

3rd Generation Warfare 6mm Rules

Introduction

These additional rules for 3rd Generation Warfare are for players who wish to use their 6mm armies and recreate larger battles on the battlefield. In essence the game is the same with a few minor differences. Whereas the standard game considers vehicles as single units and infantry as individual models the 6mm version group's individual units together in platoon sized formations. Rather than activating a single vehicle or single infantry squad per action point the entire platoon is activated instead. The rules still recreate the fast paced mobile combined arms combat of modern warfare, but now on a much larger scale without slowing the game and flow of play.

Figure Scale

The preferred figure scale for these rules is 6mm. The game itself is broken down into three battle group sizes; these are battalion, regiment or higher command. The game is played on a 1:1 scale meaning that a tank model represents a single tank but a group of infantry figures represent a squad.

The battalion level game consists of a number of companies, usually 3 to 5, with a battalion commander acting as the battle group HQ (BGHQ). The maximum number of vehicles on table will be approximately 20 to 50 per side. The smallest unit now on the battlefield will be the platoon.

Ground Scale

In the standard game the default unit of measurement is inches. This ground scale can substituted to centimeters which we have found works best for this scale with the added bonus of a great deal more tactical movement on the battlefield. That being said using inches for this scale does represent a more realistic range representation. You can of course have the best of both worlds and use centimeters for movement and inches for fire combat.

Battlefield Area

If using centimeters as the ground scale for movement and firing the battlefield area can be reduced from the standard suggested battlefield sizes in the rulebook. There are benefits to reducing the battlefield area as well as maintaining a similar size. The larger the battlefield the more room for maneuver but it may take units some time before getting into the thick of the action. The best solution is to determine the number of forces per side and whether you are using centimeters or inches for movement or firing or both. After a game or two you will get a better idea as to the size of battlefield you will require for your future games.

Figures & Models

Vehicle models do not need to be based but if they are they should be individually based. Infantry should be based as a few figures per stand to represent an individual squad. Usually 3 or 4 squad bases will make up a platoon.

Command & Control

If you are using centimeters you will need to pay close attention to the command radius of units. As the smallest unit is the platoon each model needs to be in close proximity to its fellow platoon members or you will risk placing a unit out of command and control and thus follow the rules to get the unit back in command and control.

Command and other Single Units

Command units are considered separate units on the battlefield. For instance a Soviet company commander is usually one vehicle. This single vehicle must activate on its own and will require a single action to move or shoot. Supply vehicles are considered single vehicles and must be activated as single vehicles regardless of the number of vehicles within the battlegroup.

Command Bonus & Action Point Determination

This is one of the big differences in the 6mm game compared to the standard version of 3rd Generation warfare. For example in the standard game a Soviet tank platoon provides a command of 1D6+2 (1D6 for the platoon commander and a +1 for each subordinate in the platoon). A company commander provides 2D6 command bonus and so on up the chain of command.

The 6mm version works out the command bonuses differently. Each platoon on the battlefield provides a +1 with company and higher level commander's just providing 1D6 each. Therefore a Soviet tank company will provide 1D6+2 (1D6 for the company commander and a +1 for each subordinate platoon in the company).

Units

The smallest unit on the battlefield is the platoon (with the exception of command and resupply). All units now activate as one rather than individually. One action point spent on movement will move the whole platoon. One action spent on firing means the whole platoon will fire. Any action spent to move a unit means the whole unit will move at the same speed, if one or more vehicles in the unit move less due to terrain restrictions then the whole unit will move at the speed of the slowest. Any action spent on firing means the whole unit must fire at the same target for that single fire action. Any eligible subsequent fire actions can be against a new target but again all units in the platoon must engage that target.

Initiative

All company and higher level commanders contribute towards initiative. Undamaged recon units can also contribute towards a formation's initiative. If any vehicle has been destroyed within the recon platoon then the unit is not eligible to add its recon initiative bonus. For every company and higher command unit and each undamaged recon platoon add +1 to the initiative die roll.

Reactive Fire / Movement

A reactive fire action is applied to the whole platoon and will cost two actions per reactive fire action. When reacting to an enemy action the whole unit will engage the target. If a recon unit is placed on a reactive order and the reaction action is used to move, the entire platoon will move.

Becoming Stuck

If a platoon enters an area of BAD GOING terrain there is a chance one or more vehicles may become stuck or bogged down. Each time any member of a platoon enters and subsequently moves through BAD GOING terrain rolls 1D6 and consult the Becoming Stuck table. If the number rolled is lower than the stated number a vehicle has become stuck or bogged down. The rest of the platoon will stop and stay with the vehicle in an attempt to recover it from the terrain and on subsequent turns another roll is made on the Becoming Stuck table to see if the platoon has managed to recover the vehicle. Any vehicles that are noted as Low Ground Pressure will add a +1 to any die roll on the Becoming Stuck table except in forest terrain features.

Acquisition

Each unit member in a platoon has the ability to acquire a target. Roll 1D6 for each member of the platoon. Any units within the platoon which fail to acquire are then unable to fire during this particular combat action.

Measuring Distances

To measure a distance for movement or firing always measure from the center of the platoon to the center of the target unit.

Ammunition

Supply is a key element in 3rd Generation Warfare but has changed slightly for the 6mm version. Missile equipped units still only fire one missile per turn regardless of locality to a resupply vehicle.

- Any non-missile combat unit in close range (18cm) of a resupply vehicle/ammo dump can conduct up to TWO combat actions per vehicle per turn
- Any non-missile combat unit in short range (27cm) of a resupply vehicle/ammo dump can conduct up to ONE combat action per vehicle per turn
- Any non-missile combat unit outside of short range (27cm) of a resupply vehicle/ammo dump can conduct HALF combat actions per platoon (rounding down)

Example 1:

If a Soviet tank platoon of three vehicles is within close range of a target unit and spends an action to fire then a total of six shots may be made on the target platoon (3 units x 2 shots).

Example 2:

If a Soviet tank platoon of three vehicles is within short range of a target unit and spends an action to fire then a total of three shots may be made on the target platoon (3 units x 1 shot).

Example 3:

If a Soviet tank platoon of three vehicles is outside of short range of a target unit and spends an action to fire then a total of one shot may be made on the target platoon (3 units X 0.5 (rounded down)).

All hits are allocated to the whole unit by the firing platoon. Any number of hits can be allocated to each vehicle in the target platoon.

Missile Detection

If a vehicle in a platoon is targeted for a missile attack ALL vehicles in the platoon can spot for the missile, roll 1D6 for each vehicle in the target platoon and if the missile is spotted the whole platoon will react to the missile fire.

Firepower

Firepower works the same way BUT is on the platoon level rather than squad level. The small arms firepower line is used to determine the firepower number of the entire platoon rather than the squad. So a full strength platoon the firepower number will be 5. For tank fire support, the entire tank platoon will assist the unit and the firepower of the main gun is used to add to the base firepower number of the initial unit.

For Example:

A full strength infantry platoon with a tank platoon in support is engaging a target with direct area fire. The initial firepower rating is 5 for the infantry platoon. The tank platoon is armed with 120mm guns with a firepower rating of 10. The total attacking firepower rating is $5 + 10 = 15$. This number is then used on the DIRECT AREA/ INDIRECT AREA FIRE & BOMBING table and the FIREPOWER EFFECTS table.

- Unit's total firepower is not for each individual but for whole unit
- Area fire is applied to all vehicles or infantry squads in the target unit (4 hits = 4 hits on platoon)
- A DS result on armour destroys one vehicle from unit, the rest are suppressed
- A DH result on armour destroys one from unit, the rest are on a halt morale order
- A DFB result on armour destroys one from unit, the rest are on a fallback morale order

Casualty Saving

Roll X number of casualty saving dice depending on the number of hit received on the unit, any failures result in the destruction of one or more platoon members.

Morale

For a non-penetrating shot on a platoon roll 1D6 on the morale chart. For each additional non-penetrating shot received on the same target platoon from the same firing platoon within the same fire action a -1 is deducted from the morale roll. If the morale roll is then a fail result, half (rounding up) the total number of failed non-penetrating shots received and apply that modifier to the die roll on the failed morale result chart.

If the initial morale result by the target is daring and a subsequent roll of 6 is achieved then the whole unit may make a fire or move action.

Any morale effect which is recovered is done so by the entire platoon. For example for every action allocated to remove suppression from the platoon roll 1D6 and on a 3+ the suppression marker is then removed from the entire platoon.