

Heroes of WWII

A WWII adaptation of Lord of the Rings

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Introduction

This document is version 1.0 of my adaptation of the Lord of the Rings Strategy Battle Game for heroic World War II era combat. I've done my best to keep in the spirit of the system, as it's probably one of my favorite games out there.

I've tried to keep things at least semi-accurate where possible, but I won't make any guarantees. My intention is to create a more heroic, pulpy game, as opposed to a clinical simulation of WWII. The LotR system isn't really geared to that kind of play anyway. This is the game of John Wayne movies and Sgt. Rock comics, more Hollywood than History Channel. Future expansions may even roam into the weirder territories, taking inspiration from *Weird Wars* and *Wolfenstein*, but for now, I'm sticking to the basics: hard-ass GIs kickin' some Gerry butt, or vice versa, as the case may be.

My thanks go out to LordSauron (<http://www.geocities.com/lordsauron2004>), for his own WWII adaptation, as it provided the impetus for this little amusement.

Thanks to Edward W. McKie, whose *Hit the Dirt!* Rules provided quickie reference for the tanks and vehicles, as well as a nod to Battlefront's *Flames of War*, for much the same reason.

Also grudging thanks to Games Workshop, for putting out a surprisingly excellent game, and one I can actually afford to play.

And finally, thanks to my local game store guy, for putting up with my worthless butt.

Disclaimer

This material borrows mechanics from the Lord of the Rings system by Games Workshop. You will need the LotR rulebook (the Return of the King edition) to make full use of this text.

Copyright infringement is probably intended, and if GW don't like it, they can sue me all they want. They won't get much anyway.

New Rules

There are a few changes and additions to the regular rules. Except as noted here, all the rules in your LotR rulebook apply.

Good and Evil

For the purposes of *Heroes of WWII* treat all references in the main rulebook to Good as referring to the Allies, and all references to Evil as referring to the Axis powers.

Guns!

Well, it wouldn't be a WWII game without guns now would it?

Guns follow all of the same rules for shooting as found in your rulebook. They will have a Strength value, a range, and a Move Penalty listed. New in *Heroes* will be a Weapon Type. The Weapon Type determines how the weapon behaves in combat. They are as follows:

Bolt-Action: A bolt-action firearm may fire once per turn, but the attacker must take the Move Penalty as normal.

Semi-Auto: A semi-auto weapon may fire twice, but the attacker will take the movement penalty, or once, with no move penalty.

Burst: A Burst weapon may fire as many times as the number listed. A "Burst 6" weapon can fire 6 times, for example. If the weapon has a movement penalty, then the rate of fire is halved (round down) if the move is exceeded. So if a Move 6 trooper is carrying a Burst 6 weapon with ½ move penalty, he'll be able to fire 6 shots if he moves no more than 3", or 3 shots if he moves more.

Further, a Burst weapon may spread fire. The attacker declares a target for the fire, and lets loose his whole rate of fire, at a -1 penalty to his rolls. The attacker and his opponent then take turns assigning any hits, with the attacker assigning the first one to his designated target. (This works much like the volley fire rules for bows).

Shotgun: A shotgun can be fired in two ways. At half range, it can be fired once at full Strength at a single target. At half range, up to it's maximum, it has half Strength, and is treated as a Burst 8 weapon, and is resolved as for spread fire above.

Assault: A weapon designated as Assault, can fire and fight in the same turn, much as for throwing weapons. The usual move penalty rules and such still apply, but the model is allowed to fire before moving into close combat.

Anti-Tank: An anti-tank weapon is, obviously, a weapon designed to damage the tough steel hide of a tank. A weapon without the Anti-Tank designator cannot harm a tank. Anti-Tank weapons will have a value after them, such as "Anti-Tank 5". This is the weapon's Strength when used against an armored vehicle. Unless otherwise specified, Anti-Tank weapons can generally be fired only once per round.

Crew: A weapon designated with a crew must have a number of models designated to it as indicated. One crewman is designated as the lead operator, the others are assistants. Should any of those models be killed, the weapon may still be fired, but will be at half the rate of fire. If the weapon is only single-shot, then it may only fire every other turn.

Indirect: An indirect weapon is capable of firing up and over obstacles. As such, it can ignore line of sight, as long as there is another friendly model that can see the target. The target point is indicated, and the lead operator rolls to hit. If the roll fails, the shot still lands, but scatters d6". It can also be fired wild, which means that it always scatters when it lands. Indirect fire comes from above, so it always hits the Rear armor of a tank or fighting vehicle.

Blast: A Blast weapon has an area effect radius equal to the number of inches designated. All models within the area effect take a hit equal to the Strength of the weapon automatically.

Turret: For tank weapons only. A Turret mounted weapon is considered to have a firing arc of 360 degrees around the vehicle.

Hit the Deck!

Anytime a model is the target of 4 or more shots, or suffers a hit from a Blast or Indirect weapon, that model has to make a Courage test, or it drops to the ground immediately, where it is treated as on the ground as per the usual rules. Additionally, should the model hit the deck, any friendly models within 3" must also check or they too will drop to the ground immediately.

Artillery

This is when very big guns proceed to launch lots of exploding things at people from very long range. Artillery in *Heroes* is always kept off table. At these close ranges, and artillery piece wouldn't really be practical.

Off table artillery support is purchased with points during the army construction phase. It will have a Strength, a Priority, and an Anti-Tank value, and in some cases, Special Rules.

To call in the off-table support, there must be at least one model left on the table with the Forward Observer ability listed in their Special Rules. Additionally, the model must have line of sight to the intended target point.

During the shooting phase, the player rolls against the Priority Value of the artillery, to see if his request goes through. If the roll succeeds, he declares the intended target point, and rolls against his Shoot value as listed in his stats. If he succeeds, the strike is on target, if not, the target point scatters 2d6".

On the next turn the strike comes in, roll to wound against all models within 6" of the target point, comparing Strength and Defense for infantry targets, and Anti-Tank and Armor values for tanks and other armored vehicles.

In addition, any models under fire from off table artillery, must make a "Hit the Deck!" check, as described above.

Aircraft

Air strikes are purchased and resolved in much the same fashion as artillery, except that aircraft will generally fire along a line, instead of a large area as for artillery.

Determine the target point as normal. On the next turn when the plane comes in, roll the scatter die. This is the direction the strafing run will come from. Measure a line 18" long through the target point in the direction indicated by the scatter die. Any models along this line will take a hit, just like for artillery.

Additionally, if the defending player has also purchased air support, he can attempt to have his planes intercept. He rolls against his Priority value, and if he succeeds, his planes prevent the incoming air strike.

Tanks

One of the most important aspects of World War II was the introduction of modern armored combat, as we know it today. Tanks had been around since WWI, and conceptualized even earlier, but it was not until WWII that the technology advanced to more practical use.

Tanks and other fighting vehicles like half-tracks are treated like any other unit in the game, with some changes.

Fight (except shoot value), Strength, and Attacks are meaningless for a tank, which cannot engage in normal close combat, so they are marked with a dash. The shoot value given is used when firing the tank's

main gun, instead of the shoot value of the crew, as crew can take advantage of range finding equipment and such.

Instead of simple having one Defense value, it has two Armor values, separated by slashes, for the front and rear armor, respectively. These cover 180-degree axes to the appropriate arc. This is compared to the Anti-Tank value of a weapon to determine the number needed to wound, using the same chart as for Strength vs. Defense.

Any weapon that is not designated with an Anti-tank value cannot be used to harm an armored vehicle.

Attacks from above, such as artillery, air strikes, or Indirect fire weapons, are considered to hit the rear armor of the tank.

Whenever a successful wound is made against a tank, roll on the following table to determine possible effects of damage.

Tank Damage Chart

Dice	Result
1	<i>Crew Panics!</i> The tank commander makes a Courage test. If he fails, the crew immediately bails out of the tank. If it passes, the crew remains inside, but will have no action next round.
2	<i>Crew Injured!</i> All crewmembers immediately take a hit against the Strength of the weapon fired.
3	<i>Tracks Hit!</i> Roll a d6: on a 1-3, the tank is rendered immobile. On a 4-6, movement is reduced to half.
4	<i>Guns Hit!</i> Roll a d6: on a 1-3, the ammo cooks off, and the tank takes an Anti-Tank 5 hit immediately. On a 4-6, one weapon is rendered useless by the hit.
5	<i>Ronson!</i> The fuel tank has been hit. The tank immediately takes an Anti-Tank 6 hit. If it wounds successfully, the tank explodes and is destroyed. If it survives, the fuel is still burned off, so no further movement is possible.
6	<i>Boom!</i> The tank is destroyed, and explodes in a ball of fire and smoke.

Tanks and vehicles also have a Wounds value as well. When this is exceeded, the tank is destroyed. The tank commander's Fate can be used to heal wounds to the tank.

Whenever a tank is destroyed, all crew inside take a Strength 6 hit. Any crewmen who survive will bail out of the tank.

A tank that is under crew has penalties to its actions. At half crew, the main gun may only be fired once per round, even if semi-auto, and only one gun may be fired per round. At one crew left, it may not both move, and shoot in the same turn, and can only fire the main gun once every other round.

Under normal circumstances, a tank may fire all of its weapons during the shoot phase. However, if the main gun is fired that round, then any other mounted guns are fired at half their normal rate of fire.

A tank can attempt to run over infantry. Any infantry in the way of a tanks movement path, must roll 4 or higher on a die, or be hit by the tank and suffer a Strength 6 wound.

Infantry cannot engage a tank in close combat. The tank may simply drive away, or drive over them. However, infantry can attempt to get up close to a tank with explosives or grenades, cramming them in the tracks and such. Make a courage test for each model. If it succeeds, it gets an automatic hit to the rear armor at the Anti-Tank of the weapon used.

Further Notes

You will notice that all the heroes still have a Will value. While there is no present use of Will in this version of the rules, the Will stat has been kept, in the event I decide to add some crazier stuff in the future. It is also to keep these stats fully compatible with the LotR game, meaning that these lists and rules can in theory be combined with the existing game, for all sorts of silliness, though I can't guarantee the point values will be well balanced.

For the purposes of LotR beings dealing with modern tanks, you may want to declare that all creatures and attacks with Strength 5 or better, have an Anti-Tank value equal to their Strength minus 3.

The Defense stats of the various troops have been inflated a bit. According to the LotR rulebook, an unarmored human has Defense of 3, and no one really wore armor in WWII. However, a game where everyone has D3 would be rather boring, so I've upped the values a bit to take into account training, and give your troops a longer life span, in keeping with the feel of the LotR game.

However, if you intend to do any crossover stuff between the two, it may be advisable to lower they're defense by a point or so, to more balance them against the LotR troops, and give them a fairer shake against all these guys with guns.

Forces

What follows are the stats and point values for both Allied and Axis forces in World War II. No attempt has been made to follow any kind of troop organization requirements, excepting that a force cannot contain more than one of a named Hero like Patton or Rommel.

Weapons Chart

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Move Penalty</i>	<i>Weapon Type</i>
Pistol	10"	3	None	Semi-Auto, Assault
Kar98k	30"	5	Half	Bolt-Action
Lee-Enfield, Mosin-Nagant	30"	4	Half	Bolt-Action
M1 Garand	24"	4	Half	Semi-Auto
M1 Carbine	20"	4	None	Semi-Auto, Assault
Thompson SMG	12"	3	None	Burst 5, Assault
MP40	18"	3	None	Burst 4, Assault
Sten SMG	10"	3	None	Burst 4, Assault
PPsh SMG	10"	3	None	Burst 6, Assault
BAR	24"	5	Half	Burst 3
Stg44 Assault Rifle	24"	5	Half	Burst 3
Bren LMG	30"	5	Full	Burst 4
Heavy Machine Gun	40"	5	Full	Crew 2, Burst 5, Anti-Tank 1
Pump Shotgun	12"	6	None	Shotgun, Assault
Bazooka	20"	7	Full	Anti-Tank 4, Blast 3"
Panzerfaust	20"	7	Full	Anti-Tank 3, Blast 3"
Anti-Tank rifle	30"	6	Full	Bolt-Action, Anti-Tank 2
Sniper Rifle	48"	6	Full	Bolt-Action
Grenade	10"	5	None	Indirect, Blast 3", Assault
Mortar	60"	5	Full	Indirect, Blast 6", Anti-Tank 2

Stats for tank guns are listed with the tank in the appropriate section.

Movement

All infantry move 6", except those equipped with Anti-Tank weapons, or Heavy Machine Guns, who move 5".

Tanks move 12", except for slow tanks like the Tiger II, which move 8".

Off Table Support

Type	Strength	Anti - Tank	Priority	Points Value
Battalion Artillery	5	2	6+	100
Company Artillery	5	2	5+	200
Distant Air Support	5	3	6+	120
Nearby Air Support	5	3	5+	240

ALLIED HEROES

US Army Sergeant

Points Value: 50

	F	S	D	A	W	C	Might: 2
US Army Sergeant	4/4+	3	4	2	2	4	Will: 1
							Fate: 1

Wargear: The sergeant carries a combat knife (hand weapon), a Thompson SMG, and grenades.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

US Marine Sergeant

Points Value: 65

	F	S	D	A	W	C	Might: 3
US Marine Sergeant	5/4+	4	5	3	2	5	Will: 1
							Fate: 1

Wargear: The sergeant carries a combat knife (hand weapon), a Thompson SMG, and grenades.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

Russian Sergeant

Points Value: 40

	F	S	D	A	W	C	Might: 2
Russian Sergeant	3/5+	3	4	2	2	3	Will: 1
							Fate: 1

Wargear: The sergeant carries a combat knife (hand weapon), a PPsh SMG, and grenades.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

Russian Commissar

Points Value: 60

	F	S	D	A	W	C	Might: 3
Russian Commissar	3/4+	3	4	2	2	5	Will: 1
							Fate: 1

Wargear: The commissar carries a pistol. He may purchase a PPsh SMG for an additional 10 pts.

Special Rules

Get Back in Line! Once per turn, the commissar may force all Russian infantry within 6" to retake Courage tests, by shooting the nearest Russian soldier. The model is automatically killed, and removed from the table.

British Army Sergeant

Points Value: 55

	F	S	D	A	W	C	Might: 2
British Army Sergeant	4/3+	3	4	2	2	5	Will: 1
							Fate: 1

Wargear: The sergeant carries a combat knife (hand weapon), a Sten SMG, and grenades.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

ALLIED TROOPS

US Army Private

Points Value: 8

	F	S	D	A	W	C
US Army Private	3/4+	3	4	1	1	3

Wargear: The Private carries an M1 Garand with bayonet (hand weapon). Additionally, he may be equipped with the following:

<i>Thompson SMG</i>	<i>5 pts.</i>
<i>BAR</i>	<i>10 pts.</i>
<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Bazooka</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>
<i>Mortar</i>	<i>40 pts.</i>

If the Heavy Machine Gun, Bazooka, or Mortar is purchased, a second Private must be assigned as the loader, who may carry only a Garand.

US Marine Private

Points Value: 10

	F	S	D	A	W	C
US Marine Private	4/4+	3	4	1	1	4

Wargear: The Private carries an M1 Carbine with bayonet (hand weapon). Additionally, he may be equipped with the following:

<i>Thompson SMG</i>	<i>5 pts.</i>
<i>BAR</i>	<i>10 pts.</i>
<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Bazooka</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>
<i>Mortar</i>	<i>40 pts.</i>

If the Heavy Machine Gun, Bazooka, or Mortar is purchased, a second Private must be assigned as the loader, who may carry only a Garand.

Russian Army Conscript

Points Value: 5

	F	S	D	A	W	C
Russian Army Conscript	2/5+	3	3	1	1	2

Wargear: The Conscript carries a Mosin-Nagant Rifle with bayonet (hand weapon). Additionally, he may be equipped with the following:

<i>PPsh SMG</i>	<i>5 pts.</i>
<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Anti-Tank Rifle</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>

If the Heavy Machine Gun or Anti-Tank rifle is purchased, a second Private must be assigned as the loader, who may carry only a rifle.

British Army Private

Points Value: 10

	F	S	D	A	W	C
British Army Private	3/3+	3	4	1	1	4

Wargear: The Private carries a Lee-Enfield with bayonet (hand weapon). Additionally, he may be equipped with the following:

<i>Sten SMG</i>	<i>5 pts.</i>
<i>Bren LMG</i>	<i>10 pts.</i>
<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Bazooka</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>
<i>Mortar</i>	<i>40 pts.</i>

If the Heavy Machine Gun, Bazooka, or Mortar is purchased, a second Private must be assigned as the loader, who may carry only a rifle.

M4 Sherman Tank

Points Value: 150

	F	S	D	A	W	C
M4 Sherman Tank	-/4+	-	6/3	-	2	-
Tank Commander	3/4+	3	4	1	1	3
Tank Crew	2/4+	3	3	1	1	3

Crew: The tank is crewed by one commander with Thompson SMG, and 3 crewmen with pistols.

Wargear: The M4 Sherman Tank is equipped with the following weapons:

Weapon	Range	Strength	Move Penalty	Weapon Type
75mm Main Gun	40"	6	Half	Semi-Auto, Anti-Tank 4, Turret
HMG	30"	5	Half	Burst 4, Anti-Tank 1
LMG	24"	5	None	Burst 5

T-34 Tank

Points Value: 170

	F	S	D	A	W	C
T-34 Tank	-/4+	-	6/4	-	2	-
Tank Commander	3/5+	3	4	1	1	3
Tank Crew	2/5+	3	3	1	1	3

Crew: The tank is crewed by one commander with PPsh SMG, and 3 crewmen with pistols.

Wargear: The T-34 Tank is equipped with the following weapons:

Weapon	Range	Strength	Move Penalty	Weapon Type
84mm Main Gun	48"	6	Half	Semi-Auto, Anti-Tank 5, Turret
HMG	32"	5	Half	Burst 4, Anti-Tank 1
LMG	24"	5	None	Burst 5

AXIS HEROES

German Army Sergeant

Points Value: 55

	F	S	D	A	W	C	Might: 2
German Army Sergeant	4/3+	3	4	2	2	5	Will: 1
							Fate: 1

Wargear: The sergeant carries a combat knife (hand weapon), an MP40, and grenades.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

German *Waffen SS* Sergeant

Points Value: 65

	F	S	D	A	W	C	Might: 3
<i>Waffen SS</i> Sergeant	4/3+	3	5	3	2	6	Will: 1
							Fate: 1

Wargear: The sergeant carries a combat knife (hand weapon), an MP40, and grenades.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

Japanese Army Sergeant

Points Value: 70

	F	S	D	A	W	C	Might: 3
Japanese Army Sergeant	4/4+	4	5	3	2	6	Will: 1
							Fate: 1

Wargear: The sergeant carries a pistol, and a sword.

Special Rules

Honorable: The Japanese commander never surrenders, lest he lose honor in the face of his superiors. Should the commander ever fail a Courage test, rather than fleeing, he will commit suicide. Remove the model from the table. It is not counted as a casualty for the opposing player.

He is considered a Forward Observer, for the purposes of artillery and air strikes.

Tiger Ace

Points Value: 300

	F	S	D	A	W	C	Might: 3
Tiger II Tank	-/3+	-	9/6	-	3	-	Will: 1
Tank Commander	3/3+	3	4	2	2	5	Fate: 1
Tank Crew	3/4+	3	4	1	1	4	

Crew: The tank is crewed by one commander with an MP40, and 3 crewmen with pistols.

Wargear: The Tiger II Tank is equipped with the following weapons:

Weapon	Range	Strength	Move Penalty	Weapon Type
88mm Main Gun	60"	7	Half	Anti-Tank 7, Turret
HMG	30"	5	Half	Burst 4, Anti-Tank 1
LMG	24"	5	None	Burst 5

AXIS TROOPS

German Army Private

Points Value: 9

	F	S	D	A	W	C
German Army Private	3/4+	3	4	1	1	4

Wargear: The Private carries a Kar98k with bayonet (hand weapon). Additionally, he may be equipped with the following:

<i>MP40 SMG</i>	<i>5 pts.</i>
<i>Stg44 Assault rifle</i>	<i>10 pts.</i>
<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Panzerfaust</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>
<i>Mortar</i>	<i>40 pts.</i>

If the Heavy Machine Gun, Panzerfaust, or Mortar is purchased, a second Private must be assigned as the loader, who may carry only a rifle.

German Waffen SS Private

Points Value: 12

	F	S	D	A	W	C
German Army Private	4/3+	3	5	1	1	5

Wargear: The Private carries a Kar98k with bayonet. Additionally, he may be equipped with the following:

<i>MP40 SMG</i>	<i>5 pts.</i>
<i>Stg44 Assault rifle</i>	<i>10 pts.</i>
<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Panzerfaust</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>
<i>Mortar</i>	<i>40 pts.</i>

If the Heavy Machine Gun, Panzerfaust, or Mortar is purchased, a second Private must be assigned as the loader, who may carry only a rifle.

Japanese Army Private

Points Value: 12

	F	S	D	A	W	C
Japanese Army Private	4/4+	3	4	1	1	5

Wargear: The Private carries a bolt-action rifle (treat as Lee-Enfield) with bayonet (hand weapon). Additionally, he may be equipped with the following:

<i>Heavy Machine Gun</i>	<i>30 pts.</i>
<i>Grenades</i>	<i>5 pts.</i>
<i>Mortar</i>	<i>40 pts.</i>
<i>Explosives</i>	<i>30 pts.</i>

If the Heavy Machine Gun, or Mortar is purchased, a second Private must be assigned as the loader, who may carry only a rifle.

Explosives: The private carries explosives, which may be planted against any solid surface. They may be set to go off up to 5 rounds away (use a die placed on the target to keep track.) When they explode, they cause a Strength 6, Anti-Tank 5 hit to anything within 3".

Panzer IV Tank

Points Value : 140

	F	S	D	A	W	C
Pz IV Tank	-/4+	-	5/2	-	2	-
Tank Commander	3/4+	3	4	1	1	4
Tank Crew	2/4+	3	3	1	1	3

Crew: The tank is crewed by one commander with an MP40, and 3 crewmen with pistols.

Wargear: The Panzer IV Tank is equipped with the following weapons:

Weapon	Range	Strength	Move Penalty	Weapon Type
75mm Main Gun	48"	6	Half	Semi-Auto, Anti-Tank 5, Turret
HMG	32"	5	Half	Burst 4, Anti-Tank 1
LMG	24"	5	None	Burst 5