★Red Metal 1943★

1. Introduction

These rules adapt Neil Thomas' One Hour Wargames rules to a specific time and place: Russia 1943. They are designed to be played with the thirty scenarios in the OHW book. Troop and weapon types are set in the Summer of 1943, hexes are used to regulate combat and movement and combat resolution uses a single d6 per firing unit.

2. Concepts

Units: These represent platoons (30 men, three to five tanks or two to three guns or mortars).

Hexes: The standard OHW battlefield is three feet by three feet. In this game the battlefield is made up of a grid of 9 by 9 hexes with each hex effectively representing 4 inches side to side. Movement and ranges are given in hexes (4-inch equivalents). Each hex represents roughly 150-200 metres.

Force generator: The generic OHW force generator is adapted so that the troop types reflect those available at the time (see Annex 1).

Scenarios: These are exactly as per the OHW book with the same battlefield conditions, special rules and game length. Note that using these rules will impact on play balance.

3. Playing the game

The game is played in turns, first, one side takes actions with one, some or all of their units. The other side then undertakes their actions. Each unit may take one action only.

The OHW scenario notes show who will be the first player in each turn and how many turns the scenario lasts.

4. Actions

When activated, a unit may take one of the following actions:

- Rally
- Move
- Fire
- Assault
- Overwatch
- Take cover

5. Rally

A unit that is currently suppressed may not take any action other than to rally. Roll 1d6, German units rally on a score of 3 or more, Soviet units on a roll of 4 or more.

If successful the unit is rallied, remove the suppression marker. If not successful mark, the suppression marker remains. In either case, the rally attempt is the action for that unit for that turn.

6. Move

Movement allowance: Tanks and self-propelled anti-tank guns (Marder) may move 2 hexes when they are activated. All other units may move one hex.

Road movement: A unit starting their turn in a hex containing a road may add one hex to their movement allowance if moving solely along the road. A unit making a road movement may not move adjacent to an enemy unit at any stage of that movement. Moving along a road, whether or not using the road movement bonus, negates the effect of other terrain in the hex.

Difficult terrain: Woods and towns are difficult terrain for tanks and self-propelled anti-tank guns. These units may not both move into a difficult terrain hex and out of that same hex in one movement action. They may, however, move from one difficult terrain hex into another. Effectively, their movement is halved in this terrain.

Impassable terrain: Marshland and lakes are impassable. Rivers are impassable except at bridges or fords. If a hex contains a river, that hex is not usable.

Facing: Only units in overwatch are required to maintain a specific facing within a hex to represent their arc of fire (see paragraphs 7 and 10). Otherwise, units can face in any convenient direction for play.

Stacking and interpenetration: No more than one unit may occupy a hex at the same time. Only units with a movement allowance of 2 or more (including units using road movement) may move through a friendly unit, but may never end their move in a hex occupied by another unit.

Enemy units: Friendly and enemy units may not occupy the same hex nor may friendly units move through an enemy occupied hex. Units must stop if they move adjacent to an enemy unit. A unit that

starts its turn adjacent to an enemy unit may only move into a hex that is not adjacent to an enemy unit.

7. Direct fire

To fire at an enemy unit the target must be in firing arc, Line of Sight (LoS) and range.

Firing arc: The firing arc restriction applies only to units in overwatch (see paragraph 10). These units may only fire at targets to which they can draw a line of sight through their two front hexes. Other units may fire at any enemy target within 360 degrees.

Line of sight: All units, except mortars, can only fire at targets that are in line of sight. LoS is blocked by town, hill and woods hexes.

LoS is also blocked by friendly and enemy units, unless the firing unit is on a hill and the intervening unit is closer to the firing unit than the target. Exception, tanks and self-propelled guns may fire over friendly and enemy infantry and other soft type units when targeting enemy tanks and self-propelled guns (hard targets).

Range: Each unit has a firing range based on its weapon type. Ranges are given in the unit inventory. Fire effectiveness is affected by whether the target unit is at long or short range.

- **Short range:** All units firing at a target in an adjacent hex are firing at short range and receive a positive fire modifier.
- **Long range:** Units with a range of more than two hexes firing at a target that is at more than half of their range receives a negative fire modifier. For example, a tank unit with a range of six will be firing at long range if the target is 4 or more hexes distant.

Note that range modifiers do not affect mortar units.

Flanking fire: This is a combat effect where a unit is fired upon through two or more hex sides in one turn. Each unit after the first that fires on the target through a different hex side receives a positive fire modifier. As an example, a target is fired at through hex side A. Regardless of the result, if the same target is fired at by another enemy unit through hex side B, they receive the modifier. A further shot through hex side B will not receive the modifier. However, a shot through hex side C will receive the modifier.

Firing unit type: The force inventory table indicates the attack values that each unit has when firing at an enemy target. All units have a value used in attacking soft targets. Most, but not all, units have an attack factor for hard targets. Units attacking a protected target will use their soft target attack factor. All units have a maximum range in hexes.

Target type: Each unit has a target type of Soft (infantry), Protected (ATGs) or Hard (tanks and similar). Target types and defence factors are shown on the force inventory tables. Protected or Hard target units have specific defence factor. Soft target units have a defence factor based on the terrain they occupy.

Terrain	Defence Factor
Clear	0
Woods	1
Town	2

Target "in cover": A soft target in clear terrain that has a "Cover" marker receives a positive defensive modifier (see paragraph 11) when fired upon.

Fire procedure: The attacker takes the following steps:

- Roll 1d6
- Add attack factor
- Deduct enemy DF
- Adjust total for tactical factors

Factor	Modifier
Unit firing at long range	-1
Unit firing at short range	+1
Firing at flanked target	+1
Target in cover	-1

- Check result on combat results table

Combat results table: Cross refer the final attacker's score with the number of hits scored. If 3 or more hits are scored on the target in one game turn (from one or more fire attacks), the target is also suppressed. Note that a further suppression result does not have any additional effect.

Attacker's score	Hits	Notes
0 or less	0	
1-2	1	
3-4	2	
5-6	3	Target suppressed
7 plus	4	Target suppressed

Combat effects:

Hits: All units have an initial strength of 5. The strength reduces by one for every hit scored. When a unit reaches zero strength points it is removed from the game. Indicate remaining strength points using a marker chit or use a separate tally sheet.

Suppression: A unit which suffers two hits in a turn, either from one attack or from further attacks, is suppressed. Use a suppressed marker to show the status of the unit. The only action available to a suppressed unit is Rally.

8. Mortars

Mortars may use direct fire but they have a minimum range of 2 hexes, they can only fire at targets three or more hexes away. Mortars are not otherwise affected by range tactical factors.

Alternatively, mortars may use indirect fire. A mortar unit may fire at an enemy target that is not within its LoS providing that an unsuppressed friendly unit has a line of sight to the target. Otherwise, indirect fire attacks are conducted in the same way as direct fire attacks. However, they still have a minimum 2 hex range when firing indirectly.

9. Assault

Assaults may be conducted by tank or infantry units which start their activation adjacent to an enemy unit.

- Tank units may assault any unit except other tank units.
- Infantry units (rifle, recon or SMG) may assault any infantry, ATG or support unit, but not tank units.

Treat German Marder units as tanks for the purposes of assault.

Procedure:

The assaulting unit rolls 1d6. Modify the die roll:

+1 if the assaulting unit is a tank unit

+1 if the defender is suppressed

-1 from the die roll if the defender is in favourable terrain (woods, town or is in cover).

Apply the results from the table below.

Result	Assaulting unit	Defending unit
1 or less	Retreat -2 SP	No effect
2	Retreat -1 SP	No effect
3	Advance	Retreat
4	Advance	Retreat -1 SP
5	Advance	Retreat -1 SP
6 or more	Advance	Retreat -2 SP

-# SP: Lose the indicated number of strength points

Retreat: The unit moves one hex away from the opposing unit. The retreating unit may not move adjacent to an enemy unit. If the line of retreat is blocked by impassable terrain, then the retreating unit is destroyed and removed. A unit can retreat through a friendly unit, move as many hexes as necessary to fulfil the retreat requirement.

Advance: The winning unit may move into the hex vacated by the retreating unit

10. Overwatch

An eligible unit may be placed in overwatch as their action for the turn. A unit is eligible if it is capable of direct fire, has a direct range of more than 2 hexes and is not adjacent to an enemy unit. This allows the overwatch unit to fire at eligible enemy targets during the other players turn.

Mark the unit with an overwatch marker and clearly indicate its facing (it must face the vertex between two hexes and may only fire at target where they have an LoS through those hex sides).

During the opposing player's turn, if an enemy unit within firing arc, range and LoS of the overwatch unit takes any action (except rallying), the overwatch unit may make a direct fire attack on that enemy unit. Using the overwatch unit is optional, it does not have to fire at the first enemy unit that meets the target conditions.

A unit remains in overwatch until they fire at an enemy unit or until the end of the opposing player's turn when the overwatch marker is removed.

A unit in overwatch immediately loses their overwatch status if they suffer a hit from direct or indirect fire.

11. Take cover

Infantry units (infantry, recon, SMG, HMG) that occupy a clear terrain hex may choose to take cover as their action for this turn. Place a "Cover" marker on the unit. This represents the unit taking maximum advantage of the terrain including folds in the ground, drainage ditches or urgently scraped holes. Units in cover receive a defensive bonus. The cover marker is removed immediately the unit takes another action in its next turn.

Annex 1: Force generator

1. Force: Roll 1d6 to randomly select your 6-unit force.

Score	Tank	Infantry	Anti-Tank	Support
1	1	3	0	2
2	0	3	2	1
3	2	3	1	0
4	1	4	0	1
5	0	4	1	1
6	1	4	1	0

What if I need a four-unit army? Select a six-unit force. Then roll 1d6 for each troop type starting with the most numerous. On a 5 or 6, remove a unit and move on to the next most numerous troop type. Do this until you have removed two units. Alternatively, just select two units to remove from your force.

2. Unit type: For each unit, roll 1d6 to identify the unit type. For example, If the Soviets receive 2 tank units, roll twice on the type selector. Rolls of 1 and 3 will produce 2 T34/76 platoons. Selections are subject to the maximum numbers in the unit inventories below.

Soviet

Tanks		Infantry		Anti-Tank		Support	
T34/76	1-4	**Rifle**	1-5	**ATR**	1-4	**HMG**	1-3
T70	5-6	**SMG**	6	**45mm**	5	**Mortar**	4-6
				76mm	6		

German

Tanks		Infantry		Anti-Tank		Support	
Pz III F	1	**Rifle**	1-5	**ATR**	1	**HMG**	1-3
Pz III M	2-3	**Recon**	6	**50mm**	2-3	**Mortar**	4-6
Pz IV E	4			**75mm**	4-5		
Pz IV F/H	5-6			**Marder**	6		

Annex 2: Unit inventories

Soviet

Unit	Max. Number	AF Hard	AF Soft	Range	DF	Target type	Notes
T34	2	4	3	6	7	H	
T70	2	3	2	6	5	H	
Rifle	4	*	0	4	-	S	
SMG	4	*	2	2	-	S	
ATR	2	2	0	2	-	S	
45 ATG	2	3	2	6	1	P	
76 ATG	2	4	3	6	1	P	
HMG	2	*	2	4	-	S	
MTR (82mm)	2	1	3	6	-	S	Min range 2

German

Unit	Max. Number	AF Hard	AF Soft	Range	DF	Target type	Notes
Pz III G	2	4	2	6	5	H	
Pz III J	2	5	2	6	5	H	
Pz IV E	2	4	3	6	5	H	
Pz IV F/H	2	6	3	6	5	H	
Rifle	4	*	0	4	-	S	
Recon	2	*	2	2	-	S	
ATR	2	2	0	2	-	S	
5 cm ATG	2	5	2	6	1	P	
7.5 cm ATG	2	6	3	6	1	P	
Marder III	1	4	3	6	3	H	
HMG	2	*	2	4	-	S	
MTR (8 cm)	2	1	3	6	-	S	Min range 2

Notes:

* Infantry (including recon, SMG, HMG) units do not normally have a hard target AF. However, if at the start of a turn, an enemy tank is adjacent to the infantry unit, it may fire at the tank unit using an AF Hard factor of 1. This represents anti-tank grenades and mines.

- No hard target DF value.

Credits

Finally, credit where credit is due: [Norm Smith](#), [Peter](#), [Martin Rapier](#), [Disgruntled Fusilier](#) and many others!