

TMHS Battle Rules

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I. Basic Infantry Weapons and Casualty Resolution Rules

0. Note: Any rule may be modified if called for by the scenario (i.e. dead time). Any such modifications must be noted clearly a minimum of two times during the morning formation. Preferably, all unit commanders should be notified ahead of formation time as well. All scenarios will be approved by the Operations Officer.

1. Weapon Ranges

Note: all the following weapons ranges are approximately 1/6 of the real, or normal, effective ranges of the weapons.

20mm and larger rifled cannons in direct fire mode	250 yards
.50 cal MG, or .30 MG on tripod w/optics	200 yards
.30 MG in vehicle or on tripod (both must be capable of fine adjustments)	150 yards
Recoilless rifle fired from shoulder	125 yards
.30 MG on bipod or pedestal	100 yards
Scoped rifles	100 yards
All rifles firing full-size ammo, and assault rifles	75 yards
All sub-machine guns, machine pistols, and American carbines	50 yards
All Bazookas, Panzerschrecks and PIATs	50 yards
Panzerfausts, All handguns and shotguns	25 yards

1.1 Any weapon fired from a moving vehicle has its maximum range halved.

1.2 The referees, members of the Board of Directors, and overall commanders may, at their discretion, extend these ranges if the person under fire fails to react to being fired upon, or reacts in a manner which is inappropriate.

2. Personnel Targeting with Small Arms

2.1 Claiming Individual Hits

2.1.1 In order to claim a hit on an enemy, you must fire a weapon with the sights aligned on the target. Unless the opponent is closer than 20 yards, in which case you must either fire at the ground between you and the target, up into the air, or off to one side. You then must verbally identify the opponent by:

- A. Name (if known), or
- B. Uniform description, or
- C. Pose, position, and/or particular physical movements.

2.1.2 A "head shot" is defined as a hit claimed on an opponent when only the opponent's head is visible. In order to claim a head shot, at least half of the opponent's head must be visible. Regardless of the opponent's type of headgear, all weapons except handguns and shotguns may claim headshots on stationary opponents at half the range of their weapon or less.

2.1.3 In order to claim a hit on a running opponent, one in a moving vehicle or a descending paratrooper, all weapons must fire at least two rounds per hit claimed.

2.2 Suppressive Fire

2.2.1 Suppressive fire may be performed only when a referee is present to enforce the results. Suppressive fire requires that a "target area" be clearly described to the referee before firing begins. The target area shall consist of a zone 10 yards wide by 30 yards deep.

2.2.2 After the target area has been clearly described to the referee, one or more weapons must then fire a total of at least 75 rounds at the target area during a time span of 20 seconds. Suppressive fire may last longer than 20 seconds, provided that the rate of fire is maintained. Any weapons may be used, provided that the target area is within the range of the weapon.

2.2.3 While suppressive fire is being performed, any and all personnel in the target area who are not behind "bullet-proof cover" are "killed in action," regardless of whether or not they were visible to the gunners. Furthermore, any and all opposing shots which are made from the target area while the suppressive fire is being performed are disallowed. In other words, no hits may be claimed by anyone in the target area while suppressive fire is being performed. Anyone in the target area who fires or exposes himself to incoming fire while the suppressive fire is being performed will be considered "killed in action." of this rule.

2.2.4 "Bullet-proof cover" means being completely concealed in a deep foxhole or gully, behind a stone or concrete wall or behind a log or tree trunk at least two foot in diameter. Portions of certain vehicles may also offer cover. Questionable cases will be decided by the referee.

2.2.5 Suppressive fire may not be performed as part of a close assault, but may be performed prior to the assault.

2.3 Searching Fire

2.3.1 Searching fire is performed just like suppressive fire and has the same effect, except the target area is a zone 2 yards wide by 10 yards deep, and a total of 15 rounds must be fired at the target area within a time span of 10 seconds or less. Anyone in the target area not behind bulletproof cover is "killed in action."

2.4 Grenades

2.4.1 All anti-personnel grenades (hand grenades and rifle grenades) must bear a reasonable resemblance to the real thing. They have a "kill" radius of 3 yards from the point of impact, assuming no bulletproof cover exists between the grenade and the person. Bulletproof cover (as defined in 2.2.4 above) between a grenade and a person shall prevent the person from becoming a casualty due to that grenade. All grenades must pass inspection from the Safety Officer before being used in the field. Rifle grenades must be fired into the air at an angle of at least 45 degrees, and unless clearly identified as anti-tank grenades before the start of the scenario, have no effect on armored vehicles. See Vehicle rules for grenade resolution vs. vehicles.

2.5 Targeting with Portable Heat Anti Tank Weapons

2.5.1 Bazookas, Panzershecks, Panzerfausts, and PIATs may be used against vehicles, personnel, or bunkers. Their fire is resolved as direct fire heavy weapons (See Artillery Rules).

3. Prisoners

3.1 Prisoners may be taken. The procedure is as follows: If you are within 5 yards of one or more live opponents, say the words "hands up." The opponents are automatically captured, and become prisoners regardless of whether they wish to be or not. Any firing of weapons between prisoners and captors which takes place after the words "hands up" are spoken has

absolutely no effect. Prisoners who refuse to cooperate with their captors should be reported to a referee, an overall field commander, or a member of the Board of Directors. These persons have the authority to eject prisoners who fail to cooperate from the battle.

3.2 Prisoners must unload their weapons, sling them upside down over their shoulder, and leave them slung as long as they are a prisoner. Pistols must be unloaded and returned to a holster or pack.

3.3 If possible, prisoners should be moved out of the front line and into the rear area.

3.4 Prisoners may not be searched. Written orders and maps must be turned over completely upon request. Weapons may be taken and used, but only with consent.

3.5 Prisoners may be held for a maximum of 15 minutes. At the end of that time, they shall remove their headgear, and shall be escorted without delay back to the front line, along a path determined by the escorts. Once at the front line, prisoners shall be released by the escorts. Prisoners shall then move to their own CCP. During this march prisoners shall be considered casualties for all purposes until they reach their own CCP. Upon reaching their own CCP, they immediately come back to life (no 30 minute dead time at CCP).

3.6 Prisoners may be "executed." However, executed prisoners may not be held after execution. If executed, prisoners must then be immediately escorted without delay back to the front line and released as explained above. Executed prisoners come back to life immediately upon reaching their own CCP. Prisoners may not be subjected to physical abuse of any kind. They may not be handcuffed or tied up.

3.7 Personnel may always voluntarily surrender in order to minimize their out-of-action time. Personnel who surrender are also considered to be prisoners for purposes of the above rules

4. Ambush

4.1 An ambush involves the fire of multiple attackers at multiple targeted individuals that were completely unaware of their presence until the volley of attacking fire opened up.

4.2 The maximum range of an ambush is 50 yards.

4.3 When an ambush is carried out, all casualties must be assessed by a referee or unit commander (referee always has greater authority) on site in

accordance with his evaluation of what happened. The calling of individual hits is suspended.

5. Close Assaults

5.1 The following close assault rules may be used whenever a mass assault on a position occurs. The decision on whether to invoke the close assault rules or not lies solely with the commander of the attacking force; if he chooses not to declare a close assault, then all normal battle rules continue to apply. During a close assault, the calling of individual hits and the effects of searching and suppression fire are suspended, and all casualties are determined per Paragraph 4.7 (below).

5.2 Close assaults do not require the presence of referees. Any individual or individuals (preferably the senior men present on each side) shall work together to resolve the combat and implement the results. The following personnel have the authority to settle all questions and disputes, and their authority is final (in order of increasing authority): Board Members, Overall Commanders, and Referees.

5.3 Just before the attacking troops make physical contact with the defenders, a cease fire shall be called out verbally, and may be called by anyone near the center of the action. If available, one or more whistles should also be blown to signify the cease-fire.

5.4 During the cease-fire, all personnel within earshot shall cease movement and firing. The only persons who are authorized to move during a cease-fire are those who are resolving the close assault.

5.5 As soon as the cease-fire has been called, the senior man present for each side shall add up their total firepower strength. The strength of each force is determined as follows:

Flame-throwers	20 points each
All heavy weapons, 20mm or greater	10 points each
Rifle caliber or larger belt fed weapons	10 points each
Rifle caliber magazine fed, fully automatic weapons	8 points each
All other fully automatic weapons	6 points each
U.S carbines/Shotguns	4 points each
Semi automatic rifles	3 points each
Bolt actions	2 points each

Pistols	1 points each
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5.6 To resolve a close assault, the senior men on each side compare the attacker's total strength to the defender's total strength as a ratio

A. If more than half of the defenders are behind hard cover; the attacker wins with a strength ratio of 3/1 or greater.

B. If half or less than half the defenders are behind hard cover, the attacker wins with a strength ratio of 2/1 or greater.

5.7 Casualties for both sides are determined in the following way:

A. The attacker's casualties are determined by dividing the defender's firepower by the final strength ratio, the result is the number of casualties. Fractions are rounded to the next whole number.
For example: Defenders are hit at a 3-1 ratio, they have 18 firepower points 18 divided by 3 equals 6 casualties. In a different attack, still at a 3-1 ratio, they have 19 points: 19 divided by 3 equals 7 casualties

B. The defender suffers one casualty per 5 points, or fraction thereof, of attacker firepower strength for those personnel who were not behind bulletproof cover, and, once all exposed personnel have been assessed as casualties, one casualty for every 10 points, or fraction thereof, of attacker firepower strength for those personnel who were behind cover.
For example an assault is made, the attacker has 50 firepower points if the defenders are exposed, they lose 10 soldiers, if they are behind cover, only five. Another assault is made, this time the attacker only has 41 firepower points, but the casualties are still 10 and 5

5.8 All participants in the losing side of a close assault must retreat 50 yds.

5.9 If a referee is present, or if the senior leaders on both sides agree, the ratios may be decreased or increased as appropriate if the tactical situation warrants it due to surprise, defenders being outflanked, the attack going through a minefield or other unforeseen event.

6. Casualties

6.1 All casualties are considered "killed-in-action," even from friendly fire.

6.2 Casualties will remove all headgear (including softcaps) and will move promptly to their own casualty collection point (CCP), unless being treated by a medic (See Medic rules in Special Units module).

6.3 Normal casualty out-of-action time is 30 minutes on Saturday and 15 minutes on Sunday, and starts upon reaching the CCP.

6.4 Medics may treat casualties at locations other than the CCP (See Medic rules in Special Units module).

6.5 Other than to call for a medic, casualties may not talk to "live" personnel. If a casualty is seen talking to any live personnel other than a medic, then the live personnel shall immediately become casualties also.

6.6 When casualties come back to life, they must once again have all the minimum required equipment on their person at that time.

7. Casualty Collection Points (CCP's)

7.1 There will be two casualty collection points at all tactical battles, unless the scenario specifically calls for more. One of these is for Axis personnel and the other is for Allied personnel.

7.2 The location of each CCP will be fixed prior to the start of the battle. Each CCP must be located behind its own side of the original front line. CCP's may not be moved except by scenario special rule or because the battle has moved too close or too far from the CCP. In the latter case, the CCP will be moved by a referee in such a way as to make it further from the front line and behind friendly lines. The CCP should be out of direct fire range and one terrain feature behind the main battle line. If a CCP is moved then the referee must notify the overall commander of that side. The CCP can be moved forward or back at the referee(s), or overall unit commander's discretion. A referee has authority over the overall unit commander.

7.3 Each CCP shall be clearly marked by the Operations Officer or a referee and shall be easily accessible (along a road, for example).

7.4 All casualties will move to their proper CCP as soon as possible.

7.5 Casualties may not wear headgear (including softcaps) while in a CCP.

7.6 No combat may take place within 50 yards of a CCP. "Live" personnel may not move through or within 50 yards of a CCP. Any live personnel who continue to move closer after being warned that they are within 50 yards of a CCP shall become casualties.

7.7 The 30 minute "out-of-action" time starts upon reaching the proper CCP (15 minutes on Sunday). Casualties have the option to remain in the CCP for longer than 30 minutes if they wish.

8. **Smoke**

8.1 Personnel concealed by smoke are not subject to individually called hits, but are subject to suppressive or searching fire.

8.2 During a Close Assault, defenders firing weapons smaller than full-size machine guns who are also more than 50 yards from the center of the objective of the assault and who cannot actually see any attackers due to the placement of smoke do not have their firepower added to the defensive firepower total. Full-sized machine guns (BAR and larger) may fire defensively into smoke at full effect.

9. **Reloading Provisions and Ammo Supply for Propane Machine Guns**

9.1 Propane-firing machine guns may fire for a maximum of 15 seconds continuously, and then may not fire during the following 15 seconds (to represent re-loading).

9.2 Following each 15-second firing period, reloading must be simulated by opening a previously unopened ammo box. When each ammo box located with a propane weapon has been opened, no more ammunition is available for that weapon until it has been resupplied.

9.3 Once opened, ammo boxes must be transported to the friendly CCP before they can be considered reloaded. "Empty" ammo boxes are automatically reloaded at the friendly CCP.

III. **Artillery**

0. There are two categories of artillery:

A. Direct fire heavy weapons (i.e., anti-tank guns, main guns on tanks, and recoilless rifles).

B. Indirect fire heavy weapons (i.e., mortars and howitzers).

0.1 Most indirect fire heavy weapons have an additional direct-fire capability when used at point blank ranges. For howitzers this is considered to be out to 250 yards, and for trigger-fired mortars (British 2 in. and German 50mm, for instance) out to 50 yards. Any such dual-purpose artillery must use the correct type of pyrotechnics for the mode of

fire being employed (Either noise making non-projectiles for direct fire, or indirect fire projectiles.)

1. **Direct Fire Heavy Weapons**

1.0.1. All direct fire weapons must fire some sort of actual noise-making charge in order to have any effect on the enemy. Silent "make-believe" firing is not allowed, and the weapon itself must function in a manner similar to the original (i.e., smaller weapons may not simply be inserted into it and fired). For safety reasons, direct-fire weapons may not fire an actual projectile which leaves the barrel of the gun.

1.0.2 All direct fire weapons must have a "line of sight" to their targets and may not use indirect fire. Effective ranges are given in section I. Note: Moving fire halves range.

1.0.3 Referees must be used in conjunction with direct fire heavy weapons.

1.1 **Direct Fire Heavy Weapons Versus Personnel**

1.1.1 Direct fire heavy weapons (firing HE or HEAT) have a burst radius. All those in the burst radius not behind hard cover become casualties (Exception: indirect fire has a second, smaller kill radius that does affect those behind hard cover).

Bore size of HE firing heavy weapon	Kill Radius Exposed	Kill Radius vs. Prepared Position*
20-30 mm weapons	Treat as small arms when firing at personnel targets (i.e., no impact area or burst radius).	No effect
37-60 mm weapons**	3 yards	1 yard
70-90 mm weapons	5 yards	2 yards
100-122 mm weapons	10 yards	3 yards
Above 122mm weapons	15 yards	5 yards

* Only applies to indirect fire weapons

** Exception: The M3/M6 US 37mm cannon was equipped with a canister round. It can be direct fire only, to a maximum range of 75 yards. Its kill radius is equal to Suppressive Fire. (The far side of the suppressed area must be within the 75 yard max.). Canister rounds may make up no more than 20% of the on hand ammo supply, and like rifle grenades, must be clearly identified to the referee before the start of the battle.

1.1.2 Treat Panzerschrecks and Panzerfausts as 88 mm. Treat Bazookas and PIATS as 60mm.

1.1.3 20-30 mm weapons can perform Suppression Fire by firing 40 rounds into the target area in 20 seconds.

1.2 Direct Fire Heavy Weapons Versus Vehicles

1.2.0 The effects of direct fire heavy weapons on armored vehicles will be based on the historical penetration capability of the weapon. This data will be collected by the Rules Committee and verified by the Operations Officer. Once the data has been collected, the committee will produce a chart that explains the results in an easy to understand format for the general membership. The data used to make the chart will be maintained by the TMHS and will be available to the general membership on request. Changes and additions to the chart may be made as new equipment is fielded with the TMHS or in the event that the original data used is subsequently proven inaccurate. Final Authority for deciding which reference is accurate lies with the Operations Officer.

1.2.1 Determination of a Kill vs Armored Vehicle: If the weapon firing at the vehicle has a reasonable chance of penetrating the vehicle's armor from that direction (as defined in the table below), then the firing of one round is required to kill a stationary vehicle at a range of 125 yards or less, and two rounds to kill a stationary vehicle at a range of over 125 yards. If the vehicle is moving, add one round to the above unless the target is less than 50 yards away. Weapons with a maximum range of less than 125 yards (such as bazookas, panzerschrecks, and PIATs) may never claim a kill beyond the normal maximum range for that weapon. Combat results do not include damage or immobilization; the only possible results are either kill, driven off, or no effect. Any questions about the ability of a weapon to penetrate a vehicle's armor, which are not covered by the table below, will be decided by the referee.

1.2.2 Determination of a Kill vs Un-Armored Vehicle:
Unarmored vehicles are vulnerable to direct fire heavy weapons of all calibers.

1.3 Forced Retreat

1.3.1 If the requirements for a forced retreat are met, the target must retreat until they are no longer being engaged, after which it may immediately resume action freely.

1.3.2 Requirements for a forced retreat

Target Type	Attacker's weapon and Number of Shots Fired
All Half-tracks, Bren Carrier	One belt of machinegun ammo, or a 15 second burst from a gas machinegun
Tanks	3 shots fired from a weapon incapable of penetrating, but greater than 20 mm

1.4 Ammo Supply for Direct Fire Weapons

1.5

1.4.1 Tanks and armored cars are considered to have been designed with an unlimited ammo supply for their direct fire artillery for the scale of our simulations. Otherwise, direct fire heavy weapons must have a simulated ammo supply. This supply can take one of two forms:

- A. Simulated rounds
- B. Reproduction (or original) containers (an ammo crate or storage tube, for instance)

1.4.2 Simulated rounds and reproduction containers must bear a reasonable cosmetic physical resemblance to the real thing.

1.4.3 Simulated rounds and containers are "temporarily expendable". When the weapon has fired a number of times equal to what the container should hold, or a single shot for a simulated round, this ammo supply is considered expended and the weapon cannot fire unless more unexpended supply is available to use, or the expended supply is replenished.

1.4.4 Expended ammo supply can be replenished by transporting it to the designated friendly CCP, where it becomes immediately "replenished".

1.4.5 Unexpended ammo supply must be within 10 feet of the weapon in order to be used.

2. Indirect Fire Artillery

2.1 All indirect fire weapons must give a mark (i.e. flour) on impact. Rounds which do not leave a mark are considered duds and have no effect.

2.2 There is no maximum or minimum range for an indirect fire weapon.

2.3 All indirect fire weapons must have the barrel elevated at an angle of at least 45 degrees when firing.

2.4 The point-of-impact for all indirect fire projectiles is considered to be the place where the projectile detonates.

2.5 All projectiles must be approved by the safety committee and must meet all safety restrictions as listed in the safety rules.

2.6 The effectiveness, or “kill radius” of an indirect fire projectile depends upon its bore size and the presence of hard cover. Reference the burst radius chart in the direct fire artillery section for the “kill radius” of an indirect fire projectile.

3. **Simulated Artillery Batteries and Air Support**

3.1 Off map or simulated artillery and/or tactical air support may be included by the Scenario Committee under special rules for that scenario.

IV. Vehicles

1. Safety Rules

1.1 Any vehicle larger than a jeep, which is moving off-road, must be preceded by a non-tactical ground guide (on foot) who has taken off their headgear. The ground guide is responsible for keeping all personnel out of the way of the vehicle and for alerting the crew of the vehicle to terrain obstacles.

1.2 For safety, armored vehicle drivers and commanders are vulnerable to small arms fire per the normal rules, but only while they are:

- A. Holding or firing a personal weapon
- B. Holding or using binoculars
- C. Talking to anyone who is outside the vehicle, except for a referee or his vehicle's non-tactical ground guide

Otherwise, armored vehicle drivers and commanders are not vulnerable to small arms fire of any kind. Passengers are always vulnerable per the standard rules.

1.3 Before each event, each vehicle owner must grant permission before his vehicle can be captured or used by the opposing side.

1.4 Pyrotechnics may not be fired at any vehicle at any time.

1.5 If any vehicle owner does not want their vehicle to be the target of projectiles (rifle grenades, for example), then a default range is assumed and the weapon hits and kills automatically. This range is 35 yds for hand grenades vs. soft skinned vehicles and half-tracks, 5 yds versus tanks and armored cars, 100 yds for rifle grenades and 200 yds for mortars.

1.6 For safety purposes, personnel may not attempt to Board or climb on enemy-operated vehicles. If personnel with grenades or simulated explosive charges can physically touch an enemy vehicle, the vehicle shall be considered knocked out.

1.7 Any abuse of any vehicle by anyone other than the owner of the vehicle will result in immediate expulsion from the battle and possibly further disciplinary action from the Board of Directors.

2. All vehicles fall into one of two categories:

- A. Unarmored (i.e. jeeps, motorcycles, and trucks)
- B. Armored (i.e. half-tracks, armored cars and tanks).

3. Unarmored vehicles may be knocked out by small arms fire, or by a hit from a grenade, demo charge, an anti-tank weapon, or any artillery, or by entering a

simulated minefield, or by running over an actual (simulated) mine. Small arms fire means 10 or more rounds.

4. Armored vehicles may only be knocked out by:

- A. A kill result from an anti-tank weapon or artillery (reference Artillery rules).
- B. A grenade or simulated explosive charge being thrown inside the vehicle.
- C. An opponent holding a grenade or simulated explosive charge and touching it to the outside of the vehicle
- D. Entry into a simulated minefield, or by running over an actual (simulated) mine.
- E. A direct hit from a rifle grenade. The effect of rifle grenades versus vehicles is determined by the initial point of impact of the rifle grenade. Note: This rifle grenade must have been identified as an antitank grenade before the battle.

5. Vehicles and Occupants as Casualties

5.1 Knocked out vehicles may either move to the proper CCP or remain where they were knocked out. If the vehicle is left where knocked out, it may only be retrieved through combat or after the enemy has left the area.

5.2 All of the personnel (crew and passengers) in a knocked-out vehicle must promptly go to the proper CCP, even if the vehicle is left where it was knocked out.

5.3 The out-of-action time for all knocked out vehicles is 30 minutes (15 minutes on Sunday). If a vehicle moves to a CCP, the out-of-action time starts upon reaching the CCP.

NOTE: See Safety Rules of vehicle module for limitations on targeting commanders and drivers as individuals.

IV. Special Units

1. Medic Rules

1.0 Medics may treat casualties at locations other than the CCP. The procedure is as follows:

- A. The casualty must stay exactly where he was shot, remove his headgear, and sit or lay down without moving to another location under his own power.
- B. A medic must arrive, and then spend 5 minutes within touching distance of the casualty without himself becoming KIA.
- C. After 5 minutes with the medic, the casualty comes back to life at that location.
- D. It is categorically forbidden for casualties to move part of the way back to the CCP under their own power, and then be treated by a medic. This does not prohibit other soldiers from moving him using stretchers, improvised litters, fireman's carry, or other carry techniques. The casualty may be dragged, but may not assist his rescuer in any way. Any casualty assisting his rescuer will be sent to the CCP as will his would be rescuer.

1.1 Each side may employ a maximum of 1 medic per 20 men.

1.2 Medics may become casualties themselves, per the normal rules. Medics may not heal themselves, and medics may not be treated by other medics. Medics may only treat one person at a time. Captured medics may treat enemy troops.

1.3 Medics must wear appropriate uniforms and carry appropriate equipment for their nationality. Medics may carry personal sidearms, but are not required to. Medics may use the weapon of the casualty they are treating to defend themselves and their patient.

2. Airborne Operations

2.1 Paradrops

2.1.1 Only airborne units may make paradrops.

2.1.2 Paradrops may only be conducted by airborne troops which have not yet been in combat during that scenario.

2.1.3 Each individual airborne soldier may be dropped only once per scenario.

2.1.4 Paratroops must be delivered to their drop zone by non-tactical vehicles, and dropped off by a slowly-moving vehicle at the rate of one man per 20 yards. The transport vehicles and any paratroops still on them are not vulnerable to enemy fire.

2.1.5 Once off of the vehicle, each man must stand motionless in place for 15 seconds (to represent descent time to the ground). During this 15 seconds he is vulnerable to enemy fire according to the normal rules.

2.1.6 Drop zones must consist of flat, open clearings of at least 100 x 300 yards in size.

2.1.7 Only weapons, equipment, and vehicles which are capable of being airdropped or glider-borne may be included in a paradrop.

2.1.8 There are no special CCP's for paratroops. If paratroops become casualties, they must return to the one CCP which exists for their side (behind their own initial front lines).

2.2 Glider Operations

2.2.1 Glider troops must be delivered to their landing zone by non-tactical vehicles. At the designated LZ, all landing personnel and vehicles must remain stationary for one minute. During this time, each man and vehicle must stand motionless in place, may not fire any weapons, and is vulnerable to enemy fire according to the normal rules.

3. Partisans and Civilians in the Combat Zone

3.0.0 There are 3 main types of field impressions on the battlefield: Civilians, Resistance/Partisans and Soldiers.

3.1 **Civilians** cannot use military uniforms or equipment. Their impression must be composed of 100% period looking civilian items and period grooming. They may have concealed weapons and/or military documents.

3.2 **Resistance & Partisans** may use a mixture of civilian clothing and military items. They may attempt to pass themselves off as either civilians or soldiers.

3.3 **Soldiers** must fit into one of the uniformed impression categories, composed of 100% military uniforms, equipment and weapons.

3.4 Individuals portraying a civilian may be shot if they:

- A. Are in the immediate area of an assault or firefight.
- B. Are caught in the act of assisting enemy troops in any way.
- C. Fail to surrender when challenged within 75yds.
- D. Attempt a hostile action or run away while in the act of surrendering.
- E. Are visibly carrying a weapon or wearing any item of any nation's military uniform or equipment.

3.4.1 Shot Civilians may not be searched for concealed weapons, equipment, or documents. The shot civilian will declare whether he/she has any concealed weapons, equipment or documents. If the civilian does not have any of these articles, then the SHOOTER becomes a casualty and moves to the CCP. If he/she does then civilian must move to the CCP. Medics may not treat casualties inflicted as a result of an improper shooting. The civilian may proceed as if nothing has happened.

3.5 Civilians that have given themselves up may not be searched for weapons, military equipment or documents but must answer truthfully if they are in possession of any one of these things, then the civilian can be shot, or taken prisoner, and is subject to the action taken.

3.5.1 Civilians may be reasonably detained only long enough to search and question them. If found to still meet the terms of a civilian impression, then they must be immediately released.

3.5.2 An individual must answer truthfully when asked if they are carrying weapons or military documents, and produce them on demand. Failure to comply will result in the individual being removed from the battle for the remainder of the day.

V. Mines and Engineering Operations

1.0 Mines and Booby-traps

1.0.0 There are two types of minefields. Both types may be laid only in the presence of a referee.

- A. Simulated minefields
- B. "Real" minefields

1.1 **Simulated Minefields**

1.1.1 Simulated minefields shall be encircled by engineer tape and may only be laid before tactical play begins. There is no requirement for time or number of personnel to lay a simulated minefield. Simulated minefields may only be laid when permitted by the scenario conditions. If permitted, the scenario conditions will also specify a given maximum length of engineer tape which may be used to lay one or more minefields. Simulated minefields are assumed to contain both anti-personnel and antitank mines.

1.1.2 All personnel or vehicles entering a simulated minefield will be considered killed-in-action.

1.2 **"Real" Minefields**

1.2.1 "Real" Minefields are composed of actual pyrotechnic mines which have been approved by the Safety and Authenticity Committees. "Real" minefields may only be laid during tactical play, but may be as large as the number of mines allows. "Real" minefields may or may not be marked, at the discretion of those laying the mines. "Real" mines may not be planted within simulated minefields.

1.2.2 "Real" mines must have the general size and appearance of military mines but do not have to be exact replicas (for example, an anti-personnel mine may consist of a pyrotechnic charge contained within a painted 1-lb coffee can). All "real" mines must give a report and must be approved by the Safety Committee. They may be detonated by pressure, tripwire, or command detonation .

1.2.3 "Real" anti-personnel mines come in two sizes - small and large. Small anti-personnel mines (such as shu-mines) have a kill radius of 1 yard when they detonate. Large anti-personnel mines (such as s-mines) have a kill radius of 3 yards when they detonate. Anti-tank mines are effective against vehicles only and knock out any vehicle which runs over the mine and causes it to detonate. All personnel (crew

and passengers) of any knocked-out vehicle are also casualties.

2. Clearing Mines and Booby-Traps

2.1 There are four ways to clear minefields. All clearing of minefields must be done with a referee present.

1. Mine Detectors

Mine detectors may clear an area of 3 x 3 yards of simulated minefield every five minutes. Mine detectors may or may not reveal the presence of "real" mines, and there is no set time for clearing a "real" minefield. "Real" mines which detonate during the clearing process have full effect and normal kill radius.

2. Individuals Probing

Each individual may clear an area of 3 x 3 yards of simulated minefield every fifteen minutes by probing. Probing may or may not reveal the presence of "real" mines, and there is no set time for clearing a "real" minefield. "Real" mines which detonate during the clearing process have full effect and normal kill radius.

3. Special Ordinance

Special ordinance such as bangalore torpedoes will clear either simulated or "real" minefields to a width of 1 yard from either side of the device, along its entire length. The clearing device must give a report, must be approved by the Safety and Authenticity Committees, and may not be re-used during that scenario. "Real" mines within the cleared area of a bangalore torpedo shall have no effect if they subsequently detonate.

4. Arms Fire

Both simulated and "real" minefields may be cleared by small arms or heavy weapons fire. 100 rounds of small arms fire directed at the minefield from a range of at least 25 but no more than 50 yards will clear an area 2 yards wide by 5 yards deep. Each round from a heavy weapon will clear an area equal to the prepared position kill radius for that round. "Real" mines within an area cleared by fire shall have no effect if they subsequently detonate.

2.2 Cleared lanes must be clearly marked with tape, string, flags, or signs.

2.3 All mines and engineer tape must be recovered and removed from the field after the close of tactical play. It is the responsibility of the individuals who laid the mines and/or tape to clean them up.

3. Bridges and Field Fortifications

3.1 Bridges and field fortifications may be blown up during combat by demolition charges which are detonated on or next to them. All such charges must be approved by the Safety committee prior to their use. All occupants of a building or bunker when it is blown up are considered casualties.

3.2 Demolition charges may only be placed during the tactical portion of a scenario.

3.3 Destroyed structures must be clearly marked as such by the personnel who carried out the demolition.

3.4 Structures which are destroyed during tactical play remain so for the duration of the scenario, unless actual repairs are possible using resources at hand. Such repairs must be demonstrated, not merely simulated.

3.5 Wooden bridges may be destroyed by simulated burning. At least one gallon of water designated before the start of the scenario as representing gasoline must be poured over the bridge to destroy it.