

## 1/200<sup>th</sup> Battle For France Quick Play Rules

MOVE SEQUENCE	
1.	Players dice for initiative
2.	Morale/Comms
3.	1 troop or platoon may dice to spot then move/fire
4.	Play reverts to opposition until all moves done
5.	Area Fire

MORALE	
Neutralised elements cannot fire/advance.	
Dice if any elements KO or neutralised.	
One die per troop/platoon. Need to throw higher than no. neutralised (1KO = 2 neutralised).	
+1 to die if receiving fire support. -1 if leader KO or neut.	
Failure means no move forward or fire. Repeat attempt next move. 3 consecutive fails must surrender to infantry within 4". Score 10 = pass.	

MOVEMENT	
Infantry	4"
Manhandled guns	4"
AFV – Class 1	8"
AFV – Class 2	16"
AFV – Class 3	24"
AFV – Class 4	32"
AFV – Class 5	40"
All vehicles in bad going	8"

Firing vehicles move at ½ speed

COMMUNICATION	
Change orders	7
Fire mission	8

SPOTTING			
Target / Range	To 10"	To 40"	To 80"
Infantry	5	8	-
A/T Guns	4	7	10
Vehicles	3	6	8
<<<< Target moves or fires			
Target in cover >>>>			

TO HIT				
Weapon	To 10"	To 20"	To 30"	To 40"
MG	7	8	-	-
A/T Rifle	8	10	-	-
HMG/20mm	7	7	8	8
A/T Gun	3	5	7	8
Arty/CS	3	5	8	10
+1 if target moves/in cover/French firer				
+2 if firer intends to move				
-1 for each subsequent shot at same target				

TO KO					
Armour Class Weapon	Max Range	A	B	C	Soft
MG	15"	-	-	-	2
A/T Rifle	20"	-	8	7	4
HMG/20mm	20"	-	7	6	3
A/T Gun	20"	10	6	5	2
2pdr / 47mm	40"	8	5	4	2
Arty / CS	40"	10	8	7	2
88mm	60"	5	4	3	2
Firing on side armour >>>>					
Failure to KO by 1 or 2 suppresses					

AREA FIRE
Estimate range to target in inches, from centre of base line. Then estimate distance from left edge of table to target in inches. Measure both and place aim point on table. Use deviation die to place each burst circle. Keep guessing until on target.
MORTAR BURST CIRCLE = 1½" diameter ARTILLERY BURST CIRCLE = 2" diameter 1 burst circle per tube/barrel in battery

AREA FIRE TO KO				
Tanks	APC	Soft	Infantry	Inf /bunker
10	8	6	7	10
<<<< Mortars				

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### INFANTRY COMBAT

1 infantry base = 1 LMG or tank MG

up to 3 bases may engage 1 enemy

up to 2 bases may melee 1 enemy

# Bases	Res.	Mel	Open	Soft Cover	Hard Cover
1	H	-	7	8	9
	R	9	8	9	-
	D	10	9	10	10
2	H	-	6	7	8
	R	7	7	8	-
	D	9	8	9	10
3	H	-	5	6	8
	R	-	6	7	9
	D	-	7	8	10

Type	Move Class	Armour Class	Armament
PZKFW I	2	C	2MG
PZKFW II	2	C	20mm + MG
PZKFW III	3	B	A/T Gun + 2MG
PZKFW IVD	3	B	CS + 2MG
STUG III	3	A	CS + MG
PZKFW 38T	3	C	A/T Gun + MG
½ TRACKS	4	C	2MG or A/T Gun + MG
JAGD 1	2	C	47mm + MG
A/Cs	5	C	20mm + MG

Die factors		H = Halt (can fore & melee)
0-2"	+1	R = Retire (1 move no fire)
> 10"	-1	D = destroyed

Melee Factors:

-1 in retreat

-1 odds 1:2

-2 odds 1:3

+1 odds 2 or 3:1

### VEHICLE CLASSIFICATION TABLES

Type	Move Class	Armour Class	Armament
Light Mk VI	4	C	HMG + MG
A9	3	C	2pdr + 3MG
A10	2	B	2pdr + 2MG
A13	3	B	2pdr + MG
INFANTRY Mk I	1	A	HMG
INFANTRY MkII	1	A	2pdr + MG
CARRIER	3	C	MG or A/T Rifle
SCOUT CAR	5	C	MG
TRUCKS	4	SOFT	-

R35	1	B	A/T Gun + MG
H35	2	B	A/T Gun + MG
S35	3	B	47mm + MG
B1 Bis	2	A	47mm+CS+2MG
½ TRACK	4	SOFT	-
CARRIER	2	C	-