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HEAVY WEAPONS AND VEHICLES RULES

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These optional rules are required for using rifle grenades and
man-portable recoilless rocket weapons

You can always find the latest version of these rules at
<http://1-48tactic.com/rules.htm>

For any question, visit the game support forum at:
<https://1-48tactic.freeforums.net/>

RIFLE GRENADES

ADVANCED RULES

Rifle grenades

Rifle grenades are shot with a rifle instead of being thrown by hand, using a special attachment fitted to the weapon. Other than that they are very similar (often the same actually) as hand grenades.

A grenade launched by rifle can be shot up to 20u range without dispersing, and up to 50u using the usual grenade dispersion rules, but can only be fired every other turn. It cost 2AT to load and 1AT to fire it in any following turn.

Other than that, they are functionally identical to hand grenades, except that they are only available to Characters equipped with a rifle grenade launcher attachment.

If a Character is armed with a rifle fitted with a grenade launcher he can always fire it in the game (as it happens to one armed with hand grenades). However all types of rifle grenades are always available to him, they do not require to be bought separately and can not be transferred.



Grenade, Rifle No. 68 /AT

Most rifle grenade launchers were removable, although some model did require rather complex operations for doing so.

Accordingly, if a Character shows on its card the grenade launcher attachment separate from the rifle this can be taken on or off, enabling him to use the rifle normally.

This is an Action that cost 1 AT, can not be performed if the character has already done any other Action this turn and no further Actions can be taken by the Character in the same turn.



If the Character's card shows only the rifle with the grenade launcher and does not show the rifle without it, then it is not possible to change the weapon.

These are the stats of typical rifle grenade rounds available:

Fragmentation:

shots ½ / S4 / R2

2AT to load and 1AT to fire in a following turn.

HEAT:

shots ½ / H4 / S3 / R2

2AT to load and 1AT to fire in a following turn.

Smoke:

shots ½ / S1 / R2

2AT to load and 1AT to fire in a following turn.

HEAT ROUNDS

High Explosive Anti-Tank (HEAT) rounds

When using HE fragmentation or smoke rounds just follow the normal rules for the equivalent hand grenades.

HEAT rounds are also available to all characters armed with rifle grenade attachments, these also work in the same way as normal hand grenades except that they use H/S factors instead of S/R and that have a reduced attack radius of 1u against soft targets.

All HEAT rounds attack only one single position of a vehicle at a time like AP rounds, hitting as usual on 4+.

Despite conventions, rifle grenades could and were shot also using direct fire, along a flat trajectory, especially at short ranges!



Note that he is not placing the rifle butt against the shoulder though, the recoil momentum is a function of the mass of the projectile, so rifle grenades had a pretty vicious kickback!

HEAT hand grenades

HEAT hand grenades use shaped charges to penetrate heavy armor, therefore the grenade must hit the vehicle at an exact right angle to be most effective.

Most designs tried to achieve this by having the grenade been thrown up in the air and deploying a small drogue parachute or fabric streamers to stabilise the flight and try to land atop the tank, where the armor was most vulnerable.



Panzerwurfmine or RPG-43
2AT to use.

Can be thrown up to 10u and it is subject to dispersion: roll on a D6: on a result of 5 or 6 it will explode square on the target attacking at H5; on a result of 3 or 4 it will explode on target but at non-optimal angle or position, attacking at H3. On a result of 1 or 2, the grenade bounces off harmlessly.

RPG-6 (only available in 1945)
2AT to use, can be thrown up to 10u without dispersion, attack at H5.

HEAT ROUNDS

Other HEAT rounds

Better delivery systems were soon introduced for HEAT projectiles like the British PIAT, the US Bazooka and the German Panzerfaust. All fired anti-tank shaped charge projectiles, these are highly effective against armored targets but of much less use against soft targets.

The shaped charge also needs to hit in optimal conditions and at the right angle to properly function, so HEAT rounds can only attack targets in the open, a target behind even a single Partial Cover can not be attacked by these weapons.

Hard targets are attacked in the same way as an AP round, while Soft targets are attacked in the same way as a hand grenade.

Many of these weapons were designed so that could be operated by a single soldier, but a second team member that carries ammunition is required for them to shoot more than once per game; they must be in base to base contact for the weapon to be reloaded.

Panzerfaust 60: shots $\frac{1}{2}$ (1AT to prep and 1AT to fire in any following turn.) / H9 / S4
The attack radius is 2u.

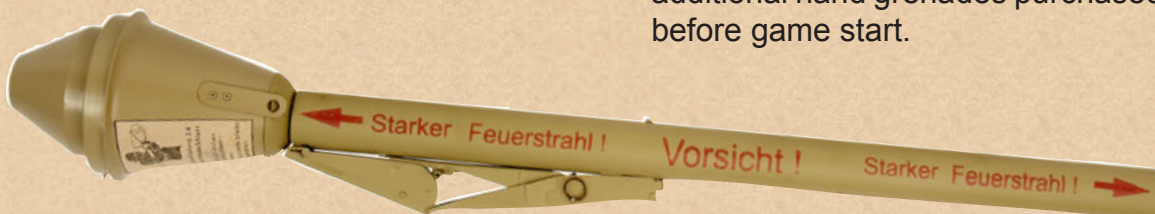
The Panzerfaust is a single shot weapon, discarded after use. A Character equipped with one can only fire it once in the game, but can always fire any other weapon he is armed with as usual, either before or after using it.

It can shoot up to 15u range without rolling for dispersion, up to 40u with dispersion.



Other Panzerfaust rounds can be bought separately before the game starts, assigned and transferred as hand grenades.

These weapons are strictly single-use and once fired their card must be discarded, exactly as it happens for additional hand grenades purchased before game start.



Panzerfaust 60M

BAZOOKA

Man-portable recoilless rocket weapons

Featuring a solid rocket motor for propulsion, the US Bazooka and the German Panzerschreck allowed for HEAT warheads to be delivered against armored vehicles with precision at much greater ranges.

These are considered heavy weapons and attack using the two-step process, but they are not required to place a target marker down although they can not be loaded and fired in the same turn.

For this reason these weapons are all shots $\frac{1}{2}$ meaning they can not shoot every turn but only once every two. It costs 1AT to load and 1AT to fire in any following turn. As usual, if part of a specialized Characters equipment these can not be transferred or used by others, while if purchased separately can be transferred and even captured!

The British PIAT, despite not being a recoilless rocket weapon (technically it was a man-portable mortar), was functionally very similar and it is treated as such in these rules.



Projector,
Infantry,
Anti Tank
(PIAT)

Remember:

a second team member that carries ammunition is required for all these weapons to shoot more than once per game!

Bazooka M6A1: shots $\frac{1}{2}$ / H6 / S4

Bazooka M6A3: shots $\frac{1}{2}$ / H9 / S4

Panzerschreck: shots $\frac{1}{2}$ / H12 / S5

Both can shoot up to 20u range without rolling for dispersion, up to 40u with dispersion.

PIAT: shots $\frac{1}{2}$ / H4 / S5

Shoot up to 15u range without dispersion, up to 30u with dispersion.

All have an attack radius of 2u.



An 82nd anti-armor bazooka team covers a road near Cheneux December 20, 1944.