

# COMBAT: WWII

Second Edition

Version 1.1

## 15mm World War II Miniature Wargame Rules



COPYRIGHT © 2005-2010 AUSTON BUTLER

# **COMBAT: WWII**

## *SIMPLE FAST PLAY WORLD WAR II WARGAME RULES WITH ARMY LISTS*

### **INTRODUCTION**

Welcome to **COMBAT: WWII**. It is assumed that you are a wargamer and that most of the terms in our rules you will already be familiar with. Our goal was to provide a set of fun, fast and simple World War II wargame rules. We believe we have achieved that goal. All rules changes, additions, army lists, and errata will be made available for free.



### **Play Testers**

James Butler  
Auston Butler  
Clifton Bowlin  
Tobin Jarvis  
Gary Jett  
Michael Gatewood

**COPYRIGHT © 2005-2010 AUSTON BUTLER**

## **PLAYING AREA**

The standard playing area we recommend is a 4'x4' table.

## **NEEDED ACCESSORIES**

**COMBAT: WWII** uses normal six sided dice and a directional die. It would be a good idea to have several d6 dice. A tape measure is also needed to play.

## **GAME TURN & DEPLOYMENT**

Players alternate taking turns moving and fighting with their armies. To determine who deploys first and takes first turn each player rolls a d6 with the high score having preference. During your turn you can move any infantry and vehicles you want first, then you can shoot with any unit who can do so and finally assault with any units that are in range to assault.

### **Turn Sequence**

1. Movement
2. Shooting
3. Assault

## **BASING**

Though we recommend several figures mounted to a 40mm square base; there is no need to re-base your miniatures for **COMBAT: WWII**, whether based individually or in multiples, all will work.

## UNIT TYPES

Most infantry, vehicle and aircraft crews are classed into one of three troop type categories. These 3 troop types define how well a unit fights and what level of morale they have.

**Recruits:** Those masses of newly inducted men with little training & no experience.

Shooting	Fighting	Morale	Save
5	5	5	5

**Regulars:** Soldiers who have been properly trained and have some field experience.

Shooting	Fighting	Morale	Save
4	4	4	4

**Veterans:** Combat hardened troops who have much field & combat experience.

Shooting	Fighting	Morale	Save
3	3	3	3

Besides those main ground troops listed above there are those soldiers whom perform special tasks or functions.

**Paratroopers:** are any of the infantry soldiers who enter the battlefield by parachute jump from aircraft. Paratroopers may land anywhere on the board. Place the paratroopers then scatter them 2d6 with a directional die. Once landed paratroopers may act as normal. Paratroopers are classed as one of the three types of infantry shown above.

### **WINNING & LOSING THE GAME**

The player at the end of any turn that has lost over 50% of it's army points and has lost more points than the opposing player, has lost the battle and will retreat from the battlefield. Individual scenarios may change the victory condition.



### **ARMY CONSTRUCTION**

For a quick game we recommend an army point total of 60. Standard games should be around 100 points, but the point total is up to you.

### **COMPOSITION LIMITS**

No more than 50% of your army points may be spent on Artillery, Tanks & Fighting Vehicles. Aircraft 33%

## Sample Army Lists

### Imperial Japanese Army

<u>#</u>	<u>Type</u>	<u>Cost</u>
14	Regular Infantry	28
2	Flamethrowers	6
2	HMG Squads (V)	12
2	Mortar Squads (Reg)	8
3	Type 95 Tanks (V)	32
1	Zero Fighter (V)	14
	Total Points:	100

### Russian Soviet Red Army

<u>#</u>	<u>Type</u>	<u>Cost</u>
20	Recruit Infantry	20
1	Sniper (V)	5
2	HMG Squads (Rec)	4
2	Mortar Squads (Rec)	4
2	T-34 Tanks (Rec)	40
2	BM-13 Rockets (Rec)	10
1	Il-2 Fighter (V)	17
	Total Points:	100

### U.S. Army

<u>#</u>	<u>Type</u>	<u>Cost</u>
11	Regular Infantry	22
1	Rangers (Free Unit)	0
2	HMG Squads (Reg)	8
2	Mortar Squads (Reg)	8
1	M4 Sherman (Vet)	22
	Total Points:	60

### Italian Legion

<u>#</u>	<u>Type</u>	<u>Cost</u>
5	Recruit Infantry	0
15	Recruit Infantry	15
3	HMG Squads (Rec)	6
2	Mortar Squads (Reg)	8
1	Flamethrower	3
2	M11/39 Tanks (V)	28
	Total Points:	60

## **Scenario #1: Capture the Airfield**

**Overview:** Capture and control the airfield by the end of 7 turns of play.

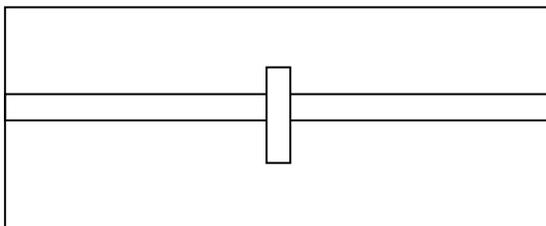
**Setup:** Place an airfield strip in the center of the table. All other terrain must be more than 18" away from the airfield. Only infantry squads and ground vehicles that are on or within 4" of the airfield count as controlling units. At the end of turn 7 the player with the most controlling units wins.

**Special Rules:** Game length set to 7 turns; victory conditions changed as noted in the setup.

---

## **Scenario #2: Capture the Bridge**

**Overview:** Capture the bridge by the end of 8 turns of play.



**Setup:** Place a bridge over a river in the center of the table. The river is impassable. Only infantry squads and ground vehicles that are on or within 4" of the bridge count as controlling units. At the end of turn 8 the player with the most controlling units wins.

**Special Rules:** Game length set to 8 turns; victory conditions changed as noted in the setup.