EASY COMPANY

Wargames Rules for World War II

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1 Introduction

1.1 Overview

The EASY COMPANY rules were inspired by reading Band of Brothers by Stephen Ambrose and then seeing the HBO television series of the same name.

The rules are intended to place the player in the role of a junior officer or NCO leading a squad of men into action.

1.2 Period & Scale

Period

These rules were designed to recreate infantry actions during the Second World War.

Scale

A ground scale of 1 inch equals 10 metres has been adopted.

Figures & Basing

The rules were developed for use with individually based 20mm figures.

1.3 Terminology

The following terms are frequently used in the rules:

Action – movement, firing or other activity (as agreed with the umpire/ other players). Each figure may only take one action per turn).

d00 – two ten sided dice, one designated as tens the other as units thrown to produce a result in the range 01 to 100 ('00'). A roll of 01 is always a success and a roll of 00 is always a failure irrespective specified chance.

HMG – Heavy Machine Gun, greater than rifle calibre and on fixed mount

LMG – Light Machine Gun, rifle calibre weapon on bipod

MMG – Medium Machine Gun, rifle calibre weapon mounted on tripod or other fixed mount

MP – Motivation Point (see 2.4)

Opportunity Fire – fire from figures declared as observing an area

Phase – Part of a Turn (see 1.4)

SMG – Sub-Machine Gun

Turn – A game turn (see 1.4)

1.4 Turn Sequence

Each game will be broken down into a number of game turns, each intended to represent [?] of real time. Each turn is the divided into the following phases:

Artillery Phase

Resolve off table artillery, air strikes and anti-aircraft fire

Attacker Phase

Attackers move and/or fire (may be in any sequence)

Defenders resolve any opportunity fire

Defender Phase

Defenders move and/or fire (may be in any sequence)

Attackers resolve any opportunity fire

Melee Phase

Resolve any hand to hand combat

Morale Phase

Both sides test unit morale

1.5 Acknowledgements

Thanks are owed to members of the Jersey Wargames Society and the Exiles Wargames Club for play-testing the original outline rules.

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2 Unit Composition

2.1 Overview

Units should be base on historical TO&E but reflect the reduction in numbers resulting from combat as appropriate.

2.2 Troop Quality

Quality is a combination of training and experience and falls into the following categories:

Untrained (U) – individuals with no military training and no combat experience

Green (G) – individuals with military training or combat experience

Experienced (X) – individuals with military training and combat experience

Veteran (V) – highly trained and very experienced troops

Elite (E) – units with specialist combat training and extensive combat experience – considered to be virtually self motivating

2.3 Leaders

Leaders are the officers of the unit. They will spend most of their time issuing orders and co-ordinating or cajoling the troops into action.

2.4 Motivation Points (MPs)

Motivation Points are determined by the capability, experience and rank of the leader. Thus typical levels would be as follows (with capability modifications made in the individual scenario):

Private	4
Corporal	6
Sergeant	8
Lieutenant	8
Untrained	-4
Green	-2
Veteran	+2
Elite	+4

MPs may only be expended on troops within 40m.

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3 Artillery

3.1 Overview

Artillery should be designated as on or off table. At the skirmish scale of Easy Company it is envisaged that only mortars are likely to be on table. These are dealt with in the Indirect Fire section below.

3.2 Off Table Artillery

Artillery may only be called in by a Leader with access to a radio. He must expend 5 MPs calling in the artillery.

The basic chance of it arriving the next turn depends on the quality of the artillery crew and is:

Untrained	10%
Green	30%
Experienced	50%
Veteran	70%
Elite	90%

If it fails to arrive then re-roll each turn increasing the base chance by 10%.

When the artillery fire arrives the chance of it being on target is:

Untrained	10%
Green	30%
Experienced	50%
Veteran	70%
Elite	90%

If it is not on target then main barrage is not laid and there is no further effect.

The first round of artillery is always a ranging round.

Once the fire has been called the Leader may expend 5 MPs to attempt to "walk" the fire up to 6 inches on the next turn; however whether it is on target must be checked as above.

Once a Leader is happy the fire in on target he expends a further 5MPs and call to "fire for effect".

In this case every figure within a radius of the point of aim has the following chance of being wounded:

Basic	50%
In the open	–
Prone	x50%
Dug in	x10%

The radius of effect is dependent on the calibre of the artillery:

100mm or less	70m
101–120mm	140m
121–130mm	210m
131–150mm	280m
Over 150mm	350m

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4 Movement

4.1 Overview

Movement is affected by the wariness of the troops, their current situation and how well they are motivated.

4.2 Movement Modes

Normal – where no enemy troops are known or suspected in the area

Cautious – where enemy troops are known or suspected but the unit is not currently under fire

Under Fire – where the unit is under fire from any type of weapon e.g. small arms, automatic weapons, artillery

A unit immediately changes movement mode when the conditions change during a phase.

For example where a unit in Normal mode comes under opportunity fire it will immediately switch to Under Fire mode (this will affect all the members of the unit who have not completed their movement for that phase).

4.3 Movement Distances

The following are the maximum unmodified distances any figure may move on foot in one turn:

Normal	70m
Cautious	50m
Under Fire	40m

Units in Under Fire mode are deemed to go prone if in the open at the end of any movement.

Additional MPs may be expended to increase movement distances (other than in Normal mode); however total movement may never exceed 70m in one turn.

4.4 Initiating Movement

When moving in the Normal mode it is unnecessary for Leaders to expend MPs (except to move themselves).

When a unit is in Cautious or Under Fire mode it may be necessary to expend MPs to enable individuals to move; MPs may also be expended to increase movement distances in these modes.

The basic chance of an individual moving in each mode is determined by their Quality and the number of MPs expended by their Leader:

Untrained:	30%
Green:	50%
Experienced:	70%
Veteran:	90%
Elite:	110%

These basic chances are then modified depending on the situation:

Under Fire[1]

Small arms:	−30%
Automatic weapons:	−50%
Light artillery:	−50%
Heavy artillery:	−70%
Air attack:	−70%

Per untended casualty:	−20%
Per previous successful[2]:	+10%
Per MP expended:	+10%

Notes:

1:In the event of more than one type of fire choose the type with the highest negative modifier.

2:This cumulative bonus only applies to consecutive successes. If one man in a unit fails then the cumulative effect is lost.

To initiate movement roll a d00 for each figure and if the roll is less than the modified chance then the figure will move.

Each MP separately expended will increase the distance moved by 10m.

Leaders

Leaders may expend MPs as follows in order to move themselves the standard move distances:

Cautious	1MPs
Under Fire	2MPs

Additional MPs may be expended to increase the distance moved as detailed above.

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5 Firing

5.1 Overview

Firing is affected by the quality of the troops, their current situation and how much their Leader motivates and co-ordinates them.

5.2 Firing Position

In the Open – stationary or moving in an area with no concealment

Dug In – in a foxhole or trench

Concealed – using available cover (this will not always mean a figure is concealed from all directions)

5.3 Initiating Firing

The basic chance of an individual firing is determined by their Quality and the number of MPs expended by their Leader:

Untrained:	50%
Green:	70%
Experienced:	90%
Veteran:	110%
Elite:	130%

These basic chances are then modified depending on the situation:

Under Fire[1]	
Small arms:	−30%
Automatic weapons:	−50%
Light artillery:	−50%
Heavy artillery:	−70%
Air attack:	−70%
Per previous successful[2]	+10%
Per untended casualty:	−10%
Per MP expended:	+10%

Notes:

1:In the event of more than one type of fire choose the type with the highest negative modifier.

2:This cumulative bonus only applies to consecutive successes. If one man in a unit fails then the cumulative effect is lost.

To initiate firing roll a d00 for each figure and if the roll is less than the modified chance then the figure will open fire.

Leaders

Leaders must expend MPs as follows in order to fire:

Cautious	2MPs
Under Fire	3MPs

5.4 Range

Unless capable of indirect fire weapons may only be fired at targets where the firer has line of sight.

Direct Fire

Each weapon in the following table has both an effective and a maximum range. When fired at a target between these two ranges then hits may only be scored on an '01' result otherwise the target is simply considered Under Fire.

Weapon	Effective	Maximum
Pistol	20m	50m
Rifle	300m	see note
SMG	80m	200m
LMG	450m	see note
MMG	600m	see note
HMG	800m	see note

Note: In most circumstances this will be a range greater than that represented on the table.

Indirect Fire

Grenades

Select the point of aim and roll as for firing above to determine if thrown and whether on target. If used in the open the effect is limited to any single figure or vehicle selected as the point of aim and successfully hit. If hit an individual has a 50% chance of being wounded.

If used in a confined space then anyone in that space has a 50% of being wounded.

The 50% may be determined by the player selecting odd/even before the firing roll.

Mortars

Select the point of aim and roll as for firing above to determine whether on target. If used in the open the effect is limited to a radius of 2 inches from the point of aim. If hit an individual in the area the following chance of being wounded:

Basic	50%
In the open	–
Prone	x50%
Dug in	x10%

5.5 Effectiveness

How effective any firing is depends on the firers' quality and the enemy's position. The basic effective fire chance is calculated as follows:

Untrained:	20%
Green:	30%
Experienced:	40%
Veteran:	60%
Elite:	80%

These basic chances are then modified as follows:

Enemy's Position

In the Open:	–
Concealed:	x50%
Dug in:	x10%

If the roll to initiate firing roll is less than the modified chance then the fire is effective and a hit is scored. Otherwise the target unit only counts as Under Fire.

For automatic weapons roll once per figure in the area of effect (second and subsequent rolls check only against the effective fire chance).

Fire is deemed to be at a target group and will be allocated randomly between that group. If shot unable to hit designated figure then no effect.

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6 Melee

6.1 Overview

D10 vs d10 with +1 for each quality above opponent. Higher score wins, if double then opponent killed otherwise just wounded. Drawn score melee continues next turn.

7 Casualties

7.1 Overview

When wounded figures will be deemed to be prone and will count as untended wounded until another unwounded figure remains with them for 1 turn doing nothing but rendering medical aid. Figures will then count as tended wounded and will be unable to move without assistance or fire.

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8 Morale

8.1 Overview

Individual morale is deemed contained within the movement and firing process.

Unit morale should be tested when the unit reaches 50% casualties and again at 75% casualties. Calculate as follows:

    Untrained: 10%

    Green: 30%

    Experienced: 50%

    Veteran: 70%

    Elite: 90%

If roll is failed MPs may be expended to retry – the number of MPs doubles each attempt, i.e. first attempt 1MP, second attempt 2MPs, third attempt 4MPs and so on.

If a unit fails the roll it must withdraw as rapidly as possible but using the best cover (i.e. it is not compulsory to move across the open unless there are no alternatives).

Each subsequent turn a further attempt may be made but with a –10% modifier for each consecutive turn on which at least 1 roll was failed

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