

Storm of Fire

Play Charts – Great War

Rules for 20th Century Warfare

Storm of Fire - Shooting and Close Combat		
Shooting		
Range = Weapon range noted on Weapons Chart *3" if fire is on height 2+ elevating terrain**		
Accuracy Check = roll target's Hit On number		
Inexperienced	2+	
Trained	3+	
Veteran	4+	
Modifiers		
Heavy Fire	+1	
Range >2" and <24"	-1	
Range >24"	-2	
Firing Unit is not in Command	-1	
Target has Taken Cover	-1	
Target Has Concealment	-1	
Target is in extended order in open	-1	
Firing Through >2" of Woods	-1	
Firing Unit Suppressed or Damaged	-1 for each	
Range in Indirect Fire=roll Skill test		
Modifiers		
Aiming point w/ 6" of terrain	-1	
Night turn	-1	
Each crew below required	-1	
each turn repeating	+1	
re-engage on same target	2times 2+	
Lethality Check = hits roll on Lethality		
Modifiers		
Non-AV Target has Protection	-1 to Lethality Check	
Non-AV target of Ranking fire	+1 to Lethality Check	
Sytha vs Close Order target	+1 to Lethality Check	
Firing Through 2" of Protection	re-roll Lethality checks	
Damage for HE Rounds		
Roll for die Blast Number		
Target is Protected or Taking Cover	1/2 rounded up	
Target is in Extended Order	roll extra die, discard highest	
Target is in Close Order	roll extra die, discard lowest	
Target means roll result = blast number		
Failures = hits, fire rolls lethality to wound		
Suppression - non-AV		
roll for die Blast Number		
plus 1 suppression marker	per 3 hits (round up)	
Modifiers		
non-AV hit by suppression weapon	+1 suppression	
Suppression - AV		
plus 1 suppression marker see AVV damage		
Modifiers		
AVV hit by bottoming weapon	+1 suppression	
Armor Penetration		
Penetration = roll d6 and add penetration value		
Modifiers		
Target has 2+ damage markers	+1	
Target hit in rear arc	+1	
Target has protection from terrain	-1	
Range >12" and <24"	-1	
Range >24"	-2	
AVV Damage - Shooting		
Minus Armor		
<Lethality		
>= Lethality		
negative	No effect	No effect
0	No effect	+1 damage, +1 suppression
+1	+1 damage	+2 damage, +1 suppression
+2	+1 damage	+3 damage, +1 suppression
+3	+1 damage	+4 damage, +1 suppression
+4	+1 damage	+5 damage, +1 suppression
+5 or more	+2 damage	Destroyed
Close Combat		
Close Combat = roll Assault test		
Number of Dice		
per figure	1 die	
per Character figure	2 dice	
Attacker's Assault Value		
Inexperienced	5+	
Trained	4+	
Veteran	3+	
Modifiers		
Assault Weapon	+1 to hit	
Target has Taken Cover	+1 to hit	
Striking Unit is in Extended Order	-1 to hit	
Per Suppression or Damage marker	-1 to hit	
Assaulting a unit in protection	-1 to hit	
Assaulting a unit in a building	-2 to hit	
Striking Back		
Defenders automatically strike back once		
Then each side must pass Strike back test to continue fighting		
Losing side falls back, all models 6" from Winning models		
AVV Damage - Close Combat		
Minus Armor		
<Lethality		
>= Lethality		
negative	No effect	No effect
0	No effect	+2 damage
+1	+2 damage	Destroyed
+2 or more	Destroyed	Destroyed
Smoke Barrages		
Weapon Blast		
HE (d2)	Smokescreen Length	
HE (d3)	2"	
HE (d5)	4"	
HE (d6)	6"	
HE (D66)	8"	
HE (D66)	10"	
Off-Table Barrage	12"	



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<http://www.gajominis.com>

gajominis@aol.com



Storm of Fire - Sequence of Play, Movement, Actions

Movement

BASIC MOVEMENT RATES				
	Tactical	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
Manpack Weapons	8"	12"	6"	Auto
Mounted Cavalry	10"	16"	8"	3+
Weapon Teams	4"	6"	n/a	3+
Gun Teams	n/a	4"	n/a	5+

Units in extended order add +1" to their movement
 Horsemastership: Excellent +1", Poor -1"
 Units in linear order in column add +1" to their movement

Terrain and Movement

Terrain Effects Summary:		
Type	Infantry / Weapons	Vehicles / Guns
Open	no effect	no effect
Rough	1/2 move	1/2 move, cross check
Obstacle	1/2 move	1/2 move, cross check
Trail	+4" Double Time move	+4" Double Time move
Road	+8" Double Time move	+8" Double Time move

Units in linear order subtract 1" from their movement in any terrain

Visibility

VISIBILITY SUMMARY	
FACTOR	EFFECT
Enemy troops	no effect
Friendly Troops	Other units block fire
Terrain of Height 1/2 or less	no effect
Terrain of height 1+	blocks visibility past it, unless the firer is on higher elevating terrain
Woods	Block visibility beyond, max visibility 6" into or within woods

Markers

Markers		
Type	Color	Alternate
Wound	Yellow	a base with a wounded figure
Damage	Yellow	a base with equipment
Casualty	Red	casualty figure
Suppression	Black	any form of "pin" marker
Bombardment	Green	a base with the range in number
Hit the Dirt	Brown	a blank terrained base
Shelter	2x Brown	a base with sandbags
Ambush	Blue	a base covered in foliage
Malfunction / Jam	Clear	a base with a broken weapon

Actions

Actions:		
Single	Double	Command
Assault	Double Time	Communicate
Dismount	Fall Back	
Fire	Sustained Fire	
Maneuver	Hit the Dirt	
Mount	Shelter	
Rally	Special Action	
Repair		

Morale

Unit Tenacity Check - roll versus rating
Required if unit is below minimum strength
<i>Linear Order Infantry units = at least 6 models</i>
<i>Other Infantry units = at least 3 models</i>
<i>Weapon or Gun units = at least 2 models</i>
<i>Vehicles = damage equal to resilience</i>
Required if unit has excess suppression (4+)
Forced to Ground Tenacity Check
Required if unit becomes forced to ground (Infantry, Weapon or Gun units)
<i>the unit adds 1+ suppression marker and has 5+ total</i>
Battlegroup Tenacity Check
Remove the BG if is below minimum strength
<i>Battlegroup must have 2+ units and a BG commander</i>

Sequence of Play

Start Phase
Beaten Zone Effect
Rally
Triage
Check Unit Tenacity
Check Battlegroup Tenacity
Release Reinforcements
Barrage Phase
Barrage Reaction
Barrage Movement
Barrage Attacks
Overs and Shorts
Initiative Phase
Roll Activation Dice
Determine Initiative
Activation Phases
Phase 6
Phase 5
Phase 4
Phase 3
Phase 2
Phase 1
Phase Zero (units may not move closer to enemy models)
End of Turn

Encourage

Leader Type	# Dice	Succeed On
Inspiring Officer	4	2+
Energetic Officer	4	3+
Competent	4	4+
Difficult Officer	4	5+
Green or Acting	3	5+
Senior NCO	2	4+
Unit NCO*	1	4+

* = only affects the NCO's unit

Activation Dice - Leadership Modifiers:

Inspiring	may re-roll up to 2
Energetic	may re-roll up to 1
Competent	as rolled
Difficult	-1 to all rolls <6
Green or Acting	-1 to all rolls <6, rolls <3 are 1s

Storm of Fire - Shooting and Close Combat

Shooting

Range = Weapon range noted on Weapons Chart	
+3" if firer is on height 2+ elevating terrain"	
Accuracy Check = roll target's Hit On number	
Inexperienced	2+
Trained	3+
Veteran	4+
<i>Modifiers</i>	
Sustained Fire	+1
Target is in linear order in column	+1
Range >12" and <24"	-1
Range >24"	-2
Target has Hit the Dirt or is Sheltering	-1
Target Has Concealment	-1
Shooting at Night	-1
Target is in extended order in open	-1
Firing Unit is mounted (unless pistols)	-1
Firing Through >2" of Woods	-1
Firing Unit Suppressed or Damaged	-1 for each
<i>Units in Linear order - a maximum of 2 ranks may fire</i>	

Range in Indirect Fire= roll Skill Check	
<i>Modifiers</i>	
Target unit is within 6" of terrain	-1
Night turn	-1
Each crew below required number	-1
each turn repeating	+1
re-range in on same target	always 2+

Lethality Check = hits roll on Lethality	
<i>Modifiers</i>	
Non-AFV Target has Protection	-1 to Lethality Check
Scythe vs Mtd, Linear, Close Order target	+1 to Lethality Check
Firing Shrapnel at Protection	Lethality 6+

Damage for Blast Rounds	
<i>Roll for Blast Number</i>	
Target has Hit the Dirt	1/2 rounded up
Target is in Extended Order	roll extra die, discard highest
Target is in Linear or Close Order	roll extra die, discard lowest
<i>Target makes skill checks = blast number</i>	
<i>Failures = hits, firer rolls Lethality to wound</i>	

Suppression - non-AFV	
plus 1 suppression marker	per 3 hits (round up)
<i>Modifiers</i>	
non-AFV hit by suppression weapon	+1 suppression

Suppression - AFV	
plus 1 suppression marker	see AFV damage
<i>Modifiers</i>	
AFV hit by <i>battering</i> weapon	+1 suppression

Smoke Barrages	
<u>Weapon Blast</u>	<u>Smokescreen Length</u>
HE (d2)	2"
HE (d3)	4"
HE (d6)	6"
HE (2d6)	8"
HE (3d6)	10"
Off-Table Barrage	12"

Armor Penetration

Penetration = roll d6 and add penetration value	
<i>Modifiers</i>	
Target has 2+ damage markers	+1
Target hit in rear arc	+1
Target has protection from terrain	-1
Range >12" and <24"	-1
Range >24"	-2

AFV Damage - Shooting		
Penetration Minus Armor	Effect	
	< Lethality	>= Lethality
negative	No effect	No effect
0	No effect	+1 damage, +1 suppression
+1	+1 damage	+2 damage, +1 suppression
+2	+1 damage	+3 damage, +1 suppression
+3	+1 damage	+4 damage, +1 suppression
+4	+1 damage	+5 damage, +1 suppression
+5 or more	+2 damage	Destroyed

Close Combat

Close Combat = roll Assault Check	
<i>Number of Dice</i>	
per figure	1 die
per Character figure	2 dice
<i>Attacker's Assault Value</i>	
Inexperienced	6+
Trained	5+
Veteran	4+

<i>Modifiers</i>	
Assault Weapon	+1 to hit
Officer with Sword that made an Assault Move*	+1 to hit
Close Combat Weapon (CCW)	+1 to hit
Handy Weapon in building, fortification, trench line	+1 to hit
Sabre if unit made an Assault Move*	+1 to hit
Lance if unit made an Assault Move*	re-roll misses
Target has Taken Cover	+1 to hit
Striking Unit is in Extended Order (1st round only)	-1 to hit
In tight quarters, unless armed with Assault, Handy or CFW	-1 to hit
If unit has any Suppression markers*	-1 to hit
Per Damage marker	-1 to hit
Mounted vs unsuppressed infantry	-1 to hit
Infantry assaulting mounted*	-1 to hit
Assaulting a unit in protection or undergrowth	-1 to hit
Assaulting a unit on higher ground*	-1 to hit
Assaulting across an obstacle*	-1 to hit
Assaulting unit is in a Stream	-1 to hit
Assaulting a unit in a building or permanent fortification	-2 to hit
Assaulting across wire	-2 to hit
Assaulting unit is in a Deep river	-2 to hit
* = first round of close combat only	

Aggression Checks	
Defenders automatically strike back once	
Then each side must pass Aggression check to continue fighting	
Losing side Breaks Off, all models 6" from Winning models	

AFV Damage - Close Combat		
Penetration Minus Armor	Effect	
	< Lethality	>= Lethality
negative	No effect	No effect
0	No effect	+2 damage
+1	+2 damage	Destroyed
+2 or more	Destroyed	Destroyed