

RKKA Brigade Commander
By Martin Rapier (draft 11.7.8)

Scales

1 hex = 1 km, 1 turn = 30 mins, 1 base = western company or sov half bn, 8-9 artillery pieces. One hex may contain one battalion plus an HQ and one other support company. German battalions may occupy two hexes. Companies take 2 hits before KO, platoons take 1.

Turn sequence

Deal a card to each battalion or separate company, extra card if formation HQ present.

Activate units in card order A,2,3 etc, ♥♦♣♠. Units may reserve fire.

Action	♥	♦	♣	♠
Move, mount/dismount, limber/unlimber	●	●	●	●
Fire (direct)	●	●	●	●
Fire and move			●	●
Engineering action (see table, includes crossing obstacles)	●	●		
Rally from rout to disorganised (requires HQ)	●	●		
Reorganise from disorganised (requires HQ if under fire)	●	●		
Fire on-call artillery (court card for Russians)	●	●	●	

Troop Quality

Different troop types use different dice when resolving moving, morale and combat.

	Training	Morale
Elite/Veteran Germans	D6	High D6
Average Germans, Russian Guard Tank/Mech	D8	Normal D8
Poor Germans, Russian Guard Inf/Cav, Line Mech	D10	Poor D10
Awful Germans, Line Russian Infantry/Cav	D12	Shaky D12
Awful Russians	D20	

Movement

	1 st Hex	2 nd Hex	3 rd Hex	Bad Going	Road*	BUA** (max 1)
Fast tracks (T34, BT7, Panther)	Y	6	4	-1	+1	5
Medium track (Pz III/IV, SU76, Sherman)	Y	5	-	-1	+1	4
Slow track (Tiger, Churchill, KV etc)	6**	2	-	-1	+1	3
Fast wheel (armoured cars, motorcycles)	Y	6	2	-2	+3	4
Wheel (trucks, motorised HQ)	8**	5	2	-2	+3	3
Cavalry/horse	Y	5	-	-	-	4
Infantry/Heavy weapons	6**	-	-	-	-	5

*free additional move for vehicles, must be in road column to use road. Tows all -1

** if fail to move 1st hex, move into it automatically next turn (indicate with marker)

Combat units in good order have a ZOC (artillery/platoon only hex facing) and enemy cannot move through a ZOC unless close assaulting.

Tank riders may not fire while mounted, count as soft target (no saves) and share the fate of their transport if it is hit. They dismount automatically in Close Assault.

Spotting

	Stationary in Open		Dug in/Cover		Moving/Firing	
	Day	Night	Day	Night	Day	Night
Infantry/AT	1	0	0	0	2	1
Vehicles/artillery/cav	2	1	1	0	5	1
Field defences	X	X	1	0	3	1

Observing from hills in daylight +1 hex

Direct Fire

Take the score to hit from the hardware table, applying modifiers as appropriate. Hits may be saved but not against soft transport

		Target	Save (D6)
Target disorganised (direct fire only)	+2	VL	6
Target enfiladed, surprised, road column	+1	L	5,6
Target in cover*, recce platoon, dug in	-1	M	4,5,6
Firer disorganised or suppressed	-2	H	3,4,5,6
*not Area Fire vs amd targets or vs soft/inf in woods		VH	2,3,4,5,6
Entrenched Target -2, Entrenched Firer +1		Infantry	5,6

Indirect/area Fire and Airstrikes

Pre-planned fire has hex and time pre-plotted, lands on schedule but may scatter. May be cancelled. On-call fire called by unit. Roll 3 or less to land in hex. +1 if self observed +1 per extra turn +2 if pre-registered. If miss it scatters to adjacent hex. Note Russians severely limited in ability to call non-registered artillery. Response time depends on level of org.

If fire observed can pick targets, otherwise random D6 (1 for 1st unit, 2 for 2nd etc) and miss completely if roll > units in hex. Roll to hit as per hardware tables. Units under artillery fire are suppressed and suffer a -2 firing even if they aren't hit.

Airstrikes scatter like artillery, always attack (randomly) targets in hex, try again if no targets.

Close Assault

Units make a morale test to assault, infantry may not assault armour in the open unless supported by own armour. Infantry get 2 dice, armour gets 2 dice if in the open. Roll to hit as normal but no saves. Assaulted units lose card, but may conduct reserved fire at range 0. Instead of fighting may attempt to break off by making morale test to voluntarily fail morale.

Morale

Tests must be taken at critical points in the battle, including:

Initiating Close Assault, trying to break off from close assault.

Coming under effective fire for the first time. Even if successful save.

Coming under 'big gun' fire at any time. Includes field guns/mortars vs soft targets not in cover or entrenchments, heavy artillery, air attack or any big scary gun.

Tank Shock. Attacked by tanks with no effective AT defences.

Being attacked by an unexpected enemy. This includes counterattacks.

Losing immediate HQ.

Falling below half strength.

Finding yourself in a minefield.

Roll morale dice, need 1-5 to pass.

If fail: Lose card, become disorganised. If already disorganised, rout.

Non vehicular soft targets pinned down by artillery fire.

Retire to cover if under direct fire.

Retire to safety if in a minefield, close assault or attacked by unexpected enemy

Surrender if shocked by tanks or unable to rout/retire.

Engineering

Wire	Impassable to wheeled vehicles, bad going for AFVs but clear path.	1 Eng action for leg units to pass or engineers to clear.
Mines	Units in them are suppressed, take morale, attacked taking hits on 1 on D10	1 Eng action to pass, 2 for engineers to gap.
Roadblock	Impassable to all vehicles.	1 Eng action to pass. 2 Eng action for Engineers to build/destroy
Dig in	-1 to all fire including area fire	2 Eng actions, Inf/Wpns only

Hardware Tables

(to hit numbers are soft/armoured respectively)

	Armour	Move	Close Assault	1 hex	2 hex	3 hex	Area Fire – uses ammo
T34/76	M	FT	4/4	2/3	2/1	-	
T34/85	M	FT	4/5	3/4	3/2	-	
KV1	H	ST	4/4	2/3	2/1	-	
SU85	M	FT	3/4	3/4	3/2	-	
IS-II	VH	MT	5/5	4/5	4/4	4/2	
SU-76	L	MT	3/4	3/3	3/1	-	10 hex 2/-
SU-152	H	MT	5/4	5/4	5/3	-	
Infantry (leg or mot)	Inf	Leg	4/2	1/-	-	-	
SMG Infantry	Inf	Leg	5/2	-	-	-	
Weapons (leg or mot)	Inf	Leg	4/3	3/2	2/-	-	
HQ	Soft	W	1/-	-	-	-	
45mm AT gun	Inf		1/3	1/2	-	-	
120mm mortar	Inf		1/-	-	-	-	6 hex 3/-
76mm arty/AT	Inf		3/4	3/3	3/1	-	10 hex 2/-
122mm arty	Inf		4/2	4/2	4/1	-	14 hex 3/1
152mm arty	Inf		5/3	5/3	5/2	-	14 hex 4/2
Katyusha	Soft		-	-	-	-	2-9 hex 5/1
Pz IV (lang)	M	MT	4/4	2/4	2/2	-	
Stug III	M	MT	4/3	2/4	2/2	-	
Panther	H	FT	4/5	2/5	2/4	2/2	
Tiger I	H	ST	5/5	3/5	3/4	3/3	
Tiger II	VH	ST	5/5	3/5	3/5	3/4	
Infantry	Inf	Leg	4/3	1/-	-	-	
Heavy Weapons	Inf	Leg	4/1	3/-	2/-	-	
SPW Infantry	VL	MT	5/3	2/1	2/-	-	
SPW Heavy Wpns	VL	MT	5/3	3/2	2/-	-	
Motorised Infantry	Soft	W	5/3	2/-	-	-	
Mot Hvy Weapons	Soft	W	4/2	3/-	2/-	-	
Mot HQ	Soft	W	1/1	-	-	-	
Mech HQ	VL	MT	1/1	-	-	-	
Towed AT	Inf		2/4	1/3	1/1	-	
Light SPAA			3/2	2/1	2/1	-	3 AA out to 2
88mm AA	Inf		3/5	3/5	3/4	3/3	2 AA out to 5
Infantry Gun Co	Inf		4/3	4/2	-	-	4 hex 3/1
120mm Mortar	Inf		1/-	-	-	-	6 hex 3/-
105mm arty	Inf		4/2	4/2	4/1	-	12 hex 3/1
150mm arty	Inf		5/3	5/3	5/2	-	15 hex 4/2

Aircraft

Divebomber 2/4 Fighterbomber 3/3

Specialist AT 4/2 Strafing Fighter 2/2

Interceptors intercept as self spotted arty strike, need 3 to hit.

air attacks suppress the target, even if they miss

Aircraft hit by AA fire save on 6, abort on 4,5.

Heavily based on NATO Brigade Commander by Tim Gow, along with inspiration from a host of other sets of rules.