Bare Bones SP House Rules

A set of rules for those who find the others overwhelming. This set does away with many things while retaining what I consider to be the best of them.

INFANTRY: 1. May fire at a tank with small arms until it has the status of “buttoned”.

2. May always fire at a tank with anti-tank weapons

3. Crews must be moved from the combat area, they may not be used for scouting, combat, or taking objectives.

SMOKE: 1. Infantry may only pop smoke if they do not fire or move towards the enemy.

2. Tanks may not use smoke dischargers after firing or moving forward.

3. Any unit capable of firing smoke rounds (not dischargers, “D” key) may do so without restriction.

Z FIRE: 1. Infantry may Z fire to a range of 4 hexes once per turn.

2. Support weapons (anything with a crew) may Z fire to LOS+1 hex unlimited.

Artillery: 1. Batteries must be deployed with a maximum of one hex between tubes.

2. Artillery must be deployed so the hex in front of them has a clear line of sight so they are not firing through the trees.

In the picture below the guns in the south have a clear hex in front of them, so they have unobstructed line of sight to their front. In the north 3 of the guns have trees in front of them/above them, while the one gun has a house directly in front of it blocking clear line of sight.



FOO RULE: 1. Artillery must fire in battery at the same target (single hex or as part of a pattern) and the number of shoots is restricted to the number of FOOs you have: **(Rephrased)**

* 1. For each FOO you buy you may call in one shoot. A shoot is any number of on and off board guns firing at a single hex or part of a pattern. If you buy 3 FOOs then you may fire (shoot) at three different targets. Once the rounds land you may leave them as they are but if even a single gun is adjusted then all guns must be adjusted onto the new hex. This represents the FOO adjusting fire instead of just calling for FIRE FOR EFFECT. For each FOO that is killed you lose a shoot. Once all FOOs are dead you have lost contact with off map assets and can no longer use them.
  2. All players get at least 1 shoot but this shoot is limited to on board guns only, this shoot is added to the number of FOOs you purchased.
  3. Players may target a single hex or may make a pattern of your choice. If you make a pattern then each turn you must reform the pattern on ANY of the impact hexes, but the pattern must be rebuilt.
  4. Single hex shoots do not have to be rebuilt but if you adjust even one hex then you must adjust them all back to a single hex.

AFV and Woods: 1. Size 0-2 units have no restriction on their movement.

2. Size 3+ can only move into the edge of forests to represent being under canopy cover. In the picture below the AFV may move along the yellow line as the trees border a clear hex, so the AFV is moving along the edge of the trees. If the AFV were to move across the trees (red line) then they would be moving through the woods, which is prohibited.

