

BANTER BATTLES QRS – WW2 (BRIGADE LEVEL)

Introduction		Nation	Germany		Japan		Italy		Other Axis	British		C/Wwealth		Polish					
QRS covers 1939 to 1945. A split at the end of 1942 taken due to the change in favour of the course of the war for the allies. Game size: Brigade+ level		<=42/>=43	SS	WH	Raw	Vet	Raw	Vet		Raw	Vet	Raw	Vet	Raw	Vet				
		Resilience	2/3	3/4	3/4	2/3	4/5	-/4	3/4	4/3	3/3	3/3	-/2	3/3	-/2				
		Effective	4/3	2/3	3/3	2/3	4/4	-/4	3/4	3/3	3/3	3/3	-/3	4/3	-/3				
Game Scales and Ratios		Nation	USA		Soviet		Finnish		Other Allies	All SF (in role)		All Airborne (in role)		All Marines (in role)					
Base width (other)	1:3-5	/= NA	Raw	Vet	Red	Gd	Axis	Sov											
Base width (men/Inf etc)	1:8-20	Resilience	4/3	-/2	4/3	4/3	2/3	-/4	4/3	2/2		2/2		2/2					
Base width (distance)	100m	Effective	4/4	-/3	4/3	-/2	3/3	-/4	4/3	2/2		3/2		3/2					
Ground scale	1mm:2m	[QRS8] Weapon shooting & AT penetration, barrage information							[QRS9] Movement distances										
Lowest level Generals	Company	Description				PEN	AUT	BAR	BW	Base Distance		BW	Adjustments to distance						
Legend		[W1] Pistol (Rapid+1)					-	-	-	1	Infantry		1	Entirely on road			+1/2		
[AA] Anti Air		SMG (Rapid+2)					-	-	-	1	Cavalry		2	Terrain Reduction			-1/2		
[AIR] Attack aircraft		Assault Rifle (Rapid+1)					-	-	-	6	Wheeled		3	Bridges/Walls etc			-1/4		
[APC] Armoured Personal Carrier		Long Rifle					-	-	-	6	Tracked (Slow)		1	Just shot/Will shoot			-1/3		
[AT] Anti-Tank		Section MG (Rapid+2)					L5	-	-	10	Tracked (Medium)		2	Has stabiliser fitted			+1/3		
[AUT] Automatic penetration distance		HMG (Rapid+2)					L5	-	-	20	Tracked (Fast)		3	The minimum BW movement after adjustment is 1.					
[BAR] Barrage Range		All AT Rifles					L4	L2	-	4	Naval		5						
[BW] Base Width		Hand held AT/Bazooka/PzFaust					M1	L3	-	1	Air		10						
[H] Heavy armour		AA Gun (20mm) (Rapid+2)					L40	L20	-	40	[QRS10] Bunkers and fortifications.								
[L] Light armour		AT Gun (21-49mm)					M25	M10	-	40	Bunkers and fortifications are represented as follows. A trench line provides Light armour protection to the base occupying it. Machine gun nests and Gun emplacements gives medium armour protection to the base occupying it. Major casements such as seen on the Atlantic wall, have heavy armour protection. Light and Medium armour protected bunkers and fortifications can only be shot at over 10BW by BAR weapons. Heavy armour protected bunkers and fortifications can only be shot at over 5BW by BAR weapons. All bunkers and fortifications re-roll all successful abstract base damage hits, unless the hits are inflicted by Engineers.								
[M] Medium armour		AT Gun (50-75mm Short)					M20	M10	-	20									
[PEN] Penetration distance		AT Gun (75mm Long/76mm)					M20	M15	-	20									
		AT Gun (88mm) L56					H5	M25	-	25									
		AT Gun (88mm) L71					H10	M30	-	30									
		AT Gun (90mm)					H10	M20	-	30									
		AT Gun (122mm)					H10	M30	-	30									
		AT Gun (128mm+)					H25	H20	-	33									
		AT Gun (2pdr/3pdr Support)					M15	M10	20	15									
		AT Gun (6pdr)					M20	M10	-	20									
		AT Gun (17pdr)					H20	H15	-	30									
		AA Gun (37-40mm) (Rapid+2)					M25	M10	-	40	[QRS11] Smoke								
[QRS1] Armour thickness		Gun (75-76mm)					M15	L20	80	80									
Armour thickness is graded into three types. Light, medium and heavy.		Gun (105mm)					M20	L25	120	120									
[L] Thickness of 10mm to 89mm		Gun (122mm)					M20	M10	180	180									
[M] Thickness of 90mm to 149mm		Gun (152mm)					M15	M10	124	124									
[H] Thickness of 150mm+		Gun (155mm+)					M15	M10	146	146									
		Gun (25pdr)					M15	M10	122	122									
		All Light Mortars (<50mm)					-	-	5	5									
		Mortar (50/60mm)					-	-	15	15									
		Mortar (80/90mm)					-	-	40	40									
		Mortar (100/107mm)					-	-	50	50									
		Mortar (120mm)					-	-	60	60									
		Mortar (150mm+)					-	-	40	40									
		All Infantry Flamethrowers					All	All	1	1	[QRS12] Penetration of amour								
		All Vehicle Flamethrowers					All	All	2	2									
		All hand thrown grenades					-	-	1	1									
		All rifle launched grenades					-	-	2	2									
		[QRS5] Armoured Vehicle Size				[QRS7] Scatter rule				[QRS13] Radios									
		All armoured vehicles are classed by size. These are: Light: 5 to 20 tonnes. Medium: 21 - 40 tonnes. Heavy: 41+ tonnes.				The scatter rule is used when a randomised direction/move is needed. Use a single scatter or 2D6 to use the clock face. Once this is done roll 1D3 to get the distance in BW. This is the centre point for the outcome.													
		[QRS6] Barrage & air to ground shooting				[QRS14] Rapid fire													
		Artillery with a [BAR] value can conduct barrages. Is a [DS5] action. [1] Identify a point of aim. [2] State whether firing by map reference or a spotter with a clear line of sight to the aiming point. [3] Roll 1D6. [4] On a 1 and spotter aimed. Do scatter rule [QRS7]. [5] On a 1 or 2 and map reference aimed. Do scatter rule [QRS7]. [6] On a 3+ the barrage is on target. [7] Using a barrage template of 3BW (w) x 2BW (d). Units partially or fully under the template take a [RS6] "how scared am I" test. Air to ground attacks: Use spotter values with a horizontal weapon range of 2BW.				<Rapid+N> denotes the extra dice the base gains for a [DS5] shooting action. The base must not attempt any other action in the same turn.													
		[QRS4] vehicles models/base				Design Notes													
		A single tank model or base represents 3-5 real tanks of the same type. Where you would have mixed tanks use additional bases to represent the ratio across a command group. Example being 2x Sherman's and 1x Firefly as a troop. Is represented by 2x bases of Sherman's and 1 base of a Firefly. Together they represent 9-12 tanks. A tank model has the following properties: Front armour, side armour, a track speed, weapons and size. The base has resilience and effective grade.				This QRS has been designed to provide a multi-brigade level game. On a normal 6ft x 4ft gaming board the area represented is frontage of 3.6km x 2.4km. Any comments or queries please raise on: www.facebook.com/quickplayrules													