

A scenario for General Glen's Combat Rules For Toy Soldiers

Silence The Gun

One of a **dozen** gliders sent to carry British airborne troops to Caen took off from a remote airfield in Southern England during the night of June 5th, 1944. The **commando** mission was to take the bridges over the canals at Caen in support of the June 6 invasion of **Normandy**. One plane, number 4, was the victim of a **mishap** when its tow plane was shot down over the English Channel by a German night-fighter. A quick-thinking pilot jettisoned the tow cable and was able to coax the heavily laden glider past the beach, to make a landing in the bocage a **few** kilometers South of Courseulles-Sur-Mer, next to a small village named Beny-Sur-Mer.

The glider **collided** with a blacked-out radio tower and broke apart in the air before hitting the ground. A Jeep it had been carrying fell out the back as the plane cartwheeled into a flooded field, scattering the men across a wide ~~area~~ swath. Unbelievably, most of the men emerged unscathed from the **crash** - 12 fighting men and 3 glider crew were declared fit for combat duty while 2 seriously wounded men would be left behind with a medic to tend to them.

Once on the ground, **ranking** officer Master Sergeant Miles Cole made a command decision. They were too far from Caen to be of any help in the battle for the bridges. One site of Allied attack, code-named Juno Beach, was only a few miles North. Scouts reported that some sort of **artillery** piece was nearby, ready for action, and would no doubt pound Juno beach when the attack finally took place. Maps also revealed that this crossroads would be a bitter resistance point if the Germans **were** to defend it when the Canadians broke inland later that day. This is confirmed by the appearance of a French woman named Juliette, who affirms the Germans are just ~~coming~~ returning from a party held in the next town.

At the ~~cross-roads~~ crossroads not far from Beny-Sur-Mer, the local German squad commander, Emil Friel, has just spent a long night listening to **conflicting** reports on the radio - the Allies are hitting Normandy! Or is it Pas-De-Calais, hundreds of kilometers to the East? Other reports tell of para- and glider troops **landing** all over Northern France. He has received a command from the local Oberlieutenant - start firing on these coordinates! The Allies are landing at Courseulles-Sur-Mer, not five kilometers to the North! And most of his men just now returning from leave!

Just before he is to commence his **barrage**, his scout tells Emil that a group of commandos is coming in from the South - probably to take out the artillery position and capture the crossroads! He clenches his jaw and gets the **men** ready for a fight, pulling some of the crew off of the gun to bring his four squads up to strength.

A scenario for General Glen's Combat Rules For Toy Soldiers

Victory Conditions

British:

- 1 VP for each **German** killed.
- 5 VP if the **Hummel** is destroyed.
- 3 VP if the **farmhouse** is controlled by end of last turn.

Germans:

- 1 VP for each **Brit** killed.
- 4 VP if the **farmhouse** is controlled by end of last turn.
- 4 VP if the **café** is controlled by end of last turn.

Max 20 pts. For each team.

Top Secret

General Glen's Combat Rules For Toy Soldiers

British Unit Record Sheet

Miles Cole	CR2	AC1	Bolt Action Rifle	short 1-3/TN 7	med. 4-6/TN 8	long 7-9/TN 9	Notes	
J Diamonds	HP	10	Rifle Grenade	short 1-3/TN 4	med. 4-6/TN 5	long 7-9/TN6		*May not move and shoot; indirect at long range 0 0
C - Regular	L1		Turn Record	/	/	/		/
Cecil	CR3	AC1	Sniper Rifle	short 1-4/TN 7	med. 5-8/TN 7	long 9-12/TN 7	Notes Binocs -1TN ranged	
9 Diamonds	HP	12	Pistol	short 0-2/TN 7	med. 3-4/TN 9	long 5-6/TN 11		*may be used in melee
A - Elite			-					
Collum	CR2	AC1	LMG(m)	short 1-3/TN 5	med. 4-6/TN 6	long 7-9/TN 7	Notes -1TN ranged	
8 Diamonds	HP	12	Pistol	short 0-2/TN 7	med. 3-4/TN 9	long 5-6/TN 11		*may be used in melee
A - Elite			-					
Nigel	CR2	AC1	SMG(m)	short 1-2/TN 4	med. 3-4/TN 6	long 5-6/TN 8	Notes +1TN ranged	
2 Diamonds	HP	8	-					
E - Conscript			-					

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

General Glen's Combat Rules For Toy Soldiers

British Unit Record Sheet

Seamus		CR2	AC1	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
Q Diamonds		HP	20	Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon O O	
A+ - Hero	L½			Turn Record / / / / / / / / / / / / /	
Eddie		CR2	AC1	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
4 Diamonds		HP	10	Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon O O	
C - Regular	-			-	
Tommy		CR2	AC1	Bolt Action Rifle short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
3 Diamonds		HP	10	AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage O	
C - Regular	-			-	

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

General Glen's Combat Rules For Toy Soldiers

British Unit Record Sheet

Fred		CR2	AC1	RIAT short 1-2/TN6 med. 3-4/TN 8 long 5-6/TN 10 +2 TN for moving; 5d12 dam	Notes
12 Diamonds		HP	12	Pistol short 0-2/TN 7 med. 3-4/TN 9 long 5-6/TN 11 *may be used in melee	
A - Elite	-			Turn Record / / / / / / / / / / / / /	
-1 TN ranged					
Juliette		CR0	AC1	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
Q Hearts		HP	12	-	
A - Elite	-			-	
-1 TN ranged					
Matthew		CR2	AC1	Bolt Action Rifle short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
6 Diamonds		HP	10	AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage 0	
C - Regular	-			AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage 0	
-					

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

General Glen's Combat Rules For Toy Soldiers

British Unit Record Sheet

Scott		CR2	AC1	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes -1 TN ranged
K Diamonds		HP	20	Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon 0 0	
A+ - Hero	L1			Turn Record / / / / / / / / / / / / /	
Finnegan		CR2	AC1	Bolt Action Rifle short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
7 Diamonds		HP	11	AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage 0	
B - Veteran	-			AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage 0	
John		CR2	AC1	Bolt Action Rifle short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
5 Diamonds		HP	11	Rifle Grenade short 1-3/TN 4 med. 4-6/TN 5 long 7-9/TN6 *May not move and shoot; indirect at long range 0 0	
B - Veteran	-			-	
F/LT Windsor		CR0	AC1	Pistol short 0-2/TN 7 med. 3-4/TN 9 long 5-6/TN 11 *may be used in melee	Notes Binoculars -
A Diamonds		HP	9	-	
D - Green	-			Turn Record / / / / / / / / / / / / /	

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

General Glen's Combat Rules For Toy Soldiers

German Unit Record Sheet

Fritz	CR1	AC2	RIAT short 1-2/TN 6 med. 3-4/TN 7 long 5-6/TN 8 **+2 TN for moving; 5d12 damage	Notes
1 Spades	HP	12	Pistol short 0-2/TN 7 med. 3-4/TN 9 long 5-6/TN 11 *may be used in melee	
A - Elite	-		Turn Record / / / / / / / / / / / / / /	-1 TN ranged
Wolfgang	CR1	AC2	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
1 Spades	HP	8	-	
E - Conscript	-		-	+1 TN ranged
Kris	CR1	AC2	Bolt Action Carbine short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
2 Spades	HP	10	AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage 0	
C - Regular	-		-	-
Hummel Crew	CR0	AC1	Pistol short 0-2/TN 7 med. 3-4/TN 9 long 5-6/TN 11 *may be used in melee	Notes
Q Spades	HP	9	-	Binoculars
D - Green	-		Turn Record / / / / / / / / / / / / / /	-

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

General Glen's Combat Rules For Toy Soldiers

German Unit Record Sheet

Max	CR1	AC2	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
3 Spades	HP	20	Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon O O	
A+ - Hero	L½		Turn Record / / / / / / / / / / / / /	
Heinz	CR1	AC2	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
4 Spades	HP	10	Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon O O	
C - Regular			-	
Knut	CR1	AC2	Bolt Action Carbine short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
5 Spades	HP	10	AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage O	
C - Regular			-	

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

General Glen's Combat Rules For Toy Soldiers

German Unit Record Sheet

Emil Friel	CR1	AC2	Bolt Action Carbine	short 1-3/TN 7	med. 4-6/TN 8	long 7-9/TN 9	Notes	
6 Spades	HP	10	Rifle Grenade	short 1-3/TN 4	med. 4-6/TN 5	long 7-9/TN6		*May not move and shoot; indirect at long range
C - Regular	L1		Turn Record	/	/	/		/
Francck	CR3	AC1	Sniper Rifle	short 1-4/TN 7	med. 5-8/TN 7	long 9-12/TN 7	Notes Binocs -1TN ranged	
7 Spades	HP	12	Pistol	short 0-2/TN 7	med. 3-4/TN 9	long 5-6/TN 11		*may be used in melee
A - Elite			-					
Ernst	CR1	AC2	LMG(d)	short 1-3/TN 5	med. 4-6/TN 6	long 7-9/TN 7	Notes -1TN ranged	
8 Spades	HP	12	Pistol	short 0-2/TN 7	med. 3-4/TN 9	long 5-6/TN 11		*may be used in melee
A - Elite			-					

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com

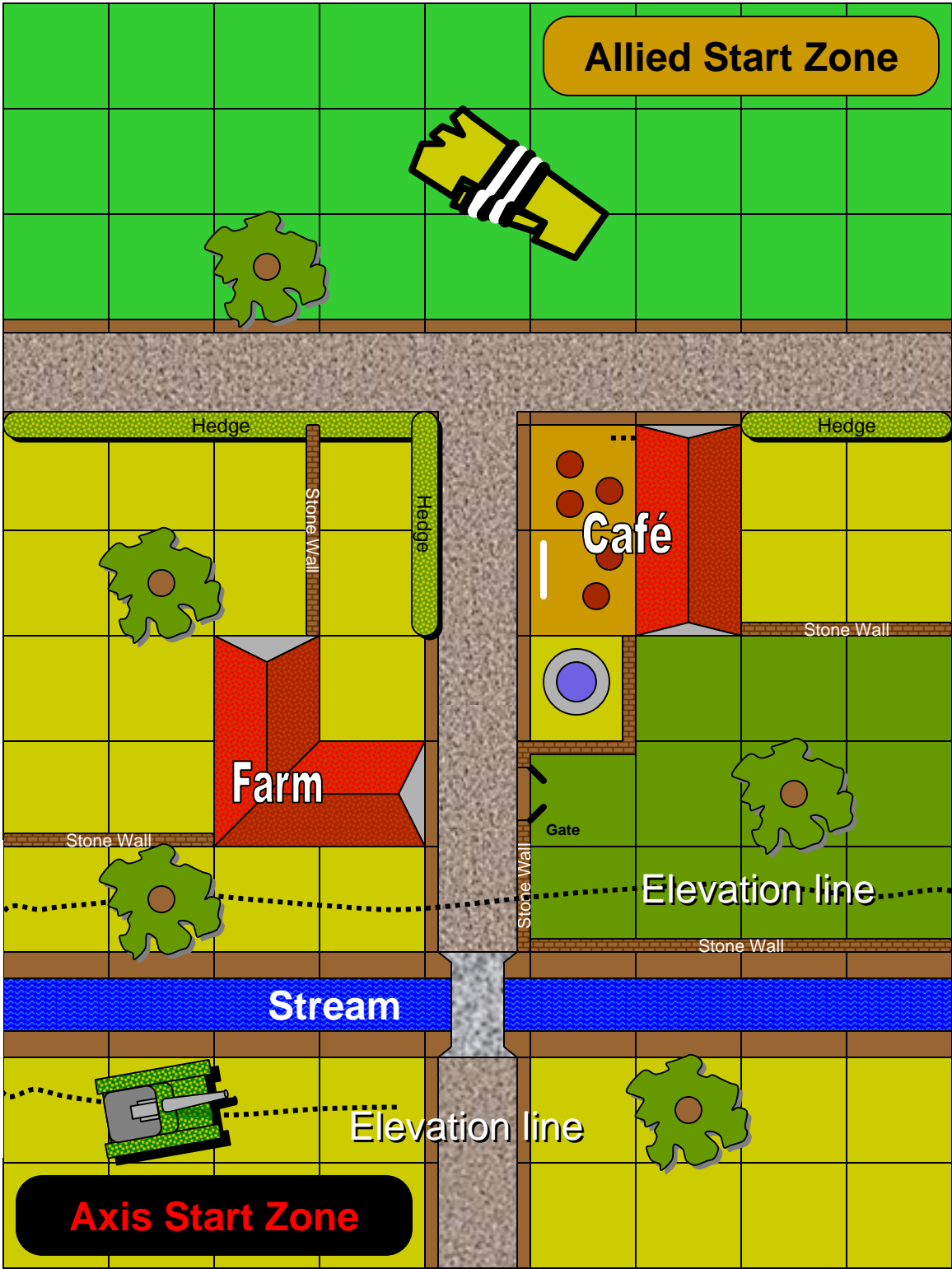
General Glen's Combat Rules For Toy Soldiers

German Unit Record Sheet

Friedrich	CR1	AC2	SMG(m) short 1-2/TN 4 med. 3-4/TN 6 long 5-6/TN 8 *Zone Fire at +2 TN	Notes
9 Spades	HP	20	Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon O O	
A+ - Hero	L1		Turn Record / / / / / / / / / / / / /	
Calvin	CR1	AC2	Bolt Action Rifle short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
10 Spades	HP	11	AT Grenade short 1/TN 4 med. 2/TN 5 long 3/TN 6 *may run; indirect fire weapon; 5d12/1d12 damage O	
B - Veteran	-		-	
Krupp	CR1	AC2	Bolt Action Rifle short 1-3/TN 7 med. 4-6/TN 8 long 7-9/TN 9	Notes
J Spades	HP	10	Rifle Grenade short 1-3/TN 4 med. 4-6/TN 5 long 7-9/TN6 *May not move and shoot; indirect at long range O O	
C - Regular	-		-	

Permission Granted To Print and Copy For Personal Use Only By Red Shirt Games

www.redshirtgames.com



General Glen's Second Edition

Quick Reference Sheet

Spotting Table

	Spotting Phase	Enemy Takes a Combat Action	Spotter Moves Into View	Enemy Moves Into View
Spotter is moving			+2TN	
Spotter is wearing armor	+ Spotter's AC	+ Spotter's AC	+ Spotter's AC	+ Spotter's AC
Enemy is partially obscured	+1TN	+1TN	+1TN	+1TN
Enemy is mostly obscured	+2TN	+2TN	+2TN	+2TN
Enemy is wearing camouflage	+ Enemy's CR	+ Enemy's CR	+ Enemy's CR	+ Enemy's CR
Enemy shooting or taking grenade combat action.		-2TN*		
Enemy is moving		-2TN		-2TN
Enemy is wearing armor	- Enemy's AC	- Enemy's AC	- Enemy's AC	- Enemy's AC
Spotter is using binoculars	range 5-8 -1TN range 9+ -2TN	range 5- -1TN range 9+ -2TN		range 5-8 -1TN range 9+ -2TN

*Spotting bonus for shooting and grenade combat actions is increased by -1TN for flame throwers and for each die of damage beyond the first that a weapon is capable of inflicting.

Movement by Posture

Soldier's Posture	Regular Move	Running
Prone (crawling)	1	n/a
Kneeling (crouching)	2	n/a
Standing	2	3



Shooting Tactical Factors

Bonus Modifiers	
Attacker is "A" class (Elite), or "A+" class (Hero)	-1TN
Attacker is a "A++" class (Champion)	-2TN
Penalty Modifiers	
Attacker is "E" class (Conscript)	+1TN
Target partially obscured by cover*	+1TN
Target mostly obscured by cover*	+2TN
Attacker is moving with pistol, bolt action or semi-auto. rifle or carbine, assault rifle, shotgun or SMG	+1TN
Attacker is moving with sniper rifle, LMG, flame thrower, DIAT or RIAT	+2TN
Attacker is using volley fire with Pistol, bolt action or semi- auto. rifle or carbine, shotgun, sniper rifle or antitank rifle	+2TN
Attacker is using zone fire with Assault Rifle, SMG(M), LMG(M), or MMG(M)	+2TN
Attacker is using zone fire with SMG(D), LMG(D) or MMG(D)	+1TN
Attacker is using opportunity fire against a moving target	+1 TN
Target is "just spotted" (unless using volley fire, zone fire or area effect weapon)	+2TN
Firing a weapon with bayonet fixed (or other melee weapon ready in off hand)	+1TN
Shooter is lightly wounded (LW)	+1TN
Shooter is moderately wounded (MW)	+2TN
Shooter is seriously wounded (SW)	+3TN



Indirect Attack Tactical Factors

Bonus Modifiers	
Attacker is "A" class (Elite), or "A+" class (Hero)	-1TN
Attacker is a "A++" class (Champion)	-2TN
Penalty Modifiers	
Attacker is "E" class (Conscript)	+1TN
Attacker is moving (only permitted when throwing grenades)	+1TN
Attacker is lightly wounded (LW)	+1TN
Attacker is moderately wounded (MW)	+2TN
Attacker is seriously wounded (SW)	+3TN

Indirect-Fire Scatter Chart

1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10
 Attacker facing this direction 		

Speculative Fire Scatter Chart

1	2	3
4	5	6
7	Target Zone 8	9
10	11	12
 Attacker facing this direction 		

In-Zone TN Modifiers

Base TN	6
Bonus Modifiers	
Defender is totally enclosed within a vehicle or structure	-4TN
Defender is partially enclosed within a vehicle or structure	-2TN
Penalty Modifiers	
Defender is kneeling	+1TN
Defender is prone	+2TN

General Glen's Second Edition

Melee Tactical Factors

Base Melee TN	9
Bonus Modifiers	
Attacker just charged into defender's zone	-1TN
Attacker has a higher melee weapon class	-1TN
Attacker has a higher morale class	-1TN
Attacker is standing and defender is kneeling	-1TN
Attacker is standing and defender is prone	-2TN
Attacker is kneeling and defender is prone	-1TN
Penalty modifiers	
Defender has a higher melee weapon class	+1TN
Defender has a higher morale class	+1TN
Defender is standing; attacker is kneeling	+1TN
Defender is standing and attacker is prone	+2TN
Defender is kneeling and attacker is prone	+1TN
Attacker is lightly wounded (LW)	+1TN
Attacker is moderately wounded (MW)	+2TN
Attacker is seriously wounded (SW)	+3TN

Wound Status Table

Morale Class	HP	LW: +1 TN	MW: +2 TN -1/3 MP	SW: +3 TN -2/3 MP	CW: Unconscious
A++	30	21-29 hp	11-20 hp	1-10 hp	0 hp
A+	20	14-19 hp	7-13 hp	1-6 hp	0 hp
A	12	9-11 hp	5-8 hp	1-4 hp	0 hp
B	11	8-10 hp	4-7 hp	1-3 hp	0 hp
C	10	7-9 hp	4-6 hp	1-3 hp	0 hp
D	9	7-8 hp	4-6 hp	1-3 hp	0 hp
E	8	6-7 hp	3-5 hp	1-2 hp	0 hp
Movement - run		3	N/A	N/A	N/A
Movement - normal		2	2	1	0
Movement - Kneeling		2	2	1	0
Movement - Prone		1	1	1	0

Critical Hits Table

Crit. Roll	Equipment	Vehicles	Structures
1	KO - equipment knocked out Roll for "crew hit" on protected crew	KO - vehicle knocked out Roll for "crew hit" on protected occupants	Structure destroyed Roll for "crew hit" on protected occupants
2	"She's gonna blow": Roll additional crit. immediately.	Fire: crit. and "crew hit" on all occupants every turn until vehicle KO	Fire: crit. and "crew hit" on all occupants every turn until structure destroyed
3	Penetration: "crew hit" on protected crew	Penetration: "crew hit" on protected occupants	Penetration: "crew hit" on protected occupants
4	Stressed - 1/2 DT	Stressed - 1/2 DT	Stressed - 1/2 DT
5	Major damage: +2 TN	Main weapon seriously dam: +2 TN	Major damage: -2 DT
6	Light damage: +1 TN	Main weapon lightly dam: +1 TN	Light damage: -1 DT
7	Major damage: +2 TN	Major weapon damage: All weapons +2 TN	Major damage: -2 DT
8	Light damage: +1 TN	Light weapon damage: All weapons +1 TN	Light damage: -1 DT
9	Major damage: +2 TN	Serious suspension damage: - 1/2 MP	Major damage: -2 DT
10	Light damage: +1 TN	Light suspension damage: - 1/4 MP	Light damage: -1 DT
11	Major damage: +2 TN	Serious Engine Damage: -1/2 MP	Major damage: -2 DT
12	Light damage: +1 TN	Light Engine Damage: -1/4 MP	Light damage: -1 DT

Vehicle Hit Location Table

	Thrown Grenade Attack	Other Indirect Fire	Direct Fire using HE ammunition	Other Direct Fire
AFV without turret				
Top	1-3	1-4		
Front	4	5	1-3	
Right Side	5-6	6-8	4-6	
Left Side	7-8	9-11	7-9	
Rear	9	12	10-12	
Bottom	10-12			
Hull facing most visible to shot				1-8
Hull facing next most visible to shot				9-12
AFV with turret				
Hull Top	1	1-2		
Hull Front	2	3	1-3	
Hull Right Side	3-4	4-6	4-6	
Hull Left Side	5-6	7-9	7-9	
Hull Rear	7	10	10-12	
Hull Bottom	8-10			
Turret Side				1-4
Turret Top	11-12	11-12		
Hull facing most visible to shot				5-10
Hull facing next most visible to shot				11-12