firer vs. Target weight as in the vs. vehicle process, e.g. a Hvy gun. vs. a Hvy structure is equal therefore, one hit of damage. Another example: VH to L is 3 steps therefore 3 hits of damage. Whenever the shot weight is less than the structure, roll Red to see if one hit is caused to the contents of the building. Whenever a building is shot a 5,6 or Code causes a fire that consumes the building immediately.</p> <table border="0"> <tr> <td>Structure weight</td> <td>To reduce the hex to rubble</td> </tr> <tr> <td>L, Fox Hole, Trench</td> <td>on 3rd hit (wood structure, 1 story tall)</td> </tr> <tr> <td>M</td> <td>5th hit (wood/stone up to 2 stories tall)</td> </tr> <tr> <td>H</td> <td>7th hit (stone/brick up to 3 stories tall) *</td> </tr> <tr> <td>VH</td> <td>9th (concrete bunker/fortification) *</td> </tr> </table> <p>* no vehicles allowed in hexes around it after the building is destroyed.</p>	Structure weight	To reduce the hex to rubble	L, Fox Hole, Trench	on 3rd hit (wood structure, 1 story tall)	M	5th hit (wood/stone up to 2 stories tall)	H	7th hit (stone/brick up to 3 stories tall) *	VH	9th (concrete bunker/fortification) *
Structure weight	To reduce the hex to rubble										
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VH	9th (concrete bunker/fortification) *										
7. Movement Notes	<table border="0"> <tr> <td>Reverse</td> <td>1/2 speed rounded down.</td> </tr> <tr> <td>Cross creek</td> <td>Unless otherwise stipulated, to find a crossing at unknown crossing spot (also: vehicle or cavalry enter a forest hex without infantry leading): Roll: Code (star or 4,5) to enter. +1/2 *dbled for wheeled, rounded up. Ignore face change limits while on road.</td> </tr> <tr> <td>Road</td> <td></td> </tr> <tr> <td>Wagon</td> <td>Moves at infantry speed and can only face change once per turn.</td> </tr> <tr> <td>Push</td> <td>Wheeled guns less than heavy can push 1 hex per turn in open terrain or prepared defensive position (e.g. placed at the start in a forest)</td> </tr> </table>	Reverse	1/2 speed rounded down.	Cross creek	Unless otherwise stipulated, to find a crossing at unknown crossing spot (also: vehicle or cavalry enter a forest hex without infantry leading): Roll: Code (star or 4,5) to enter. +1/2 *dbled for wheeled, rounded up. Ignore face change limits while on road.	Road		Wagon	Moves at infantry speed and can only face change once per turn.	Push	Wheeled guns less than heavy can push 1 hex per turn in open terrain or prepared defensive position (e.g. placed at the start in a forest)
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Road											
Wagon	Moves at infantry speed and can only face change once per turn.										
Push	Wheeled guns less than heavy can push 1 hex per turn in open terrain or prepared defensive position (e.g. placed at the start in a forest)										
8. Halftrack	Arc of fire is as the weapon mounting, usually 60 degrees total (30 left and 30 right off axis)										
9. Load / Unload	+1 fatigue for exiting troops.										
10. Dig In	Takes one turn, +1 cover (foxhole), +1 fatigue										
11. Stacking	Max. 2 items per hex except where noted (point defense weapons)										

17. ADDENDUMS

See the website for more updated addendums.

17.1 Commands

See Hex Command Gunpowder for the use of commanders and the Command Valuation System. Commands can have either an attached to a hex concept or the proximity "sphere of influence" concept if players desire, and that range should be all the hexes around his location.

17.2 Terrain Issues

17.2.1 Building Capacities and Combat with Buildings

1. [See Section 9: Combat vs. Structures](#)
2. HCM is designed for one stand to represent one squad, therefore using figures individually is not required, even in house-to-house situations.
3. It is anticipated that each level of a building occupying one hex will accommodate one squad.
4. When a squad is in a building, there is no concern about which level the squad is in, but players are free to agree on concepts for how to determine what level they are on; we simply assume the squad is in the building and any damage to that building affects the squad.
5. All occupants of a building are available for becoming casualties and it is not necessary to declare firing to any portion of a building.
6. For the sake of argument the quantity and type of openings in building walls e.g. doors and windows, should not be a factor in determining combat. Small arms combat with buildings is simply a matter of the defenders being in cover of various degrees.

17.3 Isolated Units and Silence During Battle

During the course of a battle, items in a players force may find themselves unable to move or fire without showing themselves to the enemy, and who cannot trace a connected series of non-enemy hexes to a friendly unit hex or entering side of the game surface. Such items are considered isolated; that is, the connected hexes must be traced from where the unit is located in the direction of the players entering side of the table as declared by scenario or judge. The connected hexes cannot be forward of their facing (e.g. their arc of fire) unless that takes them in the direction of their owning players entering side or HQ. If they cannot trace this uninterrupted line, officer symbols cannot be placed on the unit.

Determining what an owning player can DO with such units is difficult to determine. We can only assume the squad can do limited things until a pathway of hexes is found to connect them to friendly troops or they are contacted by partisans.

When an owning player wants isolated troops to do something each turn OTHER than remain in place and defend, roll a CnC cube: on Red (or 4-6 on a d6) they can do what they wish that turn.

17.3.1 Crew served weapons Faced with Enemy Presence

When isolated troops such as crews have a non-routed enemy in their neighboring hexes they automatically surrender if no friendly units are able to help defend them via melee combat with the enemy.

17.4 Infantry Riding Vehicles

This does not include cargo or APC vehicles. Each vehicle can accommodate one squad of infantry. Infantry can move onto a vehicle, ride the vehicle and unload from it in one turn causing a TE to be applied to the squad but if they were already riding the vehicle and dismount they do not suffer a TE.

18. HEX COMMAND MECHANIZED TABLES

MOVEMENT	Hexes (off road)
Infantry (Hvy and Eng. Move 2)	3
Tracked VL,L / M / H,VH Face change: twice per turn if L or VL	4 / 3 / 2
Wheeled VL,L / M / H,VH Face change: twice/turn all	3 / 2 / 2
Cavalry (Cmd, Courier etc.)	5

Constructions and Other Notes			
Item	Turns	Item	Cost
Pontoon Bridge	5	un/limber	1 TE
Redoubt (cover2)	6	Gun Push (1 hex; except Hvy. No uphill)	1 TE
Quick works (cover1), dig-in	3	Pass through	1 TE
Wagon	2	Road (wheeled: double)	+1/2

FIRING		Range/Class					
The following table shows d6 and CnC cube							
d6	CnC	Small Arms Range		Cannon Range			
		A	B	A VH, Hvy	B M	C L, VL	
1-3 Auto		0-2		\$ 0-3			
4	Color	3		4-6			
5	Code	4		7-9			
6	CnC	To 6	5 *	To 15	12	10	

Cmdr Kill: When a commander is attached he is hit on a 6 (or Red Star on the CnC cube); this also causes a red hit on the attached unit.

Heavy Infantry and Point Defense Weapons +1 combat bonus.

Indirect HE no maximum range. Hvy/Med Mortar is B class; smaller mortars C class.

\$ Indirect fire weapons cannot hit into ranges shorter than 3 hexes; some artillery no closer than 5 hexes (depending on the mounting).

MELEE		Basic Melee Value: Inf: 3 Cav: 4	
Both Roll..	RED	Both units Red hit.	
	BLUE	Weaker TE hit.	
RED (or 4-6) rolled by:	Weaker	Stronger hit.	
	Stronger	Weaker hit plus a TE	

Melee vs. flank/rear doubles the results on the unit being melee'd in flank/rear. Units melee'd in flank/rear cannot change facing until contact is discontinued. They can change facing as a result of Pursuit INSTEAD of moving to pursue.

All melee Routs are surrenders however **Mounted Cavalry** that rout are not pursued by inf. Dismounted cavalry that rout are captured.

* **SMG Units** are elite in melee (+1) and at the range of 5 do not get the firing bonus

Light and Very Light Cannons fire twice each time they fire; in some cases they may actually fire three times.

MODIFIERS	CB - Combat Bonus CP - Combat Penalty
Each Red Hit a firing unit has, firing unit is fully Fatigued, target in each degree of cover	1 CP
Firing at Flank/Rear (see vehicle notes)	+1 CB
"Pak-40"	+1 CB
ATG or Steady Gun Platform	+1 CB
LS target (Low Silhouette) (see note below)	-1 CP
Commander	+1 or CVS
At least 1 friend (not routed) past melee plane (and within 2 hexes).	+1 CB
LS targets: Except at 0-2 hex and not available when fired at with any HE. Also Hull Down. Includes bren carrier, jeep etc.	
AT firing at non-vehicle targets cause a fatigued indicator e.g. Non-HE firing at infantry.	
Players can elect to add a damage die firing at the side and add two die when firing at the rear of armored vehicles.	

Note: Hex Facings Optional Rule for increased damage: Each face of a target can be one weight class less, e.g. Firing at heavy side = medium; at heavy rear = light etc.

AT Damage Table					
Firer	Target				
	VL	L	M	H	VH
VL	1	Color	-	-	-
L	1	1	Color	-	-
M	2	2	1	Color	-
H	3	2	1	1	Color
VH	4	3	2	1	1

Damage Results

Roll = effect per marker placed:

Red or Blue: = Place Blue Marker: Movement Hit: -1 hex speed .

Any Star (code)=Yellow marker: Defense hit: wt class falls to next lowest.

Red Star (CnC) = Combat Hit: -1 CP each

Numbers mean qty of CnC cubes to roll when the target is hit. Where Color (Red also includes Red Star), Code or CnC is shown, roll that to then be allowed to roll one damage cube below. Whenever a vehicle has suffered 4 hits of anything, it is disabled and the crew has evacuated; the vehicle is essentially destroyed.