

FORTIFICATIONS: VARIANT RULE

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Red Sun Red Death: This information is almost verbatim (except for the different examples) from the section of the WWII Pacific Theater book, Red Sun Red Death. This is a variant rule, meaning it is not an option, but a different way of looking at fortifications. This was originally written to fit the Pacific theater as so many of the campaigns involved infantry having to destroy enemy strong points. However, it became obvious that the same type of play is applicable for all theaters of WWII, and also for modern conflicts. With that in mind, I have decided that this variant rule should be made available for free for all players.

Concept: This will give players new information on fortifications, and a new outlook on how to create bunkers and pill boxes for games. A few “sample” bunkers are also provided to make the transition easy.

We first need to separate fortifications into three distinct groups. First there are the normal structures like trenches and foxholes (be warned: the USMC uses the term “Fighting Position”: *Foxes* dig holes to *hide in*, *Marines* dig holes to *fight from*). These should follow the normal rules, being defined as Medium or Hard cover, and should not be considered Fortifications for rules purposes. Second, there are the structures built to house a squad or section of men, which we will call Bunkers from here on. Third, there are the structures built to house more than a squad of men, meaning they are likely to be large, which we will call Forts. The terms Bunker and Forts are rather vague, and this interpretation is not meant to define all fortifications specifically, just help define them for the purposes of our rules.

Firing Small Arms at Fortifications: For Bunkers and Forts, the Crew inside can always be targeted by direct Small Arms fire. Crew in Bunkers receive the normal Reinforced Cover (-5) modifier, meaning an opponent must roll 1’s, then 5’s, to actually score hits. Crew in Forts receive a Heavily Reinforced Cover (-6) modifier, meaning an opponent must roll 1’s, then 4’s, to actually score hits. Roll to wound as normal. **This is the only way small arms (rifles, MGs, etc) can be used against any Fortification.** Bazookas, AT Rifle Grenades, and the like, can be used just like Main Guns below, except that they do not need to Acquire. ATRs can be used either way, but you must declare this before rolling any D10s in your attack.

Units inside of a Bunker or Fort only take Guts Checks from Direct Small Arms Fire if any models become casualties, in which case they test as normal with all normal modifiers, including their own cover. Units may be Pinned inside of Fortifications, but are not required to Fall Back unless the owning player selects to do this. However, units are required to Rout if they receive three Pin markers, as normal. All crew are considered to be a single unit.

Firing Main Guns at Fortifications: Bunkers and Forts are engaged by Main Guns as if they were vehicle targets. You may not take the cover modifier and attempt to target the crew separately as if they were in a normal building. You must Acquire the target, Hit the target, roll for location, roll for Penetration, and if you Penetrate, roll on the Fortification Penetrating Hits Results table shown below. In addition to normal Acquisition modifiers, a Bunker is +0 to Acquire, and a Fort is +2 to Acquire.

For the Penetrating Hits table, all normal modifiers apply including the Weapon DM, target DM, and Previous Penetrating Hits. When applicable, roll the number of d10s indicated with the AP score given to produce casualties.

| Fortification Penetrating Hits Results | |
|--|--|
| D10 | Result |
| 2 or less | No effect. Guts Check. 1 PH. |
| 3-4 | Blast vs. Crew, 10D10, AP 3. Guts Check. 1 PH. |
| 5-6 | Blast vs. Crew, 10D10, AP 6. Guts Check. 2 PH. |
| 7-8 | Blast vs. Crew, 10D10, AP 8. Guts Check. 2 PH. Destroys Heaviest Weapon. |
| 9-10 | Destroyed, Blast vs. Crew, 10D10, AP 9, survivors Routed (3 Pin markers and Rout 9”) |
| 10 or more | Destroyed, entire Crew and Fortification eliminated |

PH: this is the number of “Penetrating Hits” applied to the Fortification.

If the Crew fails its Guts check, they are Pinned. If they receive a second Pin, they do not have to Fall Back unless the owning player decides to do so. However, if the Crew receives its third Pin, they must Rout 9” as normal. The attacking player may define what the “heaviest” weapon is for the 7-8 result, either a Main Gun or a Machine Gun. If there is no “heavy weapon”, then ignore that part (Hits and Check still apply).

Firing Flamethrowers at Fortifications: Flamethrowers are particularly useful in destroying Fortifications. They automatically Penetrate, simply roll on the Penetrating Hits Results table above, with all normal modifiers. Unlike Small Arms or Main Guns, at any time if a Crew fails their Guts check to a Flamethrower attack, they must Rout 9". Flamethrowers never Pin units.

Close Assaulting Fortifications: Bunkers and Forts may be targets of Close Assault (but not Improvised Close Assault) by enemy infantry units. Follow the normal rules. This should also be the option for using grenades against Fortifications, do not try to throw grenades into a Bunker as if it was a building window. Explosives can be used per the normal rules, rolling to Hit, then trying to Penetrate. Or, units equipped with Explosives that instead attempt Close Assault receive a +2 to their CA score.

How Fortifications Fight Back: Bunkers and Forts should be written as if they were vehicles. At the end of this section are a few examples, but simply jotting down some numbers for your game is perfectly acceptable, as long as you have something to prove the values. The Crew as previously stated operate as one single unit. Primarily they are busy manning Main Guns and Machine Guns, and sometimes using their own small arms. Bunkers and Forts are considered to have a Flat Front just like vehicles. Unless your Bunker or Fort states that there are side mounts or rear mount, the Fortification can only fight via the Flat Front. In some cases, there may be turret mounts or AA mounts, which can traverse 360°, but these are considered to be exceptions. Weapons described as "Infantry" are Infantry weapons, and do not need to Acquire before Firing.

Each Crew is given a number of men who are required to man the weapons. If there are enough men to man all of the weapons, divide the remaining crew by 2, and this gives you the number of men who may fire their small arms (almost always these will be rifles) in combination with the other weapons. They may also be able to use grenades.

Example, a Bunker may have a Crew of 10 men. The Bunker has 2 HMGs, each which require 3 crew. $10 - 3 - 3 = 4$. 4 is divided by 2, leaving you 2 models which may fire their rifles.

Otherwise, all other rules apply as normal, including Accuracy, Acquisition, Morale Modifiers, and so on.

Leaving Fortifications: A player may decide to abandon his Fortifications. He may want to fall back and avoid being isolated, or he may need extra bayonets somewhere else. The Crew might also be forced to leave because of Routs. Regardless of the reason, once outside of the Fortification, the Crew operate as an infantry unit. They may take Light MGs with them when they leave the Bunker or Fort, but all other weapons (unless specifically stated otherwise) are abandoned. Crews are normally armed with rifles (which ever is appropriate for that army at that time) and grenades. There should be a leader using the Jr NCO Guts score, the rest of the models are Privates. Because Crews can be quite large, it is important that once they leave the Fortification, you break them into smaller units. You should try to form units equal in size to the sections of normal infantry, as close as possible.

Close Combat: You may not Charge a Bunker or Fort. Like a vehicle, Fortifications can not be engaged in Close Combat. As explained above, they may be Close Assaulted. Also, Crews may not Charge out of Fortifications. They may exit one turn, then Charge the next turn.

Points: Bunkers and Forts do not have points assigned to them. They should be used as part of a scenario, or by agreement amongst players. Obviously they will tend to be more useful in a defensive posture, but they could also be part of the supporting element of a counter-attack.

I Don't Like Your Fortifications: No problem. Define all Bunkers and Forts as Reinforced cover, and play on!

Sample Fortifications: The following are shown as examples, that can be used in your games. The style and type of a Bunker or Fort can vary wildly, with building material, weapon selection, crew size, even national doctrine. Reinforced concrete, stone, sandbags, natural caves, and logs can all be used, as can essentially every weapon. Use these as the basis for designing your own Bunkers and Forts for your own scenarios.

| Soviet AT/HMG Loghouse | | | | | | | No Points | | | | |
|-------------------------|----------------------|----------|-------|------|-------|------|-----------|---------|----|-----|-----|
| Bunker | | | | | | | DM: +0 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 12 men, including 1 NCO | Walls | 1-8 | 75 AV | 1-10 | 75 AV | 1-8 | 50 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 25 AV | | | | |
| | Vision | 9-10 | 10 AV | - | - | Top | 25 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| 3 | 45mm | Main Gun | 48" | 1 | 1 | -1 | -1 | - | | | |
| 3 | Maxim | Infantry | 60" | 4 | 8 | -3 | -3 | No Acq. | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Basic Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| - | 45mm | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 |

| Soviet Rifle Pit | | | | | | | No Points | | | | |
|------------------------|----------------------|----------|-------|------|-------|------|-----------|---------|----|----|-----|
| Bunker | | | | | | | DM: +0 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 9 men, including 1 NCO | Walls | 1-8 | 50 AV | 1-10 | 55 AV | 1-8 | 40 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 25 AV | | | | |
| | Vision | 9-10 | 10 AV | - | - | Top | 25 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| - | (Rifles) | - | - | - | - | - | - | - | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Basic Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| - | Rifles | 1 | 3 | 4 | 5 | 7 | 8 | 9 | 10 | 12 | 13 |

| Soviet T-34 Turret Bunker | | | | | | | No Points | | | | |
|---------------------------|----------------------|----------|-------|------|-------|------|-----------|-------------|-----|-----|-----|
| Bunker | | | | | | | DM: +0 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 4 men, including 1 NCO | Walls | 1-8 | 95 AV | 1-10 | 62 AV | 1-8 | 62 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 62 AV | | | | |
| | Vision | 9-10 | 56 AV | - | - | Top | 20 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| All Crew | 76.2mm | Main Gun | 48" | 1 | 2 | -2 | +0 | - | | | |
| | 7.62 DT | Coaxial | 48" | 4 | 8 | -2 | -3 | +1 Fire/Acq | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Basic Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| - | 76.2mm | 13 | 26 | 39 | 52 | 65 | 78 | 91 | 104 | 117 | 130 |

Note: The definitions for "Walls", "Vision", and "Entrance" refer to appropriate areas of the T-34 turret.

| German HMG Loghouse | | | | | | | No Points | | | | |
|--------------------------------------|----------------------|----------|-------|------|-------|------|-----------|---------|----|----|-----|
| Bunker | | | | | | | DM: +0 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 10 men, including 1 NCO and 1 Jr Nco | Walls | 1-8 | 90 AV | 1-10 | 90 AV | 1-8 | 60 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 20 AV | | | | |
| | Vision | 9-10 | 10 AV | - | - | Top | 30 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| 3 | MG34 HMG | Infantry | 60" | 6 | 8 | -3 | -3 | No Acq. | | | |
| 3 | MG34 HMG | Infantry | 60" | 6 | 8 | -3 | -3 | No Acq. | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Basic Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| - | MG34 | 1 | 3 | 4 | 5 | 7 | 8 | 9 | 10 | 12 | 13 |

| German AT Bunker | | | | | | | No Points | | | | |
|------------------------|----------------------|----------|--------|------|--------|------|-----------|---------|-----|-----|-----|
| Bunker | | | | | | | DM: +0 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 8 men, including 1 NCO | Walls | 1-8 | 105 AV | 1-10 | 105 AV | 1-8 | 60 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 50 AV | | | | |
| | Vision | 9-10 | 0 AV | - | - | Top | 40 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| 4 | 7.5cm | Main Gun | 60" | 1 | 2 | -2 | +0 | - | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Advanced Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| Radio | 7.5cm | 17 | 35 | 53 | 70 | 88 | 105 | 123 | 140 | 158 | 175 |

| German HMG Blockhouse | | | | | | | No Points | | | | |
|--------------------------------------|----------------------|----------|--------|------|--------|------|-----------|---------|----|----|-----|
| Bunker | | | | | | | DM: +0 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 10 men, including 1 NCO and 1 Jr Nco | Walls | 1-8 | 145 AV | 1-10 | 115 AV | 1-8 | 100 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 40 AV | | | | |
| | Vision | 9-10 | 20 AV | - | - | Top | 40 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| 3 | MG34 HMG | Infantry | 60" | 6 | 8 | -3 | -3 | No Acq. | | | |
| 3 | MG34 HMG | Infantry | 60" | 6 | 8 | -3 | -3 | No Acq. | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Basic Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| - | MG34 | 1 | 3 | 4 | 5 | 7 | 8 | 9 | 10 | 12 | 13 |

| German Concrete Blockhouse | | | | | | | No Points | | | | |
|---|----------------------|----------|--------|------|--------|-----|-----------|----------|----|----|-----|
| Fort, Including Indirect Fire(see Artillery listing for more details) | | | | | | | DM: -3 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 24 men, including 1 Sr NCO (Platoon Sergeant) | Walls | 1-9 | 250 AV | 1-10 | 200 AV | 1-9 | 175 AV | | | | |
| | Entrance | - | - | - | - | 10 | 75 AV | | | | |
| | Vision | 10 | 40 AV | - | - | Top | 75 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| 6 | 10.5cm | FG | 24" | 1 | 4 | -3 | +2 | Indirect | | | |
| 6 | 10.5cm | FG | 24" | 1 | 4 | -3 | +2 | Indirect | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Advanced Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| Radio | 10.5cm | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

| German H-35 Atlantic Wall Turret Bunker | | | | | | | No Points | | | | |
|---|----------------------|----------|-------|------|-------|------|-----------|---------|----|----|-----|
| Bunker | | | | | | | DM: +1 | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| 2 men, including 1 NCO | Walls | 1-8 | 50 AV | 1-10 | 51 AV | 1-8 | 51 AV | | | | |
| | Entrance | - | - | - | - | 9-10 | 51 AV | | | | |
| | Vision | 9-10 | 61 AV | - | - | Top | 12 AV | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| All Crew | 37mm Sa18 | Main Gun | 48" | 1 | 1 | -1 | -1 | - | | | |
| | 7.5mm MI | Main Gun | 48" | 4 | 8 | -2 | -3 | - | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| Basic Sights | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| - | 37mm | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 |

Note: The definitions for "Walls", "Vision", and "Entrance" refer to appropriate areas of the H-35 turret.

Blanks: Here are some blank entries which you can print out, and fill in for your games.

| | | | | | | | No Points | | | | |
|-----------------|----------------------|----------|-------|------|------|------|-----------|---------|---|---|-----|
| | | | | | | | DM: | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| | Walls | 1-8 | | 1-10 | | 1-8 | | | | | |
| | Entrance | - | - | - | - | 9-10 | | | | | |
| | Vision | 9-10 | | - | - | Top | | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| | | | | | | | | | | | |

| | | | | | | | No Points | | | | |
|-----------------|----------------------|----------|-------|------|------|------|-----------|---------|---|---|-----|
| | | | | | | | DM: | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| | Walls | 1-8 | | 1-10 | | 1-8 | | | | | |
| | Entrance | - | - | - | - | 9-10 | | | | | |
| | Vision | 9-10 | | - | - | Top | | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| | | | | | | | | | | | |

| | | | | | | | No Points | | | | |
|-----------------|----------------------|----------|-------|------|------|------|-----------|---------|---|---|-----|
| | | | | | | | DM: | | | | |
| Total Crew | Location | D10 | Front | D10 | Side | D10 | Rear | | | | |
| | Walls | 1-8 | | 1-10 | | 1-8 | | | | | |
| | Entrance | - | - | - | - | 9-10 | | | | | |
| | Vision | 9-10 | | - | - | Top | | | | | |
| Crew Per Weapon | Weapon | Location | Range | ROF | AP | MM | DM | Special | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Features | Main Gun Penetration | | | | | | | | | | |
| | D10 | <2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| | | | | | | | | | | | |