

# Battlegroup: Modern Warfare

## Simple rules for the latter part of the Twentieth Century

### By Kevin White

(Originally published in Lone Warrior 202)

#### General Introduction

In order to play this game you will need a standard pack of playing cards including one Joker, at least 1D10 and either the counters supplied or micro scale figures. The table has a 1 ½ inch hex grid overlay.

One hex represents 250 metres.

One counter represents a sub unit.

An Infantry Battalion comprises 1 HQ sub unit and 4 companies.

An Armoured Regiment comprises 1 HQ sub unit and 4 squadrons.

An Armoured Engineer unit comprises 1 HQ unit and 4 squadrons

A Logistics Regiment comprises 1 HQ sub unit and 4 squadrons.

MRCA and Helicopter Gunships operate in pairs

This set of rules was inspired by Tom Clancy's novel, "Red Storm Rising" and assumes conflict between nation states, rather than asymmetric warfare.

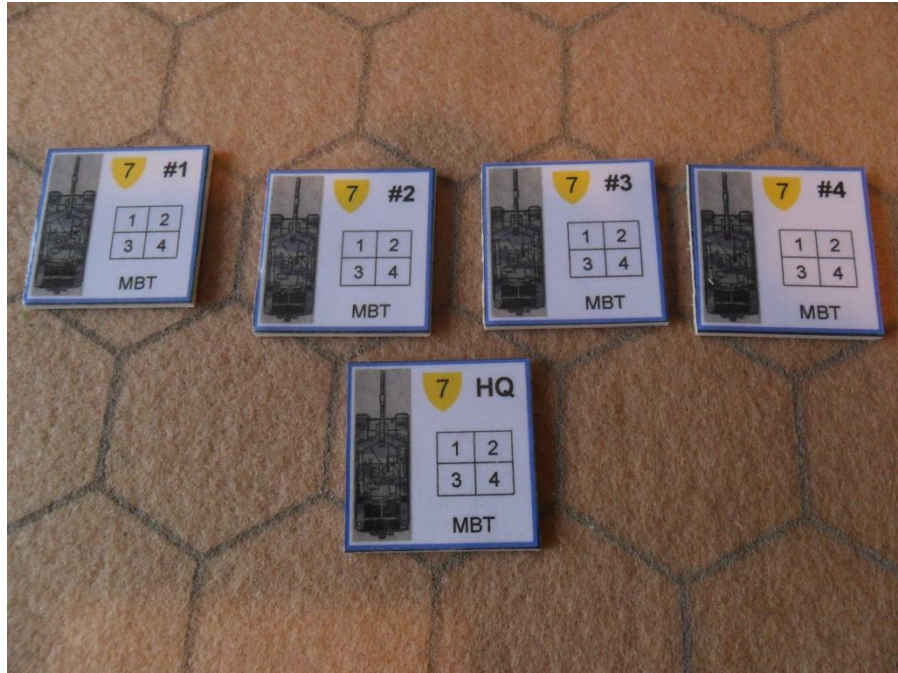
#### Command and Control

Use a standard pack of playing cards with one Joker added.

When a red card is turned up activate the appropriate Army Red units.

When a black card is turned up activate the appropriate Army Blue units.

Ace	All units
2	Rifle Company on foot
3	Light Armour
4	MBT (Main Battle Tank)
5	Armoured Engineers
6	SAM
7	Artillery (including SSM & Rockets)
8	Logistics
9	MRCA (Multi Role Combat Aircraft)
10	Helicopter Gunship
Jack	Sniper: any rifle sub unit may fire on any dismounted enemy rifle sub unit up to 4 hexes away
Queen	Mine/IED: randomly select one of your Light Armour /dismounted sub units and dice for damage
King	Call for additional air support; Turn over two playing cards; if they are the same colour or number you are successful. Roll 1D10. 1,2,3,4 2 MRCA available 5,6,7 4 MRCA available 8,9,10 6 MRCA available
Joker	Stop card - end of turn. Shuffle the pack and start the next turn.



### A Main Battle Tank Regiment

It takes one move for infantry to mount/dismount from a vehicle.

#### Movement

Helicopters	10
MBT	3*
Light Armour	3*
SAM	3*
Artillery	3*
Trucks	3*
Infantry on foot	1*
*	Double on roads

#### Ranges

HMG, Chain Guns, etc	2
All artillery (including rockets, SAM, SSM)	6
Helicopter Gunships	6
MBT Guns	8
Infantry small arms	Adjacent
Infantry A/T	2*
Infantry AA	2*
Mortars	4*
*	For ease of play it is assumed that Rifle sub unit #4 is the sub unit holding these weapons

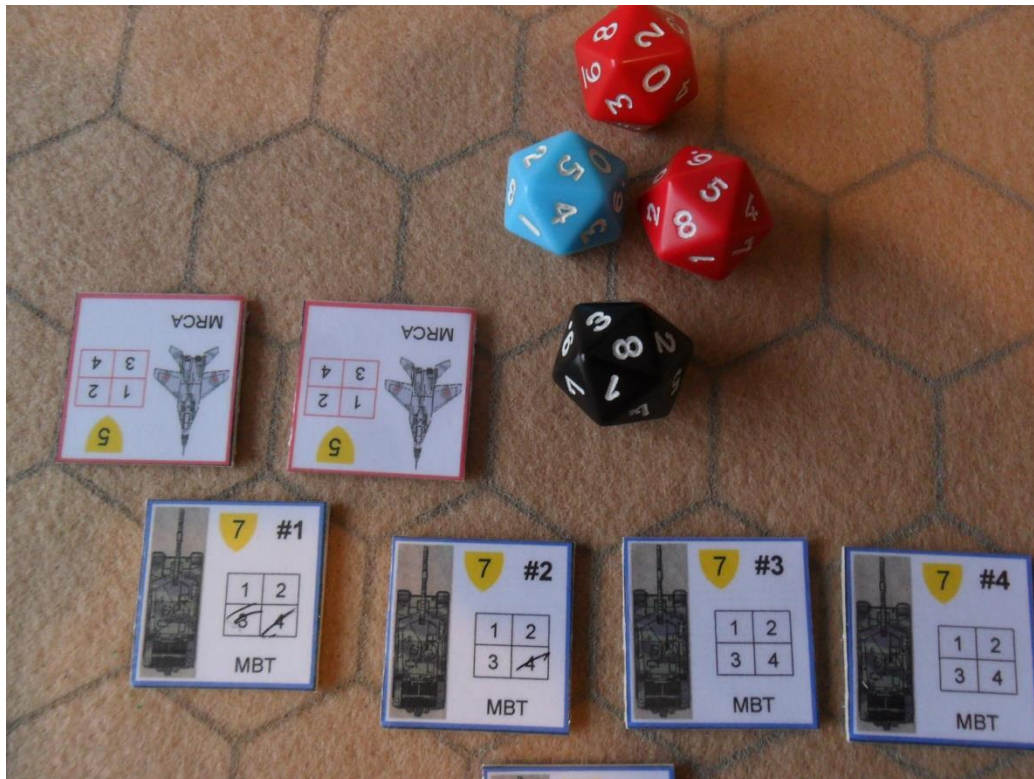
## Combat

Each sub unit has a Defence Value (DV) which is the number printed on the shield. Each sub unit also has four Strength Points (SP).

Roll 1D10 for each strength point. Score equal to or better than the defence value to hit. For every hit mark off one strength point.

When a sub unit runs out of Strength Points it can no longer take offensive action (until it is resupplied). If an out of supply sub unit (i.e. no SPs remaining) is adjacent to an enemy sub unit which is capable of offensive action it is assumed to be overrun and destroyed.

A rifle company on foot, MBT and Light Armour sub unit may move and fire with a -1 penalty to the die score.



**Damage inflicted**

## HQ sub units and Logistic units

HQ sub units have Command Points (CP) rather than strength points. They can use these to replenish lost strength points in their sub units. CPs are reduced as HQ sub units are hit or as they choose to give them to sub units under their command. They have a command radius of 4 hexes (i.e. they can replenish SP for any sub unit under their command up to 4 hexes away). CPs can be replenished by Logistics units in the same way as SPs.



**A Logistics Regiment**

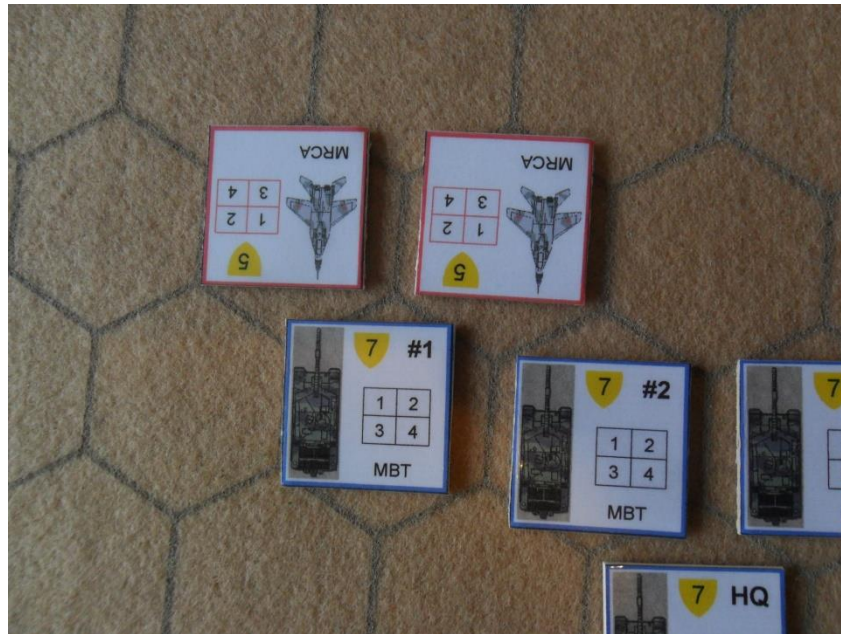
Logistics sub units have Supply Points (SuP). They use these to replenish sub units that have lost either SP or CP. To do this they have to be in an adjacent hex to the sub unit they wish to replenish. The sub unit being re-supplied may not carry out any other actions. It takes one turn for a logistics sub unit to re-supply any other sub unit.

### **Air to Ground Attacks**

#### **MRCA**

1. When MRCA are activated place MRCA counter next to intended target.
  2. If there is a SAM unit within range they may attempt to “lock on.” Turn over two playing cards – if they are the same colour or number the SAM unit has successfully “locked on.” Roll 1D10 for each SP and mark off any damage.
  3. Surviving MRCA attack the ground target.
- Helicopter Gunships move as per the movement table until they are in range of a target. Then follow points 2 and 3 above.

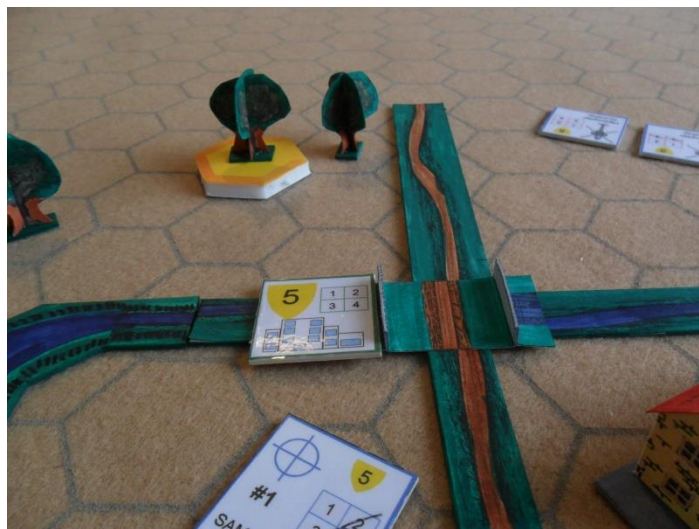




**MRCA attacking MBT Regiment**

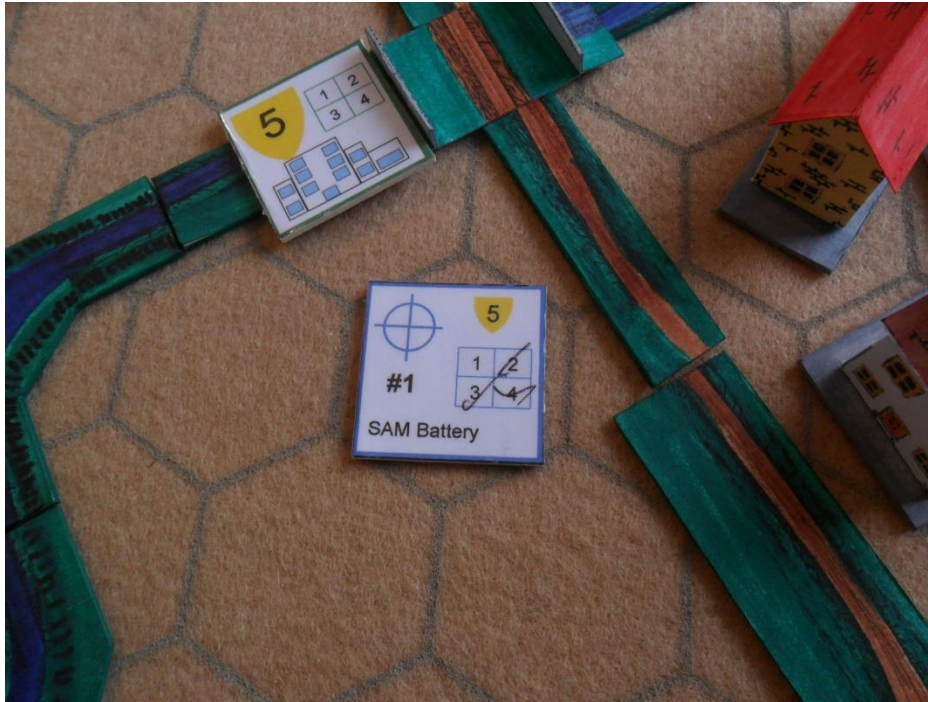
### **Built Up Areas (BUA) and Bridges**

Counters are included to represent BUA. They have a Defence Value and four Strength Points. They are purely defensive and have no offensive value. Infantry on foot and HQ sub units can occupy BUA. You should also use these counters to indicate the strength of bridges. Once a bridge's SP are gone the bridge is destroyed.



**The bridge in perfect condition**

If a sub unit occupies a BUA place it under the BUA counter. When attacked the BUA counter must be reduced first before the sub unit can be attacked. (i.e. all four SP on the BUA counter must be marked off before you can attack the sub unit sheltering inside). Once the BUA counter is reduced place the sub unit on top of the BUA counter.



**A SAM battery protecting a bridge**

### **Stacking**

Stacking is only allowed in two circumstances:

1. Built up Areas can have dismounted rifle companies and any HQ sub unit underneath them.
2. Light armour can act as Armoured Personnel Carriers. When used in this way 1 Light Armour sub unit may have 1 Rifle sub unit underneath it.

### **Line of Sight (LOS)**

Visibility with a clear LOS is normally 20 hexes (5 kilometres)

Line of Sight is necessary for MBT armament, artillery and Rifle Company weaponry to fire.

Any hill contour or wooded hex will disrupt LOS. An artillery unit that has a Forward Observing Officer (FOO) with a clear LOS to a target may call in indirect fire. Airborne weapons systems (i.e. on Helicopter Gunships and MRCA) are assumed to always have LOS to a target, either through Mk1 eyeball or via electronic means.

### **Re-supplying Logistics units**

Logistics units exist to give away their Supply Points (SuP). Once subunits are empty retire them from their home table edge and they can be replenished (clean any strike marks off the counters). They re-enter the table the next time Logistics units are activated. Logistics units can re-supply any combat or HQ units on the table.

### **Postscript**

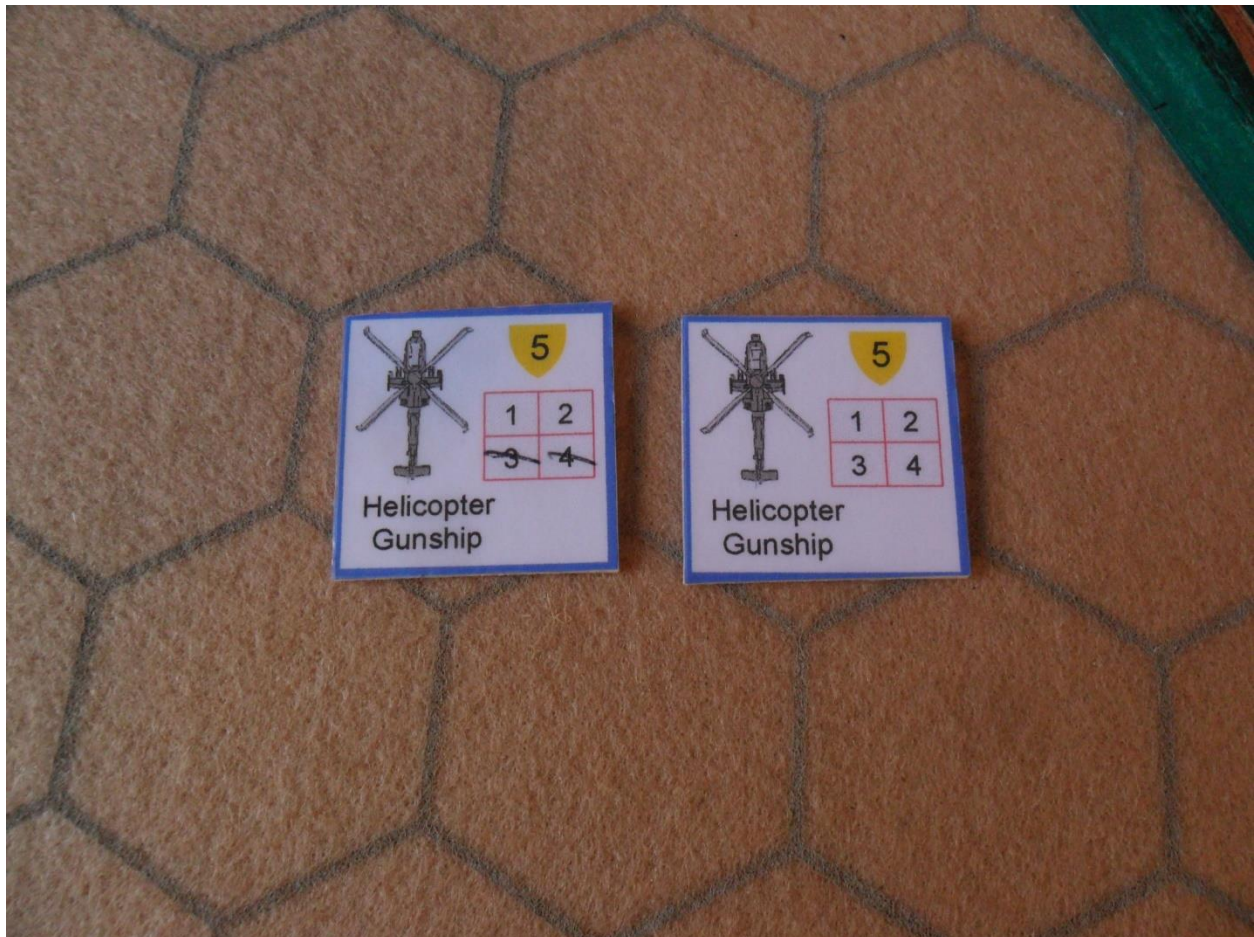
The units depicted here are deliberately generic. This gives you the opportunity to add detail if you would like. Light Armour can be used as transport for Rifle Companies (armoured personnel



carrier) and also for reconnaissance or scouting. Artillery encompasses all manner of surface to surface weaponry, including missiles and rocket systems.

You can also add rules if you think it would enhance the game. For example I have no rule for “spotting” the opposition; it is just assumed that once you see an enemy subunit you are able to identify it. Weather and visibility still play a part, even in the modern era.

Logistics are quite important in the game. You can keep units in the field for quite a long time if you are careful and have your Logistics units “in touch” with combat units. However you need to try and protect them as they get closer to the action.



**A pair of Helicopter Gunships, one damaged**



### **Acknowledgements**

The top down illustrations are taken from the Junior General website.

The helmets on the Rifle Company counters were found using a Google search.

Thanks to the late, great Tom Clancy for his inspirational fiction

Counters on next two pages.

 <div>7 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MBT</div>	1	2	3	4	 <div>7 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MBT</div>	1	2	3	4	 <div>7 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MBT</div>	1	2	3	4	 <div>7 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MBT</div>	1	2	3	4	 <div>7 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MBT</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Helicopter Gunship</div>	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>3 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Rifle Company</div>	1	2	3	4	 <div>3 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Rifle Company</div>	1	2	3	4	 <div>3 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Rifle Company</div>	1	2	3	4	 <div>3 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Rifle Company</div>	1	2	3	4	 <div>3 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Rifle Company</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Helicopter Gunship</div>	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>5 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Artillery</div>	1	2	3	4	 <div>5 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Artillery</div>	1	2	3	4	 <div>5 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Artillery</div>	1	2	3	4	 <div>5 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Artillery</div>	1	2	3	4	 <div>5 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Artillery</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Helicopter Gunship</div>	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>4 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Logistics</div>	1	2	3	4	 <div>4 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Logistics</div>	1	2	3	4	 <div>4 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Logistics</div>	1	2	3	4	 <div>4 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Logistics</div>	1	2	3	4	 <div>4 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Logistics</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Helicopter Gunship</div>	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>7 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Armoured Engineers</div>	1	2	3	4	 <div>7 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Armoured Engineers</div>	1	2	3	4	 <div>7 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Armoured Engineers</div>	1	2	3	4	 <div>7 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Armoured Engineers</div>	1	2	3	4	 <div>7 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Armoured Engineers</div>	1	2	3	4	<div>4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> 	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>5 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Light Armour</div>	1	2	3	4	 <div>5 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Light Armour</div>	1	2	3	4	 <div>5 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Light Armour</div>	1	2	3	4	 <div>5 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Light Armour</div>	1	2	3	4	 <div>5 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>Light Armour</div>	1	2	3	4	<div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> 	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>5 HQ</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>SAM Battery</div>	1	2	3	4	 <div>5 #1</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>SAM Battery</div>	1	2	3	4	 <div>5 #2</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>SAM Battery</div>	1	2	3	4	 <div>5 #3</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>SAM Battery</div>	1	2	3	4	 <div>5 #4</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>SAM Battery</div>	1	2	3	4	<div>6</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> 	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MRCA</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MRCA</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MRCA</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MRCA</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MRCA</div>	1	2	3	4	 <div>5</div> <table><tr><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td></tr></table> <div>MRCA</div>	1	2	3	4
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												
1	2																												
3	4																												



 <div>7 HQ</div> <div><div>12</div><div>34</div></div> <div>MBT</div>	 <div>7 #1</div> <div><div>12</div><div>34</div></div> <div>MBT</div>	 <div>7 #2</div> <div><div>12</div><div>34</div></div> <div>MBT</div>	 <div>7 #3</div> <div><div>12</div><div>34</div></div> <div>MBT</div>	 <div>7 #4</div> <div><div>12</div><div>34</div></div> <div>MBT</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>Helicopter Gunship</div>
 <div>3 HQ</div> <div><div>12</div><div>34</div></div> <div>Rifle Company</div>	 <div>3 #1</div> <div><div>12</div><div>34</div></div> <div>Rifle Company</div>	 <div>3 #2</div> <div><div>12</div><div>34</div></div> <div>Rifle Company</div>	 <div>3 #3</div> <div><div>12</div><div>34</div></div> <div>Rifle Company</div>	 <div>3 #4</div> <div><div>12</div><div>34</div></div> <div>Rifle Company</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>Helicopter Gunship</div>
 <div>5 HQ</div> <div><div>12</div><div>34</div></div> <div>Artillery HQ</div>	 <div>5 #1</div> <div><div>12</div><div>34</div></div> <div>Artillery #1</div>	 <div>5 #2</div> <div><div>12</div><div>34</div></div> <div>Artillery #2</div>	 <div>5 #3</div> <div><div>12</div><div>34</div></div> <div>Artillery #3</div>	 <div>5 #4</div> <div><div>12</div><div>34</div></div> <div>Artillery #4</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>Helicopter Gunship</div>
 <div>4 HQ</div> <div><div>12</div><div>34</div></div> <div>Logistics HQ</div>	 <div>4 #1</div> <div><div>12</div><div>34</div></div> <div>Logistics #1</div>	 <div>4 #2</div> <div><div>12</div><div>34</div></div> <div>Logistics #2</div>	 <div>4 #3</div> <div><div>12</div><div>34</div></div> <div>Logistics #3</div>	 <div>4 #4</div> <div><div>12</div><div>34</div></div> <div>Logistics #4</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>Helicopter Gunship</div>
 <div>7 HQ</div> <div><div>12</div><div>34</div></div> <div>Armoured Engineers</div>	 <div>7 #1</div> <div><div>12</div><div>34</div></div> <div>Armoured Engineers</div>	 <div>7 #2</div> <div><div>12</div><div>34</div></div> <div>Armoured Engineers</div>	 <div>7 #3</div> <div><div>12</div><div>34</div></div> <div>Armoured Engineers</div>	 <div>7 #4</div> <div><div>12</div><div>34</div></div> <div>Armoured Engineers</div>	<div>8</div> <div><div>12</div><div>34</div></div>
 <div>5 HQ</div> <div><div>12</div><div>34</div></div> <div>Light Armour</div>	 <div>5 #1</div> <div><div>12</div><div>34</div></div> <div>Light Armour</div>	 <div>5 #2</div> <div><div>12</div><div>34</div></div> <div>Light Armour</div>	 <div>5 #3</div> <div><div>12</div><div>34</div></div> <div>Light Armour</div>	 <div>5 #4</div> <div><div>12</div><div>34</div></div> <div>Light Armour</div>	<div>7</div> <div><div>12</div><div>34</div></div>
 <div>5 HQ</div> <div><div>12</div><div>34</div></div> <div>SAM Battery</div>	 <div>5 #1</div> <div><div>12</div><div>34</div></div> <div>SAM Battery</div>	 <div>5 #2</div> <div><div>12</div><div>34</div></div> <div>SAM Battery</div>	 <div>5 #3</div> <div><div>12</div><div>34</div></div> <div>SAM Battery</div>	 <div>5 #4</div> <div><div>12</div><div>34</div></div> <div>SAM Battery</div>	
 <div>5</div> <div><div>12</div><div>34</div></div> <div>MRCA</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>MRCA</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>MRCA</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>MRCA</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>MRCA</div>	 <div>5</div> <div><div>12</div><div>34</div></div> <div>MRCA</div>