

WW2 on the WWW

(formally WW2 on a Sheet of A4)

by Simon Hall, Mark Bevis (additions and amendments by [Pete Jones](#))



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Introduction

These rules first appeared in the Society of Twentieth Century Wargamers (SOTCW) magazine The Journal issue # 11, they were designed for NW Europe 1944-45. They have now been extended to cover the whole period. They remain largely unchanged from the original format with just a couple of minor changes for ease of use. A lot more vehicles have now been added.

The rules appear with the tables first and the explanation of the rules follow.

Ground Scale

1mm = 2m (i.e. 50cm = 1000m)

Move Sequence

1. Movement
2. Aircraft
3. Artillery Fire
4. Artillery Fire Orders
5. Anti Tank Fire, 1st Round
6. Small Arms Fire
7. Anti Tank Fire 2nd Round
8. Morale Tests
9. Radio messages

Movement Rates (cm)

Vehicle	Road	Cross Country
Recce, Softskins	40	15
Very Fast Armour	30	15
Fast Armour	22	12
Slow Armour	17	7
Infantry	7	5
Truck Towed Guns	30	5
AFV's, Half Track Towed Gums	22	6

Unlimber, limber: half move
 Load, unload troops: half move
 Fields, woods: half speed
 Hills, villages: half speed
 Streams: half a move to cross

Spotting in cm

Infantry Firing	50
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Infantry moving in the open	15
Infantry moving in cover	10
Infantry stationary in cover	5
Infantry stationary in the open	10
Anti tank gun in cover	15
AFV stationary in cover	25
AFV moving in cover	50
AFV in the open	125

Firing on Infantry with Small Arms Fire and Direct HE

Roll 1D6 per platoon, 4+ is a hit.

Modifiers:

- 1 firer moved over half a move
- 1 per squad lost
- 1 small arms range over 7cm
- 1 for direct HE
- +1 if platoon armed with SMG or AR
- +1 if target is moving T4

Roll 2D6 for result:

Modifiers:

- 1 hit by flame
- 1 hit by HE
- 1 if D class
- +1 if halted in cover
- +1 if no losses so far
- +1 if B,A class

Result:

- 1 or less = rout, 2 losses
- 2 = retreat, 2 losses
- 3 = retreat, 1 loss
- 4 = fallback to cover, 1 loss
- 5 = fallback to cover
- 6 = halt, 1 loss
- 7 = halt
- 8 = halt
- 9 = 1 loss
- 10+ = nil

Anti Tank Gun Fire

Roll 2D6 per troop of vehicles or guns firing require 8+ to hit. (Automatic under 2.5cm - not infantry)

- 2 x 1 = out of ammo
- 2 x 6 = are always a hit

Modifiers:

- +1 per barrel over 2
- 2 for infantry AT weapons
- 1 20-50mm guns firing over 32cm
- 4 if firer mover over half maximum movement rate
- 2 enemy in cover
- +2 range under 12cm
- +1 range 12-25cm
- 2 Range over 50cm
- +1 if T2 training
- 1 if T4 training

Per 2 rolled over that needed get 1 extra hit

Target Saving Rolls against AT Fire

If saving roll is not made vehicle = destroyed.

	Vehicle Armour					
Gun Type	A	B	C	D	E	F
EH	4+	5+	6+	7	7	7
VH	3+	4+	5+	6+	6+	7
H	2+	4+	5+	6+	6+	7
M	AUTO	2+	4+	5+	6+	7
L	AUTO	AUTO	AUTO	4+	5+	6+
VL	AUTO	AUTO	AUTO	2+	4+	5+
Direct HE & AT Grenades	AUTO	2+	2+	3+	5+	6+

+1 to roll of over 50cm

Indirect Artillery Fire

GHQ selects coordinates from map. Barrage arrives one move later.

Roll a direction dice and a D20-3 for the landing point.

Blast radii:

Heavy Battery : 6.5cm

Medium Battery: 4cm

Light Battery: 2cm

Hits on an armour platoons take a morale test now!

Hits on a CHQ cause a company test now!

Guns, softskins killed on a 4-6

Open topped AFV killed on a 6

Infantry platoon lose 1 squad on a 6 and stand on a 4-5

0 on a D10 to fire a building.

Close Assault Sequence

1. Attackers declare close assault from 5cm
2. Defenders fire
3. Attackers roll D6: 4-6 carry on. 1-3 fallback to start position (+1 if B,A class, -1 if D class)

4. Attackers fire
5. Defenders roll D6: 4-6 stand. 1-3 retire one move
6. Melee if both sides meet.

Melee (Close Assault)

1D6 per platoon

- +1 if T2 training
- 1 if T4 training
- +1 if B,A class
- 1 if D class
- 1 Per squad missing

Highest score wins, loser retreats one move.
Equal score and the melee continues next move
Per 2 difference on the dice score = 1 squad killed.

Morale

Roll 1D6

- +1 for B,A class
- 1 for D class
- 1 per sub unit lost/retreating

- 4+ = carry on
- 2-3 = stand
- 0-1 = fall back to full cover
- 1 or less = retreat

Spotting From Aircraft

- AFV in the open 4-6
- AFV moving in cover 6
- Infantry in the open 5-6
- All others cannot be spotted.

AA Fire

From within 25cm of flight path roll 2D6 per AA gun.

- 1 x 6 = abort run
- 2 x 6 = shot down
- 2 x 1 = firer out of ammo

Attacking With Aircraft

Rockets: Up to 3 targets in 80cm x 2cm strip are attacked. 2D6: 11-12 = kill

Guns: Up to 2 targets in line can be hit. Roll 1D6, 6 = hit. Squad is killed, vehicle as AT fire table.

Bombs: treat as artillery

All units under attack must make a morale test.

These rules were designed for convention games with ease of play in mind. Thus there is some loss in technical accuracy. Combat is speeded up as all firing is by platoons!

Tanks hit by AP rounds have a D6 saving roll, which in one whole swoop factors in all those things like armour slope, angle of impact, chance of hitting barrels & tracks etc that are important to "techno" wargamers. The technical accuracy's of classing a US 76mm with a 90mm is far outweighed by the ability to use more battalions than has previously been the case. Even ammo loss appears: roll snake-eyes (1,1) when your firing and the whole platoon has just run out of shells!

We hope you give these rules a severe play test, and pass back good and bad comments. We've found that even infantry combat is quick (is this a first?).

Movement: All players simultaneously move any or all elements (bearing in mind their orders and not what they can see over the hill) up to the distances shown.

Aircraft: Usually in flights of 2-4, dice to spot per flight. The first target/platoon group spotted the flight must attack. AA fire occurs before air-ground fire, dice per model AA gun/vehicle. An abort or shot down result is for individual planes, not whole flights. Surviving planes dice per each per target.

Artillery Fire: Blast radii are based on: 4 x 155mm (heavy), 4 x 120mm mortar/105mm (medium). 4 x 75mm/81mm mortars (light). Smoke screens are 20cm (heavy medium) 9cm (light) long x 2.5cm deep.

Note that normal armour cannot be damaged by indirect HE fire! Although it is possible in real life, it is rare so it has been decided to ignore it and just have the more important morale effect.

Direct AT Fire: Note all towed guns (except field and AT guns over 96mm) have 2 shots a move, once in each fire phase. So do all auto-cannon, MGs and AFV guns up to 41mm. Those with 1 shot per move can fire in the first or second phase as desired. Anything firing at infantry (phase 6) cannot fire in either AT phase.

Disposable AT weapons (e.g. AT grenades, Molotovs, Panzerfausts) have 2 options: (a) can fire 1 per platoon indefinitely (unless snake-eyes rolled), (b) can fire one per squad once. Reloadable bazooka types fire once a move, and are considered to have unlimited ammo unless the dreaded snake-eyes is rolled.

Note that multiple hits are possible, even with only one gun firing - these all count, but are randomly spread amongst the target group, dicing appropriately. The At firing table is based on the historical premises that most combat occurs at less than 1000 metres (50cm).

Infantry AT weapon ranges: 5cm for most AT rifles & PIAT; 22.5cm for bazooka; 12.5cm for Panzerschreck; 1.5 - 3 - 5 cm for panzerfausts; 1.5 cm for grenades and molotovs.

There are 6 gun types Extra Heavy, Very Heavy, Heavy, Medium, Light and Very Light.

EH: 122mm, 128mm, 152mm

VH: 88mm L71, 100mm, flamethrower, panzerfaust, panzerschreck

H: 17 pdr, 76mm M1, 75mm L70, 85mm, 90mm, 88mm L56, bazooka, PIAT

M: 6 pdr, 75mm, 76.2, PAK 40, 50m L60, 57mm M1, 47mm

L: 2 pdr, 37mm M6, 45mm, 50mm L52, 75mm L/24

VL: 20mm, 25mm, 0.5", A/T rifle, LMG/MMG and small arms against softskins.

The direct HE line is used for close support: howitzers firing HE direct at armour/softskins; all AT

grenades: and all molotovs and grenades against open-topped armour and softskins. Remember direct fire howitzers using HE will retain the additional morale effect and blast radii as per indirect fire.

Direct fire at towed guns uses AT gun table to hit, saving roll is 4-6.

An AFV firing its main gun in any AT phase cannot fire bow MGs at infantry in the small arms phase of the same move, except in close assault. In practice firing at one target group distracts the crew from other targets. Fire is simultaneous within a phase except for units newly attacked in the flank - only the survivors of such an attack return fire. Units that are close assaulted must fire at their attacker in phase 6.

Small Arms Fire: 1D6 per infantry platoon, per gun firing HE, per 2 MMG/HMG teams, per 2 x 20-25mm cannon, per AFV with 1-3 MGs (& not firing HE). AR is MP44 assault rifle.

Multiple hits on a platoon are accumulative in losses, take the worst morale result, which negates the need to take a morale test in phase 8, unless additional casualties are received in phase 7. Note that a destroyed squad doesn't mean all the men are casualties, rather than that there are a few casualties, and the rest are permanently dispersed, surrendered, pinned or whatever. Similarly a hit that does no damage indicates that 1-2 men have been hit, but the squad retained combat cohesion.

Close Assaults: Occur in small arms phase. Defenders fire includes AT fire

Morale Phase: Test platoons first, if required; then companies, then battalions. i.e. if a platoon takes a loss to direct fire then it tests. If a company has a platoon destroyed/retreating this turn, then the whole company tests. If a battalion has a company destroyed/retreating this turn, the whole battalion tests (a sub unit being a company or independent platoon). If a CHQ is knocked out, that companies platoons cannot receive orders for 3 turns.

The class training levels are:

Morale Levels

A = Top quality elites, fanatics

B = Veterans or well motivated troops, units defending their homeland

C = Average regular troops

D = Poor quality troops, forced conscripts.

Training Levels

T1 = Elite units of high quality armies, special forces

T2 = Elite units of most armies, well trained regulars of quality armies

T3 = Regulars of most armies, average standard troops

T4 = Regulars of poorly trained armies, badly trained troops.

Click [here](#) for the data tables.