

D-Day



V 1.0

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The Airborne Creed

I volunteered as a parachutist, fully realizing the hazard of my chosen service and by my thoughts and actions will always uphold the prestige, honor and high esprit-de-corps of parachute troops.

I realize that a parachutist is not merely a soldier who arrives by parachute to fight, but is an elite shock trooper and that his country expects him to march farther and faster, to fight harder, and to be more self-reliant than any other soldier. Parachutists of all allied armies belong to this great brotherhood.

I shall never fail my fellow comrades by shirking any duty or training, but will always keep myself mentally and physically fit and shoulder my full share of the task, whatever it may be. I shall always accord my superiors fullest loyalty and I will always bear in mind the sacred trust I have in the lives of the men I will accompany into battle.

I shall show other soldiers by my military courtesy, neatness of dress and care of my weapons and equipment that I am a picked and well trained soldier.

I shall endeavor always to reflect the high standards of training and morale of parachute troops.

I shall respect the abilities of my enemies, I will fight fairly and with all my might. Surrender is not in my creed.

I shall display a high degree of initiative and will fight on to my objective and mission, though I be the lone survivor.

I shall prove my ability as a fighting man against the enemy on the field of battle, not by quarreling with my comrades in arms or by bragging about my deeds.

I shall always realize that battles are won by an army fighting as a team, that I fight first and blaze the path into battle for others to follow and to carry the battle on.

I belong to the finest unit in the world. By my actions and deeds alone, I speak for my fighting ability. I will strive to uphold the honor and prestige of my outfit, making my country proud of me and of the unit to which I belong.

AIRBORNE LEADS THE WAY!

D-Day is a basic, all encompassing set of rules for 1/72 scale WWII miniature combat. The rules are designed to maximize the two very reasons why we play miniature wargames. Infantry and tactics. After the first game, you should not need to refer to the rules again. This helps you focus on gameplay, not rules. If you find the rules too simple, remember that they are supposed to be that way.

If you need more complicated gameplay, try making your terrain more interesting with buildings and hills. This allows more complicated situations with the miniatures and more tactical considerations. There have been more than one occasion where I have seen a 40k game that was boring because they had only

two or three terrain pieces. Also, by declaring different terrain types, you change the movement of models and create more tactical environments.

Setting up for play-

Open engagement

Set a point value for the game. A 2 player, 4 hour game usually runs about 500-1000 points. By using this, build an army by choosing infantry, weapons and vehicles.

Open engagement

After the terrain is set up, each side rolls 1d10. The highest chooses which side of the board he wants to set up on. The loser then places his forces, 6" from the edge, then the winner. The last model standing determines the winner.

Chance encounter

Sometimes armies encounter each other by accident while moving or on search and destroy missions. Each side rolls a 1d10, the highest chooses which side the loser enters from. Each side chooses one unit (the unit must have the highest movement rate of all the units) and the loser places this unit 6" from the edge of the board. The winner then places his troops. Each turn after the first, each player rolls a 1d6. If a 1-2 is rolled, then that player may place a new unit of his choice on the board like the first, before the initiative roll of that turn. For each consecutive turn, subtract a 1 from the die roll. When every roll is a 1-2, the player may then place the rest of his army. The last infantry standing determines the winner.

Attack and defend

This setup has definite objectives. A chosen player gets to set up the board in defense of his base. He can set up his whole army in any fashion he wishes. The attacker then sets up his army in response. The defender can choose to purchase fortifications.

Barbed wire	5 pts per 1"
Wall, 1"x 1" x1"	5 pts per 1"
Bunker/pillboxes	Sandbag/organic 10 pts per 1"
	Cement 20 pts per 1"

Core rules

All single infantry stands, and vehicles are known as a model. Groups of the same type are referred to as a unit. All models must be grouped into a unit. Units may never separate into smaller units and must move together. However, vehicles and heroes may move separately.

Each turn goes as follows

1) Initiative roll 1d10

2) Movement

2.1) Infantry

2.2) Vehicles

3) Missile combat

4) Melee combat

Initiative

Roll a 1d10, the highest roll wins. He moves last in response to the enemy and fires first.

Movement

Starting with the initiative loser, each player moves any or all the models.

Infantry are faster and move first, vehicles move second.

Infantry that move their full M, may not perform any action such as firing, going prone, clearing a jam or reloading.

Infantry can move up to 1/2 of their M and perform any one standard action such as:

- Firing at 1/2 their ROF (if the result is less than 1, they cannot fire their weapon)
- Standing up from prone (to go prone, just lay model down)
- Reload/clear jam

Going prone is not considered a action. You simply lay the model down at the end of it's movement. Standing up is a action and movement is reduced to 1/2. Also, The models ROF is reduced to 1/2, rounding down. A ROF of 1 means the model may not shoot at all.

Prone infantry may crawl at 1/2 their M, they may not perform any other action when crawling

Infantry may load or unload from vehicles at the cost of 1/2 of their movement, and the vehicle must remain stationary this turn. Infantry must be in base contact with the vehicle before it can load and starts out touching the base of the vehicle when unloading. (Example- 5 infantry can move 8" per turn and an APC is 4 inches away. They can make it to the vehicle in 4" and use the other half for loading. Next turn the vehicle moves it's normal rate. The following turn, the vehicle is stationary again, and the infantry unload for 4", and can move up to 4")

A model may move one level (1"-3") up or down in a structure or rubble per turn for a cost of it's full M. The model ends up directly above or below where it started.

Infantry can end their facing in any direction.

An infantry may always move at least 1" unless it's stuck (see vehicles).

Some terrain effects movement. There are three types in the basic rules and they should be designated before the game.

- Open (Normal movement rate) Clear, open grassland and fields
- Pavement (1:2) Streets, roads (including dirt)
- Difficult (2:1) Fences, hedges, bushes or any other linear obstacles under 2"
- Very Difficult (3:1) Obstacles over 2", woods, rocks, debris and climbing

All vehicles have a TR or turn radius listed. When a vehicle makes a turn it takes the total number of inches moved this turn and modifies it by this number. The player then takes a string this length and places it in front of the infantry and moves the vehicle. The faster vehicles go, the larger it turning radius is. Motorbikes and tanks ignore this rule as they can pivot in place. (Example: A 4 wheeled vehicle (M:18 moves in a straight line for 4 inches, then wants to turn for 6 inches and continue moving for 5 inches for a total of 15 inches. Its TR is x1 for a TR of 15 inches. He takes a string 15 inches in length and places one end in front of the infantry and the other towards the inside of the vehicles intend turn. He then moves the model for 6 inches along this arch and, when the turn is complete moves normally.)

If a vehicle collides with a obstacle or another vehicle, check the material saving throw and hit list or the other vehicle's stats. The vehicle takes all of the hits listed for the obstacle or vehicle or 1/2 the listed hits if he makes a armor saving throw (see combat). (Example: The 4 wheeled vehicle runs into a cement bunker. The cement has 4 hits per 1". The vehicle hits with the front and 3 inches of the infantry touches the bunker for a total of 12 hits. And the bunker if it fails takes the vehicles current hits per square inch or if it saves, takes 1/2 of the vehicles current hits. The vehicle makes its save and only takes 6 points of damage. Or, vehicle "A" has 10 hits, and vehicle "B" has 15 hits, Vehicle "A" saves and Vehicle "B" does not. "A" Takes 10 hits, "B" takes 10 hits also.) NOTE: If a vehicle has been damaged, always use its current hits. Some vehicles have terrain they cannot move into.

Infantry hit by vehicles are instantly killed.

Vehicles must still pay the terrain movement cost.

Any linear obstacle is considered to be 2" high, 1" wide and of any length such as a wall or a fence.

Combat

Starting with the initiative winner, each player fires all or none of his units/vehicles.

To score a hit, roll a 1d10 per shot. A hit occurs when the result is equal or higher to the shooters to hit number.

A roll of a 1 is always a miss, and a 10 is always a hit.

A roll of a 1 is a weapons jam or it means the model is reloading. The weapon cannot fire this turn, or the next as it is correcting the problem.

When a infantry reaches 0 hits, it is removed from the game and taken off the board.

When a vehicle reaches 0 hits, it is left on the board as they are large enough to create obstacles.

All infantry have a forward 180* fire arch.

Infantry may only carry 1 weapon unless otherwise specified. Such as a officer carrying a sidearm.

All vehicle weapons have a 90* firing arch in the direction a fixed weapon is mounted, such as a front MG on a tank.

All vehicle weapons on a turret have a 360* firing arch.

Any weapon that can fire more than one shot can target one infantry or unit per shot as long as it falls in the firing arch.

A shooter must have a clear LOS (line of sight) to it's target.

Because the models are so small, a LOS chart is needed to determine is a target can be seen. To make this easier, the chart below classifies shooters and targets and their visibility according to there elevation.

Shooter is:	Prone	Prone behind cover	Standing*	1"-3" higher
Defender is: Prone	Yes	No	Yes	Yes
Prone behind cover	No	No	No	No
Standing*	Yes	No	Yes	Yes
1"-3" higher	Yes	Yes	Yes	Yes
Higher than 3"	Yes	Yes	Yes	Yes

*Standing also means if they are behind cover.

The reason for this chart is that the models and terrain is so small, it is difficult to determine LOS for such small miniatures.

Soft cover is a object that blocks line of sight but not bullets. Trees, bushes, smoke and tents are such objects. Some buildings made of wood could also be considered soft cover.

Hard cover is anything that will stop a bullet. Armor, walls rocks and buildings are such objects.

If a target is within 1/2" of soft cover, a +1 is added to the shooters to hit roll.

If a target is within 1/2" of hard cover, a +2 is added to the shooters to hit roll.

A shooter may not shoot though his own troops.

If a shooter is shooting through a obstacle like a fence or barbed wire that is not being used for cover by the target, a +1 is added to the shooters to hit.

LOS is blocked by smoke.

LMG, HMG (light machine guns and heavy machine guns) take 1 round before moving, and 1 round before firing to setup and dismantle. The operator and his partner may do no other action this turn.

All weapons have a minimum and maximum range, listed under the weapons description. If a target falls into the weapons long range, then a +1 is added to the shooters to hit.

All weapons are classified as AP or AT (anti personnel or anti tank). AP weapons are unable to penetrate vehicle armor and AT weapons simply blow through infantry.

All AT weapons roll to hit as normal. If a hit is successful, compare the weapons penetration factor to the targets armor in the proper location. If the penetration number is higher than the armor, subtract the weapons damage from the vehicles hits. If the number is lower, then the shot does not penetrate and the hit result is ignored.

Blast template weapon effects every infantry and destructible terrain piece touched by the blast template.

Weapons that use a blast template must explode somewhere, even if they miss their intended target. If a miss is rolled, roll a scatter dice and a 1d4 for every ten inches (round down) the target is away from the shooter. This is the impact and detonation point and effects all infantry normally.

Weapons that use a blast template may choose any point on the board to shoot at, even if it's not an infantry.

Artillery does not fire as normal. Any weapon designated as artillery follows the following fire process.

- 1) Choose target point.
- 2) Estimate the range in inches.
- 3) Measure the estimated range towards the target point.
- 4) This is where the shot falls.

Vehicles take damage before the occupants do, if they are completely enclosed

Infantry riding on tops of vehicle (can be seen by a shooter) can be targeted if in short range.

All infantry have a 30% chance of living if the transport they are in is destroyed.

Firing into melee is not allowed but the group still can be effected by burst weapons.

Soft cover is automatically removed by blast area weapons.

Hard cover is destroyed by blast area weapons but reduce the blast effect by 1/2.

Hand grenades can be thrown to any point within their range. Including through walls and buildings.

Melee

Melee occurs when two infantry touch bases and desire to go into hand to hand combat.

Infantry may charge into melee. They must have a clear LOS, cannot cross obstacles and can move their full M +1/2.

Infantry that have successfully charged into combat gain a +3 on their A in melee.

Infantry being charged may fire any weapons that have a ROF of more than 2, when the charging infantry comes within short range.

Once melee has been initiated, the infantry fight until one or both are dead.

Infantry may not leave, shoot into or out of melee.

Each side rolls a 2d6 and adds each mans A to the roll. The highest wins the combat and loses 1/2 of it's troops rounded down. The loser loses all of his troops.

Vehicle/Troop data sheet

Type: The general description of the infantry.

M: Movement for the infantry in inches.

A: The number the infantry adds to his 2d6 in melee.

HITS: This is how many hits this model type can take before dying.

Occupancy: This is how many infantry stands, beside the crew, this vehicle can transport.

CO: This is how far apart each infantry can be away from another, in inches, in the unit. Only the same infantry types can be in the same unit.

PTS: This is the point cost for a single, unarmed troop of this type.

Weapon data sheet.

TO HIT: This is the number needed or higher on a 1d10 to hit a target.

ROF: This is how many times this weapon can fire per turn.

LONG(+1): If a target falls in this range (in inches) then a +1 is added to the TO HIT number needed for the weapon (if a 6 is needed, and the target falls in long range than a 7 would be needed instead).

DMG/BLAST: This is the amount of damage, per shot, this weapon causes if it hits. The blast is the explosions template size, in inches. Anything caught in the blast is effected by the listed damage. The first is AP, the second is AT.

PTS: This is the cost for 1 of this weapon type, per infantry.

Extra equipment

Medic pack 5 pts- The medic pack can do 1 of the two things below, per turn. The user must be in base to base contact and perform no other action.

1) Can restore 1 hit per turn even after death. In case of death user must reach the infantry in 3 turns.

Satchel charge 20 pts- This is a high explosive shape charge used for demolition. It can be detonated by the model by pulling a lanyard. It can be dropped by the carrying infantry anywhere on the map, simply make a note of it's location on paper or, it can be thrown 6". It detonates three turns after it is armed.

AP/AT 8" blast @ 4d4 pts damage

Infantry Stats

Type	M	W	A	CO	PTS	Accessories
US Airborne	9	1	1	5	5	Grenades, melee weapon
US Army	8	1	2	3	3	Grenades, melee weapon
German	8	1	1	3	3	Grenades, melee weapon
German SS	9	1	2	5	5	Grenades, melee weapon
British, Polish, Russian	8	1	1	4	3	Grenades, melee weapon

Infantry Weapons	Type	To hit	ROF	Long (-1)	DMG/Blast area	Pts	Penetration
US infantry							
M1911 Pistol	AP		6	3	12"-24"	1	5 Nil
M1902 Springfield	AP		4	1	150"-300"	1	10 Nil
M1928 Thompson	AP		5	3	50"-80"	1	10 Nil
M1918 BAR	AP		6	3	80"-125"	1	15 Nil
M1 Garand	AP		7	2	100"-150"	1	10 Nil
M1 Carbine	AP		7	2	50"-100"	1	10 Nil
60mm Grenade(for Garand)	AP/AT	Artillery	1 per 3		200"-400"	5/4"	20
.30 cal LMG*	AP		6	4	200"-300"	1	30 Nil

.50 cal HMG*	AP/AT		6		4	300"-800"		5	50		10
Bazooka	AP/AT		8	1 per 3		75"-100"		20	30		30
MK II hand grenade	AP		6	1 per 2		6"	5/4"		Fre		5
60mm Mortar*	AP	Artillery			1 per 3	150"-300"		5/5"	45		5
Germans											
Mauser HSc pistol	AP		6		3	12"-24"		1	5	Nil	
Mauser KAR 98	AP		7		1	150"-300"		1	10	Nil	
Gewehr 43 rifle, scoped	AP		4		1	150"-300"		1	10	Nil	
MP38 SMG	AP		5		3	50"-75"		1	10	Nil	
MG34 LMG*	AP		6		4	150"-300"		1	30	Nil	
MG 42 HMG*	AP		6		5 or 8**	150"-300"		1	40	Nil	
81 cm Morter*	AP/AT	Artillery	1	per 3		200"-400"	10/6"		50		5
Panzerchreck	AP/AT		8	1 per 3		75"-100"		20	30		30
British											
MK6 Webley pistol	AP		6		2	12"-24"		1	5	Nil	
Lee Enfield No 4 rifle	AP		7		1	200"-250"		1	10	Nil	
Sten MK I, II, III, V SMG	AP		8		3	75"-100"		1	15	Nil	
Vickers .30 cal	AP		6		4	200"-300"		1	30	Nil	
3" Mortar *	AP/AT	Artillery	1	per 3		200"-400"	5/4"		20		10
PIAT*	AP/AT		8	1 per 3		25"-75"		20	30		30

*This weapon requires a 2 man team. If a kill is scored on this team, then it takes twice as long to clear a jam, reload or change barrels as normal.

** If the MG 42 Rolls doubles during firing at 8 ROF, the barrel melts and takes 3 turns to change. The weapon cannot fire and the models may perform no other action.