

Iron Cross Quick Reference: House Rules V1

Reactivation & Reaction

- Reactivate: need 1+CTs+MMs. Heavy -1 except CMT; Weak morale -1 except Fall Back.
- Reaction score needed:

	Base	+MMs?
Move/fire etc.		
Default	3+CTs	Yes
Light units		
Elite	As above	No
Fall back		
Default	3+CTs	Yes
Light units		
Elite	As above	Light?
Morale test		
Default	3+CTs	Yes
Elite	2+CTs	No

- 6 always succeeds
- One rethrow per turn 6" from command

Visibility

	In open	In cover
Infantry	24"	6"
Sniper	4"	1"
Heavy weapons	Unlimited	12"
Small/hull down vehicles	Unlimited	12"
Other vehicles	Unlimited	24"

Move or fire: limited only by line of sight (except snipers)
Spotter = +6"

Movement

Type	Normal	Rapid	Rapid Road
Inf./Support Squads	6"	9"	12"
Fast vehicle	12"	18"	24"
Medium vehicle	10"	15"	20"
Slow vehicle	8"	10"	12"

Difficult terrain: no rapid moves; throw D6: score to pass-

Type	Rough	Very Rough
Infantry	No test	4+
Wheeled gun	2+	Impassable
Other support squad	No test	4+
Wheeled vehicle	6	Impassable
Half track	3+	4+
Heavy tank	No test	2+
Other tracked	2+	3+

Failure:

- No further actions or activations that turn
- Moves lesser of half move or clears terrain

Close combat

- From 3": no reaction if close combat move first
- Initiation: use reaction test for morale, fail = fire
- Infantry: 2 rounds of firing no cover; defender fires first (MG 1 die). Elite no MM; unmotivated -1 to hit.
- Vehicles. Soft/OT may retreat after round 1
- Enc AFV: one round, use AT value 1MM all hits

Firing: to hit

- Support squads can't move and fire.
- Throw 1 or 2 D10 as follows (max ranges shown)

	<12"	>12"
Inf. Squad	2	1
AP/HE	2	1
Tripod MG	2	2
Turret MG/sniper	1	1
Hull MG	1	-
IAW/vehicle FT	2 (8")	-
Man-pack FT	2 (4")	-
Other sup.squad	1	-

- 5+ required to hit. Dice modifiers:

	Small arms	MGs	AP/HE
Per MM	-1	-1	-1
Firer moving this activation	-2	-2	-2
Target moved this turn	-	-	-1
Enemy inf. within 12"*	-	-	-1
Target in 50% cover/hull down	-	-	-2
Target in lesser cover	-	-	-1
Sniper	+1	n/a	n/a

* Not if friendly infantry are closer

Firing: armour penetration

1MM if at least one hit unless AV is 9+ > AP or 11 at <12"

- Penetration throw: D10 + AP. +2 for double hit
- If equals AV, 2nd MM.
- If >AV: Damage throw D6 (+1 for heavy weapons)

Score Effect

1	1 MM (i.e. 2 nd)
2	2 MMs
3	Higher of 3MMs or Morale value
4-5	Destroyed
6	Explosion: 1MM on friendly units in 6"

MGs take half damage score rounded up.

Casualty throw

One D6 for each successful score on to-hit

	Infantry	MG	FT	Lt. HE	Med HE	Hvy HE
Open	4	3	3	5	4	3
Cover	5	5	3	5	4	3
Defences	6	6	3	6	5	5

FT: use this for all vehicles. 2 hits destroys soft and OT AFV

Indirect fire

Target marker. Use to-hit throw. 2 D10 for 2nd attempt
Effect marker. D10: 1=fail; 10=direct hit. Others D6 deviation for 1st attempt "D6 difference subsequently. Nearest unit is affected; use HE casualty throw with following dice

Distance	Light	Medium	Heavy
Up to 1"	1	2	2
1-2"	-	1	2
2-3"	-	-	1

AFV: direct hits only. Enc AFV = defences; OT = open

German unit stats

Name	Type	Move	Armour	AT/HE	Morale	Notes
Pz III L	Enc. AFV	Med.	13/10	8/L	5	
Pz III N	Enc. AFV	Med.	13/10	5/M	5	
Pz IV F1	Enc. AFV	Med.	12/10	5/M	5	
Pz IV G	Enc. AFV	Med.	12/10	9/M	5	
Pz IV H/J	Enc. AFV	Med.	14/10	9/M	5	
Panther	Enc. AFV	Med.	17/13	10/M	6	
Tiger I	Enc. AFV	Slow	17/14	10/M	6	Heavy
StuG III G	Enc. AFV	Med.	15/10	9/M	5	Small
Marder III	OT AFV	Med.	10/9	9/M	4	Light
Sdkfz 222 A/C	Enc. AFV	Fast	10/9	4/L	4	Small/Light
Sdkfz 251 Halftrack	OT AFV	Fast	10/9	MG	2†	Transport
Soft vehicles	Soft	Fast	7	-	2†	Transport
Infantry squad	Infantry	Inf	-	3/-	5	
PaK38 50mm A/T gun	Support	Inf.	-	8/-	3	
PaK40 75mm A/T gun	Support	Inf.	-	9/-	3	
Tripod MG team	Support	Inf.	-	0/MG	3	
81mm mortar team	Support	Inf.	-	-/M	3	
OP team	Support	Inf.	-	-	3	Light
Flamethrower	Support	Inf.	-	FT	3	Heavy
Panzerfaust/schreck	IAW	-	-	9/-	n/a	Range 8"

British unit stats

Name	Type	Move	Armour	AT/HE	Morale	Notes
Grant	Enc. AFV	Med.	14/11	8/M,5	5	
M3 Stuart	Enc. AFV	Fast	11/10	6/L	4	
M5 Stuart	Enc. AFV	Fast	12/9	6/L	4	
Sherman 75mm	Enc. AFV	Med.	13/11	8/M	5	
Sherman 76mm	Enc. AFV	Med.	15/11	9/M	5	
Sherman Firefly	Enc. AFV	Med.	13/11	10/-	5	
Churchill III/IV	Enc. AFV	Heavy	16/13	9/L	6	Heavy
Churchill NA75	Enc. AFV	Heavy	16/13	8/M	6	Heavy
Churchill VII	Enc. AFV	Heavy	19/16	8/M	6	Heavy
M10 Wolverine	OT AFV	Med.	12/10	9/M	5	Light
Humber III A/C	Enc. AFV	Fast	8/8	4/MG	4	Small/Light
M3/M5 Halftrack	OT AFV	Fast	10/9	-	2†	Transport
Bren carrier	OT AFV	Fast	10/9	-	2†	Small/Transport
Bren Flamethrower	OT AFV	Med.	10/9	FT	3	Heavy
Soft vehicles	Soft	Fast	7	-	2†	Transport
Infantry squad	Infantry	Inf.	-	3/-	5	
6pdr/57mm A/T gun	Support	Inf.	-	9/-	3	
17pdr A/T gun	Support	-	-	10/-	4	Heavy
Vickers MG	Support	Inf.	-	0/MG	3	
3" Mortar	Support	Inf.	-	-/M	3	
OP team	Support	Inf.	-	-	3	Light
Flamethrower	Support	Inf.	-	FT	3	Heavy
2" Mortar	-	-	-	-/L	n/a	5+ on casualty roll
PIAT	IAW	-	-	7/-	n/a	Range 8"

† Morale value for transports applies when not carrying squad. Otherwise treat as part of squad