



SECRETS
OF THE
THIRD REICH
1949



Secrets Of The Third Reich

Beta Rules Version 2-4

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1. The Rules

1.1. Model Characteristics

Unlike other game systems which involve various fantastical, supernatural or alien races, the world of Secrets of the Third Reich (SOTR) is populated (primarily) with normal human beings. In general, human beings are human beings. A bullet is just as likely to kill a man from Alsace or the Ukraine as a man from Yonkers. The difference between troops was primarily a difference in equipment, training and experience. For this reason, SOTR has a default set of "characteristics", which apply unless otherwise noted. Fantastical, supernatural and alien creatures that exist in SOTR have special rules which deviate from the human norm and are specifically noted in their description in the Orders of Battle section of these rules.

SOTR does not use individual model statistics in the traditional sense. By default all human models have the following characteristics:

1.1.1. Movement

The physical distance a model may be moved during the Action Phase.

By default, all human models move up to 2" when Sneaking, up to 4" when moving normally, and up to 8" when moving On The Double. All of these terms, and exceptions or modifiers to models' movement rates are described in detail in the Action Phase rules, below.

1.1.2. To Hit

This phrase refers to the base value, before applying modifiers, that a model must roll on a d6 to hit another model during the Shooting Phase. The default To Hit is a 4+. This is modified by applicable factors described in detail later in these rules including but not limited to Cover, Movement, and unit Special Rules.

1.1.3. Cool

This is the combination of morale, training and experience that represents the ability of a model to handle the terrors and stresses of war. Whenever a model/unit's reaction or ability to carrying out an action is dependent upon the unit's Cool, it must make a Cool test.

There are many rules that will call for a model or unit of models to take a Cool test. To pass a Cool test a player must roll equal to or less than the Cool of a model or a unit on 2D6. The allowable or required actions resulting from a Cool test are defined with the rule calling for the test.

A model's Cool is based upon their experience/training level as follows:

Green	6
Veteran	7
Elite	8

Unit Officers have a Cool equal to one point greater than that of their unit. Therefore the Sergeant of a Green unit will have a Cool of 7. Other factors may influence Cool such as unit Special Rules. See the description of a particular unit for its Cool rating.

1.2. UNITS

A Unit is any grouping of models that has the capability to act as an independent functional element. In most cases an Infantry unit will be a command section, a squad, or a fire team (if a squad has the ability split into fire teams). Individual vehicles are considered a single unit unless otherwise specified in the Orders of Battle. Other functional elements are defined in the Orders of Battle.

1.2.1. Unit Coherency

Units are in Coherency when each model in the unit is within 4" of at least one other model in the unit at the end of the Movement Phase. A model may not voluntarily move out of Coherency, though it may be forced to by other events.

1.2.2. Disorganized Units

Many factors can cause a unit to become Disorganized, including loss of unit Coherency, Fleeing, and other events which specifically state that they cause a unit to become Disorganized. A unit which is Disorganized must use any available voluntary movement to seek the nearest cover. A Disorganized unit that is in cover may not voluntarily move except as required to bring models into cover, into Coherency, or within Command Radius of its Officer. A Disorganized unit may only fire if fired upon in the previous turn.

1.2.3. Officers

Officers are individual models with command authority over a Unit. As such they can issue orders to other models during the Command Phase and can even boost the Cool value of a nearby unit.

Each Officer has a Command Radius equal to their Cool value in inches. For example, a sergeant with a Cool 8 has an 8" Command Radius. This is the area within which an Officer model may issue Commands in the Command Phase. For Commands given to the unit as a whole, it is given to all models in Coherency, so long as at

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least 50% of the remaining unit models have at least some portion of their base within the Officer's Command Radius.

An Officer that is Fleeing, or which has failed a HORROR check may not issue a Command.

Commands given to individual models are only effective if the model to which the Command is given is within the Officer's Command Radius.

A unit may use the Cool rating of its designated unit Officer in lieu of its own Cool rating for any Cool test (i.e. break tests, HORROR tests, or any other test which uses Cool). However, a unit may not do so if the unit Officer model is itself Down, Fleeing or Disorganized at the time the test is taken. A unit may also use the Cool of any Officer of a Platoon Command Section.

1.3. Game Turn

The number of GAME TURNS played in a game is determined by the mission dossier being used. Each GAME TURN is broken down into a series of phases, some of which are entirely performed by one side and then the other, while others are broken into alternating actions within the phase as described below. The number of turns in a given game is specified in the scenario being played.

1.3.1. Turn Structure

The GAME TURN is divided into five distinct PHASES. They are as follows:

- 1 TURN INITIATIVE PHASE
- 2 MAINTENANCE PHASE
- 3 COMMAND PHASE
- 4 ACTION PHASE
- 5 CLOSE COMBAT

1.3.2. Turn Initiative

Before beginning the Maintenance Phase of a given turn, all players roll a D6 and add the Cool of their highest ranking Officer model still alive and not Disorganized or DOWN. This will normally be the model with the highest Cool rating, unless otherwise specified in the relevant Order of Battle.

The result is each player's Turn Initiative. The player with the higher Turn Initiative gets to decide at the beginning of each and every PHASE subsequent to the Turn Initiative Phase which player will begin that phase first.

1.4. Maintenance Phase

This phase is designed to resolve the effects of events which occurred in previous turns, including special scenario rules, the appearance of horrific or alien monsters, incoming artillery, and other continuing effects of previous turns.

The player with the highest Turn Initiative decides which player resolves ALL of his Maintenance Phase actions first, after which the other player resolves all of his Maintenance Phase actions. Once both players have resolved all Maintenance Phase actions, the players proceed to the Command Phase.

The following are the steps of the Maintenance Phase in the order in which they must be resolved:

1.4.1. Resolve Artillery Strikes, Air Strikes, Air Strafe

If a player has successfully called an Off-Board Strike in the previous turn, the effects are resolved now. Note that these are only available in scenarios which explicitly indicate that such are available, and rules for resolving them are indicated in those scenarios.

1.4.2. Resolve Cool Checks

Monsters, giant robots, and the general horrors of war take their toll on the sanity and resolve of troops. Such terrifying forces are generally referred to in game terms as causing HORROR in affected units. A unit affected by HORROR must make a Cool check on the Cool of the unit Officer, or on the base unit Cool if either the unit Officer is a out of action, or if the majority of the unit is outside the Officer's Command Radius.

There are several instances in which a unit may be required to take a Cool check due to HORROR. The only instance which occurs in the Maintenance Phase is when a unit is within 6" of a model which causes HORROR during the Maintenance Phase. If that is the case, the unit must pass a Cool check or immediately become Fleeing and Disorganized.

Models which cause HORROR are immune to the effects of HORROR.

An individual unit can only be required to take one Cool check from a particular type of HORROR causing model in a given game.

For example, if a unit is charged by a Werewolf from outside 6" (see Movement Phase), the same unit would not have to take an additional HORROR check as a result of the 6" rule set forth above.

Likewise, if unit A charges a Zombie unit, and passes its HORROR check (see Movement Phase), it will not be required to take a second HORROR check if it is later charged by a different Zombie unit.

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However, to further illustrate, Unit A is charged by a pack of Werewolves and passes its HORROR check. It defeats the Werewolves miraculously, but is then charged by a Vampire. The Vampire is a different type of HORROR causing model, and therefore Unit A must take a HORROR check from the vampire.

1.4.3. Resolve DOWN models

Roll on the wound table (see: 1.6.2.8 *Wound*) for each model that is DOWN. Models which become a GONER in this check do not cause morale effects on the affected model's unit.

1.4.4. Resolve Scenario Effects

Any game effects which are specifically indicated in a scenario to have a continuing effect in subsequent game turns are resolved in this step in the manner described in the scenario itself.

1.5. Command Phase

In this Phase players can issue specialized Commands to entire units or individual models. Some Commands require an Officer to be in close proximity while others do not. Some Commands require an Officer to pass a Command Roll to successfully issue the Command. Command Rolls are made in the same manner as a Cool check.

1.5.1. Coherency & Disorganized Units

Units are in Coherency when each model in the unit is within 4" of at least one other model in the unit at the end of the Action Phase. A model may not voluntarily move out of Coherency, though it may be forced to by other events.

Many factors can cause a unit to become Disorganized, including loss of unit Coherency, Fleeing, and other events which specifically state that they cause a unit to become Disorganized.

A unit which is Disorganized must use any available voluntary movement to seek the nearest cover. A Disorganized unit that is in cover may not voluntarily move except as required to bring models into cover, into Coherency, or within Command Radius of its Officer. A Disorganized unit may only fire if fired upon in the previous turn.

1.5.2. Commands

1.5.2.1. REGROUP!

This Command is issued by an Officer to a Disorganized unit. If the Officer passes a Command Roll the unit is no longer Disorganized and permitted to act as normal thereafter.

1.5.2.2. Sarge is a GONER!

If the unit Officer is a casualty, a unit may attempt to REGROUP! itself by passing a Cool check at a -2 modifier. If successful the unit is no longer Disorganized. If unsuccessful the unit remains Disorganized.

1.5.2.3. JUST DO IT!

This Command allows an Officer to force a single model or unit within his Command Radius to do something it is currently prevented from doing because of HORROR, being Disorganized or similar rule effects which prevent models from doing what the player would prefer that they do.

If an Officer does not issue any other Commands during the Command Phase, he may issue one JUST DO IT! Command during the Action Phase. A Lieutenant can issue his JUST DO IT! Command at anytime during the Action Phase, even before or after his command section has been activated. A unit Officer may only issue a JUST DO IT! Command while his unit is activated in the Action Phase.

A model may be given only one JUST DO IT! Command per game turn. Once the model performs that action, the model resumes its previous status.

Example A: A mob of zombies is advancing on Unit A's position. Unit A's flamethrower model, having failed a HORROR check is cowering in cover and cannot shoot at the oncoming zombies. The owning player of Unit A activates Unit A during the Action Phase and the Officer tells the flamethrower model to JUST DO IT. The flamethrower model can then fire at the zombies in the Shooting Phase, but will then resume cowering behind cover.

Example B: Private Jones, a model of Unit A, is currently DOWN. Though the remainder of Unit A wants to help their buddy, Sarge knows that they'll all be GONERS if they stay out in the open rather than run for cover that is 8" away. Though the members of Unit A don't want to break unit coherency with the DOWN model, Sarge orders them to Just Do It!

1.5.2.4. CALL ARTILLERY/ AIR STRIKE/ AIR STRAFE

This Command is an attempt to call headquarters and request an attack from forces not on the battlefield. There are three types, Artillery Strikes, Air Strikes and Air Strafes, and collectively they are referred to as Off-board Strikes. Details of these types of attacks can be found in the scenarios that allow them

This Command may only be performed by the highest ranking Officer still alive and within Command Radius of a model with a radio. The

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radio operator may not move, shoot or do anything else for the remainder of that player's turn.

The Officer calling an Off-board Strike makes a Command Roll at a +2 modifier. The Off-board Strike will fall at the end of the Maintenance Phase of the calling player's next turn. For example, Player A decides to call an Artillery Strike in Turn 2. He makes his Command Roll at +2. The Artillery Strike will actually fall at the end of Player A's Maintenance Phase in Turn 3.

1.5.2.5. OVERWATCH

This Command allows a unit with no models in line of sight to ready itself to fire at targets of opportunity as they present themselves, interrupting an enemy unit's movement to do so. No Command Roll is necessary for a unit to go on Overwatch.

A unit that is Disorganized, Fleeing, Suppressed or has Hit the Dirt cannot go on Overwatch.

A model loses its Overwatch status if activated during the Action Phase. If a model on Overwatch is hit, forced to move for any reason, fails a HORROR check, is Suppressed or becomes Disorganized it loses its Overwatch status immediately. A model cannot Hide unless it was already Hidden when it received the Overwatch Command.

During an enemy unit's Movement action, the unit on Overwatch may shoot once during the Game Turn at any time during the Action Phase while models in an enemy unit are within LOS. The Overwatching player determines at which point in the moving unit's path the shots will be taken, and cover and range are determined at that point. There is a -1 modifier for firing while on Overwatch.

After a unit on Overwatch fires at its normal Rate of Fire (ROF), it counts as activated and may not be activated later in the Action Phase.

Example: Unit A takes up a position on the second floor of a building looking down the main street of a village. Unit A's officer gives an Overwatch command. In the Action Phase enemy unit B, hidden in a house at the opposite end of the street, attempts to dash across the street to a house on the other side. Unit B is activated, and begins its On The Double dash. When the models are half way across the street, Unit A declares that it will Overwatch fire. Unit A rolls its attacks, applying a -1 modifier. Two models in Unit B are Down, but the remaining models make it to the other side. Unit A now counts as activated, and may not take a further normal shot at the DOWN models in the street.

1.6. Action Phase

In this phase, the players alternate resolving all moving and shooting actions for a single unit, with the player having the higher Turn Initiative choosing who activates the first unit.

Once a unit is activated, players declare the movement action for the unit. After the movement action is declared, move models in any order within the unit, completing the movement of one model prior to beginning the move of another, until the movement of the entire unit is complete. This permits the opposing player to interrupt for Overwatch fire.

Once the entire unit has moved, declare the shooting action, if any, for the unit. Once shooting is resolved, play turns to the other player who activates one of his units. Continue in this manner until all units have been activated for both sides.

1.6.1. Movement Actions

Once a unit is activated, it may take one of the following movement actions:

1. SUPPRESSING FIRE
2. ASSAULT ACTION
3. COMPULSORY MOVE
4. NORMAL MOVE

Fleeing units may only make a Compulsory Move.

A Model may never end its movement closer than 1" to an enemy model unless the moving model has performed an Assault. In all cases, except an Assault, where a model would end its movement closer than 1" to an enemy model, stop it 1" short instead. All movement actions are subject to movement modifiers unless otherwise noted.

Movement modifiers can be found in the Terrain (see: 1.6.1.6 TERRAIN) section.

Disorganized models may not perform any voluntary Movement action (Normal, Assault, Sneak), however they may move into a higher level of cover, into Coherency or may move to bring a majority of models within the Command Radius of the unit Officer, so long as no model leaves cover while doing so.

1.6.1.1. Suppressing Fire

A unit may decide to engage in Suppressing Fire in order to cover the movement of friendly units. Models in the unit must have a collective Rate of Fire (ROF) of at least 4 (see Shooting) to declare Suppressing Fire. When a unit declares Suppressing Fire, it selects an enemy unit, or a terrain piece occupied by enemy models. All members of the unit engaging in the Suppressing Fire action spray their fire on that target.

If the target is an enemy unit, it must pass a Cool check or become Suppressed. For each

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weapon with a ROF of 3 or higher engaging in the Suppressing Fire, the target unit suffers a -1 to its Cool rating as they are pounded by a hail of rounds. Add the cumulative ROF of all ROF 2 or less weapons, and apply a further -1 to the target unit's Cool for each full 10 ROF of such weapons.

If models with grenades participate in the Suppressing Fire action, the target unit suffers a further -2 to its Cool rating. Note that models with grenades must be in range to participate in Suppressing Fire in this manner. Using grenades in this manner consumes a grenade attack.

Any enemy unit which is forced to make a Cool check for Suppressing fire may subtract its current cover modifier, calculated as if the suppression fire were a normal shooting attack, from its Cool check.

If the target of the Suppressing Fire is a terrain piece that contains more than one enemy unit, then each unit which has at least half of its models even partially within the terrain piece is subject to Suppression.

Example: Veteran Unit B is in a building that provides hard cover (-2 to hit). Unit A, consisting of six riflemen (ROF 2) and two submachine guns (ROF 4), declares Suppressing fire against Unit B. Unit B has a base Cool of 7, minus 2 for the two weapons greater than ROF 3 and minus an additional 1 for the cumulative ROF of 12 from weapons with ROF equal to 2 or less, giving an effective Cool of 4. Unit B rolls a 6, subtracts its current cover modifier (-2) for a result of a 4. No Suppression!

Effects of Suppression:

Models in a Suppressed unit must move On The Double in their next Movement Phase towards the nearest cover that is not closer to the source of Suppression. If no cover is within On The Double range the unit must drop Prone. If already in cover, models in a Suppressed unit will stay put and keep their heads down. Suppressed units in cover can only Sneak or Hide, and cannot Shoot. This effect, of course, can be overcome with a successful Just Do It! command.

1.6.1.2. Assault Action

The purpose of an assault action is to engage the activated unit in Hand to Hand Combat with an enemy unit.

Charge Declaration

Assaults are declared by unit. The owning player declares the activated unit's charge target. The target unit may choose to fallback from the charge. If it chooses to do so, the unit makes a Cool check. If passed, the fallback is orderly and the unit makes an On The Double move directly away from the charging unit, but is not Fleeing or Disorganized.

If this Cool test is failed, the target unit's nerve is broken and it becomes Fleeing and Disorgan-

ized, and makes an immediate On The Double move directly away from the charging unit.

In either case, the charging unit makes an On The Double move in pursuit. If for any reason a charging model touches a model in the target unit, the touched model is Engaged, and the charging model receives a further +2 bonus in that turn's Hand to Hand combat resolution.

Charging HORROR Causing Models

A Cool check is required whenever a unit or individual model attempts to charge or is charged by a HORROR causing model. If the Cool check is failed when being charged by a HORROR causing model the unit immediately becomes Fleeing and Disorganized. If the Cool check is failed when charging a HORROR causing model the unit does not move, may not shoot this turn..

Assault Movement

Once the Assault is declared, and the target does not flee, move charging models up to their On The Double movement rate directly toward the target unit, taking into account any applicable movement modifiers.

Any model which contacts an enemy model in this matter is engaged in hand-to-hand combat and will fight in the CLOSE COMBAT segment. A model may only become engaged in hand-to-hand combat in this manner.

The charging unit must engage as many enemy models as possible in the target unit.

Any model which is unable to reach its target will move as far as possible along the line of charge and may do nothing further that game turn.

Where there is an obstacle between a charger and target, which the target is in base contact with, and the charger lacks sufficient movement to go around or over the obstacle, the charge is successful if the obstacle is no wider than 1" and no taller than 1".

1.6.1.3. Compulsory Move

Move units or individual models which are subject to compulsory movement, such as Fleeing models.

Fleeing units move On The Double, subject to applicable movement modifiers, directly toward the nearest cover in a direction that leads to the owning player's deployment zone, unless the scenario provides an alternate board exit. Fleeing units will move around Impassible Ground via the shortest route.

Once a unit reaches terrain which is sufficient to provide cover, it halts, and is no longer considered Fleeing, though it is still Disorganized.

Fleeing units may Hit The Dirt rather than move On the Double, if the criteria for making a Hit The Dirt move set forth below are met. A Fleeing unit that Hits The Dirt no longer counts as Fleeing, though it is still Disorganized.

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Any model which flees the battlefield is permanently removed from play.

1.6.1.4. HIT THE DIRT!

A unit which is not Fleeing may choose to Hit the Dirt!, A unit which Hits The Dirt immediately drops to the ground and benefits from the protections and restrictions of being Prone.

If a Fleeing unit is more than 12" from the nearest enemy model, and there is no cover within the unit's On The Double range, it may Hit The Dirt. The Fleeing unit counts as being in cover (as it is Prone), and therefore ceases to be Fleeing.

In subsequent Action Phases, a model which is Prone subtracts one inch of movement to account for moving from Prone to a standing position.

1.6.1.5. Normal Move

Any unit which has not made an Assault, is not subject to Compulsory move, or is not Disorganized may Advance, move On the Double, Hide, or Sneak.

Disorganized units may only make movements necessary to permit the unit to attempt to Regroup- i.e. move an Officer model (or other models) to bring a majority of models within an Officer's Command Radius, or to bring models into Coherency. Disorganized models may not, however, leave cover to make such movements.

1.6.1.5.1. ADVANCE

A unit comprised of normal human models may move up to 4" value in any direction. Non-human or other model types have movement rates specified in their Orders of Battle. A unit does not have to move at all. Normal human models may move through doors and hatches without penalty. Moving from one storey to another of a multilevel building via stairs or ladder consumes 2" of movement.

1.6.1.5.2. ON THE DOUBLE

During a Normal Movement Action a unit may choose to move up to twice its basic movement value, but will not be able to perform any other actions at the end of the move such as shooting. Once the unit is declared to be moving On The Double, the restriction against further actions applies, even if some models in the unit make less than a Normal Move. In other words, the unit is so focused on moving quickly and/or carefully it cannot do anything else this turn.

1.6.1.5.3. HIDE

A unit may move up to its normal movement rate and declare itself hiding if its bases are outside of the LOS of all enemy models. Use a counter to denote this declaration. A Hidden unit can

be neither seen nor targeted, but retains LOS as if in cover, as the Hidden model is assumed to be peeking out of its hiding place to view its surroundings.

The model stays Hidden until:

It shoots. At this point the target unit may spot the Hidden unit via a Command Roll (see Command Phase). If a unit is Hidden, add +1 to the Command Roll for each model above one in the Hidden unit that fired.

The player chooses to remove the "Hidden" counter.

An enemy model moves to establish LOS to one or more models in the Hidden unit.

An enemy model moves within 4" of horizontal distance to one or more models in the Hidden unit.

An enemy model spots the Hidden unit via equipment or special rule.

1.6.1.5.4. Sneak

A unit that is Hidden may move up to 2" and as long as it remains in the same terrain piece or out of LOS throughout its movement still counts as Hidden. A unit that sneaks cannot be fired upon by Overwatch fire, and counts as Hidden throughout the entire movement.

1.6.1.6. TERRAIN

Terrain can be broken down into the following types: Open Ground, Difficult Ground and Impassable Ground.

Terrain has different effects on different troop types. For instance; rubble will slow down infantry and wheeled vehicles, but not tracked vehicles. Likewise, infantry can run through woods, that would stop a wheeled jeep dead.

Open Ground

This is relatively clear and open space that makes up the majority of the battlefield. Rolling hills, fields, streets and relatively undamaged buildings can all be considered Open Ground.

Infantry treats Woods as Open Ground.

Effects of Open Ground – While moving through Open Ground a model suffers no movement modification penalties.

Difficult Ground

This is terrain that impedes the progress of a model passing over it. Large piles of rubble, craters, jungle and obstacles such as small walls all present challenging situations for models to maneuver.

Effects of Difficult Ground – While moving over Difficult Ground models use twice the amount of movement required to traverse the same amount of Open Ground. This represents the extra effort needed to move over and around the impediments. For example, to move through

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2" of Difficult Ground a model would use 4" of its available movement allowance.

Impassible Ground

This is terrain that simply cannot be crossed without special equipment or capabilities. Large bodies of water, treacherous piles of rubble and tall vertical surfaces could be considered Impassible Ground.

Effects of Impassible Ground – Models cannot cross Impassible Ground unless they possess the All Terrain special rule, or another special rule that allows the model to ignore a particular type of impassible ground.

Terrain Features

A Terrain Feature is basically any piece of terrain that is physically placed on the tabletop. Some rules for treatment of particular types of terrain:

Hills- Hills are by default sloped and therefore treated as open ground for movement purposes, unless a scenario or Game Master states otherwise. If the actual hill model appears to present a side or sides that are difficult or impassible, this must be resolved by the players by agreement or by die roll prior to deployment. Models with the Large Target special rule may not see or be seen over hills. Models with the Titanic special rule may see and be seen over hills.

Woods- Woods are difficult terrain to tracked vehicles, impassible for wheeled vehicles and mecha. Models with the Large Target special rule may not see or be seen over woods. Models with the Titanic special rule may see and be seen over woods.

Brush/scrub- difficult for infantry, wheeled vehicles and mecha, open for tracked vehicles.

Models with the Titanic special rule ignore all terrain.

Ruined buildings/Rubble are impassible to wheeled vehicles, and difficult ground for tracked vehicles and mecha.

Obstacles

Obstacles are man-made terrain features, including the following:

- Razorwire – Difficult for infantry, open for wheeled and tracked vehicles and mecha.
- Tank Traps – difficult for infantry and mecha, impassible for wheeled and tracked vehicles.
- Wall/fence - 1" or lower, difficult for infantry, mecha and tracked vehicles. Impassible for wheeled vehicles.
- Ditch (2" wide or less) - difficult for infantry, open for tracked and mecha, impassible for wheeled vehicles.

1.6.2. Shooting Actions

After an activated unit has completed its movement (if any), it can perform a shooting action. A unit that has performed an ADVANCE, HIDE or SNEAK movement action and is not engaged in CLOSE COMBAT may SHOOT. Usually this consists of firing a weapon or throwing a grenade.

SHOOTING PROCEDURE

1.6.2.1. Determine Line Of Sight

In order to declare a shot, one or more models must have Line Of Sight (LOS) from its own base to any point on an enemy model's base or to any part of an enemy model that does not have a "hidden" counter beside it. Good judgment must be used here. A tip of a gun is not a target.

Both Friendly and Enemy models block line of sight.

Models can see 2" into woods or brush. Models may not, however see through woods, even if 2" wide or less, such as hedgerows.

Models with the Large Target special rule may be targeted unless behind a wood, hill or other terrain feature which has a rules description stating specifically that it blocks line of sight to Large Targets.

Models with the Titanic special rule may always be targeted, and may draw line of sight over any terrain feature.

1.6.2.2. Determine Range

As stated in the Weapons Description section, all ranged weapons by default have a maximum range that covers the entire tabletop unless otherwise indicated in the description of that weapon.

1.6.2.3. Target Priority

Depending upon their position and LOS, different models in a firing unit may have different targets available and may occasionally split fire. For this reason, target priority is resolved for each model in the unit. By default, a model must shoot at the nearest enemy unit in LOS with the following exceptions:

- a unit may choose to fire at the enemy unit in LOS with the lowest amount of cover (ties resolved by proximity to shooter)
- a model firing a template weapon such as a flamethrower may selected targets in range at will
- a model firing ranged area affect weapon such as a grenade launcher or RPG as a direct shot may choose any infantry unit, vehicle or terrain piece as its target.
- a model firing a Heavy or non-area effect Anti-Tank weapon may select a target unit at will

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- a model firing a Sniper rifle may select targets at will

1.6.2.4. Allocation of Shots within the Target Unit

Once the target priority rules have been used to determine which enemy unit(s) will be targeted, the phasing player may have to determine how the shots fired a given target unit will be allocated **within** the models that make up the target unit.

A shot from a non-area effect Heavy weapon such as a Railgun or similar very powerful weapon that does not produce a blast effect is resolved separately, and may be allocated to any model in the target unit to which the firing model (not unit) has LOS.

Where all models in the target unit are in the same level of cover (e.g. all are in the open, or all are in Soft Cover), no allocation is necessary, simply roll all shots together .

Example: Unit A has five models in the open. Unit B fires on unit A. The player controlling unit B would simply roll all shots in one group of dice, then roll all wound rolls in one group., after which the owning player of Unit A would allocated the wounds to models.

HOWEVER, where the models of the target unit are in mixed levels of cover, shots from the firing unit must be allocated. All shots must be allocated as equally as possible among the models in the target unit, with the phasing player choosing where excess shots are allocated.

Example: Unit B has two models in the open, one model partially in hard cover, and one model fully in hard cover. Unit A shoots with 4 semi-automatic weapons (8 shots) and a submachine gun (4 shots). Three shots must be allocated to each model in the target unit.

Group the number of dice next to each target model. Roll each separately and apply the results to that model. If any of the results are GONER, the model is a GONER and all other results are irrelevant. If none of the results were a GONER, but one or more results is DOWN, the model is DOWN regardless of how many DOWN results were rolled.

Example continued: As above, since three shots were allocated to each model, the firing player rolls each group of three, applying the results of each group to the particular model to which those shots were allocated. Sarge took three hits, resulting in a flesh wound, a Man DOWN, and another Man DOWN. Sarge is DOWN.

1.6.2.5. Roll To Hit

By default the base roll needed to hit with shooting is a 4 or more ("4+") on a D6, modified by cover and other factors listed in these rules.

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1.6.2.6. To Hit Modifiers

The stated modifiers are added to the roll result to hit.

1.6.2.7. Cover

Cover is defined two ways- first whether it is cover behind a hard object (e.g. wall, fence, vehicle) or soft object (e.g. brush, long grass, woods, haystack), and whether it is partial or full cover.

	Description	Effect
AIMED SHOT	If a model did not move in the Movement Phase, and maintained LOS until the shooting turn, an extra +1 applies to hit.	+1
BEING CHARGED	Shooting at a model charging at the Shooting model	-1
CAMO COVER	If the target model is equipped with camo cover (e.g. Snipers).	-1
ELEVATED POSITION	If the shooting model is at least 4" higher than the target.	+1
HEAVY COVER	More than half the target's base is obscured from LOS by hard cover of any kind, such as walls, rubble, large rocks, etc.	-2
LARGE TARGET	Large targets are defined in the model's description	+1
LIGHT COVER	Either: 1) Up to half the target's base is obscured from LOS by hard cover of any kind such as a wall, fence or vehicle, or 2) Model is in soft cover (whether Full or Partial) such as brush, long grass, woods, or a haystack.	-1
PILLBOX	Targets occupying man-made prepared defensive positions of concrete, masonry, or thick logs/earth. Normal buildings are not pillboxes.	-3
PRONE	If the target model is Prone, an extra -1 to hit applies.	-1
WEAPON RANGE MODIFIERS	Consult the weapon description to determine the appropriate modifier based on weapon range.	+/-

Table 1 - Shooting Roll to Hit Modifiers

1.6.2.8. Wound

For each model hit by a shooting attack, the attacking player rolls 1D6 on the following table to determine the outcome. The attacking player rolls the dice, and checks the appropriate part of the chart by the target's armor:

Result on a D6	Unarmored	Lightly Armored	Heavily Armored
He's a GONER!	4-6	5-6	6
Man DOWN!	2-3	3-4	4-5
Only a Flesh Wound	1	1-2	1-3

Table 2 - To Wound

The owning player of the target unit will choose the models to apply the wound results. However, where shots have been allocated due to application of the mixed cover rule, wound results must be applied to the models to which those particular shots were allocated.

So in the **example** on the previous page, Sarge had three shots allocated to him. Any DOWN or GONER results from those three die rolls must be applied to Sarge and no one else. Excess DOWN or GONER results are always lost.

Models that are "GONERS" are removed from the table. Models that are "DOWN" are given a special marker (or simply placed on their side) to remind the player during the Maintenance and Movement Phase. Models that suffer only a Flesh Wound may carry on as normal.

1.6.2.9. DOWN Models

A model that is DOWN has been wounded to a degree that he is currently unable to move and fight normally. He may be stunned, and quickly recover himself, or he may be seriously wounded and screaming for god, his mother, a medic, or all of the above.

A model which is DOWN may not shoot, and is automatically slain if engaged in HTH combat (reference). A DOWN model is considered Prone (-1 to be hit by shooting). If a DOWN model is hit

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by shooting and suffers a further DOWN result, it is a GONER.

A model which is DOWN may only crawl 2", and must attempt to maintain coherency with its parent unit, unless being attended by a medic or attempting to maintain coherency would take the DOWN model out of cover in which case it must remain in cover. Likewise, the parent unit must attempt to maintain coherency with the DOWN model, unless ordered to break coherency via a Just Do It! command, or another rule such as arrival of a Medic which permits the unit to break coherency with the DOWN model.

A DOWN model may be dragged or carried by another friendly model. The DOWN model and the assisting model may move up to 4" in the Action Phase. The assisting model may do nothing else during the Action Phase.

While DOWN, a model is not required to take any Cool tests- he is too concerned with his own agony to react to his surroundings beyond calling and crawling for assistance.

1.6.2.10. Break Test

Each unit which suffers one or more GONER results in the Shooting Phase must take an immediate Cool test. A test is taken each time an enemy unit inflicts a GONER result.

For example, Unit A fires upon enemy Unit B and inflicts two GONER results. As soon as Unit A's shooting is resolved, Unit B takes a Cool test. Unit B succeeds. Later in the same Action Phase, Unit C fires on Unit B, inflicting two more GONER results. Unit B must take another Cool test.

If a unit fails a Cool test while in cover, then the unit becomes Disorganized. If a unit fails a Cool test while not in cover, the unit becomes both Disorganized and Fleeing. If Fleeing, the unit makes an immediate out-of-sequence On The Double move toward the nearest cover (that is not occupied by enemy models!) if there is cover within reach On The Double. If there is not cover within reach, then the Fleeing unit must move full On The Double rate toward its deployment zone and Hit The Dirt at the end of that move.

1.6.2.11. Shooting into Hand-to-Hand combat

You cannot fire at enemy models Engaged with friendly models unless permitted by a special rule for that particular unit. If permitted by special rule, then randomize hits between friendly and unfriendly models. You may fire at unengaged models in an enemy unit that has other models engaged, so long as such models are more than 2" from the nearest engagement. Allocate all shooting hits to such unengaged models.

1.6.2.12. Moving and Shooting

Weapons by default may be fired after a normal move or sneak move unless otherwise stated.

Models with the Move Or Fire special rule may either move or fire, not both.

1.7. Weapons Descriptions

The following are the pertinent rules for ranged weapons. Please note that historically ranged weapons of this period had effective ranges in the hundreds of meters, far greater than the scaled distance of a 4' x 4' or 4' x 6' table top.

Accordingly, unless specifically stated in the individual weapon description, all weapons have a maximum range that covers the entire tabletop. Some weapons were more effective at shorter ranges than at longer ranges. Where this is the case, the description of an individual weapon will specifically note the short range and/or long range distance of the weapon where the weapon deviates from the default rule stated above at those distances.

Where a weapon has a maximum range that is less than table top, this is also noted.

Where a "to hit" modifier is specified due to range, it is applied to the die roll result when firing the weapon. Weapons with multiple shots apply the modifier to each roll unless otherwise stated in the weapon description.

1.7.1. Rate of Fire

Each weapon has a rate of fire. In the Action Phase, a model may shoot a number of times equal to the weapon's rate of fire. Roll a separate to-hit roll for each shot. Semi-Automatic weapons may choose to fire a single Aimed Shot rather than two shots.

A model firing more than 1 shot cannot take an Aimed Shot.

Examples of RoF:

- Sniper 1
- Semi-Automatic/Machine Pistol: 2
- Assault Rifle/SMG 3
- HMG 4

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Weapon	Short Range	Max Range	Long range penalty	Rate of Fire	Special
Pistol	12"	24"	-1 to hit past 12"	1	Close Combat Weapon
Machine Pistol	12"	24"	-1 to hit past 12"	2	Close Combat Weapon
Rifle	-	-	-1 to hit past 24"	1	-
Semi-Automatic Rifle	-	-	-1 to hit past 24"	2	-
Shotgun	4"	18"	none	1	+1 to hit, +1 to wound roll at short range
SMG ¹	12"	24"	-	3	+1 to hit at short range
Assault rifle	-	-	-	3	
Heavy Machine Gun	24"	-	-	4	+1 to hit at short range; High Powered (shift armor column down one level), Move or Fire; see Heavy Machine Gun
Frag Grenade	-	-	-	-	See Grenades; Causes Suppression (see: 1.6.1.1 <i>Suppressing Fire</i>)
Smoke Grenade	-	-	-	-	See Grenades and Smoke Grenades
Flamethrower	Template	Template	-	-	See Flamethrower Template
Grenade Launcher	-	-	-1 to hit at long range firing directly, 2D6 scatter at long range firing indirectly. Long range = 24"	-	See Blast Weapon; Strength as Grenade type Indirect Fire – Indirect Fire weapons can fire over intervening obstructions. If firing at a spot or target to which it cannot draw LOS, however, scatter the shot D6" in a random before placing the appropriate template, if fired too close, this may result in deviation back onto the firing model/unit.
RPG (Bazooka / Panzerschreck)	-	-	-	-	See Blast Weapon; see RPG
Sniper Rifle	-	-	-	-	See Sniper Rifle

Table 3 - Weapons

¹ Sub Machine Gun- Thompson and other guns meant for short range burst fire

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1.7.2. Blast Weapons

Grenade launcher, anti-personnel bazooka / RPG - This includes any non-thrown weapon which uses a 3" blast template.

As stated in 1.6.2.3 *Target Priority* above, the firing player must first nominate a target infantry unit, vehicle or terrain piece, and roll to hit.

If target is an infantry unit, the attacking player places the blast marker center over a model such that the marker touches the most number of models possible. Apply the lowest cover modifier applicable to the majority of a models touched.

Example: Target Unit A is hit by an RPG, the blast template covers three models- one in the Open, one in Soft Cover, the other in Hard Cover. Since a majority of models are eligible for at least Soft Cover, that modifier is applied to the shot. If the shot is a hit, roll a wound for all models touched by the blast template.

If target is a vehicle, the firing player may place the center of the template against any vehicle facing that is within LOS.

If the target is a terrain piece, the firing player may place the center of the template anywhere on the terrain piece that is within LOS. So for example, a blast marker cannot be placed more than 2" deep into a wood because that is the extent of LOS into a wood.

Direct fire blast weapons which miss are simply lost. Indirect fire blast weapons deviate d6 inches in a random direction.

If you miss with an indirect fire blast weapon, determine where the shot has landed with a scatter roll- directional die and D6. If result is 1-5, multiply by 2 to get number of inches of deviation, but such deviation cannot be more than half the distance fired. If the deviation roll is a 6, the shot is lost- it is either a dud, or exploded prematurely too high to cause damage, or for some other reason was not effective.

1.7.3. Flamethrower Templates

A disorganized model cannot fire a flamethrower unless it receives a valid Just Do It! command.

Flamethrowers utilize a special teardrop-shaped template which represents a jet of flame.

To shoot place the flamethrower template with the narrow end touching the base of the shooter and the broad end over your target. Models touched by the template roll to wound as normal, but also take a Cool check. If failed, they become Disorganized and make an immediate On The Double move as per the rules for Disorganized units.

Burning Damage Special Rule – Models suffering a DOWN result from a flamethrower are on fire. In subsequent Maintenance Phases,

models that are DOWN from a burning weapon roll 2 recovery die and must apply the HIGHEST result.

If a flamethrower is fired into a pillbox or similarly enclosed space, and the firing model is 6" or less distant from the opening to the space, then all models within the space are hit.

If a model carrying a flamethrower is hit with a ranged weapon and the subsequent wound roll is a 6, the fuel tanks are hit. The model explodes, place the 3" blast template over the model carrying the flamethrower and determine any friendly model hits as for a grenade.

If a flamethrower is fired into Woods or Brush, the Woods or Brush get ignited- place a smoke marker on the terrain piece. In each subsequent Maintenance segment, roll on the a D6. A result of 1-2, the fire has burned itself out, the terrain piece however no longer provides cover. On a result of 3-6, the terrain remains in flames and any model in the terrain takes a normal hit. All models in flaming terrain must attempt to leave the terrain if possible.

1.7.4. Grenades

Fragmentation grenades are used as a frag attack- all models in the unit throw their grenades at once a maximum of 10" from the squad Officer. If there are 4 or more models remaining in the unit when thrown, place a 5" template over the target point, if less than 4, use a 3" template. All models touched by the template are hit and must resolve a wound. No roll to hit is necessary, as an entire unit throwing its grenades is not likely to miss, although individual models may, which leads to the following rule.

COMING BACK!

Roll a D6 every time a unit makes a grenade attack. On a roll of 6, the enemy gets to place a single 3" template on the throwing unit.

1.7.5. Heavy Machine Gun

AHMG requires two models to operate – a shooter and a loader. If the loader is killed, roll a D6 each player turn in which it is fired. On a 5+, the weapon jams, in which case it does not fire this turn while the model holding the weapon clears the jam. The jam is cleared automatically by the beginning of the following Action Phase and may be fired as normal in that Action Phase.

1.7.6. RPG

All shots from a RPG (Bazooka or Panzerschreck) benefit from the Annihilating Strength and Anti-Armor Special Rule.

Annihilating Strength Special Rule - auto GONER with a direct hit on infantry

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Anti-Armor Special Rule - Some weapons of this type require a two man team- loader as well as model carrying the weapon.

1.7.7. Sniper Rifle

All shots by a Sniper Rifle benefit from the Headshot and Scoped rule.

Headshot Special Rule - Any natural roll of a 6 to hit automatically produces a GONER wound result.

Scoped Special Rule - Weapons that are scoped never suffer penalties due to range, and always have a +1 to hit modifier.

1.7.8. Smoke Grenades

Smoke Grenades have no Strength (cause no damage). They obscure vision and cause a -2 to shooting in or out of unit/terrain feature targeted. Smoke dissipates at the beginning of the following Game Turn. The obscuring effect of the smoke grenade is limited to the target- either a unit or a terrain feature.

Example 1: Unit A uses a smoke grenade attack on its own position to provide cover. Any enemy unit attempting to fire at Unit A suffers a -2 to their to hit number. Neither friendly nor enemy models can draw LOS through Unit A.

Example 2: Unit A decides to blind Unit B (a HMG team) with its smoke grenades. Unit A declares a smoke grenade attack, after which Unit B will suffer a -2 to its hit number for overwatch or normal shooting until the end of Unit B's following turn. At the same time, shooting at Unit B will also be a -2 and LOS cannot be drawn through Unit B.

Example 3: Unit A suspects that there are models hidden in a wood. Unit A declares a smoke grenade attack against the wood itself. Until the Maintenance Phase of Unit A's next turn, all shooting into or out of the wood is at a further -2 and LOS cannot be drawn through any part of the wood, even if it would normally be possible to do so.

1.8. Hand to Hand Phase

Close combat is fast and deadly business and that is reflected in these rules. Unlike the Movement and Shooting Phases in which each player alternates resolving a unit, in the Hand-to-Hand Phase, combats are resolved in one combined phase. The player with the higher Turn Initiative selects the order in which hand-to-hand combats are resolved. For each unit to unit (or multiple unit) engagement, resolve all combat results and break tests before moving onto the next unit to unit (or multiple unit) engagement.

For each individual model to model engagement, both players roll attack dice (by default 1D6), add applicable modifiers and compare the scores rolled.

The player with the higher modified score inflicts a number of hits equal to the difference between the two modified scores on the opposing model. Wounds are then resolved.

Once all individual combats are resolved, the unit which takes the most casualties (GONER and DOWN combined) must make a Cool test or break from the combat.

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1.8.1. HtH Modifiers

The following modifiers are added to the die result of the model to which they apply:

	Description	Modifier
CC Weapon	Pistol/Close Combat Weapon	+1
Charging	the model which charged in the current player turn gets this bonus	+1
Disorganized	a model defending itself while disorganized	-1
Encumbered	models carrying a move or fire weapon such as an RPG, or otherwise subject to a special rule making them Encumbered	-1
Higher Up	whichever model's base is physically higher than the other	+1
HORROR	Causes HORROR	+1
Obstacle	a model which is assaulting over an obstacle such as a low wall	-1
Prone	a model which is defending itself while Prone	-1

Table 4 - HtH Modifiers

1.8.2. Multiple Combatants

Additional models fighting in a close combat roll additional combat dice. This is cumulative, so that the second player rolls 2D6, the third 3D6 and so on. However, the attacker may never count the result of more than two dice, so models rolling more than two dice must select the highest two and apply that result.

Outnumbered attackers (models belonging to the phasing player) select the order in which they will roll against each model with which they are Engaged.

Where attackers outnumber a defender, the attacker determines the order in which combats will be resolved.

Example: Sarge is Engaged with three zombies, while the rest of his fire team have surrounded a single zombie. It is the zombie player's turn. The zombie player determines the which of the fire team the lone zombie must fight first, second and third. The zombie player also determines which zombie the Sarge must fight first, second and third. The first zombie and the Sarge each roll a D6 and add applicable modifiers. Sarge wins and GONERS the first zombie. The second zombie rolls 2D6 while the Sarge still rolls 1D6. Somehow, the heroic Sarge GONERS the second zombie. The third zombie rolls 3D6 and adds the highest two results together, while Sarge rolls only 1D6. Sarge's luck runs out and he is a GONER.

1.8.3. Wounds

Any model hit by a close combat attack must roll on the wound table (see: 1.6.2.8 *Wound*) to determine the outcome. Resolve the effect of the hit immediately. Models that are "GONERS" are removed from the table. Models that are "DOWN"

are given a special marker to remind the player during the Maintenance and Movement Phase.

A model that is DOWN at the beginning of the Close Combat Phase and is assaulted is automatically a GONER with no die roll.

A model that is engaged with a model that is **not** DOWN may **not** choose to strike a DOWN model in BTB, until all standing models are fought first.

Example: A Zombie is engaged with Sarge, who is currently DOWN, and Private Jones who is still standing. The Zombie must resolve combat with Private Jones before attacking Sarge. If Jones does not put the Zombie down first, the Sarge will be a GONER.

A model that is engaged in a multiple combat but is DOWN may crawl out of combat 2" in its own Movement Phase.

Example: Zombie charges Sarge and Private Jones. Zombie DOWNS the Sarge, but only scores a fleshwound on Jones. In the following Movement Phase, if Sarge did not recover during the Maintenance Phase, Sarge may crawl 2" away from the combat.

1.8.4. Break Tests

The requirement to take a break test depends upon two factors- have there been friendly casualties nearby, and are there more friendly models remaining in the fight than there are enemy models?

For each unit which has models that are still Engaged in hand-to-hand combat, if that unit has suffered a GONER result, and is outnumbered by the enemy unit(s) with which it is engaged, then that unit must take a Cool check or break from hand-to-hand combat.

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A model whose engaged opponent has broken scores one automatic hit on the fleeing opponent.

A unit that breaks from HTH is Fleeing and Disorganized. The breaking unit makes an immediate On The Double move away from its opponent, assuming it has survived the automatic hit described above. This move is made along a path selected by the owning player, but the path must: 1) not bring models closer to any model enemy unless unavoidable, 2) should be in a direction toward its friendly deployment zone, or 3) if neither of these are possible toward an Officer in LOS.

Models may not move through enemy models when fleeing. If a model is surrounded with no gaps of at least a base width, the model is immediately a GONER.

In subsequent turns, the victorious model may Assault the fleeing model if in range.

1.8.5. Follow Up

If neither unit breaks, then unengaged models which do not have an enemy model in base to base contact at the end of the Close Combat Phase may move up to 3".

If a friendly model is Engaged in HTH within 3", the model must Follow-Up in that direction, unless a Special Rule requires otherwise.

This follow-up movement may also be used to move into cover, or become Prone.

1.8.6. Frenzy

A frenzied model must always Assault if able to do so.

The frenzied model gets +1 to combat rolls.

Frenzied models must use their 3" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).

Frenzied models are never affected by HORROR.

If a Frenzied model fails any Cool test it is required to take, it loses Frenzy.

Frenzied models never take Cool tests for friendly casualties from Shooting.

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2. Game Summary

Model Characteristics

Move	To Hit	Cool
Sneaking: 2"	4+	Green: 6
Normal: 4"		Veteran: 7
On The Double: 8"		Elite: 8

To Wound Table:

Result on a D6	Unarmored	Lightly Armored	Heavily Armored
He's a GONER!	4-6	5-6	6
Man DOWN!	2-3	3-4	4-5
Only a Flesh Wound	1	1-2	1-3

Turn structure:

- 0 Roll for Initiative
- 1 MAINTENANCE PHASE
- 2 COMMAND PHASE
- 3 ACTION PHASE
- 4 CLOSE COMBAT

To Hit Modifiers Table:

	Description	Effect
AIMED SHOT	If a model did not move in the Movement Phase, and maintained LOS until the shooting turn, an extra +1 applies to hit.	+1
BEING CHARGED	Shooting at a model charging at the Shooting model, for obvious reasons this only applies to models on Overwatch.	-1
CAMO COVER	If the target model is equipped with camo cover (e.g. Snipers).	-1
CONCENTRATED FIRE	For each model participating in a CONCENTRATE YOUR FIRE shot, add an additional +1 to hit for each model. You cannot combine AIMED SHOT or SCOPE with CONCENTRATED FIRE.	+1 per model
ELEVATED POSITION	If the shooting model is at least 4" higher than the target.	+1
HEAVY COVER	More than half the target's base is obscured from LOS by hard cover of any kind, such as walls, rubble, large rocks, etc.	-2
LARGE TARGET	Large targets are defined in the model's description	+1
LIGHT COVER	Either: 1) Up to half the target's base is obscured from LOS by hard cover of any kind, or 2) Model is in soft cover (whether Full or Partial)	-1
PILLBOX	Targets occupying man-made prepared defensive positions of concrete, masonry, or thick logs/earth. Normal buildings are not pillboxes.	-3
PRONE	If the target model is Prone, an extra -1 to hit applies.	-1
SMALL TARGET	Small targets are defined in the model's description	-1
TITANIC TARGET	Titanic targets are defined in the model's description	+2
WEAPON RANGE MODIFIERS	Consult the weapon description to determine the appropriate modifier based on weapon range.	+/-

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Weapons Table:

Weapon	Short Range	Max Range	Long range penalty	Rate of Fire	Special
Pistol	12"	24"	-1 to hit past 12"	1	Close Combat Weapon
Machine Pistol	12"	24"	-1 to hit past 12"	2	Close Combat Weapon
Rifle	-	-	-1 to hit past 24"	1	-
Semi-Automatic Rifle	-	-	-1 to hit past 24"	2	-
Shotgun	4"	18"	none	1	+1 to hit, +1 to wound roll at short range
SMG ²	12"	24"	-	3	+1 to hit at short range
Assault rifle	-	-	-	3	
Heavy Machine Gun	24"	-	-	4	+1 to hit at short range; High Powered, Move or Fire; see Heavy Machine Gun
Frag Grenade	-	-	-	-	See Grenades; Causes Suppression (see: 1.6.1.1 <i>Suppressing Fire</i>)
Smoke Grenade	-	-	-	-	See Grenades and Smoke Grenades
Flame-thrower	Template	Template	-	-	See Flamethrower Template
Grenade Launcher	-	-	-1 to hit at long range firing directly, 2D6 scatter at long range firing indirectly. Long range = 24"	-	See Blast Weapon; Strength as Grenade type Indirect Fire – Indirect Fire weapons can fire over intervening obstructions. If firing at a spot or target to which it cannot draw LOS, however, scatter the shot D6" in a random before placing the appropriate template, if fired too close, this may result in deviation back onto the firing model/unit.
RPG (Bazooka / Panzerschreck)	-	-	-	-	See Blast Weapon; see RPG
Sniper Rifle	-	-	-	-	See Sniper Rifle

HtH Modifier Table

	Description	Modifier
CC Weapon	Pistol/Close Combat Weapon	+1
Charging	the model which charged in the current player turn gets this bonus	+1
Disorganized	a model defending itself while disorganized	-1
Encumbered	models carrying a move or fire weapon such as an RPG, or otherwise subject to a special rule making them Encumbered	-1
Higher Up	whichever model's base is physically higher than the other	+1
HORROR	Causes HORROR	+1
Obstacle	a model which is assaulting over an obstacle such as a low wall	-1
Prone	a model which is defending itself while Prone	-1

² Sub Machine Gun- Thompson and other guns meant for short range burst fire