Victory Decision
Advanced Wargaming Rules
World War II

QUICK REFERENCE SHEET

A.D. PUBLISHING

VICTORY DECISION
ADVANCED WARGAMING RULES

World War II
Quick Reference Sheet

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Sequence of Play

1 - Initiative Segment

Initiative Segment Modifiers (cumulative)

Unit is Shaken	-2
Unit benefits from the Command or Recon Ability	+1
Unit is kept in Reserve	-1

2 – Activation Segment

3 – End Segment

Assault Action Summary:

- Choose visible (not hidden) enemy unit to assault
- Move unit leader first, then arrange unit within Coherency, any models with enemies within Combat Range may roll 1D6 CC dice (CR is only relevant to establish the number of rolled dice)
- Roll Damage Dice and establish number of Hits (each Hit result = 1 Hit to Save, each Critical result = 2 Hits to Save), ignoring any cover modifiers. If the Assaulting unit has the Grenade ability add +1 to Damage Dice, if the enemy unit is shaken add +1 to Damage Dice, these bonuses are cumulative; **Unsuccessful Assault attacks may be re-rolled**
- Make saving throws for the number of hits – again ignoring cover modifiers - and remove casualties (always owning player choice), models **without** the HP/X ability become a casualty after failing 1 saving throw
- Place Suppression Markers for casualties and check to see if the enemy unit becomes Shaken
- Shaken units must make immediate withdrawal movement

Close Combat Action Summary:

- Roll to Damage Dice and establish number of Hits (each Hit result = 1 Hit to Save, each Critical result = 2 Hits to Save), ignoring any cover modifiers; Shaken units are at +1 to hit
- Make saving throws for the number of hits – again ignoring cover modifiers - and remove casualties (always owning player choice), models **without** the HP/X ability become a casualty after failing 1 saving throw
- Place Suppression Markers for casualties and check to see if the enemy unit becomes Shaken
- Shaken units must make immediate withdrawal movement

Terrain Effects on Movement:

- Movement is reduced by 1" if at least a part of the movement action is executed over or in difficult terrain.
- Very difficult terrain reduces the Movement characteristic by 2".
- No move may ever be reduced to less than 1".
- Impassable terrain may not be crossed at all.

Shooting Modifiers

Target unit is in:	Broken LoS	Soft Cover	Hard Cover
Modifier on Critical Characteristic	-	+1	+2
Modifier on Hit Characteristic	+1	+1	+1
Modifier on Save Roll	-	+1	+2
Infantry Cover Save	No	5+	4+

Shoot Action Summary:

- Choose target unit
- Check LoS and Range
- Place one Suppression Marker for being shot at
- Roll Damage Dice and establish number of Hits (each Hit result = 1 Hit to Save, each Critical result = 2 Hits to Save)
- Make saving throws for the number of hits and remove casualties. (always owning player choice), models without the HP/X ability become a casualty after failing 1 saving throw
- Place additional Suppression Markers for casualties and check to see if the enemy unit becomes Shaken
- Shaken units must make immediate withdrawal movement

Vehicles Shooting

No Movement Action or 1 Move Action **after** Shoot Action	All weapons may shoot *
1 Shoot Action **after** Move Action	Up to two weapons may shoot, all non MG weapons -1 modifier on Damage Dice *
2 Move Actions	No shooting at all

* Not all MGs, depending on where and how they are mounted may fire; see "Vehicle Mounted MG" for more information.

Infantry Abilities

Ambush - Before the game begins note the location of the unit before any models are deployed on the table. This may be anywhere on the table outside the enemy's deployment zone. The unit may be concealed in or behind an area of terrain as long as the noted location point is outside the enemy's deployment zone. If you chose to place your ambush within terrain, the area of terrain must be big enough to deploy the concealed unit within it or big enough to completely block Line of Sight from all enemy units.

You can reveal the ambush by placing the unit on the table at any time after another unit (friendly or otherwise) has completed an action. The revealed unit counts as hidden, even if the unit normally can't hide, for example because of the "Big gun" rule. Once revealed the unit can be activated in a later Initiative Segment. The ambushing unit is also revealed if the Ambush location is within Leadership Distance of an enemy unit at any time. Enemy units with the Recon Ability add 2" to their Leadership Distance.

The unit must be revealed by the end of turn three or counts as destroyed.

Vehicles without the Open Special Property halve their Leadership Distance to reveal an ambushing unit. In addition Recon vehicles without the Open Special Property only add 1" to their Leadership Distance.

Cavalry - Units with the Cavalry Ability may start the game Horse mounted or unmounted. A Cavalry unit benefits from the following rules while mounted:

- Their Movement characteristic is increased to 6".
- Their Hit characteristic is increased to 5+. The Save is 5+.
- The Untrained Ability is gained.
- The unit must apply a -1 modifier to all Damage Dice while performing a Shoot action. It is not possible to shoot a weapon with the Blast/X", Flame or Set Up/X Weapon Feature from horseback. A Weapon with the Scoped Feature may be shot but cannot benefit from this feature.

The unit may dismount at the end of any movement action without spending an additional action. While dismounted the unit can perform shoot actions as normal. It is presumed that the mounts are still nearby, so to mount again the unit may use an action – doing nothing else.

Command - Command Units benefit from the following rules:

- The die for a unit's activation may be re-rolled in the Initiative Segment as long as the chosen unit (at least one model of that unit) is within the Leadership Distance of a friendly unit with the Command ability.
- Units with the Command Ability remove one Suppression Marker automatically during the End Segment of the game turn.

Commanding units may also perform the following special actions:

a - Activate Unit

The commanding unit may use an action – doing nothing else - to activate another friendly unshaken unit within its Leadership Distance that has not already been activated this turn. It may only activate one unit per turn and it can only activate a unit with a lower Leadership characteristic. It may activate another unit while hidden. If the commanding unit rolls under its Leadership characteristic the activated unit must take their actions as if it was their turn and may not be normally activated again this turn. The unit will begin immediately after the commanding model finishes its turn.

b – Re-Activate Infantry Unit

The commanding unit may use **two** of their actions – doing nothing else - to re-activate a friendly unshaken infantry unit within its Leadership Distance that has already been activated this turn. It may only re-activate one unit per turn and it can only re-activate a unit with a lower Leadership characteristic. It may re-activate another unit while hidden. If the commanding unit rolls under its Leadership characteristic the re-activated unit must take **one** action as if it was their turn and may not be activated again this turn. The unit will begin the additional action immediately after the commanding unit finishes its turn.

c - Regroup Unit

The commanding unit may use once per turn an action – doing nothing else - to Regroup a friendly, Shaken unit within its Leadership Distance. It cannot perform this action and remain hidden. Remove any hidden marker from the commanding unit. If the commanding unit rolls under its Leadership characteristic the Shaken unit may roll 2xD6H and remove a number of Suppression Markers equal to the single higher dice roll. The unit may even be activated by the commanding unit as described above.

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d - Call in Air/Artillery Strikes

The commanding unit may use an action – doing nothing else - to Call in off-board Air or Artillery Strikes. If the commanding unit rolls under its Leadership characteristic, the Attack is called in successfully. Remove any hidden marker from the commanding unit. For each individual commanding unit attempting to call in Air/Artillery in a turn, the roll is modified by +2 until the unit performs the action successfully. Each additional action used to Call in the Strike subtracts -1 from the roll. The -1 modifier is cumulative for the acting unit within a game turn.

If successful, the Strike itself is resolved immediately as a Shoot action with the Indirect feature. However - the initial Target Point must be in the commanding unit's Line of Sight. There is no minimum range for this attack.

Dedicated - Troops with this Ability are well known for their tenacity and bravery. Dedicated units are only Shaken if they have two Suppression Markers per model – or HP in the case of Units with the HP/X Ability - in the unit.

Fire Team - The teams of the unit may split off each other to act as independent units. You must nominate one model as unit leader, which is always the model with the highest Leadership Characteristic. If all models have the same Leadership Characteristic you may nominate any model as leader. This may be done before the start of the battle or at the beginning of the Initiative Segment of any turn immediately before any units are nominated. Any currently applied Suppression Markers can be distributed between the two units in any way the controlling units' player likes.

Grenades- A unit equipped with Grenades performing an Assault Action may add +1 to all Damage Dice rolled.

HP/X - The number of HP (Health Points) shows how many hits each model in a unit can withstand before being removed as a casualty. A Critical Hit result equals two Hits as normal. A unit with the HP/X ability can only use as many Assault or Close Combat Damage Dice (or Dice from the Tank Hunter ability) as HP remaining. The same is true for Shoot Actions. The number of useable weapons for a Shoot Action equals the current HP number but may be modified by suppression.

Immobile - A unit with the Immobile Ability is incapable of performing a Move action. An immobile unit may take an action to turn in place to a new facing.

Individual - A model with this ability is in effect a unit of one. It can join a unit and then leave it later to join another unit or become a one-model unit again. Individuals can join a unit's action if they are within the unit leader's Leadership Distance. If an individual joins a Shaken unit, that unit becomes immediately unshaken.

Infiltrate - An infiltrating unit may be deployed up to 12" further away from their table edge if it starts the game out of Line of Sight of any enemy unit.

Light Footed - A unit with the Light Footed Ability is not hindered by terrain features as much as normal troops. Movement is NOT reduced by difficult terrain. Very difficult terrain reduces the Movement characteristic only by 1".

Marksmen - A unit with the Marksmen ability always benefits from the Concentrate Fire! Action.

Medic - Ignore while the first failed save of an infantry model within Leadership Distance of the Medics unit per game turn. This includes failed Infantry Cover Saves.

Motorcycle - Units with this Ability may start the game Motorcycle mounted or unmounted. A Motorcycle unit benefits from the following rules while mounted:

- Their Movement characteristic is increased to 8". The unit moves as if a Wheeled/ 8" vehicle.
- Their Hit characteristic is increased to 5+. The Save is 5+.
- The Untrained Ability is gained.
- A Motorcycle mounted unit can only perform Move, Regroup and Spot actions while mounted.
- In addition a Motorcycle with Sidecar mounted unit with MG / HMG can perform Concentrate Fire and Shoot Actions while mounted. The MG counts as a Pintle Mounted MG / HMG while mounted.

The unit may dismount at the end of any movement action without spending an additional action. While dismounted the unit can perform actions as normal. It is presumed that the motorcycles are still nearby, so to mount again the unit may use an action – doing nothing else.

Note: You can mount up to 2 infantry models on a Motorcycle and 3 infantry models on a Motorcycle with sidecar.

Nerves of Steel - It takes two Suppression Markers to suppress members of this unit or enforce a Critical Hit on a Shaken unit.

Pioneer - The unit is equipped with engineering equipment to detect and clear minefields. If the mine clearing unit is within 4" of Minefield marker it can clear it by spending two consecutive actions doing nothing else. Remove the Minefield marker immediately after spending the two actions.

Radio - A unit with the Radio Ability modifies every "Call in Air/Artillery Strikes" roll by -2.

Recon - A HQ unit calling in an Air/Artillery Strike does not need Line of Sight to the targeted enemy unit, as long as a friendly unit with the Recon ability has Line of Sight to the enemy unit. Units with the Recon feature can ignore the -1 Initiative modifier when arriving from Reserve.

Stealth/X" - If unit with the Stealth Ability is in any type of Cover and did not perform a Shoot Action during its last activation, enemy models more than X" away may not target it with a Shoot Action.

Tank Hunter - Infantry in WW II used a variety of grenades or mines to assault armoured vehicles. All members of the unit with this ability are assumed to carry Anti-Tank Explosives. Anti-Tank Explosives may be placed on any Vehicle or Structure within Combat Range with an Assault or Close Combat Action instead of rolling any other Damage Dice. They will explode at the end of the assaulting unit's activation segment. All other modifiers of an Assault Action (Re-Roll etc.) do not apply. A unit with the HP/X ability can only place as many Anti-Tank Explosives as HPs remaining. The maximum number of Anti-Tank Explosives is limited by the current HP number and is modified by suppression markers.

Tenacity - The unit is trained to get the most out of cover. When in Soft Cover they will count as being in Hard Cover. When in Hard Cover they still only count as being in Hard Cover.

Unseen - The unit is trained to sneak around enemies and perform duties behind enemy lines. Whenever a unit with this ability is in any type of cover it automatically benefits from the Take Cover! Action.

Untrained - This unit will always count Hard Cover as Soft Cover, Soft Cover as Broken LoS while Broken LoS does not provide any benefit. In addition, weapons with the Blast feature gain a +1 bonus to all Damage Dice rolled against models in this unit.

Weapon Team - Weapon teams man weapons that take a long time to reload or use up their available ammo quickly. Examples are field and anti-tank guns or heavy Machine Guns. There are two ways to represent weapon teams on the gaming table: All models are based together on one base (or infantry stand) or each model is based individually. Weapon Teams all have a HP/X characteristic were each HP represents one crew member / model. All the rules for units with the HP/X ability apply. Weapon Teams may only shoot if at least one crew member is still alive (the unit still has one HP or more). The weapon and the crew act as one unit, they are taking their actions together. Weapon teams may decide to not use the main weapon in which case they may use their hand weapons normally. Units with the Weapon Team ability may not perform Assault Actions.

Vehicle Special Properties

Command Vehicle - Command Vehicle Units benefit from the following rules:

- The die for a vehicle unit's activation may be re-rolled in the Initiative Segment as long as the chosen unit (at least one model of that unit) is within the Leadership Distance of a friendly unit with the Command Vehicle ability.

Command Vehicle units may also perform the following special actions:

a - Activate Unit

The commanding vehicle unit may use an action – doing nothing else - to activate another friendly vehicle unit within its Leadership Distance that has not already been activated this turn. It may only activate one unit per turn. If the commanding unit rolls under its Leadership characteristic the activated unit must take their actions as if it was their turn and may not be activated again this turn. The unit will begin immediately after the commanding unit finishes its turn.

c - Call in Air/Artillery Strikes

The commanding vehicle may use an action – doing nothing else - to Call in off-board Air or Artillery Strikes. If the commanding unit rolls under its Leadership characteristic, the Attack is called in successfully. Remove any hidden marker from the commanding unit. For each individual commanding vehicle unit attempting to call in Air or Artillery Strikes in a turn, the roll is modified by +3 until the unit performs the action successfully. If the Command vehicle also benefits from the Radio Special Property, the roll is modified by -2. Each additional action

used to Call in the Strike subtracts -1 from the roll. The -1 modifier is cumulative for the acting unit within a game turn.

If successful, the Strike itself is resolved immediately as a Shoot action using a weapon with the Indirect feature. However - the initial Target Point must be in the commanding vehicle unit's Line of Sight. There is no minimum range for this attack.

Minesweeping Equipment - Minesweeping vehicles are able to detect and clear minefields. If the mine clearing unit is within 4" of Minefield marker it can clear it by spending two consecutive actions– doing nothing else. Remove the Minefield marker immediately after spending the two actions and roll 1D10 against the vehicle's front facing ignoring the usual Save/-2 feature of the Mine.

Open - Open vehicles are not fully enclosed; the crew is more exposed and therefore less protected. Enemy infantry attacking vehicles with the Open Special receive a +1 modifier to their Close Combat Damage dice during an Assault or Close Combat Action. The modifier is cumulative with modifiers from the Tank Hunter Ability.

Radio - A vehicle unit with the Radio Special modifies every "Call in Air/Artillery Strikes" roll by -2. A Radio equipped vehicle can operate easier in a vehicle unit, the formation can perform over wider distances. The Leadership Distance of the Radio equipped unit is doubled.

Recon - As the Infantry Ability.

Smoke Discharger - Many vehicles during WW II were equipped with dedicated Smoke Dischargers or simply able to feed diesel directly into the exhausts of the vehicle, the result was the same: a great amount of smoke was generated in a relatively short time, effectively screening the vehicle from view. A model with the Smoke Dischargers Special may take two consecutive actions – doing nothing else - in a turn to conceal itself in thick smoke, blocking any Line of Sight across an area up to its Size in inches (Size") from the centre of the model. This will last until the beginning of the vehicles next activation.

Tank Riders/X - The unit can transport up to X infantry models on its engine deck. Treat the infantry riding on the tank as in an open Transport vehicle when used in this way. When shot at from the front vehicle facing treat the Tank Riders as if in Hard Cover – however the usual Infantry Cover save does not apply.

Transport/X - Some vehicles are able to carry infantry models. The unit description shows the "Transport/X" Special, where X is the number of infantry models that may be carried. Models may mount a transport vehicle by performing a Move Action. The infantry unit, including any AT guns must be within range of the vehicle in order to embark; if the unit leader is within 4" of the vehicle the unit is considered in range.

As long as the infantry unit is mounted in a vehicle they are not activated as a separate unit. They are just part of the actions the vehicle performs. The exception to this is that Infantry units may dismount by performing a Move action, simply place the unit leader within 4" of the transport vehicle. The unit may then be placed within Coherency and may take actions again. If a transport vehicle is destroyed, every model still on board will immediately suffer a D6 Damage Die without any modifiers. Place any surviving models within 4" of the destroyed vehicle. If an Amphibious transport vehicle is destroyed while in the water, every model mounted suffers 1D6+2 Damage Die. As with normal transports place any surviving models within 4" of the destroyed vehicle.

Up to half of the mounted models (rounding down) may fire from an open transport vehicle with a −1 penalty to their Damage Dice if the open transport vehicle takes a Shoot Action. It is not possible to shoot with a towed weapon! However, this goes both ways! As soon as a mounted unit shoots from an open transport vehicle in its last action all enemy units may shoot at the mounted unit instead of the vehicle itself. The mounted unit will benefit from the vehicles armour and counts as in Hard Cover. Roll Damage Dice as usual.

It is only possible to shoot at a mounted unit if the unit shoots as their last action. If a mounted unit shoots as their first action and the vehicle then moves as the second action, it is presumed that the mounted unit is keeping their heads down and a Line of Sight to the mounted unit is not possible.

Unreliable - This vehicle suffered from technical problems. Its complex design made it difficult to maintain which resulted in many losses because of mechanical breakdowns. Whenever the unit performs more than one movement action during a game turn, roll a D6 at the end of the last Move Action – on a roll of 1, the vehicle becomes temporarily immovable. Turrets still move and weapons may still be used within their Fire Arcs. If the unit takes two consecutive actions doing nothing else, the unit may move again.
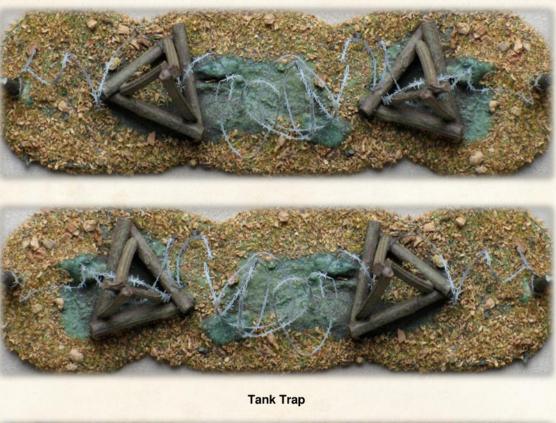
Game Marker

Hidden	Hidden	Hidden	Hidden	Hidden	Hidden	Hidden	Hidden	Hidden
Hidden	Hidden	Hidden	Hidden	Hidden	Hidden	Hidden	Hidden	Hidden
Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover
Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover	Take Cover
Objective 1	Objective 2	Objective 3	Objective 4	Objective 5	Objective 6	Objective 7	Objective 8	Objective 9
Minefield	Minefield	Minefield	Minefield	Minefield	Minefield	Minefield	Minefield	Minefield
Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression
Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression
Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression
Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression	Suppression
Shaken	Shaken	Shaken	Shaken	Shaken	Shaken	Shaken	Shaken	Shaken

Barbed Wire

Tank Trap

Trench

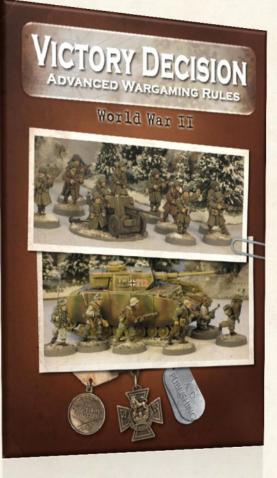# Available now from

VICTORY DECISION
ADVANCED WARGAMING RULES
World War II

"Sure, we want to go home. We want this war over with. The quickest way to get it over with is to go get the bastards who started it. The quicker they are whipped, the quicker we can go home. The shortest way home is through Berlin and Tokyo. And when we get to Berlin, I am personally going to shoot that paper hanging son-of-a-bitch Hitler. Just like I'd shoot a snake!"

General George S. Patton - (addressing his troops before Operation Overlord) - **5th June 1944**

Even today's world is still living with the consequences of World War II, the most significant conflict in our history.

Victory Decision: World War II is an action based game that allows you to command a platoon sized force or more in this momentous conflict. It features a unique Leadership-modified alternate unit activation system. The result is a fun and fast paced war game that involves both players almost constantly.

These rules cover virtually all aspects of World War II gaming. Included are rules for:

- Moving, Hiding, Infiltrating and Spotting,
- Shooting and Concentrated Fire Actions,
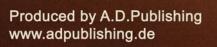- Assault and Close Combat Actions,
- Artillery and Air Strikes, Bunker Assaults, Night Fighting, Foxholes, Tank Pits and much more…

Victory Decision emphasises Troop Quality and Leadership and includes a fast and detailed Vehicle combat system.

The rules cover individually based infantry miniatures and also group- or multibased miniatures, aka Infantry Stands. While designed with 20-28mm miniatures in mind the Victory Decision game system is flexible enough to handle any miniatures from 6mm to 32mm. So whatever your existing miniature collection consists of, you can start playing right away.

This rulebook not only provides Scenarios but also Point based Army Lists for late war British, German, Soviet and US forces. All necessary Game Markers are also included within this book.

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