

Blitzkrieg

World War Two Rules

By Kevin White

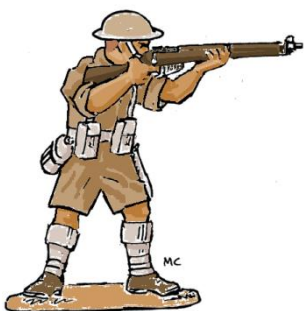
(Originally published in *Lone Warrior* 169)

Introduction

This is my attempt at a simple rule set for WW2. As well as the opposing forces you will need three six sided dice and a normal pack of playing cards with the Jokers removed.

Long time members will be aware that I have a 1.5 inch grid superimposed on my table so just multiply by 1.5 for distances on a plain table. I suggest that when you throw for movement on a plain table you take the number of spots as the number of inches to be moved.

Organisation



Infantry battalions consist of 3 Rifle Companies (8 figures in each) plus a support company (MMG/HMG/Mortars/Light AT weapons such as panzerfaust, bazooka, PIAT, etc.), plus a HQ Company.

Infantry companies (HQ, rifle and support companies) can sustain a total of eight damage points before being destroyed.

An armoured regiment consists of 3 Squadrons (one tank model in each; i.e. 3 tanks).

Command and control

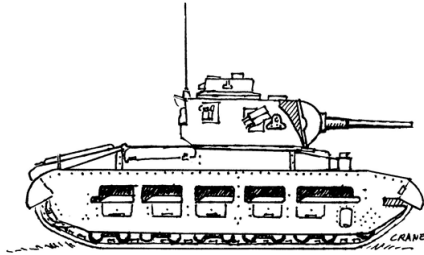
Make up one chit/card for each rifle company, tank squadron and artillery battery. Add one blank chit or card marked STOP. When a unit's chit/card is turned up it can move, manoeuvre or fire in whatever order the commander wishes. When the Battalion HQ chit is turned up the **whole battalion** may move, fire or manoeuvre.

Movement

	No of dice	Notes
Infantry	1	Elite +1 hex
Slow vehicles Slow tanks	1	On roads +1 hex
Medium vehicles Medium tanks	2	On roads +1 hex
Fast vehicles Fast tanks	3	On roads +1 hex

The score is the number of hexes the unit may move.

Vehicle classification



Slow	Lorries: Churchill: Tiger II:
Medium	M3 Lee/Grant: Sherman:
Fast	Panther: Armoured cars: Jeep: Kubelwagen: motorcycles

Shooting (everything shoots at effective range)

Weapon	Range	No. of dice
Rifle	8	1
SMG	8	2
LMG	10	2
MMG/HMG	12	3

Paratroops, commandos, SAS, Waffen SS +1 die

Move and fire - halve the score, round up.

Target in cover – halve the score, round up.

These modifiers apply to ALL shooting

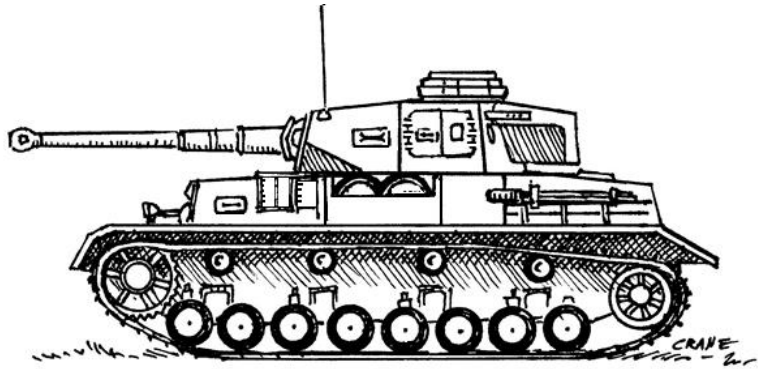
Draw the resulting number of cards from the pack – any JQKA scores a hit.

Direct HE	32	3
Indirect HE	Anywhere*	3
2" Mortar	3-9	2
3" Mortar	4-16	3

*Shooter must have a Forward Observing Officer (FOO) with a clear line of sight on the target.

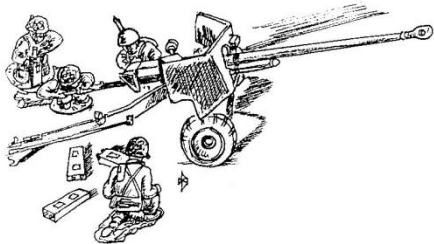
Anti Tank Guns		
Boyes AT Rifle, PIAT, Bazooka, Panzerfaust	10	Roll 1 die ODD draw 1 card EVEN draw 2 cards
2lb	20	1
Up to 40 mm	20	1
6lb	20	2
41-60 mm	20	2
Larger	20	3





Armour Class

Club	Diamond	Heart	Spade
All softskins	Armoured cars Vickers Mk. VI Universal Carrier Puma Panzer 38t Panzer I Panzer II	A9 Cruiser Cromwell Crusader III M3 Lee/Grant Sherman Valentine Panzer IV	Churchill Matilda II Tiger I & II Panther Panzer III
Vehicles in this category are destroyed once they suffer 2 damage points	Vehicles in this category are destroyed once they suffer 4 damage points	Vehicles in this category are destroyed once they suffer 8 damage points	Vehicles in this category are destroyed once they suffer 12 damage points



Anti Tank Shooting

When an anti tank weapon fires, roll the number of dice and draw that number of cards. Then check the armour class of the vehicle fired upon. Any JQKA in the appropriate column or columns **to the right** will cause damage.

Example: a British 2lb anti tank gun firing at a Panzer IV scores 4 on the dice. An Ace of Clubs, Jack of Hearts, Jack of Diamonds and Queen of Spades are turned up.

The Panzer has a Heart Armour Class so Clubs and Diamonds will not cause damage. The Jack of Hearts and Queen of Spades mean two damage points are marked off the Panzer.

Damage	Effect
25%	Speed down by 25%
50%	Speed down by 50%
75%	Speed down by 50%; gunnery down by 50%
100%	Dead tank!



Hand to Hand

Should infantry come to grips, the fight is resolved by throwing 1D6 plus the unit's remaining strength points. Winner kills or captures the loser.

Morale

Once a unit is down to half its strength points, it has to pass a morale test to take any offensive action (i.e. advance towards the enemy, shoot at the enemy, engage in hand to hand combat). Roll 1D6 and score less than or equal to the unit's remaining strength points.