

Simple WW2 rules v3.1

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Common terms used

Element	A single indivisible piece, typically a single vehicle, infantry section of 8-12 men, heavy weapon and crew, etc.
Unit	A grouping of elements which all act on according to a single move option. Typically a platoon (3-5 elements) or company (up to 15 elements).
Formation	A grouping of units (or occasionally a single unit) which are all governed by a single order. The player may choose at the beginning of the game how his units are grouped into formations.

Scales

Figures scale is 1:1 with a single model for each vehicle, for dismounted troops separate bases are used for each section or heavy weapons team. Distance is measured in paces, abbreviated as p. E.G. 200p. (Suggested scale for 1/300 is 1" or 2" =100p)

Turn sequence

1. Make any order changes.
2. Write move options for the turn.
3. Take morale tests.
4. Make requests for and fire mortars and artillery.
5. Make requests for air support and move and fire aircraft.
6. Make (M) option moves.
7. Make (Fm) and (Mf) option moves.
8. Make (F) option moves.
9. Perform close assaults.

Orders

Rapid attack	At least $\frac{2}{3}$ of the formation (excluding those firing at known enemy) must make a full move forward.
Cautious attack	$\frac{1}{3}$ – $\frac{2}{3}$ of the formation (excluding those firing at known enemy) must make a move ($\frac{1}{2}$ or more) forward.
Hold	No movement except elements may move forward if they are under fire and have no target they can reach given their range.
Probe	As Cautious attack but changes to Delay if formation takes 20% casualties or suffers any failed morale result (No advance or worse).
Delay	No element within the formation may move toward the enemy. Retreats are permitted if the formation is under fire or can see the enemy.

Changing orders

Decide all the order changes you wish to make. Dice for each requiring a 7 or more to succeed. Subtract 2 from the die roll for each order change you are attempting and 3 if the formation being ordered has been hit by enemy fire last turn.

Move options

- (F)** Fire halted (vehicles with smoke projectors may fire them as a 2nd shot).
- (Fm)** Fire with MG or gun firing direct, then move quarter. Elements may mount/limber up after firing and move quarter.
- (Mf)** Move half and fire. Guns may unlimber, mounted infantry may move quarter, fire, dismount and move half.
- (M)** Make full move.

Morale

Dice for each unit:

- (a) Which has been hit in the previous turn;
(b) Which has a higher level command unit in line of command is within 400p (optional).

-3	Under first direct fire from a new enemy.	+3	If advancing.
-3	If any element knocked out or neutralised.	+3	Enemy seen retreating.
-1	Per 10% of the unit knocked out or neutralized (elements knocked out this turn count double).	+3	If hull down or in woods or buildings.
-3	Friends seen retreating or unit totally destroyed.	+6	If higher level command in line of command is within 400p.
-6	Unit has Probe or Delay orders.	+6	In field defences.
-6	AFV within 400p of buildings or woods and no dismounted infantry within 400p.		
-9	Unit's command element is knocked out.		

Score	Result	
10 to 2	Half advance.	Results remain in effect until another morale test is taken.
1 to -8	No advance.	
-9 to -18	Retreat at full speed towards base line.	
-19 or less	Rout, no rallying on table.	

Artillery Fire (Including mortar and rocket batteries)

Each battery of six guns has an observer and a commanding officer who may be with the battle-group HQ.

Batteries can be under the command of a battle-group and only available to that battle-group if on table, medium mortar batteries attached to infantry battalions can only be used in this role.

Otherwise batteries are in support in general and may be called on by several battle-groups.

An observer can be made priority and adds 3 to his dice throw to call up fire.

Dice score needed to call up fire from batteries in support:

Mortars, Field guns, Medium guns.	14	-6 if 2nd or subsequent move
Heavy guns and salvo rockets	18	firing or requested at the same target.

Salvo rockets take three moves to reload before their fire may be requested again.

Provided that extra points have been paid for thickening fire then if when throwing for fire of field and medium batteries, the minimum number is exceeded then for each 3 in excess of the minimum an additional battery may be added up to two. When dicing for subsequent rounds of fire at the same target if the dice throw is successful then the same number of batteries are available.

Zones of fire

The area of fire per battery is

300p x 300p	1 battery of guns/mortars.
450p x 500p	2 batteries of guns/mortars.
525p x 500p	3 batteries of guns/mortars.
600p x 700p	1 battery of salvo rockets.

Calling for fire

Fire can only be called down on a point in sight of an observer and either:

- (a) Within 1000p of own sides halted troops, or within 2000p ahead of own advancing troops, or
- (b) On the position of an enemy element which either moved in the open or fired last move.

All elements in the fire zone are neutralised, and may be knocked out:

<i>To K.O.</i>	<i>Buildings</i>	<i>Armour 16+</i>	<i>Armour 15- or OT</i>	<i>Dug in inf</i>	<i>Moving inf</i>	<i>Other inf</i>
Mortars	18	-	-	19	14	16
Field guns	18	21	20	20	14	16
Medium guns	15	20	19	19	14	16
Heavy guns	12	19	18	18	14	16
Rockets	12	20	19	15	8	10

-3 from score if two batteries firing, -6 if three, etc.

+3 to score per pair of guns missing from battery, -1 per extra pair.

Fire error, dice each move firing until point of aim hit, +4 to die score for each subsequent move of fire. 15+ on target,

4,8,12,14 over,

3,7,11,13 short,

2,6,10 left,

1,5,9 right,

dice again for miss, 25p times die score for error.

Smoke

All smoke other than from generators and projectors must be diced for as above.

Medium mortars each fire a smoke screen 100p long.

Artillery and heavy mortar batteries fire a smoke screen 1200p long + 600p per additional battery firing. One battery is able to stoke a screen irrespective of the number of batteries that created it.

A salvo rocket battery creates a screen 2400p long which cannot be stoked.

AFV smoke projectors fire 200p screen up to 500p from the vehicle. These can only be fired once per game.

All smoke other than from projectors and generators thickens during the move that it is fired, for the following pair of moves it completely obscures vision, and unless stoked, decays on the following turn. Thickening and decaying smoke screens only hinder vision. Smoke from projectors completely obscures vision during the move in which it is fired and then has no effect.

Each battery has enough smoke for three periods, unless agreed before the start of the game.

Direct Fire

Firer	To hit ⇨	2	3	4	5	6	8	10	13	15	17	18	19	20	Zone size
Infantry		300p		600p		900p		1200p							100p x 100p
MG			300p	600p	900p	1200p									100p x 300p
Infantry AT				300p											Vehicles only
Mortar*					1500p	2100p									100p x 100p
Gun				300p		600p		900p		1200p		1500p		1800p	100p x 100p

Modifiers (column shifts right)

- | | | | |
|---|-------------------------------------------------------------------------|---|-----------------------------------|
| 1 | Target moves half. | 4 | Firer is neutralised. |
| 2 | Target moves more than half, or is stationary foot more than 300p away. | 2 | Firer is making move option (Fm). |
| 2 | Target is an infantry section. | 5 | Firer is making move option (Mf). |
| 2 | Target is partially seen. | | (4 if using a stabilised weapon) |
| 5 | Target is unseen. | | |
| 2 | Target is more than 45 degrees from front if using turret weapon. | | |
| 4 | Target is more than 45 degrees from front if using non-turret weapon. | | |

Reroll 1s, if second roll is equal to or less than breakdown (usually 1) remove firer, otherwise treat roll as normal. Elements other than the main target within the fire zone are also fired on (except when main shot is AT fire), these shots suffer 1 additional column shift right and don't reroll 1s.

* most mortars have a minimum range of 300p (exceptions noted in unit stats).

Effect of neutralisation

Apart from affecting firing, neutralisation also prevents infantry elements from moving and vehicles from firing outside weapons such as turret mounted AA machine guns. Neutralisation lasts till the end of the following turn.

Effect of hits

Minimum scores needed to convert neutralisation to a K.O.

To K.O.	Neutralised	Stationary	Moving	Armour
Infantry	15	13	11	- (18 if open top within 300p)
MG	19	17	13	-
Infantry AT	-	-	-	Target's armour / (1D20 - 2)
Mortar	15	16	17	
Gun	He val + 2	HE val	HE val - 2	Target's armour / Gun's AT* value

* subtract 1 from a gun's AT value per full 300p of range.

Saving throws : Infantry in a knocked out vehicle dice for survival; 1-10 lost; 11-20 survive but neutralised for the next move.

Interrupt

If an element selects move option (F) but does not fire it has the right to interrupt any enemy element that makes (Fm), (Mf) or (M) move options during the next move if it is still using option (F) and fires before them. Firers making a interrupt may also conduct normal fire in the same move. Interrupts are the only way to conduct AA fire.

Visibility

Elements may be seen a number of inches away equal to their size, modified as follows;

- | | |
|-----------------------------------------------|---------------------------|
| multiply by 2 if moving more than 100p | divide by 3 if in cover |
| multiply by 2 if fired last turn or this turn | divide by 2 if hull down. |

If the element is less than half the resulting distance away it is "fully seen", if between half and the full distance "partially seen", elements over the full distance are "unseen".

Close assault

Close assault occurs when one or more units end the move in contact with enemy element(s).

If there are many elements group them so that each group has a single attacker or defender, treat each as a separate close assault.

Roll D20 for each element in an assault, mods -6 if neutralised, +3 infantry section, +/- element's morale modifier if any.

Highest total is winner, loser loses 1 element (randomly) and falls back 100p.

Additional rules and notes

Mine Fields

Mine fields may be either marked or hidden, when an element enters a mined area it must be interrupted if of the correct type to trigger the mines. Soft vehicles and elements on foot are neutralised on a throw of 8 or more, AFVs on a throw of 11 or more. Dice for effect, 15 or more to kill.

Mined areas may be cleared by specialist vehicles, or by infantry elements moving a quarter speed, each clears a lane 100p wide. Russian units may clear a lane by driving vehicles across mined areas. Once six have entered a lane is assumed to have been cleared up to 600p deep.

General Notes

Movement:

All movement should be in a straight line unless there is some good reason to deviate, e.g. Following a road or the edge of a terrain feature. i.e. No right angle turns at the end of a move to present your frontal armour to the enemy.

Firing:

After firing elements should be placed facing in the direction of their shot.

An alternative way to state the roll needed to destroy armour which has been hit by a gun is to say that the gun's AT value multiplied by the roll must equal or exceed the target's armour value.

Visibility:

If an element is unseen it doesn't need a model on table if it was deployed at start and has not moved or fired. Other elements which have not been fully seen may be represented by a substitute of the appropriate type (tracked, wheel or foot).

Location:

An element's position is the centre of its front edge (model or base).

Unit quality:

Unit quality can effect many things including; morale, chance to hit (better/ worse sights, training, etc), target size (use of terrain), speed (drivers/ physical conditioning), chances of being hit/KO (willingness to press on despite casualties/damage). Scenarios should specify these variations from the norm.

Name	Armour			Speed			Gun value		Size & Notes
	Front	Side	Rear	Road	Good	Bad	A.T.	H.E.	
M4A3	105	45	45	13	8	2	8	15	38
Sherman Firefly	105	45	45	13	8	2	15	18	38
Churchill VII	195	105	81	8	5	2	8	15	47
17pdr & lorry	-	-	-	9	3	1	15	-	45 (9 for gun alone)
6pdr & truck	-	-	-	10	3	1	10	-	25 (8 for gun alone)
3 ton lorry (4WD)	-	-	-	17	6	2	-	-	45 (carries 3 sections)
15cwt truck (4WD)	-	-	-	19	7	2	-	-	23 (carries 1 section)
Panther G	195	60	60	14	8	2	15	18	50
Stug III G	105	45	45	12	6	2	11	15	26
Pak38 & truck	-	-	-	10	3	1	8	-	25 (8 for gun alone)
Raw infantry	-	-	-	3	2.5	2	-	-	7
Infantry	-	-	-	3	2	2	-	-	6
Veteran infantry	-	-	-	2	1.5	1.5	-	-	4
Mortar team	-	-	-	2.5	2	2	-	-	7

