"MUKDEN TO MEGIDDO"
EARLY 20TH CENTURY RULES BY ANDY CALLAN

Introduction. *These rules work best with an Umpire to keep track of messages and rule on points of order.*
Ground and figure scales are deliberately vague.
Time Scale is elastic around 1 turn = 15 minutes.
All measurements are in inches. You need lots of standard 6-sided dice (D6).

1. ORGANIZATION

Infantry Unit. 16-20 figures - sometimes with a machine gun unit attached, depending on the army. Operate in a single loose line, as two half-unit columns or as two lines of skirmishers. *Infantry are rated Elite (eg BEF, Gebirgsjager), Good (Alpini, Chasseurs, Schutztruppen etc), Average (most troops) or Poor (Militia etc).*
Cavalry unit. 10-12 figures. **Artillery unit.** 1 gun and 4-6 crew. **Machine Gun unit.** 1 MG and 3-4 crew.
Cavalry, Artillery and MGs are always rated at least "Average" for Morale.

2. COMAND & CONTROL

"Front Line" commanders control around half a dozen units and a "Sector" commander control two to three of these front-line groupings. Each commander is represented on the table by an HQ stand. "Chateau" (off-table) generals issue overall battle plans and control off-table artillery.

Typical commanders can make up to two actions per turn (vary this up and down according to army or scenario). Choose from:

All. Write a message to go up/down the chain of command by one level. Messages go via the Umpire: roll 5+ to arrive next turn (this can go up to 4+ according to army or scenario)..
Sector Only. Order indirect artillery fire on a new target or cease a planned bombardment (1 action per artillery unit).
Front-Line Only. Give a new tactical order to a unit within 18 ins (ie do something such as move to a new position, deploy, re-align, counter-attack, dig-in etc).

Initial orders are free and must consist of Attack, Defend, March to or Bombard a given position.
Otherwise units are "in Reserve ", awaiting orders.

Show Attack or March orders with a movement arrow. Units keep moving until ordered to stop or until they reach their objective. Show the number of turns of a planned bombardment with a dice by the gun.

Rifle/MG fire or fire over 'open sights' by artillery does not need an order – units can fire at any target the player chooses.

HQs who send more than one order or message can't move in that same turn.

3. FIELD ENGINEERING

Set out trenches and barbed wire before the game starts.
All movement within belts of trenches counts as bad going. Dice 5+ per figure to cross intact wire, 4+ if not under fire.
Troops can't dig new trenches or lay new wire during a game, but if infantry occupy a linear position (eg the edge of a wood or along a road or canal) they can convert this to "field defences" (= same as trenches against rifle fire) in 2 turns if they are ordered to "dig in".

4. TURN SEQUENCE

Turn Sequence (IGO/UGO in each stage of the turn sequence (below). The Defender always acts first except at stage 5 (movement). Move the game clock on 20 minutes at the end of every turn (stage 8).

1) Write messages & issue orders.
2) Artillery fire (indirect and over open sights).
3) Infantry and MG fire.
4) Take Morale tests to rally or continue moving
5) Move units with orders to do so (attacker moves first)
6) Hand to hand
7) Enforced moves - Routs & pursuits
8) Umpire rolls for messages to arrive

5. MOVEMENT

	Open	Column	Bad Going	Road
Infantry & MGs	D6 +4 ins	10ins	D6+1 ins	12 ins) *Infantry in Columns = an "easy target".*
Cavalry & HQs	D6 + 10ins	n/a	D6 ins	18ins) *Cavalry or Infantry moving in line must*
Artillery	D6 +8 ins	n/a	n/a	18ins) *roll a move dice for each end of the line.*

Infantry take one turn stationary to change formation.
Field Artillery takes one turn to unlimber and set up. It can limber up and move half distance.
Heavy Artillery is fixed and usually off-table.
MGs fire at only half effect if they moved in the previous turn.

6. FIRING

Elite/Good Infantry can fire at half effect and then move half (or vice versa). Others either fire OR move.

Ranges.
Elite/Good Infantry can fire at ½ effect and then move half move. Skirmishers fire AND move. Others fire OR move. Count all the figures in a firing line but only the front rank of an infantry column or skirmisher battalion.

Elite/Good Infantry: 0-24 ins
Other Infantry/Cavalry on foot: 0-20 ins   MGs: 0-30 ins LMG: 0-20ins
Field Artillery: 12-60 ins, Heavy Artillery (inc off-table) 24-96 ins, Trench Mortars: 6-24 ins
Indirect artillery and counter battery fire at a new target must be ordered and the target must be in sight of a spotter within 18ins of the gun (shown by special figures). The first round of such firing as "ranging shots" (show this with cotton wool balls). These have no effect but may tempt the enemy to move...

Roll for hits:	Elite	Others
Infantry firing from defences	D6 per 2 figs	D6 per 3 *(Average/Poor ignore spares. Others get an extra dice*
Infantry firing in the open	D6 per 3 figs	D6 per 4 (if *they roll a D6 =/lower than the number of spares.*

Machine Gun   D6 per crewman (up to 3 - use extras as replacements) *(LMGs have* 2 *crew)*
Artillery   D6 per crewman (up to 4 - use extras as replacements) *(Trench mortars have* 3 *crew)*

All weapons score a hit on a target in the open for 4+ (easy target 3+, difficult target 5+) in trenches for 6.
Columns are "easy" targets. Deployed artillery, skirmishers or "pinned down" infantry are "difficult".
Any target in concrete defences can only be hit by heavy artillery rolling 6s.
An MG attached to an infantry unit cannot be targeted but for any 6s in the enemy firing roll again: 5/6 = 1
MG crew hit, 1-4 = infantry.
HQ units and artillery spotters cannot be targeted.

7.   MELEE

Take one half of the front- line numbers engaged, pair them off, then roll D6 vs D6 for each pair. The
Smaller side always loses any combats where they cannot pair off.
So with 14 attackers vs 12 defenders there are 6 even combats and 1 automatic loss for the defenders.
Attacker always +1, Better troops +1, Cavalry vs infantry in the open + 1, Pinned down -1.
Any "Special weapons/tactics/circumstances" (depending on the scenario) + 1.
Any losers by 2+ are killed. If the losses are equal or differ by only one the fight continues next turn and
attacking troops in a column can fill in any front-line gaps. Otherwise half of the survivors on the losing side
surrender and the rest run away.
Cavalry always pursue for 1 turn before they can attempt to rally.
Troops who run away after hand to hand never rally.
Winning infantry should spend the next turn taking prisoners, who must then be escorted to the rear with a
guard of one figure.
Skirmishers cannot make an attack and always try to evade if they are attacked.

8.   MORALE

Units must test Morale:
a)   to advance under fire that inflicted at least one casualty on them in the current turn.
b)   For infantry to advance through friends who are pinned down by fire (they must halt for 1 turn as they do
this, as an easy target)or if friends retreat through them.
c)   To rally after winning a hand to hand combat, after carrying out a pursuit, or after retreating.
d)   To recover if pinned down and no losses were suffered this turn. Recover automatically if not under fire.

Infantry: Elite roll (2D6)+ 2, Good: roll (2D6) + 1. Average: roll 2D6. Poor: roll (2D6)-1
Re-roll one 1 (once) if Elite or in trenches, or if a front line HQ has attached itself to the unit that is testing.
Re-roll any 6s (once) if the unit is already retreating.
Cavalry and sub-units of Infantry: roll 1D6 (Good/Elite + 1, Poor -1).
HQs, Independent MGs and Artillery: Never have to roll for Morale.

PASS the Morale test if you roll higher than the number of losses the unit has suffered so far.

FAIL the Morale test if you role equal or less. A natural 2 or 3 (on two D6) or 1 (on one D6) is always a fail.
if you roll equal or less:

Infantry and independent MGs halt and get a 'Pinned Down' marker – this makes them a "difficult target" in
the open EXCEPT against Artillery fire. They fire at half effect and if attacked they get -1 in hand-to-hand.
Infantry who get a total of 3 or less on a roll of 2 dice FAIL AND RETREAT one move immediately. They
must continue retreating each turn until rallied.
A front-line HQ that is attached to a pinned down Infantry unit cannot issue orders or send messages.

Cavalry whose score is equal to their losses may choose continue to advance under fire, but lose 1 extra
figure. If they fail a Morale test by rolling less than their losses they must retreat back to the nearest cover
(or until no longer under fire if no cover is available) and halt. They must then dice to rally

Appendix 1: Notes on Trench Warfare

These rules deliberately make it difficult to achieve anything much…

All standard rules (on pages 1-3) apply except:

Infantry always operate in c10 figure "sub-units" of skirmishers. They can attack in this formation.
"Elite" troops (e.g. Stormtroopers) treat no mans land as "open" for movement.
Commanders get only one action a turn. Roll 6 for all messages to go up or down the chain of command.
Artillery is always off-table or dug-in near the defender's baseline.
Roll 5+ per figure to cross intact wire or 6 under fire (Tanks crush it).

To re-organise 2 damaged units (n/a under fire): The Bigger unit adds half of the strength of smaller one (up to a max of 9 figures). Remove any spares.

Tanks move D6ins. 3-4 Crew. Their Mg & Gun range is 12ins. They are vulnerable only to direct artillery fire (6 to hit) & 6 ½ for heavy MGs(roll 6 to hit followed by a 4/5/6). Tanks never have to roll for Morale.

Pre-battle Bombardment:
The Attacker is never quite sure of its effect.

a) Inflict D6/2 casualties (dice separately for each unit) on each front-line unit and MG (½s round up) *Note: The Umpire may vary this effect up or down according to the scenario or a secret dice roll.*
b) All Defenders start off 'pinned down' *(or vary this by pinning only a fraction of them).*
c) Attackers +1 to cross wire *(this might be varied to +0 or +2).*
d) Smoke -1 on all firing dice.
e) Gas -1 on <u>all</u> dice rolls. (Smoke/Gas affects A4-size areas - roll D6 for each area, each turn. 1 =disperse).