



WWIFY AR:SE

World War 1 Fantasy
AKULA's Rules : Skirmish Edition

Rules by AKULA, Character Sketches by Simon Harby



FREE TO DOWNLOAD:

<http://akulasrules.blogspot.co.uk/>

RAISING MONEY FOR COMBAT STRESS:

<http://www.justgiving.com/battlefield>

Turn Sequence

Random turn generation via cards
Play each card as dealt & shuffle at end of turn & remove Artillery Marker

Where both sides have Large creatures, vehicles, and or Flyers, roll 1d6 each time that card is played for order play . highest goes first.

Pack consists of: one of each: FORCES OF GOOD / FORCES OF EVIL / FLYER / LARGE CREATURE / VEHICLE / ARTILLERY

Unit Cohesion

Infantry operate in basic squads of 10 figures . specialists (except for snipers and engineers) are either attached to a squad for an entire game, or formed into squads of their own.

Each Squad member must be within 3+ of another squad member

Support weapons (HMG, Mortar, Field Guns) and Snipers ignore Unit Cohesion

"FORCES OF GOOD" & "FORCES OF EVIL" Cards

Each Infantry/Cavalry Squad can:

Carry out 2 actions from the list below in any order:

Fire
Move 6+ (Mounted 10+)
Combat (if in base to base contact)

All of squad do the same action

Each HMG/Mortar can fire twice during the round OR move 6+ once

"LARGE CREATURE" Card

Each Large Creature can

Carry out 2 actions from the list below in any order:

Fire (if armed)
Move 5+
Combat (if in base to base contact)

Movement modifiers

-3+ movement for climbing in/out of tunnels under bunker
-3+ climbing out of trench (no penalty for jumping into a trench)
NO PENALTY setting up HMG/mortar or un/limber artillery
-1+ movement PER WOUND for Large Creature

"FLYERS" Card

Each Flyer can:

Carry out 2 actions as below:

Move 20+ AND Fire in 1 action

each move may include two turns of up to 90 degrees, or one turn of 180 degrees.

"VEHICLE" Card

Each Ground Vehicle can:

Carry out 2 actions from the list below in any order:

Move 4+ AND Fire in same action

N:B Each time moves, roll 1d6 . breaks down on a 6 . immobile rest of game, but can still fire

Each Field Gun (on table) can:

Fire once OR be pushed 4+ once
Can be un/limbered at no penalty

"ARTILLERY" Card

Off-table Artillery fire is out of the control of players, unless declared different by the Umpire before the game begins (ie the Umpire may allow one or both sides to have prepared Offensive/Defensive Artillery Strikes . these must be written down and handed the Umpire before the game, and include the grid target, and the turn they will arrive).

Each time the ARTILLERY Card is played roll for where the Artillery barrage lands

Artillery effects a 1 foot square (it's a whole battery) - dividing the table into a grid makes the process simple.

Then roll 1d6 for Shell type:

(1,2) HIGH EXPLOSIVE BARRAGE

All figures in 1 foot square test . roll 1d6
if roll 5,6 = Kill (counts as 1 wound for a Large Creature)

N:B - Figures in a trench may take a saving test
(ie reroll - only counts as a Kill result if the rerolled dice is 4,5,6)

Vehicles that are hit (ie rolled 5,6) - see "Firing at Vehicles" rules overpage

(3,4) SMOKE BARRAGE

Units in the smoke may not fire.

The smoke blocks Line of Sight.

Units may fire INTO the smoke . anyone in the smoke hit gets a saving throw, and avoids damage on a 2,3,4,5,6 whether or not they are in a trench.

Units may still move & close combat in smoke . no penalty or saving throw

SMOKE IS REMOVED AT END OF TURN (ie when the cards are shuffled)

(5,6) POISON GAS BARRAGE

All figures not wearing Gas Mask in 1 foot square test . roll 1d6
if roll 5,6 = Kill INCLUDING Large Creatures (except Angry Trees)

No saving throw

GAS CLOUD IS REMOVED AT END OF TURN (ie when the cards are shuffled)

Vehicles that are hit (ie rolled 5,6) . see "Firing at Vehicles" rules overpage

example

The Artillery card is drawn.
The table is divided into 10 two foot squares.

Roll 1d10 for which square hit
. rolls a 7

then roll 1d4 for which section of the square that is hit . rolls a 2

Everything in this quarter has to test for being under Artillery attack

Roll 1d6 for Shell Type . rolls a 5

Carry out damage rolls for any figure in section

1	2	3	4	5
6	7	8	9	10

1	2
3	4



Medics (Optional Rule)

If used Medics must be attached to a squad before the game starts.

Each turn that the squad takes casualties, the Medic may attempt to save one life.

Roll 1d6 . on a 5,6 the medic saves one casualty.

N:B Medics can be used on:

Snipers, HMGs, Mortars, Field Gun crew, Large Creature, Vehicles, or Flyers

Engineers (Optional Rule)

Engineers can move and fight as Infantry, but may also carry out the following actions:

Fix Vehicle

Each action spend trying to repair immobilised vehicle roll 1d6 . 5,6 Fix

Build/Repair Bridge

1+Long x 2+wide requires 4 actions worth of time . engineers can combine work, if materials are available. Infantry & Cavalry can carry 1 actions worth of material. Large creatures can carry 4 actions worth, vehicles 12 actions worth.

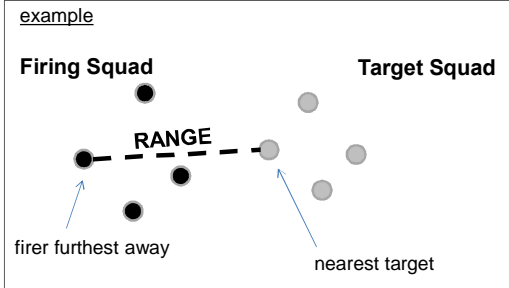
Firing

Infantry & Cavalry carry out firing by squad
 HMGs, Mortars, Snipers, Field Guns (on table), Vehicles, Flyers & Large Creatures are worked out individually.



1. Measure the Range for the Squad

The range for the squad is measured between the nearest enemy, and the firer that is furthest away.



2. How Many Dice?

Weapon Type	0-4"	4.1"-8"	8.1"-16"	16.1"-32+
Rifle	1	1	1	1
SMG	3	3	-	-
LMG	5	5	5	3
Grenade	3	3	-	-
Flamethrower	5	5	-	-
HMG	4	8	8	8
Mortar	-	-	5	5
Field Gun (on table)	-	-	5	5
Sniper	3	3	3	3

The number of dice reflects accuracy and the volume of fire

3. How Many Kills?

Sixes are a Kill UNLESS 50% of the target is in a trench.

If 50% or greater of the target is in a trench, reroll the hit dice
 only count as killed if the rerolled dice is 4,5,6

Large Creatures count a Kill result as a wound . a third wound is fatal.

4. Casualty Removal

The player that controls the squad taking casualties choses which figures are removed (ie may take off riflemen, before heavy weapons/officers).

The exception is that a sniper may opt to target officers, specialists, LMG, Support weapons etc

Close Combat

All figures in base to base contact count as involved in a single combat.

Roll 1 dice for each combatant

If more than one attacker pick only the highest score

- +1 on Officer dice
- +1 on Engineer dice
- +1 on Mounted dice
- +2 on Large Creature Dice
- 1 on Large Creature Dice per wound

Highest score wins . loser killed *

If multiple combatants involved only one killed in a single round of combat.

If attacker has a second action may elect to fight another round.

*(or may opt to capture)

Morale (Optional Rule)

Test by squad if:

1. Hit by Artillery (HE or GAS) this turn
2. Squadmates killed by Flamethrower this turn
3. More than 1/2 squad killed in game

Roll 2d6

- 2 on dice total if Squad Officer still alive

If total rolled (including Officer modifier) is higher than the number of figures left the squad panics .

The player may make one attempt immediately to rally the squad, if this fails, the squad will move towards their Home Table Edge at maximum speed every turn until they leave the table.

Rallying - "evil" forces

If the Squad's Officer is still alive, he may remove one soldier (shot to encourage the others) for every pip that the morale test was failed by. The survivors rally.

Rallying - "good" forces

If the squad's Officer is still alive, he may reroll the test (heroic act) but if he fails, the officer is killed by a stray enemy bullet/shrapnel and the rest of the unit runs away.

Soldiers that flee the table don't count as casualties, and may be recovered in campaign games.

Firing at Vehicles

The following weapons can damage a vehicle:

Grenade, Flamethrower, Mortar, Field Gun (on table)
 Artillery Barrage (HE & Gas)

Measure Range & Roll Dice as normal.

For EVERY KILL RESULT roll 1d6 on the table below:

1,2, 3 IMMOBILISED . Can't move rest of game (can still fire)
 4,5,6 DESTROYED

Firing at Flyers

The following weapons can damage a Flyer:

Rifle, SMG, LMG, HMG, Sniper

Measure Range & Roll Dice as normal.

For EVERY KILL RESULT roll 1d6 on the table below:

1,2, 3, 4 WINGED . no effect
 5,6 DESTROYED

Anything Else

Anything not covered in the rules may be decided at the Umpire's Discretion.

