

INTRODUCTION

First Edition **Force on Force** included special rules for adapting the game for use with WWII scenarios. These sections were omitted from Second Edition (the “Osprey” edition), in which we chose to focus entirely on post-war, modern combat. We’ve received a constant stream of requests to post these rules up so that players with the new edition of the rules could also use them.

Well, here they are!

Here’s a couple of important caveats to bear in mind with the use of these rules:

1. These rules have not been modified in any way from their 1st Edition format. You may find that you need to make some modifications to use them with the 2nd Edition of the rules.
2. The rules presented here may or may not be carried over for use in an upcoming Ambush Alley Games WWII rule set.

With those comments aside, ENJOY!

- *The Crew at Ambush Alley Games.*

FIRST AID CHECKS (WWII)

Medical technology, training in buddy care, and battlefield conditions were vastly different in World War Two. Anything approaching advanced life-saving techniques was limited to doctors in the field hospitals – medics could do little more than stop bleeding, treat for shock, and administer sulfa drugs and morphine. For the most part, the battlefield was linear, with well-defined front and rear areas, so walking wounded could often make their way to the rear fairly safely.

To reflect these differences, in WWII games the rules a different First Aid table with specialized rules is used.

While all other effects from the First Aid table remain the same, Walking Wounded in a WWII game may be removed from play without penalty to their unit. The casualty is assumed to make its way to the rear or to a CASEVAC center on its own. If desired, a Walking Wounded figure may also remain with his unit and contribute to its Firepower. The unit will suffer from the Casualties penalty, however.

To determine the seriousness of a casualty’s injuries, roll for each figure hit by enemy fire on the First Aid table:

Standard First Aid Table (WWII)

Roll a D6:

1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.

2 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.

3 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

4 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

5 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. Alternately, the figure can make its way to the rear area for treatment and is removed from play.

6 - OK, gets back up! Unit may take turn as normal.

MEDICS AND CORPSMEN (WWII)

Medics and Corpsmen in the Second World War received life-saving training that was more advanced than that of a normal infantry man, but was little better than today's basic life-saving or first aid training. Still, they were better trained and had rudimentary life-saving equipment and drugs in their medic kits. To reflect this, units whose wounded are treated by a medic roll on the table below rather than on the standard First Aid Table for WWII games:

1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.

2 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

3 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.

4 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. Alternately, the figure can make its way to the rear area for treatment and is removed from play.

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6 - OK, gets back up! Unit may take turn as normal.

Calling for a medic

Units who are making a first aid check for casualties at the start of a turn may call for a medic to treat them if a medic figure is within Rapid Movement distance. The medic is immediately

moved to the unit with casualties (even if the medic has already moved during the turn) and a First Aid check is taken as usual.

Units with medics attached automatically benefit from his presence.

A medic may only treat the wounded of ONE unit per turn.

World War Two Weapon Teams

In general, WWII Weapon Teams work as described for modern troops, but in the case of machinegun teams, some adjustments must be made to account for the strengths and weaknesses of certain types of weapons. The box fed BAR and Bren guns, for example, were capable of great accuracy and penetration but their volume of fire was somewhat limited compared to belt fed weapons such as the .30 Browning or MG-42.

The following modifiers should be applied to WWII MG Weapon teams:

Bren/BAR/FM-24 (or any box magazine fed weapon): +1 Weapon Team die

MG34, MG42, Browning .30 (or any fed LMG): +2 Weapon Team dice

Hotchkiss M1914 (Strip Fed MMG): +2 Dice Weapon Team dice

sMG34, sMG42, Vickers MMG, Maxim MMG - +2 Weapon Team dice

M2 Browning .50 Cal HMG, Soviet 12.7mm - +3 Weapon Team dice

Bail Outs (WWII)

During the Second World War, AFV crews frequently “bailed out” of (evacuated) their vehicles at the first sign of trouble. AFVs of the period were often death traps that were prone to fires and were difficult to escape from in a crisis, so crews were understandably leery of remaining in a tank that was taking hits, even if their armor seemed to be soaking them up.

As a result, Low Confidence and Confident WWII AFV crews must make a Morale Check any time their vehicle is hit, whether the hit causes damage or not. Only High Confidence units will ignore non-damaging hits.

This may seem excessively harsh on WWII AFV crews, but the rule is based on first person accounts of armored combat and, more importantly, interviews with both Allied and Axis tank crews who made a point of commenting on the frequency with which they bailed out of their AFVs during active engagements.

AFVs SPOTTING INFANTRY (WWII)

World War Two tanks had notoriously poor visibility. Crews were forced to peer through grimy periscopes and vision slits unless their commander chose to expose himself to sneak a peek out of his commander's hatch – a nearly suicidal act in the close action seen in most **Force on Force** games. Their fire was often directed by other tank's machineguns whose tracers were used to point out targets.

An unbuttoned tank (a tank whose commander was exposed in the commander's hatch) might have a better view of the battlefield, but it was also far more vulnerable. In addition to exposing its commander to gunfire and shrapnel, the open hatch made a prime target for hand-grenades or allowed close assaulting infantry to fire into the tank's turret, turning it into a bloody bowl of ricocheting bullets.

As a result, we assume that all tanks in play on a **Force on Force** table are buttoned up unless their controlling player specifically states otherwise. See the **Tank Commanders – Buttoned Up & Unbuttoned** for rules concerning buttoned and unbuttoned Tank Commanders.

The following rules apply specifically to WWII tanks whose commanders are buttoned up:

Infantry moving through or in cover are difficult for a buttoned-up tank to spot. Vehicles can always spot infantry that are Exposed and in line of sight, but if any concealing terrain (trees, shrubs, rocks, walls, rubble, etc.) is in between the tank and an infantry unit, the tank must treat the infantry unit as if it were Hidden (see **Hidden Units**). Buttoned up tanks may make one attempt to spot infantry per turn, either when the tank is activated or when it takes a Defensive Action. Tanks may always attempt to spot infantry units or guns firing at them, and may react if they succeed in spotting a target and have Defensive Actions/Reactions left.

Buttoned up tanks may only attempt to spot infantry units that are actually **Hidden** when the hidden unit fires at them. This restriction doesn't apply to **Hidden** AT or Infantry Guns

TANKS FIRING ON INFANTRY (WWII)

While World War Two tanks often bristled with machineguns, those guns were not, by doctrine, primarily intended for engaging infantry targets. The tank commander's MG, for instance, was primarily intended for use in an anti-aircraft role or to designate targets for the tank's main gun. As a result, it was loaded with a large number of tracers. The Coaxial MG on most tanks was more of an aiming aid than an anti-infantry weapon and, again, was loaded with a large number of tracers. In most cases, only the bow gun was truly intended to engage infantry independently of the tank's main gun. Most WWII tank MGs were fed by short belts, which limited their sustained fire capabilities. As a result, MG fire from a tank was generally less effective than that laid down by an infantry MG team.

To reflect these limitations, A WWII tank may only make a 3d Firepower attack with its machineguns, no matter what type or how many machineguns the tank mounts. A tank's main gun fires with the Firepower noted in its vehicle description.

WWII Vehicle Design Guidelines

GUIDELINES FOR SETTING WWII VEHICLE DEFENSE

- Protected (Class 1: 2d6) 251, M3 HT etc
- Light (Class 2: 3d6) Stuart, T60/T70, SU76, Marder family
- Medium (Class 3: 3d8) M4 Sherman, Panzer III, Panzer IV (late), T34, Churchill, Mk.III/V
- Heavy (Class 4: 4d10) Panther, Jumbo, Tiger, T26E3, JS/KV family, Churchill Mk.VII

- Extra Heavy (Class 4: 5d12) Koenig Tiger, Jagdtiger
- Side or applied armor (Tracks, sandbags, Side skirts) +1 dice until first hit
- Side and rear armor is -1 die
- AFV deck armor is -2 dice

GUIDELINES FOR SETTING WWII VEHICLE FIREPOWER

- All Class 0 weapons throw 2d vs. infantry and soft skin vehicles only.
 - All Class 1 weapons throw 3d.
 - Class 2 Weapons:
 - Class 2 (3d) Light Guns up to 25mm
 - Class 2 (4d) Light guns up to 57mm/6Pdr and German 7,5cm L/24
 - Class 3 Weapons:
 - Class 3 (3d) Medium guns of low velocity, up to 76mm, 25 pdr... PIAT, Bazooka
 - Class 3 (4d) High Velocity guns of 75mm up to 90mm, PzFaust, Pzschreck
- Class 3 (5d) High Velocity very long 8,8cm L/71 and 122 and 128mm guns

Close Air Support in WWII

World War Two saw the birth of Close Air Support. The proliferation of radio communication allowed infantry units to point out ground targets to “angels” circling above the battlefield and aircraft often roamed the skies independently hunting tanks, trains, convoys, and unlucky concentrations of infantry.

The process and capabilities of Close Air Support in WWII differed in some ways from those of today, however, and those differences are described in the following rules.

The process for calling in the strike is the same as those for contemporary games, although WWII units obviously won’t have laser designators and spotty radio communications is the norm unless the scenario states otherwise.

Only units with equipped with radios and possessing the frequencies for assigned CAS assets may call for an air strike.

Since air control and target acquisition weren’t as sophisticated in WWII as today, the Danger Close distance is extended from 4” to 8.”

Air Strikes in WWII are limited to Strafing Runs and Bomb Runs. Gunships with side-mounted weapons were not yet in use, so Orbital Gun Runs are not allowed.

Strafing Runs and Bombing Runs are resolved in the same manner described for modern air-strikes, but Bombing Runs are limited to using gravity bombs.

The Firepower of the Strafing Run and Bombing Runs are defined by the air support Asset Card in play.

Generic WWII Fog of War Cards

The following Fog of War cards may be used in World War Two scenarios which pit Allied forces against the Germans. Future Campaign Packs will feature Fog of War cards specifically tailored for the conflicts upon which they are focused.

This deck may be drawn from by both sides when indicated by a Reaction Test. There is no need to use two decks.

An Excellent Position (x2)

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this “excellent position.” As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

What’s this Wall Made of? Swiss Cheese? (x2)

A position that seemed to offer decent cover turns out to be a bad spot due to poor construction or weird lines of sight.

Your opponent may play this card on one building or terrain feature that would normally be considered Solid Cover. The designated piece of terrain no longer counts as Solid Cover for the duration of the game.

This card may *not* be played on a fortified position.

Fire! Fire! (x2)

Your rounds have struck something flammable and set a structure ablaze!

You may designate any building within LOS of one of your units (or anywhere on the table if you have air support with offensive capabilities) and declare that it is burning. Any figures in the building must immediately evacuate to a point at least 4” from the building. They may be fired on by units that are on Overwatch or by Defensive Fire if appropriate. The building is impassable for the duration of the game.

The Bell Tolls

A rumor reaches your men that one of their favorite NCOs has been injured or killed in another engagement. Roll 1d6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force’s Morale die by one type (i.e., d8 Morale is reduced to d6). Morale cannot be lowered beyond d6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., d8 Morale is raised to d10). Morale cannot be raised above d12.

You’re Grounded! (x2)

A ferocious storm blows up, grounding all air assets.

All units have their Optimum Range reduced to 6”.

Tougher than they Look! (x2)

You just can't believe propaganda! Your opponents are much more skilled and motivated you've been led to believe.

Troop Quality and Morale are bumped up one die type for each of your opponent's units. This increase may not raise either value above d10.

Where'd THEY Come From? (x2)

Reinforcements arrive – for the wrong guys!

Your opponent may draw an Asset Card. The asset described on the card becomes available to your opponent immediately and may be placed anywhere on the table within 6” of one of his units and no closer than 6” from one of yours.

Unexpected Help! (x2)

Sometimes the cavalry shows up whether you need them or not.

You may draw an Asset Card. The asset described on the card becomes available immediately and may be placed anywhere on the table within 6” of one of your units and no closer than 6” from any of your opponent's units.

Praise the Lord and Pass the Ammunition

A supply snafu or too much time on the line has left your units low on ammo. Your force is now considered to be Poorly Supplied.

BOOM!!

A booby-trap or mine has detonated near one of your units!

Randomly determine which unit has been struck by the attack. The unit takes a 4d10 Firepower attack to which it may not React. The stricken unit's Defense is determined as usual.

Watch Where You Step!

A possible booby-trap or mine has been spotted in the path of one of your units. There is no time to attempt to disarm the device, so it must be bypassed!

Randomly determine the unit that has spotted the explosive. Your opponent may place a marker at least 6” from that unit and at least 4” from nearby units. None of your units may approach within 4” of the marker.

Wait, the Colonel Said WHAT?! (x2)

Radio communications is on the fritz or telephone lines have been cut. Your force has just received garbled orders that contradict earlier commands.

If the scenario allows Initiative to change hands, your opponent automatically gains Initiative on the next turn.

If the scenario doesn't allow initiative to change hands, your units must remain in place until the end of the **next** turn while orders are sorted out. Your units may move into cover if they are not already there but no other movement is allowed. Your units may fire as normal.

There's Nothing Friendly About It!

One of your units has been struck by friendly fire, either from an errant aircraft or off target artillery.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll on the 2 Hits column of the Vehicle Damage Results chart.

Incoming! (x2)

One of your units is struck by a random barrage of mortar fire.

Randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with a Firepower of 6d6.

Hunted!

Your Area of Operations has just been transformed into a hunting reserve for two trained killers and it's open season on your men!

Your opponent gains a sniper team that can be placed anywhere within 24" of one of your units. The sniper team is **In Cover** and **Hidden**. It is a two man team with a Troop Quality and Morale of D10. The team is **Stealthy**. It may be activated or perform Defensive Fire any time after it is placed.

Give 'em Hell!

One of your infantry units gets carried away and blazes away at the enemy like madmen. They fire with everything they have as fast as they can the next time they engage an enemy unit.

Randomly determine the unit affected. This unit will receive an extra Firepower die for all attacks, Reactions, or Defensive Fire for the rest of the turn.

Make a Troop Quality check for the unit at the end of the turn. If the unit fails the check, it is considered to be Poorly Supplied for the duration of the game.

Browning's Buzz-Saw

A Medium Machinegun (MMG) team has been dispatched to assist your force.

The MG team is a two man Weapons Team with a MMG (Medium Support). The team may be placed immediately anywhere within 4" of a friendly unit but no closer than 6" to an enemy unit. It has a Troop Quality of d8 and Morale of d10. The team may be activated, React, or engage in Defensive Fire as soon as it is placed.

Tank Busters!

An AT team has been dispatched to assist your force.

The AT team is a two man Weapons Team with an AT weapon appropriate to the force to which it belongs (Heavy Support). The team may be placed immediately anywhere within 4" of a

friendly unit but no closer than 6" to an enemy unit. It has a Troop Quality of d8 and Morale of d10. The team may be activated, React, or engage in Defensive Fire as soon as it is placed.

Tank Support

A single tank has become available to your force!

The tank enters the game from your force's table edge. It has a Confident crew with a Troop Quality and Morale of d8.

Medic!

Your force gains a medic that may be attached to any unit. That unit will use the Medic/Special Forces First Aid table for the duration of the game.

Friendly Gremlins

Your force has managed to jam the enemy's radio transmissions and/or cut their telephone lines.

The opposing player loses one Initiative die on the next Initiative check.

Who Won the '39 World Series?

Or what's the Fuhrer's birthday?

Rumors have spread like wildfire that enemy troops in your force's uniform and fluent in your native language have infiltrated the area to wage a covert war of misdirection, sabotage, and assassination! When you can't trust your own people, who *can* you trust?

Reduce your force's Morale by one die type. Morale cannot be reduced below d6.