

ONCE MORE, ATKINS

WW2 for FAD4

Introduction:

These rules will help you set up and play through battles set during world war 2, using FAD4 as your rules set.

The focus is on games ranging from a reinforced platoon, up to about a company of troops. No changes are made to the miniatures scale. Thus, each figure represents a single soldier, vehicle or gun.

This initial document will cover operations in 1939 and 1940. They will be expanded at regular intervals, as well as moving beyond WW2.

General rules and observations:

It is recommended that the Command Response advanced rule is always in use, for WW2 games, to represent the greater challenges in command and control.

Platoon leaders may provide their CR bonus to any of their subordinate units within 8". They may direct a non-subordinate unit only by joining it.

Squad leaders and senior NCO's (such as a platoon sergeant) only provide their bonus by joining or being part of a unit.

Weapon stats provided are not balanced against their conventional FAD counterparts. Crossover and "weird war" games could be played, but the ww2 guns will perform as well as their far future counterparts. Consider yourself warned!

This is especially the case for armour ratings and anti-tank weapons, as described below

For game play purposes, trained and equipped soldiers receive an armour rating of 0. Raw militia types may have a -1 or even -2 armour rating. Be advised that such units will generally wither away from enemy fire very quickly.

Changes to armour penetration:

FAD weapon and armour ratings were written for a generic scifi setup. They are generally composed so that even weak antitank weapons have some level of chance against the heaviest armour. This is fitting for a scifi game, and reflects well the destructive power of futuristic weaponry.

However, for WW2, having only 9 possible armour ratings has a lot of limitations, particularly given the wide random range (1D6). Thus, we have gone with a different approach of far more fine-grained armour and gun ratings. The end result means that evenly matched tanks will generally penetrate each other most of the time. This is fitting, as we are gaming very close range engagements for tanks (most gaming tables will represent distances of less than 400 meters)

Note that a major hit (exceeding penetration by 3 or more has about a 30% chance of destroying the target, meaning that tanks can typically sustain a few shells before they blow.

Of course, being immobilized or having your main gun knocked out may be as good as a kill, in many scenarios.

Gun teams:

WW2 doctrine did not use fire teams as they are described in the FAD rules. Instead, the following option may be used. Any squad may drop off its LMG team (gunner, plus up to 2 assistants) during its turn. Once dropped off, the gun team may only move if they are moving towards the rifle team.

The gun team activates at the same time, but tests morale separately. If the gun team is more than 12" away from the rifle team, it is considered broken when it has taken 1 casualty.

Squads with multiple LMG's may drop each off.

The LMG may not be detached if this would result in a rifle team of less than 4 figures.

Infantry weapons:

All infantry weapons have a range modifier of X5 and a damage rating of +2.

Bolt action rifles

The standard infantry weapon was the bolt action rifle.

Self-loading rifles

A unit with 3 or more SLRs may add +1 to Fire Effect when firing at short range. They may also add +1 to assault rolls, if they have 5 or more SLR's

Submachine guns

Units carrying a submachine gun receive an additional kill roll in close assaults.

Light machine gun

The most common squad support weapon is a magazine fed, air-cooled machine gun. This gives a +2 bonus to Fire Effect.

The German MG34 receive a total bonus of +3. LMG's do not contribute fire effect if the unit is moving.

Rifle grenades

A unit carrying rifle grenades may launch one, in addition to their regular small arms fire, if the unit is not moving. This gives a +1 to Fire Effect.

Automatic rifle

Add +1 to Fire Effect. If double 1's or 2's are rolled when firing, the weapon is removed due to a malfunction.

Quality, Resolve, Traits:

For the most part, FAD leaves it up to you to determine what Traits, quality ratings and resolve is appropriate for a given unit, at a given battle. While we can say that British fought better on average than Italians, there were British units that did not perform well, and there were Italians that fought tenaciously.

Peruse the lists of Traits to see if there is anything that fits how you wish your troops to function.

Below you will find suggestions for "average" troops of each nationality. Vary these as you see fit based on individual opinion, specific units or battles.

You will notice somewhat less variation than in some games. Bear in mind that FAD has a scale of 4 options, where the bottom option is rarely employed for regular forces.

Quality ratings take into account that most forces have not had much chance at building a core of experienced soldiers.

Leadership ratings may of course vary wildly, depending on the individual characters you are portraying. The indicated rating is for an average platoon leader or a decent squad leader.

Suggested ratings for Axis forces:

	Quality	Resolve	Leadership
German	Regular	Steady	Inspiring
Italian	Conscript	Uncertain	Novice
Soviet	Conscript	see below	Novice
Japanese	Regular	Determined	Experienced

Soviet troops roll 1D6. 1-3 Uncertain. 4-5 Steady. 6 Determined

Suggested ratings for Allied forces:

Quality	Resolve	Leadership
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Dutch	Conscript	Steady	Experienced
Polish	Conscript	Uncertain	Experienced
Belgian	Conscript	Steady	Experienced
Finnish	Regular	Determined	Inspiring
Norwegian	Conscript	Steady	Experienced
Danish	Conscript	Uncertain	Experienced
British	Regular	Steady	Experienced
French	Regular	see below	Experienced
Chinese	Conscript	Uncertain	Novice

French troops roll a D6. 1-2 Uncertain. 3-6 Steady

Force support:

The following rules give a way of randomly determining what supporting weapons are available to you. This is optional and may always be ignored in favour of simply choosing your forces, or setting up a specific scenario.

The basic element in FAD is the platoon. For each platoon fielded (3 units plus command), you may take a support roll, which, depending on nationality will grant you additional supporting units. For purpose of this rule, only infantry squads and fighting vehicles count towards determining how many platoons are present.

Additional support rolls may be granted as follows:

Players prefer heavy firepower game	+1-2 rolls
Attacking a prepared position	+2 rolls
For every 3 platoons fielded	+1 roll
British, German, French, Soviet, Italian	+1 roll
Chinese, Danish, Norwegian, Finnish	-1 roll

Once you have determined the total number of dice, roll them. Every 4 or higher gives you a supporting unit. Roll on the following table to determine the nature of each unit. Specific tables for each nationality can be used as well.

- 1: Infantry squad
- 2: Specialist infantry squad or character (such as an officer or sniper)
- 3: Machine gun team
- 4: Mortar support or on-table gun
- 5: Light vehicle (transport or armoured car)
- 6: Tank or other armoured fighting vehicle