

**Modern Lightning War 1:300**  
Specifically for 1:300<sup>th</sup> scale



# Modern Lightning War

Rules for wargaming with 1:300th scale models

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## The Concept

In 1:300th scale, which this set of rules is specifically designed for, the average 6 foot by 4 foot gaming table is around 7200 by 4800 meters ground scale at 1 inch equals 10 meters. Modern combat is limited by terrain feature more than it is by weapon ranges. Most modern infantry firearms do surprisingly poorly in penetrating cover beyond 100 meters, thus even light vegetation can provide significant variations in accuracy when engaging obscured targets. It can therefore be safely assumed that most exchanges of direct fire will take place at relatively short range between the combatants, making modern firefights with a high percentage of automatic weapons, very dangerous. This again negates the use of precise measurement for such large-scale models on such a relatively small playing surface. The only problem that does arise is combat in the desert, where atmospheric conditions can be extremely clear and vegetation cover is relatively sparse. But then again, the sandy wastes of the Iraqi desert can provide a myriad hiding places for the experienced campaigner.

The only matter to be decided is how to prevent the combatants firing from one end of the table to the other? This ultimately comes down to observing what most terrain is actually like rather than assuming it is all flat, just like the game table. There is no such thing as a completely flat piece of terrain almost anywhere in the world and certainly not in the areas this set of rules was designed to re-create. Even well used paddocks have a dip or hollow, just deep enough to allow a tank to get track down or an infantry platoon to go to ground, reducing their chance of casualties. So the determining factor in this game system is table layout and the placing of terrain. I have used the universal term 'terrain feature' so that everyone familiar with gaming terms can understand exactly what it is that I'm attempting to describe. A terrain feature is the model representation of a unique piece of ground. Any number of these can be placed in almost any order to make up a war-game table. The more there are, the more realistic the game will be. But there must be some logic to the distribution of such terrain features. Players are urged to consult good quality maps and photographs of the regions they wish to recreate their battles in. By carefully studying these and the accounts of those who have actually been across the area concerned, a reasonably accurate table can be constructed from a set of terrain features.

These factors determined the ability of either side to identify and engage each other's platoons over the terrain set up on the gaming table. All fire is between platoons or batteries. The smallest manoeuvre unit is the platoon consisting of a single vehicle or three to five infantry figures (or gun crew) mounted on a suitable base. Platoons are then assembled into companies, companies into Battle Groups and so on. If a large game is played then the organisation is stepped to Brigade and beyond.

The basic object of the game is for either opposing player to achieve a required number of victory points. This is achieved by capturing a number of defined objectives while simultaneously destroying enemy units. The 'Initiating Player' commences their game turn by selecting a particular command (usually a Company or Squadron) and then attempts to move and fire it in order to attain their game objective(s). The game turn is relinquished to the opposing player immediately the current 'initiating player's' selected command fails a morale test. If the command passes a required morale test it continues to move and or fire until it either completes its current orders or fails a subsequent morale test. Command Morale tests are always carried out immediately a platoon is disabled. Once the currently selected command completes all the tasks the initiating player requires of it and it passes all required morale tests, the player may select another command to move and fight or they may relinquish the initiative to the opposing player.

## Constructing a force.

Both players begin the game with 6 command headquarters of any type within their selected country organisation. Once the types of commands are established, each player rolls 2D6 for each command and this represents the number of platoons or batteries contained in each command. If larger forces are required, players keep adding blocks of command headquarters as required. Commands may not exceed their T&OE strengths.

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If one player outnumbered the other by at least 2:1 in platoons (not commands), they are deemed to be the attacker and the other the defender. All other results are deemed to be 'meeting engagements'.

Players may choose any commands they wish ... BUT must do so from the organisation tables attached to the rules. If a player selects a particular army as the basis for his force structure, all platoons must be selected from that organisation table.

Platoons must then be organised into companies or squadrons, even if this results in some commands being under strength. The number of platoons/troops in a company/squadron may not exceed the numbers shown in the organisational tables. However, players may select any independent supporting unit(s) available to that command, Brigade/Battalion or Battle Group from Division or Corps assets. Artillery and mortars do not need to be represented on the table.

## Example

Players can allocate any of their two dice rolls to a suitable type of command; i.e. a roll of '2' would suit an anti-tank battery of two missile launchers, including transport. A roll of '6' would be better suited to an infantry or armoured company, including transport. This would allow a player to construct two companies of three platoons. The second dice roll can be used for a mortar or machinegun platoons, usually attached in the direct support role, from the heavy weapons platoons of the battalion, once a command has been selected. Players may use under strength units so that unallocated points can be used elsewhere. They may not exceed unit strengths as listed in the attached T&OE tables.

If a player wishes to have a 'higher headquarters unit' present on the table, they may do so without cost. However, should they be lost to infantry combat, their points cost contributes towards the opponent's victory point level. Higher HQ's may only contain three platoons. The base containing the commander and staff, an infantry HQ defence platoon, and an armoured HQ defence platoon. This group may only fire if attacked.

There are however, some limitations as to unit constructions.

Elite platoons may not be mixed with other platoons, but must form separate commands.

## Command (C3)

Command, Control and Communication are the cornerstone of every modern army. Without knowing what is happening and where, commanders are effectively blind. Modern communications equipment is not perfect by any means but it is a lot better than WW2 and even the Vietnam era. With the introduction of the computer, a whole array of communication devices have become available that allow commanders much greater latitude in their decisions. Some British units in the Gulf war were equipped with lightweight battlefield cameras based on computer web-cam and cell-phone technology. Commanders are able to see what their troops are dealing with immediately and make a decision accordingly. Troops no longer need to be in visual contact with their platoon or higher headquarters in order to receive new orders or complete existing ones.

## Observation and Reconnaissance

Given the very small-scale ranges on the table and the plethora of sophisticated observation equipment, there is little that can be hidden from view on the modern battlefield. Thermal imaging even allows observers to see the most detailed images through thick concrete walls. Therefore, nothing is invisible on the modern battlefield. Players cannot hide platoons in the traditional sense unless their opponent has no thermal imaging or battlefield radar equipment. All platoons and vehicles must be placed on the game table during the first move of the game, unless behind a hill or within a built up area (BUA).

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However, unless a line of uninterrupted sight can be drawn between opposing platoons, no firing is possible. Troops and vehicles in partial cover can be engaged but with additional penalties for the increased chances of missing the target.

## Unit and base sizes

Infantry platoons should be based on 20mm square bases. Support weapons should have a 20mm frontage if possible, but the base depth should be suitable for the model being mounted. Each vehicle model represents a tank, SPG or AFV platoon. They need not be based.

## Table terrain construction and placement

The table should be 6' x 4' divided into 24, 1'x1' squares. These squares only need to be approximate as a placement guide.

## Theatre of Operations - Western Europe and Western Russia – Ukraine

Four squares either of forests, hills, woods or orchards.

Four squares either of cultivated land or small farms.

Four squares of small villages.

Four squares of industrial plant or factories

Four squares of city buildings, railway yards

Four squares of river or stream with at least one bridge crossing.

If a railway yard is selected, it must be connected to the table edges by continuous rail lines.

One player selects one terrain square and places it as near to one of the four table corners as practicable. To this the players alternatively add in sequence the rest of the terrain features as selected.

A Forest may only have a small village, farm, woods or orchard located on three sides. The fourth side may have any other terrain feature except a port.

A town may have an industrial plant, port or river located on three sides, the fourth may have any other.

Manoeuvre Options during initial deployment for the beginning of the game. There are four types of game options.

- (I) Attack/Defence
- (II) Meeting Engagement
- (III) Phased withdrawal
- (IV) Counter Attack
- (V) Surprise Attack

## Initial Deployment

1. Up to  $\frac{1}{4}$  of each player's forces may be deployed on a flank if the scenario is 'Attack/Defence'.
2. Up to  $\frac{1}{2}$  of the player's forces may be deployed on the flank if the scenario is a 'Meeting Engagement'.
3. In a 'Counter Attack' scenario,  $\frac{1}{2}$  the attacker's forces are deployed after Game Turn 3. They may be deployed from the flank.
4. In a "Phased Withdrawal" scenario, the defender must attempt to prevent all the attacker's units exiting the defender's base line for the entire game. For each attacking platoon that manages to cross the defender's base line, the defender must remove one of their platoons (not in contact with the enemy) remaining on the table. The object of this scenario is not for the defender to withdraw within the game time, but to prevent the penetration of the line while other units, not on the table, prepare a new defensive position.

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5. In an Attack/Defence scenario, the Soviet player may place in a suitable terrain feature a Spetznaz command sized unit anywhere on the table to simulate an infiltration attack against valuable objectives. They are not placed on the table, but their location noted. This infiltration unit is subject to the normal target location rules.

In all Attack/Defence and 'Phased Withdrawal' scenarios the defender may have one 'stay behind' command deployed before the beginning of the game. These are specialist foot troops such as Spetznaz and SAS. Their deployment must be inside a terrain feature and is recorded on paper by the owning player before the game commences. Their detection is achieved using the target location rules.

## Setting Objectives

The game should have up to 7 objective markers placed throughout the game table. Roll 1D6 and add +1 to establish how many objective markers are to be placed. They should reflect reasonable military objectives (road junctions, high ground, river crossings, airfields, rail yards etc) by mutual agreement. Players must not place objective markers closer than 15 inches (38cm) from the own forces. Once a player occupies an objective marker they can claim 5 victory points, as long as they can prevent the opposing player eliminating the unit holding the objective marker, by the end of the game.

## Victory point values

The player controlling enough objective points and or causing sufficient enemy unit casualties to gain 20 victory points wins the game at that point. Each enemy platoon or vehicle eliminated is worth 1 victory point. Where the opposing forces are unequal at the beginning of the game, the player with the larger force must gain the difference in points between the two forces in order to win.

## Battlefield conditions

### Time and Month

ADD 4 dice rolls together to give a start time (0400 – 2400 hours)

Assume dawn to be 0500 hours, Dusk 20.00 hours.

Roll 2D6 and add together to give the month of the year.

### Weather

Roll 2D6.            2, 3     = Snow in winter or heavy rain at all other times of the year.

                         11,12   = Fog in winter or autumn, rain at any other time.

## Pre-Attack Bombardment

In both Attack/Defence and Counter Attack scenarios, the attacker may test for artillery fire directed against likely or known enemy defenders. The players deploy their forces and then the attacker rolls 1D6 for the number of defender's platoons that he may test for artillery casualties using the 155mm artillery damage table, but adjusting the effects for cover and conditions.

**Each scenario lasts 10 Game Turns or when one player has gained the required victory points.**

## The Game Turn phases defined

### Initiative. (Which side moves first is established at the beginning of each game turn.)

Both players roll 1D6 and the highest dice roll wins the 'initiative' becoming the initiating player for the current game turn. This means that a player may lose the initiative through a morale failure, yet regain it on the dice roll to determine who has the initiative for the next game turn. Players vary this dice roll to reflect the differences in training and morale of opposing sides. Israeli forces should have a +2 added to their initiative dice roll against all Arab opponents, except Jordan. Pakistani forces should have +1 against Indian Forces up until 1991. NATO and Warsaw Pact forces should have initiative differences, especially between and regular and conscript units.

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## **Command Phase:**

This is the Game Turn segment where the initiating player selects a command (usually a company or squadron) to perform a particular action. Once a command is selected it is the only command that may be moved and fought by the initiating player during the current game turn cycle. Beginning with the Command Phase, each game turn segment may be taken in any order the players require. But each game turn sequence may only be used once per Game Turn.

## **Movement Phase:**

This segment allows the initiating player to move the platoons of the currently selected command. Opposing players may initiate reactive or ambush fire against moving platoons in this game turn segment.

## **Direct Fire Phase:**

This allows the initiating player to fire any weapons requiring a direct line of sight between target and firer.

## **Counter Fire**

Counter Fire can be used against any initiating player's units that move across the field of fire of any opposing player's platoons. Counter fire may be initiated at anytime during an initiating player's unit movement phase provided the line of sight rules apply. It may include discharging smoke projectors or anti-missile defenses.

## **Indirect Fire Phase:**

This allows the initiating player to request and receive any fire that does not require a direct line of sight between target and firer. Such fire includes artillery, AA and air attacks.

## **Morale Phase:**

Morale is checked when commands suffer casualties or disruption through enemy actions. This must be tested as such losses or disruption occur and the result applied immediately.

Each time a new Command Phase occurs the clock moves forward one hour of game time.

## **Casualties**

Units are never literally "wiped out". Vehicles become disabled either through becoming completely knocked out or sufficiently damaged to prevent them continuing in action. The rules make no distinction. Infantry units and gun crews become disabled through casualties – either wounding or death - and then disintegrate once their morale fails. No distinction is made between wounding and death. Headquarters units may never be targeted by artillery or direct fire. They may fight or be attacked in the course of a close assault as ordinary infantry.

## **Reconnaissance by Fire**

Platoons suspecting the presence of an unseen enemy halted in a BUA or dense woods at up to one terrain feature distance from their position can attempt to deceive the un-located platoon into betraying its position by returning fire when challenged by direct fire. Un-located platoons halted in open ground or open woods can be tested at up to two terrain features distance. Note that units used machine gun fire and not HE for this purpose. Firers must have a clear line of sight to the target area before testing.

There is a 1D6 roll off between the firer and target. If the target unit loses the dice roll it is assumed to have betrayed its position by returning fire against the platoon conducting reconnaissance by fire.

Dice roll modification for units in cover and targeted:

**Elite +2, Battle hardened +1, Conscript 0, Militia -1.**

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## Arcs of Fire and fire discipline

Infantry Platoons and turreted vehicles enjoy a 360 degrees arc of fire. Artillery, heavy machine guns are limited to 45 degrees either side of the front facing of the weapon. Artillery, mortars, rockets cannot traverse beyond 45 degrees or reposition and fire, if they are present on the table. In the direct fire phase, all units must first engage any enemy unit that has engaged in direct fire against them in the opposing player's current Game Turn. If platoons have not been engaged, they may use direct fire against the nearest enemy platoon to their position.

## Line of Sight

The table distances are small enough to allow units in open terrain to be automatically located. Terrain features that block lines of sight between units prevent this.

## Movement

Vehicle and troop movement is only permitted between two adjoining terrain features during the movement phase of each game turn. If a player can move all the platoons of a command between two adjoining terrain pieces without failing a morale test due to enemy action, the player may opt to move the same or any other command between adjoining terrain features until they are prevented from doing so by a failed morale test. Commands may move and fight as many times as a player wishes, provided they pass all required morale tests. Each time an Initiating player opts to move a command the game turn sequence re-starts at the Command Phase. This also advances the game clock by one game time hour.

## Movement at night – troops and vehicles

The maximum distance platoons or vehicles may move at night is between two contiguous terrain features per game turn. Once this move has been completed or prevented due to a failure of morale, that command may not move again in the current 'initiating players' game turn.

## Terrain Features

### Open ground

This is a field, ploughed paddock or any open ground up to 6 inches across that represents gently undulating or sloping ground allowing a vehicle within to assume a track down position while stopped or any infantry platoon to take partial cover while lying down. It may contain a small stand of trees or crops. Open ground is not counted as a terrain feature for the purposes of movement distance allowances.

### Open Woods

This is a stand of well-spaced trees approximately six inches across that allow any vehicle or infantry platoon halted within or behind it to be in partial cover. Troops and vehicles may move through it without penalty.

### Dense woods.

This is a dense stand of trees, jungle or bush at least six inches across, that completely blocks all line of sight through it. Units positioned in base contact with an edge of this type of terrain feature gain partial cover, being completely concealed at the edge of it. Only those platoons on the same side of such a terrain feature may engage a platoon concealed at its edge.

### Hills

Hills form a complete blockage of any line of sight and may only be seen over from aircraft. Units occupying a hull down position or taking partial cover from immediately behind the crest of a hill suffer a 'dead ground zone' to their immediate front or line of sight equal to the distance measured from the front edge of their base to the end of the terrain feature. No direct fire may be directed into this dead zone from units in such a position.

### Buildings and built up areas (BUA)

Individual buildings, or small groups of buildings such as farms or villages, represent a block of actual buildings and as such the exact form and structure of the model representing this should

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be considered only as a representation of the actual area. All built up areas (BUA) should have their boundaries clearly defined by a hard edge base, regardless of the buildings set upon it. Larger towns should be constructed by joining a number of suitable BUA bases together. Tall buildings must be clearly defined as to what lines of sight they block. Ideally, tall buildings should only be used in city based scenarios. All BUA form a complete barrier to observation and give hard cover to any troops or vehicles while inside such terrain features. Troops in base edge contact with the outer edges of such terrain features can claim partial cover protection against enemy fire. Troops inside such a terrain feature cannot be engaged by troops from the outside by direct fire. Troops halted within a BUA are invisible to observers until they move or fire. If both sides occupy the same BUA they may fire at each other with direct fire, adjusting casualty dice rolls for a target in hard cover. Each BUA base is considered to be an individual terrain feature.

## Rivers and water obstacles

Water obstacles form no barrier to observation, although steep banks to their approaches may do so. Water obstacles should have at least one bridge and one ford for every 24 inches of river length.

## Railways and industrial areas

Railway lines give hull down cover to vehicles and partial cover to troops. Industrial areas are treated exactly the same as BUA.

## Walls and Hedges

Walls offer hard cover and hedges offer partial cover to troops and vehicles in base contact with them. Troops halted behind a rock or concrete wall or within a hedgerow are invisible to observers until they move or fire.

## Airfields

Airfields offer the same protection as open fields or grasslands.

## **Cover**

### Hard cover or vehicles hull down

Refers to any object hard or dense enough to substantially reduce the chance of infantry being injured by fire while sheltering behind it or to seriously degrade the chance of anti-armour fire striking a targeted vehicle.

### Partial Cover or vehicles track down

Refers to low-density objects, such as hedges and bushes that obscure the target more than shelter it. This also includes smoke from artillery or mortars.

## **Infantry riding on tanks in battle (not a recommended practice!)**

Infantry riding on tanks or APC's must immediately leave that vehicle once it is hit by fire. Once the infantry have debussed, they must take an immediate 'pinning test'. Tanks within built up areas and or woods/forests that lose their infantry riders due to enemy fire, must take an immediate morale test. If this is failed, the tank must immediately withdraw (in their next movement phase) to any cover that is known to be currently free of enemy.

## **Infantry Fire – Direct Fire**

Infantry Direct Fire range is limited to between any two contiguous terrain features where there is a direct line of sight between firer and target. Platoons must always engage any enemy platoon that has fired on them in the current game turn. Platoons require a 4,5 or 6 to disable an enemy infantry platoon with Direct Fire. Soft or partial cover reduces this to a 5 or 6 and hard cover reduces it to a 6 on a single dice roll.

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## Heavy Machineguns – Direct Fire

Heavy machineguns from company or battalion heavy weapons platoons may fire in direct support of a nominated platoon. Once a heavy machinegun has been assigned to a particular infantry company, it may not fire in support of any other unit outside that company organisation.

Heavy machine guns have a range of up to two contiguous terrain features provided they have a clear line of sight to the target. They require a 4,5 or 6 on a single dice roll to disable an enemy platoon. HMG fire is reduced to 5 or 6 if the target is in hard cover. No reduction is made for fire against infantry targets in soft or partial cover.

## RPG, M72 and their equivalents

RPG's etc will be limited to fire between any two terrain features occupied by the firer and target. Any buildings or fortifications targeted with anti-tank rockets don't suffer accuracy penalties. Troops suffering a hit from such HEAT weapons take a casualty test. Normal cover reductions apply. All RPG and M72 type HEAT weapons cause a 3 dice artillery casualty calculation against the target. Platoons may conduct only ONE round of RPG fire per game turn cycle.

A dice roll of 5 or 6 will cause sufficient damage to an AFV or APC to disable it. Crews must take a morale test immediately after the vehicle is hit.

## Infantry Assault.

The smallest unit capable of launching a close assault is the command. Any platoon that makes base-to-base contact with an enemy platoon, during the movement phase of the Game Turn, commits the entire command to the assault. The same applies to the defender. Defenders may not elect to leave platoons from the same command unengaged during the course of a close assault. Attackers declare their assault move and attempt to make contact with the defender. All platoon bases in the assault must be paired off before any extra platoons are allocated. The defender may attempt to use reactive or ambush fire against the attacker before they make contact with the defender. This is done using the Direct Fire rules.

All platoons (attacker and defender) roll 1 dice each, the highest modified dice winning. The defenders receive a +1 bonus on each dice roll to simulate the fact they are stationary or in a defensive posture, thus able to bring a greater weight of fire to bear than the attacker who is moving. Any dice throw of "6" causes an instant casualty, immediately eliminating the nearest opposing enemy platoon.

After all casualties are removed, the command inflicting the highest number of casualties wins. If no casualties are removed the command winning the greatest number of dice rolls wins the assault. The assault continues until there is a winner, before the next Game Turn segment. Once a winner has been determined, the loser retires behind or into the nearest terrain feature and checks morale. The winner occupies the contested position and reorganises for the remaining game turn cycle. The winning command may defend their newly won position if counter attacked. They become the defender and the whole close assault cycle is repeated.

Armour – including armoured troop carriers, may support a close assault. Armour supporting an assault does so using HE and/or MG fire as per the HE or MG fire system. No adjustment is made for vehicle movement. The supporting vehicle nominates the nearest enemy infantry or weapons platoon to it as a target and dices for casualties.

Armour within a BUA or woods, close assaulted by enemy troops must take an immediate morale test regardless of casualties. Infantry may not attack enemy armour until all supporting enemy troops within the same terrain feature as the enemy armour, are eliminated. Infantry may assault unsupported armour in the open but the infantry receive a -2 penalty on their dice rolls in the close combat roll off.

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## Artillery

Requests for fire support.

Each artillery battery fire mission must be directed by an observer team attached to either a Company HQ, if NATO or Regimental Artillery Group – Command Post, attached to Regimental HQ if Soviet. Only one fire request may be directed to any one battery per complete game turn. The artillery target must be located and a fire request granted (successfully diced for) before the fire arrives in the 'indirect fire' segment of the current game turn.

All fire requests are based on a single dice roll.

Command request to Battalion for fire support – 3,4,5 or 6

Command request for Regimental fire support – 4,5 or 6

Command request for Divisional fire support – 5 or 6

Counter Battery Fire 5 or 6

## HE Damage

(Use this table to calculate HE fire from mortars, artillery, AFV's and infantry HEAT weapons against infantry)

Up to 76mm 3 Dice) -1 on each dice roll if target in partial cover.

Up to 105mm 4 Dice) -2 on each dice roll if target in hard cover, or an AFV.

Up to 130mm 5 Dice) -1 on each dice roll if target moved this turn.

Up to 155mm 6 Dice) -2 on each dice roll if tank or AFV firing HE.

Up to 203mm 7 Dice)

All MRL and Rocket Batteries 7 Dice) -1 on all counter battery dice rolls.

In order to disable a target a "4,5 or 6" needs to be scored with any of the artillery fire dice. If more than one successful dice roll is made, the firer must nominate the next nearest target to the first platoon hit. This process is continued until no further hits are rolled or there are no other targets within the same terrain feature occupied by the original target base. Smoke rounds automatically land on target and require anything but a "1" on the dice roll to become effective. Smoke round placement is exactly the same as for HE fire.

## Counter Battery Fire

Counter battery fire is carried out by the non-initiating player as soon as his forces come under artillery fire (either mortar or gun). Counter battery damage is assessed using the standard artillery damage table, but a -2 is applied to all casualty dice rolls. No dice roll adjustment is made for the type of artillery vehicle being bombarded.

## Damage to bridges and large structures

A dice roll of "6" destroys a bridge or structure hit by artillery fire or bombs, while a "1" through "5" inflicts increasing damage. Once a bridge or large structure reaches "6" cumulative damage points it collapses. Bridge repairs are made by a reversal of the process above, but must be affected by an engineer unit in constant contact with the bridge, during the repair process. Large structures cannot be repaired during the course of the game.

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## Tank gunnery – Movement and firing allowances

### **NATO**

90mm, 105mm, 120mm armed hand loaders may:  
OR if stopped for the entire move:

**Move, fire and move.**  
**May fire twice**

### **SOVIET, F.S.U and P.R.C**

100mm and 115mm, hand loaders may:

**Move and fire or Fire and move**

125mm auto loaders may:

OR, if stopped for the entire move:

**Move fire and move.**  
**May fire twice**

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## Accuracy Adjustments

Dice roll (1D6) to hit the target at standard tank gun range.

### NATO

#### Target Factors

Vehicle	Basic Dice roll	Firer Moves	Target Track down	Target Hull down, or in BUA fires smoke or anti-missile defences
M47,M48 Leopard 1 M48A2/3 Centurion 3/5 AMX13 Super Sherman M60,M60A1 AMX30	4+	+2	+1	+2
M48A5 Centurion 13 Leopard 1A4 M60A3 AMX30B2	4+	+1	+1	+2
Leopard 2 M1, Challenger LeClerc	3+	-	+1	+1

### SOVIET/FSU/China

PT76,BMP-1 T34/85, SU100 T554/55, Type59 T62	4+	+2	+1	+2
T62M,T64, T72A-G	4+	+1	+1	+2
T72M1-2,T80BV Type 85	3+	+1	+1	+1
T80UD, T90 Type 90	3+	-	+1	+1

### Standard Average Gun Ranges and Range Adjustments

The average standard tank gun range is up to, and including, 5-terrain features, including open ground. Tanks shooting beyond this range ADD 1 to the Basic Gunnery Dice Roll for each terrain feature beyond the 5-terrain feature standard gun range.

Similarly, where the target is LESS than 5-terrain features from the firer, the basic gunnery dice roll is reduced by 1 for each terrain feature less than 5.

In addition, add each target factor to the basis gunnery dice roll to calculate a final dice score to hit the target. A calculation greater than a six is an automatic miss.

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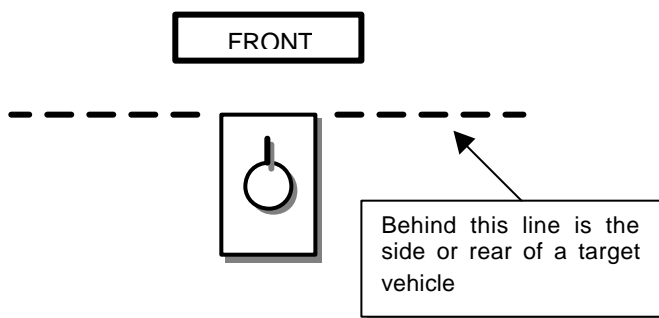
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### Anti-tank fire (guns) Vehicle Damage Table (VDT)

Weapon Class by Generation		4	3	2	1
Target vehicle by Generation	1	1+	2+	3+	4+
	2	2+	3+	4+	5+
	3	3+	4+	5+	6
	4	4+	5+	6	6

Cross-reference the weapon generation with the target generation. The number cross-referenced is the dice roll required to disable the target. If the target is not destroyed or damaged, the crew must take a 'pinning test' to see if they abandon the vehicle.

If the target is hit from the rear or side the VDT dice roll is adjusted by -2.



### Anti-Tank Missile Fire

Accuracy Factor - by missile generation	1st	2nd	3rd
<u>Minimum 1D6 to hit the target</u>	4+	3+	3+
Firing modifiers - by generation			
Target in cover	+2	+1	+1
Target moved	+1	+1	
Launch vehicle moved and fired	+1	+1	

Helicopters may move and fire without penalty

### Example: (roll only 1D6 per missile fired)

BMP1 (M1967) fires a Sagger1, after moving into position at an M60A3 moving in cover. Basic dice roll is a 4, 5 or 6 to hit the M60A3. However, the M60A3 moved in cover, the Sagger will automatically miss the target (4+2+1+1 = 8)

### Damage. (VDT)

As with the AFV gunnery damage system, the damage table is cross-referenced between the generation of the target and the weapon.

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## Shtora-3 and Arena (anti-missile systems)

This system is reputed to have a 50% chance of destroying an incoming laser guided or infra-red beam rider ATGW. The firer and target roll a single dice, the highest dice roll winning. Unfortunately it presents an extreme danger to infantry in close proximity.

## Air Support Request

1946 – 1950	Company Commander request only, 5 or 6
1951 – 1970	Company Commander request only, 4,5 or 6
1971 - 1985	Company Commander request 3,4,5 or 6
1986 – 2000	Platoon Commander request 4,5 or 6, CC request 3,4,5 or 6
2001 – 2010	PC request 3,4,5 or 6, CC request 2,3,4,5 or 6

## Anti- Aircraft Fire (to be attempted before all air attacks are carried out)

All hits against aircraft cause their immediate loss.

## AAA (gun) Systems To Hit

### UNITED STATES

Vulcan	3+
DIVADS	2+

### SOVIET UNION

ZSU23-4	3+
ZSU57-2	4+
ZPU-23	5+
S60 – 57mm	4+
Quad 14.5mm	6

### GERMANY

20mm Bo1	6
35mm Gepard	2+

### FRANCE

30mm AMX13DCA	3+
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## AA MISSILE SYSTEMS

Missile System	Guidance	Range	To Hit
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### UNITED STATES

Patriot	3D radar	60Km	2+
Improved Hawk	Radar	40Km	3+
Chapparel	Visual	5Km	3+
Stinger	Infra-Red	5Km	4+
Redeye	Infra Red	3.5Km	4+

### SOVIET UNION

SA2	Radar	44Km	4+
SA3	Radar	35Km	3+
SA4	Radar	70Km	3+
SA6	Radar	35Km	3+
SA7	Infra red	3.5Km	4+
SA8	Radar	12Km	3+
SA9	Optical	7Km	4+
SA11	Radar	28Km	3+
SA13	Optical	7Km	4+

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## FRANCE

Roland	Radar	6Km	3+
Crotale	Radar	8.5Km	3+

## UNITED KINGDOM

Blowpipe	Infra red	3.5Km	4+
Rapier	Radar	6.5Km	3+

## SWEDEN

RBS70	Radar	5Km	2+
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Electronic Counter Measures against AA fire-Opposing players dice roll off. Highest roll wins.

IR Flares from aircraft – 5 or 6 to avoid IR missile

### Strike aircraft - Air Attack accuracy

Rocket salvo	4,5 or 6 (May fire once per indirect fire segment)
Chain-gun	3,4,5 or 6(May fire once per indirect fire segment)
Napalm	2,3,4,5 or 6(One mission per game only)
Iron Bomb	5 or 6(three missions per game)
Guided Bomb	3,4,5 or 6(two missions per game)

### Strike Aircraft (damage)

Rocket salvo – 3 artillery dice distributed over target as per artillery casualty system  
Chain gun – as per helicopter attack - distributed over target as per artillery casualty system  
Napalm – 7 artillery dice distributed over target as per artillery casualty system  
Iron bomb – 4 artillery dice distributed over target as per artillery casualty system  
Guided bomb – 5 artillery dice distributed over target as per artillery casualty system

### Helicopter Attack

1 Anti-tank missile per initiative phase. Refer to Anti-tank tables for hit and damage figures.

or

1 chain gun burst of fire )12.7mm Generation 1 VDT or 2 artillery casualty dice  
)30mm Generation 2 VDT or 3 artillery casualty dice  
)30mm DU Generation- 3 VDT or 3 artillery casualty dice

or

1 Rocket pod salvo (3 artillery dice). Damage is determined as per artillery fire rules.

### Mine usage and clearance

Mines may be laid in fields covering any one terrain feature other than dense woods. No more than 2 fields may be used in any one game. Minefields may either be hidden or open, the choice is the defenders. Mines may be cleared by an infantry platoon rolling one dice each time they attempt to clear a passage through a minefield they are in base-to-base contact with. Minefields have a cumulative value of '6' which must be equalled or exceed by as many dice rolls as it takes a player to achieve this cumulative total. If two platoons attempt to clear the same minefield, they cannot combine their dice rolls to shorten the process. Tanks using mine clearing devices use the same system, except, if they roll a '1' while clearing, they become disabled by mine damage. Scatter mines delivered by air or artillery cover the same area as do laid minefields (for simplicity) but may be used at any time during the game during the indirect fire or the aircraft attack segment of the game turn. Scatter mines may only be fired into an unoccupied piece of terrain.

### Morale

In order for a command to maintain its command integrity it must take an immediate morale test if any platoon becomes disabled. Supporting artillery, reconnaissance and attached armoured units are not required to take this test.

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## Establishing morale ratings.

Players are urged to vary morale ratings according to the forces in play. There is an obvious difference between Soviet regular and conscript infantry as there will be between Iraqi and Coalition forces. As a general rule I would recommend no more than 25% of each force be elite, 50% battle hardened and the remaining 25% conscript or replacement. In the case of NATO v WARSAW PACT I would suggest NATO has 50% elite and the rest replacement, given the smaller force size available, while WARPAC forces have 25% battle hardened, 50% replacement and 25% elite special forces that may be used for infiltration attacks.

Middle Eastern armies are somewhat harder to rate. Jordan and Syria should typically have 50% battle hardened and the rest conscript. Egypt should have 25% battle hardened and 75% conscript. All Israeli forces should be battle hardened.

Unit morale and combat experience are reflected in four rating categories.

**Elite = 5**

**Battle Hardened = 6**

**Replacement = 7**

**Irregular or Militia = 8**

## Testing Morale

Morale must be tested each time a command takes casualties. Test the command, then test for each unit in direct support of that command.

In order to pass a morale test, a command must roll 2 dice, scoring the same or more than their morale rating.

Each time a platoon becomes a casualty, the command must take a morale test. Each platoon, section or battery lost adds a +1 to the required morale rating dice roll. Unless a command is reinforced, the morale rating cannot be reduced. No command morale rating can be reduced below its original level.

Commands may ADD 1 extra dice to their morale test roll if they occupy field fortifications or a BUA.

Example: A 'battle hardened' command with a morale rating of "6" loses two platoons. This will increase the minimum 2D6 roll from "6" to "8" in order for it to pass a morale test. However, should the platoon occupy a prepared defensive position or BUA, they make the test with 3D6.

Commands that fail a morale test must "withdraw" towards their base line through the nearest terrain feature, each Command Phase until they either leave the table or recover their morale, by passing a test. A suitable marker' marker remains openly displayed beside the unit until it recovers its morale.

Lines of withdrawal may avoid un-crossable obstacles and must avoid enemy units. However, they must always take the shortest route towards their base line, where possible.

## Casualty Status Defined

A platoon becomes an immediate casualty and is removed from the game if it sustains a disabling hit.

A tank platoon must take a morale test if it suffers a hit capable of disabling the vehicle, yet fails to damage it. If they fail the test they will immediately abandon the vehicle and be removed from the game. The model will remain on the table as a prize of war, counting towards the opponent's victory points.

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## Advanced Rules

These rules are designed to make the game play more realistic in that units did not always do as they were ordered for a variety of reasons. This rule is applied at the end of the command phase of the game turn, BUT after a unit has been selected for the coming game turn. Players may wish to apply this rule only to conscript or territorial units.

## Weather effects on visibility

Fog, snow and heavy rain dramatically reduce battlefield visibility even when using the most sophisticated Optronics. Where battles are fought in such weather conditions units attempting to conduct fire must first test to establish if they can identify the target. Both players roll 1D6 and if the firing player rolls higher than the defending player they have correctly identified the target and may engage it.

## C3 Functions (Command, Control, Communication)

This covers all forms of higher command exercised from behind the FEBA. C3 centres are high value targets located at Battalion or Brigade level and are subject to heavy attacks if discovered. Opponents may attempt to attack C3 units using off table assets, such as artillery and air attack. To simulate this the attacker nominates an attack against a C3 target at the beginning of the Command Phase of the Game Turn and rolls 1D6. If they roll a '6', they have located the target and roll for the effect of the attack. Roll a second 1D6 and apply the following result.

1-2 Move C3 location and suffer disruption. No C3 action in the next game turn.

3-4 Degraded operations. +2 on all further Intel dice roles.

5-6 C3 has been destroyed. Make an immediate morale check on all units.

## C3 Intelligence functions

Intelligence supplied from Brigade or Battalion is vital for operational planning. The following rule allows players to inject a degree of uncertainty and foreknowledge about enemy intentions into the game. The range of options is necessarily limited to simulate the lower level of intelligence available to company commanders.

1. Flank attack – if the opposing player has planned such an attack they must declare it to the testing layer.
2. Seize the initiative – regardless of the outcome of the initiative dice roll, the player losing the initiative dice roll may seize the initiative and elect to move first.
3. Reinforcements – the opposing player may select any one eliminated command as a reinforcement bringing it into the game from their start line in their next game turn.
- 4,5 or 6 No intelligence available.

## Fighting at night

### Observation and sighting equipment capabilities

1945 – 50: IR. Limited to tanks only –2 GUNTBL

1951-70: IR and white light. Tanks and APC's only –2 GUNTBL

1971-80: IR, White Light, early Image Intensification (II) –1 GUNTBL

1981-90: Early TI and II. Full table range. –1 GUNTBL

1991-2006: TI/II. Full table range. No adjustment for GUNTBL

## Illumination – by artillery or mortar

Illuminates entire table.

## Chemical weapons.

The only chemical weapons available at this level of combat will be non-persistent chemical weapons used in the denial role. Their effects last for one game turn and cover a single terrain feature. Units hit by chemical weapons must take an immediate morale test. Chemical weapons cannot be used in bad weather.

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### Electronic Support Measures – ELINT and ESM

The modern battlefield will be heavily shrouded in an electronic haze as units attempt to communicate with each other and gain intelligence against their opponents. The most important aspects of this unseen battle will be:

**Denial:** Requests for air and artillery support will be subject to a dice roll off, the higher roll winning. In Soviet versus NATO scenarios set between 1960-85, the Soviet forces get a +2 in the first Game Turn and +1 in the second as outnumbered NATO forces react to the Soviet attack

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## Vehicle and Weapon Stats

Vehicle	Weapon	Ranging	Observation	Gen	Notes
<b>NATO</b>					
M47	90mm	Optical	Optical	1	Not stabilized
M48	90mm	Optical	Optical	1	Early stabilizer
M48A2	90mm	Coincidence	Optical	1	Early stabilizer
M48A5	105mm	Laser	Optical	2	Early stabilizer
M60	105mm	Coincidence	optical	1	Not stabilized
M60A1	105mm	Coincidence	Optical/IR	2	Early stabilizer
M60A3	105mm	Laser	TI/IR	3	Full stabilization
M551	152mm GL	Optical	optical	1	Un-stabilized
M41	76mm	Optical	Optical	1	Not stabilized
Centurion Mk 3/5	20 pdr	Optical	Optical	1	Ranging HMG
Centurion Mk 13	105mm	Optical/IR	Optical	1	Early stabilizer
Chieftain Mk 5	120mm	Optical/IR	Optical	2	Ranging HMG
Chieftain Mk13	120mm	IFCS	IR,LLTV	3	Early stabilizer
Challenger 1	120mm	IFCS	IR,TI	3	Full stabilization
Challenger 2	120mm	IFCS	TI,IR	4	Full stabilization
M1 Abrahams	105mm	IFCS	TI,IR	3	Full stabilization
M1A1 Abrahams	120mm s.b	IFCS	TI,IR	4	Full stabilization
Leopard 1, 1A1	105mm	Coincidence	Optical	1	
Leopard 1A3,1A4	105mm	Laser	LLTV,IR	2	Early stabilizer
Leopard 2	120mm	IFCS	TI,IR	3	Full stabilization
Leopard 2A5	120mm	IFCS	TI,IR	4	Full stabilization
Str S Tank	105mm	IFCS	TI,IR	3	Full stabilization
IKV 91	90mm	IFCS	TI,IR	2	Early stabilizer
AMX30B2	105mm	IFCS	TI,IR	3	Full stabilization
<b>Soviet/FSU</b>					
T34/85	85mm	Optical	Optical	1	
T54/Type 59	100mm	Optical	Optical	2	
T55/ Type 59 II	100mm	Optical	Optical	2	Early stabilizer
T62	115mm s.b	Optical	Optical	2	Early stabilizer
T62A	115mm s.b	Laser	IR/optical	2	Early stabilizer
T64	125mm s.b	Optical	IR/optical	3	Early stabilizer
T64B	125mm s.b	Laser	IR/optical	3	Early stabilizer, Svir missile
T72A/G	125mm s.b	Optical	IR/optical	3	Early stabilizer
T72M1	125mm s.b	Laser	IR/optical	3	Early stabilizer
T72M2	125mm s.b	Laser	IR/optical	3	Early stabilizer
T80	125mm s.b	Laser	IR/optical	2	Early stabilizer
T80BV	125mm s.b	Laser	IR/optical	3	Full stabilizer, fires Svir missile
T80U	125mm s.b	IFCS	IFCS	4	Full stabilizer
T90	125mm s.b	IFCS	IFCS	4	Full stabilizer, Fires Reflex Missile
PT76	76mm	Optical	Optical	1	
Chinese Type 85	125mm s.b	Laser	IFCS	3	Full stabilization
Chinese Type 90	125mm s.b	Laser	IFCS	3	Full stabilization
<b>IR</b> Infra red		<b>Un-Stab</b>	Un-stabilized		
<b>TI</b> Thermal Imaging		<b>sb</b> smooth bore	gun		
<b>II</b> Image Intensification		<b>Stab</b> Stabilized			
<b>IFCS</b> Integrated Fire	Control System				

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## Data Sheets - ATGW Missiles Anti-Tank Missiles

	Generation	Notes
<b>Soviet Union FSU</b>		
AT1 Snapper	1	BRDM-1 Radio command
A2 Swatter	1	BRDM-1 Radio command
AT2B Swatter B	1	Air launched Mil25 and Mil8
AT3A Sagger A	1	BMP-1 and BMD
AT3B Sagger B	2	BMP-1 and BMD
AT4 Spigot	3	Russian copy of HOT
AT5 Spandrel	3	Fitted to BRDM-2 and BMP-2
AT6 Spiral	3	Air launched Mil25 and Mil28
AT7 Metis	1	Copy of US Dragon
AT8 Kobra	2	T64B and T80B only - gun launched
AT11 Svir	3	T80BV and T90 some retrofits of T72
<b>United States</b>		
Dragon	1	
Shillelagh	1	M60A2 and M551 only
TOW-1	1	
TOW-1A	1	
TOW-2	2	Bradley AIFV and NATO
TOW-2A	2	Air Launch only TI
TOW-3	3	Air Launch only TI
Hellfire	3	Air Launch 'Fire and forget'

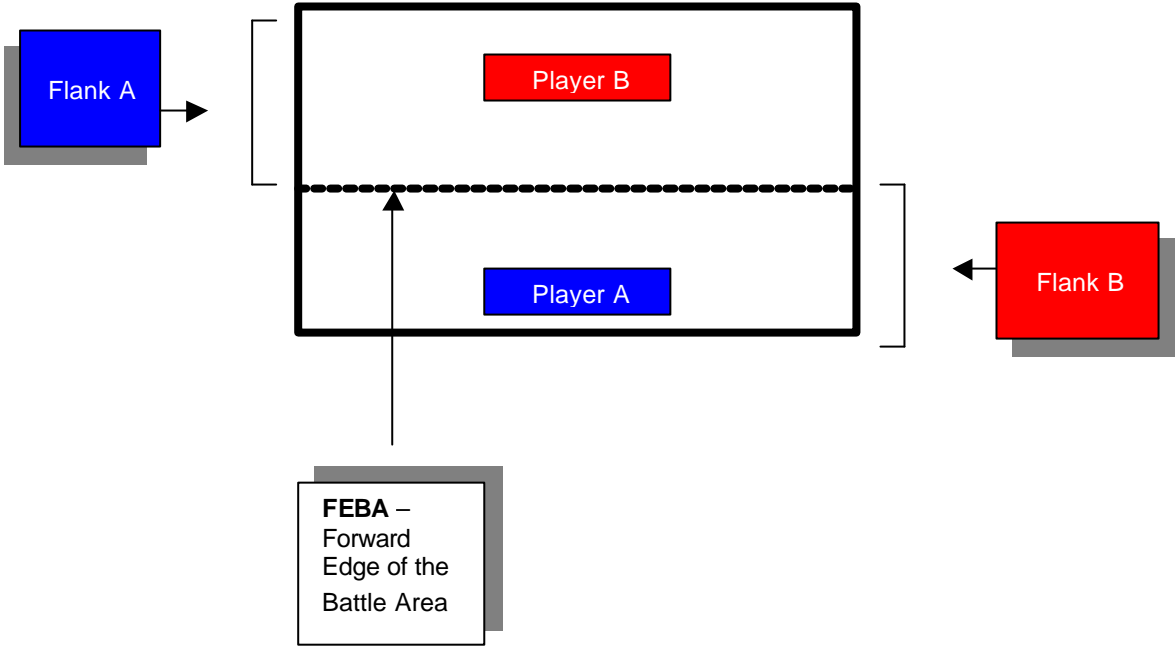
### Note:

The vehicle stats reflect the vehicle as it was manufactured. Many vehicles have been upgraded over their services lives and players should be prepared to upgrade their stats as required. For instance, Israeli Centurions and M48A2 should be Generation 2 vehicles. Later T55 were upgraded with Laser rangefinders and better stabilization systems. They should also be upgraded to Generation 2 gunnery systems, but Generation 1 protection.

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Specifically for 1:300<sup>th</sup> scale

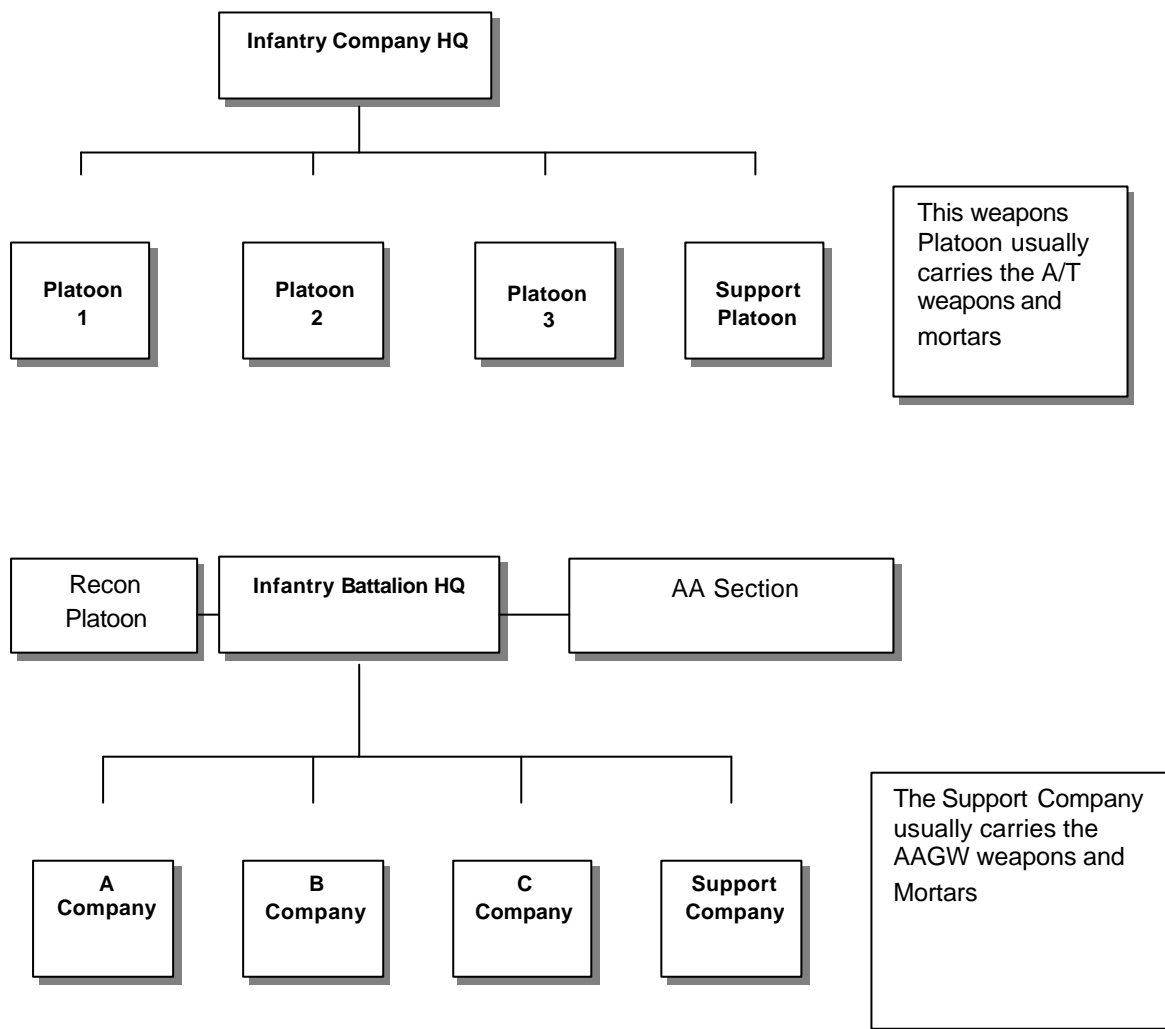
Standard 6 foot by 4foot table layout



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Specifically for 1:300<sup>th</sup> scale

## Basic Command Organisation Table



### Notes:

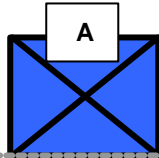
This is a generic organisation and players are encouraged to research their own organisations for the armies they may select. Arab armies have different equipment to those of Israel. Soviet organisations were also different to Warsaw Pact in that the heavy weapons types could be of local manufacture. In the case of Soviet Motor Rifle companies, the first company had the BMP1 and 2, while the second and third companies of the battalion had the BTR 60 PB. BTR equipped companies had BRDM2 or 3 ATGW anti tank sections of 3 vehicles attached. Soviet units often had ZSU-23 and SA9-13 AAGW sections allocated to their immediate air defence, in addition to 1-SA7 shoulder launched AAGW per platoon. Warsaw Pact tank and Motor Rifle companies have 2 platoons. NATO have three

# Modern Lightning War 1:300

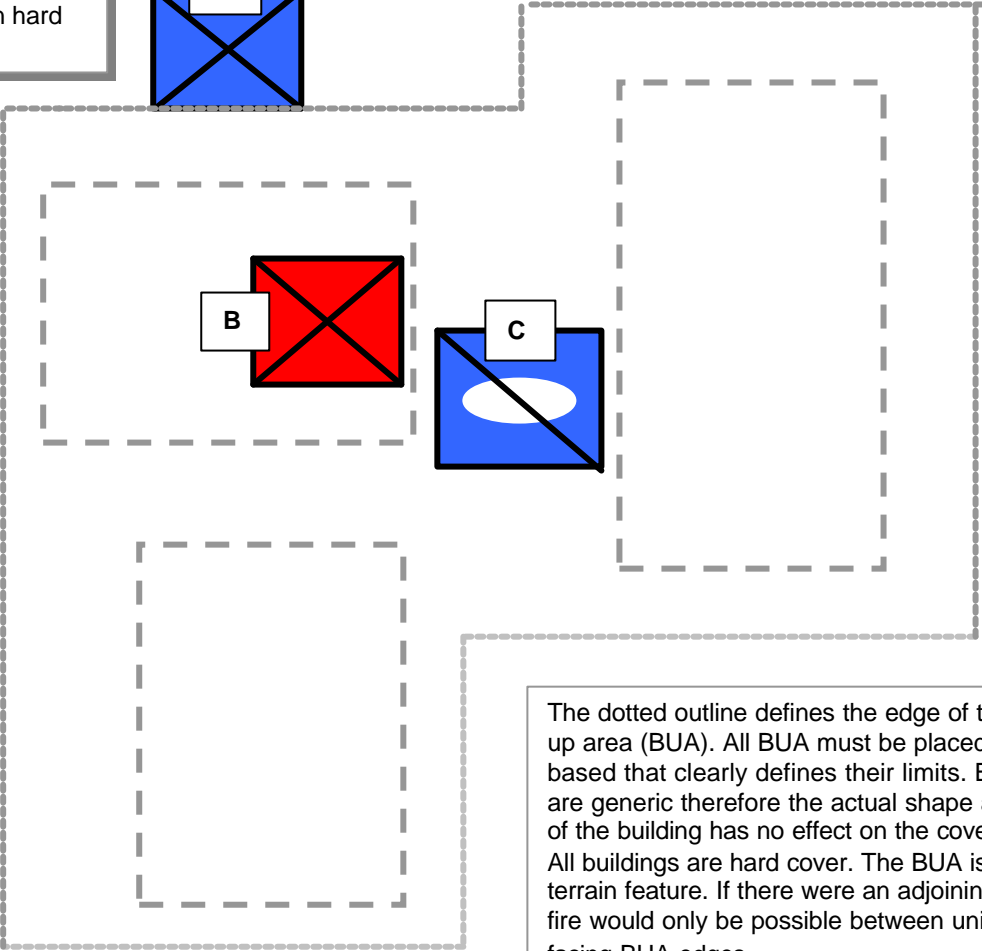
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## Visibility and Lines of Sight

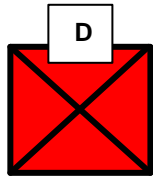
Platoon 'A' is situated against the edge of the BUA and may engage 'B' in hard cover, but not 'D'.



Platoon 'B' and 'C' are inside the town and therefore may engage each other, both are on 'hard cover'.  
  
Both 'B' can engage 'A' which is considered to be in 'partial cover'



The dotted outline defines the edge of the built up area (BUA). All BUA must be placed on a based that clearly defines their limits. Buildings are generic therefore the actual shape and style of the building has no effect on the cover value. All buildings are hard cover. The BUA is one terrain feature. If there were an adjoining BUA, fire would only be possible between units on the facing BUA edges

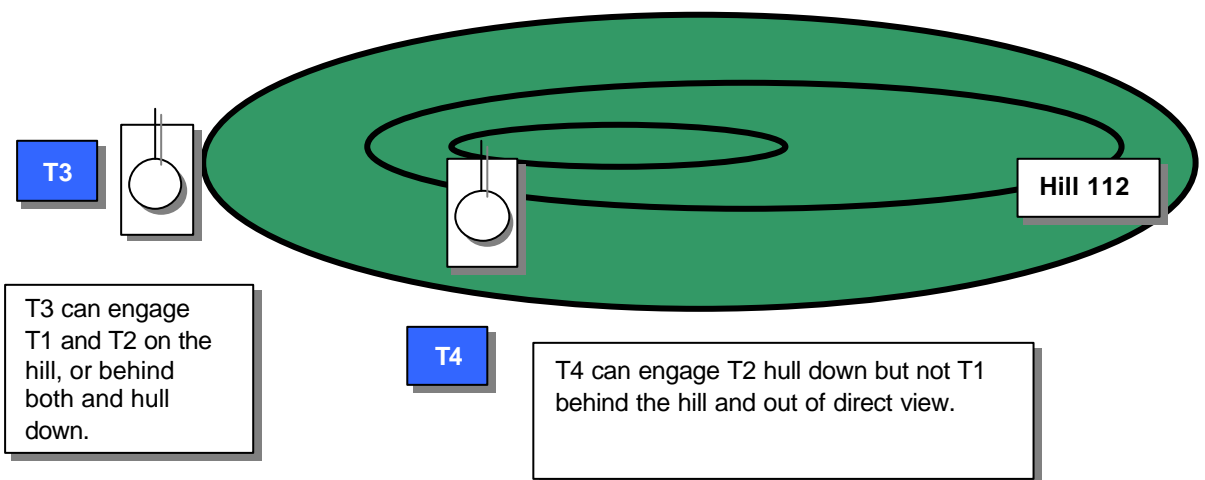
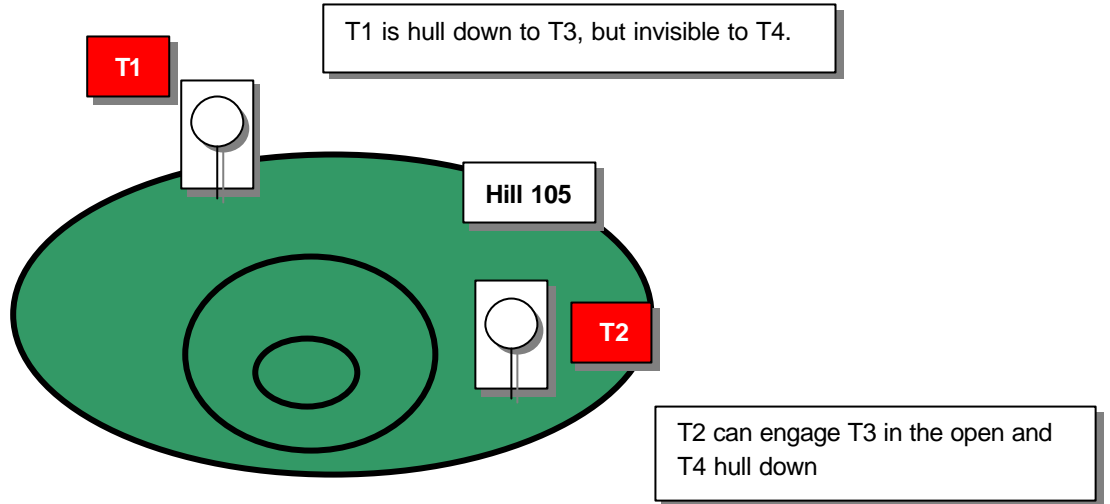


Platoon 'D' can only engage enemy units at the edge of the village or town to which there is a direct line of sight. There are none in sight therefore platoon 'D' has no targets available

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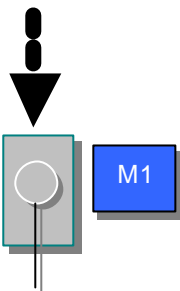
## Armour Visibility and Firing



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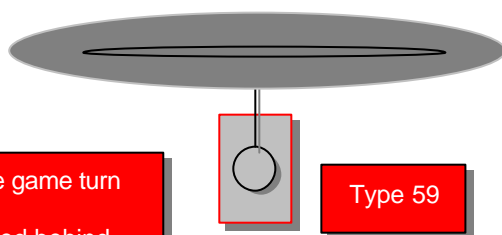
## Tank gunnery examples



M1 may move, fire and move again in one game turn cycle. The M1 detects the Type 59 and elects to fire while advancing. The M1 cannot fire until the Type 59 has conducted reactive fire against it.

M1 Firing calculation  
Basic roll to hit 3+  
Penalty for hull down target +2  
Total dice roll to hit target = 5

If the M1 hits, the 120mm gun automatically disables the Type 59.



Type 59 may move and fire in one game turn cycle.  
The player elects to remain stopped behind hard cover, hull down.  
The Type 59 may elect the reactive fire option as soon as the M1 comes into its arc of fire. It therefore fires first.

Type 59 firing calculation  
Basic roll to hit 4+ No other penalties  
Total dice roll to hit target = 4

Type 59 player rolls 4 and hits M1.  
100mm Chinese weapon is a Generation 1 weapon against an M1 which is Generation 4. A Dice roll of 6 is required to disable M1.

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Specifically for 1:300<sup>th</sup> scale

## Firing at troops in cover - examples

Platoon 'C' would require a '6' to hit Platoon 'B' behind hard cover. Platoon 'B' would require 4,5, or 6 to hit Platoon in the open.

