

The following are some additional rules that I believe can enhance MSH in the right situations – they provide a little more depth or complexity or cover areas not included in the original rules. They are by no means “official” and these are not intended to totally replace any MSH rules but either add to or expand them, or fill in some grey areas between! One particular area I have covered for example is smoke, which is often abused and/or used unhistorically and unrealistically in games – now there is a penalty for players who do so. These are ‘add-on’ rules I have developed as a result of playing experience over the last 6 years and feedback since MSH’s publication and that I hope may prove of interest and use to other MSH players.

Time Scale

Optional variable time effect:

For extra excitement and to introduce an amount of uncertainty I suggest Bill Rutherford’s ‘*Moving Clock*’¹ – as found in the *Crossfire*¹ Scenario Book; “*Hit the Dirt*”¹. Effectively each turn is considered 30 minutes of theoretical time, and all timed orders, Flank Marches, Pre-Planned Artillery & Air Support are written by time (not turn number) based on 30 minute intervals. Turns may of course end up representing a ‘real’ period far less than 30 minutes using this method. Time therefore does not automatically advance 30 minutes after each turn – a certain number must be thrown on the die (e.g. 3+) for time to advance at the end of each command phase (have the loser of the initiative throw the die). This means players can never be 100% certain when their timed order or flank march will take effect! It also helps to create the effect of bursts of frantic activity (where the clock does not advance for 2 or 3 turns) and then normal longer desultory or sporadic periods (where the clock regularly advances every turn). For more information see the *Crossfire* supplement “*Hit the Dirt*”¹.

Optional Rule: On a throw of ‘6’ have time advance 60 minutes instead of 30 – timed orders and such that were due to occur next turn still do but are assumed to have been 30 minutes late – i.e. two lots of timed orders may occur in one turn.

¹ *Crossfire* is © Wargames Inc and Arty Conliffe, *Hit the Dirt* and the *Moving Clock* is © Wargames Inc and Bill Rutherford.

3.2.1 Higher-Level Headquarters

Optional Combat Group Rule:

Regimental and Brigade Headquarters may, instead of being attached to a subordinate battalion, be used to form Regimental or Brigade (ad hoc) Combat Groups. Only NATO 1, NATO 2, and WARPAC 1 forces may do so.

This can be done by attaching up to 3 support companies of the Regiment or Brigade to the Regimental or Brigade HQ. No HQ stands may be attached. The attached stands will only count as support platoons to other attached stands that are normal fighting platoons (Infantry, Tanks, or CTs) - i.e. it doesn’t allow an ATGW stand to claim support fire through an attached ATG stand of another company. Artillery may be attached as normal but only a maximum of 1 Battalion (instead of 3).

If an ad-hoc battalion combat group is formed the Regimental/Brigade Headquarters stand becomes a standard Battalion Headquarters and loses all of its special abilities (i.e. improved order change, improved fire-support response, ability to ‘step-down’ to replace another battalion headquarters) and must be given standard orders exactly as a normal fighting battalion.

This rule is a suggestion to allow Regiment and Brigade commanders to form ‘reserve groups’ as is often done in real life. Companies from the subordinate battalions may not be ‘cross-attached’ to the Regimental or Brigade Headquarters ‘combat group’ - it must be formed solely from available Brigade or

Regimental troops or Divisional Supports and must always include at least 1 company of Brigade/Regimental troops (All Cross attaching between fighting battalions must be done first before attaching out support companies, etc).

Ad-hoc battalion combat groups should only be permitted in smaller games where a force consists of only 1 or 2 Brigades/Regiments. In larger games with full divisions or more they become superfluous due to the amount of forces involved.

3.9.1 Dropping Off Platoons Under Timed Orders

Optional Enhanced “Dropping Off”:

Scenario designers may choose to allow dropping off via helicopter (or amphibious landing) when it’s desirable to allow a player or players to ‘detach’ a force to be a flank guard or similar. A company may therefore be ‘dropped off’ from a battalion as part of timed orders for a helicopter or amphibious assault on an objective separate from its parent battalion – but the company must be detached from its battalion pre-game. Stands dropped off in this manner are permitted one turn of movement after drop off to allow them to fully occupy the ‘objective’ (exactly as normal helicopter landed troops under Defend orders are). This allows the use of a detached company to be air-dropped as a flank guard or an advanced guard for its parent battalion (e.g. to capture that vital bridge deep in the enemy’s rear). All other rules about dropped off companies apply including that they may not rejoin their battalion once it comes into CZ range. Only 1 Company may be detached from a battalion for this purpose. Scenario designers should limit the total number of detachments permitted if this rule is used.

When a dropped off company of amphibious troops land they should have a short command arrow the equivalent of up to 2 moves length from their landing point to their objective. The stand nominated to act as the HQ stand for CZ purposes must follow this arrow like a normal

HQ stand but may stop or combat move to allow it to engage the enemy like a normal fighting platoon. Once this stand reaches the end of the arrow the amphibious landed company is assumed to have reached it’s objective and reverts to defend orders as per normal dropped off companies (it gets the standard 1 move to deploy, and the nominal HQ stand can then move away from the command arrow location it stopped at the previous turn).

This is designed to allow an alternative to air-lifting whole battalions on to the table (i.e. ability to airlift company sized detachments for special missions), and for occasional representation of Commando or Marine detachments.

8.5.5 Smoke

Enhanced Rules:

1. Moving through smoke screens is at 1/3 speed for all platoon types.
2. Any stand that is in, moves through, and/or emerges from a smoke screen and does not have TI is subject to ambush from any enemy stands in LOS when they emerge; including those who fire on them while they are inside, or emerging from, the smoke screen.

8.5.6 Chemical Smoke

Enhanced Rule:

1. Like conventional smoke moving through chemical smoke screens is at 1/3 speed for all platoon types.
2. Any stand that is in, or moves through, and/or emerges from a chemical smoke screen is subject to ambush from any enemy stands in LOS when they emerge; including those who fire on them when they emerge from the smoke screen. TI does not help with Chemical Smoke.
3. Chemical Smoke also inflicts a minor Chemical Attack on any stand in or moving through it – check all stands that

are in the smoke (during the movement phase) for any reason as they move (or choose not to move) during the movement phase. Use the standard chemical modifiers and attack number '3' as in 17.4 Effects of WMD. However success means the stand is Suppressed (not destroyed as with WMDs).

A Stand Suppressed by Chemical Smoke must continue its move to exit the smoke if it has sufficient movement – it ends its movement and becomes suppressed immediately at the point where it has exited the smoke; or at the end of its movement allowance inside the smoke (whichever comes first). Multiple suppressions of any type will destroy stands as normal.

The purpose of this last rule is twofold, Chemical Smoke is harmful to humans (and has been used as a poor man's WMD in recent third world conflicts), and if you knowingly move troops into/through Chemical Smoke there is a good chance your troops will suffer – in this case by appearing out the other side, suppressed, and ambushed, in front of the enemy!

8.7 Short-Range Ballistic Missiles “SRBMs”

Additional Optional Rule:

In large games and/or campaign related games you may wish to allow SRBM fire to be called/requested on table rather than pre-planned before hand. However the type of warhead available for all fire missions must still be predetermined before game. If so the request should only come from Brigade, Regiment, or Divisional HQ stands, and be resolved as a normal request for Divisional Artillery. The actual SRBM arrives in the following artillery phase so mark/record the reference point that was targeted. If it has multiple fire missions available remember there will be a 2-turn delay while it reloads again. e.g. A Regimental HQ successfully requests an SRBM strike on an enemy occupied town

sector in the Artillery Phase of turn 9 of the game. In the Artillery Phase of turn 10 the SRBMs arrive and a roll is made for accuracy and if successful rolls for results as normal. On turns 11 and 12 the SRBM unit is busy reloading, so another request for fire cannot be made until turn 13's artillery phase. If this is permitted I suggest the SRBMs have no more than 2 Fire Missions for use during the game.

This is intended to provide a potential 'defensive' use for SRBMs such as the Soviet one's with ICM and ADM warheads available.

10.5.4 UAVs and Pilotless Drones

Optional Rule

UAVs (Unmanned Aerial Vehicles) and other Pilotless Drones are used for battlefield surveillance. In MSH these are partially abstracted into the Counter Battery and EW rules. They operate directly under the Divisional HQ and are not normally represented on table unless specified otherwise by the Scenario Designer. Each side may only have 1 UAV active on table at any one time unless the scenario designer specifies otherwise. If available the UAV launcher stand is assumed off table, again unless specified otherwise by the scenario designer.

A UAV stand normally represents only 1 real UAV.

UAV's are given a way point like Helicopters – and may remain there for up to 3 turns. Unlike Helicopters they do not 'move' but are placed at the way point itself and remain there – they are assumed to be flying a search pattern up to 12" in all directions around the Way Point.

It has DEF 4 when fired on by AA or Helicopters (representing its small size, etc). It counts as another aircraft for the fire priority of a Helicopter but always counts as the lowest priority target for all AA fire if multiple aircraft are present. Stands with HS AA factors may

use HS fire against UAVs. A Suppression or Abort result destroys the UAV and it is removed from play.

The Divisional HQ must make a successful Air Support Request to launch the UAV. If successful simply place the UAV at the desired way point.

The UAV effectively "spots" targets in the open as a normal stand (i.e. within 18" of its way point). It gets no other special spotting bonus for being an aircraft.

However it can also conduct an EW style spotting mission each turn, in the air attack phase. This is particularly useful in hidden movement games as stands spotted by the UAV must be deployed on table at that time (and count as spotted enemy for the Divisional Command to issue order changes, etc). To conduct the mission the enemy must throw 3+ to prevent the UAV spotting one hidden (in cover/out of LOS) stand, within 18" of the way point. They get +1 to the throw if they are successfully conducting a Radio Jamming EW Mission in the same turn. This throw should be done out of sight so they UAV owner is unsure if the mission failed or if there is anything to spot at all. If the UAV spots something determine at random which hidden stand of all the one's within 18" is seen, Vehicles & Combat Teams first, and if none of them are present Infantry or deployed Guns & Heavy Weapons. If a stand is spotted any other stands within 3" of it (and 18" of the way point) must also be revealed regardless of type.

Like Helicopters, UAV's can be recycled after 4 turns refuelling and refitting off-table.

I suggest modelling UAV's with small scratch-built models or small scale (1/600th or 2mm) aircraft. Base them on a distinct slightly smaller base than normal (1" x 1" or similar).

Optional Enhanced Rule: UAV Artillery

The Divisional Command may also use the UAV's observations to plan a "pre-planned bombardment" of a location where the UAV observed enemy. This is done in the Command Phase and counts as one of the Division's Order Changes for the turn (although a standard Artillery Response throw must be made to complete the order). The fire mission occurs in the artillery phase of the next turn. Any Divisional, Army, or Corps Artillery unit in "Divisional Support" may be given this 'order' (in smaller Brigade sized games allow the Brigade Artillery to do so if in "Brigade Support" and there are no Divisional Artillery units present).

The bombardment must be specified to occur centred where the UAV has observed an enemy stand or stands, and follows the standard rules in 8.4.1 and 8.4.4, etc, for pre-planned map fire.

11.0 Helicopters

Optional Rule: Night Operations

Attack Helicopters at night must always appear exactly at/on their Way Point on the first turn facing the way they flew on (i.e. with their rear base edge parallel to their table baseline). On the second turn, if any enemy are already visible to them, they may move closer to the spotted enemy, or remain stationary and/or change facing to face them. Otherwise (if no enemy are visible) they will move 6" in a random direction, as follows (roll 1 die):

- 6 – Straight Ahead keeping facing
- 5 – 90° Left with turn to face
- 4 – 90° Right with turn to face
- 3 – 45° Left Forward Oblique keeping facing
- 2 – 45° Right Forward Oblique keeping facing
- 1 – Hold Current Position (Don't Move)

On subsequent turns repeat the process (i.e. move closer towards a spotted enemy or if there are none roll on the above table). This rule is designed to avoid Helicopters excessively abusing their flexibility and making unrealistic ultra-precise attacks at night.

13.3 Sector Spotting

Enhanced Rule:

Troops in Town Sectors may claim 1 elevation for spotting purposes, but not for Direct Fire – this represents the use of tall buildings and such like as observation posts. The +3” can be used for spotting enemy for purposes of requesting Artillery or Air Support, and for Changing Orders/Moving in Response to Enemy.

13.6 Sector Combat

Enhanced Rule: Alternative Sector Combat

Under this variant only one round of combat is fought in each sector each turn. If stands from both sides remain afterwards they are locked in the sector in combat until the next turn of close combat – they may not move, break-off, or fire or request artillery or do any other activity. Any surplus stands over and above the 3 stand limit from each side must retire out of the sector as normal (they may not retire into sectors with enemy in, and if unable to retire are destroyed). If players choose to reinforce a deadlocked combat in a following movement phase, only a maximum of 3 stands may be added to the sector in any one turn (regardless of how many stands are already in the sector). e.g. Player A has 1 stand left in a deadlocked sector – he may reinforce with 3 more stands bringing it up to 4 – he may not reinforce with 5 so he cannot get his forces up to the 6 stand maximum that turn.

This is designed to keep the intent and simplicity of the original Sector Combat Rules but provide an alternative that makes town fighting slower and more of a prolonged grind.

15.5.1 Bridging

Enhanced Rule: Crossing Bridges

Bridges laid by Engineers and Bridging Vehicles generally represent a single ‘real’ bridge or vehicle rather than a group of 4-5. As a result the amount of traffic that can cross one of these is not unlimited as with a permanent road bridge. Each time a stand crosses one of these bridges the owning player must throw a die, if he fails to score the appropriate number no more stands may cross that turn due to congestion:

- WT 9+ Vehicle Stand Crossing 3+
- WT 1-8 Vehicle Stand Crossing 2+
- Dismounted Infantry Crossing 2+

Scenario designers may want to specify variants in special circumstances (e.g. if a Bridge Layer stand represents more than one bridge once deployed crossing stands may get +1 to throw to avoid congestion – likewise if the bridge is damaged or otherwise poor they may get -1).

This rule can also be applied to small or unstable existing bridges and other terrain type defiles that require effort and caution by units to manoeuvre through.