

LANDSER

WWII TABLETOP SKIRMISH COMBAT RULES

BY NICK EYRE

To play you will need:-

At least 10 figures a side to represent the opposing squads

1 x D6 and 1 x D10

Circular template 4" in diameter (called a large template in the rules)

Ruler marked in inches

The game is divided up into turns, and players take alternate turns during which they carry out all the actions that they want their troops to perform for that turn. To see who has the first turn, roll a six-sided dice (D6); the player with the highest score gets the first turn. The player who goes first gives every figure under his command an action. Once every figure has been given an action and completed it (a figure doesn't have to do anything, but the player must declare this) then the turn goes to the other player. Once every figure in that command has performed an action then the turn goes back to the first player.

ACTIONS

Each soldier can perform a variety of different actions, which are listed in its profile. Actions include: Move, Move Fast, Move and Fire, Sneak, Fire, Hide, Assault, Covering Fire and Weapon Work.

ACTIONS DEFINED

MOVE

This is the most basic action, and allows the miniature to be moved 4" in the turn.

MOVE FAST

A soldier moving fast covers 7" in his turn. He may not end this turn in full cover. In addition, he cannot spot a target while moving fast, and will only be able to locate a target at the beginning of his next turn. A soldier cannot move fast in three consecutive turns.

MOVE AND FIRE

If a soldier chooses to move and fire he may choose to fire in any point in his movement. The move and fire action allows a soldier to move 4" in his turn.

SNEAK

Soldiers who elect to sneak are harder to spot but don't move as fast. This action allows the soldier to move 2" in a turn.

Movement Distances at a Glance

Movement	4 inches
Move fast	7 inches
Move and fire	4 inches
Sneak	2 inches

TERRAIN AND BARRIERS

Sometimes soldiers will enter patches of tricky ground or come across obstacles. These both impede movement. Any piece of difficult ground on the tabletop must be declared as such before the game begins. To cross difficult ground, every inch the soldier moves takes two inches off his movement. For example, if a soldier was making a move action through a swamp, he would only move 2". Soldiers sneaking only lose a quarter of their movement. Piles of rubble, dense undergrowth, marsh or swamp, streams, fordable rivers and rocky ground all count as difficult ground.

Obstacles such as walls and fences may be climbed and leapt over. These

cost a soldier double per inch width or the obstacle. A soldier may not cross barriers during a move fast action.

FIRE

This action allows a soldier to fire at an enemy target.

FIRING

For a soldier to fire he must choose the fire or move and fire action. He must be able to see the target soldier and know that the target is there. If there is some terrain between the target and firer that partially obscures the target then the target counts as being in half cover. If a figure is in or next to terrain, then he may declare that he is 'in cover' and so may claim full cover. To claim full cover there must be some terrain between the target and firer, e.g. if a figure is in cover behind a wall, it cannot claim cover if someone moves behind it. If a figure goes into cover in open ground, i.e. throws themselves down, then they count as being in half cover. A figure cannot be in cover at point blank range.

RANGES

There are five different ranges; Point Blank (PB), Short (S), Medium (M), Long (L) and Extreme (E). The distances in inches are given on the soldier's profile and they are PB: 0-2", S: >2-5", M: >5-15", L: >15-30", E: >30-60" (> is "greater than").

LINE OF SIGHT

As long as the target is partially visible to the firing soldier, the shot can be made. If a target is hiding (see the hide action) in terrain they cannot be fired at except at point blank range. If hiding in open ground the target is counted as being in partial cover.

DETERMINING HITS

Roll to hit. You need to roll equal to or greater than the score given below on a D6 to hit.

Modify the dice score by the following

-3	Firing from moving vehicle
-1	Firing and moving
-1	Target in move fast option
-1	Target in half cover
-2	Target in full cover
+1	Firing at the same target as last turn and neither firer or target moved this turn.

There are times when the modifiers make the shot impossible (requiring more than a 6 on the die). If this situation arises, then apply the following rule. The firing model can try to score a hit by rolling a six. If a six is rolled then a hit is scored, but the die roll to determine the effect of the hit is modified according to the negative modifier that made the roll to hit impossible. For example, if a character needs a six to hit, but is subject to a -3 modifier for firing from a moving vehicle, then if he rolled a six (and

	PB (0-2)	S (>2-5)	M (>5-15)	L (>15-30)	E (>30-60)
Rifle	3	2	4	4	5
SMG	1	1	4	6	-
Pistol	3	5	6	-	-
LMG	3	2	2	2	4
GPMG	3	2	1	1	2



Soviet Rifleman armed with sub-machine guns (SMGS)

scored a hit), he would apply a -3 to the effects table die roll. This means that although the figure is difficult to hit, the shot may cause it to go for cover. As an optional rule, if a shot has no chance of hitting, the firing player may declare a 'Dog's chance' and roll 2 dice. If he rolls a score of eleven, he hits the target, if he rolls a score of two, the gun blows up and must be discarded.

JAMMED WEAPONS

If a roll of one is scored, the soldier rolls again.

Rifle: Roll of 6 the gun jams.

SMG: Roll of 4-6 gun jams (only jams on a 6 for Soviet SMG)

LMG: Roll of 6 the gun jams, 5-6 on fully automatic.

GPMG: Roll of 6 the gun jams, for the turn of the jam 50% of figures in the template are still hit. If the GPMG only has one crew, the gun jams automatically.

To clear a weapon, the soldier must spend a turn doing no other action apart from Weapon Work.

MACHINE GUNS & AUTOMATIC FIRE

An SMG (Submachine Gun), and LMG (Light Machine Gun) or a GPMG (General Purpose Machine Gun) on fully automatic can hit more than one target. To allow for this, if a hit is scored against a target soldier, place a large template over the target. All figures within the template must roll for effects. The SMG and LMG must reload in their next turn, i.e. not fire, but the GPMG (General Purpose Machine Gun) may keep the template on the same position, or fire again at any target within a 45 degree arc. The template remains in place until the firer needs to reload/change barrel, stops firing by choice or is forced into hide mode, and any soldier entering the template or crossing a line drawn directly between the firer and the template must roll on the fire effects table. A soldier that was caught in the template during the firer's turn may leave in their own turn before any fire effects are rolled, but if for some reason they cannot leave then at the end of their turn they must roll for effect. If a soldier is hiding behind a hard object that lies between him and the firer then they cannot be hit. Firers may not move and fire using the fully automatic rules.

EFFECTS

If hit the firing player rolls again. +1 if at short range, +2 if at point blank range.

- | | |
|-----|----------------------------|
| 1-4 | Target goes into hide mode |
| 5 | Light Wound |
| 6 | Serious Wound |

If the target soldier has a light wound roll again. Add 1 to the dice roll if the soldier has already received a light wound this turn. Add +1 to the dice roll at short range or less.

If the soldier receives a serious wound this turn roll again. Add +1 to the dice roll for each serious wound suffered this game. Add +1 to the dice roll if at short range or less.

LIGHT WOUNDS

- 1 Made you angry; you must return fire in your next turn, but otherwise you may continue as normal.
- 2 Not serious; spend a turn in hide mode making sure you're okay and then continue as normal.
- 3-4 Hit and disorientated; may only move at half speed and may not fire or assault for your next turn only. After that, you continue as normal.
- 5 You have been hit; spend a turn in hide then move to the near-

est full cover and remain there until a commander or medic moves in base to base contact. Then you may continue as normal.

- 6 You are hurt; move in sneak mode back to your base line, hide if fired upon. Once back to base line may fire from there. May return to normal if commander or medic moves into base to base contact.

- 7 Serious wound (see below).

SERIOUS WOUNDS

- 1-2 Go into hide for one turn, find that the wound is an (a) wound and has affected your moving, lose 1" from your movement and can no longer make move fast or move and fire actions. Subsequent wounds are accumulative.

- 3-4 Go into hide for one turn, find that the wound is a (b) wound and has affected your ability to use your weapons. All firing rolls receive a -1. Subsequent wounds are accumulative.

- 5 You are out of action. You go into hide. If a medic moves into base to base with you then the turn following roll a D6. 1-3 you have an (a) wound, 4-6 you have a (b) wound.

- 6 You are out of action. Remove the soldier from the battlefield. Any soldier who receives a serious wound can not use the assault mode, and any assaults will be at -1.

ALTERNATIVE WOUNDING RULES

If you want a quicker combat result and less record keeping, you can use this alternative wounding system. Substitute the firing effects table for the following:

- | | |
|-----|----------------------------|
| 1-3 | Target goes into hide mode |
| 4-5 | Light Wound |
| 6 | Serious Wound |

Light Wound : if you receive a light wound, you go into hide mode for one turn. You recover after one turn, but may no longer move fast and receive a -1 penalty to firing.

Serious Wound : You go into hide mode; you may not move forward or move fast, you can not assault and you receive a -2 penalty to firing. If you roll a 5 or 6 on a D6 when you receive a serious wound, you are out of action immediately.

If you receive a second light wound, it counts as a serious wound. Your second serious wound puts you out of action. If you receive a light wound and then a serious wound, you suffer the penalties of the serious wound but a second light wound will put you out of action.

A medic can remove one light wound per turn providing that he is in base contact with you and is interrupted for the entire turn (i.e. not wounded or assaulted, etc.).

WOUNDED

A soldier is counted as wounded until he "returns to normal" as per the injury table above.

HIDE

This is an action a soldier may take or be forced into by combat. A soldier who performs an hide action drops to the ground, does not move or fire and tries to disappear into any hole he can find. If in open ground the soldier counts as being in half cover; if in any kind of terrain then he is out of sight. They become visible again if the enemy moves into Point Blank range (though certain circumstances negate this, for example, a soldier still remains out of sight if he is the other side of a 6' wall). In his own turn, the hiding soldier may not fire, or prepare to give covering fire. If it received one hide result from firing then it may sneak towards the nearest terrain; if hit twice or more in the same turn with one of them being a hide result then the soldier must remain in place.

To come out of hiding, a soldier is considered to have performed a move action, though he may not physically move anywhere. He may not move and fire because he is not aware of any target at the beginning of the turn.

ASSAULT

Some more aggressive soldiers are willing to get into face to face, hand to hand combat. If a soldier has assault action, he may attack his enemy with rifle butt, pistol, knife and anything else he can lay his hands on.

A soldier wishing to assault an opponent may only move into contact with the nearest opponent.

A soldier who can perform an assault action may move fast to contact his opponent. If a soldier does not have the assault option, they may only move into base contact and attack opponents at point blank range.

Each soldier then rolls a dice and modifies it by the following:-

+/- Assault factors

+4 Pistol armed

+1 Assault weapon (bayonet on rifle, clubs, axes, swords, etc.)

-1 Each opponent this turn after the first

-2 Soldier has no weapon

-1 Soldier on difficult ground (see definition below)

If a soldier armed with a pistol rolls a "1", the pistol has jammed, and the soldier is thereafter treated as having no weapon (-2 on the die roll). The penalty for fighting on "difficult ground" applies when the soldier is crossing a barrier when in base contact (this would happen if the opponent was defending a wall, for example), when his opponent is defending higher ground (on a flight of stairs, for example) and when he's on rough terrain (like rubble).

The highest roll wins, putting his opponent *out of action*. If the roll is a draw, both figures remain where they are and combat continues in the next turn unless the opponent wishes to break off the engagement in his turn by using a move fast action to get out of there.

If an enemy isn't taken out by a soldier in assault then another soldier may assault the same enemy. If this happens, the enemy receives a -1 on his dice roll. The -1 accumulates in the turn if more soldiers attack the same enemy.

COVERING FIRE

This action allows a soldier to fire in the opposition's turn. The firer may not do anything in his own turn, but anything that crosses into a 45 degree arc to the front of the soldier in the subsequent enemy turn may be fired on before the enemy can fire back.

WEAPON WORK

If a soldier has to clear a jammed weapon or reload, then the figure is declared to be doing 'weapon work' this turn.

SURRENDER

In war, soldiers do not want to die nor kill the enemy face to face. Whether a soldier surrenders, and whether the surrender is accepted is down to many factors. The willingness of soldiers to surrender must be part of a given scenario, but in simple battles the following rules can apply.

If a soldier has no uninjured comrades within 10 inches and an enemy gets to point blank range he will surrender. The captor will escort the prisoner back to the base line, or hand the prisoner over someone else. Prisoners move in the guards turn, at their move rate. One guard may have 5 prisoners in their care. If a guard is fired on his prisoners are removed from the board immediately. The guard may be assaulted, and prisoners may join in after the first assault.

GPMG

A GPMG cannot move and fire. It must spend a turn setting up before firing, counting as weapon work. If firing without a turn spent on weapon work then there is a -2 to the hit roll, and can only fire for one turn. It is then out of ammo, and a turn must be spent on weapon work to reload. If a GPMG is fired for 4 consecutive turns on fully auto, then the following turn must be spent on weapon work to replace the barrel.

LOADERS

Both the LMG and GPMG work in teams with loaders. They make sure

the ammunition is available to keep the rate of fire high. For GPMG's they lower the chance of jamming. In addition, a GPMG cannot fire continuously without one. The loader also carries ammunition. A gunner can only carry enough ammo for two fully automatic bursts, but if a loader is present the bursts are unlimited. A loader must remain within 2" of the machine-gun when moving, and in base-to-base contact when stationary.



GPMG Team In Action

HMG

HMGs are a platoon's support weapon.

Designed to produce sustained and accurate fire to suppress areas rather than individuals they need to be set up on tripods or other carriages for firing and have observers to direct their fire.

	Pb	S	M	L	E	X
HMG	3	3	3	3	4	5

The "X" range band is at 60-120".

The HMG always fires a template. Centre the template on a point rather than a miniature and roll to hit. If the die roll scores a miss, then use a clock face to determine in which direction the firing has deviated. Roll 1D6; if odd, use the numbers 1-6 on the clock-face, if even, use the numbers 7 to 12. Roll D6 again; this gives you the final direction of the deviation.

Then roll 1D6 and halve the result. This is the distance in inches in which the fire deviates.

Roll effects for all models caught inside the template. If the targets are in partial cover a roll of 1 has no effect. If in hard cover, a rolls of 1 or 2 are ineffective. Targets that are hit must add +1 to when rolling on the wound table because of the power of the bullets.

The template remains where it is for the following turn, but the firing player may move the template 6" in any direction in his next firing turn without having to roll again (of course, you can't move it beyond the 120" maximum range).

GRENADES

Troops can be issued with hand grenades, small anti-personnel explosive devices designed to be thrown amongst groups of enemy soldiers.

Grenades can be thrown up to 8 inches.

The soldier does not have to see the target; instead he elects a point at which he wishes the grenade to land. A roll of 4+ on a D6 means that he has successfully placed the grenade where he wants it; place the centre of the large template over the point he hit. Any soldier within the template must now roll for effect. The effectiveness of a grenade is 3.

If the thrower rolls 3 or more on a dice then the effected soldier must roll to see whether he is wounded or suppressed into hide mode. Use the same tables as for firing effects with the point blank range additions. If the soldier is in cover, that is terrain between himself and the centre of the blast, then there is a minus to the effectiveness of the grenade.

Hard cover	-2
Soft cover or target prone	-1
Grenade landed on soft ground	-1

If the grenade thrower missed his initial to hit roll, then roll a d6 again. If 6 is 12 o'clock, then the score of the dice roll is the direction the grenade has gone. Roll a d6 again, half the score and this is the distance in inches the grenade has gone.

GRENADE LAUNCHER

A soldier may be armed with a grenade launcher on the end of his rifle. The procedure remains the same, except the distance the grenade may be fired. The firing soldier must also have a direct line of sight to the target;

the grenade can not be lobbed over buildings, etc.

	Pb	S	M	L	E
Launcher -	-	5	6	-	

OBSERVATION

The battlefield is a confusing and dangerous place, where the natural instinct is to keep one's head down. A soldier must be aware of an enemy before he can take a shot at them.

Automatic awareness

A target has fired, anywhere on the tabletop

Any soldier within point blank range.

Any soldier moving in the open other than sneak on the table top. It is harder to spot soldiers in sneak mode; see the table below for details.

Rolling for awareness

If terrain blocks the sight of a soldier, they cannot be seen.

If a figure is moving fast, then they are not aware of any opponent outside of point blank range.

If a figure is moving and firing, the firer must be aware of the target before moving.

ORGANISATION

A squad fields 10 men. They can be a mix of rifles and sub-machine guns, with two troopers working as the LMG/GPMG team. One figure is

	PB	SR	MR	LR	ER
Sneak Action in open	a	3	4	5	6
Sneak Action in cover	a	5	6	6	6
Soldier in cover	a	a	4	6	6

the unit leader. See the box "A Typical Squad" for the troop types within a squad.

ENDGAME

Rather than fight to the last man, we play to a breakoff point. When a squad has 2 of its members Out of Action then roll on a D10 at the beginning of its own turn. If the score is more than the number of squad members not Out of Action then that players loses the game immediately.

Optional Breakoff Rules

Some squads can have a higher breakoff point than others to represent their greater combat experience and morale. These squads are defined as stubborn, elite or fanatic troops, and each has a different breakoff point. Stubborn squads have a breakoff point of 3 casualties, elite squads a breakoff point of 4 casualties, and fanatics a breakoff point of 5 casualties.

Stubborn squads are all Soviets, U.S. Rangers and Canadian troops.

Elite squads are SS troops, Allied Guard Formation, and Airborne troops.

Fanatic squads consist of desperate troops like Japanese island defenders.

A TYPICAL SQUAD

1x SQUAD LEADER

The squad leader will normally be a Sergeant

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-

1x SECOND IN COMMAND

The second in command is a corporal, lance-corporal or senior soldier. He takes over the squad if the squad leader is out of action.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

1x MACHINEGUNNER

Actions Available

Movement// Move Fast// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
GPMG	3	2	1	1	2

The gunner is also armed with a pistol. When pistol armed the machinegunner may Move and Fire.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Pistol	3	5	6	-	-

1x LOADER

The loader is the assistant to the machinegunner. He carries the ammunition for the gun and helps in setting the weapon up. He may also take over the machinegun if the machinegunner is incapacitated. He is armed with a rifle, and may join in a firefight if the machinegun is not firing fully automatic, otherwise he must assist in supplying ammunition.

Actions Available

Movement// Move Fast// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

6x RIFLEMEN

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

Late War Wehrmacht Infantry

