

Amendments to GHQ MicroArmor The Game

Reconnaissance elements

The primary role of reconnaissance units was to locate the enemy, estimate their strength and composition and shadow their movements in order to make appropriate deployments and manoeuvres with one's own army. Wargaming largely loses this functionality and lightly armed recon units are amongst the first casualties in most WWII games.

Any element with a recon designation now has the option of an automatic retire move whenever it comes across previously unseen enemy elements. This is allowed in addition to their already 'used' movement and before any 'Opportunity fire' by the unseen enemy.

To utilize the movement the element must pass a Cohesion test but add +4 to their D20 score to simulate 'Surprise'. A failure to pass this modified Cohesion test means they cannot move until next turn.

Success means that any recon element can move up to 50% of their total move in any direction regardless of how far they have actually moved up to that point. Vehicle mounted infantry can dismount or infantry can be counted as stationary rather than moving (to simulate lying prone).

Command elements

Command elements now have a further function after providing Cohesion enhancement to elements under their command. Any elements out with their normal move distance (over open ground) from their company command element will take Cohesion tests to Move or Recover command at a +3 on their D20 Dice score. Firing cohesion is not affected.

Example: An American Infantry platoon with Cohesion of 15 is eight inches from its company command element and wants to move. The player has available orders but the platoon will pass the test on a score of 12 or less not 15 or less. This is because the element is further than six inches (normal standard move in the open for infantry) from its command element. If the player was without orders the platoon could only pass on a score of 9 or less. If it was also Suppressed it would pass on 5 or less and if it was Suppressed and Disorganised, 2 or less.

The presence of battalion command within six inches will substitute for company command. Regimental command or above will allow the test to be passed with a +2 modifier to simulate the lack of 'identity' of a platoon with such a large parent body.

Direct Artillery Fire

Any artillery element which has a bracketed number greater than 1 may make multiple die rolls against the same target in any given turn.

Example: 25pdr(2) in a direct fire role can make two artillery attacks on an advancing Panzer Grenadier platoon. It cannot fire its second salvo at a different target if the first shot destroys its target. The second or any subsequent shots are lost.

Artillery Observers

Artillery Observers can only spot for one unit up to battalion strength. Larger formations will need further observers. When shot at the shooter takes a +4 on his combat die roll for shooting at a difficult/potentially concealed target.