SP Game Rules v10-final 21 Dec 2018

Welcome to these rules whose aim is to add a bit of real world realism to how units behave in Steel Panthers. While these rules may look complicated at first they are actually easy once you start to use them. It is best to pick one or two rules and build from there; I would suggest starting with AFV movement and/or FOO rule. Suggestions and feedback are welcome. If you believe a rule is unrealistic or needs tweaking please explain why and provide evidence for your point of view so it can be evaluated. As an example: infantry were not allowed to fire at tanks with small arms to suppress them until the US Army video “Cracking a Tank” was discovered which talked about just this, it was then added to the rule set.

## Infantry

1. Infantry cannot soak off tank shots so your tanks can move up without fear of counter fire. Infantry units may move around in front of a tank, drawing fire.
2. Infantry can shoot at tanks with small arms (MGs, rifles etc) to cause the tank to button up; once the tank is listed as buttoned they can no longer fire at the tank UNLESS (3);
3. Infantry can always fire at a tank that is within the range of their A.T. weapon using the A.T. asset and small arms.
4. Infantry may always close assault a tank beside them, whether or not they have A.T. ability.
5. Infantry may always shoot at infantry in a hex that contains a tank.
6. Crews of destroyed vehicles must be moved to the rear. They cannot be used as scouts, targets to waste shots, or to capture flags.

## Smoke

1. Only units that have not moved forward and have not fired may deploy smoke. *This is to prevent players from running forward, shooting and with their last shot popping smoke to prevent counter fire in the opponent turn and thus making a walking wall of smoke. Note that this tactic can be defeated by Z fire into the hex behind smoke (Z fire rule 4).*
2. Weapons capable of firing smoke rounds (tanks and artillery for example) may always fire smoke; this excludes smoke dischargers which fall under #1 above.
3. Infantry that are moving forward and come under fire and become pinned (they must have the pinned status) may pop smoke. They may not fire before or after popping smoke, or before they began their move. **NEW**
4. APCs may pop smoke to protect infantry that dismount and come under fire (the infantry do not have to gain the pinned status). The infantry and APC may not fire before or after popping smoke (smoke dischargers, not smoke ammo). **NEW**
5. *OPTIONAL:* infantry may not pop smoke at all.

## Z-Fire

1. Infantry units (squads, sections, sniper, bazooka etc) may only Z fire 4 hexes (200m) at hexes they have not received fire from, and out to LOS at hexes they suspect they took fire from. Infantry can only Z fire once per turn. *Infantry only carry about 120 rounds of ammunition as it is heavy, they do not have the firepower to spend two minutes (about 1 turn in the game) firing off all their ammo. Suppressing fire is the job of MGs and support weapons.* **(NOTE: range increased from 2 to 4).**

2. All support weapons that come with a crew may Z fire to a maximum of one hex past their clear line of sight to prevent GOD MODE z-firing of identified but not spotted units on the map.

3. Crew served weapons may z-fire unlimited at hexes they can see. *It is the job of support weapons to suppress an area while the infantry works forward in preparation of the assault.*

4. Units may fire at the hex directly behind smoke, once per turn, regardless of range.

5. *OPTIONAL*: MGs as artillery: machine guns were quite often used for indirect fire on out of sight cross roads and such to deny access to the enemy or restrict movement. To mimic this in the game MGs may fire unlimited amounts at a target hex (1 hex) they cannot see but it counts towards the amount of FOO shoots you have. The firing MGs should be considered onboard artillery for game purposes with all artillery restrictions applied. MGs cannot make patterns. This rule would probably be best used in assault battles.*I have 3 FOOs plus my HQ shoot for a total of 4 shoots. Shoot 1,2 and 3 will contain artillery units and will be fired by a dedicated FOO; the 4th shoot will be MGs (any number can fire at the hex, but they can only be MGs) called in by the HQ. If I wanted a second MG shoot at another hex then I would have to cancel one of the artillery FOO shoots.*

6. *OPTIONAL*: Infantry units may engage in z-fire firefights with unseen units. Each time a unit is shot at by a hidden unit the targeted unit may return fire at that hex regardless of how many times he has z-fired. *A squad is moving forward and takes fire from a building but doesn’t spot the shooter. The squad z-fires back at the building; the unit in the house is triggered by the AI and fires again, the targeted squad may once again z-fire back and continue to do so each time it is fired at.*

*SUMMARY: Infantry may always fire once per turn up to 4 hexes away at any hex they have LOS too. They may always z- fire at a hex they take fire from regardless of range. Note that some rules may change this, such as 5 and 6 above, but must be agreed upon first.*

## Artillery

1. Onboard artillery/mortars must be deployed in battery with a maximum of 1 hex between adjacent tubes. *On board guns, if deployed in woods, must be set up so the hex in front of them is clear, otherwise they would be shooting through the branches. Artillery cannot be deployed in houses.*



In the picture above 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.

1. No artillery Z fire shoot for quick plotting. You MAY z-fire artillery and mortars as per z-fire rule 2 and 3, but you cannot then plot a regular artillery shoot from those impact hexes to obtain a reduce artillery delay.
2. No ammo resupply allowed by default, must be agreed upon before game start to be allowed.

*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:
   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.



In the picture above the artillery was plotted on marker 1. The rounds land and spread out, the FOO decides that impact 1 (yellow 1) works better for him. He must now shift the other 4 plots onto the new target hex. He could also just leave the impacts as they are and allow them to continue to shoot spread out.



In the above picture artillery patterns are in play (optional rule 5 below). The player has created a line pattern (5x2 max).



In the above picture the rounds from the line pattern have landed, the player must shift all wayward impacts back into the line formation, he may not leave them scattered, but he may reform the line formation on any of the impacts as long as the line formation is rebuilt.



An example of the box pattern, note it is 4x4, the maximum allowed.



A diamond pattern, note that the diamond must be closed. The white dot represents the closed box for a 4 gun battery shoot.

* 1. All players get at least one shoot even if they have no FOOs, but this shoot is limited to onboard guns only and can be called in by any HQ unit. Off board artillery/air may not be called in. So if you lose all your FOOs your off board is no longer in contact. *This ‘on board’ shoot gives you an extra shoot, so if you purchase 3 FOOs you will get 4 shoots, 3 of which can contain both off and onboard artillery, and a 4th that only contains onboard artillery. This represents platoon HQs and such calling in company support mortars and such. This 4th shoot may be used to call in MGs on a target hex.*
  2. *OPTIONAL:* AIR FOO: A player must purchase a dedicated FOO that can only call in air assets. This FOO is to be renamed AIR FOO and represents the Forward Air Controller (FAC). If he dies radio communications are lost and air cannot be called in. One FAC per target.

1. Players may create artillery patterns (line, box, diamond) with their guns. All hexes must be adjacent and the pattern must be closed and each turn any wayward impacts must be adjusted back into the formation. LINE: 5 hexes by 2 hexes. Box: 4 hexes by 4 hexes. Diamond: no max size but the diamond must be closed.
2. Laying of guns on a target and turning off the tubes only allowed if agreed upon before game start.

## AFVs and Woods

1. Size 0-2 may move through any number of forest hexes

Size 3+ can only move into the edge of forests, a single hex (to represent being under canopy cover). In the picture below a size 3+ vehicle may move along the yellow lines (under canopy) but may not move across a second woods hex, the red line.



1. Orchards do not affect movement of any type of unit.

**AFV Stacking (changed 9d)**

1. A maximum of two motorized units of any class may be stacked in a hex (tank+halftrack/tank+tank etc). Rule changed due to research involving Operation Totalize and Tractable where the Allies had tanks 15 yards apart.

## Flags

1. Flags may only be captured up to two turns before last turn and must be captured by platoon formations, size 0 cannot capture flags.
   1. PLATOON FORMATIONS: this means 3 units that are designed for combat purposes and are not size 0. So 1 infantry squad and two half-tracks, 2 tanks and a half-track, etc, equals a platoon.
2. For the last two turns of the game, the player who has lost any flags may attempt to regain them. For example: a game is 30 turns long; players may capture flags up to the end of turn 28. On turns 29 and 30 players may only attempt to capture flags lost before turn 28, but they must use platoon formations. *This rule is to prevent players from ambushing the flags on the last turn which greatly favours the player who moves last*.

## Unit Purchases

1. Units must be purchased with some semblance to real world to reflect the actual rarity or availability of the units; normally this means buying in company formation. For example, in early 42 a player may have 1 Tiger per company of other tanks, but in 44 he may have 4 (this is just an example, not a firm ratio). Russians should not have hordes of T34s in 41/42, they would be along the basis of a Tiger in game terms. In modern game terms the T64 should be a rarity compared to the T62 or T72. Best to agree before game start on this rule.

*\*\*OPTIONAL: agree before game start or it is not applicable.\*\**