

<p>Game Overview</p> <p>These rules are played on a grid/hex table of any size of your choosing. One tank, gun or similar, infantry base per hex. No hex may have more than one base in it unless fighting an assault. Ranges and movement are all done in hexes. Armies to can be pointed (25, 50, 75 or 100pts). See below. Or free form if the players prefer.</p>
<p>Base Types</p> <ul style="list-style-type: none"> • Infantry (1pt each): This covers all infantry and fighting foot troops. • Infantry Support Weapons (2pts each): This covers all man handled support weapons. Machine guns, mortars and hand held anti-tank weapons. All support weapons can move and fire in the same turn. • Unit Support Weapons (4pts each): This covers all towed support weapons. Anti-tank guns, Infantry guns and heavier mortars. All Unit Support Weapons cannot move and shoot in the same turn. They can only shoot to their front or 45 degrees arc either side. <ul style="list-style-type: none"> ○ <i>Anti-Tank gun</i>: Light (0pts extra), Medium (2pts) or Heavy (4pts) • Armoured Vehicles (8pts each plus see below): This covers all tanks, armoured car, and halftracks. They have three properties. Speed, Gun, and armour. You these to build a specific vehicle. They can move and shoot in the same turn. They may only fire once per turn. <i>If on 2 hits, then they are disabled and cannot move.</i> <ul style="list-style-type: none"> ○ <i>Speed</i>: Slow (2pts extra), Normal (4pts) or Fast(6pts) ○ <i>Anti-Tank gun</i>: Light (2pts extra), Medium (4pts) or Heavy (6pts) ○ <i>Armour</i>: Light (2pts extra), Medium (4pts) or Heavy (6pts) ○ <i>Machine Guns</i>: 2pts if added. Can only added once.
<p>Terrain</p> <p>Terrain is any part of the board not counting as open ground. This can be hedges, woods, crops etc. The players decide. Artillery ignores the cover rules.</p>
<p>Morale & Training</p> <p>Willingness to fight and training is rolled into a single factor. Morale and Training (MAT). These are:</p> <ul style="list-style-type: none"> • Fresh: Inexperienced or new recruits. This should be most of your force. • Experienced: These are troops that are campaign veterans or of exceptional quality. These troops cost an additional 2pts extra per base. <p><i>Each base can absorb 3 hits before it is destroyed. When destroyed remove the game. If a base is destroyed, then automatically add 1 hit to any adjacent friendly bases.</i></p>
<p>Base Groups</p> <p>Bases can be grouped together at any point during a turn. The bases must start and finish all in base to base contact. The bases can change orientation or position in the group but cannot move more than their allowed amount. A base group doing an action only costs the same as a single base doing that action.</p>
<p>Actions</p> <p>All bases/groups move, shoot etc using actions. To do an action costs 1 command point. You must have command points to do an action. A base can do to more than one action, but they must pass a "Was the order understood test" for each attempt. Once an attempt fails that base/group cannot do any more actions for the current term. Pass or Fail the command points must be expended for the action being attempted.</p> <ul style="list-style-type: none"> • Assault: This is where a base/group attacks an enemy held hex. This is the only occasion a friendly and enemy base may be in the same hex. Assaults can only be launched from an adjacent hex. • Move: This covers any moving, changing of direction, getting in/out of vehicles, and Limbering/unlimbering etc. • Shooting: This covers all base shooting. If shooting as a group, then all must shoot at the same hex. After the shooting dice are thrown, check the "Something happened table" before continuing. • Artillery Bombardment: This covers off board artillery if available. • Recovery: A command point per base can be traded to remove 1 hit on base, <i>expect for armoured vehicles.</i> • Pass: A player can pass and expend 1 command point on a single base. The chosen base cannot complete any other actions for the remainder of the turn.
<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Initiative Phase: Both throw 1D10 to see who has initiative. Highest goes first. If a draw re-roll until a winner. 2. Artillery Request Phase: Both players roll a 1D10 to see if they have artillery available for this turn, with a on a score of 9-10. It must be used in the current turn or discarded Score 1-8 no artillery available. 3. Command Points Phase: Both players throw 1D10 for command points. These are used to may moves, shoot, recover damage etc. 4. Action Phase: Starting with the player with initiative, alternate completing actions on a base or group. Once base or group has been declared as completed, it marked as expended and the sequence is passed back to the other player. Repeat until all command points are expended. A player can declare they do not want to do anything more at any point this turn. They then sit out the remainder of the phase while the other player completed all their command points.

Ultra-Simple Games – Dads WW2 Rules

Movement	Command Pip Cost	Distance
Infantry & Infantry Support Teams.	1	1
Unit Support Teams		2
Armoured Vehicles (Slow)		1
Armoured Vehicles (Normal)		2
Armoured Vehicles (Fast)		3
Any starting and finishing, move wholly on a road and through not urban	NA	+1
If finishing in a terrain hex	+1	NA

Assaults	Situation	Dice	
<ol style="list-style-type: none"> 1. Move the attacking base into the hex being assaulted. 2. Using the table left calculate the number of dice, what is needed to hit. 3. Throw the dice and total the hits. The player with the highest if the winner. If a draw throw until a winner. 4. The loser takes 1 hit on the base. Resolve any outcomes. 5. Both players now make a saving throw (see table below). 6. If more than one base left in the hex, then repeat from 1. Until this is so. <p><i>Infantry without Anti-tank weapons count as Light Anti-Tank guns but reroll any penetration hits.</i></p> <p><i>In assaults all armoured vehicles count as light armour.</i></p>	Base dice	3D10	
	If Experienced	+1D10	
	If Armoured Vehicles in open		
	If uphill of defending terrain		
	If Infantry Anti-Tank Weapon vs Armoured Vehicles		
	If won, the last round of assault		
	For each hit currently on the base	-1D10	
	Scores to hit		
	1-6	Miss	
	7-10	Hit	

Saving throw	All Situations	Base
<ol style="list-style-type: none"> 1. Throw 1D10 and consult table. 2. If the final score is 1-6: Then failed, add a hit to the base. 3. If the final score is 7-10: Then passed. Carry on. <p>If a base is destroyed, then automatically add 1 hit to any adjacent friendly bases.</p>	Base	7
	Adjust roll base value	
	If Experienced	-1
	For each current hit	+1
	From Shooting	
	If in cover	-1
	From Assault	
	Won this round	-1

Direct Shooting	Base	Range	Dice	Situation (current turn)	Dice
Check range and in line of sight. Note dice base. Adjust dice by the table. Apply hits to be base, rolling against the penetration table to see if hits are to be applied.	Infantry	2	2D10	Target is Fresh	+1D10
	Infantry Support (Anti-Tank)	1		Target has fired	
	Infantry Support (Mortars)	4		Target has moved	
	Unit Support (Mortars/Guns)	5	3D10	Shooters in terrain	-1D10
	All Machine Guns	3		Shooters have moved	
	All Light Anti-Guns	3		Target is in cover	
	All Medium Anti-Tank Guns	5	2D10	For shooters hits	
	All Heavy Anti-Tank Guns	7	1D10	Each 7-10 is a hit, 1-6 miss	

Penetration Table			
Throw 1D10 and check score needed to penetrate.	Light Armour	Medium Armour	Heavy Armour
Light Anti-Tank gun or Infantry Hand held Anti-Tank	5-10*	7-10*	Impossible
Medium Anti-Tank gun	1-10*	5-10*	7-10*
Heavy Anti-Tank gun	1-10*		5-10*

*If a 10 is thrown then automatically destroyed otherwise 1 hit is taken.

Artillery Bombardment	
The players 6 aim markers on the hexes to target. A hex can have 1-3 markers allocated. For each aim marker throw 1D10.	
Score effect	
Missed/no effect	1-6
Add a Hit	7-9
Automatically Destroyed	10