

AE-WWII European Theater Quick Start Rules



Playing a game of AE-WWII

In order to play a game of AE-WWII you will need the following:

1. At least one 6 sided die (d6).
2. A form of measuring inches such as a tape measure.
3. Suitable figures representing the forces involved in the conflict.
4. A field to battle on, preferably a space no smaller than 4'x4'.

CHARACTERISTICS

All models in AE WWII have a number of characteristics that define how they fight, their physical strength and durability, as well as any special abilities, weapons or skills they may possess.

Attributes: All models possess seven attributes:

Movement (M): The number of inches a model can move when performing a Movement action.

Ranged Combat (RC): The ability of a model at making ranged attacks. Unlike most other attributes, the lower a model's RC, the better.

Close Combat (CC): A model's skill in fighting up close and personal.

Armor (A): The ability of a model to ignore injury. This can be modified by cover.

Strength (S): The physical strength of a model, which determines the damage it inflicts in close combat.

Drive (DR): Drive represents a model's morale. A model with a Drive of '-' is immune to morale.

Wounds (W): This is the number of wounds it can suffer before a model is removed from play.

Base Size: Models come in a number of base sizes, each with a corresponding measurement. Small (30mm), Medium (40mm) and Large (50mm).

Attribute Check: Sometimes a player must make an attribute check for a model they control. When an attribute check is called for, the controlling player rolls 1d6 and must roll equal to or *lower* than the attribute involved in the check. When making an attribute check using RC, a player must roll equal to or *higher* than the model's RC score.

Special Abilities: Many models have special abilities or skills that make them far more capable than the average soldier.

Training Level: Each model possesses a Training Level that represents the training and skill of the model and determines the number of action points they receive each turn.

Action Points: All models possess a number of Action Points that allow them to take various actions in a single turn. The number of Action Points possessed by a model is determined by their Training Level. Green models receive 1 AP each, Regular models get 2 AP each, Veteran receive 3 AP each and Elite models get 4 AP each.

Troop Type: Models are given a Troop Type, which defines what category of troops the model belongs to.

Unit Type: Models make up units of individuals or squads. All models in a squad share a single Drive value, operate independently of one another but must remain within 4 inches of one another.

Nation and Branch: All models have a nation and branch to which they belong.

Equipment: Any weapons or gear a model may possess.

THE TURN

A game of AE WWII is divided into turns. Each turn, players activate the units of their forces and perform actions such as movement and ranged combat. Turns use alternating activations, with a player activating a unit and then the opposing player activating a unit. Play continues in this fashion until all units have been activated before another turn begins.

Initiative: Players must first determine which side has the initiative at the beginning of each turn. Each player rolls 1d6 and adds the highest Drive attribute from his detachment currently on the battlefield. The player with the highest overall score has the Initiative this turn. In case of a tie, the player with the higher Drive has the Initiative. If a tie still exists, then the Initiative procedure is repeated until there is a clear winner. The player with the Initiative may choose to activate a unit first or force his opponent to activate. Game play then proceeds as follows:

1. Player 1 activates a unit, resolving all of their actions before continuing to the next player.
2. Player 2 next activates a unit.
3. Players repeat steps 1 and 2 until all units have been activated this turn. If a player has no units left to activate, the other player continues activating their remaining units, one at a time, until all units have been activated.
4. Initiative is rolled and a new turn is begun.

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Activating Units: Units on the battlefield are activated, one at a time, and can take actions by spending Action Points. Once a unit is activated the models in that unit must complete their actions before another unit is activated. No unit may be activated more than once per turn unless specifically indicated under the rules of play.

Prior to activating a unit, players should take a moment to check that unit's current Drive. Units with a Drive of zero rout; see the Morale section for more information.

ACTIONS

There are four types of actions an individual or unit can undertake; movement, ranged combat, close combat and special actions.

Movement: A model spends 1 AP to move their Movement score in inches; moving through difficult terrain halves a model's Movement.

A model can take the Sprint action by using all of their AP; the model moves triple its Movement score in a straight line; models cannot Sprint over difficult ground.

A Sprint that ends in contact with an enemy model is a Charge action and is immediately followed by a close combat attack (see below) with the charging model gaining a +2 bonus to CC and S.

Ranged Combat: A model using the shooting action may make a ranged attack against an enemy model within line of sight.

1. The shooting model declares a target within its line of sight.
2. Range is measured and cover is determined. If the target is beyond the range of the weapon, no damage can be done and any AP spent for the action are wasted.
3. The shooting model makes an attack roll using 1d6 for each shot they can make with the weapon used for the attack. If the roll is equal to or greater than the shooting model's RC attribute, the attack hits the target.
4. The total strength of the attack is determined. This is done by adding a static number to the roll of one or more d6.
5. The target rolls 1d6 and adds their A (Armor). If the armor roll is equal to or greater than the total strength of the attack, the target is uninjured. If the armor roll is lower than the total strength of the attack, the target suffers a Wound. Models in cover gain a bonus to their armor roll; light cover (hedge, fence) grants a +1, medium cover (wall, tree) grants a +3 and heavy cover (bunker) grants a +8.

Close Combat: For each action point spent by either combatant in a melee a single round of combat is fought.

1. Each opponent rolls a d6. Each player applies the number rolled to the CC ability of the trooper in close combat. The player with the higher number scores a hit.
2. The striking player rolls a d6 and adds the S (Strength) of the trooper striking the enemy, who then receives an armor roll (see above).

MORALE

Just as important as keeping soldiers alive is making sure they remain on the field of battle. The Drive attribute of each unit or individual can be lowered during a battle as soldiers on the field watch their fellow troopers fall to enemy fire. When a model's Drive attribute reaches zero, that model succumbs to fear and either surrenders to the enemy or flees the battlefield.

Penalties to Drive: Throughout the game, units suffer penalties to their D attribute.

- Each casualty a *squad* suffers, their Drive is reduced by one.
- Each wound an *individual* suffers lowers that model's Drive by one.
- For every friendly *unit* removed as a casualty, every other friendly unit has their Drive reduced by one.
- For every friendly unit that is currently in rout, every other friendly unit has their Drive reduced by one.

Rout

When a unit's Drive attribute is reduced to zero, it is in danger of routing. If a model is in close combat when it routs, that model surrenders and is removed from the table as a casualty. Models not in close combat when they rout flee, moving as quickly as possible towards the closest table edge and off the table.

Regaining Drive

As units begin to lose Drive, it may become difficult to prevent a chain reaction whereby the entire detachment begins to rout. The following list details ways to raise the morale of a model that has lost Drive.

- Officers and other such models have the *command* ability, allowing them to spend AP to give units a boost to their Drive (see the *command* ability).
- Certain heroes possess abilities that will provide adjustments to certain other model's Drive attributes.

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Statistics – American Starter

Unit Name	Unit Type	TL	M	RC	CC	A	S	DR	W
ARPA Field Mechanic	Specialist	V	3	4+	2	3	2	4	2
Airborne Officer	Infantry	V	3	4+	4	4	3	6	2
Airborne	Infantry	R	3	4+	3	3	2	4	1
Robot Troopers	Tesla Device	G	3	6+	1	5	5	-	2
Weapon	Range	Strength	RoF	Traits					
T1A1 Tesla Pistol	12	4+d6	1:1	Move and Fire, No Cover					
Thompson M1A1	18	3+d6	3:1	-					
M1 Garand	24	4+d6	1:1	-					
Pistol	12	2+d6	1:1	Move and Fire					

Statistics – German Starter

Unit Name	Unit Type	TL	M	RC	CC	A	S	DR	W
Mad Doktor	Specialist	V	3	5+	2	2	2	5	2
German Officer	Infantry	V	3	4+	4	4	2	6	2
Wehrmacht	Infantry	R	3	4+	3	3	2	4	1
Abgezhertsoldat	Abomination	G	3	-	4	3	3	4	2
Weapon	Range	Strength	RoF	Traits					
Pistol	12	2+d6	1:1	Move and Fire					
MP40	18	3+d6	3:1	-					
StG44	18	4+d6	2:1	-					

Statistics – Soviet Starter

Unit Name	Unit Type	TL	M	RC	CC	A	S	DR	W
Politruk	Infantry	E	3	3+	3	3	3	6	2
NKVD Psi Officer	Specialist	V	3	4+	3	3	2	5	2
Soviet Guards	Infantry	R	3	4+	3	3	2	4	1
Chumans	Psi	G	3	-	4	2	3	4	2
Weapon	Range	Strength	RoF	Traits					
Pistol	12	2+d6	1:1	Move and Fire					
PPSh-41	18	3+d6	4:1	-					
SVT-40	24	4+d6	1:1	-					

Statistics – British Starter

Unit Name	Unit Type	TL	M	RC	CC	A	S	DR	W
MoAA Operative	Specialist	V	3	5+	3	3	2	5	2
Druid	Occultist	V	3	5+	2	3	2	6	2
Green Man	Supernatural Being	R	4	-	3	4	4	-	2
Golem	Supernatural Being	R	3	-	4	5	6	-	5
Weapon	Range	Strength	RoF	Traits					
Pistol	12	2+d6	1:1	Move and Fire					
Sten Mk V	18	3+d6	3:1	-					

Statistics – ROA Starter

Unit Name	Unit Type	TL	M	RC	CC	A	S	DR	W
Children of the Prophet	Specialist	V	3	5+	2	3	2	6	2
Follower of the Prophet	Occultist	R	3	5+	2	3	2	5	2
Beast of the Apocalypse	Supernatural Being	R	3	-	4	3	5	4	3
Spawn of the Apocalypse	Supernatural Being	G	4	-	4	2	3	-	2
Weapon	Range	Strength	RoF	Traits					
Pistol	12	2+d6	1:1	Move and Fire					