



by Lorenzo Sartori

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## BASIC RULES

### 1.0 SCALE

This is a skirmish game so one miniature represents one man and one model vehicle is one vehicle. One centimetre corresponds to around 2 metres and a turn represents 10-20 seconds of real time.

### 2.0 YOU WILL NEED...

You'll need a couple of units or squads (one per player) of around 8-15 miniatures each to play *Road to Hell* (for more details see the Army lists), a few six-sided dice (hereafter referred to as d6) a ruler or tape-measure (all measurements are in cm) and a minimum recommended playing area that measure 80x80cm (30x30 inches) for 28mm figures and 60x60cm (2x2 feet) for 20mm figures. Considering that these are small skirmishes, scenery is very important. Avoid battles in open ground as they will be very lethal and not particularly satisfying.

### 3.0 TROOP TYPES

Troops are divided into classes according to their quality. Here is a table with the bonuses that apply to each troop type.

#### REGULARS

Class	Description	Initiative Morale	Covering fire	Melee	Saving Throw	Suppression	PTS
1	Commandos	6	3	5	3+	4	18
2	Elite	5	3	4	3+	4	15
3	Veteran	4	2	3	3+	4	12
4	Experienced	3	1	2	4+	3	10
5	Recruits, Militia...	2	0	1	5+	2	7
6	Partizans	3	0	1	4+	3	9

#### **4.0 SET UP OF OBJECTIVES AND DEPLOYMENT (optional rules)**

You can use these rules if you play a scenario without specific objectives.

Both players prepare 2 different lists, one of 150pts (Attacker list) and one of 90pts (Defender list). Then, together, prepare the terrain, placing various scenic items. After creating the battlefield, both players roll 2d6 and add the their troop morale/initiative bonus. Whoever rolls more is the Attacker, and the other player the Defender. The Defending player will use his 90pt list and will choose the side he deploys on. His troops are deployed first and must stay within a rectangular area of 30x40cm, that could be placed at any point within his half of the battlefield (for example around a specific scenic item).

The Attacker will use his 150pt list and must place his troops within 10cm of his table edge. The Attacker must eliminate the defensive position within 10+d6 turns, otherwise it's the Defender's victory.

#### **5.0 TURN SEQUENCE**

Once the troops have been deployed on the battlefield, the first thing to do is to decide who is the **Active Player** and who is the **Reacting Player** using:

1) **Initiative.** Both players roll 2d6 and add their main commander's leadership modifier (not that of the other soldiers) (+1, +2, +3 or +4) and the modifier given by the quality of the troops (see table).

Whoever gets the highest is the Active Player that Turn and activates the unit(s) and assigns the necessary actions. For the next Initiative rolls, the previous winner gets a cumulative -1.

2) **Actions of the Active Player .** Each miniature that belongs to the activated unit(S) can perform one of these actions (in any order):

- a) Move up to 25cm (Run Move).
- b) Move 15cm maximum, shooting with a penalty (Move and Shoot).
- c) Move 5cm maximum, shooting without a penalty (Cautious Move).
- d) Perform covering fire (you can also move up to 5cm).

3) **Actions of the Reacting Players.** Each miniature that belongs to the reacting side can react using opportunity (see Para. 6.5, 7.0 and 8.2).

#### **5.1 PRIORITIES**

**Road To Hell** is an interactive game where both players will often act almost simultaneously. These priorities must be respected in any case.

- 1) Covering fire, even if performed after a movement up to 5cm
- 2) Ordinary and reactive fire, even if performed after a movement up to 5cm
- 3) Ordinary fire, performed after a movement of more than 5cm
- 4) Movements up to 5cm
- 5) Movements over 5cm

#### **6.0 MOVEMENT**

Infantry can move up to 25cm (running). If they don't move more than 15cm they can fire, but with a penalty. If they move up to 5cm (cautious movement) they can fire with no penalty and also they can move to the rear or sideways (as part of the move). A figure can also complete his movement by going to ground. By moving up to 5cm a figure that has gone to ground is considered to be crawling and keeps his cover status.

Tracked vehicles move 30cm-2d6 and wheeled vehicles move 45cm-2d6.

#### **6.1 FIRING LIMITATIONS DUE TO MOVEMENT**

Fire is performed after movement. Infantry armed with light weapons can fire, with a penalty, if they move up to 15cm. If armed with bazooka or similar or if they are snipers they can fire only if they move 5cm or less. Infantry with MMG or HMG or other supporting weapons can only fire if they don't move.

Tanks fire (with the gun) or move. Armoured cars (or Tanks with an MG) can fire whilst moving with a penalty.

#### **6.2 OBSTACLES**

There are 3 levels of obstacles, according to their height

**Level 1:** up to the waist.

**Level 2:** up to a man's height.

**Level 3:** up to twice the height of a man.

Crossing an obstacle costs:

**Level 1:** Must spend a "Run move" (25cm) - this leaves you the option of moving 15cm (no fire) or  
Must spend "Move and Fire move" and you may move 5cm and fire (with penalty)

**Level 2:** Must spend a "Run move" –you may move 5cm but may not fire

**Level 3:** Can be crossed with specific equipment or with the aid of a comrade – in which case treat as level 2 obstacle.

### 6.3 ENTER AND EXIT FROM VEHICLES

The action requires a complete move. To enter a vehicle the figure must be adjacent to it. If the figure gets out it must be placed adjacent to the vehicle, also on the ground.

### 6.4 MOVEMENTS BY GROUPS

The Active Player can move more than one miniature together, as long as they belong to the same team or section, with the advantage of reducing the enemy's opportunity fire (see 8.2), as the opponent will be allowed to react once per action for each miniature he has in sight. The player can combine a movement with a fire action (considered a single group action). All models in the group must perform the same action and must be within 5cm of each other before the action takes place.

### 6.5 MOVEMENTS OF THE REACTING PLAYER

Every miniature belonging to the Reacting Player can react to enemy fire by moving in order to take cover. Movement cannot be more than 5cm.

In order to dodge the figure must be within 5cm of the protective cover sought. If there is no protection the figure can go to the ground, but is automatically suppressed (see par. 10.0).

Miniatures that dodge enemy fire give a -1 modifier to the enemy's roll. Fire from snipers cannot be dodged. If the miniature is within an area under covering fire then the test must be taken before moving.

### 7.0 HIDDEN TROOPS AND SIGHTING

Though a player can see the miniatures on the table, not all troops are visible and can be targeted

Figures can be totally hidden or partially hidden. Totally hidden troops, for example a man crouched behind a wall, cannot be fired upon and cannot fire. Partially hidden troops can fire and be fired upon if spotted.

To keep the game fluid, *Road to Hell* includes the Spotting roll within the Firing roll of dice. Just add a dice of a different colour when you have to fire at figure partially hidden. If the roll of the different die is unsuccessful then the fire didn't take place.

#### Spotting table

DISTANCE	25cm	50cm	100cm
Open	Automatic	Automatic	3+
Cover/gone to ground	Automatic	3+	5+

*Example.* A British paratrooper wants to fire at a German soldier at 42cm with his Bren. The German soldier is partially covered by a fence. At that distance the Bren rolls 3 dice, getting hits at 6+. The player controlling the British soldier will roll 3 d6 for the fire (for example with white dice) and 1 dice (for example a black dice) for the spotting (successful at 3+). The white dice roll a 1, 4 and a 6, while the black dice rolls a 2. The target has not been seen, so no hits have been achieved.

### 8.0 FIRING

You must roll one or more d6 to fire with a weapon. The number of d6 depends on the weapon and for certain weapons it also depends on whether you are firing single shots (aiming) or firing in a burst. The minimum amount that is needed to hit depends on the distance to the target and if it is burst fire or not (in the latter case use the number to the right of the "/"). If you fire a burst you can split the dice/shots between more than one adjacent targets, as long as they are within 5cm of each other. A model can shoot in a 180° arc.

<b>FIRING Weapon</b>	<b>Range/result d6 for 1 hit</b>				<b>N°d6</b>
	<b>25</b>	<b>50</b>	<b>100</b>	<b>150</b>	
Pistol	3(max 10cm)	-	-	-	1
Bolt Action Rifle	3	4	5	6	1
Semi automatic Rifle	3	4	5	6	2
Assault Rifle	3	5	6	-	3
Precision rifle (Sniper)	2	3	4	5	1
Sub machine gun	4	6	-	-	3
Automatic Rifle (BAR, Bren..)	4	5	6	6	3
Light machine gun (MG34/42)	4	5	6	6	5
Medium machine gun (or LMG with tripod)	4	5	5	6	5
Heavy machine gun	4	5	5	6	5
Hand Grenade/Flamethrower	4 (max 10cm)	-	-	-	1
Bazooka, Piat, Panzerfaust...	4	5	6	-	1
Heavy anti tank (Milan etc)	4	5	6	6	1
Tank/ light mortars	4 (min 10cm)	4	5	6	1

### **Firing modifiers to the result needed (these are cumulative)**

+1 If the firer moves more than 5cm (max 15)

+1 If the target is behind cover (not applicable to snipers, grenades, bazooka, flamethrowers).

+1 If a recruit or militia is firing (only small arms)

+1 If the enemy dodges (5.3)

+1 if the target is a Sniper

+1 For a MMG or HMG with only 1 crew (unless the MG is fixed or on a turret)

When shooting with burst if the number to obtain (with modifiers) is more than 6, instead of adding 1 to the number needed, you lose a dice for each modifier.

You can subdivide the burst (by splitting the dice) on more targets provided they are within 5cm of each other.

### **8.0.1 Burst area**

Light mortars, grenades, bazookas and similar weapons have a 5cm burst area. For tanks and heavy mortars the burst area is 7cm wide. If a target is hit then all models within this range are also hit and must make a saving throw.

### **8.1 Firing by group**

The Active Player can fire with several models at the same target to reduce the enemy's reaction (7.2). Only figures belonging to the same fire team and within 5cm each other can fire by group.

### **8.2 Opportunity fire**

A soldier (not suppressed) or a vehicle belonging to the Reacting Player can fire at any enemy or unit(s) that is moving or firing.

Opportunity fire against men is allowed only within 50cm and with an arc of fire of 90° (45°+45°). There are no range limits when firing at vehicles or if the shooter is a sniper.

A model can use opportunity fire several times in the same turn during its Reacting turn phase.

Miniatures with RPG or similar or with grenade launchers can fire by opportunity only once per turn. Heavy anti tank (ex. Milan), tank guns and mortars cannot fire by opportunity.

If the Opportunity fire is a reaction to enemy's fire, then the shooting is simultaneous. If the Opportunity fire is a reaction to enemy's movement, the fire occurs when decided by the Reacting player.

A model can only react once to each enemy soldier's move or fire, an enemy group move triggers only one reaction. The target of opportunity fire directed against a fire team that is acting as group move is decided by the player that controls the fire team.

### **8.3 Covering fire**

This is used to inhibit opportunity fire. Covering fire takes priority over other actions for opportunity purposes. First decide the area (max 15cm wide x 15cm high) that you intend to fire upon to keep any

opportunity firers with their heads down. Add the values of those performing covering fire on the area according to distance, and weapon firing:

Weapon	25cm	50cm	100cm	150cm
Pistol	1	-	-	-
Rifle	1	1	1	-
Assault rifle/ Semi automatic rifle	3	2	1	
BAR/Bren	4	3	2	1
SMG	4	2	-	-
LMG	5	4	3	2
MMG (LMG on tripod)	6	5	4	3
HMG	7	6	4	3

Now add the troop bonus (one per group performing covering fire - see Table in 3.0). The final value cannot exceed 8.

An enemy who decides to perform Opportunity fire despite covering fire is hit (once) if he doesn't roll higher than the number above on 2d6. As the maximum value is 9, you always pass the test with a 10+. If Opportunity fire is performed from inside a bunker, he rolls 3d6. You can saturate areas that are more than 15cm wide by splitting firers over different areas.

*Example.* A US paratrooper squad decides to take out a machine-gun in an enemy bunker 32cm away. Three men perform covering fire, one with a BAR and the other two with rifles. The value is 5 to which we add 2 as they are Veteran (Total=7). The rest of the squad must move towards the bunker and destroy it with hand-grenades. Without covering fire they would be an easy target for the enemy machine-gun that, while in Opportunity, could fire at any moment interrupting the American player's movement. If the enemy player decides to use Opportunity fire on the Americans, he must roll more than 7 on 3d6 so as not to take 1 hit which would be taken (with a Saving Throw for each miniature involved) before they fire.

#### 8.4 Light mortar fire

This can also be performed as off-table fire.

If you roll the number required to hit then place a circular template (10cm diameter) on the target, otherwise the centre of the template is placed 3cm away for every point of difference on the 1d6 in a direction chosen by the opponent.

Heavier mortars are always off-table and are treated like artillery fire.

#### 8.5 Speculative Fire

This is fire at a target that is not in sight. Speculative fire is performed against suspect targets: bunkers, buildings, wood edges. If no game-master is present, and if players can't agree, speculative fire can be used with a roll of 5 or 6 on 1d6.

Speculative fire is performed like normal fire (models are always on the table), but there is a +1 bonus for any saving throws for units that are hit.

#### 8.6 Friendly Fire

For every missed shot you must perform a Saving Throw for friendly models who are in the firing line. The firing line is a 5cm-wide corridor that joins the firer to his target and extends 10cm beyond the target. Models that perform a Saving Throw due to friendly fire get a +1 bonus.

#### 8.7 Firing at vehicles

The occupants of a vehicle that is open are subject to small arms fire. They are considered as being under cover. If the driver is hit and does not pass his Saving Throws then the vehicle continues for a whole move before stopping. The movement is interrupted if the vehicle crashes into an obstacle.

## 8.8 Smoke

Refer to grenades (or 50cm if a rifle is used) for the range and values to achieve. If you get the required number needed to hit then place a circular template (10cm diameter) on the target, otherwise the centre of the template is placed 1cm (if hand-thrown) or 3cm (if a grenade-launcher) for every point of difference on the 1d6 in a direction chosen by the opponent. In the next turn and, with an even roll, the smoke will move 2d6 in the direction chosen for the deviation of the first throw. It goes in the opposite direction with an odd roll. The smoke is removed at the beginning of the next turn.

## 8.0 SAVING THROW

Every time a soldier takes one or more hits, roll a d6 for every hit to check whether the model is definitively removed from play. The hits represent the shots that are aimed at the target.

In order to pass a Saving Throw models must roll on their Saving value (see table) for every hit taken. If they fail this test then the soldier is removed from play unless rules on wounded are applied (see 9.3).

### Dice modifier (not cumulative):

Add 1 to the die roll if any of the following situations apply:

the target is the team/section Leader, the target is behind protection, if friendly fire, if it is speculative fire.

A soldier that rolls a 1 is always killed. If a soldier passes the Saving Throw he is *suppressed* anyway.

## 9.1 Saving throw for bombardment

In case of bombardment all troops test at 3+.

## 9.2 SAVING THROW FOR VEHICLES

Hit by --->	Small arms	HMG	Bazooka etc	Medium Tank cannon	Heavy Tank cannon
VEIHCLE					
Heavy Tank frontal	NO	NO	2+	3+	4+
Heavy Tank side/rear	NO	NO	3+	4+	5+
Medium Tank frontal	NO	2+	1+	4+	5+
Medium Tank side/rear	NO	3+	2+	5+	6+
Light Tank, Armoured cars...	1+	4+	6+	6+	6+
Unprotected Veichle	5+	6+	6+	6+	6+

The vehicle is knocked out if doesn't pass the test. If the test is failed with a difference of 3+ the vehicle explodes and all figures inside must take their test. Those who survive are placed, suppressed, adjacent to the destroyed vehicle.

## 9.3 Wounded (optional rule)

An out of combat model can represent a badly wounded or dead man.

To verify its status roll a die and with a result of 1 or 2 the miniature is dead. A result of 3 to 6 represents the number of turns that the miniature can survive without the intervention of a medic or before being evacuated off the battlefield.

When the medic comes in contact with a wounded man the latter is considered stabilized. A stabilized soldier cannot fight anymore, but doesn't count for morale and is not considered as a lost for victory conditions (defeat points). A wounded model can be moved with the aid of a comrade moving 10cm-1d6.

## 10.0 SUPPRESSION TEST

A soldier is *suppressed* when he takes one or more hits and passes the Saving Throw or when goes to the ground due to lack of protection (see 6.4). In this case we assume that the shot came so close that the target has thrown himself to the ground or in any case he has lost the initiative (or maybe it was a flesh-wound). If the target was already in cover then he becomes Hidden. If in the open then he is considered in cover beyond 25cm. Suppressed figures cannot react by opportunity. We advise using a marker to show suppressed models.

Before performing any action he must pass a test.

**Procedure:** Add the leadership of an Officer or NCO within 5cm to the value of the soldier (see Table in 3.0).

Roll 1d6; you must roll equal to or less than the resulting number. A 6 always fails. If you fail the test then the soldier remains suppressed (in panic) until he passes another test and he cannot perform any actions apart from moving up to 10cm to take cover if not yet in cover.

### 11.0 HAND TO HAND COMBAT

It includes also fire at very short distance. Hand to hand combat is easily calculated by rolling 1d6 per side. The highest roll wins and kills the other model.

Add modifiers in the table in Par. 3. Suppressed figures get a -2 modifier.

In hand to hand combat you can have a maximum of three men fighting against one. In this case add the modifiers of each model involved. Large melees must be broken down into smaller ones.

### 10.1 Storming a building

Combat in a building replaces both ranged fire and close combat.

A building can be stormed from every side provided there are doors or windows.

To hit the enemy and force a Saving Throw you must roll a 5 or 6 if defending, and a 6 if you are attacking the building.

Each model rolls as many dice as he has Close Combat bonus. Resolve the combat in a single combat (roll). Each player decides which of his own miniatures must be removed.

### 12.0 MORALE TEST

At the end of each turn in which a side has taken losses that side must take a Morale Test.

The Team must roll a number of d6 equal to their Morale rate (from 2 to 5, see Table) and passes the test if at least 1d6 scores a number equal or superior to the number of losses taken so far.

If the Team leader has been killed he counts as 2 losses. With a roll of "6" the test is always passed, unless the Team has less than 50% of his men still fighting in the field.

If the test is failed and if the Player has got more Defeat Points than his opponent the team is removed and the game is over. All figures within 10cm from the enemy are captured.

If the Team that failed the Morale Test has not got more Defeat Points than their opponents then it will start the next turn suppressed.

If the Suppression Test is failed the figure belonging to this team will have to move at least 15cm towards its table edge or towards the closest board edge. While retreating a soldier can fire or deviate towards covering points of wounded comrades and once reached follow the retreat in the most direct way.

The Suppression Test for each figure must be repeated every turn by the retreating figure until passed. In that case the figure will operate as normal.

Figures that are retreating react as normal.

### 13.0 WOODS

Troops cannot perform a run move (more than 15cm) inside a wood. Troops can fire from a wood only if on the edge of it. Troops on the edge of a wood are considered partially hidden and in cover if fired upon by troops outside the wood. If the figures are totally inside the woods they cannot be fired upon and cannot fire unless by troops outside the wood. In case of a fire fight between troops inside the woods, figures are in cover, partially hidden and fire is not allowed to more than 25cm.

### 14.0 PLATOON LEVEL GAMES

**Road to Hell** can also be played with several units/squads per side. In this case every squad will have to be commanded by a leader and one leader should take control of the platoon.

The following rules must be used.

**Initiative.** Add only the leadership bonus of the Platoon leader, or the highest in rank. The player that wins the initiative (Active Player) activates all his Units one by one (the second squad can be activated once the first squad has finished etc).

**Actions by Group** (5.2). Can be used but only by miniatures in the same squad.

**Actions of the Reacting Player.** Every miniature belonging to the Reacting player can react according to the rules.



**Morale.** Morale is applied to the whole platoon, but adding a d6 for each team/section that has not reached 50% of losses.

**Example.** *A Veteran platoon composed of 3 squads and an antitank section must take a Moral Test as it lost 3 men during that turn. No Team/section has gone below 50%. The test is performed with the roll of 8d6 (4 for the Morale rate – Veteran - and 4 for the Teams/sections with more than 50% of fighting men). To pass the test at least a 3 is needed.*

### **15.0 VICTORY CONDITIONS**

Unless playing a specific scenario, the game ends

- 1) immediately when one side fails the Morale test (retreat) and is losing (see Defeat points).
- 2) when one side leaves the battlefield (disengages). The models must leave the table from their deployment area.

At the end of the battle the loser is the player with most Defeat Points

### **Defeat Points**

**50** points for losing an objective

**10** points for every figure lost

**15** points for every Leader lost

## **CALCULATING POINTS**

### **LEADERSHIP**

Leadership1 = 5 points, Leadership2 = 10 points, Leadership3 = 15 points, Leadership4 = 20 points

### **COST OF A SINGLE MAN WITH AR**

Commandos 18 points, Elite 15 points, Veteran 12 points, Experienced 10 points, Recruits/Militia 7 points, Partizans 9 points

Medic: 10 points

### **WEAPONS**

Sniper rifle (the cost transforms the man into a sniper) 15 pts

Semi automatic rifle 3pts, Assault rifle 5pts, Portable antitank weapon 7 pts, Automatic Rifle 7 pts, LMG 10 pts, MMG 12 pts, HMG 15 pts, Light gun 20pts, Heavy gun 30pts.

### **VEHICLES**

Unprotected Vehicle (jeep etc.) 10 points + cost of MG.

Lightly armoured vehicles 30 points + cost of MG.

Medium Tank 60pts, Heavy Tank 80pts (cost includes MG and gun).