

COMMON VEHICLES OF WWII



WWII OPERATION
WHITEBOX
COMPATIBLE

COMMON VEHICLES OF WWII

COMMON VEHICLES OF WWII is a vehicle sourcebook designed for *WWII: Operation WhiteBox*[™].

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COMMON VEHICLES OF WWII

The following vehicle write-ups are one way to better differentiate vehicles in a certain category (i.e. Light Truck, Medium Tank, etc.). The Referee is free to alter the capabilities of these vehicles and/or create his own to better suit the needs of his campaign.

VEHICLE STATISTICS

The vehicles here are described in broad categories (car, medium tank, small aircraft, etc.). All vehicles have the following statistics: Armor Class, Hit Points, Movement, Attack, Modifications. The *Referee* should feel free to customize the statistics to better reflect superior or inferior versions within a particular category.

- **ARMOR CLASS:** A vehicle's Armor Class reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, metallic hull, or any combination thereof. Armor Class is explained earlier in the rules for Personal Combat. If you're using the descending Armor Class (AC) system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending Armor Class (AAC) system (where high AC is better), disregard the number before the brackets.
- **HIT POINTS:** All vehicles have Hit Points, just like characters. The HD and average hit points for each type of vehicle are given below. When a vehicle reaches zero (0) Hit Points it is rendered inoperable until repaired. If reduced to -10 Hit Points, the vehicle explodes, killing everyone trapped inside. The *Referee* may allow a Saving Throw to see if the characters escape before the explosion. Remember that most personal weapons do only 1/2 damage against vehicles.
- **MOVEMENT:** This represents a vehicle's speed, just like a character's. Unlike character Movement, a vehicle's Movement is measured in squares (inches) per round. A vehicle must have an operator (pilot, driver, captain, etc.) to move, otherwise it sits immobile. Vehicles may move at a cautious rate (1/3 its Movement), normal (its listed Movement), or up to its full speed (twice its normal Movement) in a single combat *round*. The vehicle's Length (L) and Width (W) are noted in squares*.
- **ATTACK:** This represents a vehicle's weapons and each weapon's Firing Arc*. Some vehicles have more than one weapon and may engage in more than one attack per *round*. Each weapon requires a different gunner to operate.

Unless otherwise noted, these gunners are common soldiers with a BHB of +0. The Referee may wish to grant a bonus of +1 to the Attack Roll if the crewmen are seasoned veterans.

- **MODIFICATIONS:** Many vehicles have extra features that grant them bonuses or modifiers in combat. Details on these modifiers are described in detail below, after descriptions of the vehicles themselves.

*Movement and Firing Arcs will be further addressed in the upcoming OWB: Tactical Combat sourcebook.



CAR: MERCEDES-BENZ W150

ARMOR CLASS	8 [11]
HIT POINTS	8 (HD 2)
MOVEMENT	21 (L3 x W2)
ATTACK	-
MODIFICATIONS	-

The Mercedes-Benz W150 (1938) can be found with hardtop or convertible. It was favored by high-ranking Nazis as a staff car.



TRUCK (SMALL): WILLYS JEEP

ARMOR CLASS	8 [11]
HIT POINTS	12 (HD 3)
MOVEMENT	21 (L2 x W2)
ATTACK	Heavy Machinegun (PIN)
MODIFICATIONS	Cargo

A light, fast, multipurpose military vehicle used by the Allies (1941).



TRUCK (SMALL): CHEVROLET WB (30 CWT)

ARMOR CLASS	8 [11]
HIT POINTS	15 (HD 3)
MOVEMENT	18 (L3 x W2)
ATTACK	Anti-Tank Rifle (PIN), Light Machinegun (F)
MODIFICATIONS	Cargo

The Chevrolet WB (1940) was one of the first the standard patrol vehicles of the Long Range Desert Group (LRDG) in North Africa. They were ultimately phased out in favor of the Willys Jeep in 1942.



TRUCK (SMALL): KÜBELWAGEN

ARMOR CLASS	8 [11]
HIT POINTS	15 (HD 3)
MOVEMENT	18 (L2 x W2)
ATTACK	Medium Machinegun (PIN)
MODIFICATIONS	-

A light, multipurpose vehicle similar to the Jeep. Although slightly slower, its engine was less susceptible to small arms fire because it was located in the rear and lacked a radiator.



TRUCK (LARGE): GM CCKW (DEUCE AND A HALF)

ARMOR CLASS 8 [11]

HIT POINTS 19 (HD 4)

MOVEMENT 15 (L4 x W2)

ATTACK -

MODIFICATIONS Cargo

The "Deuce and a Half" was a six-wheeled 2.5-ton flatbed truck used extensively by the Allies to transport supplies and troops.



TRUCK (LARGE): OPEL BLITZ 3.6 (3-TON)

ARMOR CLASS	8 [11]
HIT POINTS	19 (HD 4)
MOVEMENT	15 (L4 x W2)
ATTACK	-
MODIFICATIONS	Cargo

The Opel Blitz 3.6 was used by the German Army to transport supplies and troops.



ARMORED CAR: DAIMLER ARMoured CAR

ARMOR CLASS	6 [13]
HIT POINTS	10 (HD 2)
MOVEMENT	18 (L3 x W2)
ATTACK	Cannon (TR1), Light Machinegun (CXL)
MODIFICATIONS	Reinforced Hull (x1)

The 4-wheeled British Daimler (1941) was a rugged, reliable armored car used for reconnaissance and escort.



ARMORED CAR: LEICHTER PANZERSPÄHWAGEN

ARMOR CLASS 6 [13]

HIT POINTS 10 (HD 2)

MOVEMENT 18 (L3 x W2)

ATTACK Cannon (TR1), Medium Machinegun (CXL)

MODIFICATIONS Reinforced Hull (x1)

The German Leichter Panzerspähwagen (1935) was a four-wheeled lightly armored reconnaissance vehicle. Its open top provides partial cover (-4 To-Hit) to those firing from within.



ARMORED CAR: SCHWERER PANZERSPÄHWAGEN SD. KFZ. 231

ARMOR CLASS 6 [13]

HIT POINTS 15 (HD 3)

MOVEMENT 15 (L4 x W2)

ATTACK Autocannon (TR2), Medium Machinegun (CXL)

MODIFICATIONS Communications, Reinforced Hull (x1)

The German Schwerer Panzerspähwagen Sd. Kfz. 231 (1937) was a heavy, six- or eight-wheeled armored car designed for cross-country reconnaissance.



ARMORED PERSONNEL CARRIER: M3 HALFTRACK

ARMOR CLASS	5 [14]
HIT POINTS	24 (HD 6)
MOVEMENT	12 (L4 x W2)
ATTACK	Heavy Machinegun (PIN)
MODIFICATIONS	Communications, Firing Ports (x6), Reinforced Hull (x1), Tracked

The American M3 Halftrack (1941) was heavily modified for troop transport, anti-aircraft, and artillery roles. The open bed provided partial cover (-4 To-Hit) to anyone firing from within.



ARMORED PERSONNEL CARRIER: SD. KFZ. 251

ARMOR CLASS 5 [14]

HIT POINTS 24 (HD 6)

MOVEMENT 12 (L4 x W2)

ATTACK Medium Machinegun (PIN)

MODIFICATIONS Communications, Firing Ports (x6), Reinforced Hull (x1), Tracked

The German *Sonderkraftfahrzeug 251* (1939) was a versatile halftrack modified for troop transport, artillery, and anti-aircraft roles. The open bed provides partial cover (-4 To-Hit) to anyone riding within.



TANK DESTROYER: M18 HELLCAT

ARMOR CLASS	5 [14]
HIT POINTS	24 (HD 6)
MOVEMENT	12 (L4 x W2)
ATTACK	Medium Tank Gun (TR2), Heavy Machinegun (PIN)
MODIFICATIONS	Communications, Reinforced Hull (x1), Tracked

The American M18 Hellcat (1943) was one of the fastest and most effective tank destroyers of WWII. Its open turret provides its gunners with partial cover (-4 To-Hit).



TANK DESTROYER: STURMGESCHÜTZ III (StuG)

ARMOR CLASS	4 [15]
HIT POINTS	24 (HD 6)
MOVEMENT	9 (L3 x W2)
ATTACK	Medium Tank Gun (F), Medium Machinegun (PIN)
MODIFICATIONS	Communications, Reinforced Hull (x1), Tracked

The *Sturmgeschütz* III (1940) was a German tank destroyer with a large, fixed gun and a low profile.



TANK DESTROYER: JAGDPANZER

ARMOR CLASS	4 [15]
HIT POINTS	27 (HD 6)
MOVEMENT	6 (L4 x W2)
ATTACK	Medium Tank Gun (F), Medium Machinegun (PIN)
MODIFICATIONS	Communications, Reinforced Hull (x2), Tracked

The Jagdpanzer IV (1943) was a German tank destroyer built on a Panzer IV chassis. It was slow moving, but had increased armor to protect its crew.



TANK (LIGHT): M3 STUART

ARMOR CLASS 5 [14]

HIT POINTS 32 (HD 8)

MOVEMENT 9 (L3 x W2)

ATTACK Cannon (TR2), Medium Machinegun (PIN), Medium Machinegun (F), Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x2), Tracked

An American light tank (1941) that saw extensive action in North Africa and the Pacific.



TANK (MEDIUM): M4 SHERMAN

ARMOR CLASS 4 [15]

HIT POINTS 36 (HD 9)

MOVEMENT 9 (L4 x W2)

ATTACK Light Tank Gun (TR2), Medium Machinegun (F),
Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x2), Tracked

An iconic American medium tank (1942) that saw action in almost every Theater of WWII. The Sherman and its 75 mm gun performed well against early German panzers, but was woefully outmatched by later models such as the Panther and Tiger. Sherman variants such as the British "Firefly" (1944) and the American Sherman "Jumbo" (1944) and "Easy Eight" (1944) were upgraded to better deal with these threats.



TANK (MEDIUM): M4 SHERMAN "EASY EIGHT"

ARMOR CLASS 4 [15]

HIT POINTS 39 (HD 9)

MOVEMENT 9 (L4 x W2)

ATTACK Medium Tank Gun (TR2), Heavy Machinegun (PIN), Medium Machinegun (F), Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x2), Tracked

The "Easy Eight" (1944) was an upgunned and uparmored Sherman, enabling it to take on Panther tanks and, under the right circumstances, the dreaded Tiger.



TANK (MEDIUM): M4 SHERMAN "FIREFLY"

ARMOR CLASS 4 [15]

HIT POINTS 39 (HD 9)

MOVEMENT 9 (L4 x W2)

ATTACK Heavy Tank Gun (TR2), Heavy Machinegun (PIN), Medium Machinegun (F), Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x2), Tracked

The "Firefly" (1944) was an upgunned Sherman armed with the British 17-pounder gun. The gun made it strong enough to take on almost any German armor of the war.



TANK (MEDIUM): M4 SHERMAN "JUMBO"

ARMOR CLASS 4 [15]

HIT POINTS 45 (HD 9)

MOVEMENT 6 (L4 x W2)

ATTACK Medium Tank Gun (TR2), Heavy Machinegun (PIN), Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x3), Tracked

The "Jumbo" (1944) was an uparmored Sherman that was often used to lead columns since it could better withstand enemy fire. The extra armor led to a reduction in speed. It was originally armed with the 75 mm gun (light tank gun), but later upgunned to the 76 mm (medium tank gun).



TANK (MEDIUM): CROMWELL

ARMOR CLASS 4 [15]

HIT POINTS 36 (HD 9)

MOVEMENT 12 (L4 x W2)

ATTACK Medium Tank Gun (TR2), Medium Machinegun (F),
Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x2), Tracked

A fast and reliable British cruiser tank (1944).



TANK (MEDIUM): PANZER IV

ARMOR CLASS 4 [15]

HIT POINTS 36 (HD 9)

MOVEMENT 9 (L4 x W2)

ATTACK Light Tank Gun (TR1), Medium Machinegun (CXL),
Medium Machinegun (F)

MODIFICATIONS Communications, Reinforced Hull (x1), Tracked

The German Panzer IV (1939) was the mainstay of the German Army for years. Its armor and armaments were later upgraded.



TANK (MEDIUM): PANTHER

ARMOR CLASS 4 [15]

HIT POINTS 45 (HD 9)

MOVEMENT 9 (L4 x W2)

ATTACK Medium Tank Gun (TR1), Medium Machinegun (F),
Medium Machinegun (F)

MODIFICATIONS Advanced Steering, Communications, Reinforced Hull
(x2), Tracked

The German Panther (1943), with its combination of maneuverability, firepower, and protection, was arguably the best overall tank design of WWII.



TANK (MEDIUM): T-34

ARMOR CLASS 4 [15]

HIT POINTS 42 (HD 9)

MOVEMENT 9 (L4 x W2)

ATTACK Medium Tank Gun (TR3), Medium Machinegun (F),
Medium Machinegun (F)

MODIFICATIONS Reinforced Hull (x2), Tracked

The Soviet T-34 (1940) was a highly-effective medium tank that was churned out by the thousands once the German Army began the invasion of Russia. Only the command tank was equipped with a radio—in battle, the tank crews communicated with signal flags.



TANK (HEAVY): CHURCHILL

ARMOR CLASS 3 [16]

HIT POINTS 50 (HD 10)

MOVEMENT 3 (L5 x W3)

ATTACK Light Tank Gun (TR2), Medium Machinegun (F)

MODIFICATIONS Advanced Steering, Communications, Reinforced Hull (x3), Tracked

A tough British heavy tank (1941) that was surprisingly maneuverable and able to climb hills and cross difficult ground. Despite its size and protection, the Churchill was extremely slow and hopelessly outgunned by other heavy tanks of the era.



TANK (HEAVY): TIGER I

ARMOR CLASS	3 [16]
HIT POINTS	55 (HD 10)
MOVEMENT	6 (L4 x W3)
ATTACK	Heavy Tank Gun (TR1), Medium Machinegun (F)
MODIFICATIONS	Advanced Steering, Communications, Reinforced Hull (x3), Tracked

The Tiger (1942) was a German heavy tank with thick frontal armor and an 88 mm gun that could punch through the hull of almost any Allied tank.



MODIFICATIONS

Modifications grant vehicles certain abilities and advantages, both in and out of battle. The *Referee* must decide whether or not materials are on hand to add Modifications. Some Modifications may be added more than once, increasing their effectiveness. Listed below are a few of the more common Modifications that characters will encounter in WWII Europe.

ADVANCED STEERING: This modification enables a Tracked vehicle to pivot in place, changing its Facing by up to 90-degrees each round. The vehicle must be stopped and in neutral to safely use its advanced steering. If the vehicle is moving faster than its Crawling speed, the vehicle operator automatically rolls on the VEHICLE MISHAP TABLE.

AERIAL: The vehicle is capable of flying through the air. Vehicles with this Modification cannot normally be attacked by characters or vehicles on the ground unless the pilot is making a Strafing Run.

AMPHIBIOUS: This modification enables a ground vehicle to travel for short distances on the surface of the water.

CARGO: The vehicle is specially designed to transport cargo. The type and amount of cargo each vehicle can carry is left to the *Referee*.

COMMUNICATIONS: The vehicle is equipped with a radio and is capable of communicating with nearby vehicles as well as command and control in the rear.

FIRING PORT: This modification can only be installed in a vehicle with a Reinforced Hull (see below). It creates up to six (6) ports from which characters may fire weapons from the safety of the vehicle. Attackers suffer a -4 penalty *To-Hit* characters inside the vehicle (per partial cover, pg. 49).

MAKESHIFT ARMOR: Makeshift Armor consists of logs, sandbags, tank tracks, and other material attached to the side of a vehicle for added protection. Makeshift Armor reduces a vehicle's Movement by 1. It provides a +1 Armor Class bonus to the vehicle and has a 1 in 6 chance of prematurely detonating a rocket-propelled grenade, autocannon, cannon, or tank gun round, reducing damage by 1/2. Once a round is detonated in this manner, the benefits of Makeshift Armor are eliminated until reapplied.

SUPERCHARGED ENGINE: This modification increases the vehicle's Movement by 3. It may be added up to three times (x3).

REINFORCED HULL: This modification adds reinforced plating to the vehicle's hull. It may be added up to three times (x3), but reduces the vehicle's Movement rate by half each time.

- The first level (x1) makes the vehicle immune to attacks from most personal weapons. The vehicle suffers only 1/2 damage from autocannons and cannons, and 1/4 damage from grenades.
- The second level (x2) makes the vehicle immune to attacks from most personal weapons, autocannons, cannons, and light tank guns. The plating is strongest in front. If the vehicle is attacked from the sides, rear, top, or bottom, its hull functions as first level (x1).
- The third level (x3) makes the vehicle immune to attacks from most personal weapons, autocannons, cannons, light tank guns, and medium tank guns. The plating is strongest in front. If the vehicle is attacked from the sides, rear, top, or bottom, its hull functions as second level (x2).

TRACKED: The vehicle is equipped with tracks (or half-tracks) instead of tires making it much more capable of traveling over rough terrain.

WATERBORNE: The vehicle is designed to be used on water.



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