

TROYANKA, 3 AUGUST 1941

A Look, Sarge, No Charts: World War II Extravaganza

Look, Sarge, More Russians than We've Ever Seen Before

HOSTS: John R. "Buck" Surdu, Christopher Palmer, Kurt Schlegel, and Eric Schlegel

SPONSOR: HAWKS

RULES: Look, Sarge, No Charts: World War II

PERIOD: World War II, Operational

DESCRIPTION: Troyanka, 3 August 1941. Elements of 9th Panzer Division attempt to complete the encirclement of the Russian 12th Army by linking with elements of the 1st Mountain Division at Troyanka. Meanwhile the Russians attempt to hold open a corridor to the Southwest. We tripled the size of a normal convention table (6 feet x 30 feet) but only doubled the number of players we typically host in a LSNC convention game. As a result, there will be lots of maneuver. LSNC are simple, but not simplistic, rules for World War II in which each player controls a battalion. There are no chart cards. Fight the battle, not the rules. Younger gamers welcome with a playing adult.



Look, Sarge, No Charts: WWII



The Battle of Mortain by Keith Rocco

**Innovative Rules For Battalion-Level World War Two
Miniatures Gaming
By
John R. "Buck" Surdu, Christopher Palmer, and David Wood**

A
Look, Sarge,
No Charts!™
rule system
rule book



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Order of Battle:

Russia:

- 1: 1st Battalion, 318th Regiment, 44th Rifle Division, 13th Rifle Corps; 44th Division Armored Car Recon Company (BA-10's)
- 2: 2nd Battalion, 318th Regiment, 44th Rifle Division, 13th Rifle Corps; 44th Division Foot Recon Company, 1st Platoon, 44th Division AA Company (85mm)
- 3: 1st Battalion, 836th Regiment, 240th Mechanized Division, 16th Mechanized Corps; 240th Mechanized Division Armored Recon Company (T-70's and Tankettes)
- 4a: 1st Battalion, 78th Regiment, 9th Tank Division, 16th Mechanized Corps (T-26's and KV-I's)
- 4b: 1st Company, 9th Tank Division Cavalry Battalion
- 5a: 1st Battalion, 77th Regiment, 9th Tank Division, 16th Mechanized Corps (BT-7's and T-34's)
- 5b: 2nd Company, 9th Tank Division Cavalry Battalion
- 6: 2nd Battalion, 836th Regiment, 240th Mechanized Division, 16th Mechanized Corps; 2 KV-2 Sections

Germans:

- A: 1st Battalion, 33rd Panzer Regiment, 9th Panzer Division; 1st Company, 86th Engineer Battalion (2 Platoons)
- B: 2nd Battalion, 33rd Panzer Regiment, 9th Panzer Division; 1st Company, StuG Abteilung 191 (two platoons) (nicknamed the Buffalo Battalion)
- C: 1st Battalion, 10th Panzer Grenadier Regiment, 9th Panzer Grenadier Brigade; 9th Panzer Division
- D: Kampfgruppe Schlegel: 2 companies, 3rd Battalion, 33rd Panzer Regiment, 9th Panzer Division; 3rd company, 2nd Battalion, 10th Panzer Grenadier Regiment, 9th Panzer Grenadier Brigade, 9th Panzer Division, 1st Squadron (company), 9th Reconnaissance battalion
- E: 1st Battalion, 98th Mountain Infantry Regiment; 1st Platoon, 1st Company, 54th Mountain Jaeger Battalion (motorcycles)
- F: 2nd Battalion, 98th Mountain Infantry Regiment; 2nd Platoon, 1st Company, 54th Mountain Jaeger Battalion (motorcycles)
- G: 1st Battalion, 99th Mountain Infantry Regiment; 3rd Platoon, 1st Company, 54th Mountain Jaeger Battalion (motorcycles)

Victory Points:

9th Panzer Division attempts to complete the encirclement of the Russian 12th Army by linking with elements of the 1st Mountain Division at Troyanka. The Russian objective is to hold open a corridor to the Southwest. The Germans must close the trap.

Note that there are stars on the map. These denote corridor markers. The side that is in front of the corridor markers with respect to the enemy gets the points for that marker. Points are counted at the end of each turn (when the joker is pulled).

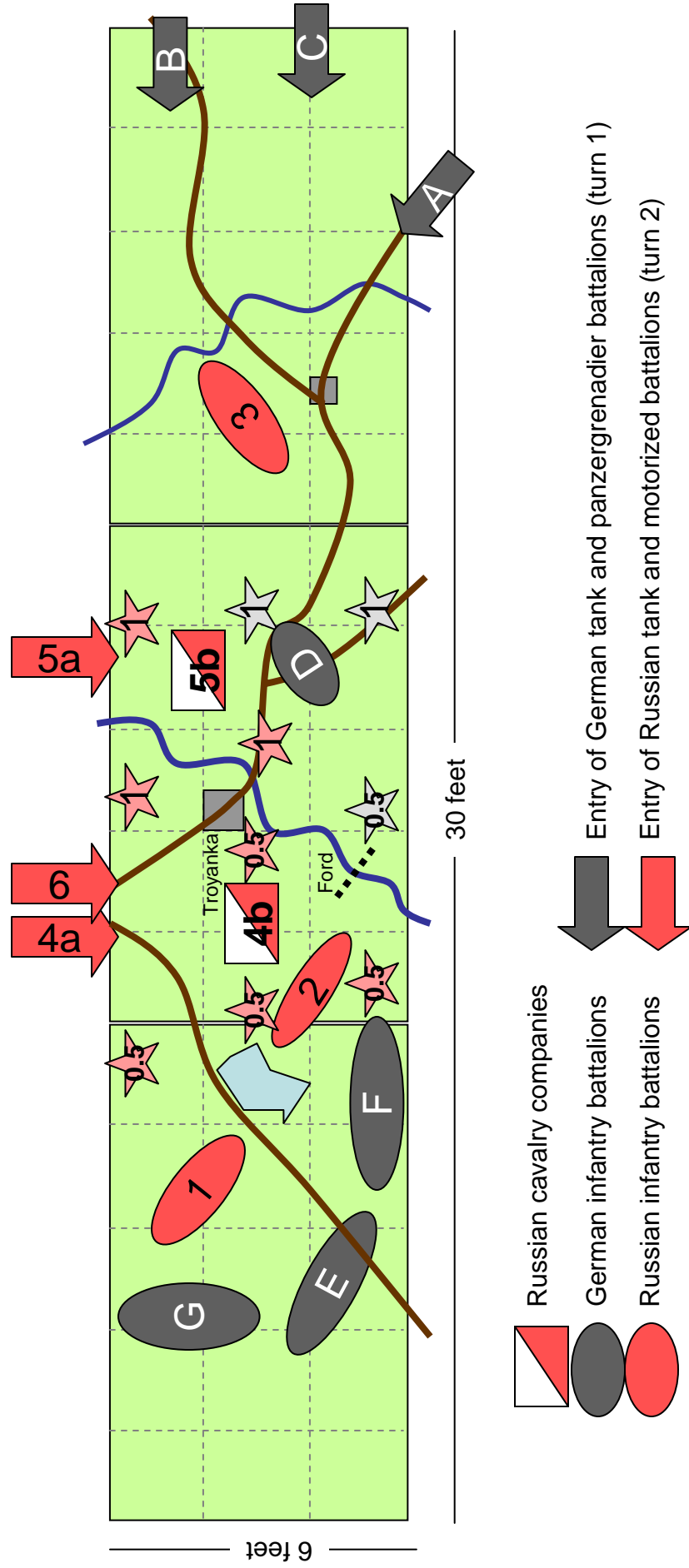
In addition, each side gets one point for each enemy base *killed*.

At the end of the game, victory points are totaled, and the winners of the game are determined by assessing the ratio of Russian points divided by German points according to the following schedule:

- >2.00 Decisive Russian victory
- >1.50 Marginal Russian victory
- >0.66 Draw German victory
- >0.50 Marginal German victory
- ≤ 0.50 Decisive German victory

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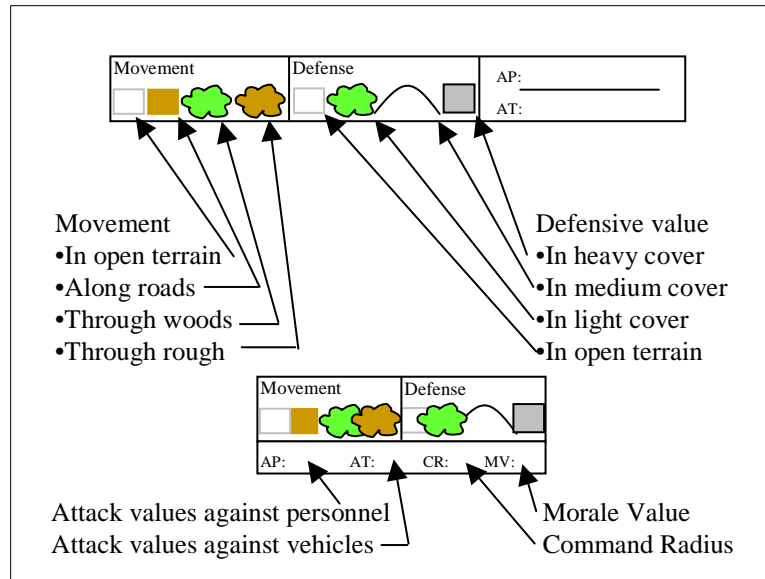
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Basics of the Rules:

At the beginning of each turn, roll 1d6 for each headquarters (company, battalion, and brigade), placing the die next to or on the headquarters base. The game deck is shuffled. This deck has a black 1 through 6, a red 1 through 6, and a joker. When a card comes up (e.g., black 2) all headquarters with that number on its six-sided die activates. When a unit activates, each base may move or shoot, but the bases within a unit need not perform the same actions.

Each base has a data label:



When moving, each base can move up to the maximum distance indicated on the label. The worst distance is used; there is no prorating. For instance, if any part of the base touches woods during the move, the woods speed would be used for the whole movement. At the end of the move, face the base in any direction you want.

Bases fire into their front 180°. To shoot, roll 1d10 and add the bases attack factor (AP means anti-personnel and AT means anti-tank). If this modified die roll is greater than the target bases defense factor, you score a hit. Two hits kill a base.

Half-sized bases or bases which have received a hit, only hit other bases on even die rolls. A base with a hit might only score a hit on rolls of 0 or 8, but not 9.

Every time a base within a company takes a hit, put a green morale pip on the headquarters. When that headquarters next activates, before it can take any actions it must conduct one morale check for each green pip on the headquarters. Two special dice are used. You only read the result die if the second die if the result on the first die is the same as the morale grade of the unit testing morale. If a green unit is testing morale but the first die says "regular," the unit passes that morale check and ignores the other die.

Before firing, the target must have been spotted. Special dice are used for spotting. Roll 4 of these special dice. If the target area is in the open, you need one of the appropriate symbol (infantry or armor) to spot. If the target is in concealment, you need two symbols. Subtract one die for each 10" the target area is from the spotting unit. *Spotting occurs before movement or firing!*

Close assaults will be explained when they occur. Do not try to spot the enemy by moving into them. Tanks should not attack infantry in cover without their own infantry support.