

My 1/35th Scale WWII Skirmish Rules v3.2

The game system is intended for short games of 1 hour or less. One or both sides should have a scenario set to win the game. Each figure will have a quota of points that can be used to perform combinations of actions. Actions can be carried out in any order so long as no more points are used than your quota. Points must be used in the turn and cannot be carried over into the next turn. An exception to this would be saving 4 pts to use for opportunity fire.

Green = 3 points, Experienced = 4 points, Elite = 5 points

Actions cost (Suppressed/Shaken figures -1 Action point)		
Move 3"	1	See Movement rules
Crawl 1"	1	
Un-aimed Fire	3	
Aimed Fire	4	
Negotiate obstacle	?	1 d3 - Includes crossing walls, bushes
Throw grenade	2	
Hand to Hand	2	If defender wins deduct 2 points from next turn
Perform an action	1	Pick something up, open/close a door etc
Opportunity Fire	4	
Hide	2	If hidden must move before acquisition/firing
Rally	3	Remove suppressed marker. Morale test if shaken.
Stand From Prone	1	
Suppressive Fire	3	
Re-Load	2	M.G's that run out of ammunition
Plot Indirect Fire	3	
Open Locked Door	?	Internal 1 d3, External 2 d3

Movement

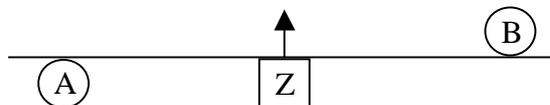
Movement points can be used in different ways to achieve different things.

You can simply use a number of points to move a distance: **example** - use 3 points and move upto 9". The maximum move in a turn is 12".

Simple Acquisition

Figures must be acquired every turn even if they had previously been acquired.

Acquisition (Need > total)	
Range over 30"	+1
Soft cover	+2
Hard cover	+1
Hidden*	+2
Each Hindrance**	+1
Previously seen	-1



'Z' can acquire and fire at 'B' but must turn before being able to acquire and fire at 'A'

* Figures **hidden** behind hard cover cannot be seen

** Hindrances **block** line of sight if target figure is **not** standing.

Hidden

Figures that are hidden **cannot** observe and must pay to move before attempting acquisition and shooting.

Shooting

Weapon Ranges

L.M.G's, H.MG's, Rifles, Assault Rifles (Single shot) and Carbines are only limited by range modifiers.

Max range:

	Kill	Suppress
SMG	20"	30"
Pistol	12"	N/A

Chance of Hit Modifiers (Double 6 always a hit) Roll 2 d6 needing greater than or equal	
Aimed Fire	+2 Must have seen target in last turn
Un-Aimed Fire	+5
Range	Measurement / 10 Round up
Hindrance	+2 per hindrance
Target in Hard Cover	+3
Target in Soft Cover	+2
Target moving *	+1 per full 3" moved
Prone in open	+2
Fired burst	Roll twice
Firer Suppressed	Cannot fire
Firer Moved	+2 per full 3" moved – cannot Aim

* If any action is done after the movement this does not apply

Hit Saving Modifiers (1 d6 needing less than or equal)	
Each Hindrance	1
In Soft cover	2
In Hard cover	3

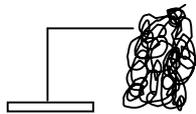
Result of Saving Roll	
Not saved	kill
Equal to Save	Drop 2 levels of morale
Saved	Drop 1 level of morale

M.G Loaders

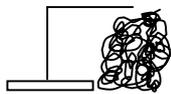
Infantry support weapons like MG39/42, BREN and BAR can run out of ammunition if they do not have a loader adjacent that is not firing. If any double rolled when firing, the gun is out of ammunition and will cost 2 action points to re-load. If the double is a hitting roll the hit occurs before being out of ammunition, if it is the first roll of a burst the second roll is not possible.

Hindrances

Fences are always hindrances for standing figures. Use the height tester to see if walls and bushes count as hindrances. Bushes and high walls that do not pass the height test block the line of sight. Only fences count as a hindrance if figures are prone and not adjacent to bushes. If the line of sight from a higher elevation passes through trees they will count as a hindrance.



Blocked line of sight



Hindrance

Suppressive Fire

LMG's and HMG's can lay a line of suppressive fire during their turn without having a target, by laying a counter to show their line of fire. **To be able to do this they must be able to see some figures or be told about some to have a reason to do it.** If any figure crosses the line of fire during the opponents next turn they must be diced for and if successful they will not be allowed to move. If any figures need to be diced for, roll a d6 to see if the weapon is being re-loaded at the time of the crossing before dicing to see if the fire is successful. If more than one figure is going to cross and the first comes up as re-loading then roll to see if loading is complete for each figure until the gun is re-loaded or all figures have crossed.

Quad, HMG's, LMG's, SMG's, BAR's, Bren's and Assault rifles, can be used for suppressive fire. Suppressive fire can be used as Opportunity fire. If successful the target will not go through with its move but stop at the point before it broke cover and received the suppressive fire.

Chance to Suppress Roll 2 d6 needing:	
Quad	Automatic within a 4" area
LMG/HMG	5 - 12 All figures within template
Bren/BAR/SMG/Ass Rifle	6 - 12 All figures within template

Figures **can never** be killed by suppressive fire. If the suppressive fire is successful place a suppressed marker next to any suppressed figures. A second suppressed result from suppressive fire does **not** become shaken. Suppressed figures cannot move towards a known enemy.

Opportunity Fire (Always needs double 6)

Figures can hold four action points from their turn to use as opportunity fire during the enemy turn. Opportunity fire always needs a double 6 for a chance of hit, no matter what the circumstances. Figures that do opportunity fire can still fire in their next turn.

Snipers

Snipers are specially designated figures for a particular scenario. If snipers are deployed the rules for these will be given before the scenario is played.

Grenades

Maximum range 15" (Can be further by deviation) Burst circle 5"

You must be able to see a target before moving if you are going to use a grenade.

Grenades can be used against figures in buildings by using the 'Grenades through window/doors' table.

Grenades thrown in the open

If throwing a grenade in the open, first estimate the distance you intend to try and throw the grenade then use the "Grenade Deviation" table to see where it actually lands. Place a counter at the estimated distance and roll for deviation if thrown over 5", use the spinner for direction. After placing the grenade at its final location, use the special grenade die for when it will explode.

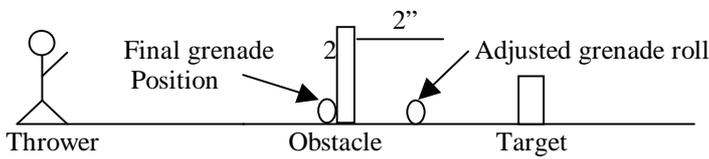
Throwing Grenades over obstacles

If attempting to throw a grenade over an obstacle which is over 1" away you cannot place the counter beyond and nearer than the height of the obstacle away from the obstacle. If the deviation adjusts the throw beyond and within the height of the obstacle the grenade hits the obstacle and stops.

Grenade through a window/doorway Roll 2 d6	
0 - 2"	Automatic
2" - 5"	5 - 12
5" - 10"	9 - 12
10" - 15"	12 (must be standing to attempt to throw this far)

Grenade/Mortar Chance to Kill Roll 2 d6			
	No effect	Suppressed	Killed
In building	2	3 - 4	5 - 12
In open	2 - 5	6	7 - 12

Grenade Deviation		
Thrown	On Target	Deviate by
Upto 5"	NA	0"
5" - 10"	3 - 6	2"
10" - 15"	4 - 6	3"



This example will fail to clear the wall and end the wrong side of the wall.

Smoke Grenades

Smoke grenades are worked out as normal grenades. If they go off immediately then the smoke will start at the beginning of the turn and when due to be removed will come off at the beginning of that turn. If it goes off at the end of the opponents turn then it will be removed at the end of the opponents turn.

Returning Thrown Grenades

If you want to try and throw a grenade back that did not go off roll the grenade die with one Red explosion mark on. If the explosion is rolled the grenade goes off in your hand.

Smoke

Tanks have smoke dischargers and can fire smoke shells. Smoke will last for three turns and will drift for one turn in the direction of the wind and blocks all sight through it. Smoke will be approximately the size of the 5" template.

- Turn 1 - Smoke
- Turn 2 - Smoke Smoke
- Turn 3 - Smoke

Mortar fire

Maximum range = 100" minimum range 20" using the 4" burst circle.

The fire can only be called in by teams that have radio's or within 12" and can see the mortar crew (**Optional**)

Mortars have limited ammunition the quantity decided before each game (**Optional**)

Unless the mortar crew are targeting the target themselves there will be a delay before the fire is resolved. The plotted fire from their turn will not arrive until the end of the enemy turn. If the crew are firing on open sights the fire can come in during their turn.

Estimate the distance from the mortar, to the chosen point of aim:

Roll 2 d6

2 - 7 on target

8 - 12 landed 2 d3 inches in the direction of the spinner.

If a second round is fired it will deviate by 1 d3 inches in the direction of the spinner from where the last round landed.

Who ever calls for the mortars must plot the location. The mortar fire will not come in until the end of the enemy turn.

Radio's

To communicate using a radio, roll 2 d6 needing anything but a double one to get through. The next time you attempt to use the radio again, after rolling a double one any double will fail to get through.

Hand to Hand

Move your figure into contact and add modifiers plus one d6, highest score wins. If a draw continue next turn.

Hand to Hand Modifiers Roll 1 d6 +/- modifiers	
Two v One - Roll 2 d6 and pick best	
Initiated Hand to Hand	+1 First round
In cover	+2 First round
Suppressed	-2
Shaken	-3
Prone	-2 First round
Attacking rear of figure	+2 First round
Weapon - Rifle	+2
SMG / Ass Rifle/ Carbine	+1
Other	0
Result The winner can decide to kill or capture the loser.	

Force Surrender

On any turn that you are within 6" of a single enemy figure and that figure is over 12" from a known friend you can ask for the surrender of the figure. Any figures that are used to contribute to the surrender modifiers cannot fire at other figures or go into hand to hand.

If the figure does not surrender he can carry out his orders as normal. A figure can only be challenged once per turn.

Challenged figure rolls 1 d6 needing **greater** than the total of the modifiers below to **not** surrender.

Surrender Modifiers	
Every enemy figure within sight	+1
At least one enemy figure behind you	+1
You are suppressed	+1
You are shaken	+2
Every friend within sight	-1

Prisoners

Prisoners will move at what ever rate the captor wishes. Prisoners can try to escape if the guard is ever more than 3” away or firing at the enemy.

Morale

Morale levels – Confident, Suppressed, Shaken and Broken.

Roll for each figure in the unit.

Morale Test required:

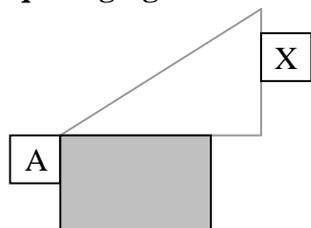
- Beginning of a turn when a single figure cannot see a friendly figure.
- Recover from Shaken.

Result of failing

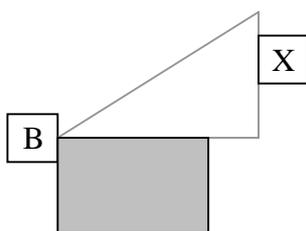
Confident become Suppressed – Can remain in cover if already their or must move towards cover if not, they cannot move closer to a known enemy position unless it is the closest cover. Becoming suppressed by failing a morale check can only be removed by rallying and passing a morale check.

Suppressed become Shaken – Must move away from known enemy until morale is improved.

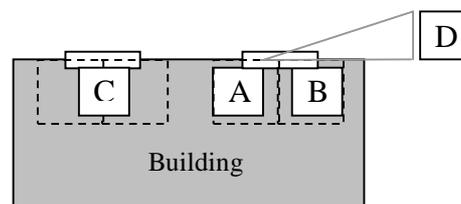
Acquiring figures in Cover (use the templates supplied)



'A' cannot see or be seen By 'X'



'B' is in cover and can see and be seen By 'X'



'A' can see forwards and to the right
'B, can see forwards and to the left
'C' can see forward, left and right
'D' cannot be seen unless 'A' is leaning out of the window.

Windows and Doors

Unless blocked during the course of a game or stated before the game begins all doors and windows are unlocked and figures can open them at a cost of 1 action point. If locked – internal doors can be broken by deducting 1 d3 action points, External doors by deducting 2 d3 action points. If climbing through a window treat it as climbing a wall. If in a building and you fire at a figure that means you have to lean out of the window/doorway beyond the allowed angle you must pay a point to move and will only count as soft cover.

Hidden Deployment Games

Attackers can use suppressive fire at likely enemy positions, the target does not have to be seen to do so. You can also throw grenades into buildings or suspected areas. Should allow more than one hour for hidden deployment scenarios.

Bazooka/Pz schreck/Pz faust/PIAT - roll 2 d6 needing higher than modifier score to hit (double 6 = failed shell)

Bazooka's can be fired at buildings. Count target as side shot all figures within 2” of the hit location are hit, roll on the Grenade in building table for effect.

Modifiers

0 – 10”	+1
10” – 18”	+3
18” – 24”	+5
Been fired on	+2
Firer moved	+5
Target moved	+3
Side shot	-1

Effect of a hit on Tank

Hit in **Rear** – Destroyed

Hit on **Side** – Roll 2 d6

Double 1 = no damage

Double 6 = Immobilised

Any other double = destroyed

Hit on **Front**

Any double = no damage

Any other = destroyed

Any hit on halftrack or truck = destroyed

Morale Modifiers

Roll 2 d6 needing **greater** than modifiers to pass

Per killed in same unit	+2
Been fired at in last turn	+1
Suppressed	+2
Shaken	+5
Enemy figures inside 20”	+2
Cannot see friendly figure	+4
In cover	-2

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Crawl 1"	1	
Un-aimed Fire	3	
Aimed Fire	4	
Negotiate obstacle	?	1 d3 - Includes crossing walls, bushes
Throw grenade	2	
Hand to Hand	2	If defender wins deduct 2 points from next turn
Perform an action	1	Pick something up, open/close a door etc
Opportunity Fire	4	
Hide	2	If hidden must move before acquisition/firing
Rally	3	Remove suppressed marker. Morale test if shaken.
Stand From Prone	1	
Re-Load	2	M.G's that run out of ammunition
Suppressive Fire	3	
Plot Indirect Fire	3	
Open Locked Door	?	Internal 1 d3, External 2 d3

Acquisition (Need > total)	
Range over 30"	+1
Soft cover	+2
Hard cover	+1
Hidden*	+2
Each Hindrance**	+1
Previously seen	-1

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** Hindrances **block** line of sight if target figure is **not** standing.

Chance of Hit Modifiers (Double 6 always a hit) Roll 2 d6 needing greater than or equal	
Aimed Fire	+2 Must have seen target in last turn
Un-Aimed Fire	+5
Range	Measurement / 10 Round up
Hindrance	+2 per hindrance
Target in Hard Cover	+3
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Target moving*	+1 per full 3" moved
Prone in open	+2
Fired burst	Roll twice
Firer Suppressed	Cannot fire
Firer moved	+2 per full 3" moved – cannot Aim

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In cover	+2 First round
Suppressed	-2
Shaken	-3
Prone	-2 First round
Attacking rear of figure	+2 First round
Weapon – Rifle	+2
SMG / Ass Rifle/ Carbine	+1
Other	0
Result The winner can decide to kill or capture the loser.	

Hit Saving Modifiers (1 d6 needing less than or equal)	
Each Hindrance	1
In Soft cover	2
In Hard cover	3

Result of Saving Roll	
Not saved	kill
Equal to Save	Drop 2 levels of morale
Saved	Drop 1 level of morale

On any turn that you are within 6" of a single enemy figure and that figure is over 12" from a known friend

Surrender Modifiers (1 d6 greater than modifiers to not surrender)	
Every enemy figure within sight	+1
At least one enemy figure behind you	+1
You are suppressed	+1
You are shaken	+2
Every friend within sight	-1

Grenade/Mortar Effect Roll 2 d6			
	No effect	Suppressed	Killed
In building	2	3 - 4	5 - 12
In open	2 – 5	6	7 - 12

Morale Test required:

- Beginning of a turn when a single figure cannot see a friendly figure.
- Recover from Shaken.

Morale Modifiers Roll 2 d6 needing greater than modifiers to pass	
Per killed in same unit	+2
Been fired at in last turn	+1
Suppressed	+2
Shaken	+5
Enemy figures inside 20"	+2
Cannot see friendly figure	+4
In cover	-2