

Close Action

WW2 Infantry Rules

By

Wes Rogers

Introduction

This is a set of rules for playing simple squad level wargames set in WW1 or WW2. Each figure in the game represents one actual man. One inch represents 4 yards of actual distance, or roughly 50 yards to the foot. This is roughly true scale for 15mm figures, or half scale for 20-28mm figures. One turn represents a “pretty darn short” amount of time. You may play the game equally well with 15mm-28mm figures. The rules do not include any heavy weapons such as artillery or armor; they are meant for infantry-only games. You should mount your figures individually. All dice used are six-sided.

To play the game, organize your figures into squads of 6-12 men, each commanded by a squad leader. Each player in the game should also receive a personality figure that acts as an officer. Officers are vital for command and control as morale begins to crumble. Each squad should have a morale grade of veteran, steady, or green. Support weapons must start the game attached to squads. A player may “drop off” a support weapon but it will then have movement problems unless an officer or its squad leader is nearby (see Movement).

Turn Sequence

Each turn, the two sides switch active and passive roles. Generally the attacker starts as the first active side.

1. Active side rallies eligible units, then does all firing
2. Active side moves all desired figures
3. Passive side tests morale where necessary, then does any defensive firing
4. Both sides fight a round of hand-to-hand combat where figures are in contact

Firing

Procedure: To fire, look up the number of dice for each firing weapon and the range and roll, modifying as appropriate. At close range, a 5-6 is a hit. At far range a 6 is a hit. Each hit removes one target figure from play. Measure ranges head-to-head between figures. The arc of fire is 45° to either side of the front facing of the figure or weapon.

Eligible Targets: To be able to fire, the firing unit must be able see the target unit. Exceptions are in referee-moderated games using hidden movement, when he may allow blind fire into suspected enemy positions, and indirect mortar fire via spotters.

Moving after Shooting: Small arms and grenades do not hinder movement after firing. Support weapons may not move after they fire except to change to a new facing.

Grenades: To throw a grenade, roll 1D6 for the figure; he may throw on a 5-6. Otherwise he will use his normal weapon. Grenades use a blast zone (BZ) with a diameter as listed in the table. Any figures whose heads are in the BZ are targets. To place the BZ, the active player

places the blast point. Then both sides roll 1D6. If the passive die score exceeds the active score, the passive player may move the blast point that number of inches in any direction.

Mortars: A mortar uses the same basic procedure as a grenade although no die roll is needed for it to fire. For a mortar, the initial aiming point does not change from turn to turn, although the BZ itself may move about the aiming point depending on the roll-off between the players. If the firing player wishes to change the aiming point, the mortar must cease fire for one turn.

Indirect Fire: Most fire in the game is direct; that is, the firing unit must be able to see its target. A mortar may use a spotter to perform indirect fire, however. Nominate one spotter figure per mortar at the start of the game. The mortar may then fire at any targets it can itself see or that the spotter can see. A spotter must be stationary to direct fire.

Eligible Targets: Unless there is a referee with a map allowing blind fire, you may only shoot at enemy units visible to the firing unit at the start of the move.

Mixed-stance or mixed-cover targets: If you choose to shoot at certain parts of a target, only figures in that stance (upright, crawling) or that type of cover (soft or hard) may be hit, but the entire unit must check morale vs. fire.

Selecting Hits: Roll one die per hit. On a 5-6 the active player chooses the figure to be hit. Otherwise the passive player chooses. If the active player chooses an officer roll again, needing a 6 to score a final hit and kill the figure.

Damage to Weapons: Mortars, grenades, and HMG fire may damage support weapons. If a weapon is in the BZ of a grenade or mortar, roll to hit it as if it were a crawling target. Vs. HMG fire, the active player may choose to take one die and roll to hit the weapon as if it were a crawling figure, instead of trying to hit a man.

Splitting Fire: Normally a given unit must fire at a single enemy unit. If an officer is with a unit, however, you may split its fire as desired among any eligible enemy units.

Danger Zone: LMG and HMG have a danger zone extending one inch to the outside of a pair of lines drawn from the front center of the weapon to the outer edges of the target unit. Any friendly figures in this zone are also eligible targets and roll individually to be hit. Due to the Murphy Effect, only friendly figures are so affected.

Fire Table

Weapon	Dice/BZ	Close (5-6)	Far (6)	Modifiers
Pistol	1	6"	12"	Vs. soft cover: -1
Rifle	2	12"	72"	Vs. hard cover: -2
SMG	3	6"	24"	Target crawling/prone: -1
Auto-rifle	4	12"	72"	Firer is green: -1
LMG	6	36"	Infinite	Target upright and not in cover: +2
HMG	8	48"	Infinite	
Grenade	3"	6"	N/A	7+ to hit? Roll for a 6, then a 4-6, to hit
Mortar	6"	12"+	N/A	

Movement

Procedure: The Movement Table lists the base movement rates and the cost for moving one inch through various types of terrain. Players move the figures and weapons of their squads individually.

Command Control: The men in a squad may not move unless they are within 6" of their squad leader or an officer at the start of the turn. However, they may fire and change facing. You may face figures freely as they move, and they may move freely in any direction, but use their facing at the end of the move for firing purposes.

Officers: Officers may move at double speed if upright or crouching.

Stances: There are three stances of movement: Crawling, crouching, and upright.). A figure is crawling if it moves 3" (base rate) or less and does not need to crouch or stand upright in order to do any actions that turn. A figure is crouching if it moves 3-6" (base rate) and does not need to stand upright in order to do any actions that turn. A figure is upright if you move it more than 6" (base rate), or if you denote the figure as standing (for example to shoot over a high wall). Men moving weapons may never count as crawling but may crouch. Men who charge must count as upright and may not claim any cover. For example a man who moves 6" through dense terrain must count as upright because the base crouch rate will not allow that distance.

Movement Table

Type of Movement	Base Rate	Terrain Cost				
		Road	Clear	Rough	Dense	Obstacle
Crawl	3"	X1	X1	X1	X1/2	3"
Crouch	6"	X1	X1	X1	X1/2	3"
Upright	12"	X1	X1	X1	X1/2	3"
Weapon	8"	X1	X1	X1/2	X1/3	6"

Morale

Procedure: When a unit has been shot at by at least 8 dice of fire, you must check its morale state. Cross-index the number of firing dice vs. the unit's morale grade and roll 2D6 to see the result. Isolated figures must test individually.

Morale Grades: There are three grades of morale, veteran, steady, and green.

Blast Zone Effects: For morale purposes, each grenade BZ counts as 8 dice and each mortar BZ counts as 16 dice. At least one man from the squad must be in the BZ for it to count.

Morale States: Three are three states of morale:

OK: The unit may act normally.

Cowering: The men are trying to crawl inside their helmets. The unit may not fire or voluntarily move on its next active turn. If there is cover or concealment superior to its current position within one move it must retreat to this position on its next active turn.

Rout: The men abandon any support weapons and run full speed until they reach cover (not just concealment) superior to their current position or leave the game table. If they reach superior cover they cower until an officer rallies them.

Rally: To rally a cowering or routing unit an officer must start within 3" of some part of the unit. Roll 1D6. Veterans rally on a 3-6, steady troops rally on a 5-6, and green troops rally on a 6. If the unit rallies it is in OK morale and may act normally that turn.

Morale Table

Fire Dice	Result		
	Rout	Cowering	OK
8-15	0	1-4	5
16-23	1	2-6	7
24-31	2	3-8	9
32+	3	4-9	10
Veteran:			+2
Half or more in hard cover:			+2
Officer within 3":			+2
Each hit this turn:			-1
Green:			-2
Under mortar/HMG fire:			-2
Isolated figure:			-2

Hand-to-Hand Fighting

Procedure: Groups of figures in base-to-base contact at the end of movement and defensive fire fight a round of hand-to-hand combat. In cases where there are multiple figures from each side in contact, the active player must divide the groups such that in each group there is at most one figure from one side or the other involved. In other words you must create the groups such that each combat involves a 1-on-1 fight, or a 2-on-1 fight, etc., never a 2-on-3 type fight. Each player then rolls 1D6 for each group and modifies as listed below. The low-scoring side loses one figure in the fight as a casualty. There are no flank or rear attacks, and no morale checks as a result of hand-to-hand combat.

Defensive Fire: The passive unit, if in OK morale, may do a defensive fire with his unit as the attackers charge in. The attackers must count as upright and may not claim any cover.

Surrender: If the passive unit is cowering, they will surrender. Remove them from play. Roll 1D6: On a 5-6 the charging unit says, "Too late!" and murders them. Otherwise remove one attacker per 10 prisoners.

Breaking Off: On those occasions when the die rolls have been ties, a player may have men in contact simply turn and run out of the fight on their next active move, but such men may not fire, join new combats, or move closer to new enemy units that turn.

Modifiers:

In soft cover vs. all attackers:	+1
In hard cover vs. all attackers:	+2
Each extra man in the group:	+1
Officer in the group:	+1

Terrain Suggestions

TBD

Close Action Playsheet

Turn Sequence

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Officer within 3":			+2
Each hit this turn:			-1
Green:			-2
Under mortar/HMG fire:			-2
Isolated figure:			-2
Officer rally: vet/steady/green:			3-6/5-6/6

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