



Playing a game of AE-WWII

In order to play a game of AE-WWII you will need the following:

1. At least one 6 sided die (d6).
2. A form of measuring inches; i.e. tape measure
3. Suitable figures representing the factions involved in the conflict.
4. A field to battle on, preferably a space no smaller than 4'x4'.

Characteristics

All the combatants in AE-WWII have their fighting and morale characteristics expressed in a stat line for game play. Each stat represents a different aspect of their abilities.

M (Movement) - This number represent the number of inches that a model may move for each action point expended.

RC (Ranged Combat) - This stat is the soldier's ability to strike an opponent using a ranged attack. In case there is no number listed, then the unit or character in question has no ranged attack.

CC (Close Combat) - This is a model's skill in fighting when things get up close and personal. It represents both his defensive and offensive capabilities when up close.

A (Armor) - Armor is the amount of protective gear and natural ability to avoid damage that a model possesses. This number may be modified by cover and other factors during game play.

S (Strength) - The physical strength of a model. This statistic determines the damage a model inflicts when striking an enemy in hand to hand combat.

DR (Drive) - This number expresses the soldier's motivation on the battlefield and ability to continue fighting even in the direst of situations.

W (Wounds) - number of wounds a figure can take before it is removed from play.

The Turn

The Initiative – Players must first determine which side has the initiative at the beginning of each turn. Each player rolls a d6 adding the highest Drive characteristic from his army. The player with the highest overall score has the Initiative this turn. In case of a tie, the player with the higher Drive has the Initiative. If a tie still exists, then the Initiative procedure is repeated until there is a clear winner.

The player with the Initiative may choose to activate figure(s) first or force his opponent to activate.

1. Player 1 activates a squad or individual, resolving all of their actions before continuing to the next player.
2. Player 2 next activates a squad or individual.

3. Players repeat steps 1 and 2 until all squads and individuals have been activated this turn. No squad or individual may act more than once per turn.

Activating Units

Action Points (AP) are awarded to a figure based upon their level of training. Actions may include the following:

1. **Moving:** Figures may move a number of inches equal to their move characteristic for each action spent on movement.
2. **Shooting:** Figures opting to fire a weapon may expend one or more action points to make an attack with any ranged weapon they possess.
3. **Sprint/Charge:** Figures using a sprint or charge maneuver must expend all action points, but may move triple their normal movement characteristic. The direction must be in a straight line and a bonus of +2 (CC) and +2 (S) is applied to the charging figure engaging in hand to hand combat. A unit may never move more than triple their movement characteristic in any turn, so a veteran soldier wishing to charge an enemy would still have to expend all three of his action points to perform the maneuver.

Training Level / Action Points

Green / 1	Regular / 2
Veteran / 3	Elite / 4

Movement

Difficult ground: Troopers moving through or over difficult ground may not use the charge/sprint action. They may however use the action to get to difficult ground, but must then halt, losing any remaining movement points. Troopers moving through difficult ground such as rubble or hedges may only spend half the number of inches moved rounding up.

Shooting

A figure using the shooting action may make a ranged attack against an enemy figure/squad within line of sight.

1. The firing figure declares its target.
2. Range is measured. If the intended target is beyond the effective range of the shooter's weapon, it may not be targeted. Shooting models suffer a +1 penalty to their RC attribute when shooting at models far away. An enemy model is considered at long range if they are over half the maximum range of the weapon being shot.
3. After modifiers are added or subtracted from the number required to hit, the dice are rolled.
4. Damage dice are rolled and added to the strength of the weapon to determine the overall strength of the shot. Most weapons are a single d6 unless otherwise noted in the weapons chart.
5. The target's armor roll is calculated by subtracting the armor value of the target figure

and any other modifiers, like cover, from the final weapons strength. This number will be the number needed to be rolled for a successful save. If the number is 7 or higher no roll is possible, effectively an automatic wound. If the number is 0 or less the shot has no effect. Final Weapon Strength – Armor = Armor Save

Example: A German Trooper fires a KAR98 at an Airborne and hits. The base strength of the weapon is 4 + d6. The German rolls a 3 for a final weapon strength 7. The Airborne has an armor of 3 so his final save is 4+.

Rate of Fire X:X: Some weapons are capable of firing quick bursts rather than a single shot. For each AP spent shooting, the weapon fires a ratio, X number of shots per X actions; (**Shots:Action**).

Move and Fire: Weapons with this feature are able to be fired while on the move. Using a single AP, a model with one of these weapons can move (as per standard movement rules) and fire a single shot at any point during movement.

X" AoE: Heavy weapons and grenades cause explosions that can affect multiple targets. Area of effect (AoE) weapons affect all models within a radius of X inches.

Indirect: An indirect weapon can be fired/thrown up to its maximum range, but attackers do not suffer the standard long range penalties. If the attack roll is successful, there is a one-in-three chance (1-2 on 1d6) that the weapon strikes the selected spot, otherwise it scatters 1d6" in a random direction beginning from the chosen point. If the attack roll is unsuccessful, there is a one-in-three chance (1-2 on 1d6) that the shot scatters 1d6" randomly, otherwise it scatters 2d6" in a random direction beginning from the chosen point.

The Effects of Cover

Figures are assumed to always make the best possible use of the cover available in their immediate area. Cover that merely limits line of sight such as hedges, fences, and other light obstacle confers a +1 to the targets armor. Substantial cover such as woods, buildings, or vehicles, offers more protection. Any figure behind such an obstacle receives a +3 to its' armor value. A figure inside heavy cover such as a concrete bunker receives a massive +8 to their armor, making them virtually immune to small arms fire.

Hand to Hand Combat

For each action point spent by either combatant in a melee a single round of combat is fought.

1. Each opponent rolls a d6. Each player applies the number rolled to the CC ability of the trooper in close combat. The player with the higher number scores a hit.
2. The striking player rolls a d6 and adds the S (strength) of the trooper striking the enemy, who then receives an armor save (see above).

Charging while in hand to hand combat: A figure may expend all its actions to make a single attack in hand to hand combat using the bonuses for charging. This may allow a lesser opponent to perhaps wound his enemy despite the superiority of his foe(s).

Special Rules

Psi Officer: Can choose one psi power.

Chumans: Can charge/sprint through difficult ground.

Doktor: Can inoculate a figure in base contact for 1 AP, see inoculation chart.

Mechanic: Can transfer up to 2 AP to a Buffalo in base contact.

Impervious 4+; Ignore any wound on a roll of 4+.

Tesla Electrical Gun: For 1 AP the Tesla Electrical Gun fires an arc of energy out to 8", extending from the barrel of the weapon. All models within 1/2" of this line and within 1 1/2" of the terminus of this line are struck with no attack roll needed. This attack has a Strength of 5+1d6 and ignores cover.



American Sci-Tech List

Officer	M	RC	CC	A	S	DR	W
(Veteran)	3	4+	4	4	2	6	2
Weapons: Thompson, Pistol, Grenades							
Sniper	M	RC	CC	A	S	DR	W
(Regular)	3	3+	3	3	2	4	2
Weapons: M12 Sniper Rifle, Pistol, Grenades							
Mechanic	M	RC	CC	A	S	DR	W
(Veteran)	3	5+	2	2	2	4	2
Weapons: Carbine, Pistol							
Buffalo	M	RC	CC	A	S	DR	W
(Regular)	2	5+	1	8	6	5	2
Weapons: Tesla Electrical Gun							
Airborne	M	RC	CC	A	S	DR	W
(Regular)	3	4+	3	3	2	4	1
Weapons: M1 Garand, BAR, M1 Carbine, Pistol, Grenades							

Weapon	Range	Strength	Rate of Fire
Thompson	18"	3+d6	3:1
BAR	24"	4+d6	3:1
M1 Garand	24"	4+d6	1:1
M1 Carbine	18"	3+d6	2:1
M12 Sniper Rifle	36"	5+d6	1:2
Pistol	12"	2+d6	1:1, Move & Fire
Grenades	6"	6+d6	1:2, Indirect, 1.5" AoE



Russian Psi List

Politruk	M	RC	CC	A	S	DR	W
(Elite)	3	3+	3	3	3	6	2
Weapons: Pistol, Grenades							
Psi Officer	M	RC	CC	A	S	DR	W
(Veteran)	3	4+	4	4	2	6	2
Weapons: PPSH-41, Pistol, Grenades							
Chuman	M	RC	CC	A	S	DR	W
(Green)	3	-	4	2	3	4	2
Weapons: Fists							
Guard	M	RC	CC	A	S	DR	W
(Regular)	3	4+	3	3	2	4	1
Weapons: SVT-40, Pistol, Grenades							

Weapon	Range	Strength	Rate of Fire
PPSh-41	18"	3+d6	4:1
SVT-40	24"	4+d6	1:1
Pistol	12"	2+d6	1:1, Move & Fire
Grenades	6"	6+d6	1:2, Indirect, 1.5" AoE

PSI Officer Powers

Choose one of the following:

Clouded Minds:	Officer gains +2 cover at all times.
Mental Stun:	Spend 1 AP to force a model to lose 1 AP.
Psychic Push:	Spend 1 AP to move a model 1".



German Geneticists List

Officer	M	RC	CC	A	S	DR	W
(Veteran)	3	4+	4	4	2	6	2
Weapons: MP40, Pistol, Grenades							
Doktor	M	RC	CC	A	S	DR	W
(Veteran)	3	6+	1	2	1	4	2
Weapons: Pistol, Syringe							
Emaciated	M	RC	CC	A	S	DR	W
(Green)	3	-	4	3	2	4	2
Weapons: Mechanical Claws							
Wehrmacht	M	RC	CC	A	S	DR	W
(Regular)	3	4+	3	3	2	4	1
Weapons: KAR98k, StG44, Grenades							

Weapon	Range	Strength	Rate of Fire
MP40	18"	3+d6	3:1
KAR98k	36"	4+d6	1:2
Pistol	12"	2+d6	1:1, Move & Fire
Grenades	6"	6+d6	1:2, Indirect, 1.5" AoE
StG44	18"	4+d6	2:1

Mad Doktor Inoculation Chart

D6 Roll	Syringe
1	Model suffers two wounds
2-3	Model gains +1 AP
4-5	Model gain +2 Strength
6	Model becomes <i>Impervious</i> 4+