

Division Squares: WW2 Combat on a Square Grid

HQ:

Rating	Command Dice
Exceptional	5
Above Avg	4
Average	3
Below Average	2

Unit Quality:

Rating	Combat Dice
Veteran	4d6
Standard	3d6
Green	2d6

Movement:

Type	Normal	Rough Ground	On-Road
Infantry (foot)	1	1	2
Armored Cars	3	2	6
Tank, Fast	3	2	3
Tank, Average	2	1	2
Tank, Slow	1	1	1
Wheeled	2	1	3
HQ	2	2	3
½ Track	2	1	3

Moving diagonally: 1st square counts as 1, 2nd+ counts as 2.

All other measurements are orthogonal!

Assault:

Defender with Overwatch order gets to react fire first, then resolve assault

- Both sides roll simultaneously. Modify per Assault Mod.
- Cover in grid space applies to both sides.
- All hits count
- 1 hit Disrupts or removes if disrupted.
- 2 or more hits removes regardless.
- If attacker survives and defender removed, attacker may claim space.
- If neither removed, attacker returns to original space
- If more than one attacker or defender, resolve separately

Turn Sequence:

Attacker

0 Remove Overwatch and Dig In markers

1 Rally Successful rally removes a Disrupted marker.
Self Rally HQ First, then others.
+1d6 Good order HQ, +1d6 Elite, -1d6 bGreen, HQ destroyed then -1d6 and rally only on 6s

2 Issue Orders (in this order):
Artillery Fire - On/off table both. On table may not Move if Fired.
Overwatch - No other orders, may reaction fire.
Dig In - No other orders, counts as in cover.
Move - may not Assault.
Defensive Fire - Enemies in Overwatch fire
Fire - -1d6 if non-AFV/AC moved, may not Assault
Assault - Enemies still in Overwatch fire first.

3 Artillery Resupply - Requires good order HQ.
Repeat for Defender

Combat:

Unit	Type	Fire Range	Fire Mod	Assault	Assault Mod	Overwatch
SMG	Soft	0	NA	Yes	+1d6 vs Soft. -1d6 vs Armor	Yes
Rifle	Soft	1	-1d6 vs Armor	Yes	-1d6 vs Armor	Yes
Engineer	Soft*	1	-1d6 vs armor	Yes	+1d6	Yes
Armored Infantry	Armored	1	-1d6 vs armor	Yes	2/4/6 vs soft targets, -1d6 vs Armor	Yes
ATG	Soft	2	-1d6 vs Soft, See vs AFV	Defender	-1d6 vs Soft, see vs AFV	Yes
Tanks	Armored	2	See vs AFV	Yes	2/4/6 vs Soft, see vs AFV	Yes
Armored Car/Mg	Armored	1	Soft targets only	Yes	2/4/6 vs Soft	Yes
Armored Car/Cannon	Armored	2	See vs AFV	Yes	2/4/6 vs Soft, see vs AFV	Yes
Medium Mortars	Soft	2	-1d6 vs Armor	Defender	-1d6	No
Heavy Mortars	Soft	5	-1d6 vs armor	Defender	-1d6	No
Infantry guns	Soft	8	-1d6 vs Armor	Defender	-1d6	No
Medium Artillery	Soft	10	-1d6 vs Armor	Defender	-1d6	No
Off Table Heavy Artillery	NA	Entire table, +1d6	-1d6 vs armor	NA	NA	No
HQ	Soft*	1	-1d6, soft targets only unless HQ has organic AT	Yes	-1d6	Yes

*May be armored if in half-tracks

Attacks/Assault vs AFVs:

AT Weapon vs Target Armor	Light armor	Medium armor	Heavy armor
Light gun	-	-1d6	-2d6
Medium gun	+1d6	-	-1d6
Heavy gun	+2d6	+1d6	-

AT mines roll 3d6 as medium.

Resolving Combat:

- Unit rolls Combat Dice modified by the appropriate column in the Combat table, -1d6 if unit is Disrupted, or is a non-AFV/AC that has moved this turn or target in cover
- >= 1 die showing 4 or 6 = a hit
- A good order unit that is hit is Disrupted.
- A Disrupted unit that is hit is removed from the table.
- If 3+ dice show a 6, target is removed from the table regardless

Equipment Needed:

- A square-gridded surface at least 6x6 squares
- Suitable terrain for armies to fight over
- Two armies
- 4 six sided dice for combat
- Markers for Disrupted units, Overwatch, and Dig In (i use small 6-sided dice for all of these and which I have in droves)
- Dice or paper for tracking off-table artillery ammunition remaining(i)

Scale: 1 base = 1 battalion or battery, 1 grid space = 1km to 2 km, 1 turn = ~30 minutes

Stacking: Friendly units may stack provided they fit in the space. The units are ordered, resolve actions, and are attacked individually.

Measuring: All fire is measured orthogonally through the faces of the grid space. Movement may be made diagonally at a cost of 1 space for the first diagonal during a unit's move, and a cost of 2 spaces per diagonal for the remainder of the move. Orthogonal movement through the faces of the grid space count as 1 space.

Zone of Control (ZoC): A unit's ZoC extends to all orthogonally adjacent squares. Any enemy unit entering a unit's ZoC must halt movement there. A unit that starts a turn in a space in an enemy's ZoC may leave that space..

Statuses: Units are either in good order or Disrupted. Disrupted units should be marked in some way, and those units suffer penalties firing and in close combat but otherwise may be ordered normally. A Disrupted hit again is removed. It is expected that the commander will not sacrifice men and materiale unnecessarily and so morale rules are minimal.

HQ Command Range: The HQ command range is equal in spaces to the Command Dice value.

HQ Survival: In order that the HQ may survive as long as possible, if the HQ would be eliminated by an attack, they may instead sacrifice an off-table artillery battery (if available).

Breaking Point: This is taken from Bob Cordery's The Portable Wargame. It is a necessary purchase if you don't already have it..

The exhaustion point is half the number of units the side has, rounded up.

If an exhausted side loses a unit beyond

If both sides reach exhaustion, the game ends.

Initiative: .This is a variant of Bob Cordery's card based initiative for solo gaming.

Each side requires their own deck of cards.

For each side, count the number of units, including the HQ and off-table artillery.

Find the mean, and round up.

From their own deck, pull the 4 cards for the mean, the 4 cards for the number above the mean, the 4 cards for the number below, 2 for the number two above, and 2 for the number two below:

For example, if the mean is 6, they use 4 6s, 4 7s, 4 5s, 2 8s, 2 3s.

Include 1 Joker in each deck.

The attacker draws their card first and may issue orders to that number of units.

On a Joker a side may only rally, resupply, and issue a single Overwatch/ Dig In order.

OR

For more variety on a Joker, roll 1d6

1- NO actions this turn

2-3 - Rally/Resupply

4-5 - As 2-3, + Single Overwatch/Dig In order

6 - As 4-5 + may issue one additional order of any kind to a unit within command range of HQ

Rallying: Always resolve HQ rallying first.

Units roll 2d6 to rally, modify per Unit Quality and HQ status/presence.

HQ rolls 2d6 regardless.

HQs may assist other units in rallying units within their command range.

When rallying, if all of the dice show 1's, the unit must fall back 1 space. If that would take it off the table, it is removed from play and considered routed.

Spotting: Subject to terrain and intervening units. HQ/Recon Units may spot up to 4 spaces away. All other units spot up to 2 spaces.

Instant Kill Rule: For any attack where the dice show 3 or more 6's, the target unit is automatically eliminated.

Fire Artillery: Artillery attacks all units in a space (roll to hit each unit)

On table howitzers, infantry guns, etc. may fire at a target within spotting range, or at at target within spotting range of any friendly unit provided the target is within range of the firing unit and the spotting unit is within spotting range of the gun or can chain through the HQ to reach them. (EXAMPLES)

Off-table artillery may fire at enemy units spotted by Recon or HQ or by any other friendly unit, provided that unit can either directly spot the Division HQ or via chain of spotting friendly units, spot the HQ.

Off table artillery batteries start with 3 or 4 turns worth of ammunition. (Track with a d6 positioned with the HQ)

Off-table artillery modifiers:

-1d6 if the spotting unit is Disrupted.

Cover and armored target mods apply

Overwatch - Unit may fire at an enemy unit that enters its spotting range, and is within weapon range, during either the enemy's move or during an Assault.

Dig In - Infantry and similar soft units can go to ground. Counts as cover in an open space. Marker removed at start of their next turn.

Move: A unit may move up to the maximum number of spaces allowed by its movement rate. See Measurement for rule regarding diagonal movement.

Defensive Fire: A unit in Overwatch may fire at any point during an enemy unit's move provided it's in the Overwatch. Once the unit fires, the Overwatch marker is removed.

Fire: Units may only target a single enemy unit, regardless of how many units are in the target space.

Attacking unit rolls their Unit Combat Dice

Dice are modified for disruption,movement, cover, and per the Combat table:

-1d6 if unit moved this turn

-1d6 if target in cover

-1d6 if unit is Disrupted.

If one or more dice rolled show a 4 or 6, the attack hits.

A unit reduced to 0d6 due to modifications may roll 1d6 and hits on a 6 only.

A good order target unit that is hit becomes Disrupted.. If the target was already Disrupted, it is removed from the table.

Assault:

Assault counts as movement, and must begin from any adjacent space, including diagonally.

The attacking unit must be in good order.

All defenders in the target space in Overwatch may fire before the Assault begins and the results are applied to the attacking unit. Cover from the attacker's starting space applies.

Even if the attacker is Disrupted by Overwatchfire, the Assault continues (now with a greater risk the attacker will be eliminated).

Both sides roll simultaneously (a unit that began in Overwatch rolls again, for the Assault defense), any cover in the target space now applies to **both** sides.

Attacking uphill reduces by 1d6.

A unit reduced to 0d6 due to modifications to their dice rolled may roll 1d6 and hits on a 6 only.

Each die showing a hit counts (unlike when firing). That is, if two dice show a 4 or 6, the target is eliminated.

If the defending unit is eliminated and the attacker survives, any defender-friendly units on Overwatch in range of the attacker may fire.

If there are multiple defenders in the target space the attacker immediately engages the next defender.(repeat the process)

Resupply: If HQ is in good order, for each artillery unit, .roll # of dice = to command dice-1 for each artillery battery being resupplied.

For each 6, that unit gets 1 additional turn of ammunition.

When playing solo, for the enemy army only, distribute any 6s to the artillery unit with the least ammo remaining first.

Trenches:

Trenches provide cover to leg units in the spaces but not to vehicle units, including mounted infantry.

Vehicles attempting to cross trenches must stop in the trench space and continue movement the following turn.

Engineers can bridge a trench by spending an entire turn working to do so (May not move, fire, or assault. Indicate with a marker).

They must start the turn in the space to be bridged. Once bridged, other vehicles may cross without stopping.

Afterward:

These rules are a Frankenstein's monster and clearly owe a debt to other rules writers. The most obvious is Bob Cordery, without whom I (nor many of us) would not have thought to even play on a grid. I verbatim use his Exhaustion Point method and initiative comes from his solo method, with a slight variation, from *The Portable Wargame*, but I also poured over *Hex Blitz* and *Red Flags Iron & Crosses*. Another obvious source is my favorite rules writer, Joseph Morschauser - 4s or 6s are successes. The multiple dice per unit to hit, and reduction of dice rolled for cover comes from *Crossfire* (I'm sure you can find it elsewhere, I just got it from there). Pz8's *WW2 Divisional Wargame Rules* supplied the supply mechanism and will likely supply the core of the air-to-ground mechanism (and I like the example forces). I read Chris Kemp's *Not Quite Mechanized* many times and use its force lists for inspiration.. Also the DBA variant, *De Bellis Mundi Secundus* (World War II DBA) by Damond Crump has some nice force lists. Finally, I would be remiss if I did not mention that Neitl Thomas's *One Hour Wargames* approach to adjustments for different unit types firing on different target types influenced some of the modifications on the combat table. - John Y.

Design Goals:

These rules set out to:

- 1) Play "big" battles on a small space, where big is referring to the units represented on the table top, not the number of bases or figures. In this case regiments to multiple divisions was the goal
- 2) Use a square grid - grids make measuring easy,, are a more accurate way to reflect how artillery strikes are plotted, and may convey a sense of familiarity for non-wargamers, resembling as it does a chess or chequers board.
- 3) The rules should err on the sides of the gamist or narrativist approach, rather than appealing to and attempting to satisfy the simulationist.
- 4) Or to state it differently, they should play more like toy soldiers and less like a serious war game.
- 5) They should none-the-less allow one to field historical OOBs for historical scenarios, allow for historical tactics, and yield believable results.
- 6) Luck may play a role, but good decisions should as well and poor tactical decisions should be easily exploitable by the opposition..
- 7) There must be a minimum of record keeping.
 - a) Relatedly, there must be a minimum of markers.
- 8) Games featuring 6 or so units a side should play in under an hour, so that from setup to tear down the whole thing fits in that time frame.
- 9) The game must not get bogged down in minutiae of issues of no concern to a Regimental, Division, or Army commander as I understand those roles (which means, as I imagine it, with no basis in reality)
 - a) With the allowance that some differences in kit may be reflected for the WWII feel even if they are at too low a level
- 10) Mechanisms from existing games should be cannibalized rather than reinventing the wheel, with credit where possible, to acknowledge that role those games played.
- 11) While there should be an army exhaustion rule (taken from Bob Cordery) which can play a role in determining a game's end,, other than a penalty for combat, and the possibility of retreat while rallying, it is assumed that the player will take the role of a thoughtful leader who would not send men and material to slaughter in the face of certain defeat. If they choose to do so, that is between them and their god.

On Diagonals:

You can waste a lot of time thinking about this. I have.:

I decided that because my goal was to make a game that could be played on a small-ish surface of 6x6 grid spaces or so, allowing diagonals for movement and shooting, where all squares count as 1, would make the table feel its size, or even smaller. Smaller? Because on a gridless surface an inch here or there puts you out of range, but on a grid, the entire area of the grid space is in range. For someone using modest 4" squares, that's 16 sq. inches of table space subsumed into 1 unit, and for my 6" square that's 36 sq. inches of table space subsumed into 1 unit.

By disallowing diagonal attacks the number of spaces a unit can attack is limited, meaning movement is required to get in position

However, disallowing diagonal moves results in either odd looking roads that only bend at right angles, or worse, units have to leave the road in order to move onto the next portion of a diagonal running road. A 2:1 trade doesn't work because some units are rated to 1 space. I could allow the units to move further but that makes the table too small again. That is the exact opposite of my goal.

In the end, I settled on the tried-and-true: the first diagonal in a move counts as one space, but subsequent diagonals count as 2. This way units that can move 1 space can move along a diagonal road more naturally. It does slow down units that have odd number movement rates - a unit that can move two spaces can move one diagonal and if the next road space is diagonally adjacent the move ends after using just one of their two.