

WW2 skirmish rules Version 4.3 : QRS



Order of play:

(1) Dice for arrivals if using Portal markers. Player(s) move their figures and dice to remove suppression if required, and calculate any shooting they do, fight a round of melee if in contact.
(In opposed player games, the other side moves/shoots etc now)

(2) Dice for actions by Solo run forces, calculate any shooting they do, remove their suppression, fight a round of melee if in contact

All units take morale tests as required during play (see below)

Movement:

costs 1 Action. A maximum of 2 actions a turn may be movement.

Figures move 6" normally, *but figures with 1 action only move at 10"*.

-3": If wading through water/rough terrain.

: If crossing a linear obstacle (e.g.; a wall).

-2": If wounded, or being dragged/carried by another figure.

-1": If 2 figures are dragging/carrying 1 other figure.

NB: Additional deductions can be made in other circumstances, and the above can be modified if deemed sensible.

NB: No movement beyond a crawl at 2 inches is possible to suppressed troops.

Visibility:

A fire group may attempt to spot once per figure in the fire team at any time during their own movement, and once per fire team whenever enemy troops move or fire within line-of-sight. Solo force unit markers attempt to spot the nearest enemy unit to them if within 36"

Ranges: Point Blank: up to 8". Short: 9"-20". Long: 21"-48". Extreme: 49"-60".	NB: Spotting is automatic at up to 20" (Short range) if target is in the open, and in clear sight.
If troops are unaware of enemy in the area, count +1 range band.	
If target stationary in cover, count +1 range band.	
If observers suppressed, count +1 range band.	
If target unit shooting (other than sniper), count -1 range band.	
If Observer using binoculars/Telescopic sights, count -1 range band	

To Spot:

Throw a d10 and consult the following chart;

The minimum roll to spot is;

Point Blank range : 3 Short Range : 5 Long Range : 8 Extreme Range :10	NB: Troops can spot shooting troops even through blocking terrain, as they can be heard; Count +2 range bands in this case. Visibility in woods is limited to 3" .
Spotting is impossible at over Extreme range equivalent.	

Melee:

This occurs when 2 opposing figures are within 1" of each other. Figures within 1" of enemy may not fire or be shot at.

Compare Fire points of main combatants, adding

+1 per extra figure in contact with a single enemy figure.

+ 1d6 score;

Result;

+1: Losing figure forced back 1" (if there is room).
 +2: Losing figure captured if no friends within 4".
 +3: Losing figure wounded (and captured if no friends within 4").
 +4: Losing figure Disabled (and captured if no friends within 4").
 More: Losing figure killed.
 NB: Extra figures engaged against 1 enemy fall back 1" if beaten

Shooting:

Ranges:	Point blank	Short	Medium	Long
Rifles	0-8"	9-15"	16-30"	31-80"
Sub MGs/Carbines	0-6"	7-12"	13-18"	19-40"
Pistols	0-3"	4-6"	7-12"	13-24"
Machine guns	0-8"	9-16"	17-32"	33-80"

To Hit: Throw ID20 per shot, score needed are for (U/S)-(A/S)-(CAS)

	Rifle/ Machine gun	Pistol
Point Blank	10/04/02	12/06/03
Short Range	14/08/04	16/10/06
Medium Range	17/12/08	18/16/12
Long Range	19/16/12	20/20/18

-All Fire teams members separated by at least 1" (Dispersed order) (Or single figure) or all in soft cover count as **1 range band higher**.

-Targets in hard cover count as **2 range bands higher**

NB: Hits are automatic at Point Blank against inactive targets.

: If unable to hit individually, a fire team can shoot all its weapons together instead, and score a hit on a 20 (D20).

Fire effect: Throw a D6 for each hit, to gauge effect.

1-4; Fire team Suppressed. 5; Wound. 6; Disable/ Kill.
 +1 to die roll at point blank range.
 +1 to die roll if Machine Gun/SMG/Sniper.
 +2 to die roll if Vierling, quad 50 calibre machine gun etc.

NB: Any fire team shot by a Machine Gun (not SMG) is suppressed if all shots at them miss.

Morale; Test when; Suppressed by fire / take casualty/ Charged by greater numbers / lose melee. Attempting to cross open ground under fire.

To test: Throw a D6, and score less than the current Action point total of the testing group (IE: -1 per wound, or per figure if suppressed to a minimum of 0)

-if the result is equal or higher, the following occur:

Equal/+1: Retire at at least ½ speed to nearest cover to rear, even if suppressed.
 +2: Fire team gains 1 suppression marker
 +3: Move away from enemy D6", may not move or fire next turn.
 Higher: Flee from nearest enemy (Rout), Rally on a 6(d6) at the start of any subsequent turn if fire team at least ½ original strength.
Routers may not fire and use all actions to move full speed.

Grenades and Mortars (Grenades only useable against open vehicles, Guns, bunkers, buildings, trenches and Machine Guns)



Use of a grenade requires 2 Action points, a mortar 4.
 NB: Panzerfausts, PIATs etc count as rifle grenades against infantry.

Range;

Weapon/Range	Short	Medium	Long
Grenades	--	6-12"	13-18"
Rifle grenades / 5cm+2" mortars	6-12"	13-25"	26-40"
Other Mortars	24-40"	41"+	--

To hit requires;	Short	Medium	Long
Throw D20:	8	12	17

Die roll Modified by;

+4 : Dropping grenade into open vehicle/ bunker at 4" or less.
+3 : Hit with mortar in direct firing last shot.
-2 : Firer moving. : Target moving or in cover : Target Suppressed.
-4 : Firer under fire.

Effect of hits from Mortar explosives and Smoke rounds;

Hits always affect all members of a fire team within a 2" radius of a central point, unless they are separated by a wall etc.
 Smoke rounds cause a 3" diameter fog, but do not cause casualties unless W.P rounds. The Smoke lasts until after the next Shooting/Move by the firers side.

Throw a D6 for all targets;

- 2-3 : Suppressed
- 4 : Wounded
- 5 : Disabled.
- 6 : Killed.

<u>Die roll modifiers</u>
+1 : Target unaware of firer, or in enclosed space. (Inc open AFV)
-1 : Target in cover.

Artillery hits on infantry

Throw a D6 for all targets, 75mm to 95mm guns throw a D8. Larger a D10

Vs Infantry:

- 1-2 : Suppressed
- 3-4 : Wounded
- 5 : Disabled.
- 6 : Killed.

Die roll modifiers;
+1 : Target unaware of firer, or in enclosed space.
-1 : Target suppressed.
-1 : Target in cover.

Flamethrowers; NB: against AFVs these are hand held Anti tank weapons

These have 3 shots maximum in a game, and are counted as;
 They may not move and fire in the same turn.

	Short	Medium	Long
	6-12"	13-18"	19-24"
To hit (D20):	4	14	19

<u>Effect;</u> D6:
1-2 Suppressed.
3-4 Disabled.
5-6 Killed.
There are no modifiers for cover

Flamethrowers dice to hit all members of a fire team. If a Flamethrower man is hit by enemy fire, he is killed and all the other members of his fire team are hit as well by flame.

Armoured Vehicles:

These are three classes of AFV: Light - Bren carriers, Hanomags and Armoured cars.
 : Medium - Medium Tanks and similar.
 : Heavy - Panthers, Tigers and similar.

'Soft' vehicles are in two classes: Small – Jeeps, Kubelwagens etc.
 : Large – larger lorries etc.

Speed: Most vehicles may travel at 18" a turn, halved if crossing obstacles* or in woods.
 Heavy AFVs may only move at 12" a turn.,8" if in any but open terrain.
 Wheeled vehicles may travel at 24" on a road (Small soft vehicles at 30")

* Half tracked get stuck on a 6 (D6) (wheeled on 5+), and are released on a 5+ at the start of any subsequent turn.

Weapons: Vehicle mounted Machine guns fire as infantry guns, but at 1 greater range band if hull/turret gun.
 (If vehicle is moving, this costs an action on crew as well, as for infantry)

Tank/AFV Guns count as:

NB: Guns cost 4 actions to fire, which may be carried over turn to turn.

Weapon/Range	Short	Medium	Long
Up to 50mm	6-18"	19-40"	41"+
51mm +	6-24"	25-60"	61"+
Auto cannons	1-10"	11-24"	25"+

To hit requires;	Short	Medium	Long
Throw D20:	8	12	16

NB: If occupants are visible in a soft vehicle or open AFV, these may be targeted as Infantry in cover by small arms. Otherwise consult the chart below.

Vs Vehicles: (Also for MGs or 3 other small arms hits hitting a soft vehicle)

D20 roll	Vs 'Soft vehicles	Vs AFVs
1-6	Straight through!	Bounced off!, or Straight through!
7	1 occupant dices as hit by MG	Crew stunned- may do nothing next turn
8	2 occupants dice as hit by MG	Optics hit- no main gun fire allowed.
9	4 occupants dice as hit by MG	1 random weapon wrecked
10	All occupants dice as hit by MG	vehicle loses track- Stopped for remains of game
11	Wheeled vehicle loses traction- Stopped for remains of game	
12		
13		1 occupant dices as hit by MG
14	Vehicle loses wheel/tracks- Stopped for remains of game	All occupants dice as hit by MG
15		Shell fails to explode- No effect!
16	Driver killed- vehicle crashes.	Driver killed, vehicle stops.
17	Vehicle on fire- occupants must abandon vehicle	Petrol vehicles explode
18		Ammo on fire- occupants must abandon vehicle, which explodes in D6 turns.
19	Fuel Tank- Vehicle explodes	
20		Vehicle explodes

Cumulative Dice modifiers:

- +6: 17pdr, 85mm+, using HVAP or similar Vs AFV
- +4: 57mm Anti tank gun or larger Vs AFV.
 : Hit from flank/rear (IE: From behind front edge of vehicle.)
 (*Except vehicles with schutzen against hand held anti tank weapons*)
- 8: Target Tiger/Panther from front, or Tiger 2 or similar.
- 4: Target hull down or in / behind buildings.
 : Target Heavy AFV
 : Poor A.T. round or gun (EG: Sherman 75mm)
- 2 : Target Medium AFV

AFV Solo Movement



If no enemy yet seen, they will continue current action, thereafter; At the start of each turn, throw a D6 for that turns actions, and-

Cross reference the Die roll with the situation – total the following points:

- 1 pt : :Advancing, or in hull down position.
Friendly infantry within 6" or in contact by radio etc.
- 1 pt: Damaged vehicle, or per crew that is a casualty.
Under fire from Anti tank weapons.
Enemy behind flank (IE- line extended along front of vehicle to either side)
No friends within 12" in sight.
- 2 pts: No Main armament.
No weapons working.
Vehicle immobilised and under fire

A.F.V.s will attempt to shoot at the most threatening target, but main guns will always shoot at the nearest enemy

Risk factor:	Up to-3	-1 to -2	0	+1	+2
D6: 1	Bale out (if immobile) Or Retreat	Bale out (if immobile) Or Retreat	Retreat	Halt	Manoeuvre
2-3	Bale out (if immobile) Or Retreat	Retreat.	Halt	Manoeuvre	Manoeuvre
4-5	Retreat	Halt	Manoeuvre	Manoeuvre	Advance
6	Halt	Manoeuvre	Manoeuvre	Advance	Advance

Advance: Move towards the nearest enemy with infantry within 6", or at half speed, **Halt** if within 20".

Halt: Remain in current position, but may move to cover within 6", and/or wheel towards nearest enemy.

Manoeuvre: Act as player wishes, or move towards nearest friendly infantry and move with them

Retreat: Move away from the most threatening enemy, attempt to keep in cover if possible. If Immobile, **Bale out**

Bale out: Abandon immobile vehicles. Crew move away from nearest enemy by fastest route.

*NB: Advance toward nearest enemy includes any ordered game objective, or the opposite table edge.

AFV / Anti-tank gun in preference to other targets.

Hand held anti-tank weapons (These take 2 accumulated actions to fire, bazookas 4)

Weapon/Range	Short	Medium	Long
Molotov cocktails	2-3"	--	4-10"
Anti tank grenades	---	--	4-8"
Anti tank rifle	1-8"	9-20"	21-40"
Panzerfausts	4-8"	9-12"	13-20"
Bazookas etc	4-12"	13-20"	21-30"
Flamethrowers	4-8"	9-18"	19-24"

To hit requires;	Short	Medium	Long
Throw D20:	8	12	16
+4 to score required to hit if vehicle moving over 8" unless directly towards shooter			

Calculate damage as per normal gun hits. However,

- Count AT grenades and AT rifles as guns up to 57mm, (AT rifles are only effective against AFVs.).
- *Molotovs, AT rifles and AT grenades have no effect on infantry.*
- Panzerfausts and bazookas count as 75mm guns.
- Molotovs and Flamethrowers hitting AFVs – throw a D6, (Flamethrowers +3)
1-4 : No effect, 5-7 : Crew abandon vehicle, 8+ : Vehicle explodes in a ball of flame.

Solo rules

System: Up to this point, the game can be played as a normal two player game.
If desired, this system allows all the players to be on the same side.

Setup: All the enemy Fire Teams are represented by Portal markers, mixed with up to twice the number of Event / dummy markers.

Event markers:

Snipers are not deployed, neither are support mortar/air/artillery fire. Instead, mark some counters as 'Sniper shot at medium rifle range' or 'Random artillery round at long range' for example. If the counter spots an enemy or is spotted, that unit suffers the attack indicated. Unmarked Mines may be deployed similarly, but should attack the fire team as a medium range MG Aimed shot per member of the fire team. The counter is then inverted and may attack other units within 10" by spotting them!

When a counter spots or is spotted, all inverted counters within 12", or others in line of sight of the spotting/spotted counter, and within 30", are replaced with the relevant unit/event.

Actions:

When spotted by an enemy unit, in the solo forces turn,
Calculate the risk factor of the fire team and dice on the chart below

Risk Factors:

4 : Unit in rout.

2: Under fire from twice own numbers or from mortars, flame or AFVs

1: Command group, and all 1 action pt per figure units.

: Per 25% of unit wounded, disabled or killed

: No NCO with unit unless a support weapon

: Unit under fire.

: Enemy seen to flank or rear of position, or self/ other unit retiring within 24"

: Unit losing a firefight.

-1 : At least one Officer or Commissar etc within 12" and in sight.

: Friendly AFV within 12" if undamaged.

: At least one other friendly unit within 6" unless it is retiring.

: AT gun, or MMG/HMG, or others in soft cover.

-2 : Unit advancing (not AT guns or MMG/HMG), or stationary in hard cover.

: Winning a firefight.

-4: No enemy, or friends retreating, in sight.

Solo forces action chart (infantry and AT guns)

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	Continue current actions, unless a 4+ (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move however, from fortified positions they are defending. Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)					
RF1	Halt	Advance *	Advance*	Advance*	Advance*	Attack*
RF2-5	Retreat	Halt	Halt	Advance*	Advance*	Advance*
RF6-8	Rout	Retreat	Halt	Halt	Halt	Advance*
RF9+	Rout	Rout	Rout	Retreat	Retreat	Halt

Attack	Unit will close with the nearest enemy unit at full speed and charge them if in reach.
Advance	Move towards the nearest enemy at half speed in dispersed order
Halt	Unit must halt in its current position, and may only move to face the nearest enemy.
Retreat	Unit must move away from the nearest known enemy position, or towards the nearest cover further from all enemy units. If in cover already, unit may stay in position if it has at least 50% of its original unit strength, otherwise, it will retreat towards the nearest friendly unit not forward of its current position.
Rout	Unit will run at move (+5cms) away from the nearest enemy unit(s), it may neither fight nor shoot. If surrounded, they surrender.

* Support weapons on tripods, AT guns etc will halt and fire if possible instead



Enemy Force Generation: Late War Germans

Portal Counters are always placed on corners, in cover covering the approaches to the game objective or the centre of the solo forces table edge.

When a player’s figure(s) get within LOS of one or more, throw a D6:

- 1: No contact today with the player’s forces.
- +1: Each counter after the first, in LOS of any figures in the players forces.

Result: (randomise which counter in LOS the enemy appear at, though Tanks and AT Guns will not, if a player’s force Tank is on table - they are then placed at the furthest Portal from the nearest Tank, with the best line of sight to it)

1-5		Nothing
6-7	15-16	3 Riflemen and an NCO with SMG.
8-9	17	4 Riflemen and a man with a Panzerfaust
10	18	4 Riflemen and a 3 man Light Machine Gun team.
11	19	Heavy Machine Gun (3 man) and 4 Riflemen.
12	20	Panzerjager team (2 man Panzerschreck, 2 Panzerfausts)
13	21+	Anti Tank gun and 2 man Light Machine Gun team.
14		Tank, or Self Propelled Gun.

A natural '1' is always nothing.

If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

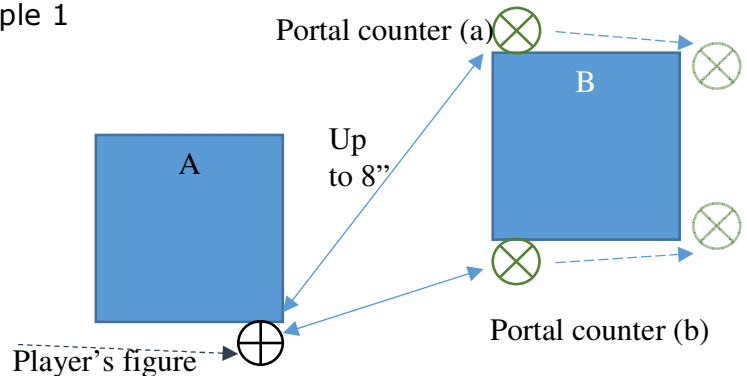
If you run out of figures, you cannot deploy any until casualties are recycled!

Eliminating Portals:

If approached, when a figure moves within 8” of any portal in cover, and visible, (or one that is in the open, after the 'Enemy Force Generation' phase), a portal counter will move to the next corner/cover** within 12”.

(** is cover which could conceivably hold figures (Building, etc) or a point in terrain facing any of the player’s figures – with 'dead ground' behind. See diagrams for more explanation.)

Example 1



Player's figure has moved to the corner of building A, It can see 2 Portal counters. PC (a) is up to 8" from the observer, so it falls back behind the building as shown.

If the distance was over 8" between the counters, PC(a) would remain.

Portal counter (B) is in the open relative to the Player's figure, so will move back to the rear of the building.

Example 2

Following from the last example, the 2 portal counters have been driven back to one corner of building (B), PF (a) has followed round to look round the corner at the two portals, If PF (b) wasn't there, the 2 portals would have gone to PF (b)s position, but they are bracketed by the sneaky Germans! Portal (b) is within 12" of the wood, so goes there, but poor portal (a) has nowhere to go, and is eliminated!

The Large rock cannot be used as there is no real 'Dead Ground' behind it for figures to reach it unobserved.

The large rock may not start a game with a portal marker behind it, except in a special scenario where it can only produce figures once (They were hiding behind the rock!) -- then the portal is removed from play.

