



H A I L O F F I R ETM

WWII COMPANY-LEVEL MINIATURES WARGAME RULES



RETRO BOOM



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HAIL OF FIRE

WWII COMPANY-LEVEL FAST PLAY MINIATURES RULES

INTRODUCTION

Hail Of Fire is a fast-play miniatures wargame that allows you to play company-level WWII actions on your tabletop. The game is designed to be played with miniatures 15mm in scale or smaller, based in teams of 2-5 men to a stand, vehicles based individually. Base size for an average infantry team and man-portable gun team (machine guns/mortars) should be between 1 and 2" in width and length. Leader Teams and Small Teams (usually two-man Teams on a smaller base, ie Bazookas, 2" Mortars, Snipers, FOs) are on bases about half this size and non-man-portable Gun Teams (most AT guns/howitzers) are on larger bases about twice this size. You'll need at least a handful of d6's and a single d10. All modifiers apply to target numbers rather than die rolls, so if a 4+ on a die roll is needed to succeed, a +1 modifier means the die roll will need to be 5 or higher. When re-rolls are allowed, the second roll stands. Pre-measuring is allowed.

TURNS AND ORDERS

Each Turn begins with the **Active Player** rolling two **Order Dice** and taking the higher of the two results. This is the number of **Order Points** the Active Player receives for their Turn.

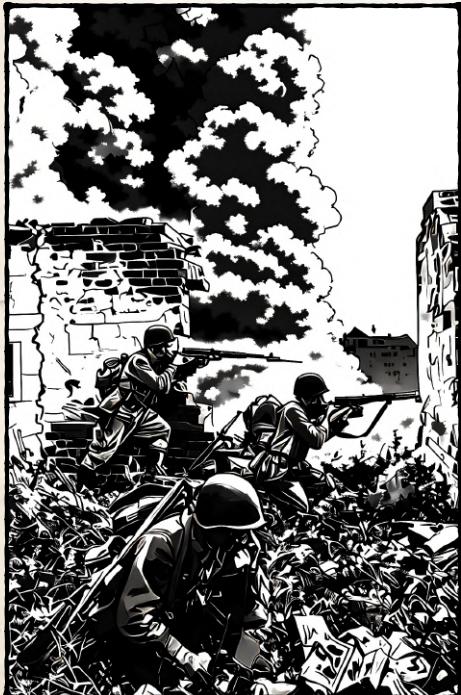
The Active Player may spend an Order Point to activate one of their Teams and order them to either Move or Fire. The Active Player must finish one activation before spending another Order Point to begin a new activation. Teams activated by Order Points may not be activated by another Order Point until their next turn begins.

Once the Active Player has spent all of their Order Points, or chooses to end their Turn, the Turn is then over. The **Non-Active Player** then becomes the **Active Player** and they roll two Order Dice to see how many Order Points they will receive for their turn.

HERO POINTS

Before the first turn, both Players roll a **Hero Die** and keep the result hidden from their opponent. This is the number of **Hero Points** the Player receives at the beginning of the game. These points may be spent to activate Teams as normal, though they may be used to activate Teams that have **already been activated** by an Order Point, or to **activate Teams during the other Player's Turn**, between their activations. Teams activated with Hero Points may not be activated again until the current turn is over. When a Hero Point is spent, use another die to keep track of the total, counting up.

Any time a Player rolls **doubles** on their Order Dice, that Player reveals their previous Hero Die roll and then rolls it again (keeping it hidden), losing any Hero Points remaining and gaining number of Hero Points equal to the new roll.



UNITS

Each Player commands a supported Company, typically 5-10 Units on a standard 6'x4' table. A **Unit** is made up of a number of Teams. **Team** refers to any individual stand of models or Vehicle. All Teams are categorized as either Infantry, Gun, or Vehicle Teams. Some simple [Example Forces](#) have been provided for context, but feel free to use historical “orders of battle” or suggested forces from other games.

THE “CHECK”

These rules will often reference various “Checks” that Teams and Units are required to make (Training Check, Assault Check, Rally Check, etc). A Check is a d6 roll, trying to equal or beat a specific number. By default, this number is always 4+. This covers the vast majority of professional forces throughout WWII. To best represent specific troops, some should likely be assigned 3+ for Assault Checks, and some others should use 5+ for Morale Checks, but unless specified in an official stat line (or unofficial for that matter) or discussed with your opponent beforehand, 4+ is always the assumed target number.

ACTIVATION

An **Order Point** may be spent to **activate a Team**. Infantry and Gun Units have a Platoon Leader (PL) Team. If the PL Team is activated, he may then also activate any **Teams in his Unit** to which he has **Line of Sight** (LoS) for free, and issue **one order** to the entire unit, or **two orders split between Teams** in the Unit, allowing his Teams to split their Fire, move in different directions, or to have some of their Teams Move while others are shooting.

Vehicle Units **do not** have Leader Teams and must be either activated individually, or as a unit if the participants have LoS to each other and the target of the order (ie the destination for a Move order or the targeted Team for a Fire order).

MOVING

While in LoS of enemy, Teams roll dice to randomly determine the distance they may move. Infantry Teams move 2d6 inches, Gun Teams move 1d6 inches, and Vehicle Teams move 3d6 inches). In the case of mixed-type Units, dice are rolled once per type of Team in the Unit. A destination must be declared before the dice are rolled.

If the entire move can be completed outside of LoS of unsuppressed enemy (or within LoS of only enemy Small Teams), Teams instead may move up to their Maximum possible movement.

- Movement Distances

Infantry	2d6 inches
Gun	1d6 inches
Vehicle	3d6 inches

TERRAIN EFFECTS - Unless deemed impassable, Infantry Teams move through Terrain and obstacles freely. Gun Teams cannot move through Very Difficult Terrain. Vehicle Teams must pass a Terrain Check when crossing Difficult and Very Difficult Terrain. Failure will cause the Team stop in contact with the terrain.

- Terrain Effects Table

Team	Difficult Terrain	Very Difficult Terrain
Infantry	No Restriction	
Gun	No Restriction	May not Move
Tracked	Pass Terrain Check or Stop	
Half-Tracked	Pass Terrain Check or Stop	May not Move
Wheeled	Pass Terrain Check or Stop	May not Move



VEHICLE MOVEMENT - Unless following a road, Vehicle Teams that Move more than 6" must conduct their remaining movement in a straight line, not pivoting their hulls during or after that movement.

Suppressed Vehicle Teams cannot cross Difficult or Very Difficult Terrain.

ROADS - Tracked and Half-Tracked Vehicles add 6" to their movement if conducted entirely on roads. Wheeled Vehicles add 12".

Teams may not move within 1" of enemy Teams unless entering an Assault. Gun Teams may not move closer to enemy if within 6".

Designer's Note: The random movement rates used in these rules are a simple method for introducing a kind of "overwatch" mechanism to an otherwise "I go/You go" turn structure. Rather than require any complicated or precarious methods for interrupting your opponent's movement during play (an especially difficult thing to manage during multiplayer games), they simply declare their destination and roll to see how far their Teams can move. The shorter the distance, the more likely they are to make it before you have the opportunity to fire at them in your turn. Dashing across short gaps will always be safer than long sprints in open ground.

FIRING

FIRING ARCS - Infantry Teams and Teams with rotating turrets have a 360° field of fire. All other Teams may only fire within their forward 90° arc (+/-45°). To Fire outside this arc would first require a Move action to rotate the firing Team.

FIRING OVER INFANTRY - Unless firing from an elevated position, Teams may not fire through friendly Teams, though Gun and Vehicle Teams may fire over friendly Infantry Teams, and Infantry Teams may fire over other friendly Infantry when firing at Gun and Vehicle Teams.

FIRING PROCEDURE - Teams given a Fire order declare a single enemy Team as their target for all Firing Teams. All activated Teams must have LoS to the target Team or an enemy Team within 4" of the target Team in order to Fire.

Each firing Team rolls a number of d6 equal to their weapon's Rate of Fire (RoF), trying to roll 4+, applying the following modifiers to this target number:

- Firing Target Modifiers

• Target <u>Concealed</u> From All Firing Teams	+1
• Target at Long Range (up to 2x range)	+1

For each successful roll, the attacked Player must allocate one "hit", first to the targeted Team, and then to any other Team that is within 4" of that Team (even if from another Unit) and within LoS and range of at least one Firing Team. The Firing Player may declare that more vulnerable Teams must receive hits before other eligible Teams (those in lesser cover, weaker armor, etc).

For each hit, non-Vehicle Teams are assigned **Received Fire Points** (RFP) equal to the Firepower Rating (FP) of the weapon (small arms and most guns are FP:1). Place a suitable marker next to the Team to show how many RFPs it has currently suffered. (I use small red 8mm dice).

Non-Vehicle Teams may not be allocated more than 1 hit per enemy activation.

SHOOTING AT SMALL TEAMS - Leader Teams and any other Small Teams may be allocated hits only after all other valid Teams, even if they were the target.

Hits from small arms must be allocated to unarmored Teams (infantry, guns, trucks), while Players firing AT weapons may choose how many AT hits must be allocated to armored or unarmored Teams.

HIGH EXPLOSIVE ROUNDS - AT weapons Firing at non-Vehicle Teams are assumed to fire High Explosive (HE) rounds and ignore the modifier for Concealment from any terrain the Target Team occupies.

Designer's Note: The shooting mechanism used in Hail Of Fire is designed to simulate the uncertainty a commander faces during a firefight. Rather than firing at an enemy resulting in immediate feedback – learning the exact effectiveness of the unit's fire and the specific status of each enemy soldier – a Unit Leader might never even have the opportunity to see his enemy, and often will only know whether fire is coming from a specific building or section of hedgerow; even troops moving across open ground can become impossible to identify once they hit the dirt. Therefore, they will only learn how effective their fire was when that enemy shoots back, moves away, or if the attacking unit chooses to assault the enemy position and discover their status themselves. Similarly, when a commander orders one of his platoons to advance, he may only then learn that the unit is pinned down or taking too many casualties to be effective.



FIRING AT VEHICLES

Vehicle Teams may be either Armored (Tanks, Half Tracks, Self Propelled Artillery) or Unarmored (Trucks, Jeeps).

ARMOR PENETRATION - Armored Teams may only be effected by Teams firing AT weapons. When hits are allocated to Armored Teams, compare the Anti-Tank (AT) of the firing weapon to the Armor Rating (AR) of the hit vehicle:

- If the AT is equal to or lower than the AR, roll a number of dice equal to the AT of the weapon. If any dice roll 6, assign RFPs to the target vehicle equal to the weapon's FP. Otherwise, no effect.
- If the AT is greater than the AR, roll a number of dice equal to the difference of the two ratings. If any dice roll 6, the vehicle is destroyed. If no 6 is rolled, the vehicle receives RFPs equal to the weapon's FP.
- If the AR is double the AT, the weapon is ineffective.

-AT is equal to or less than AR

No 6s	No Effect
6	Received Fire Points

-AT is greater than AR

No 6s	Received Fire Points
6	DESTROYED

Unarmored Vehicles count as AR 0 when hit by AT.

Any Destroyed result is resolved immediately. Any RFP results are assigned to the hit Vehicle, and resolved when next activated as normal.

FLANK SHOTS - If firing from behind a line drawn across the front of the Team's hull, use that Team's Flank Armor rating.

WRECKS - Teams that are destroyed are left on the table and offer concealment when fired through and count as Difficult Terrain.

Designer's Note: The Received Fire Points mechanism reproduces an important effect with vehicles, wherein a vehicle has been hit, but is not obviously destroyed. Many times during WWII, a tank could take up to several minutes after being hit before black smoke began to billow or ammunition started to "cook-off". Until the vehicle's status became evident, the enemy would have to decide whether it was necessary to hit it further to ensure it was no longer a danger, or to instead address other immediate threats. RFPs easily recreate this situation.

RESOLVING RECEIVED FIRE POINTS

When a Team with Received Fire Points is given orders, all RFPs are resolved and removed by rolling a die for each point assigned to that Team. Consult the table below, taking the worst result:

- Resolving Received Fire Points

	Killed	Suppressed	Ready
Hard Cover	1	2-3	4+
No Hard Cover	1-2	3	4+

- **Killed** results mean the Team is destroyed.
- **Suppressed** means the Team is marked as Suppressed and may not Fire or Move toward visible enemy until rallied.
- **Ready** means the Team may act as normal. A Team that is already Suppressed will ignore a Ready result or further Suppressed results.

CREWS ARE PROTECTED - When resolving Received Fire Points, Vehicle Teams always count as being in Hard Cover.

KEEP YOUR HEAD DOWN - Suppressed Teams are prioritizing their safety over combat effectiveness. Suppressed Infantry and Gun Teams always resolve Received Fire Points as though they are in Hard Cover, even when they are not. Suppressed Infantry and Gun Teams that do occupy Hard Cover need to roll at least **two Killed results** when resolving RFPs to be killed.

RALLY

After giving orders to Teams, any participating **Suppressed Teams with no RFPs assigned to them** make a Rally Check, with success removing any suppression. Then Teams with RFPs assigned to them make their Received Fire Checks.

Suppressed Teams with RFPs assigned to them may not attempt to Rally themselves.

FALL BACK - Suppressed Teams that start or end their activation outside of LoS to any enemy Teams automatically remove their suppressed status. Enemy Small Teams in LoS do not prevent removal of suppression status.

Designer's Note: The order of operations when activating Teams is important, as it means that any suppressed Team with at least 1 RFP is not eligible to try and Rally themselves. This represents how, while a certain amount of fire is necessary to "win the firefight" and suppress an enemy, it requires less fire to keep them that way. If you can maintain at least 1 RFP on a suppressed Team, you can make sure they never Rally again without either the aid of a Leader or retreating away and giving up their ground.





COVER & TERRAIN

CONCEALMENT AND HARD COVER

Terrain such as woods and fields offer concealment, and are considered Difficult Ground to move through. Buildings and stone walls offer Hard Cover as well as concealment, and are considered Very Difficult Ground to move through. Firing at Concealed Teams applies a +1 penalty to Firing rolls, and being in Hard Cover improves Teams' chances of survival when resolving RFPs.

AREA TERRAIN AND BUILDINGS - Area Terrain offers concealment to anything touching it or partially behind it. Teams may see and Fire into Area Terrain, but not beyond to anything outside the feature. Teams outside Area Terrain are not concealed when targeted by Teams inside terrain. Teams inside buildings must be touching an exterior wall to fire outside.

LINEAR OBSTACLES - Linear Obstacles (such as walls and fences) offer Concealment if fire crosses over them, and Hard Cover if the target Team is touching the obstacle from the opposite side of the incoming fire. If a Team against a linear obstacle receives Fire from both across the obstacle and also its unprotected side (or from indirect fire), all RFPs are resolved as though from the unprotected side. Walls or bocage that are taller than Teams block LoS unless touching them.

Teams looking through thick bocage only have a 90° firing arc, perpendicular to the hedge they are facing.

LEADERS

Infantry and Gun Units have a Platoon Leader Team. Platoon Leaders do not Fire, and may always Move up to 12" each time they're activated.

LEADER ABILITIES - Once per Activation, Leaders who are not Suppressed, may improve the performance of one Team under their command by either:

- **Directing a Team's fire**, Add one to the RoF of one Team in base contact with the Leader.
- **Attempt to Rally a Team** in base contact with the Leader.
- **Allowing a Team 3 extra inches of movement**, ending in base contact with the Leader.

LEADER CASUALTIES - If after activating a Leader and giving orders, an RFP reveals that the Leader is killed, only one of the Teams that were given orders may act this activation. Later, one Training Check may be rolled each time any of that Unit's Teams are given orders. If successful, place a new PL Team in base contact with the activated Team and immediately give the rest of the Unit orders.

POSITIONING - When in base contact with a Team in their Unit, a Leader's position is abstracted and considered to be the same as that of the Team they're contacting. LoS to and from the Leader is the same and to and from the contacted Team.

ASSAULTS

To initiate an assault, Teams simply end their Move in base contact with enemy Teams. Assaulting Teams must start within 12" of any Teams they intend to assault, and at least one assaulting Team must be unsuppressed and have LoS to one of the assaulted Teams before given orders to Move.

No more than two assaulting Teams may be in base contact with a defending Team at any time. After all assaulting Teams have moved into contact with defending Teams, those defending Teams are **immediately activated**, even though it is not their Turn, and do so **without paying Order Points**.

Defending Teams perform Rally Checks and resolve RFPs as normal. **Any defending Teams that are not Ready are destroyed.** If removing destroyed defending Teams causes any assaulting Teams to no longer be in base contact, those assaulting Teams may now move 3", including into base contact with another enemy Team. Ready Defending Teams may now either **Move** or roll an **Assault Check** to destroy one of the assaulting Teams they are in contact with. If removing destroyed assaulting Teams causes any defending Teams to no longer be in base contact, those defending Teams may now move 3", including into base contact with another enemy Team.

Activations continue, back and forth until no Teams are in contact with enemy.

Remember, after assaulting Teams move in and the status of all defenders is resolved, complete all Assault Checks and then all 3" Moves from one force before moving on to Assault Checks and 3" Moves from the opposing force.

ALL TEAMS MUST REGROUP - Any Team that starts their activation in contact with enemy, but ends out of contact (because either they Moved away or destroyed an enemy Team and did not move into contact with another one), are marked as suppressed.

LEADING FROM THE FRONT - Small Teams do not fight in assault and will choose to Move when contacted. However, Leaders that are in contact with one of their Teams while *that* Team is in contact with enemy, allow that Team to re-roll failed Assault Checks. If the Team they are supporting is destroyed, the Leader moves up to 6" to contact another Team from their unit and becomes suppressed, unable to assist that Team. If there are no other Teams from their unit within 6", the Leader is destroyed.

Designer's Note: It's estimated that around 40,000 rounds of small arms ammunition were fired for every soldier killed during WWII. The real power in shooting at range isn't its lethality, but rather its reliable ability to suppress the enemy, keeping their heads down and reducing their situational awareness, thus allowing you to maneuver your troops into the best approach for assault -- those last 30 yards where guns, grenades, and melee provide the decisive outcome.

VEHICLES IN ASSAULTS

When in contact with an enemy Armored Vehicle Team, a successful Assault check counts as a hit against the target's Flank Armor.

Teams with AT weapons increase their AT value by 1. Teams without AT weapons count as AT 2.

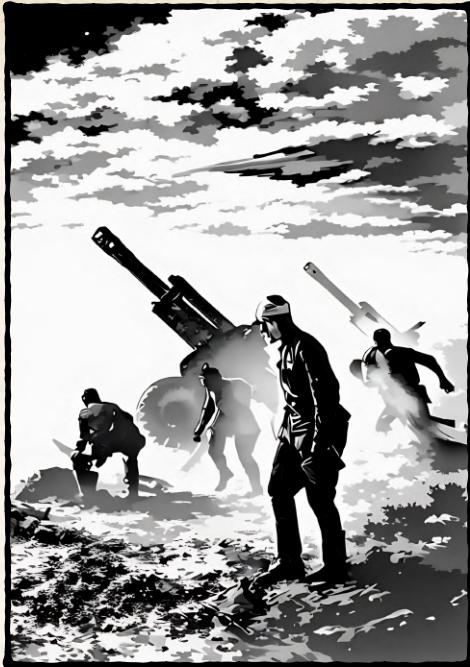
Infantry AT Teams convey their AT value to a Team they are in base contact with. If that Team is killed, then just like Leaders, they must move up to 6" to contact another Team and become suppressed.

Vehicles, like other Teams, that fail to Ready while in base contact with enemy are destroyed.

Open-Topped Vehicle Teams resolve RFPs as Open Ground when in contact with enemy.

Vehicle Teams may not assault enemy Vehicle Teams.

AMBUSH - If starting their Move concealed, Infantry may immediately attack when reaching base contact with enemy Vehicle Teams.



MORALE

Units that begin to take too many casualties will begin to be at risk of routing off the battlefield. Units must test their morale once they have lost more than half of their starting Teams (Small Teams, including Leaders, and Transport Teams do not count toward this total). When it's revealed that a Unit has taken casualties putting it below this threshold, they must make a Morale Check immediately. If the Check fails, the Unit is considered destroyed, and all remaining Teams from that Unit are removed from the table. The Unit will have to repeat this Check again the next time it's revealed it's taken more casualties. During an assault, it's likely a unit may need to take multiple Morale Checks before the assault is over.

At the end of an activation, any Unit that has been reduced to a single Infantry Team is considered destroyed and removed from the table.

ARTILLERY

Artillery Units with at least 2 guns may Fire Barrages (indirect fire) without direct line of sight to their target, provided the target is within the weapon's forward arc and at least one friendly Team in the same Unit can see the target.

Off-table Artillery uses Forward Observers (FOs) as spotters and may Fire Barrages at any target visible to a friendly FO.

To Fire a barrage, a Player's first Order Point of their Turn must be spent to order the artillery Unit to Fire. All participating Teams in the Unit (including observing FOs) must not Move or Fire later in the Turn, or forfeit their observing status. The observing Team is marked as "Observing".

At the beginning of their next Turn, the Player places a "Range In" marker on the table within LoS of the observing Team and outside of 16" of any of the firing teams. The marker will then deviate d10" in a random direction (I use the direction the d10 is "pointing"), or hit directly on target on a natural roll of 9+ (7+ if from mortars deployed on the table).

The Player then decides whether to "fire for effect" (FFE) at this location or place the marker back in its original position, with no barrage taking place. If it is decided to not FFE, then as long as no participating Teams activate this turn, the Player rolls deviation again at the beginning of their next turn, and decides whether or not to FFE. This continues until either the unit chooses to FFE or is given new orders.

If at least one Mortar Team can observe for itself, its Unit may FFE immediately and without deviation.

At the beginning of their next turn, the barraging Player may continue that barrage on a roll of 5+. Otherwise, a new barrage may be attempted in the following turn.

Each Team within the barrage radius of the Range In marker receives RFPs (3"/1 RFP for light artillery, 3"/2 RFP for medium, 3"/3 RFPs for heavy). Vehicles in the barrage radius subtract the Vehicles' Flank AR stat from the number of RFPs applied (max -2).

TRANSPORTS

Vehicle Teams such as trucks, halftracks, and troop carriers, may provide additional mobility to other Teams. Transports usually carry between two and four Infantry Teams and/or one towed Gun Team per Vehicle. Transports are part of a Unit and may only carry troops/guns from the Unit they belong to.

Loading/unloading troops and limbering/unlimbering guns happen before any participating Teams Move/Fire.

To load transports, all loading Infantry/Gun Teams must simply be within 4" and LoS of the transport. When loaded, Infantry Teams are removed from the table and set aside, attempting to make clear which Teams are inside which transport. Gun Teams may placed immediately behind the transport, as though being towed, if only for aesthetic effect. To unload a transport, simply place the transported Teams within 4" and LoS of the transport.

After unloading, Transports are "Called to the Rear" and are removed from the board. Transports that are "Called to the Rear" may be called back later to load troops or guns, by simply placing the vehicles within 4" of any Teams from their Unit, as long as there are no enemy Teams within 16" and LoS.

If a transport is destroyed, any Teams it is carrying are placed within 4" of the destroyed transport and immediately resolve a single RFP in Open Ground. Suppressed transports may not be "Called to the Rear". Transports, both active or destroyed, do not count towards a Unit's total number of Teams, and do not cause Morale Checks when destroyed.

Designer's Note: The way that artillery fire is portrayed in these rules is meant to reflect how the most effective portion of the barrage is often in the first few seconds. Once those first rounds hit, everyone will immediately take whatever cover they can in order to make themselves as survivable as possible. In doing so, however, they also become completely ineffective for as long as they stay that way. Troops may attempt to leave that cover during the barrage (for our purposes, to move or shoot) but doing so will immediately expose them to the same dangers applied in those first few moments.



ON TO THE BATTLE

There are hundreds of scenarios created for other games that can be used with these rules, many available online for free, however if you want something immediately, that is flexible and contains a few interesting twists on old concepts, here is a generic scenario to get you playing.

SETTING UP - Both players mutually decide which forces will be used and how terrain will be placed on the table. One Player will be the Defender and the other the Attacker. Often the Player with more Vehicle Teams will be the Attacking force. The Defender will pick which long table edge to deploy from and the Attacker will deploy from the opposite edge. The Defender will declare one point on the table to become an objective on their half of the table, outside of 6" of the center line across the table, and any table edge. The Attacker now declares two more points to become objectives on the Defender's half of the table, within the same required area.

The Defender must now declare half of their Units, rounded down, to be held in reserve. Vehicle Teams must be held in reserve before Non-Vehicle Teams. The Defender's remaining Units are considered on their half of the table, "Hidden", and Dug In (in Hard Cover until they Move. Dug-In Teams that only Move

during an assault may Move back into their foxholes.). The Attacker then deploys all of their units, either "Hidden" or revealed (attacking Vehicles must be revealed or arrive later from their table edge), on their side of the table, outside of 16" of the center line.

HIDDEN TEAMS - Players are welcome to use more traditional "blinds" or maps to track their Hidden Units, however, for those who might prefer to not fuss with such things, I encourage you to try the rules below:

Hidden Teams do not need to be pre-plotted and may be "revealed" (deployed) later in the game. These Teams may be revealed at any time and do not cost an Order point to do so. Hidden Teams must be revealed inside their deployment zone, and be either outside of LoS from any enemy Teams, or in concealing terrain, at least 16" away from any enemy Infantry and Gun Teams, or 8" away from Enemy Vehicle Teams.

Teams from the same Unit are not required to be revealed all at the same time, but all Teams from the same Unit are required to be revealed within 12" of another Team from their Unit.

If revealed immediately after enemy movement, **subtract the distance moved from the listed ranges**.

Vehicle Teams may be Hidden if defending, but must be revealed either outside of LoS, or in concealing

Terrain and twice the distance from enemy Teams than needed by Infantry and Gun Teams.

- Revealing Hidden Inf. And Gun Teams Near Enemy (x2 for Hidden Vehicle Teams)

- Outside of LoS, or...
- In Concealing Terrain and outside of 16" of Infantry and Gun Teams
- In Concealing Terrain and outside of 8" of Vehicle Teams

RECON TEAMS - All Recon Teams extend the distance required for Hidden Units to be revealed to 20". In addition, if enemy teams are revealed as a result of a Recon Team's action, and are within LoS of that Recon Team, the Recon Unit can make a Training Check. If successful, the Recon Unit may execute a new Order immediately without spending an Order Point. If unsuccessful, play continues as normal. A third Order may not be attempted.

RESERVES - Starting on their 3rd turn, the Defender may spend an Order Point to attempt to bring on reserves by rolling a Reserves Check. This Check may only be attempted once per turn. If successful, one unit from reserves may Move on from the Defender's table edge. Modify the target number by +1 for each reserve Unit already arrived (max +2) and -1 if another Order Point is spent (max -1). If the number rolled is odd, the Defender may select which Unit arrives, however if the number is even, the Attacker chooses. Off-table Artillery Units may be held in reserve, in which case the Player must roll a Comms Check to "establish communications" using the same modifiers as above. Reserves may only move onto the table from a point that is at least 16" away from enemy teams.

Hidden defending Teams are considered to be holding objectives until either enemy Teams are too close to an objective for Hidden Teams to be revealed while holding that objective, or all Hidden defending Teams are revealed elsewhere.

BREAK POINT - When certain conditions are met, your opponent will be forced to roll 1d6 and generate a number of Break Points. A roll of 1-3 generates 1 Break Point, 4-5 generates 2, and 6 generates 3. The total number of Break Points a player has may be open information, or both players may agree to keep the totals hidden to add more fog of war between opponents. When you lose control of an objective or one of your Units is destroyed, if your total Break Points equal or exceed your force's Break Limit, your force breaks and routs, ending the game. Break Limits should be 5 plus 2 per Unit in a players force. Ex. A force made up of 6 Units would have a Break Limit of 17.

Each of the following requires generating Break Points:

- A Unit is destroyed or fails a Morale Check: 2 rolls
- At the end of the turn, for the Attacker if they do not control all objectives*: 1 roll
- At the end of the turn, for the Defender if they do not control an objective*: 1 roll for each objective they do not control.

*Controlling an objective requires a Player be the only one to have at least one Infantry Team within 4" of the objective. Vehicles may contest, but cannot control.

A free digital score keeper for Hail Of Fire can be accessed here:

<https://hailoffire.neocities.org/>

- Example Forces: The following are examples of a few very roughly balanced forces to help provide a feel for what a force might look like, the number of Teams in a Unit, etc. For a very small game, play with “under-strength” platoons, removing a few Teams from each. For larger games, add more platoons. Feel free to translate historical OOBs or forces from other games.

-United States -

Rifle Company

<ul style="list-style-type: none"> • Rifle Platoon x 3 • Anti Tank Platoon • Tank Platoon 	<ul style="list-style-type: none"> - Platoon Leader Team - Bazooka Team - Rifle/LMG Team x 6 - Platoon Leader Team - M1 57mm Gun x 3 - M4 Sherman x 3 	<ul style="list-style-type: none"> • Mortar Platoon • Artillery Battery 	<ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - M1 81mm Mortar x 3 - Platoon Leader Team - Forward Observer Team - M1 155mm Gun x 3
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Tank Company

<ul style="list-style-type: none"> • Tank Platoon x 2 • Armored Rifle Plt. 	<ul style="list-style-type: none"> - M4 Sherman x 3 - Platoon Leader Team - Bazooka x 4 - 60mm Mortar - Rifle/LMG Team x 6 - M5 Half Track x 4 	<ul style="list-style-type: none"> • Recon Platoon • Artillery Battery 	<ul style="list-style-type: none"> - M5 Stuart x 3 - M7 Priest HMC x 3 - Forward Observer Team w/ M5 Half-Track
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- Germany -

Grenadier Company

<ul style="list-style-type: none"> • Grenadier Plt. x 3 • Anti-Tank Platoon • Panzer Platoon 	<ul style="list-style-type: none"> - Platoon Leader Team - MG Team w/ Pzfaust x 6 - Platoon Leader Team - 7.5cm Pak40 gun x 2 - StuG III G x 3 	<ul style="list-style-type: none"> • Mortar Platoon • Heavy AA Platoon 	<ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - 8cm GW34 Mortar x 3 - Platoon Leader Team - 8.8cm FlaK Team
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Panzer Company

<ul style="list-style-type: none"> • Panzer Platoon x 2 • Pz. Grenadier Plt. 	<ul style="list-style-type: none"> - Panzer IV H x 3 - Platoon Leader Team - Panzerschreck Team x 3 - MG Team w/ Pzfaust x 6 - Sd Kfz 251 x 4 	<ul style="list-style-type: none"> • Recon Platoon • Artillery Battery 	<ul style="list-style-type: none"> - Sd Kfz 254/3 Puma x 2 - Wespe x 3 - Forward Observer Team w/ Sd Kfz 250
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- USSR -

Strelkovy Company

<ul style="list-style-type: none"> • Rifle Platoon x 3 • Mortar Platoon 	<ul style="list-style-type: none"> - Platoon Leader Team - HMG Team - AT Rifle Team - Rifle Team x 8 - Platoon Leader Team - Forward Observer Team - 82-BM-41 Mortar x 4 	<ul style="list-style-type: none"> • Anti Tank Platoon • Tank Platoon • Artillery Battery 	<ul style="list-style-type: none"> - Platoon Leader Team - 45mm obr 1942 Gun x 3 - T-34 Team x 3 - Platoon Leader Team - Forward Observer Team - 152mm obr 1943 Gun x 3
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Tankovy Company

<ul style="list-style-type: none"> • Tank Platoon x 2 • Rifle Platoon 	<ul style="list-style-type: none"> - T-34 Team x 3 - Platoon Leader Team - HMG Team - AT Rifle Team - Rifle Team x 8 - ZIS-5/6 x 4 	<ul style="list-style-type: none"> • Tank Platoon • Recon Platoon • Artillery Battery 	<ul style="list-style-type: none"> - SU-85 Team x 3 - BA-64 Team x 2 - BM-13 Katyusha x 3 - Forward Observer Team w/ ZIS-5/6
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- British & Commonwealth -

Rifle Company

<ul style="list-style-type: none"> • Rifle Platoon x 3 • Anti Tank Platoon • Tank Platoon 	<ul style="list-style-type: none"> - Platoon Leader Team - PIAT Team - 2" Mortar Team - Rifle Team x 6 - Platoon Leader Team - QF 6 pdr Gun x 3 - Churchill III/IV/VI x 3 	<ul style="list-style-type: none"> • Mortar Platoon • Artillery Battery 	<ul style="list-style-type: none"> - Platoon Leader Team - Forward Observer Team - ML 3" Mk II Mortar x 3 - Platoon Leader Team - Forward Observer Team - BL 5.5" Gun x 3
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Tank Company

<ul style="list-style-type: none"> • Tank Platoon x 2 • Motor Platoon 	<ul style="list-style-type: none"> - Cromwell IV x 2 - Sherman Firefly - Platoon Leader Team - PIAT Team - 2" Mortar Team - MG Team x 6 - M5 Half-Tracks x 4 	<ul style="list-style-type: none"> • Recon Platoon • Artillery Battery 	<ul style="list-style-type: none"> - Stuart V x 3 - 25pdr SP Sexton x 3 - Forward Observer Team w/ Universal Carrier
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UNITED STATES ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/LMG	16"	2	-	
MG	16"	3	-	
Bazooka	6"	1	4	Sm Base, Cannot fire from buildings

Guns

Name	Gun Range	RoF	AT	Notes
M1917/M1919 HMG	20"	4	-	Moves as Infantry
M2 60mm Mortar	24"	2	-	Moves as Infantry, HE, can fire over friendly Teams
M1 81mm Mortar	-	2	-	Moves as Infantry, Light Artillery, Smoke
M3 37mm Gun	20"	3	2	
M1 57mm Gun	20"	3	3	
M5 3in Gun	24"	2	5	Large Base
M3 105mm Light Howitzer	16"	1	3	Large Base, Light Artillery, Smoke
M2A1 105mm Howitzer	20"	1	4	Lg Base, Medium Artillery, Smoke, FP: 2
M1 155mm Howitzer	20"	1	4	Lg Base, Heavy Artillery, Bunker Buster, Smoke, FP: 3
M2 .50cal AA gun	20"	4	1	Anti-Air, May only inflicts RFPs
M49 quad .50cal AA gun	16"	5	1	Lg Base, Anti-Air, May only inflicts RFPs
M1 Bofors gun	20"	4	2	Lg Base, Anti-Air

Transports

Name	Armor	Notes
Jeep	-	Wheeled, Open Topped, Carries 1 Team, Passenger-fired MG or .50cal MG
Dodge 1.5-ton truck	-	Wheeled, Open Topped, Carries 2 Teams
GMC 2½-ton truck	-	Wheeled, Open Topped, Carries 4 Teams
M2/M3 Half-Track	0 / 0	Half-Tracked, Open Topped, Carries 3 Team, Passenger-fired MG or .50cal MG

Tanks and Tank Destroyers

Name	Armor	Gun Range	RoF	AT	Armament
M4 Sherman	2 / 1	24"	2	4	M3 75mm gun, Coax MG/Hull MG
Notes: Tracked, Smoke					
M4 Sherman 76mm	3 / 1	28"	2	5	M1 76mm gun, Coax MG/Hull MG
Notes: Tracked, No HE					
M4A3E8 Easy Eight	3 / 1	28"	2	5	M1 76mm gun, Coax MG/Hull MG
Notes: Tracked, Fast					
M4A3E2 Jumbo	5 / 3	24"	2	4	M3 75mm gun, Coax MG/Hull MG
Notes: Tracked, Smoke					
M26 Pershing	4 / 2	28"	2	6	M3 90mm gun, Coax/Hull MG
Notes: Tracked					
M5 Stuart	1 / 0	20"	2	3	M6 37mm gun, Coax MG/Hull MG
Notes: Tracked, Fast					
M24 Chaffee GMC	1 / 0	24"	2	4	M6 75 mm gun, Coax/Hull MG
Notes: Tracked, Fast, Open Topped, Smoke					
M10 3-in GMC	1 / 0	24"	2	5	M7 3-inch gun, .50 cal MG
Notes: Tracked, Fast, Open Topped					
M18 Hellcat GMC	0 / 0	24"	2	5	M1 76mm gun, .50 cal MG
Notes: Tracked, Fast, Open Topped					
M36 90mm GMC	2 / 0	28"	2	6	M3 90mm gun, .50 cal MG
Notes: Tracked, Fast, Open Topped					
M8 Scott HMC	1 / 0	18"	2	2	M1A1 75mm howitzer
Notes: Tracked, Fast, Light Artillery, Smoke					
105mm Sherman	2 / 1	20"	1	4	M4 105mm howitzer, Coax MG/Hull MG
Notes: Tracked, Smoke, Bunker Buster, FP: 2					

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
M13 MGMC	0 / 0	16"	4	1	M33 twin .50cal gun
Notes: Half-Tracked, Open Topped, Anti-Air, May only inflicts RFPs					
M15 CGMC	0 / 0	20"	4	2	M15 37mm combination mount
Notes: Half-Tracked, Open Topped, Anti-Air					
M16 MGMC	0 / 0	16"	5	1	M45 quad .50cal gun
Notes: Half-Tracked, Open Topped, Anti-Air, , May only inflicts RFPs					

Armoured Cars

Name	Armor	Gun Range	RoF	AT	Armament
M8 Armoured car	0 / 0	20"	2	3	M6 37mm gun, Coax MG
Notes: Wheeled, Open Topped					
M20 Scout car	0 / 0	16"	2	1	.50cal MG
Notes: Wheeled, Open Topped, May only inflicts RFPs					

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
M7 Priest HMC	0 / 0	20"	1	4	M2A1 105mm howitzer, .50 cal MG
Notes: Tracked, Open Topped, Hull Mounted, Medium Artillery, Smoke, FP: 2					
M12 155mm GMC	0 / 0	20"	1	6	M1918M1 155mm gun,
Notes: Tracked, Open Topped, Hull Mounted, Bunker Buster, Heavy Artillery, FP: 3					
M4 81mm MMC	0 / 0	20"	2	-	M1 81mm mortar, .50 MG
Notes: Half-Tracked, Open Topped, Light Artillery, Smoke					

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Vehicle MG	16"	2	-	May Fire Main Gun OR MGs
.50 cal MG	16"	2	1	Anti-Air, May only inflicts RFPs, May Fire Main Gun OR MGs

GERMANY ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/LMG	16"	2	-	
MG	16"	3	-	
Assault rifle	8"	3	-	Re-roll failed Assault Checks
Panzerschrek	8"	1	5	Sm Base, Cannot fire from buildings
Panzerfaust	-	-	-	May only be used in assault and only in the first round, AT: 6

Guns

Name	Gun Range	RoF	AT	Notes
MG34/MG42 as HMG	20"	4	-	Moves as Infantry
8.8cm RW43 Launcher	16"	1	5	
8cm GW34 Mortar	24"	2	-	Moves as Infantry, Light Artillery, Smoke
12cm sGW43 Mortar	24"	2	1	Lg Base, Medium Artillery, FP: 2
7.5cm leIG18 Gun	16"	2	3	Light Artillery, Smoke
15cm sIG33 Gun	16"	1	3	Lg Base, Heavy Artillery, Bunker Buster, FP: 2
2cm FlaK38 Gun	16"	3	2	Anti-Air
8.8cm FlaK36 Gun	36"	2	6	Lg Base, Anti-Air
5cm PaK38 Gun	20"	3	4	
7.5cm PaK40 gun	28"	2	5	Lg Base
8.8cm PaK43/41 gun	32"	2	7	Lg Base
7.5cm GebG36 Gun	16"	2	4	Lg Base, Light Artillery, Smoke
10.5cm leFH18 Gun	20"	1	4	Lg Base, Medium Artillery, Smoke, FP: 2
15cm sFH18 Gun	20"	1	6	Lg Base, Bunker Buster, Heavy Artillery, Smoke, FP: 3
15cm NW41 Rocket Lchr	-	-	-	Lg Base, Medium Artillery, Smoke, FP: 2

Tanks and Assault Guns

Name	Armor	Gun Range	RoF	AT	Armament
Panzer III M	2 / 1	20"	3	3	5cm KwK39 gun, Coax MG/Hull MG
Notes: Tracked					
Panzer III N	2 / 1	20"	2	4	7.5cm KwK37 gun, Coax MG/Hull MG
Notes: Tracked					
Panzer IV H	2 / 1	24"	2	5	7.5cm KwK40 gun, Coax MG/Hull MG
Notes: Tracked					
Panther	4 / 2	24"	2	6	7.5cm KwK42 gun, Coax/Hull MG
Notes: Tracked, Wide Tracks (re-roll failed Terrain Checks), Unreliable					
Tiger I E	4 / 3	32"	2	6	8.8cm KwK36 gun, Coax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks (re-roll failed Terrain Checks)					
Tiger II	6 / 3	32"	2	7	8.8cm KwK43 gun, Coax MG/Hull MG
Notes: Tracked, Slow, Unreliable					
StuG G or IV	3 / 1	24"	2	5	7.5cm StuK40 gun, Hull MG
Notes: Tracked, Hull Mounted					
StuH42	3 / 1	24"	2	5	10.5cm StuH42 gun, Hull MG
Notes: Tracked, Hull Mounted, Bunker Buster, Smoke, FP: 2					
Brummbär	4 / 2	16"	1	6	15cm StuH43 gun
Notes: Tracked, Slow, Hull Mounted, Bunker Buster, FP: 3					
Marder II or III	0 / 0	24"	2	5	7.5cm PaK40 gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted					
Jagdpanzer IV	3 / 1	24"	2	5	7.5cm PaK39 gun, Hull MG
Notes: Tracked, Hull Mounted					
Jagdpanther	4 / 2	32"	2	7	8.8cm KwK43 gun, Hull MG
Notes: Tracked, Hull Mounted					
Jagdtiger	7 / 3	40"	2	8	12.8cm PaK44, Hull MG
Notes: Tracked, Slow, Hull Mounted, FP: 2					
Hornisse	0 / 0	32"	2	7	8.8cm PaK43 gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted					
Elefant	7 / 3	40"	1	6	8.8cm PaK43 gun, Hull MG
Notes: Tracked, Slow, Hull Mounted, Unreliable					

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 251/2C (8cm)	0 / 0	24"	2	-	8cm GW34 mortar, AA MG
Notes: Half-Tracked, Open Topped, Hull Mounted, Light Artillery, Smoke					
Sd Kfz 251/9 (7.5cm)	0 / 0	20"	2	4	7.5cm KwK37 gun, Coax MG/Hull MG
Notes: Half-Tracked, Open Topped, Hull Mounted					
Grille (15cm sIG)	1 / 0	16"	1	6	15cm sIG33 gun, Hull MG
Notes: Tracked, Open Topped, Hull Mounted, Bunker Buster, Heavy Artillery, FP: 3					
Wespe	0 / 0	20"	1	4	10.5cm leFH18M gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted, Medium Artillery, Smoke, FP: 2					
Hummel	0 / 0	20"	1	6	15cm sFH18 gun, AA MG
Notes: Tracked, Open Topped, Hull Mounted, Bunker Buster, Heavy Artillery, Smoke, FP: 3					
Panzerwerfer 42	0 / 0	-	-	-	15cm RW42 rocket launcher, AA MG

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 10/5 (2cm)	-	16"	3	2	2cm FlaK38 gun
Notes: Half-Tracked, Open Topped, Anti-Air					
Sd Kfz 7/1 (Quad 2cm)	-	16"	5	2	2cm FlaK38 (V) gun
Notes: Half-Tracked, Open Topped, Anti-Air					
Sd Kfz 251 (3cm)	0 / 0	16"	3	2	2cm FlaK38 gun
Notes: Tracked, Open Topped, Anti-Air					
Sd Kfz 251 (3x15mm)	0 / 0	20"	3	2	MG151/15 gun, AA MG
Notes: Tracked, Open Topped, Anti-Air					
Wirbelwind (Quad 2cm)	1 / 0	16"	5	2	2cm FlaK38 (V) gun
Notes: Tracked, Open Topped, Anti-Air					

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Vehicle MG	16"	2	-	May Fire Main Gun OR MGs
AA MG	16"	2	-	Anti-Air: AT 1, May only inflicts RFPs, May Fire Main Gun OR MGs

Armored Flame-Throwers

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 251 (Flame)	0 / 0	4"	3	-	2 x 1.4cm Flammenwerfer, Hull MG
Notes: Half-Tracked, Open Topped, Flame-Thrower					
Flammpanzer III	2 / 1	4"	3	-	1.4cm Flammenwerfer, Coax MG
Notes: Tracked, Flames-Thrower					

Armored Cars

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 222 (2cm)	0 / 0	16"	3	2	2cm KwK38 gun, Coax MG
Notes: Wheeled, Open Topped					
Sd Kfz 231 (2cm)	1 / 0	16"	3	2	2cm KwK38 gun, Coax MG
Notes: Wheeled					
Sd Kfz 250/9 (2cm)	0 / 0	16"	3	2	2cm KwK38 gun, Coax MG
Notes: Half-Tracked, Open Topped					
Sd Kfz 234/2 Puma	1 / 0	20"	2	3	5cm KwK39 gun, Coax MG
Notes: Tracked, Hull Mounted					

Transports

Name	Armor	Gun Range	RoF	AT	Armament
Sd Kfz 250	0 / 0	-	-	-	Passenger-fired AA MG
Notes: Half-Tracked, Open Topped, Carries 1 Team					
Sd Kfz 250 (3.7cm)	0 / 0	16"	2	2	3.7cm PaK36, Passenger-fired AA MG
Notes: Half-Tracked, Open Topped, Hull Mounted, Carries 1 Teams					
Sd Kfz 251	0 / 0	-	-	-	Passenger-fired AA MG
Notes: Half-Tracked, Open Topped, Carries 2 Teams					
Sd Kfz 251 (7.5cm)	0 / 0	20"	2	4	7.5cm L/24 gun, Passenger-fired AA MG
Notes: Half-Tracked, Open Topped, Carries 2 Teams					
Opel Blitz 3-ton truck	-	-	-	-	
Notes: Half-Tracked, Open Topped, Carries 3 Teams					

BRITISH ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/LMG	16"	2	-	
MG	16"	3	-	
PIAT	6"	1	4	Small Base
Light Mortar	24"	2	-	Small Base, HE, Smoke, can fire over friendly Teams

Guns

Name	Gun Range	RoF	AT	Notes
Vickers HMG	20"	4	-	Moves as Infantry
ML 3" Mk II mortar	24"	-	-	Light Artillery, HE, Smoke, Moves as Infantry
ML 4.2" mortar	24"	-	1	Medium Artillery, Smoke
Bofors 40mm gun	20"	3	2	Large Base, Anti-Air
OQF 3.7" gun	28"	2	6	Large Base, Anti-Air
OQF 2 pdr gun	20"	3	3	
OQF 6 pdr gun	20"	3	4	
OQF 17 pdr gun	28"	2	6	Large Base, No HE
M1A1 75mm pack howitzer	16"	2	2	Light Artillery, Smoke
OQF 25 pdr gun	20"	3	4	Large Base, Medium Artillery, Smoke, FP: 2
BL 5.5" gun	24"	1	6	Lg Base, Bunker buster, Heavy Artillery, Smoke, FP: 3

Tanks and Tank Destroyers

Name	Armor	Gun Range	RoF	AT	Armament
Cromwell IV	2 / 1	24"	2	4	OQF 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Fast, Smoke					
Cromwell VI CS	2 / 1	20"	2	3	OQF 95mm CS howitzer, Co-ax MG/Hull MG
Notes: Tracked, Fast, Smoke, Mortar Barrage					
Challenger A30	2 / 1	28"	3	6	OQF 17 pdr gun, Co-ax MG
Notes: Tracked, Fast, Overloaded, No HE					
Sherman I/II/III/V	2 / 1	24"	2	4	M3 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Smoke					
Stuart V or VI	1 / 0	20"	2	3	M5/M6 37mm gun, Coax MG, Hull MG
Notes: Tracked, Fast					
Firefly VC	2 / 1	28"	2	6	OQF 17 pdr gun, Co-ax MG
Notes: Tracked, No HE					
Churchill III or IV	3 / 3	20"	3	4	OQF 6 pdr, Co-ax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks					
Churchill VI	3 / 3	24"	2	4	OQF 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks, Smoke					
Churchill VII	6 / 3	24"	2	4	OQF 75mm gun, Co-ax MG/Hull MG
Notes: Tracked, Slow, Wide Tracks, Smoke					
Churchill Crocodile	6 / 3	24"	2	4	OQF 75mm gun, Crocodile flame-gun, Co-ax MG
Notes: Tracked, Slow, Wide Tracks, Smoke, Flame-Thrower					
M10 3" SP	1 / 0	24"	2	5	M7 3 gun
Notes: Tracked					
M10C 17 pdr SP	1 / 0	28"	2	6	OQF 17 pdr gun, .50 cal AA MG
Notes: Tracked, No HE					

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Vehicle MG	16"	2	-	May Fire Main Gun OR MGs
.50 cal MG	16"	2	1	Anti-Air, May only inflicts RFPs, May Fire Main Gun OR MGs

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
Sexton	0 / 0	20"	2	4	OQF 25 pdr gun, AA MG
Notes: Tracked, Hull mounted, Medium Artillery, Smoke					
Priest	0 / 0	20"	1	4	M2A1 105mm howitzer, AA MG
Notes: Tracked, .50 cal AA MG, Hull mounted, Smoke, Medium Artillery FP: 2					

Armoured Cars

Name	Armor	Gun Range	RoF	AT	Armament
Daimler I	0 / 0	20"	2	3	OQF 2 pdr gun, Co-ax MG
Notes: Wheeled, Open Topped					
M20 Scout car	0 / 0	16"	2	1	.50cal MG
Notes: Wheeled, Open Topped, May only inflicts RFPs					
Humber II or III	0 / 0	16"	3	2	Besa 15mm gun, Co-ax MG
Notes: Wheeled, Open Topped, FP: 1					
Humber IV	0 / 0	20"	2	3	M6 37mm gun, Co-ax MG
Notes: Wheeled, Open Topped, FP: 1					
AEC I	1 / 0	20"	2	3	OQF 2 pdr gun, Co-ax MG
Notes: Wheeled, Open Topped, Overloaded, Slow, No HE, FP: 1					
AEC III	1 / 0	24"	2	4	M3 75mm gun, Co-ax MG
Notes: Wheeled, Open Topped, Overloaded, Slow, Smoke, FP: 1					

Transports

Name	Armor	Notes		
CMP/Bedford/Morris truck	-	Wheeled, Open Topped, Carries 3 Team		
Morris C8/Quad/AT tractor	-	Wheeled, Open Topped, Carries 2 Teams		
White/Marmon scout car	0 / 0	Wheeled, Open Topped, Carries 1 Team		
Humber scout car	0 / 0	Wheeled, Open Topped, AA MG, Carries 1 Team		
M5 half-track	0 / 0	Half-tracked, Open Topped, Carries 3 Teams		

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
Bofors 40mm SP	- / -	20"	3	2	Bofors 40mm gun

Notes: Wheeled, Anti-Air

Reconnaissance

Name	Armor	Gun Range	RoF	AT	Armament
Universal Carrier	0 / 0	-	-	-	Hull MG

Notes: Half-tracked, Open Topped

Universal Carrier (Boys)	0 / 0	16"	2	1	Boys anti-tank rifle
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Notes: Half-tracked, Open Topped, Hull-mounted, FP: 1

Universal Carrier (PIAT)	0 / 0	8"	1	4	PIAT
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Notes: Half-tracked, Open Topped, Hull-mounted, FP: 1

Universal Carrier (.5" MG)	0 / 0	16"	3	1	.5" MG
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Notes: Half-tracked, Open Topped, Hull-mounted, FP: 1

Indian Pattern Carrier	0 / 0	-	-	-	Hull MG
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Notes: Wheeled, Open Topped

Indian Pattern Carrier (Boys)	0 / 0	16"	2	1	Boys anti-tank rifle
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Notes: Wheeled, Open Topped, Hull-mounted, FP: 1

Indian Pattern Carrier (.5" MG)	0 / 0	16"	3	1	.5" MG
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Notes: Wheeled, Open Topped, Hull-mounted, FP: 1

Daimler Dingo	0 / 0	-	-	-	AA MG
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Notes: Wheeled, Open Topped

Humber LRC III	0 / 0	16"	2	1	Boys anti-tank rifle, AA MG
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Notes: Wheeled, Open Topped, Hull-mounted, FP: 1

Otter LRC I	0 / 0	16"	2	1	Boys anti-tank rifle, AA MG
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Notes: Wheeled, Open Topped, Hull-mounted, FP: 1

SOVIET ARSENAL 1944-1945

Infantry

Name	Gun Range	RoF	AT	Notes
Rifle/LMG	16"	2	-	
SMG	4"	3	-	Re-roll failed Assault Checks

Guns

Name	Gun Range	RoF	AT	Notes
PTRD anti-tank rifle	16"	2	1	Moves as Infantry
Maksim HMG	20"	5	0	Moves as Infantry
82-BM-41 mortar	-	-	0	Light Artillery, Moves as Infantry
120-PM-38 mortar	-	-	1	Large Base, Medium Artillery
37mm obr 1939 gun	20"	3	2	Large Base, Anti-Air
85mm obr 1939 gun	28"	2	5	Large Base, Anti-Air
45mm obr 1942 gun	20"	3	3	
57mm ZIS-2 gun	24"	3	5	Large Base
76mm ZIS-3 gun	24"	2	4	Large Base, Light Artillery
122mm obr 1938 howitzer	20"	1	3	Large Base, Medium Artillery, FP: 2
152mm obr 1943 howitzer	20"	1	4	Lg Base, Bunker buster, Heavy Artillery, FP: 3

Vehicle MGs

Name	Gun Range	RoF	AT	Notes
Vehicle MG	16"	2	-	May Fire Main Gun OR MGs

Tanks and Assault Guns

Name	Armor	Gun Range	RoF	AT	Armament
T-70 obr 1942/43	1 / 0	20"	2	3	45mm obr 1938 gun, Co-ax MG
Notes: Tracked					
T-34 obr 1941/42	2 / 1	20"	2	4	76mm F-34 gun, Co-ax MG, Hull MG
Notes: Tracked, Fast, Wide Tracks					
T-34/85 obr 1943	3 / 2	24"	2	5	85mm D-5T gun, Co-ax MG, Hull MG
Notes: Tracked					
KV-1s	3 / 2	20"	2	4	76mm F-34 gun, Co-ax MG, Hull MG
Notes: Tracked, Wide Tracks					
KV-85	4 / 3	24"	2	5	85mm D-5T gun, Co-ax MG
Notes: Tracked, Slow					
IS-2	4 / 3	20"	1	7	122mm D-25T gun, Co-ax MG
Notes: Tracked, Slow, FP: 2					
OT-34	2 / 1	20"	2	4	76mm F-34 gun, ATO-42 flame-thrower
Notes: Tracked, Fast, Wide Tracks, Flame-thrower					
KV-8s	3 / 2	20"	2	3	45mm obr 1938 gun, ATO-42 FT, Hull MG
Notes: Tracked, Wide Tracks, Flame-thrower					
SU-76M	1 / 0	24"	2	4	76mm ZIS-3 gun
Notes: Tracked, Wide Tracks, Hull mounted					
SU-85	2 / 1	28"	2	5	85mm D-5S gun
Notes: Tracked, Hull mounted					
SU-122	2 / 1	20"	2	4	122mm obr 1938 howitzer
Notes: Tracked, Hull mounted, FP: 2					
SU-152	3 / 2	24"	1	6	152mm ML-20S gun
Notes: Tracked, Slow, Bunker buster, Hull mounted, FP: 3					
ISU-122	4 / 3	24"	1	7	122mm D-25S gun
Notes: Tracked, Slow, Hull mounted, FP: 2					
ISU-152	4 / 3	24"	1	6	152mm ML-20S gun
Notes: Tracked, Slow, Bunker buster, Hull mounted, FP: 3					

Self Propelled Anti-Air

Name	Armor	Gun Range	RoF	AT	Armament
DShK AA MG on truck	- / -	16"	3	1	DShK AA MG
Notes: Wheeled, Open Topped, Anti-Air, No HE, May only inflicts RFPs					
ZSU M17 MGMC	0 / 0	16"	5	1	M45 quad .50 cal MG
Notes: Half-tracked, Anti-Air, No HE, May only inflicts RFPs					

Self Propelled Artillery

Name	Armor	Gun Range	RoF	AT	Armament
BM-13 Katyusha	- / -	-	-	-	BM-13-16 rocket launcher
Notes: Wheeled, Medium Artillery					

Armored Cars

Name	Armor	Gun Range	RoF	AT	Armament
BA-64	0 / 0	16"	2	2	PTRD anti-tank rifle, AA MG
Notes: Wheeled, Open Topped					

Transports

Name	Armor	Notes
Ford GPA Amphibious Jeep	-	Wheeled, Open Topped, Amphibious, Carries 1 Team
ZIS-5/6/Dodgetruck	-	Wheeled, Open Topped, Carries 3 Teams
Horse-drawn wagon	-	Wagon, Carries 2 Teams
Stalinets	-	Tracked, Slow, Carries 3 Teams

Vehicle Special Rules

- **Fast:** Add +2 inches to movement
- **Slow:** Roll 2d6 for movement
- **Wide Tracks:** Reroll failed Terrain Checks
- **Unreliable:** If moving more than 6" off road, roll 1d6. On a 1, the tank is immobile.
- **Bunker Buster:** Teams within 2" of a hit Target Team receive 1 RFP.
- **Smoke:** See Tank-Fired Smoke in Optional Rules
- **Anti-Air:** See Air Support in Optional Rules
- **Flame-thrower:** See Flame-throwers in Optional Rules

OPTIONAL RULES

Players should agree on which optional rules to use before the game begins.

COMPANY COMMANDER

ACTIVATION - A Company Commander (CC) is a unit of one Team. When activated, they may activate a platoon leader team within LoS, who then activate their platoons normally. CCs may perform any leader abilities on non-vehicle teams in the company.

COMMAND PRESENCE - If within 4" of teams in an activated platoon, that platoon may re-roll failed Morale Checks. If the unit flees, the Company Commander flees with them, counting as an additional destroyed unit.

HERO POINT GENERATION - While on table, generate 1 Hero Point at the beginning of a player's turn. If this Hero point is not spent before the start of the player's following turn, it is lost before a new one is generated.

MINEFIELDS

Minefields come in sets of three 2"×6" markers that are placed visibly during setup. Allocation is determined by scenario, or one set of 3 counts as one "unit equivalent" when using the Force Parity Procedure.

TRIGGER CHECK - When a team's movement brings them into contact with a minefield marker, that team must immediately resolve 1 RFP. If the result is Ready, that Team may complete its remaining movement.

CLEARING - Engineer teams may end their movement in base contact with the edge of a minefield without triggering it. Engineer teams starting their activation in contact with a minefield may make a Clearing Check. Each success applies 1

clearing point to that minefield. A minefield requires 3 total clearing points to be removed from the table. Track clearing progress with dice or markers. Multiple engineer teams may work on the same minefield simultaneously, combining their successes. Clearing takes the engineer's full activation.



FLAME-THROWERS

Flame-thrower teams have a range of 4" (may not Fire at Long Range), Rate of Fire of 3, and FP:3.

FIRING - Roll 3 dice at 4+ to hit, applying no modifiers for concealment or cover. Allocate hits normally, with a maximum of 1 hit per non-vehicle team. Each hit applies 3 RFPs to the target. Against vehicles, apply 3 RFPs to the vehicle.

ONE-SHOT WEAPON - After firing once, the flamethrower fuel is expended and the team permanently becomes a rifle team with 16" range, RoF 2, and FP 1, following normal firing rules.

ASSAULT - Flamethrower teams pass Assault Checks on 2+ before their fuel is expended. After fuel expenditure, they use the normal 4+ Assault Check.

HERO POINT VEHICLE INTERRUPTION

When an opponent declares a destination for a vehicle's movement, spend 1 Hero Point to interrupt. Choose a point along the vehicle's movement path and activate one of your teams to fire at that position. If the vehicle is not destroyed or suppressed, it completes remaining movement.

AIR SUPPORT AND ANTI-AIRCRAFT

AIR SUPPORT LIMITATIONS: Air support is limited to 3 successful strikes per game, representing fuel, ammunition, and operational constraints. Track used strikes with markers or dice. A strike counts as "used" only when the aircraft successfully delivers its attack (either automatically on a roll of 6, or by surviving the AA engagement phase).

- Air Support Procedure

1. Air Roll (1d6):

- 1: Mission aborted
- 2-5: Proceed to AA engagement
- 6: Attack succeeds automatically

2. AA Engagement (if air rolled 2-5): Each AA team that did not activate during their previous turn may attempt to intercept the aircraft. AA teams roll a number of dice equal to their Rate of Fire. Each die that rolls HIGHER than the air roll scores one hit on the aircraft. For each hit, the air support player rolls 1d6, attempting to roll HIGHER than the AA gun's AT rating. If the air support fails any save roll, the aircraft is driven off and no attack occurs.

MULTIPLE AA GUNS - When multiple AA guns operate together as a unit, the first gun uses its full RoF with each additional gun adding +1. All dice rolled use the same AT rating as the first gun.

AA ACTIVATION RESTRICTION - AA teams that activated during their previous turn **may not** attempt interception, as they are out of position or reloading.

AIRCRAFT ATTACK PROFILES - Choose your aircraft's attack profile during list building. Aircraft may not target enemy teams within 12" of any friendly teams.

Bombs: Place an impact marker on the table, then roll d10-3 for deviation in a random direction. All teams within a 3" radius of the final marker position receive 3 RFPs. Vehicles in the radius subtract their Flank AR from the RFPs received (maximum reduction of -2).

Rockets: Declare one enemy team as the target and roll 4+ to hit (5+ if concealed). If the target is a vehicle, the attack counts as an AT 5 weapon against the target's Flank Armor. If the target is an infantry or gun team, the target receives 3 RFPs.

Cannons: Draw a 12" long, 2" wide line across the table (the attacking player chooses position and direction). All teams that touch or are crossed by the line receive fire. All Team received 2 RFPs (Vehicles subtract they're flank armor).

GROUND ATTACK RESTRICTION - Aircraft may not target enemy teams within 12" of any friendly teams.



SNIPERS

Snipers are Small Teams that are always deployed Hidden. Snipers cost 1 Order Point to reveal anywhere outside 12" of enemy teams. Snipers are destroyed if any enemy team moves within 4" of them.

SNIPER FIRE - Once per turn, an activated sniper may place a Sniper Fire marker on one enemy team within 20" and LoS. Snipers may target Small Teams, bypassing normal target priority.

RESOLUTION - When a marked team activates, it resolves 1 RFP as though in open ground. If the target survives, both the target and the closest team within 4" become suppressed. If the target is destroyed, the two closest teams within 4" become suppressed. If no teams are within 4", only the target is affected. Leaders may be affected by suppression. Remove the marker after resolution.

DISPLACE - Instead of placing a Sniper Fire marker, an activated sniper may displace by removing itself from the table. Snipers removed this way do not count as destroyed and may not be deployed again.

DEFENSIVE RECON ADVANTAGE

Defending forces with at least one recon platoon may deploy all teams up to 6" beyond the center line. Defending recon teams may reveal themselves up to 12" beyond the center line. Normal Hidden team revelation restrictions still apply.

FORCE PARITY PROCEDURE

The Force Parity Procedure provides a method for balancing forces for "pick up" matches without the use of a points system.

- **Force Reveal:** Both players reveal their complete forces, which should contain 4-10 units each.
- **Unit Rankings:** Each player examines their opponent's force and ranks all enemy units from strongest (rank 1) to weakest (highest number).
- **Pairings:** Pair up units based on rankings by matching strongest vs strongest, second strongest vs second strongest, and so on.
- **Compare Pairings:** For each pairing, determine which unit appears more threatening to their opponent, and score it's player 1 point. When it's not obvious which unit is the more threatening, use the default hierarchy as a tiebreaker: Tanks beat Infantry, Infantry beats Guns, Guns beat Tanks.
 - Consider key factors such as number of teams, training, AT ratings, armor values, RoF, mobility, etc, as well as the scenario.
- **Extra Units:** If one player has more units than their opponent, that player scores 1 point per extra unit.
- **Calculate Handicap:** Total each player's points. The player with the higher score reduces their starting Break Points by the difference between the scores multiplied by 2. The player with the higher score may choose to remove units from their force to reduce or eliminate the penalty (recalculate scores after removal).

TANK-FIRED SMOKE

Tanks with the "Smoke" ability listed in their profile may fire smoke rounds. Firing smoke replaces the tank's normal Fire action.

• Procedure:

- Choose an enemy team within the tank's main gun range and roll 4+ to successfully fire smoke, applying normal firing modifiers for concealment and long range.
- If the roll fails, no smoke is placed.
- If successful, place a 4x2" smoke marker in contact with the targeted Team, facing the firing Team.
- Teams may move through smoke without penalty.
- Smoke dissipates at the beginning of the firing player's next turn.

FIRING ORDER - Tanks firing smoke rounds must be resolved before any other fire from the same unit.

HAIL OF FIRE

COMPANY-LEVEL FAST PLAY MINIATURES RULES

Rules Reference Sheet

TURN SEQUENCE

1. **Resolve Artillery** - Fire-for-effect barrages occur
2. **Roll Order Dice** - Active Player rolls 2d6, takes higher result
3. **Check for Doubles** - If doubles, reveal and re-roll Hero Die (lose previous Hero Points)
4. **Spend Points** - Order Points activate teams once; Hero Points can activate teams again or during enemy turn
5. **End Turn** - Non-Active Player becomes Active Player

ACTIVATION

ORDERS (CHOOSE ONE)

- **MOVE** - Team moves
- **FIRE** - Team shoots

UNIT ACTIVATION

- **Infantry/Gun Units**: Activate PL to activate all Teams in LoS
- **Vehicle Units**: Activate individually, or as unit if all have LoS to each other and target
- May issue **TWO orders**, split between Teams

ACTIVATION SEQUENCE

- Declare orders
- Rally Check (suppressed w/o RFPs)
- Resolve RFPs
- Execute orders

HIT ALLOCATION

Modifier

Effect

Target: Concealed	+1	Killed	Suppressed	Ready	
Target at Long Range (up to 2x)	+1	Open Ground	1-2	3	4

AT VS. SMALL ARMS

- Small arms → unarmed only
- AT weapons → choice of armored or unarmed
- HE rounds ignore concealment vs. non-Vehicles

MOVING

Infantry 2d6"	Gun 1d6"	Vehicle 3d6"
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In LoS of unsuppressed enemy: Roll dice for movement
Entire move out of LoS: Use maximum movement

Team Type	Difficult	Very Difficult
Infantry	No penalty	No penalty
Gun	No penalty	Cannot move
Tracked	Terrain Check or stop	Terrain Check or stop
Half-Track	Terrain Check or stop	Cannot move
Wheeled	Terrain Check or stop	Cannot move

ROAD BONUS

- Tracked / Half-Track: +6"
- Wheeled: +12"

RECEIVED FIRE POINTS

WHEN TEAMS ACTIVATE

Roll 1d6 per RFP assigned. Take worst result:

	Killed	Suppressed	Ready
Open Ground	1-2	3	4
Hard Cover	1	2-3	4

Suppressed Teams: Always count as Hard Cover
Suppressed in Hard Cover: Need 2x killed results
Vehicles: Always count as Hard Cover

SUPPRESSION & RALLY

SUPPRESSED TEAMS

- Cannot Fire
- Cannot Move toward visible enemy
- Resolve RFPs as if in Hard Cover

RALLY CHECK

- Roll 4+ to remove suppression
- Only for suppressed Teams without RFPs
- Rolled after orders are declared

ROLL BACK (AUTOMATIC)

- Suppressed Teams that start or end their activation out of LoS to enemy auto-rally simulation!

WHEN IN DOUBT...

- Roll 4+ and keep the same moving.
- Fast, fun gameplay is more important than perfect simulation!

HAIL OF FIRE

COMPANY-LEVEL FAST PLAY MINIATURES RULES

Rules Reference Sheet

ARMOR PENETRATION

AT > ARMOR RATING (AR)

Roll Dice = AT Value

Roll 6 = Apply RFPs (FP Value)

Otherwise = No Effect

AT > ARMOR RATING

Roll Dice = (AT - AR)

Roll 6 = **DESTROYED**

Otherwise = Apply RFPs (FP Value)

AT = 2X AT OR MORE

Weapon Ineffective - No Effect

Flank Shots: Use Flank AR if firing from behind front-hull line
Unarmored Vehicles: Count as AR 0

ASSAULTS

INITIATION

- Must start within 12"
- At least one unpressed Team with LoS
- End Move in base contact with enemy
- Max 2 attackers per defender

SEQUENCE

- Attackers move into contact
- Defenders activate (Rally, resolve RFPs)
 - Non-Ready defenders destroyed
 - Attackers may move 3" to contact
- Defenders: Assault Checks + 3" moves
- Attackers: Assault Checks + 3" moves
- Repeat 5-6 until no contact

ASSAULT CHECK

- Roll 4+ to destroy contacted enemy
- Leaders in contact allow re-rolls

VS. VEHICLES

- AT weapons: Use normal AT +1 vs. Flank AR
- Non-AT: Count as AT 2
- Open-Topped: Resolve RFPs as Open Ground
- Infantry attack first if starting concealed

Regroup: Any team ending out of contact becomes suppressed

LEADERS

ABILITIES (ONCE PER ACTIVATION)

- Direct Fire: +1 RoF to Team in base contact
- Rally Team: Rally Check for Team in base contact
- Quick March: +3" movement to Team ending in base contact

MOVEMENT

- May always move up to 12"
- Position abstracted when in base contact with Team

CASUALTIES

- If PL killed after orders issued, only 1 Team acts
- Later activations: Training Check to place new PL

ARTILLERY BARRAGE

CALLING FIRE

- First Order Point of Turn: Order artillery to fire
- Mark Teams/POs as "Observing"
- May not Move/Fire for rest of turn
- Next Turn: Place Range-In marker in LoS
- Deviates d10" random (or 9+ hits on target, 7+ for mortars)
- Fire-for-Effect or re-roll deviation next turn

FIRE-FOR-EFFECT

Weight	Radius / RFPs
Light	3" / 1 RFP
Medium	3" / 2 RFPs
Heavy	3" / 3 RFPs

- Vehicles: Subtract Flank AR (max -2")
 - +1" radius per gun over 2 (max -2")
- Teams activating in radius take RFPs
 - Barrage continues on B+ next turn
 - Place instead of normal shot
 - Can't see into or out of
 - Lasts until beginning of next turn

WHEN TO ROLL 4+

- Firing (before modifiers)
- Rally suppressed Team
- Training Check
- Terrain Check for vehicles
- Assault Check in close combat
- Morale Check for unit cohesion

MORALE

- Required when Unit loses >50% of Teams
- Roll 4+ or Unit destroyed
- Must recheck each time more casualties occur
- Units reduced to 1 Infantry Team = destroyed

HAIL OF FIRE

WWW COMPANY-LEVEL MINIATURES WARGAME RULES

"**Hail Of Fire**" is a company-level, WWII miniatures war game designed specifically to be simple and fast-playing, while also forcing players to navigate the "fog of war". Features include secret action points, hidden deployments, and a delayed combat resolution system, all of which are easy to execute and track using a few dice and tokens rather than maps or other bookkeeping.

Best of all, the rules provide all of this in only a few pages of simple and to-the-point instruction! So if you're looking for a deep, unique tactical experience and are more interested in playing rather than reading long rulebooks, grab this booklet, some models, and jump into the commander's shoes!

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- Intended for 15mm miniatures or smaller. Infantry based in teams, vehicles based individually, and units of models being platoons.
- Dice needed are D6s and a single D10. Measurements are in inches. Tokens are needed to mark "suppressed" teams and "received fire points". I use small 8mm dice for the latter, 100 of which can be purchased online for only a few dollars.
- Written for 1 vs 1 games, but designed with large multiplayer games in mind. Fog of war elements make Solo-play easily accommodated.

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