



# World War II Commando and Spec Ops.

© [Al Hewitt](#) and [Neil Houlby](#)

## Movement

Type	Distance	Notes
Crawl	3 cm	
Walk	5 cm	-1cm standing from prone/ Sneaking
Run	10 cm	-2cm standing from prone/ Sneaking
Sprint	15 cm	2 turns only before rest
Wheeled Vehicles	20 cm	
Tracked Vehicles	25 cm	

## Modifiers

Movement Modifiers			
Hedge, Wall, or Fence	- 1 cm	River	Half Mvmt
Light Woods	None	Dense Woods	Half Mvmt

## Combat

Roll d10 to hit, base of 4 for Special Forces, and base of 6 for regular troops, on a roll of 1 the weapon has jammed and cannot be fired this turn. If a fumble has occurred roll a D10, on a result of a 1 or 2 the weapon is not repairable in the field. For Flame Throwers on a 1 or 2 the tank explodes, wearer rolls on the damage chart with + 1 to effect. For grenades it is dropped, all figures within burst radius of 5 cm need to roll on damage chart.

Weapon	Short Range	Medium Range	Long Range
Rifle	30	80	200
SMGs	25	60	120
Pistols	15	30	50
MGs	35	85	250
Sniper Rifle	50	100	250
Grenades	Guess range up to 20 cm, then roll 1d6 + scatter dice		
Mortar	Guess range up to 200 cm, then roll 3d6 + scatter. Min range 20cm		
Bazooka	25	60	120
Panzerschreck	25	50	100
Panzerfaust 30	7	15	30
Panzerfaust 60	15	30	60
PIAT	25	50	100
Flame Thrower	7	15	30

- All Grenades have a burst radius of 5cm.
- Anti Tank Weapons if hit roll D10, on a 1 – 5 no damage, 6 – 10 Destroyed.

## Modifiers

The following modifiers are to be added or subtracted from the base to hit to show the role that is required for a hit.

To Hit Modifiers	
+ 4 Long Range	+ 4 Hard Cover
+ 2 Medium Range	+ 2 Light Cover
+ 3 Running	+ 1 Under Fire
+ 1 Walking	+ 2 Serious Wound
+ 1 Firer Sneaking	+ 1 Full Auto (2 + Shots)
+ 1 Target Prone	+ 2 Through Smoke
+ 1 Sniper at Short Range	- 1 Per Aim (Max 3 turns)
+ 1 Grenade Bayonet Fitted	- 2 Sniper / Aim (6 max)

## HTH Combat

Each combatant rolls a d6, the highest score wins.

### Modifiers

+ 2 Special Forces                      - 2 Unaware of Attack                      - 1/ extra attack (2 max)  
 + 1 Bayonet Attached                      + 1 Combat Knife

- If loser was unaware then wound roll is at +2 effect.

## Wounds

Roll a d6 for each hit and consult the following table

Die Roll	Effect
1 – 2	Light wound (No effect) 2 light = 1 serious
3 – 4	Serious (+2 to firing) 2 serious = Neutralized
5	Neutralized (May do nothing but crawl 3cm)
6	Dead

## Spotting

Roll a d10 to see if visible

Visibility	Distance (cm's)			
	0 – 20	21 – 50	51 – 100	100 +
Normal	2	3	4	5
Reduced	3	4	5	6
Poor	4	5	6	7
Bad	6	7	8	10

## Modifiers to base chance

Spot Modifiers			
Target Running	- 3	Binoculars (Day)	- 4
Target Sneaking	+ 1	Binoculars (Night)	- 2
Light Cover	+ 1	Hard Cover	+ 2
Target Prone	+ 2	Target Firing	- 4
Target Firing Suppressed Weapon	- 1		

## Troopers

Each player will control a squad of Special Force Troopers or Commandos; each trooper will have 4 slots to carry equipment.

## Skills

After the completion of each mission each Special Force Trooper that survives may gain a skill. Roll 1D6 for each figure. On a roll of 6 that figure get a roll on the skill table.

Die Roll	Skill	Benefits
1	Strong as an Ox	+ 1 Slot
2	CQB Specialist	- 1 to hit at short range
3	Tough as nails	First wound treated as 1 level lower
4	Pitcher	May re-roll the scatter die for grenades once per turn
5	Super Fit	Walk 6cm    Run 14cm
6	Sharp Shooter	- 1 to hit
7	Medic	With Medic Kit Roll D10, Heals one level on 6 – 9, two levels on a 10, all other rolls no effect.
8	Explosives	
9	Sneak	+ 1 to Spot Modifier
10	Player Choice	

2 Figure in every section may speak the language of the mission site.

## Equipment

### Weapons

Type	Weapon	Cal	Feed	Ammo	ROF	Slots
A/T	Bazooka	60 mm	R	1	1	2
A/T	Panzerschreck	88 mm	R	1	1	2
A/T	Panzerfaust 30	100 mm	G	1	1	1
A/T	Panzerfaust 60	100 mm	G	1	1	1
A/T	PIAT		G	1	1	2
Rifle	Karabiner KAR 98K	7.92 mm	M	3	1	1
Rifle	Gewehr 43	7.92 mm	M	3	2	1
Rifle	Fallschirmjagergewehr FG42	7.92 mm	M	3	3	1
Rifle	Sturmgewehr StG 44	7.92 mm	M	5	5	1
Rifle	Tokarev SVT40	7.62 mm	M	3	1	1
Rifle	Mosin-Nagant Model 1938 Carbine	7.62 mm	M	3	1	1
Rifle	Lee Enfield		M	3	1	1
Rifle	De Lisle Carbine	11.43 mm	M	5	5	1
Rifle	Model 1903 Calibre .30	7.62 mm	M	3	1	1
Rifle	M1 (The Garand) Calibre .30	7.62 mm	M	3	2	1
Rifle	M1 Carbine .30	7.62 mm	M	3	2	1
Pistol	Enfield No.2 Mk 1	9.65 mm	CY	6	1	1

## World War II Commando and Spec Ops Rules

Pistol	Webley Mk 4	9.65 mm	CY	6	1	1
Pistol	Tokarev TT-33	7.62 mm	C	8	2	1
Pistol	Pistole P08 (Luger)	9 mm	C	8	2	1
Pistol	Walther PP	9 mm	C	8	2	1
Pistol	Walther P38	9 mm	C	8	2	1
Pistol	Browning HP	9 mm	C	8	2	1
Pistol	Colt M1911A1	.45	C	8	2	1
Pistol	Smith & Wesson 0.38/200	9.65 mm	CY	6	1	1
Pistol	Smith & Wesson M1917	.45	CY	6	1	1
MG	Browning Automatic Rifle (BAR)	7.62 mm	M	5	5	1
MG	Vickers Mk 1	7.7 mm	B	15 (a)	5	4
MG	Vickers Berthier Light MG Mk 3	7.7 mm	B	10	5	2
MG	Browning .50 Hv MG	12.7 mm	B	15 (a)	5	4
MG	Bren Light MG	7.7 mm	M	10	5	2
MG	Maschinengewehr MG 34	7.92 mm	B/D	15 (a)	5	2
MG	Maschinengewehr MG 42	7.92 mm	B	15 (a)	10	4
MG	DSHk 1938	12.7 mm	B	15 (a)	5	4
MG	SG 43	7.62 mm	B	15 (a)	5	4
SMG	Lanchester	9 mm	M	5	5	1
SMG	M3A1 'Grease Gun'	11.43 mm	M	6	6	1
SMG	Thompson	11.43 mm	M	6	6	1
SMG	Reising Model 50	11.43 mm	M	6	6	1
SMG	MP28	9 mm	M	6	6	1
SMG	MP40	9 mm	M	6	6	1
SMG	PPD 1938	7.62 mm	M	6	6	1
SMG	PPSh - 41	7.62 mm	M	6	6	1
SMG	Sten	9 mm	M	6	6	1
Flame	Flammenwerfer 41	-	-	3 (b)	1	3
Flame	Flame Thrower M2-2	-	-	3 (b)	1	3
Flame	Roks -3	-	-	3 (b)	1	3
Flame	Lifebuoy	-	-	3 (b)	1	3
Mortar	Small	-	B	1	1	1
Mortar	Medium	-	B	1	1	2
Mortar	Large	-	B	1	1	3
Gren	Grenade	-	G	4	1	1

Magazine	M	Clip	C
Bomb	Bm	Belt	B
Drum	D	Rocket	R
Grenade	G	Cylinder	CY

- a) Minimum of 5 rounds per burst with arc of 2cm either side of aim point.
- b) No Refills. Spread of 3 cm (Short Range), 2 cm (Medium Range), 1 cm (Long Range) either side of aim point, + 2 to effect.

All weapons come with three lots of ammunition.

## Ammunition

Type	Calibre	Slots	Amount
AT Rocket or Bomb	All	1	2
Mag	7.92 mm	1	4
Mag	7.62 mm	1	4
Mag	.303	1	4
Mag	11.43 mm	1	3
Rounds	9.65 mm	1	24
Clip	7.62 mm	1	4
Clip	9 mm	1	4
Clip	.45	1	4
Round	.45	1	24
Belt	7.7 mm	1	1
Drum	7.7 mm	1	1
Mag	7.7 mm	1	3
Belt	12.7 mm	1	1
Belt	7.92 mm	1	1
Belt	12.7 mm	1	1
Belt	7.62 mm	1	1
Mag	9 mm	1	4
Mag	11.43 mm	1	3
Drum	7.62 mm	1	1
Bomb	S / M / L	1	2

## Communications

Type	Effect	Slots
Man Pack Radio	(May communicate with other teams)	1

## Equipment

Type	Effect	Slots
Medical Kit	May reduce the level of one wound by 1. Will not heal a dead character. Need Skill.	1
Explosive	3 turns to set and make very big bang	1
Gas Mask	Negates Gas	1
Binoculars	+4 to spotting, +2 at night	1
Tripod for MG	No penalty for auto fire	1
Bergen	Give 4 extra slots, takes 1 full turn stationary to access slots	2
Webbing	Gives 2 Extra Slots	1
Wire Cutters	Cut wire	0.5
Rope & Grappling Hook	Able to climb walls. Roll d10 1-5 Fail, 6-10 Climb	1
Shovel	Dig hole in 4 turns	1
Jeep	Can Carry 4 Men with Equipment and an additional 5 slots	(a)
Para Dropped Canisters	4 Slots (Static)	(b)

- a) Only available when specified by GM @ 2 per side. For drop location drop a piece of paper 1 m from table, where the paper lands is the location of the canister.
- b) Only available when specified by the GM @ 1 per side.