

"This just came in over the wire..."

2009 OVER THE WIRE

In the first Over the Wire for 2009 we provide players with a fun new scenario as well as a slew of new special orders and weapons to round out your detachments. Here we present two new types of grenades to help hit your opponents at a greater range or peel open those pesky armored cars rolling across the battlefield. In addition we have some special orders that will help players mount a stronger defense for their forces. Finally, the new scenario 'Wreckage' allows players to fight over a crashed experimental aircraft that holds vital technology. All in all, it's a great start to 2009!

NEW SCENARIOS

WRECKAGE [PLANNED]

An experimental enemy aircraft has been shot down and your forces race to recover what advanced technology they can. But the enemy has also learned the location of their downed plane and moves to prevent you from unlocking their secrets. Making matters worse, the advanced automated weapons systems on the craft are malfunctioning, firing on anything that gets too close, regardless of who they fight for.

SET-UP

Players must decide which force will be the attacker and which will be the defender. If this is not agreed upon ahead of time, both players roll 1d6 and the player with the highest roll chooses.

At the center of the battlefield is placed terrain representing the wreckage of the downed aircraft. At least two pieces of wreckage must be placed in the center of the table, each with a weapon to represent the automated defenses of the craft. Each terrain piece must be positioned so that the weapons face opposite table edges, one weapon pointing towards each deployment zone.

PRIMARY OBJECTIVE

The attacker is attempting to recover vital technology from the downed aircraft, while the defender works to prevent their experimental technology from falling into enemy hands. The attacker must recover two pieces of loot, one from each section of wreckage and return them to their deployment zone before the game ends. If they can get one piece of loot from each section of wreckage into their deployment zone when the game ends, they can claim the primary objective. If the attacker does not have any pieces of loot in their deployment zone when the game ends, the defender can claim the primary objective. If the attacker only gets one piece of loot into their deployment zone when the game ends, neither attacker nor defender can claim the primary objective.

DEPLOYMENT

The attacker chooses which table edge they wish to deploy from. Each player rolls 1d6 and the player with the highest result can choose which side deploys first. Each player takes it in turn placing a unit; the defender deploys their units within 6" of their starting table edge while the attacker deploys their units within 12" of their table edge. Once all units are deployed, initiative is rolled.

SCENARIO RULES

Terrain Feature: Wreckage

Each piece of wreckage possesses an automated weapon system equivalent to dual-mounted 50-caliber machine guns. Every turn including the first, before initiative is rolled, these weapons target the closest model within a 90-degree arc and 36" range. The weapons fire six shots at the same target and possess an RC of 6+. The weapons have a Strength of 5+d6 and are considered belt-fed, meaning they do not require reloading.

An attacking model in base contact with a piece of wreckage can spend 1 AP to loot the wreckage, gaining a loot marker. A model may only carry one loot marker at a time and a model carrying a loot marker may not engage in ranged combat and suffers a -1 penalty to their CC attribute score while carrying the marker. If a model is removed as a casualty, it drops its loot marker. Routing models do not drop carried loot markers.

Turn Limit (6)

Voluntary Withdrawal

ALTERNATIVES

Players can substitute any number of experimental vehicles for the wreckage listed here. Other possibilities include a Soviet Psi Tank that psychically attacks targets that get too close, a German kugelblitz emitting dangerous radiation, or an American Tesla tank arcing electrical blasts to all nearby targets. The possibilities are endless!





Anti-Tank Grenades in AE-WWII

In order to have models equipped with anti-tank grenades, players must take the Anti-Tank Grenades special order. There is no need to keep track of the number of anti-tank grenades a model carries, they are assumed to have enough for the entire battle.

NEW SPECIAL ORDERS

NEW SPECIAL ORDER: ANTI-TANK GRENADES

Equipped with special anti-tank grenades, your forces now pose a serious threat to even the most heavily armored vehicles...if they can get close enough. Any model in a detachment with this special order that is equipped with grenades is also equipped with anti-tank grenades.

This special order is available to the following detachment types: *Command, Infantry, Motorized Infantry, Reconnaissance, Support and Veteran.*

NEW SPECIAL ORDER: SANDBAGS

Taking up a defensive position, your forces have managed to build some simple defenses using sandbags in the hopes that these will provide adequate protection against enemy fire. A player selecting this special order can place sandbags on the battlefield prior to battle. After deployment, but before initiative is rolled, the player selecting this special order can place four three-inch sections of sandbags anywhere in their deployment zone. Each section must touch at least one other section, allowing players to place two two-section pieces or one four-section piece. If more than one player has chosen this special order, players roll to determine who places their defenses first. These sandbags provide medium cover (+3 Armor) to anyone protected by them.

This special order is available to the following detachment types: *Command, Infantry, Support and Veteran.*

NEW SPECIAL ORDER: WATCHDOGS

Your forces patrol the immediate area with units of watch dogs. These faithful hounds and their handlers keep watch for enemy units that try and infiltrate the battlefield, alerting you if they get too close. When this special order is taken, any enemy models with the *hidden deployment* ability have the minimum distance they must deploy away from your models increased to 18".

This special order is available to the following detachment types: *Command, Infantry, Motorized Infantry, Reconnaissance, Support and Veteran.*

NEW WEAPONS

Rifle Grenades

Rifle grenades allow infantrymen the ability to strike out at range with an otherwise short-range weapon. Rifle grenades can be fitted to the end of nearly any rifle, allowing standard infantry forces to project this explosive much further than hand-thrown grenades. While rifle grenades come in a wide array of sizes, shapes and styles they generally have the same overall capabilities as those of conventional grenades. Nearly all sides of the global conflict have taken to equipping some of their soldiers with rifle grenades, though the weight of these weapons means that only support troops will carry them in large numbers.

Rifle Grenades in AE-WWII

Any model armed with grenades and a rifle can replace their standard grenades with rifle grenades. For these purposes, the following weapons are considered rifles: Rifle No. 4 Mk II, Rifle No. 4 Mk III Sniper, KAR98k, GEW-43, WA46, M12 Sniper Rifle, M1 Garand, M1 Carbine, Mosin-Nagant 1891/30 and SVT-40.

If more than a single model in a squad is equipped with rifle grenades, the Troop Type of the unit changes to Support. There is no need to keep track of the number of rifle grenades a model carries, they are assumed to have enough for the entire battle.

Anti-Tank Grenades

Standard grenades issued to infantry are generally designed as anti-personnel weapons and lack the impact needed to penetrate the thick armor of medium and heavy vehicles. Anti-tank grenades are specialized weapons, designed to make up for this lack of firepower. Anti-tank grenades function almost identically to standard grenades, though most are heavier and some have elaborate stabilizing systems, such as the Soviet RPG-7. Despite their added weight, anti-tank grenades can be thrown just as far as standard grenades and their shaped-charge means that there's little chance a bad throw will result in friendly casualties. With anti-tank grenades, any infantryman can pose a threat to most armored fighting vehicles.

Weapon	Range	Strength	RoF	Notes
Rifle Grenades	12	6+d6	1:2	1½" AoE, Indirect
Anti-Tank Grenades	6	6+2d6	1:2	½" AoE, Indirect, Swappable