

Modern Lightning War 172
1:72nd scale edition v2



Modern Lightning War - Version 2
Rules for wargaming with 1:72nd and 1:76th scale models

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The Concept

The concept of wargaming by the use of visual estimations of engagement ranges has been around wargaming for a very long time. I first saw this in the 1970's both in land and naval rules at that time. Unfortunately it was too easy to misuse the system and it soon fell out of favour with gamers. As far as I'm aware it was introduced into naval wargaming sometime in the 1930's. While it is not a new concept, I have recently reconsidered this system to facilitate the use of the plethora of quality modern 1:72 vehicle and infantry figures being currently released by the world's model kit manufacturers. The problem others and myself have encountered is any attempt to use measured ranges for modern combat resolution has proven to be largely impractical.

In 1:72 or 1:76 scales, which this set of rules is specifically designed for, the average 6 foot by 4 foot gaming table is a mere 914 meters by 609 meters at a 1:50 ground scale. Measuring such distances for modern tank gunnery or missile fire is a rather pointless exercise. It is more realistic to assume that all tank gun and missile fire will be well within normal battle ranges and it is only necessary to make adjustments to accuracy for movement and target obscuration designed to make an allowance for the inevitable smoke and haze that covers all battlefields. I have added a penalty for some missile fire under half the table range because it takes an operator about that distance to begin to accurately control a missile in flight.



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

T72 with infantry in Grozny. Note displacement of ERA blocs due to rough going in heavily damaged built up area.

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 squad 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

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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 squads over the terrain set up on the gaming table. All fire is between squads, sections or batteries. The smallest manoeuvre unit is the platoon consisting of three squads plus a platoon headquarters containing a platoon commander and radio figure. 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 question of the speed of movement or advance to contact is an important consideration. Most gamers believe that the rate of advance across a battlefield is determined by the mechanical and suspension efficiency of the various vehicles involved. This is only partly true. The modern tank can travel at 50 kph across fairly rough terrain without much difficulty. The problem is the crew inside aren't very well after doing it! The photos of T90's jumping off ramps in spectacular shows of suspension destroying agility are just that... spectacular

shows that have nothing to do with the real world of armoured combat. Armoured vehicles advance at a relatively measured pace, keeping up with their infantry support, which is usually on foot, and making sure they have a clear view of the objective and any potential trouble spots on the way. Making haste means risking potentially lethal mistakes. Where armoured infantry accompany tanks, the tanks are expected to form a protective screen to absorb any fire that may be encountered as the group approaches the objective. Once within range of the target, the infantry disembark and make their way on foot. This is a relatively slow process as infantry move forward by bounds to cover each other with the surviving armoured vehicles ready to support them with covering fire. Hence I have limited all movement to advancing between adjacent terrain features. Once one terrain feature is secured, the platoons may continue their advance to the next. But should they encounter the enemy and sustain casualties, the attack will quickly slow. I have therefore used the standard response of requiring units that have received enemy fire to do what every military unit in that position automatically does. Go to ground, return the fire and try to regroup before moving on towards the objective. Casualties and suppression cause units to stop advancing. To reflect this I have used the rule that once an 'initiating player's' command fails a morale test the opposing player gains the right to become the new 'initiating player'.

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 platoon (command) 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 platoon fails a morale test. If the platoon 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. Platoon or command Morale tests are always carried out immediately a squad is disabled, suppressed or pinned. Once the currently selected platoon completes all the tasks the initiating player requires of it and it passes all required morale tests, the player may

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select another platoon to move and fight or they may relinquish the initiative to the opposing player.

Constructing a force .

Both players begin the game with 6 platoon headquarters of any type within their selected country organisation. Once the type of commands are established, each player rolls 1D6 for each platoon or command and this represents the number of squads, batteries or tanks contained in each platoon. If larger forces are required, players keep adding blocks of 6 platoon headquarters as required.

If one player outnumbers the other by at least 2:1 in squads, 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 squads 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 squads must be selected from that organisation table.

platoons must then be organised into companies or squadrons, even if this results in some 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 dice roll 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 platoons of three squads. The balance of a dice roll can be used for a mortar or machinegun squad, usually attached in the direct support role, from the heavy weapons platoons of the company, once a platoon 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 squads. The base containing the commander and staff, an infantry HQ defence squad, and an armoured HQ defence squad. This group may only fire if attacked.

There are however, some limitations as to unit constructions.

Elite squads may not be mixed with other squads, but must form a separate platoon.

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



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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 squads in the traditional sense unless their opponent has no thermal imaging or battlefield radar equipment. All squads and vehicles must be placed on the game table during the first move of the game, unless behind a hill.

However, unless a line of uninterrupted sight can be drawn between opposing squads, 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.

Armour

The proliferation of automatic weapons and highly effective lightweight support weapons has necessitated the inclusion of armoured vehicles to ensure the survival of troops fighting on the modern battlefield. The days of 'yomping' across the battlefield are long since past. In addition, modern armies have realised that troops fight with more determination if they are afforded some of the comforts of civilisation they have left behind at home. Modern APC's and tanks offer hot meals and drinks to their crews, as well as sophisticated medical support.

The modern tank and APC, while much more effective than its WW2 counterpart still faces a plethora of enemies on the battlefield. With the advance in AFV protection and mobility has come a corresponding advance in weapons to attack them.

Unit and base sizes

Infantry squads should be based on 40mm square bases. Support weapons should have a 40mm frontage if possible, but the base depth should be suitable for the model being mounted. Infantry squads should be between 3 (20mm) and 5 (15mm) figures depending on their scale.

Each vehicle represents an individual tank, SPG or AFV. 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 the centre of the table 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.

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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 defenders base line for the entire game. For each attacking unit that manages to cross the defender's base line, the defender must remove one of their unit's (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.
5. In an Attack/Defence scenario, the Soviet player may place in a suitable terrain feature a Spetznaz platoon 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' platoon sized unit 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.

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 locations that he may test for artillery casualties against the defender using the 155mm artillery damage table, 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

Command Phase:

This is the Game Turn segment where the initiating player selects a command (usually a platoon) 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.

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Movement Phase:

This segment allows the initiating player to move the elements of the currently selected command. Opposing players may initiate reactive or ambush fire against moving elements 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 units. Counter fire may be initiated at anytime during an initiating player's unit movement phase provided the line of sight rules apply.

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 troops suffer casualties or disruption through enemy actions. This must be tested as such losses or disruption occur and the result applied immediately.

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.

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

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 squad 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.

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.

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Reconnaissance by Fire

Squads 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 squad into betraying its position by returning fire when challenged by direct fire. Un-located squads 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 squad conducting reconnaissance by fire.

Dice roll modification for units in cover and targeted:

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

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 squads have not been engaged, they may use direct fire against the nearest enemy squad to their position.

Line of Sight

The table distances are small enough to allow units in the open to be automatically located. Terrain features between units prevent this. Units separated by two terrain features or more, except open fields, cannot locate each other.

Movement

Vehicle and troop movement is only permitted between two adjoining terrain features during the movement phase of the game turn. If a player can move all the squads or sections of a platoon 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 platoon between adjoining terrain features until they are prevented from doing so by a failed morale test. Platoons or 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 or platoon 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 squads 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 or platoon 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 24 inches across that represents gently undulating or sloping ground allowing a vehicle within to assume a track down position while stopped or any infantry squad 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 squad halted within or behind it to be in partial cover. Troops and vehicles may move through it without penalty.

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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 squads on the same side of such a terrain feature may engage a squad 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 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.



River barriers are much more difficult to cross than most gamers give them credit for. NATO relied heavily on river barriers when planning the defence of Western Europe from the end of WW2. While vehicles such as the M113 and BRDM2 are fully amphibious they require prepared entries and exits to successfully cross a river. Reconnaissance troops are tasked with finding such crossing points and if necessary, defend them.

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.

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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. Squads must always engage any enemy squad that has fired on them in the current game turn. If not under fire, they must engage the closest enemy squad. Squads require a 4,5 or 6 to disable an enemy infantry squad 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.



The modern tools of sniping!
This Marine sniper uses a specially manufactured .50 calibre rifle, with hand loaded ammunition and the most advanced optronic sighting system. The shooter should be able to hit a man sized target at 1,000 yards most of the time.

Sniper Fire – Direct Fire

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Each platoon may field one sniper team. Snipers may fire at any enemy squad at up to two contiguous terrain features range. They must have a direct line of sight to the target in order to do so. Snipers require a 5 or 6 on a single dice roll to suppress their target, but make no adjustment for the target being in cover.

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 squad. 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.



An RPG-7 on its way! They may be old...but they still do the job! The FSU infantry's most reliable mobile artillery. RPG's and their western equivalents are very destructive against all but the most solid structures. With an accurate range of 150m they can be used against a wide variety of targets, including helicopters.

RPG, M72 and their equivalents

These weapons have a maximum effective range of around 100 meters. That is they will travel considerably further than 100 meters but the chance of hitting anything beyond 100 meters is extremely unlikely. Therefore 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 GUNAC penalties – for obvious reasons. 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.

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 squad. Any squad that makes base-to-base contact with an enemy squad, during the movement phase of the Game Turn, commits the entire platoon to the assault. The same applies to the defender. Defenders may not elect to leave squads from the same platoon unengaged during the course of a close assault. Attackers declare their assault move and attempt to make contact with the defender. All squad bases in the assault must be paired off before any extra squads 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 squads (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 against the opposing player's squads.

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This is a real combat photo of the fighting in and around Grozny in 1999. Note the lack of steel helmets. This indicates there is little risk from enemy artillery fire. Note the variety of uniform camouflage, something quite common in modern FSU forces.

All casualties are immediately removed. The unit inflicting the highest number of casualties wins. If no casualties are removed the unit 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 squad(s) 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 infantry or weapons base 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.

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.

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By the reaction of this FSU gun crew, the noise from this 85mm D44 is sufficient to cause considerable discomfort. Note the lack of ear protectors.

Platoon request to company for fire support - anything but a "1"
Platoon request to Battalion for fire support – 3,4,5 or 6
Platoon request for Regimental fire support – 4,5 or 6
Platoon 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 squad 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 -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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A Challenger 2 sounding off in Iraq. Note the blast damage caused by the shock wave. Note also the position from which the photo was taken!

Tank gunnery – Movement and firing allowances

NATO

90mm, 105mm, 120mm armed hand loaders may:

Fire, move and fire.

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:

Move fire and move.

Vehicles may use their movement and firing allowances only once in every game turn.

Gunnery System

Dice roll to hit the target

NATO

Vehicle	Basic Dice roll	Firer Moves	Target Factors	
			Target Track down	Target Hull down
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	+2

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SOVIET/FSU

Vehicle	Basic Dice roll	Firer Moves	Target Factors	
			Target Track down	Target Hull down
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	+2
T80UD, T90 Type 90	3+	-	+1	+2

NOTES

Add each target factor to the basis gunnery dice roll to calculate a final dice score to hit the target.

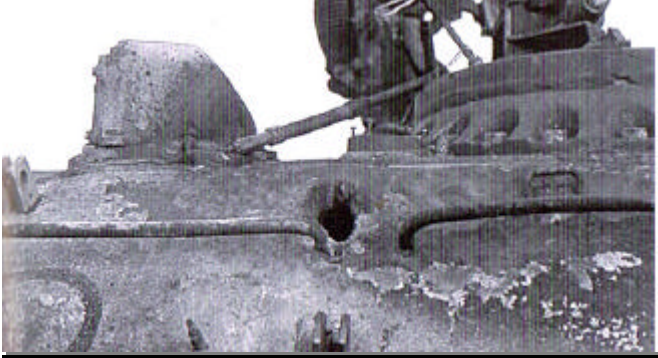
Anti-tank fire (guns) Vehicle Damage Table (VDT)

Weapon Class by Generation		4	3	2	1
Target 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.

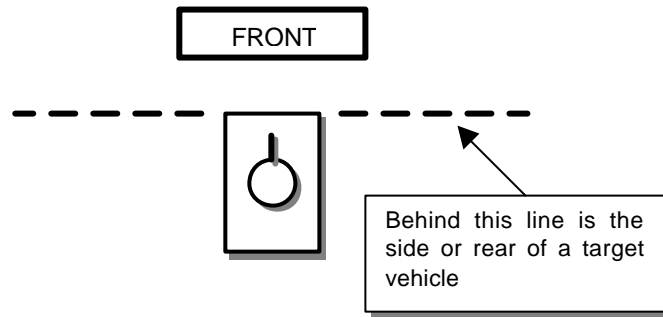
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Type 59 showing turret penetration caused by 30mm DU round fired from an A10 near Basra in 1991

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

Minimum 1D6 to hit the target

Firing modifiers - by generation

Target in cover

Target moved

Launch vehicle moved and fired

Helicopters may move and fire without penalty

	1st	2nd	3rd
Minimum 1D6 to hit the target	4+	3+	3+
Target in cover	+2	+1	+1
Target moved	+1	+1	
Launch vehicle moved and fired	+1	+1	

Example: (roll only 1D6 per missile fired)

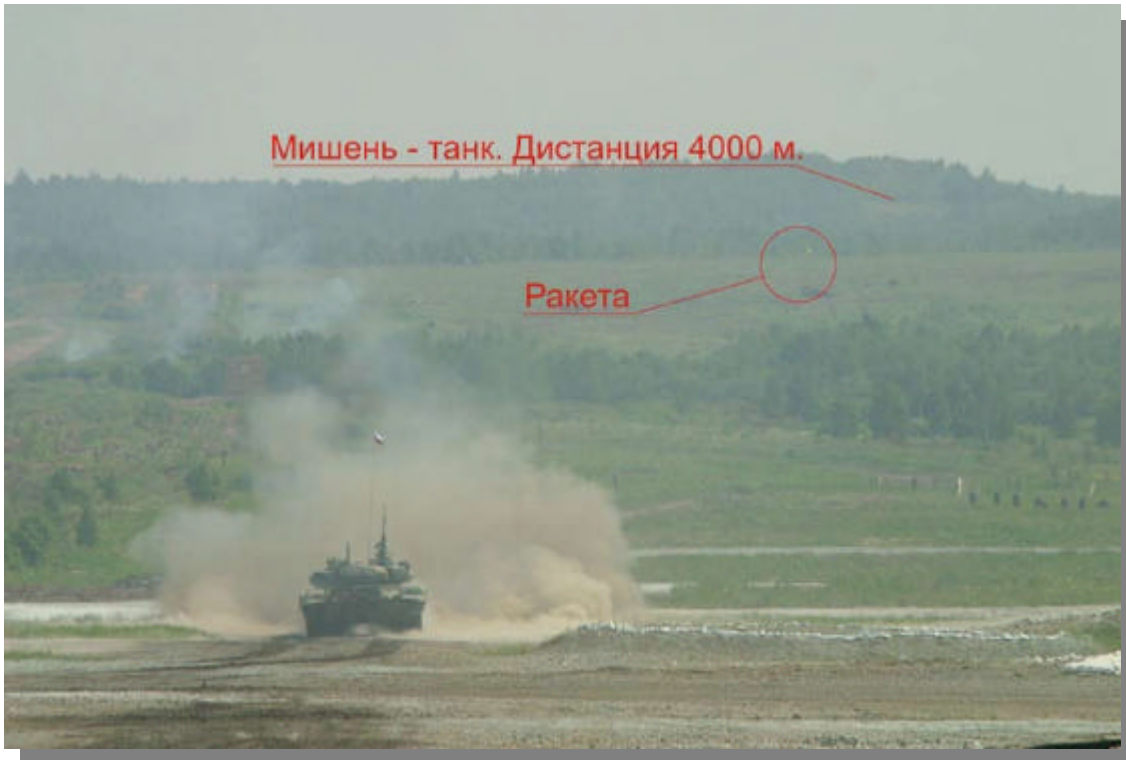
BMP1 (M1967) fires a Sagger1, after moving into position at an M60A3 moving in cover. Basic dice roll is a 4, 5 or 6 to hit the M60A3. However, the M60A3 moved in cover, the Sagger will automatically miss the target (4+2+1+1 = 8)



Soviet 'Refleks'
Gun launched ATGW

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T90 firing a 'Refleks' gun launched ATGW at a target 4000 meters away

Damage. (VDT)

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

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.



The Arena anti-ATGW system as fitted to a T80UD

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

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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+

FRANCE

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

UNITED KINGDOM

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

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An FSU reconnaissance unit 'brewing up'. By the lack of ready weapons they are obviously in a rear safe area, if there is such a place in Chechnya! Note the variety of camouflage clothing and patterns. These troops could have come from anywhere within Russia. Just behind the barrel of the BRDM2 can be seen the rear canopy of a radio truck. The letters on the side of the BRDM indicate it is 'scout 175'

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 platoon takes casualties or becomes suppressed or pinned. Test each platoon, then test for each unit in direct support of that platoon.

In order to pass a morale test, each platoon, battery or armoured section must roll 2 dice, scoring the same or more than their morale rating.

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

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

Example: A 'battle hardened' platoon with a morale rating of "6" loses two squads. 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.

Platoons 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.

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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

1. A squad becomes an immediate casualty and is removed from the game if it sustains a disabling hit.
2. A squad becomes suppressed if it sustains a hit that fails to disable it by 'one pip' on the casualty dice roll. Suppression lasts until the end of the next enemy game turn. Suppressed squads may not move but may direct fire with a -1 accuracy dice roll penalty.
3. A squad becomes pinned if it fails a morale test after receiving enemy fire that it survives without becoming suppressed or disabled. Pinned squads may not move but may fire as normal
4. A tank or AFV crew must take a pinning test if their vehicle suffers a hit capable of destroying 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 vehicle will remain on the table as a prize of war, counting towards the opponent's victory points.



Casualty evacuation FSU style!

I suppose one has to be grateful for small mercies in the modern Russian Army, the Chechen rebels have almost no medical facilities at all. At least there will be a Mil17 helicopter ride to a hospital for this casualty.

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.

Roll 1D6 and if a '1' is rolled refer to the following table. Roll a second 1D6 and whatever number is rolled the result is immediately applied to the unit.

- 1 Unit refuses to obey orders and remains where it is. It may only fire if it is first fired upon by an enemy unit.
- 2 Vehicle stalls due to driver error. Vehicle may not move during the current game turn. If there is more than one vehicle in the testing unit the opposing player may select which vehicle the penalty applies to.
- 3 Gunner selects wrong ammunition or fails to load heavy or vehicle weapon. No firing.
- 4 Vehicle halts where it is due to crew confusion. Vehicle may fire as normal.
- 5 Vehicle retires to the nearest cover.
- 6 Crew abandon their vehicle this game phase, but if they successfully pass a morale test may re-enter the vehicle during the next game turn. If there is more than one vehicle in the unit the opposing player may select the affected vehicle.

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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



Visibility is extremely low and this patrol looks as though they are not posing for a photo opportunity. It's all serious business! Note the radio operator. His tall mast is an open invitation for every Chechen rebel to take a pot shot. Perhaps this is why the point man carries a Druganov and RP18?

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.

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. Break through – an opposing platoon sized unit may be placed anywhere within the phasing players territory in their opponent's next game turn.
3. Reinforcements – the opposing player may select any one eliminated unit 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

Few armies excelled at night fighting before the modern era. This was more a matter of technology than the individual ability of the troops. Anyone who has experienced fighting at night will understand that it is an extremely dangerous business. For those who have not, I recommend

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they play a paintball game in darkness to gain an appreciation of what the average infantryman experiences in night-time combat. The one significant difference is that the paint-ball player is unlikely to be fatally injured doing so.



The first thing one immediately notices is that the rate of movement is slow and deliberate, compared to daylight. This is essential to avoid mine fields, ambushes and other battlefield traps. Even with modern Optronics, the going is much slower than in daylight because it is difficult to see more than 100 meters in any direction. Troops already familiar with the ground they are crossing in darkness always have a significant advantage over those that don't. Thus, armies constantly practice night movement and battle drills in areas they believe are going to be the site of future engagements. The co-ordination of unit movement is probably the greatest

single problem facing commanders in a night action. It is extremely easy to have a squad size unit become separated during movement and get completely lost. Standing in the middle of a battlefield yelling 'where are you' is not a recommended navigation check! GPS in the third generation armies (the US, NATO and some Russian and Chinese units) has removed many of the night time navigation difficulties experienced even just a few years ago. However, the consequences of the loss of GPS satellites in the opening stages of hostilities, seems not to have penetrated the consciousness of some military planners. Should a general conflict occur between the so called 'super powers' there will be a significant effort by the combatants to degrade each other's communication and navigation facilities. It's a fair bet the guys on the ground will soon be relying on good old-fashioned hand held magnetic compasses and printed maps! Talk to any soldier about their experiences while on night operations and you will soon gain an understanding of the many perils and difficulties facing soldiers on the darkened battlefield!

Optronics and battlefield surveillance Radar

In the immediate post Vietnam era, massive advances were made in battlefield surveillance equipment. Initially, radar was transistorised and then the solid-state circuit board allowed a significant reduction in unit size and power supply requirement. Then infrared vision devices were rapidly fitted to MBT's and many NATO APC's. But the ultimate battlefield surveillance device has been the thermal imager. Initially only capable of giving a primitive thermal signature they have advanced to provide a full colour image of targets at quite astounding ranges. One of the latest British Army devices was reported to turn night into full colour daylight. The term....'you can run but you cannot hide', has suddenly become a reality.

Night Fighting – 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

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feature. Units hit by chemical weapons must take an immediate morale test. Chemical weapons cannot be used in bad weather.

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.



One of the more common counter battery weapons is the multiple rocket-launcher. The density of fire and long range achieved by these weapons systems make them ideal for the task. Being on wheeled carriages they can be moved immediately after firing to lessen the chance of being caught in counter fire themselves. The photo shows a Russian BM21 being fired in the Chechnya War of 1999. Note the crew! No western army would allow such a dangerous practice!

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Vehicle and Weapon Stats

Vehicle	Weapon	Ranging	Observation	Gen	Notes
NATO					
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
Soviet/FSU					
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
IR Infra red		Un-Stab	Un-stabilized		
TI Thermal Imaging		sb smooth bore	gun		
II Image Intensification		Stab Stabilized			
IFCS Integrated Fire	Control System				

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Data Sheets - ATGW Missiles Anti-Tank Missiles

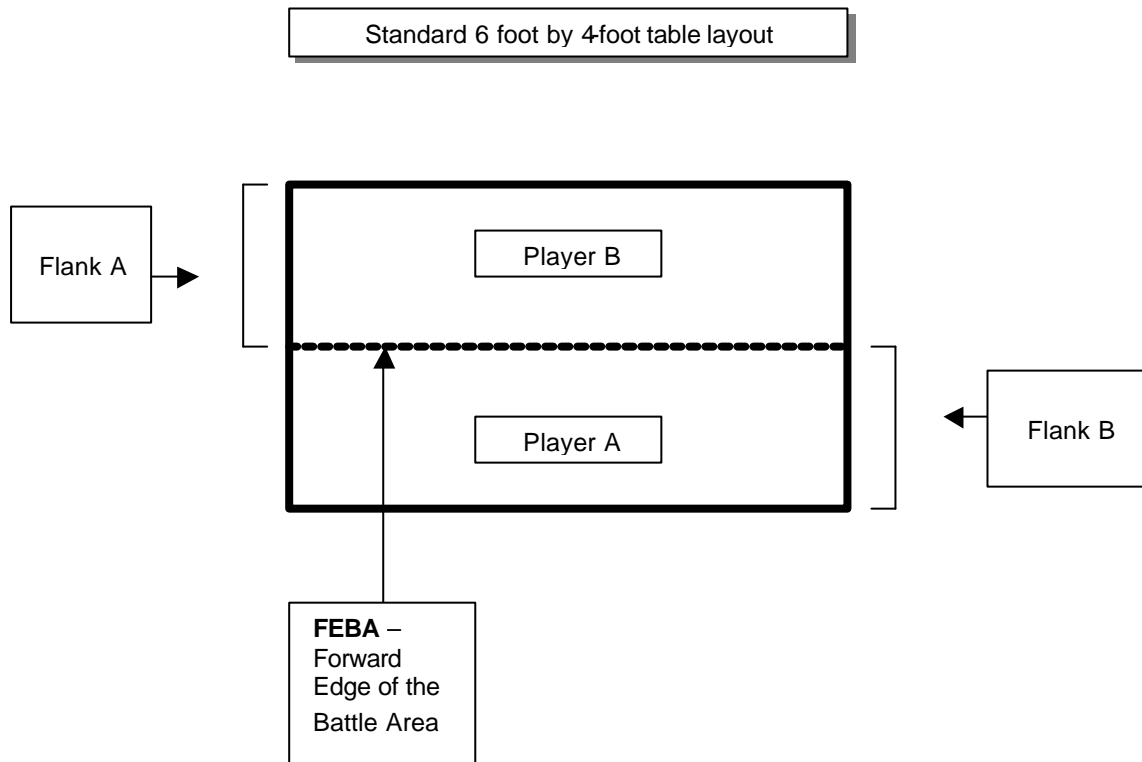
	Generation	Notes
Soviet Union FSU		
AT1 Snapper	1	BRDM-1 Radio command
A2 Swatter	1	BRDM-1 Radio command
AT2B Swatter B	1	Air launched Mil25 and Mil8
AT3A Sagger A	1	BMP-1 and BMD
AT3B Sagger B	2	BMP-1 and BMD
AT4 Spigot	3	Russian copy of HOT
AT5 Spandrel	3	Fitted to BRDM-2 and BMP-2
AT6 Spiral	3	Air 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
United States		
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'



Two essential components of a modern army. APC's and helicopters.

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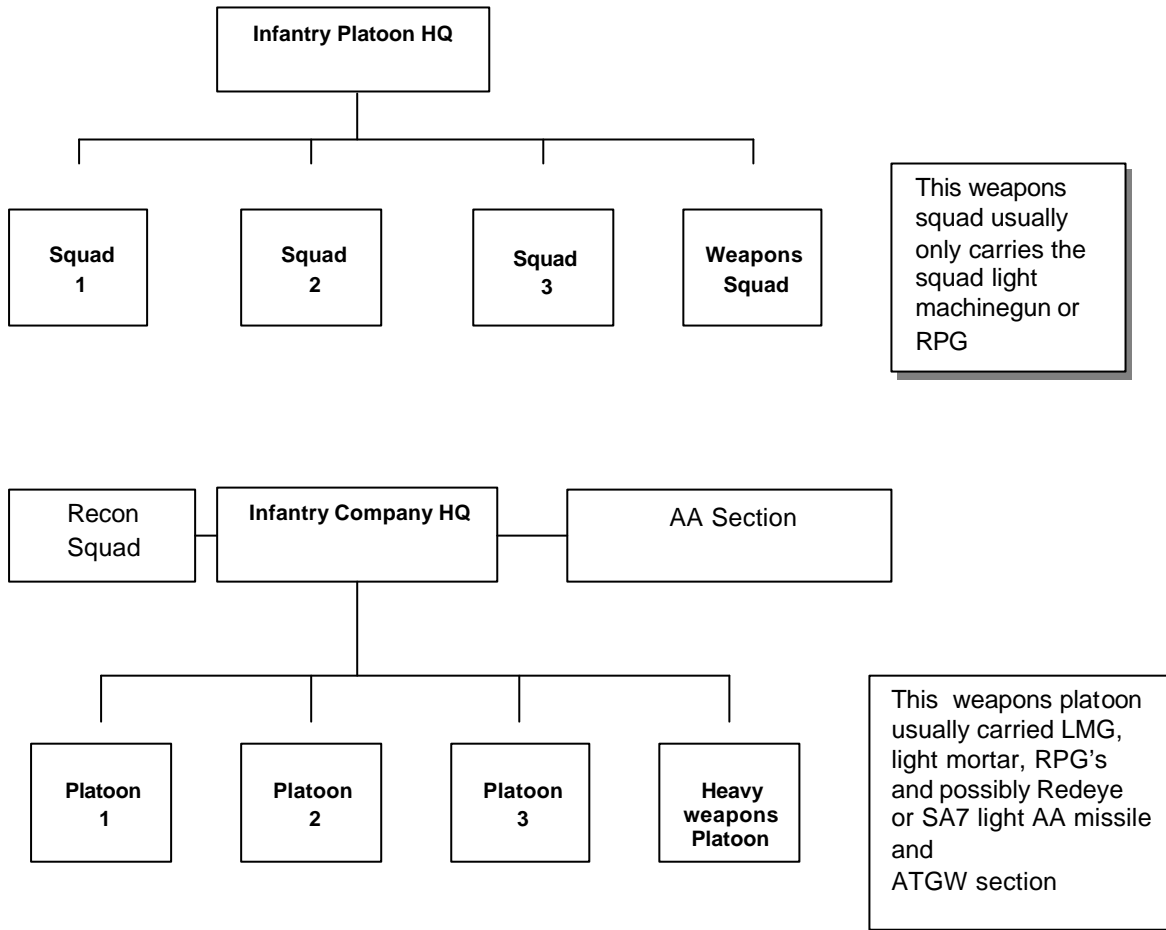
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Basic Platoon and Company Organisation Table



Notes:

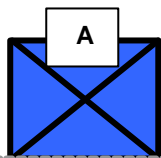
This is a generic organisation and players are encouraged to research their own organisations for the armies they may select. Arab armies have different equipment to those of Israel. Soviet organisations were also different to Warsaw Pact in that the heavy weapons types could be of local manufacture. 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.

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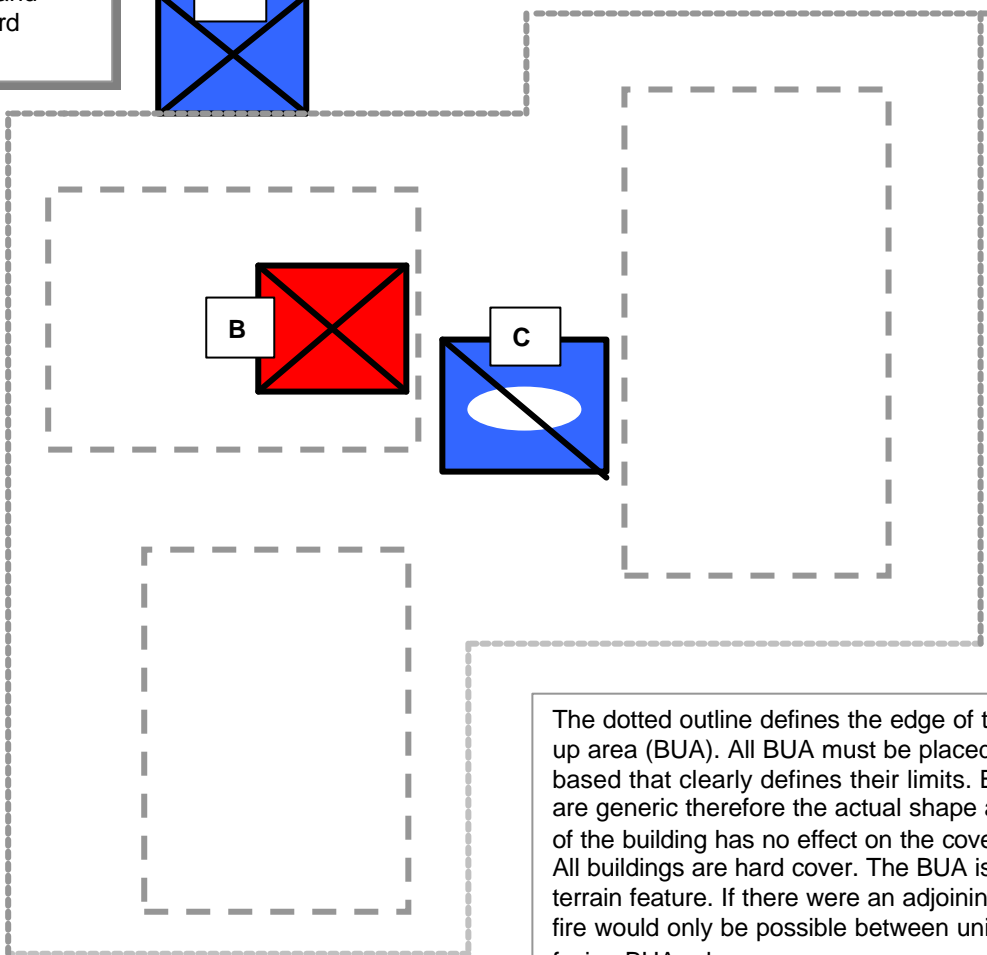
Visibility and Lines of Sight

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

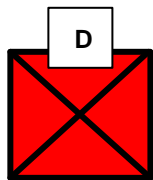


Squads 'B' and 'C' are inside the town and therefore may engage each other, both are on 'hard cover'.

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

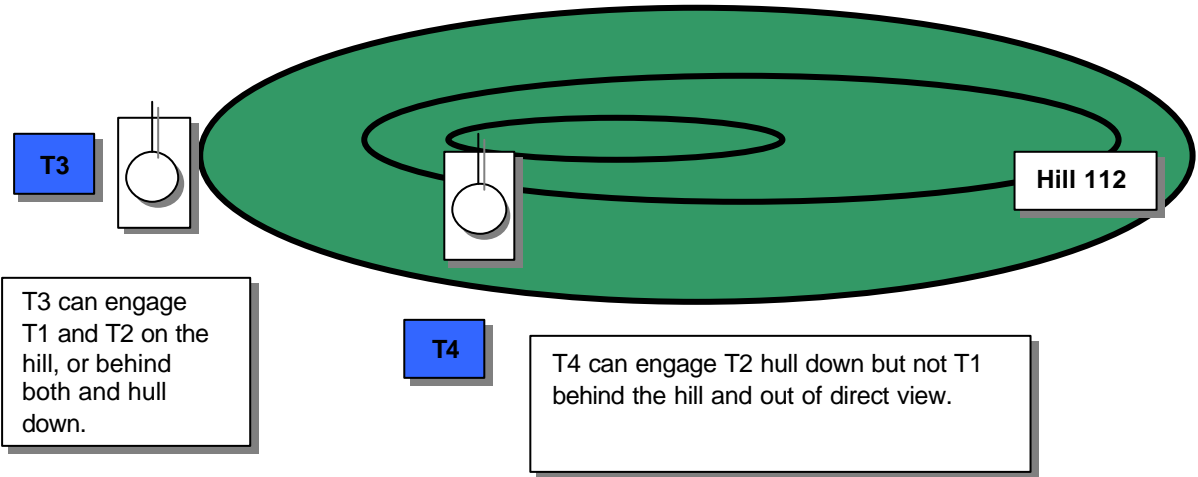
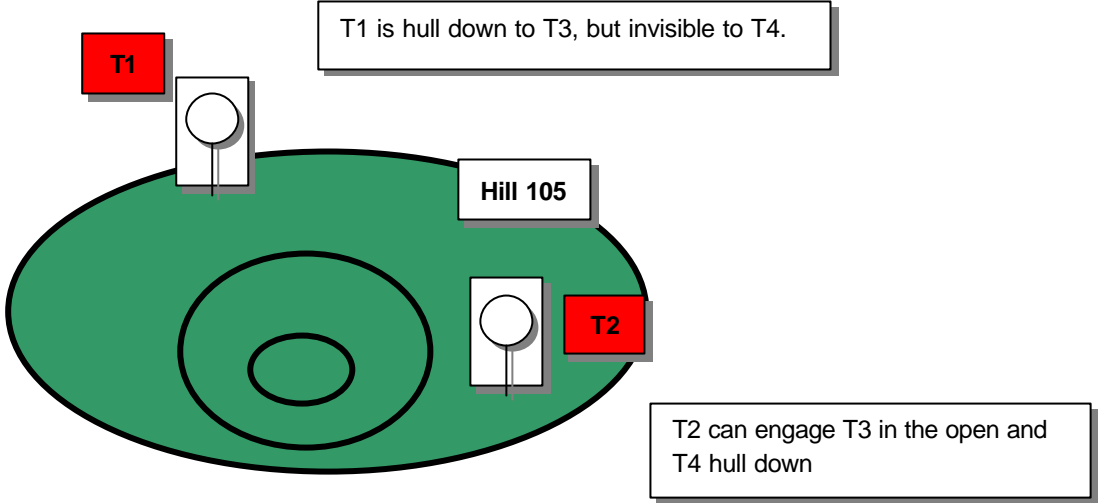


Squad 'D' can only engage enemy units at the edge of the village or town to which there is a direct line of sight. There are none in sight therefore squad 'D' has no targets available

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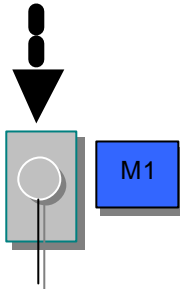
Armour Visibility and Firing



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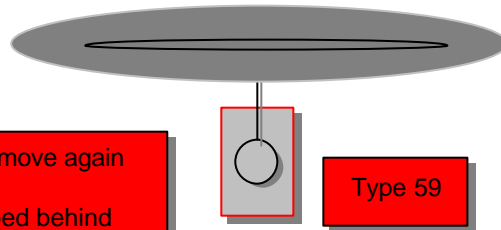
Tank gunnery examples



M1 may fire, move and fire 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

M1 player halts and fires a second round. If the M1 hits, the 120mm gun automatically disables the Type 59.



Type 59 may move, fire and then move again 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 Generation 1 weapon against an M1 which is Generation 4. A Dice roll of 6 required to disable M1.

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Firing at troops in cover - examples

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

