A Fistful of TOWs 3

INTRODUCTORY RULES

Miniature Wargame Rules
Modern Mechanized Warfare
1915–2015

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FFT3 Introductory Rules

Note: This is a VERY simplified version of FFT3. Many FFT3 concepts have been omitted or simplified, but it does allow you to play a full game and get the flavor of FFT3.

Start a Fight

Get some figures and get to it. The Soviets should get 1.5 to 2 times as many tanks, IFVs and infantry in a meeting engagement. If attacking, the Soviets need at least 3 times as many stands. Mount infantry on penny sized stands for micro scale miniatures.

The Forces

Here are the stats for the vehicles and explanations of what the abbreviations mean.[1]

| Type | Mov | Arm | ---------------Gun--------------- | | | | ---Missile--- | | |
			Pen	ROF	Rng	AI	Pen	ROF	Rng
NATO Tank	14	12-6	14	3	24"	-1	-	-	-
Soviet Tank	10	10-4	14	2	16"	-1	-	-	-
NATO IFV	14	6-5	7	2	16"	-1	8	1	40"
Soviet IFV	10	5-3	7	4	12"	-1	8	1	30"

Type: The type of vehicle. The NATO tank is representative of late 1980s NATO main battle tanks like the M1 Abrams, the Leopard 2 or the Challenger. The Soviet tank is representative of 1980s Soviet tanks like the T-64, T-72 or T-80. The NATO IFV represents infantry fighting vehicles like the M2 Bradley. The Soviet IFV represents infantry fighting vehicles like the BMP-2.

Mov: The number of movement points the stand has.

Arm: The stand's armor rating. The first number is the front armor rating and the second is the flank armor rating.[2]

Pen: The gun or missile's penetration.[3]

ROF: The gun or missile's rate of fire (i.e., the number of shots it gets per turn).

Rng: The gun or missile's effective range. For guns, close range is ½ effective range and long range is 1½ effective range.

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[1] FFT3 has rules for all kinds of technology and systems – NBC systems, stabilization, night vision systems, etc. But this was omitted from the introductory rules.

[2] FFT3 has elegant and detailed rules for special armor types and their effect on shaped charge weapons. But since all the vehicles represented here have advanced armor, these rules were omitted and the missile/LAW penetration reduced accordingly.

[3] FFT3 has rules for different warhead types – kinetic energy, HEAT, etc. In these rules, guns are assumed to fire kinetic energy rounds and missiles/LAWs to have HEAT warheads.

AI: The gun's anti-infantry rating.

Here are the stats for infantry stands and explanations of what the abbreviations mean:

| Type | Mov | Anti-Infantry | | | LAW | | | Missile | | |
		AI	ROF	Rng	Pen	ROF	Rng	Pen	ROF	Rng
NATO Infantry	4	+1	3	4"	5	1	2"	8	1	10"
Soviet Infantry	4	+1	3	4"	5	1	2"	6	1	5"[4]

Type: Type of stand. The infantry stand represents a typical mechanized infantry platoon of the 1980s. The NATO

Mov: The number of movement points the stand has.

AI: The stand's anti-infantry rating.

ROF: The weapon's rate of fire (i.e., the number of shots it gets per turn).

Pen: The gun or missile's penetration.

Rng: The weapon's effective range. For guns and AI, close range is ½ effective range and long range is 1½ effective range.

Sequence of Play

Attacker

- Attacker Artillery Phase: Attacker places artillery templates and resolves artillery strikes against any stand touched by a template.
- Attacker Movement Phase: Attacker moves his stands. Defender conducts overwatch fire if applicable.
- Attacker Fire Phase: Attacker's stands fire.
- Quality Checks: Units that have suffered at least 2/3 casualties this turn make a quality check.

Defender

Same sequence as above but reverse the roles (i.e., where it says "attacker" substitute "defender" and vice versa).

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[4] Actually, the Soviet infantry platoon would carry the RPG-7. The RPG-7 works like a LAW, not a missile. However, for simplicity in this introductory game, it's treated as a missile.

Game Basics

Scale

1 turn represents about 12 minutes. 1" represents 100m. A stand is about a platoon of infantry or about 5 vehicles.

Units

A unit is a group of stands organized together. Typically Western units are companies while Soviet units are battalions. Units must generally keep together (see Cohesion below).

NATO units are companies of 0-3 tanks and 0-3 IFVs (each with an infantry stand). Maximum of 4 tanks and IFVs in a unit.

Soviet units are either (a) tank battalions of 4-6 tanks and 1-3 IFVs (each with an infantry stand); or (b) motorized rifle battalions of 6-9 IFVs (each with an infantry stand) and 1-3 tanks.

Range

Tank and IFV guns and infantry Anti-infantry have an Effective Range listed in their data. Short range is ½ Effective range. Long range is 1½ times Effective Range.

Missiles have a single range.

Quality Checks

A quality check is a d6 roll. If the roll equals or exceeds the stand's quality rating, there's no effect. If the roll is less than the stand's quality rating, the stand is eliminated. Actually, it's merely out of the current fight due to demoralization, damage, fatigue, etc. If a unit takes a quality check, make one roll for the whole unit. Remember: Stands are always destroyed if they fail a quality check.

Quality checks can occur due to:

- Anti-vehicle gun fire
- Missile fire
- Anti-infantry fire
- Artillery fire
- Casualties

A stand can take a maximum of one quality check per turn from artillery fire.

A stand can take a maximum of one quality check in a turn from enemy fire. A stand that passes a quality check from enemy fire ignores additional quality checks from enemy fire for the remainder of the current turn.

A unit can take a maximum of one quality check for casualties per turn. A unit takes a casualty quality check when it first loses 2/3 of its stands (round up). The unit takes a casualty quality check in any subsequent turn if it loses one or more stands.

Quality levels can also give a to-hit bonus for anti-vehicle, missile and anti-infantry attacks.[5]

Side	Quality Rating	To Hit Bonus
NATO	4+	+1
Soviet	5+	0

Movement

Each stand has the number of movement points indicated on its data line above.

Each stand can spend up to all of its movement points and fire. A stand can use strategic movement which doubles its movement points, but it can't fire and it can't move within 10" of an enemy stand.

Stands in open terrain move 1" per movement point.

Vehicle stands in difficult terrain – forests, towns, rocky fields, swamps, etc. – move ½ inch per movement point.

Infantry stands in difficult terrain move 1" per movement point.

Stands on roads move 2" per movement point.

Friendly stands cannot move within 1" of enemy stands.[6]

Cohesion

A stand is **in cohesion** if it begins and ends its movement phase within 2" of at least one other stand in its unit. Stands that are in cohesion function normally in the game.

A stand that is not in cohesion has a -1 to its quality check. If it moves, it must attempt to move in cohesion. Stands can be moved out of cohesion if a player wishes, but remember that it must try to move in cohesion if it moves again.

Carrying Infantry

Each IFV can carry 1 friendly infantry stand. To pick up infantry, the IFV must be (or move) next to the infantry stand and spend 2 movement points. To debark (drop off) an infantry stand, the IFV must spend 2 movement points. The infantry stand loses 2 movement points when it debarks.

If an IFV is destroyed, its infantry stand survives if the infantry stand can make a quality check. Otherwise the infantry stand is destroyed.

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[5] FFT3 has seven quality classes from Poor to Superb. In this game NATO is Good and the Soviets are Average.
[6] FFT3 has rules for **close combat**, a very fast and deadly form of combat for use when stands move within 1" of enemy stands.

Terrain

There are two terrain types – open and difficult (forests, swamps, towns, etc.)[7]

Open terrain has no effect on stands.

Difficult terrain increases the movement cost vehicles moving through it (see Movement above). It also gives stands a Terrain Saving Throw against Anti-vehicle attacks, missile attacks and Anti-infantry attacks. See the combat sections below for details. Finally, difficult terrain blocks line of sight. Stands that are in difficult terrain can see 2" into that terrain. Stands on the edge of difficult terrain can see (and be seen) outside the terrain.

Roads have the same combat effects as the terrain adjoining the road.

Armor and Facing

Tanks and IFVs have an armor rating in their data lines.

A vehicle's front is the 120 degree arc in front of the stand. Any fire from an enemy stand that is wholly or partly in the vehicle's front arc is taken against the vehicle's front armor.

A vehicle's flank is the remaining 240 degree arc. Any fire from an enemy stand wholly in the vehicle's flank arc is taken against the vehicle's flank armor.

Combat

There are 4 kinds of combat: anti-vehicle, missile, anti-infantry and artillery attack. A vehicle can make only one type of attack per turn. An infantry stand can make an anti-infantry attack, an anti-vehicle attack with its LAW and a missile attack.

Anti-vehicle Attack

Anti-vehicle attacks are made by tanks (using their main guns) or infantry (using LAWs). The target must be an enemy tank or IFV. Here's how it works:

>First, **designate the firing stand(s) and the target stand**. All fire against a stand must be declared before any shots are resolved. There must be a clear line of sight between the stands (trace from any part of the stand to any part of the stand). Determine whether the attack will hit the target's front armor or flank armor.

>Second, **measure the range** (from any part of each stand). If the target is outside long range, the attack misses. Otherwise determine if the attack is at close, effective or long range.

>Third, **roll to hit**. Roll a number of dice equal to the stand's ROF. Apply the following modifiers:

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[7] FFT3 has rules for numerous terrain types. To keep things simple, we cut them down to 2 types.

- +1 if target is at Close Range
- -1 if target is at Long Range
- +Quality "to hit" modifier
- -1 if firing stand is suppressed
- -1 if firer is conducting an overwatch attack

Each die that is 4+ (taking modifiers into account) is a hit.

Fourth, **make terrain saves**. If the target is in difficult terrain, roll 1d6 for each hit. On a 5+, the hit is avoided.

Fifth, **resolve hits**. For each hit remaining, roll a number of d6s equal to the firing stand's penetration less the target's armor.

If a gun attack is at close range, the weapon's penetration is increased by 2. If a gun attack is at long range, the weapon's penetration is decreased by 2. LAWs and missiles do not use this rule.

If the firing stand's penetration is equal to the target's armor, roll 1 die. If the firing stand's penetration is less than the target's armor, roll 1 die and apply the difference between the firing stand's penetration and the target's armor.

For instance, an IFV scores 2 hits on a Soviet tank in its front arc. The IFV penetration is 7, the Soviet tank's front armor is 10. 7-10 = -3. Two penetration dice (one for each hit) are rolled and a -3 applied to each one. Since the maximum modified roll is 3, the IFV cannot hurt the Soviet tank with a missile.

- A roll of 6 means that the target is destroyed.
- A roll of 4-5 means that the target takes a quality check (maximum on one per firing phase).
- A roll of 3- is no effect

Missile Attacks[8]

IFVs and infantry stands can attack enemy vehicles with missiles. An IFV cannot fire both missiles and guns in the same fire phase. The procedure works just like anti-vehicle attacks, with the following differences:

- Missiles do not have a long or short range. If the target is within the missile's listed range, then the attack can proceed. If the target is outside the missile's listed range, then the attack fails.
- Infantry stands can spend all of their movement points and fire missiles.
- IFVs can fire missiles only if they spent ½ or less of their movement points in the movement phase.

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[8] FFT3 has different rules for various generations of missile guidance. These rules assume all missiles are second generation and limited missile ammo.

Anti-infantry Fire[9]

Tanks, IFVs and infantry stands may conduct anti-infantry fire against enemy infantry stands. Here's the procedure:

> First, **designate the firing stand(s) and the target stand**. All fire against a stand must be declared before any shots are resolved. There must be a clear line of sight between the stands (trace from any part of the stand to any part of the stand). Determine whether the attack will hit the target's front armor or flank armor.
>
> Second, **measure the range** (from any part of each stand). If the target is outside long range, the attack misses. Otherwise determine if the attack is at close, effective or long range.
>
> Third, **roll to hit**. Roll a number of dice equal to the stand's ROF. Apply the following modifiers:
>
> - +1 if target is at Close Range
> - -1 if target is at Long Range
> - +Quality "to hit" modifier
> - -1 if firing stand is suppressed
> - -1 if firer is conducting an overwatch attack
>
> Each die that is 4+ (taking modifiers into account) is a hit.
>
> Fourth, **make terrain saves**. If the target is in difficult terrain, roll 1d6 for each hit. On a 5+, the hit is avoided.
>
> Fifth, resolve hits. If any hits remain against the infantry stand, the infantry stand must make a quality check. The quality check die roll is reduced by 1 for every additional hit after the first in that phase.

Artillery

For every 3 units on a side, the owning player gets 1 artillery template (a 2" diameter circle; use a US quarter as a center point if you want) to place in his artillery phase.

An artillery template may be placed anywhere as long as a friendly stand can trace an unblocked line of sight to some part of the template.

Roll one die for any stand wholly or partially within the template:

- 6: Infantry in the open is destroyed. Tanks, IFVs and infantry in difficult terrain make a quality check. If the quality check is passed, the stand is suppressed.
- 4-5: Infantry in the open makes a quality check. If the quality check is passes, the infantry is suppressed. Tanks, IFVs and infantry in difficult terrain are suppressed.

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[9] FFT3 has a far more sophisticated anti-infantry combat system.

- 1-3: No effect.

The template remains until the owning player's next artillery phase. Any stand that touches it during movement takes an immediate attack as above.[10]

Suppression

A stand that is suppressed from enemy artillery fire stays suppressed until the start of the enemy's next artillery phase. Suppressed armored vehicle stands have a -1 to-hit modifier. Suppressed infantry stands have a -2 to-hit modifier. Suppressed stands lose 2 movement points.

Overwatch

Any stand that is eligible to fire may instead take an Overwatch marker. This allows the stand to fire during its opponent's next movement phase. However, all overwatch attacks are at -1 to hit.[11]

Examples

Anti-vehicle Attack

A NATO tank fires at a Soviet tank that is on the edge of a town (difficult terrain). There is a clear line of sight and the NATO tank is in the Soviet tank's front arc.

First, this attack and any others against this particular target are declared.

Second, the range is measured. The Soviet tank is 25 inches away. The NATO tank's effective range is 24". Since the attack is greater than 24" but not greater than 36", this is a long range anti-vehicle attack.

Third, roll to hit. The NATO tank's player rolls 3 dice, getting a 2, 5 and 6. The following modifiers apply:

- -1 for Long Range
- +1 quality to hit modifier for NATO

Each die that is 4+ (taking modifiers into account) is a hit, so 2 hits are scored

Fourth, make terrain saves. The target is in difficult terrain, so its player rolls 2d6 – one for each hit – getting a 2 and 6. A 5+ saves, so one hit is avoided.

Fifth, resolve hits. For each hit remaining, roll a number of d6s equal to the firing stand's penetration less the target's armor. Since the NATO tank is in the Soviet tank's front arc, the Soviet tank's front armor is used. The NATO tank's penetration is 14, less 2 for long range, which equals 12. The Soviet

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[10] The FFT3 artillery system is <u>far</u> more sophisticated. This greatly simplified process gives the flavor of the full system.

[11] FFT3 has several additional options to make the sequential turn sequence more realistic. These include Hold Fire, Pivot and missile overwatch.

tank's front armor is 10. 12 – 10 = 2 dice. The NATO player rolls 2 dice and gets a 2 and 4. Since a roll of 6 means that the target is destroyed, a roll of 4-5 means that the target takes a quality check (maximum on one per firing phase) and a roll of 3- means no effect, the Soviet tank takes a single quality check. The Soviet player rolls 1 die. He needs a 5+ to pass, but rolls a 2. The Soviet tank is destroyed.

Missile Attack

A NATO infantry stand fires a missile at a Soviet tank in the open. The infantry stand is entirely in the Soviet tank's flank arc, so the attack hits the flank armor. The range is 9", so the attack may proceed. The infantry stand rolls one die (ROF 1) and rolls a 3. The following die roll modifiers apply:

+1 quality to hit modifier for NATO

The modified roll is a 4, which is a hit. The Soviet tank is in the open and gets no terrain saving roll. The missile's penetration is 8. The Soviet tank's flank armor is 4. 8-4 = 4. The NATO player rolls 4 dice getting a 1, 2, 5 and 6. The 6 destroys the Soviet tank.

Second example – assume the same situation, but the attack hits the Soviet tank's front armor, which is 10. The missile's penetration is 8. 8-10= -2. The NATO player rolls 1 die and subtracts 2. The roll is a 5. Subtracting 2 leaves a 3, which is no effect.

Anti-infantry Attack

A NATO tank fires at a Soviet infantry stand on the edge of a town. The range is 27", which is long range. The NATO tank's ROF is 3, so the NATO player rolls 3 dice to hit, getting a 1, 5 and 6. The following modifiers apply to each die:

- -1 because target is at Long Range
- +1 for NATO's quality "to hit" modifier
- -1 for they NATO tank's AI rating

Two of the dice are 4 or higher, so 2 hits are scored. The infantry gets 2 saving terrain throws. The Soviet player rolls two dice and gets a 2 and a 4. Neither is a 5+ so no hits are avoided. The Soviet infantry stand must make a quality check and the check is reduced by 1 for each hit after the first. Since 2 hits are scored, the infantry stand must subtract 1 from its quality check roll. It rolls a 5, which is reduced to a 4. This fails (a 5+ modified roll was required to pass the quality check), so the infantry stand is eliminated.