

## SWWII Ground Combat House Rules

### **POINT BLANK RANGE:**

Direct fire shooting attacks gain +2 to hit if directed at targets with one quarter of the weapon's short range band. This does not apply to suppressive fire, barrage fire, indirect fire, or pistols being used in melee (against the target's parry).

### **KNOCK BACK:**

Upon receiving a shaken result the hero is pushed away from the attack by one square. Each wound pushes the hero back an additional square. Creatures with size greater than 0 subtract their size from the number of squares knocked back. A creature with invulnerabilities is knocked back even if the attack does not cause any actual damage; for example a werewolf shot with lead bullets. Some discretion applies; a single .38 pistol bullet may not cause any knock back even with a killing shot. The blow of mighty Cyclops' pole axe or a short range shotgun blast may cause knock back if it exceeds a hero's toughness but does not penetrate armor.

### **THE SOAK EXCUSE:**

If using a bennie to Soak a wound or wounds the hero must explain what is happening to allow the roll. The excuse must be something that places the hero at a disadvantage but that is still much preferable to taking wounds. Examples include a piece of useful equipment is damaged or knocked out of reach by the otherwise damaging shot. Possibly the hero is forced out of cover or knocked/thrown prone (when the enemy is within charge reach) by the blow, or his attempt to avoid it, and is thus exposed.

If the soak roll fails to stop any wounds the excuse does not come into play so there is no additional penalty for attempting the roll. If the soak stops some wounds, but not all, then the excuse was only partially implemented.

Players are encouraged not to minimize or analyze their excuse but instead to use it as an opportunity to add to the exciting action and thus increase fun for all.

**GRENADE CARDS:**

When a grenade is thrown and its final landing place is resolved (by to hit and deviation rolls) that grenade is immediately dealt a card. The grenade detonates on that card just as if it were a hero taking an action. If the card is already passed (the grenade was thrown on 7 and is dealt a 10, for example) the grenade holds the card it has detonates on that card in the next round. The card is, of course, dealt face down by the GM and is not revealed until detonation. Heroes may attempt to pick up and throw or cover a ticking grenade in the usual way (pg.46) but if the grenade has the same card as the hero and an earlier suit it detonates in the hero's face.

**MOLOTOV COCKTAIL:**

A Molotov cocktail is a simple incendiary device, made by filling a glass bottle with paraffin or petrol and stuffing in a rag as a fuse. It is simple, but very effective. When a Molotov cocktail lands the glass shatters and the flame from the fuse ignites the volatile liquid. A Molotov cocktail explodes in a Medium Burst Template and all targets within the template must roll to see if they catch fire - see pg 104. Molotov cocktails explode on contact and are never dealt a card.

**STICKY BOMB:**

Sticky bombs are small charges of explosive wrapped in a sticky glue. A handle allows the bomb to be thrown without getting it stuck to the thrower's hand. The fuse is lit by a chemical reaction, started when an ignition strip is pulled (a bit like a match). The fuse explodes d3+1 rounds after being lit (the GM should roll this in secret) and is dealt a card immediately. The sticky bomb detonates on its card in the round rolled. Throwing a sticky bomb is inherently dangerous. If the throwing roll is a 1, regardless of any Wild Die, the thrower has somehow gotten the bomb stuck to him. Removing the bomb requires an opposed Strength roll against the glue's Strength of d10.

Homemade sticky bombs can be made by stuffing dynamite into a sock, then coating the sock with grease or tar. Such homemade bombs are less aerodynamic, however, and have their range reduced to 3/6/12. Homemade sticky bombs have Strength d6 in an opposed roll.

**COMMAND RADIUS:**

Modern combat requires forces to be widely dispersed in a manner not seen in earlier conflicts. Troops are trained to work in smaller groups with greater separation and officers are trained to command and control men spread over a wider area. To reflect this all Leadership Edges apply to subordinate extras within two times Spirit inches. Leaders must have either line of sight or be able to shout and be heard to apply a leadership edge. This may mean revealing the commander's position or even breaking cover. If stealth or cover are to be maintained the "command radius" is reduced appropriately.

Leadership Edges may be applied over long distance if the commander is in radio contact with a subordinate. In this circumstance the Edge only applies to subordinates listing to the radio headset or at most a few men gathered near the radio. Applying Leadership Edges over the radio is not automatic and requires an action on the part of the hero.