

# M U Z Z L E F L A S H

## WWII

### Basics

- All figures have 4 actions
- Any actions not used may be used in the opponents turn to react
- Actions are refreshed at the start of your turn
- Any actions not used by this point are lost
- Some skills will allow for multiple actions per action point spent
- Carry out all actions for a model before moving to the next, you can not return to that model later in your turn
- Some actions are “combined” and may require multiple figures to carry them out, such as dragging a wounded comrade. In these circumstances assume that the group of figures has a number of actions equal to the individual model with the fewest actions remaining.
- An officer or NCO may only issue 1 order per turn
- The officer or NCO issues an order to applicable figures within 8”
- The order may only be issued to figures in the same section
- Officers and Platoon Sergeants may issue orders to all figures within 8” in their platoon

### Movement

- Infantry move 2” per action
- Heavy armour moves 3” per action
- Medium armour moves 4” per action
- Light armour moves 5” per action
- Wheeled armour moves 6” per action
- Wheeled soft skins move 7” per action
- An NCO may issue a “Double Time” order; this adds 50% of a figures movement onto each action.
- A figure must pass a moral test to cross an obstacle
- It is possible to take several attempts to cross an obstacle
- Engineers may use 4 actions to “gap” any obstacle on a roll of 2+, the gap is either the size of the door it replaces or is 3” wide in a wall or hedge

### Shooting with small arms

- It is assumed that a figure fills a cylindrical area, the size of their base
- If the figure is behind cover then the cylinder is assumed to end 5mm above the cover, regardless of the pose of figure.
- A kneeling figure that is behind cover that it could shoot over were it standing is allowed to shoot and is assumed to be visible 5mm over the cover.
- A figure that is pinned down or has the pinned effect is assumed to be making best use of cover

- If there is cover between the shooter and a pinned figure it is assumed that the pinned figure is invisible
- If the pinned figure is in the open then anyone shooting at it receives a -1 to hit as the figure is either laying prone or is zig zagging in attempt to make itself a harder target
- All hit rolls are made on a 4+
- Weapons have a Rate of Fire (ROF)
- A weapons ROF is halved (round down fractions) when snap shooting
- It takes different numbers of actions points (AP) to shoot in different ways
- ❖ Snap shot, 1AP, -1 to hit ROF halved(only type of fire usable in opponents turn)
- ❖ Deliberate shot, 2AP
- ❖ Rapid Fire, 3AP, ROFx2
- ❖ Aimed shot, 4AP, +1 to hit, ROF as snap shot
- Grenades take 1 action to prime and 1 action to throw
- Enemy figures may react to a thrown grenade before it detonates

Weapon		ROF	Short Range	Long Range	Wound Roll
Sten/MP40	Hit mod	3	0-12 +1	12-24 -1	6+
Rifle	Hit mod	1	0-12 -1	12-48 +0	5+
Battle Rifles	Hit mod	2	0-12 -1	12-48 +0	5+
Assault Rifles	Hit mod	3	0-12 +1	12-48 +0	5+
Bren	Hit mod	4	0-12 +0	12-48 +1	5+
Vickers	Hit mod	3	0-12 -1	12-60 +0	4+
MG38	Hit mod	6	0-12 +0	12-48 +1	5+
MG42	Hit mod	6	0-12 -1	12-60 +0	4+

- Cover effects shooting in the following way
- ❖ Partial cover -1
- ❖ Total cover -2

#### Rolling to hit with small arms

- Roll a dice per ROF
- A roll of 4+ is a hit

- For every 4+ rolled you can “walk” the fire 2” if attempting to hit multiple targets with a multiple ROF weapon
- If a shooter fires multiple shots (not ROF) then multiple targets may be picked in his field of fire
- If any hits are scored roll a d6 per hit to see if the target is injured on a 4+
- If the target is injured roll on the “Wound Roll” stat for the weapon per injure success
- A successful wound roll indicates that the model has been killed
- An unsuccessful wound roll indicates that the model has been injured
- Lay dead models on their fronts, or replace with a dead figure
- Lay injured models on their backs

### Personal Armour

For those of you playing this using modern figures or sci-fi we use the following rules

- Vital organ protection (modern battle armour):
- -1 on wound rolls
- +1 on casualty check rolls
- Advanced Battle Armour (sci-fi armour)
- Roll a save roll after a figure is hit, save roll is dependent on quality of armour
- 6+ poor ablative armour
- 5+ improved coverage
- 4+ advanced tech powered armour
- 3+ powered battle suit
- 2+ Tactical Dreadnaught Armour
- it works if you also include vital organ protection

### Pinning and its effects

- **When rolling to hit a model in the open:**
- if a hit is scored then that model and all other models within 2” receive a “pin point”.
- Every HIT scores a pin
- If a figure is injured then every figure within 2” receives a pin
- Only 1 pin is generated for injuring a figure, regardless of the number of hits.
- **When rolling to hit a model in cover:**
- Apply any cover modifiers to the roll
- Any dice rolled that would have scored hits BEFORE the cover modifier is applied are assumed to have hit the cover and therefore cause a pin point.
- Do not include other negative modifiers in this, the cover modifiers are applied LAST, only these count for pin hits.

Example:

Player A uses an MG38 to engage some enemy soldiers in the open, Player B has not spread them out well and has left them all within 2" of each other.

Player A activates his MG38 for 2 action points, firing a shoulder shot for an ROF of 6.

He rolls 6 dice and scores 4 rolls of 4+

He places his first hit against a figure on the far left of the group of enemy figures, causing a pin point on that soldier and every figure within 2".

He walks his next hit up to 2" and places it against the next figure, this figure already has a pin from the first figure hit and now has a pin from being hit as well.

Player A walks his next 2 hits onto other figures, the enemy section now has 4 figures hit and an incredible number of pin points spread through it.

Player A now rolls to see if he manages to injure any of the 4 figures hit and manages to injure 3 of them, generating additional pins on all figures within 2" of them and then rolls for the effects of the successful injure rolls.

2 of the figures are wounded and 1 is killed, the section is badly shot up with as many as 6 pin points on some of the figures.

Player A still has 2 actions left on his MG38 so could shoot again if he wishes.

Groups of figures in the open make ideal targets for support weapons, don't bunch up.

- As soon as a model with pin points on it activates in a players turn a pin test needs to be made.
- Roll 2d6 and add their scores together, then compare this score to the Morale of the figure
  - ❖ Unwilling conscript 6
  - ❖ Trained but green 7
  - ❖ Veteran 8
  - ❖ Seasoned veteran 9
  - ❖ Highly motivated elite 10
- if the score is below the targets moral then it has passed its test
- a figure that passes its moral test may remove a number of pins equal to the difference between the dice roll and the figures moral
- If a figure still has pin points left on it after this test then the figure is pinned.
- A figure that has JUST BEEN PINNED and still has pin points on it must react to the incoming enemy fire
- If the figure is in cover, move it back 2" so that there is no line of sight between the shooter and this figure, this figures turn now ends
- If the figure is in the open, move it up to its full move distance to the nearest cover, this figures turn now ends.
- If the figure is still in the open at the end of its turn then it will not shed any pins from a successful moral test.
- At the end of a figures turn, remove 1 additional pin point.
- Figures that have a number of pins on them, after their moral test, that equals or exceeds their total moral **and fails their moral test** will use their full movement to move away from the enemy and to a position of cover.
- This is called fleeing

- If they can not reach cover then they are treated as being in the open for moral purposes and recovering pins.
- If there is no cover for them to run to then they flee off the table.
- Any figures within 6" of a fleeing figure at the start of the fleeing figures turn, must test moral or flee as well, regardless of pin points
- This test is made PER FIGURE that flees
- If a fleeing figure reaches cover within its full move distance then it will stop there.
- The figure will still be classed as fleeing until it has recovered all of its pin points
- Fleeing figures that acquire more pins will automatically flee their full movement again.

Be aware, it is possible in a game of G.O.M.S. for one side to be driven from the battlefield without suffering a single casualty.

It is also possible for a side to hold on tenaciously and be killed to a man without giving up an inch of ground.

#### Suppressing and speculative fire

- Figures which are out of site of a firing unit may still be shot at in an attempt to pin them down
- Hit rolls are either made against the figures cover or ground that is near them
- A successful hit roll will cause a pin on any figure within 2" of the point of impact
- All modifiers to the shot are applied except for cover modifiers, a successful roll after modification is a hit
- Blast weapons that hit on the opposite side of any cover have cover modifiers applied to their hit rolls before determining casualties
- AT weapons fired at a wall may roll to penetrate
- If an AT weapon penetrates a wall place the centre impact radius on the wall and work out any hits as if the figures behind the wall had no cover
- Work out the edge blast as a 45 degree cone on the penetrated side of the wall, oriented in the direction of travel
- On the impact side of the wall treat the edge blast as a semicircle oriented along the wall
- **SPECULATIVE FIRE** only ever hits on a 6+ and can only ever cause a pin
- Speculative fire can be fired at any enemy unit that can not be physically seen, this can include previously unseen targets in an attempt to suppress positions before the enemy can react.

#### Grenades

- Grenades require 1 action to prime.
- A primed grenade may be thrown as part of a normal shooting action; snap shot, deliberate shot or aimed shot.
- A grenade thrown at distance is always counted as indirect fire (-1 to hit)
- Choose a target point within range of the thrower

- If the grenade throw hits then centre the blast radius at the point chosen
- If the grenade throw misses then roll a scatter dice to determine direction and roll a number of d6 dependent on throw type to determine distance
- 1d6 aimed
- 2d6 deliberate
- 3d6 snap
- There is always a 1 action long delay before a grenade explodes, allowing figures to make 1 reaction
- It is possible for a figure to throw multiple grenades in a turn, but these will usually be snap shots and just as likely to drop the grenade behind the thrower as land it on target.
- Grenades “posted” through a door, window, fire slit (into or out of these positions) roll to hit as normal.
- A “Posted grenade receives a +1 to hit
- If a posted grenade misses then it lands at the throwers feet.
- A single figure with reactions on it may make a Moral test to move 2” and smother the grenade with their body
- If this moral test is failed no other figure may attempt the roll to smother the same grenade
- A figure that smothers a grenade is instantly injured by the grenade and has a -2 medical modifier

#### Indirect fire

- There are 2 types of indirect fire, spotted and unspotted
- Spotted fire is taken from the spotters position
- The spotter makes an “orders test” to call in the fire (remember, a figure may only ever issue 1 order in a turn)
- If the orders test is successful then the shot is considered to be “spotted” and the firing unit may shoot
- Indirect fire always has a -1 to hit modifier
- Unspotted fire has an additional -1 to hit
- The shooting unit may use whatever actions it has to fire as normal.
- If spotted or unspotted fire makes a successful hit roll then the shot lands on the desired target point
- If the roll fails then the shot deviates and lands somewhere else
- Roll a scatter dice to determine direction
- Roll a number of d6, dependent on shot type fired, to determine distance
- Spotted aimed, 1d6
- Spotted deliberate or rapid, 2d6
- Spotted snap, 3d6
- Unspotted aimed, 2d6
- Unspotted deliberate, 3d6
- Unspotted snap, 4d6

#### Scattered, direct fire, HE effect, weapons

- If a direct fire weapon misses and rolls a 1 then assume that the shot missed the table completely
- If a direct fire weapon misses with a score higher than 1 roll a d6 to determine the new point of aim
- 1-3 the shot scatters left
- 4-6 the shot scatters right
- determine the distance by rolling a number of d6 dependent on the fire type
- aimed shot, 1d6
- deliberate or rapid, 2d6
- snap, 3d6
- draw a line from the centre of the firing unit to the new point of aim
- The shot will impact with the first solid feature along this line that is more than 15mm high.
- Centre the blast on this terrain at the point of impact
- If the point of impact is an armoured unit, receive a -1 on any penetration rolls due to the un-aimed nature of the shot
- as long as any terrain crossed within 12" of the firing unit is less than 30mm high, the shot will travel over it and continue towards the point of aim
- A shot that does not impact with any high terrain features or vehicles, flies off the table without detonating.
- Be careful how you emplace your AT guns, a missed shot could be deadly to friends as well as foe.

#### Giving and receiving orders

- Certain types of fire are restricted from different quality troops and must be ordered by an NCO or Officer if that type of fire is desired.
- Issuing an order takes 2 AP
- Unwilling conscript: Snap shots only
- Trained but green: Snap shots and shoulder shots
- Veteran: Snap shots and shoulder shots
- Seasoned veteran: Snap shots, shoulder shots and rapid fire
- Highly motivated elite: Snap shots, shoulder shots, rapid fire and aimed shots.
- To order a type of fire an NCO or Officer makes a moral test, if this test is passed it effects all figures within 8" of that figure.
- If that figure is a squad NCO it will only effect figures from his squad.
- An AIMED SHOT may only ever be ordered for a specific figure, not a group of figures i.e. "Jones, shoot that Gerry behind that tree!"
- Snipers, regardless of training, always have the option to fire an aimed shot
- NCO's and Officers may also order their men to "GET THE HELL UP".
- A "GET THE HELL UP" order is treated exactly like a moral test to recover from pinning for every eligible figure within 8"
- To issue any order the NCO or Officer must not be pinned himself.

#### CQB and melee

- Roll 1d6 per unused AP on the figures involved and compare the scores.
- Always roll 1d6 for a figure in melee, even if it has no AP
- Start with the highest score rolled and roll to injure the opponent
- Continue down the rolls until all the rolls have been accounted for or until both combatants have rolled the same number
- If both combatants roll the same number then the melee stops at that point and is continued in the next turn as both figures lock into a grappling fight on the floor.
- For multiple combatants in the same melee roll 1d6 for each of them but keep their rolls separate, as it is possible for 2 or more combatants to lock up but for the third to continue rolling to injure.

### Reactions

- A figure that has been left with action points on it for the opponents turn may respond to enemy actions.
- A figure may only react AFTER the opponents figure has acted.
- The figure may only respond to actions that directly effect it, or to actions that it may directly effect.
- i.e. a figure may not spend an action to shoot at a figure unless that figure has moved or shot first.
- i.e. a figure on one side of the battlefield may not move 2" just because a figure on the opposite side has just carried out a totally unrelated action, such as opening a door.
- **THE REACTION MUST BE DUE TO AN ENEMY ACTION THAT DIRECTLY EFFECTS THE FIGURE OR THAT THE FIGURE CAN DIRECTLY EFFECT.**
- Multiple figures may react to a single figures action.
- The only type of shot a figure may make as a reaction is a snap shot
- A figure making a combined action, such as a 3AP rapid fire only counts as carrying out 1 action, so any reaction happens after the figure completes all its shooting
- Only 1 AP may be used at a time as a reaction, so orders may never be issued as a reaction

### Pin points in your turn

- It is more than possible to acquire pin points in your own turn, normally from reaction fire, before
- A figure must pass a moral test to shed any pins that it acquires before it makes any other actions
- A figure that fails to pass a pin test losses all its remaining actions and must react to the fire accordingly

### Pin points on a reacting figure

- Pins on a figure that has reaction action points left on it are only tested for when that figure reacts
- A figure may only shed pins in its own sides turn



- So it is possible to receive pin points and still react and then acquire additional pin points
- Any figure that fails a pin test automatically loses all of its action points

#### Area effect weapons

- Area effect weapons have 2 layers of blast
- Centre of explosion:
  - Any figures in here are hit on 4+ (minus modifiers for intervening cover)
  - Figures here receive 2 pins
- Edge of explosion:
  - Any figures in here are hit on 4+ (minus modifiers for intervening cover)
  - Figures here receive 1 pin
  - Figures receive a pin point for being “hit”
- Grenades thrown into a room have no “Edge of Explosion”
- Radius are measured from the point of impact

Weapon	Centre	Wound roll	Edge	Wound roll	AT value
Grenade	2”	5+	4”	6+	2d6
Very Light AT	3”	5+	4”	6+	3d6
Light AT, Light HE	3”	5+	6”	6+	4d6
Medium AT, Medium HE	3”	4+	6”	5+	5d6
Heavy AT, Heavy HE	3”	3+	8”	4+	6d6
Very Heavy AT	3”	3+	8”	4+	7d6

#### Anti Tank fire

- Spend AP to fire as normal
- Roll to hit as normal
- An AT round that misses the target is assumed to have gone wide of the mark and impacted off table.
- An AT round that misses because of target cover is assumed to hit the cover as normal and the impact is worked out from there
- Soft skin vehicles will receive the AT value of a weapon if they are partially or fully in the Centre radius
- Soft skin vehicles will receive half the AT value if they are in the edge (even a miss from an 88mm will blow your jeep apart)
- Armoured vehicles receive half the AT value if they are in the centre radius (but not directly impacted)
- Armoured vehicles receive 1d6 AT value if they are in the edge radius
- A vehicle will not receive direct impact, centre impact and edge impact from the same shot, it will only receive the most deadly result

- When working out if an AT round penetrates a target, compare the AT strength of the weapon and the armour strength of the target

		AT Value				
		Very light	Light	Medium	Heavy	Very Heavy
	Soft skin	2+	2+	2+	2+	2+
	Very light	4+	3+	2+	2+	2+
Armour Value	Light	5+	4+	3+	2+	2+
	Medium	6+	5+	4+	3+	2+
	Heavy	-	6+	5+	4+	3+
	Very heavy	-	-	6+	5+	4+

- Roll 1d6 per AT value of firing weapon
- Apply the following modifiers
  - ❖ +1 hitting side armour
  - ❖ +2 hitting rear armour
  - ❖ -1 target hull down (at a higher elevation than the shooter)
  - ❖ -1 Snap shot
- Compare the number of hits to the table below
  - 1 hit: 2 pins
  - 2 hits: drive disabled
  - 3 hits: 1 weapon disabled/transport hit and 1 random crew hit (roll to injure etc)
  - 4 hits: 2 weapons disabled, 4 pins and 2 random crew hit/transport hit
  - 5 hits: Destroyed all crew hit and injured on 3+/transport hit on 3+
- A vehicle that fails its pin test is abandoned and its crew and passengers bail out, the crew may remount if they recover their pins and their vehicle is still operable

#### Actions and vehicles

- Vehicles spend and use actions in exactly the same way as infantry
- A vehicle must split its actions between moving, firing primary weapons OR firing secondary weapons
- Vehicle commanders may issue orders to the crew without the vehicle losing actions, but only 1 ordered may be issued each turn
- i.e. a vehicle moves for 1 action, fires a deliberate shot, then moves again
- Tracked vehicles must spend an action to turn up to 90 degrees
- Turreted vehicles must spend 1 action to turn the turret up to 90 degrees

- Transports on an armoured vehicle may exit a vehicle at no cost
- Transports in an open topped vehicle may exit at no cost
- Transports leaving an enclosed vehicle lose 1 action
- Crew may exit a vehicle at no cost
- Embarking on a vehicle costs 1 action

### Deploying Weaponry

- Setting up a crew served weapon is treated as a combined action for the full crew
- Setting up/unlimbering costs 2 actions
- Dismantling/limbering costs 2 actions
- It costs an action to hitch a weapon to a vehicle once it has been moved into base contact

### Crew served weapons

- There are between 2 and 3 crew on a crew served weapon, there can be more, but the roles are identical and are ignored.
- Crew roles are
  - Gunner
  - Loader
  - NCO
- Tanks are effectively a vehicle carrying a crew served weapon, so the 4<sup>th</sup> crew man is normally a driver
- If a weapon has an NCO then the NCO may issue orders as normal
- If a weapon has a loader then there are no firing issues
- If a weapon is supposed to have a loader, but the loader is dead, injured or otherwise not present then any roll of 1 on a roll to hit results in a weapon malfunction
- A weapon malfunction requires an action to clear in the following turn
- It is possible to incur multiple malfunctions in a turn with high ROF weapons
- A weapon with a gunner may be ordered to fire rapid or aimed shots
- In some situations a weapon may be crewed by 1 person, such as the main weapon on an armoured recce vehicle, such as an Sdkfz222
- If there is an MG on the vehicle then treat this as though it had a loader
- A large calibre weapon on a recce vehicle may not be fired if any action points are spent on moving as the driver is used as the loader
- Should crew on a direct fire or indirect fire AT/HE weapon be killed then other crew may double up
- Direct fire and indirect fire AT/HE weapons need to be reloaded between shots
- In the event of a crewman filling multiple roles he will need to make a moral test to switch positions
- Should the moral test be failed then the crewman wastes an action and may try again
- The moral test must be made before the action happens

- i.e. the gunner and loader are killed on a 6lb AT, the NCO takes over on his own, he needs to make a moral test to load the weapon, then a moral test to fire it. Potentially, the NCO could fire 2 snap shots or 1 deliberate shot

### Recovering injured

- Injured figures must be dragged or carried back to a dedicated forward aid station
- A figure must check on a wounded comrade as quickly as possible
- To check a figure costs 3AP
- Roll 1d6, on a roll of 1 the figure dies, on a roll of 6 the figure gets up and may continue as normal
- Roll 1d6 when checking a figure
- If a side leaves injured figures, unattended, on the battlefield, at the end of a game, lose 3 Victory Points per figure
- If you have an attended injured figure, not at an aid station, at the end of the game, lose 1 VP per figure
- You do not lose VP for injured that have been removed to an aid station

### Section and Platoon moral

- When a section takes a FATAL casualty they need to make a moral test
- Should the moral test be failed then the section must fall back 8"
- The Moral test must be made per FATAL casualty
- This may result in the section failing multiple moral tests
- The section must fall back 8" PER FAIL which may take several turns
- Every time a section falls back in this manner the platoon must make a moral test as a whole
- If the platoon fails this test it must fall back 8"
- A Platoon falling back does not count its sections as all failing if they are only falling back as a result of this test
- If multiple sections fall back through failed tests then the HQ must also make multiple tests
- For each fail the platoon must fall back 8"

### Special rules

- Snipers always cause x2 pins when they hit a figure or hit cover or suppression fire. Being shot at by a sniper is scary.
- Snipers always receive a +1 to hit on any shots they make before other modifiers are applied
- Platoon and Company NCO's quite often have a higher moral than the average moral for the force

### Buying Forces

- Small games would be 5 points
- A medium sized game is 12 points
- A large game is 30 points

- 1 point is paid per section
- If you field 4 rifle sections you may pay 1 point to field a platoon HQ section (1 sniper team, 1 light mortar and team, 1 MMG, 1 AT team, 4 riflemen)
- You always receive platoon and company officers for free
- You always include platoon and company NCO's for free
- If you field 3 platoons you may pay 1 point to field a company HQ section (1 sniper team, 1 AT gun, 1 Medium mortar, 1 MMG or HMG, 1 AT team, 4 rifles)
- 1 point is paid per vehicle
- 1 point is paid per reroll on the acquisition or man power table... These points must be allocated BEFORE rerolls are made
- 1 point is paid to add 8" to the setup zone (to a maximum of 24")
- 1 point to start a force dug in
- 1 point to include an Engineer section

#### Acquisition and Manpower tables

- Roll 1d6 per section or vehicle

Unit	1	2	3	4	5	6
Infantry	Lose 4 men and an LMG	Lose 3 men and an LMG	Lose 3 men	Lose 2 men	Lose 1 man	Full strength
Soft skin vehicles	Doesn't show	Arrives on a 4+	Starts on table	Starts on table	Starts on table	Starts on table
Light armour	Doesn't show	Arrives on a 5+	Arrives on a 4+	Starts on table	Starts on table	Starts on table
Medium Armour	Doesn't show	Arrives on a 6+	Arrives on a 5+	Arrives on a 4+	Starts on table	Starts on table
Heavy Armour	Doesn't show	Doesn't show	Arrives on a 6+	Arrives on a 5+	Arrives on a 4+	Starts on table
HQ/Engineer specialist teams	Lose 2 teams	Lose 1 team	Lose 1 team	Full strength	Full strength	Full strength