

Epic Armageddon World War II Variant Rules and Army Lists

The Epic Armageddon rules set (summarized here <https://www.net-armageddon.org>) has many fundamental aspects that can make it adaptable to WWII. Aside from a few adjustments/additions to the base rule set, the primary need is to create the appropriate army lists. This document outlines our assumptions here and give some base unit stats for discussion.

Some Starting Points

Time Era: Our starting point will be 1942 or 1943 (generally termed mid-war) when there was general parity among many of the major combatants. Earlier or later periods can be modified from here.

Armies: We will focus on the major combatants in the European theater: Germany, the USSR, and the USA. Others, such as the British and Italians can be added as needed.

Ground/Movement Scale:

Table of typical ground scales. Note that individual units' statistics may vary from these values. Check specific unit stats for details.

Unit type	Movement range
Manhandled infantry or crewed guns	5 or 10 cm
Standard infantry including man packed infantry weapons (mg's, light and medium mortars)	15 cm
Transports and light tanks	30 or 35 cm
Medium tanks	25 cm
Heavy tanks	20 cm

Range/Scale: The range scales in Epic Armageddon are telescoping with Close Combat and Fire Fight ranges representing a few hundred yards/meters while the maximum range of the most powerful ground weapons can be several kilometers.

To set a Fire Fight distance we compared the effective range of the typical bolt action rifle such as the German Kar98k Mauser, US M1 Garand (semi-auto), or the Soviet Mosin. The effective range has less to do with the weapon and more to do with the effectiveness of iron sights. The typical effective range of these rifles are all 500 m. Thus we set the 15 cm to represent a range of 500 yards. The largest caliber gun ranges could be out to several kilometers. The telescoping ground scale leads to a maximum range of direct fire guns to 60 cm. Only the most powerful guns can fire beyond that using indirect mode.

The following table gives some typical ranges:

Weapon Type	Real Word	Game range
SMG's, Grenades, small AT weapons including Panzerfausts and Bazookas	100 yards or less	Base contact
SMG's, carbines	< 500 yards	Inside 15 cm
Rifles	500 yards	15 cm
MG's	1000 yards	30 cm
Small and medium caliber crewed guns and medium tank guns	1500 to 2000 yards	45 cm
Large caliber AT Guns	3000 yards	60 cm
Artillery Howitzers	More than 3000 yards	

AP/AT FireFight and Close Combat: Some units, particularly infantry units, have weapons that can be powerful against other infantry in a firefight, but incapable of defeating tanks and other armored vehicles. To model this in the game, these units have separate FF and CC values for anti-personal and anti-tank.

Figure Scale: As with epic, vehicles are modeled on a one-to-one basis. An infantry stand will represent a ½ squad (so 6 or 8 stands will represent a platoon). Units will be purchased in platoons or companies.

Tanks

This section may introduce some ideas that some people will find controversial. As we work through this, keep in mind a few points. First, the granularity of the game is such that subtle differences in say armor protection or penetration will not be captured (changing a save from a "5" to a "4" is a 16% change in the save possibility). It is also important to keep in mind that tanks don't just fight other tanks. They also fight infantry and infantry guns, light vehicles, and light armored vehicles. Even when fighting tanks, there is a difference between light, medium, and heavy tanks.

Tank Baseline

With the above in mind, particular the granularity issue, we start with the following proposition: the primary medium tanks of this era - the T-34, the Pz IV, and the M4 Sherman - have very similar stats with minor variations (for example the T-34's gun will have a shorter range due to poor optics)

[Cite Military History Visualized Channel].

Medium tanks had enough armor to protect against small and medium caliber weapons (MG's and AT Rifles, and small caliber AT guns). To model this, they have "Reinforced Armor" (RA) which allows for armor save rerolls. Obviously all heavier tanks will also get RA.

With this, medium tank main guns and medium or large AT guns should be able to penetrate medium tank armor. Thus, AT guns and medium tank guns will have the "Lance", which negates the RA reroll.

With this in mind we will propose the following stat-lines for our base-line medium tanks:

Medium Tank Stat Lines

name	Type	speed	Armor	FF/CC	Weap	Range	Fire power	Notes
US Sherman M4A3	AV	25 cm	5+	4+/6+	75 mm (LC) .50 cal .30 cal	45 cm 30 cm 15 cm	AT5+/AP5+ AP 6+ AP 6+	Lance, Reinforced, (against infantry)
German Pz IV	AV	25 cm	5+	5+/6+	75mm (LC) 7.62	45cm 15 cm	AT5+/AP6+ AP 6+	Lance, Reinforced, EA (against infantry)
Soviet T-34	AV	25 cm	5+	5+/6+	76 mm (LC) 7.62	30 cm 15 cm	AT5+/AP6+ AP 6+	Lance, Reinforced, EA (against infantry)

Some Notes:

- T-34 Range: The T-34's effective range was limited due to poor optics, hence it has a shorter range than the other two tanks.
- The Pz IV F1/F2 (See national rules)
- The Sherman

Infantry Stats

As stated above, the typical range of a bolt action rifle is 500 m (15 cm game scale).

The Germans have more long range fire power due to the MG-42. The US infantry have the benefit of semi-automatic rifles at rifle ranges.

Assault ratings are broken down into AP and AT. Typically infantry troops do not have ranged AT weapons so they will only have a CC combat rating against armored vehicles (keep in mind that even rocket propelled weapons are only useful within 100 meters).

In AP "Assault", German and US troops have an advantage in FF while the Russians have an advantage in CC.

name	Type	speed	Armor	FF/CC	Weap	Range	Fire power	Notes
US Inf.	Inf	15 cm	--	AP: 5+/6+ AT: -/6+	Auto Rifle BAR	15 cm 15 cm	AP 5+ AP 5+	No firing penalty for double
German Inf	Inf	15 cm	--	AP: 5+/6+ AT: -/6+	BA Rifle MG - 42	15 cm 30 cm	AP 6+ AP 5+	
Sov. Rifle	Inf	15 cm	--	AP: 6+/5+ AT: -/7+	BA Rifles	15 cm	AP 6+	

Man Packed Heavy Weapons Teams

Heavy weapons will be categorized similarly independent of particular national equipment. These typically are deployed in the heavy weapons platoon of a company. They can also be attachments from the battalion heavy weapons company.

name	Type	speed	Armor	FF/CC	Weap	Range	Fire power	
Lite MG	Inf	15 cm	6+	AP 5+/6+	Lite MG	30 cm	AP 5+	
Med/ Heavy MG	Inf	15 cm	6+	AP: 5+/6+	HMG	30 cm	AP 4+	
Light Mortar (50 to 60 mm)	Inf	15 cm	6+	AP 5+/6+	Lt. Mortar	15 cm	AP 6+	Indirect, Disrupt

Mortars have the effect of disrupting what they hit but do not get barrage points. Mortars can only use "indirect" at targets in LOS of their attached formation.

Epic Armageddon Special Rules

General Special Rules

- **Platoon radios**
 - A formation with the platoon radio special rule allows the formations individual platoons to act upon different actions during the formations activation.
- **Spotters**
 - Any artillery battery firing “indirect” to target that can not draw line of sight must be able to draw a line of sight from a unit with the spotter special rule. Spotters include units with scout and commanders
- **Unreliable**
 - This is given to tanks that have notorious maintenance issues. Upon marching with a light or armored vehicle that is unreliable you must take a dangerous terrain test.
- **Half bp**
 - Some howitzers have good bombardment capabilities but lack the caliber to create proper explosion dispersion including: 75 mm howitzers, 25 pounders, 81 mm and 90 mm mortars. But when massed in significant numbers they can create significant bombardments. If you have a non-integer value for barge points, round down to the closest integer.
- **Foxholes**
 - Dug-in: Garrison infantry get 5+ save if they don't move from initial position (even if they have fired)
- **Take-Cover**
 - Infantry that use either a “Sustained Fire”, “Advance”, “Overwatch”, or “Marshal” order in their last move can “take cover” and get a 6+ save

National rules

(i.e german farsight, russian political officers, American Artillery Spotters)

GERMAN

- Blitzkreig
 - Any German formation that takes advance or double actions may choose to shoot either before or after each move. If there is a german battalion commander on the table for the german player then that player may retain twice in a row once per a turn.
- Platoon Radios - as described above
- Combat Tactics - (equivalent to the “Farsighted” rule for Eldar) Once per turn after you have successfully retained the initiative you may nominate one

formation with the Platoon Radios trait and retain the initiative an additional time. A formation with the Supreme Commander trait ignores the -1 activation penalty.

USSR

- NKVD
 - Any infantry unit that successfully regroups within cohesion of an NKVD formation get a +1 to their regrouping die roll. In addition, roll a D3 and receive that many units back. Formations that fail to regroup within cohesion of a NKVD unit lose another stand as if they were shot at.
- Commissar
 - (IG Commissar Rule) For every 500 points in the army list, assign a commissar to one unit. Commissars can only be assigned to core infantry or tank units (not guns, mortars, or batteries)

USA

- stabilizers
- Platoon Radios for both infantry and armored units
- Plentiful spotters(possible to be renamed to walkie talkies)
 - Access to hand held radios(walkie talkies) and a sophisticated communications network, all USA infantry can spot for their artillery