



Over the Wire Issue 6, August 2008

“This just came in over the wire...”

New Units

Combat engineers perform a variety of tasks that are vital to success in battle. Experts at construction and demolition, combat engineers build or destroy military fortifications, obstacles and the like. Able to identify minefields, find the weak points in enemy structures and other essential duties, combat engineers are highly skilled and expertly trained individuals used by nearly every military force in the war.

Combat Engineers (Unit)

Faction: US Army, Red Army, Wehrmacht

Type: Regular Specialist

Composition: 2 Combat Engineers

Equipment: M1 Garand (US), GEW-43 (German), SVT-40 (Soviet), Grenades, Satchel Charges

M: 3; **RC:** 4+; **CC:** 3; **A:** 3; **S:** 2; **DR:** 4; **W:** 1

Special Abilities:

- *Demolition:* Using their demolitions to greatest effect, combat engineers can rig an explosion designed to remove buildings, bunkers and other such obstacles. When using this ability, a combat engineer can destroy terrain features found on the battlefield. A satchel charge is placed on the terrain feature to be destroyed, as detailed below. When the charge is detonated, the terrain feature is removed from play and any models within the terrain feature suffer damage as if they had been struck by the satchel charge's explosion. Only terrain features up to 6" square can be destroyed in this way. If more than one combat engineer simultaneously works to destroy a single terrain feature, the size can be increased by up to 6" square for each combat engineer involved. Thus, if two combat engineers were to detonate their explosives on a single terrain feature, this terrain feature could be up to 12" square. Terrain features such as hills, wooded areas and the like cannot be affected.

Options:

- The squad's Training Level can be increased to Veteran.

New Weapons

New Weapon: Molotov Cocktails

Used during the Spanish Civil War and beyond, Molotov Cocktails are improvised incendiary devices used by partisans and soldiers alike. Nothing more than flammable materials in a glass bottle, these devices are ignited by rags stuffed into the bottles and thrown at the enemy, bursting into flames on impact.

New Weapon: Satchel Charges

Bags of heavy explosives equipped with pull-igniters, satchel charges are used by combat engineers for all manner of demolition. From clearing obstacles off a road to destroying bunkers and other buildings, satchel charges also see use in combat, primarily as anti-tank weapons. When used properly, satchel charges can cause considerable damage to even the heaviest of tank and are absolutely devastating to infantry.

A satchel charge can be used in two ways. First, it can be placed anywhere in base contact with the combat engineer. After it has been placed, the combat engineer that placed the satchel charge can detonate the charge, so long as he remains within 12” of the point where the charge was placed. Placing the charge costs 1 Action Points and detonating it costs 1 Action Point. When placed in this way, a satchel charge can also be planted on a vehicle. A combat engineer attempting to plant a satchel charge on a vehicle must beat the vehicle at a close combat attack and, if successful, then plants the charge; the close combat attack costs 1 AP and planting the charge costs another. Detonating a charge on a vehicle is done in the same manner as detailed above.

Alternatively, a satchel charge can be primed and thrown much like a grenade. This is done in the same manner as a grenade however the distance a satchel charge deviates is halved. Throwing a satchel charge costs 2 Action Points.

Regardless of how it is used, when a satchel charge detonates it explodes with a 3” area of effect and inflicts a Strength 6+2d6 hit.

Weapon	Range	Strength	ROF	Notes
Molotov Cocktail	6	3+d6	1:2	Indirect, 1 1/2" AoE, No Cover, Swappable, Terrifying
Satchel Charges	6	6+2d6	1:2	Indirect, 3" AoE, Limited Supply (3)

New Weapon Trait: Limited Supply (X)

Some weapons like grenades and panzerfausts are readily available and soldiers carry large quantities of them into battle. Other weapons are harder to come by and their numbers are limited. A weapon with this trait can only be used X times during a scenario by a model carrying it. Once a weapon with this trait has been used a number of times equal to X it is not available for the rest of the scenario. Vehicles carrying weapons with this trait ignore this limitation.

New Hero Types

New Hero Type: Sapper

Experts with explosives, sappers are highly sought after individuals. Able to identify and disarm nearly any explosive device, sappers are just as skilled in their use against the enemy. In combat, sappers are able to place explosive devices such as grenades and satchel charges in just the right place so as to cause the most damage to the enemy.

Sappers gain the following adjustments to their attributes: +1 DR.

All sappers gain Satchel Charges and Grenades as equipment. In addition,

sappers are so skilled in the use of these explosives that they reduce the distance these weapons scatter by 2". Finally, like all combat engineers, sappers possess the *demolition* ability listed above.

This hero type is available to the following factions: US Army, Red Army, and Wehrmacht.

New Special Orders

New Special Order: Trap

Somewhere on the battlefield a hidden explosive device has been placed and it's only a matter of time before the enemy trips it. After the battlefield has been set up but prior to deployment, in secret, a player selecting this special order chooses a single piece of terrain anywhere on the board; this terrain has been rigged with explosive traps that the enemy is unaware of. Once per game, when your opponent has activated a model and that model engages in movement any part of which takes place in or near the trapped terrain piece, you may declare that this model has set off the explosive device. The device inflicts a Strength 5+1d6 hit and has an area of effect of 1½" centered on the model that sets off the trap. This special order may only be selected once.

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

New Special Order: Molotov Cocktails

Your forces have begun using improvised weapons, the most readily available being the dangerous explosives known as Molotov Cocktails. Any units of the Infantry, Support or Specialist troop types possess Molotov Cocktails in addition to any equipment they normally carry.

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

New Special Order: Minefield

Having seeded the battlefield with deadly mines, your forces do their best to funnel the enemy into these dangerous areas. A player selecting this special order is allowed to place three 6"x6" minefields on the battlefield before deployment but after starting sides have been selected. These minefields may not be placed within buildings, bunkers or the like and may not be placed within 6" of a scenario-specific terrain feature.

Two different types of minefields can be selected: anti-personnel mines and anti-vehicular mines. Each 6"x6" section can only be made up of a single type of mine and, if different types of minefields are present on the battlefield, their type should be clearly marked for all players to see. Minefields of different types can overlap and, if a mine is set off in overlapping minefields, randomly determine what type of mine has been detonated.

Any time any model takes a Movement action within a minefield there is a chance they will detonate a mine. Roll 1d6 every time a model takes a Movement action within a minefield; on a roll of 1 or 2 a mine has been set off. The size and Strength of the blast is dependent on the type of mine in the minefield; anti-vehicular mines have an area of

effect of 1/2" and inflict a Strength 8+2d6 hit while anti-personnel mines have an area of effect of 1 1/2" and inflict a Strength 6+1d6 hit on all models in the area. The area of effect is centered on the model that set off the mine.

Minefields can be cleared and removed from play in a number of ways. First, any minefield struck by an artillery strike is immediately removed; at least half of the artillery strike's area of effect must hit the minefield for it to be removed. Secondly, combat engineers can use their *demolition* ability to clear a minefield. Finally, a thrown satchel charge that lands within a minefield will also remove the field, but only if at least half of the blast's area of effect falls within the field. When a minefield is destroyed in such a way, any models within its area suffer a hit as though they detonated a mine.

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

New Rules

New Rule: Suppression Fire Using Indirect/AoE Weapons

The sound of incoming mortar fire, the explosion of a nearby bazooka blast; these things are enough to cause even the most stalwart soldier to seek cover. Indirect and area-of-effect weapons can be used to pin down enemy troops almost as effectively as machine guns. In the AE-WWII Core Rulebook, no rules are presented for using indirect and AoE weapons for suppression fire; we present these rules here.

Suppression fire is handled slightly differently for direct versus indirect AoE weapons. In both cases, any units caught in the area of effect of the weapon must check for suppression.

For direct-fire area of effect weapons such as bazookas, panzerfausts and the like, no to-hit roll is needed. Instead, the weapon is fired at an enemy unit in range and, if in range, the unit must check for suppression normally. However, since these weapons usually only fire a single powerful shot, rather than inflicting penalties to the Drive check for multiple shots, the unit suffers a penalty to the Drive check equal to the weapon's base Strength; any d6's are not included in this penalty. Thus, if a unit was being suppressed by a bazooka (Strength 6+2d6) they would suffer a -6 to the check made to resist suppression. Keep in mind that normal bonuses for cover are taken into account before the check is made. If the same unit mentioned above was behind medium cover (+3 Armor), their net penalty to their Drive check would be -3.

When using an indirect weapon to try and suppress enemy units, these weapons must still strike relatively near the target in order to force the enemy into cover. As when normally fired, indirect weapons being used for suppression select a single point on the battlefield as their target. This point must be within range and models firing these weapons to suppress must make a to-hit roll using their base RC attribute; penalties for long range are not taken into account. The penalty suffered by the unit being suppressed depends on the results of the to-hit roll. If the to-hit roll succeeded, the unit being suppressed suffers a penalty equal to the weapon's base Strength, ignoring any d6's. If the to-hit roll resulted in a miss, the penalty is equal to half the weapon's base Strength, rounding down. Unlike direct-fire weapons, indirect weapons used for suppression don't

usually grant a cover bonus to resist suppression however it is possible that an affected unit could be behind cover; see the rules for AoE weapons to determine if a unit gains bonuses from cover.

Any weapon requiring a spotter is still subject to this requirement when being used for suppression fire.

New Scenarios

Clear the Field [Planned]

The enemy has saturated the area with mines and your forces must clear them before more troops can be sent through. Combat engineers have been sent to aid in the clearing and these soldiers must be protected before the enemy prevents them from clearing the mines.

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.

After terrain has been set up, the defender may place six minefields anywhere on the battlefield but not within 6" of a table edge. These minefields are 6"x6" and function exactly as those described in the *Minefield* special order; they are considered to be comprised of both anti-vehicular and anti-personnel mines.

Primary Objective: The attacker receives a single unit of combat engineers, though they are able to select more as part of their detachment.

The attacker must use their combat engineers to clear away as many of the minefields as possible. If, by the end of the game, at least four of the six minefields have been removed from play, the attacker can claim the primary objective. If the attacker fails to remove at least four of the minefields by the end of the game, the defender can claim the primary objective.

Deployment: The defender chooses which side of the board they would like to deploy on. They then deploy their forces anywhere within 24" of this table edge. The attacker then deploys their entire force within 6" of the opposite table edge, ensuring that no attacking model is within 10" of an enemy model.

Scenario Rules: Voluntary Withdrawal, Terrain Features (Minefields), Compulsory Units (Combat Engineers)

Combat Engineers (Squad)

Type: Regular Specialists

Composition: 2 Combat Engineers

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