

**TOP SECRET**

Historic House Rules
Date: 06/05/06
Time Line: circa '39-'45
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Form No: 8/D435/H9UU-3 **DO NOT REMOVE**





### M4A1 Sherman

21/48  
v1.2  
1942

23

	Short	Medium	Long	Vehicle	Tank
Attack	0-1	2-4	5-8		
	9	9	7		
	13	11	9		

Speed: 4

Defense: 5/4

MED, WER, PAC, RUS

### Tiger 1

40/48  
v1.2  
1942

58

	Short	Medium	Long	Vehicle	Tank
Attack	0-1	2-4	5-8		
	7	7	6		
	17	15	12		

Speed: 3

Defense: 7/6

WER, RUS, MED

The Historical House Rules Committee started when an excellent post was made about WOTC possibly creating an alternate rule set geared towards the more historically-oriented gamers.

Five posts later, The HHR was started.

We want to maintain the fun, fast, and simple nature of A&A Minis, and we want to accomplish that by changing the units and leaving the game mechanics alone. We also welcome the participation of anyone who wants to contribute, and have all our discussions in the open on the Avalon Hill House Rules forum. The end result is a PDF of the unit cards that people can print out, cut out, and play with. Players that already know the normal game don't need to learn anything new to use these house rules.

We would also like to remind anyone using these rules that they and this whole project is not affiliated, or in any way associated, with Avalon Hill or any of its affiliated companies. Nor are these rules certified by them. They are free to you, to use and/or as you see fit for the better enjoyment of the game.

**Credits**

In no particular order:-Comassion, PatrickWR, Domhnall101, Bobsalt, Joisey, Vulturedoodle, Ming, Danyel Phelps, Moderator Sinister, Der Leiter, Field Marshall Rommel,666, GijoeNumberOne, TomServo, EricM 2404, Richter von Manthofen, iamzorg, SFC ACID, Andras, jiminyfatal, fifleche, cossackwarrior, BastogneBulldog, Pasalades, Fluffy, Dagger, NEVjr, WarChild7, dracos42, Herbavida, RaidingParty, CountQiano, Redgar, Nivaorum, Zeus(BTY)

## Standard Rules

### SETUP

Setup is as per standard rules with the following exception.

**HHR Setup rule:** In the standard scenario, deploy your forces 2 hexes away from the map edge instead of 5.

### FLAK RULES

Only Flak units, other aircraft and adhoc AA units can attack aircraft.

The flak units are	The Ad hoc AA units are
1) the 20mm Flak 38	1) M5 Halftrack
2) the Quad 50	2) Sd Kfz 251 Halftrack
3) the Bofors 40mm	
4) the Wirbelwind	

Any other units that are going to be recognized as Flak units are either future releases or may be introduced on a case by case basis.

All Flak units get a 4 hex zone of defensive fire. During defensive fire, if a flak unit scores at least one hit on a plane, and rolls 3 sixes while doing so, then the plane is Aborted and is immediately removed from the map to the off map area with a face up disrupted counter. It may come back onto the map the following turn with its face up disruption counter if the owning player so desires.



### Revised Special Abilities

**Covering Fire:-** Instead of attacking in the assault phase, this unit may make one defensive fire attack against any soldier unit in range.

**Flanking Attack X:-** If this unit attacks a vehicle's rear, it may move at speed X after attacking.

**Headshot:-** Once per game, instead of making a normal attack, this unit may use its anti-infantry value to attack a vehicle. If this attack succeeds, place a face-up disrupted counter on the target.

**Rocket Salvo:-** Once per game you may declare you are using a rocket salvo. Choose a target hex; the minimum range for Rocket Salvo is 8 hexes and the maximum range is 30 hexes. Roll 10 attack dice against each Soldier adjacent to the target and 5 attack dice against each Vehicle adjacent to the target. (This includes friendly units.) Each attack roll gets -1 on each die roll and ignores cover. Rocket Salvo may not be used if this unit is in a forest hex.

**Brushcutters:-** This unit receives a +2 on the die roll to enter forest hexes.

**Indirect Fire:-** This unit may attack regardless of line of sight as long as a Forward Observer unit is within 8 hexes of the target and has line of sight to the target.

**Lack of Determination:-** When this unit receives a disrupted counter, roll a die. On a result of 1-4, place a face-down destroyed marker on this unit.

**Transport:-** This unit can carry one Soldier. A friendly non-Artillery, non-Cavalry Soldier can board or dismount this unit instead of moving during your movement phase.

**Antiair:-** This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a defensive-fire attack against it.

**Bravado X:-** This unit rolls X extra attack dice when attacking if there are more friendly units on the board than enemy units.

## New Special Abilities

**Schurzen:-** Non-Artillery Soldiers that attack this unit receive -1 on each attack die.

**Behind Enemy Lines:-** This unit deploys after both sides have deployed their other units. The player who won initiative for deployment may choose whether to deploy these units first or second. This unit may be deployed in any hex not adjacent to an enemy unit.

**Reaction Shot:-** This unit may fire during the airstrike phase instead of the assault phase.

**No Defilade:-** This unit fails cover rolls on hills.

**Towed Artillery Gun:-** This unit may begin the game carrying an Artillery unit. The artillery unit may unload during the assault phase if this unit does not move or attack.

**Fragile:-** This unit provokes defensive fire whenever it tries to move into a hex adjacent to an enemy unit.

**Stand and Fight!:-** Friendly soldiers adjacent to this unit get +1 on their die rolls for Lack of Determination.

**AdHoc AA:-** These units have a limited AA capability. This unit may choose to make a defensive fire attack against an airplane during the Flight phase or make an attack against any unit in the Assault Phase. Attacks on aircraft are at -1 on each die and have a maximum range of 4 hexes.

**Tank Buster:-** This unit has an AV attack of 14 at range zero.

**Rear Tailgunner:-** This unit may make a separate attack against an aircraft not in the airplane's front arc. This attack has a value of 5/4/-.

**Superior Dogfighter:-** When attacking other aircraft this unit can re-roll any single die result of 1

**Unmaneuverable While Carrying Rockets:-** If this unit has not used its Rockets special ability, aircraft attacking this unit gain +1 on attack rolls.

**Hunted:-** If this unit receives a destroyed counter, remove this unit immediately.

**Demolition:-** This unit may attempt to destroy a bridge or road in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4, 5, or 6, destroy the bridge or road. (Units now need to make a movement roll to cross the stream, or the road in the hex is ignored.)

**Exposed Transport:-** This unit can carry one Soldier. A friendly non-Artillery, non-Cavalry Soldier can board or dismount this unit instead of moving during your movement phase. Soldiers carried by this unit may be attacked. Soldiers that receive a disrupted counter dismount instantly.

**Infantry-Tank Doctrine X:-** This unit rolls X extra attack dice when attacking if this unit is adjacent to a friendly tank.

**Minimum Range X:-** This unit cannot attack targets closer than range X.

**Sapper:-** Enemy units adjacent to this unit receive -1 to their cover rolls in town hexes.

**Sniper Scope:-** This unit ignores Superior Camouflage on other units.

**Slow Traverse:-** This unit may not make defensive fire attacks.

**Heavy:-** This unit can only be towed by a Half-track or truck. This unit may not relocate into a hill hex.

**Rifle Grenades:-** Instead of attacking, this unit may target a hex up to 2 hexes away, regardless of line of sight. Roll 3 dice against all vehicle and infantry units in the hex. A success against infantry counts as 2 successes. Vehicles are affected normally.

**Advance Recon:-** Once per game, if this unit has LOS to an enemy unit, you may re-roll your initiative roll.

**Battery Fire:-** If there are four or more BM-13 Katyusha units adjacent, each unit gains +1 to each die roll.

# Card Anatomy

The HHR rule set has a different layout than the original A&A Miniatures game. The diagram below indicates the location of the information. There are a number of additional pieces of information available that do not exist on the original cards.

They are

1. National availability
2. Theatre Of Operation
3. Rule version (HHR rules only)
4. Nationality Specific Special Ability
5. Nationality Specific Year Availability

**T-26 Series 1933 Tank**

Nationality: [Sun Icon] Unit Description: T-26 Series 1933 Tank Unit Category: Tank Set: 1939 Set Number: 4/45 Rarity: ☆ v1.2 Card rule Version: 11 Points Cost: 12 Nationality Specific Points Cost: 12 Nationality Specific Year Availability: 1939

Attack	Short	Medium	Long	Vehicle	Tank
[Icon]	0-1	2-4	5-8		
	7	7	6	Speed:3	
[Icon]	9	8	6	Defense:3/2	

Special Abilities: **Unreliable:-** Face-up Disrupted counters aren't removed from this unit at the beginning of the casualty phase.

Theatre Of Operations: CBI, RUS National Availability: WER, RUS

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**Jagdpanther Tank Destroyer**

Nationality: [Swastika Icon] Unit Description: Jagdpanther Tank Destroyer Unit Category: Tank Destroyer Set: 1944 Set Number: 26/48 Rarity: ☆ v1.2 Card rule Version: 42 Points Cost: 42 Nationality Specific Points Cost: 42 Nationality Specific Year Availability: 1944

Attack	Short	Medium	Long	Vehicle	Tank Destroyer
[Icon]	0-1	2-4	5-8		
	6	6	4	Speed:4	
[Icon]	18	15	13	Defense:6/4	

Special Abilities: **No Turret:-** This unit can attack Vehicles only if they are in front of this unit. **Extended Range 12:-** This unit's long range against Vehicles is 5-12 hexes. **Superior Armor 2:-** An attack must beat this unit's defense by 2 or more in order to score two hits against it.

Theatre Of Operations: CBI, RUS National Availability: WER, RUS

### 1. National availability

This indicates if a nation has access to that unit. The presence of the nationality icon indicates this. If there is no icon present or no icon in front of a theatre of operation, then that unit is only available to the cards nationality in that theatre.

### 2. Theatre Of Operation

This indicates the theatre in which the unit has served.

- MED (Mediterranean, North Africa, Sicily & Italy)
- PAC (South Pacific: Pacific Islands)
- CBI (China-Burma-India)
- WER (Western Europe)
- RUS (Russian Front)

### 3. Rule version (HHR rules only)

This indicates the version of the HHR rules this card belongs to. 1.- indicates rule version 1. .x indicates the iteration within the rule version the card is. Higher version Cards replace earlier versions of the card.

### 4. Nationality Specific Points Cost

This indicates the cost of a unit to a specific country. This occurs when a SA's availability varies from the standard unit for that country. In the case above the Russians do not have the Unreliable SA.

### 5. Nationality Specific Special Ability

This indicates if a nation has access to that SA. The presence of the nationality icon indicates this. If there is no icon present in front of the SA then that SA is available to all nationalities that can have this vehicle.

### 5. Nationality Specific Year Availability

This indicates when a nation has access to unit. If there is no icon present or no icon in front of a date then all nationalities that can have this vehicle can use this unit from that date. If a icon is present next to a date then that nationality does not gain access to that unit until that specific date.

# Cheat Sheet

## Sequence Of Play

An Axis & Allies Miniatures game is played in turns. During each turn, players follow a sequence of play consisting of specific phases.

- A. Initiative phase (both players)
- B. First player's movement phase
- C. Second player's movement phase
- D. First player's assault phase
- E. Second player's assault phase.
- F. Casualty phase (both players)
- G. End of turn

## Successes

Attack Successes	Hits
Less than enemy's defense	Zero
Equal to enemy's defense	1 hit
Greater than enemy's defense	2 hits
Double the enemy's defense	3 hits

## Hits

Hits Scored on Enemy Unit During Your Assault Phase	Face-Down Hit Counters on Vehicles	Face-Down Hit Counters on Soldiers
1st hit	Disrupted counter	Disrupted counter
2nd hit	Damaged counter	Destroyed counter
3rd hit	Destroyed counter	-

## Casualty Phase

1. Remove current face-up Disrupted counters. Don't remove existing Damaged counters.
2. Flip over new hit counters.
3. If a unit has a Destroyed counter, it's destroyed. Remove it from the battle map.
4. If a Vehicle has a single Damaged counter, it's now damaged (see Attack and Defense on page 15).
5. If a unit has a Disrupted counter, it's now disrupted (see Attack and Defense on page 15)...

## Attack Effects

### Disrupted

- suffers a -1 penalty on each attack die;
- suffers a -1 penalty to defense;
- can't move; and
- can't make defensive-fire attacks.

### Damaged

#### A damaged Vehicle:

- suffers a -1 penalty on each attack die;
- suffers a -1 penalty to defense; and
- suffers a -1 penalty on speed.

### Destroyed

A Soldier that receives two or more simultaneous hits gets a Destroyed counter.

A Vehicle that receives three or more simultaneous hits gets a Destroyed counter.

If a damaged Vehicle would receive another Damaged counter, it gets a Destroyed counter instead.

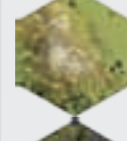
## Terrain Types



**Clear**  
Clear hexes represent open fields, meadows, plains, or similarly open ground. Clear hexes have no effect on movement or line of sight, and don't provide cover.



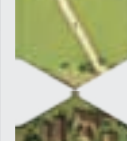
**Forests**  
Forest hexes include woods, orchards, hedgerows, or heavy brushland.



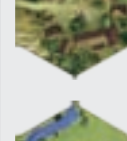
**Hills**  
Hill hexes include rolling hills, broken terrain, rocky or stony slopes, and other generally rough terrain.



**Marshes**  
This sort of terrain consists of wetlands, swamps, bogs, and other muddy areas.



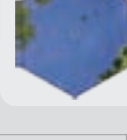
**Roads**  
Roads may be dirt, gravel, or paved.



**Towns**  
Any collection of buildings could be represented by a town hex, from farmhouses and grain elevators to a picturesque French or German village.



**Streams**  
Streams on the map represent significant obstacles to movement, small rivers that might be 30 or 40 feet wide and 3 to 5 feet deep.



**Ponds**  
These hexes represent ponds or lakes deep enough to prevent the passage of anyone who isn't in a boat.



## Terrain Effects

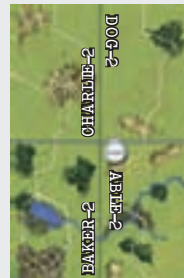
Terrain	Vehicle Movement	Soldier Movement	Vehicle has Cover?	Soldier has Cover?	Blocks Line of Sight?
Clear	Normal	Normal	No	No	No
Hills	Double cost	Normal	On a roll of 5+	On a roll of 4+	Yes
Forest	Double cost, must roll 4+ to enter	Normal	On a roll of 5+	On a roll of 4+	Yes
Town	Normal	Normal	On a roll of 5+	On a roll of 4+	Yes
Marsh	Can't enter	Normal	-	On a roll of 4+	No
Pond	Can't enter	Can't enter	-	-	No
Stream	Must roll 4+ to cross	Must roll 4+ to cross	No	No	No
Road	Normal when moving along road, +1 road bonus once per phase	Normal	As base terrain	As base terrain	As base terrain



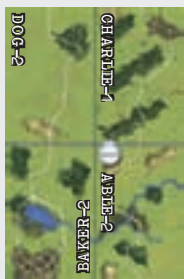
Configuration 1:  
Half And Half



Configuration 3:  
High Ground



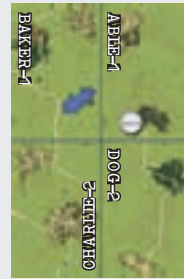
Configuration 5:  
Hill 107



Configuration 2:  
Knife Fight



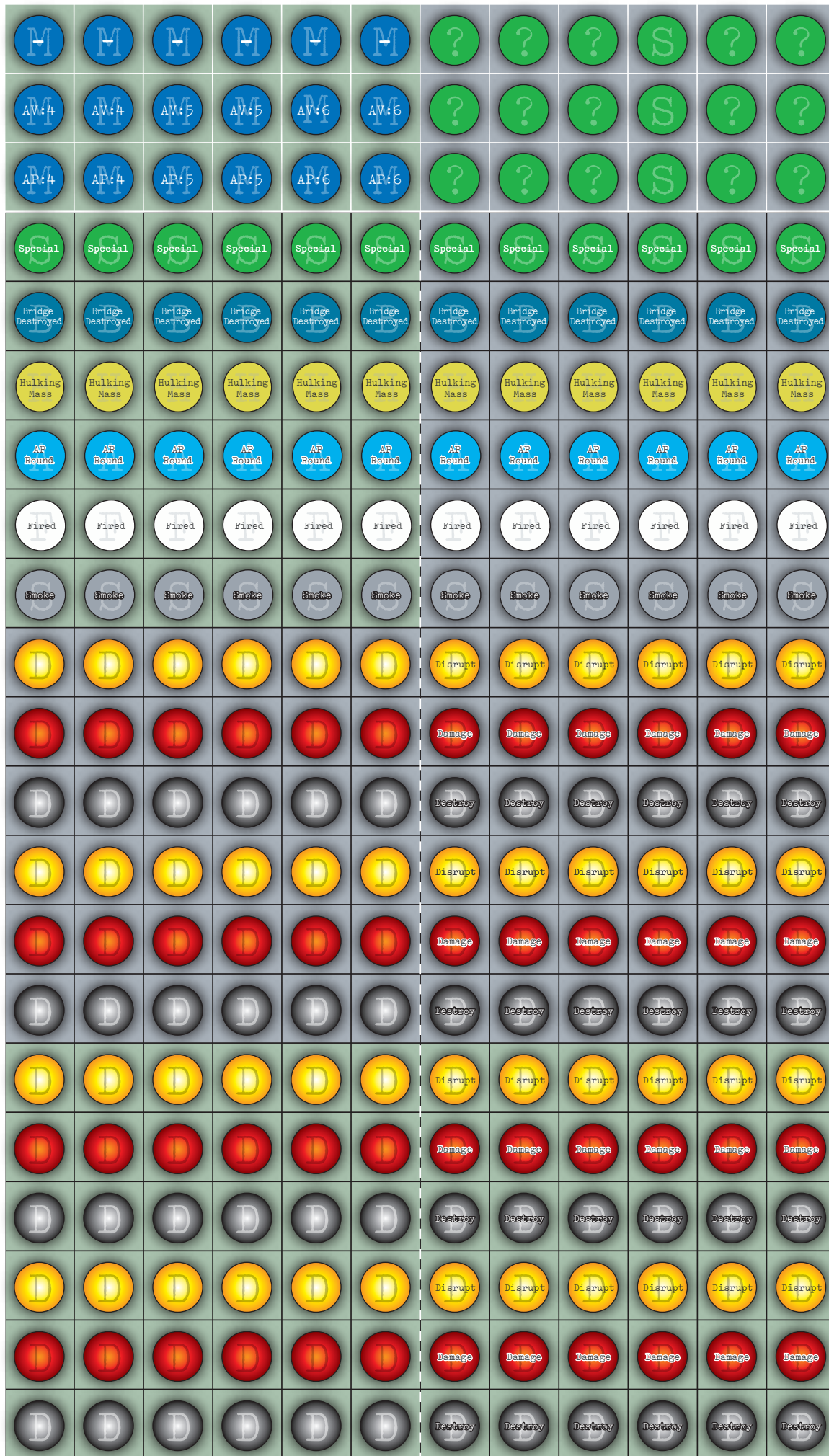
Configuration 4:  
Urban Combat



Configuration 6:  
Tiger Heaven

### Instructions

1. Print on light card. 2. Fold along dotted line. 3. Glue one surface. 4. Press between a couple of books. 5. Cut out for use



### PLEASE NOTE

Not everything on this token list is dealt with in the hhr rules. They are provided by request for general use.