

## MG-42: An Intro to Two Hour Wargames



# MG-42

## An Intro to Two Hour Wargames

Written by Ed Teixeira and Edited by Bob Minadeo

## MG-42: An Intro to Two Hour Wargames

### INTRODUCTION

What you have here is an introduction to Two Hour Wargames. This scenario will give you a glimpse into the gaming mechanics used by *Chain Reaction 2.0*, *All Things Zombie*, and other THW products. This sample is set in World War 2 but the mechanics are similar throughout all the THW games.

To make this as easy as possible we have decided to present the rules to you as if you were at a convention. No theory here, this right to the point style will have you gaming THW in minutes. Note that this is a simplified version of the game and put together for ease of entry into the THW world.

So, let's get started.

### WHAT DO I NEED TO PLAY?

- You need about a half-dozen six-sided dice (D6).
- Any figures, in any scale, that you may already have will work for MG-42. Be sure that they are mounted individually.
- A ruler or measuring device.
- Flat surface at least 3x3 feet.
- Some terrain as elaborate or simple as you want. Buildings as well as landscapes may be used.

### HOW DO I USE THE DICE?

Sometimes there will be a reference to "passing" dice, as on the Fast Move Table. If the score on an individual die is equal to or less than the target number, that die is said to have "passed".

*Example – The player has a Rep of 5. This means that "5" is the target number to determine success. On a roll of 5 or lower the die has passed. On a roll of 6 it has not. During the game it is possible to pass 2, 1, or 0 dice. This is explained in greater depth elsewhere in the rules especially in the section dealing with Reaction Checks.*

Other times, the score of a D6 is simply added to a character's Rep. *For example, ranged combat uses dice this way.*

### WHAT DO I NEED TO KNOW ABOUT MY FIGURES?

You will need to know only two things about your figures. That is their Reputations (Rep), and the weapons they carry. Hopefully, the weapons on the figure will match what they actually have.

### WHAT'S REP?

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. You use it to shoot, melee, take morale checks (called Reaction Checks or Tests), recover from damage, and when trying to move over normal speed.

There are seven possible Reputations in the THW system but we are only using the following three for MG-42.

**Reputation 5** – These are veterans of numerous successful encounters. *This is you!*

**Reputation 4** – These are reliable men with some experience.

**Reputation 3** – These are guys of unknown quality who have seen little or no action (FNGs).

### HOW IS MY FIGURE DIFFERENT FROM THE OTHERS?

MG-42 is played with "Stars" and "Grunts". YOU are a "Star". The other figures in your group are "Grunts". What makes you different is that anytime you must take any Reaction Checks you may *choose which of the three possible results you want without rolling the dice*. This will be made clear later in the rules.

### WHAT KIND OF WEAPONS DO I HAVE?

This is the WEAPONS TABLE that tells you all about your weapon.

**WEAPONS TABLE**

Weapon	Range	Targets	Impact
Bayonet/Knife	x	1	1
Fixed bayonet	x	1	2
Carbine	24	2	1
Submachine Gun	24	3	1
Rifle	48	1	2
LMG	48	6	3

Weapons are defined by four characteristics.

- **Weapon** – What it is.
- **Range** – This is the maximum distance in inches at which a shooter may engage a target. The range listed for every weapon is its "effective range" or the range at which the firer is deemed to have a "reasonable chance" of hitting the target.
- **Targets** – In effect, the maximum number of d6 allowed when fired by the character. Each die has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the "spread" of the weapon. *Example – A submachine gun with Target of 3 may fire at up to three targets in a three-inch width.*
- **Impact** – The relative damage a hit from the weapon will do. The higher the Impact the more deadly the weapon.

### WHAT DOES OUTGUNNED MEAN?

When firing, some weapons have more perceived firepower than others. This is called their Outgunned Rating (OGR). If you shoot at someone with a higher OGR weapon than they have, they are forced to Duck Back and cannot fire back. If they shoot at you with a higher OGR weapon, then you are forced to Duck Back, (UNLESS you are a Star, remember?)

## MG-42: An Intro to Two Hour Wargames

Here are the OGR of the weapons used in MG-42.

- OGR 3 = LMG.
- OGR 2 = SMG
- OGR 1 = Carbine or Rifle

Example – Two US soldiers move into view of a German MG-42. The MG-42 (OGR3) opens fire and misses but as the soldiers are armed with carbines (OGR1) and outgunned. The best result they can come up with will be a Duck Back.

### HOW MANY GUYS DO I HAVE?

For this scenario you have 4 guys. They are:

Leader –NCO (you) Rep 5 SMG  
Rifleman (Able) Rep 4 Carbine  
Rifleman (Baker) Rep 4 Carbine  
Rifleman (Charlie) Rep 3 Carbine

### DO WE HAVE TO STAY TOGETHER?

No. But if you stay within 4" of another member of your group, you can move together. The active player may combine his figures into groups for movement. A group is considered to be one or more figures within 4" of another figure in the group.

Grouping figures this way allows you to move them as, *well*, a "group", for the current activation. The player decides the order in which his groups will move.

Groups are not permanent and a player may group his figures differently each and every activation. For example, say you have 3 GI's in a line with an interval of 3" between figures. On your activation you could move these figures as a group of three, as a group of two and another of one, or as three groups of one. In any event the choice you make this activation does not have to be repeated on your next activation.

### I'M A LEADER. IS THAT A GOOD THING?

Yes. As a Leader, anyone in your group (within 4" of each other) can move when you move. In addition, when they take a Charge Reaction Test they get to use 3D6 instead of 2D6 and 3D6 when testing to Fast Move. And finally, you always get to use 3D6 when taking any personal Reaction Tests. This will be explained later.

Note that Leaders *need not* be "Stars".

### IN WHAT ORDER DO THINGS HAPPEN? WHAT'S THE SEQUENCE OF PLAY?

At the beginning of each turn each side rolls 1D6. This is called the Activation Roll.

If doubles happen then roll again. If the dice are not doubles then the side with the highest score is Active first.

The Active player then is allowed to move any group of one or more figures with a Rep equal to or higher than their Activation score. In addition when a Leader activates, the player may move all figures grouped with that Leader. In this way a Leader may be used to move figures that would otherwise be

unable to move due to having a Rep lower than the Activation Roll.

After all actions and reactions have been finished for the first group the Active player is allowed to proceed to the next group. Groups may be activated in any order desired. However no group may be activated more than once per turn.

After all of the Active player's groups have been activated, the other player becomes the Active player and may activate one group at a time as above. However the player who is Active second uses the score of *his* Activation roll to determine which figures may be activated.

After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.

Example – Joe rolls a 4 while Bob rolls a 3. Joe goes first. Only his figures that are Rep 4 or higher, or grouped with a Rep 4 or higher Leader, may move. On Bob's turn he does the same but with Rep 3 figures.

### WHEN I'M "ACTIVE" WHAT CAN I DO?

When a figure is Active he may voluntarily do one of the following actions.

- Move up to full distance and fire at any time while completing his move.\*
- Stay in place (allowed to change the way faced) and fire if desired.\*
- Charge into melee.

Once forced to fire by a Reaction check result, an active figure may no longer fire as part of his activation. However, the figure will still fire if called on to do so by Reaction check(s).

### HOW FAR CAN I MOVE?

Normal move is 8". If you move through a door then you will reduce your movement by 1". If you're carrying your buddy it's still 8" but you can't "fast move".

To "Fast Move" roll 2D6 for the WHOLE group and compare to the table below. Compare to each figure individually. This means some guys may be able to move farther than others.

#### FAST MOVE TEST (2d6 vs. Rep)

##### Pass 2d6

- Figure successfully Fast Moves up to 16".

##### Pass 1d6

- Figure successfully Fast Moves up to 12".

##### Pass 0d6

- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

### GOING PRONE

Figures may choose to go prone in either of two situations.

- When a result of Duck Back is called for the figure may choose to "go prone" instead if there is no cover within 12".

## MG-42: An Intro to Two Hour Wargames

- He may choose to go prone voluntarily at any point when Active.

Going prone ends the figures Activation (no further fire or movement). There is no movement penalty for getting up again when Active or reacting. You can move 2" when prone.

### ARE THERE OTHER KINDS OF MOVEMENT?

Yes, the Reaction tests can force you to make other moves. They are:

**DUCK BACK** – Move towards and into/behind nearest cover AWAY from threat and duck behind it or go prone if no cover is within 12". Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. This does not limit the figure's ability to move or fire if called on to do so by a subsequent Reaction check. Next activation the figure automatically recovers from Duck Back and can function as normal.

**RUNAWAY** – Quit. Split. Those surrounded will surrender.

If there is a building within sight and away from the enemy, the reacting figure will run to it at fastest speed. It may take more than one turn to reach. Once inside figure will not move or shoot unless attacked.

If no building is in sight the figure will head for the nearest table edge and exit the board at the fastest speed possible.

Those that have Runaway may take a Rally Reaction check.

### HOW DO I SHOOT?

Simply roll 1 or more D6 depending on the weapon. Add the highest scoring die to the shooter's Rep and compare the score to the table below. Follow this procedure for the next highest scoring die (if any)

**There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.**

Ranged Combat To Hit Table	
#	Results
3 to 7	Miss!
8	Target in cover or prone, either side fast moving, second or higher target count Miss, all others Hit!
9	Target in cover, or third or higher target count Miss, all others Hit!
10+	All Hit!

### HOW MANY TARGETS CAN I SHOOT AT ONCE?

You can shoot at as many targets as the weapon's Target number. However, these must be within the swath of the weapon. Example: A LMG can

target 6 figures in a 6" swath. When shooting at multiple figures nominate which figures are to be fired at and how many dice at each. Arrange the dice from high to low. The highest scores get applied first working down to the lowest.

### WHAT'S A SWATH?

Each weapon has an arc of fire OR "swath" equal to 1" for each point of Target Rating.



Example – In the above example the shooter has a 3" swath, defined by the width at the end of the cone. He is allowed to shoot 3 targets, one per inch of swath.

### WHAT DO YOU MEAN?

Joe has a SMG. This allows him to shoot at up to 3 figures in a 3" width. He decides to shoot at two figures. He wants to put 2 rounds on the first guy and 1 on the second. He rolls a 5, 3, and a 1. Joe's Rep is a 5 so he has scored a 10 and 8 on the first guy (Rep plus die score) and a 6 on the last guy.

### THIS IS NEW TO ME. EXPLAIN WHAT THE RANGED TABLE MEANS?

Hit Table results are as follows.

- **Miss!** The attacker has missed the target but will still cause a "Received Fire" Reaction check.
- **Hit!** The attacker has scored a hit on the target and can possibly inflict damage. Roll on the Damage Table.
- Some results apply to certain situations and are treated on a case-by-case basis. If the situation applies to the target or firer then the result is usually a Miss.
- **Cover** is defined as any obstruction such as a wall that reduces the chance of hitting the target either by reducing its apparent size or stopping bullets from hitting.
- **Prone** means the target is lying down.
- **Fast moving** means either the shooter or target is fast moving. This may still be only 8" in distance. A shooter will only count as Fast Moving if it is Active and has already, or plans to Fast Move this activation.
- **Second (third) or higher target** means that this target and all additional targets have been missed.

### AFTER I SCORE A HIT WHAT HAPPENS NEXT?

Anytime a figure is hit, either from fire or in melee, there is a chance that he is "obviously dead". This is determined by rolling 1d6 versus the Impact Rating of the round fired or weapon used in melee. If the score is equal to or less than the Impact, he is said to be obviously dead...dead, dead. If the score

## MG-42: An Intro to Two Hour Wargames

exceeds the Impact then roll on the Damage Table below.

### RANGED WEAPON DAMAGE TABLE

*1D6 vs. Rep. of target less Impact*

#### Pass 1D6

- **Knock Down!** Figure is “stunned/wounded”.

#### Pass 0D6

- **Out of Fight!** Figure is out of action.

Damage Table results are as follows.

- **Knock Down** The target has been hit and is knocked to the ground, “stunned”. The target may not function in any way the remainder of the turn but can regain its feet and function as normal when next activated.
- **Out of fight!** The target has taken a serious and potentially mortal wound.

### HOW DO I MELEE OR FIGHT IN HAND-TO-HAND?

Hand to hand combat, or melee, is carried out when two or more figures come into base contact via a passed Charge Reaction check. To fight a melee, follow the procedure below.

- **Each** figure in melee will roll 2d6. These dice are compared individually against the figure’s Rep as modified below:

#### MELEE MODIFIERS

- Each point of Impact less than enemy -1
- In melee with 2+ enemies -1
- In melee with 3+ enemies -2

After the number of dice passed is determined, each figure compares the result to the table below.

#### MELEE RESULTS TABLE

##### Pass same number of D6

- All Miss and melee continues next turn.

##### One side passes 1D6 more than the other and “wins” the round of melee.

- Loser checks for “obviously dead” against the Impact of the weapon used. If not OD then rolls on Damage Table.

##### One side passes 2D6 more than the other and “wins” the round of melee.

- Loser checks for “obviously dead” against the Impact of the weapon used. If not OD is “out of fight”.

#### HAND-TO-HAND DAMAGE TABLE

*1D6 vs. Rep. of target less Impact*

#### Pass 1D6

- **Knock Down!** Figure is “stunned/wounded”.

#### Pass 0D6

- **Out of Fight!** Figure is out of action.

### WHEN DOES THE MELEE STOP?

If after a round of melee the sides are still in contact they will fight again on the next Activation regardless of whether they are eligible to Activate or not.

### CAN’T I JUST RUN AWAY?

Yes. Anytime a figure is active they may choose to end the melee by moving at least 1” away from the enemy. If a figure is unable to move at least 1” away for any reason, the figure remains in melee. Once the melee has been broken off both sides take an immediate “In Sight” check. They may thus be allowed to shoot in the same turn that they are breaking off the melee.

Example – Ivan and Betts are “beating” on each other. Betts becomes Active and decides to “step back” 1”. Both immediately take an “In Sight” check with Betts counting as moving.

### IF I’M “OUT OF THE FIGHT” WHAT HAPPENS NEXT?

Figures that are down and “out of the fight” as a result of shooting or close combat may be stunned or wounded. The player will not know the status of the casualty unless he has had at least one of his figures spend one Activation with the casualty making a determination. Checking the figure takes the whole Activation and cannot be combined with anything else such as shooting or moving.

When checking a figure roll 1D6 versus the figure’s Rep. Subtract 1 from the figure’s Rep for each wound.

Compare the score to the table below counting whether the die roll passed (rolled modified Rep or less) or failed.

#### “HOW BAD IS IT DOC?” TABLE

*Subtract 1 from the figure’s Rep for each wound.*

##### Pass 1d6

- The casualty is stunned, just “winded”, and/or lightly wounded, recovers and rejoins the fight next turn!

##### Pass 0d6

- The casualty is badly wounded, and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

### OKAY. SO WHAT’S A REACTION CHECK?

The “Reaction Check” represents the effect of various stressful situations on a character’s ability to perform tasks.

Taking a “Reaction Check” involves taking the character’s Reputation and comparing it to 2d6 counting each die score separately.

If a die score is equal or less than the Reputation of the character then he is said to have “passed” that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

## MG-42: An Intro to Two Hour Wargames

### WHEN DO I TAKE THEM?

Here's when and why to take Reaction Checks.

#### "IN SIGHT" CHECK

Anytime an enemy starts "out of sight" and comes "into sight" use the "In Sight" Check. This means BOTH sides take the test simultaneously.

Example – Ivan is in the middle of the street. Betts comes around the corner and they see each other. Both take the "In Sight" check.

#### "IN SIGHT" CHECK

##### Pass 2d6

- **All fire**, stationary figures firing first, then moving figures next.

##### Pass 1d6

- **Stationary figures** will fire.
- **Moving figures** may not fire.

##### Pass 0d6

- **All** may not fire.

**Note:** "Popping" up into view from behind cover is considered "moving" for this check.

#### "RECEIVED FIRE" CHECK

Every time a figure is fired at it must take the "Received Fire" Check.

#### "RECEIVED FIRE" CHECK

##### Pass 2d6

- **Chargers** will continue.
- **Outgunned or unable to fire** will Duck Back.
- **Others** finish move and fire.

##### Pass 1d6

- **Chargers** armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- **Those in cover** will fire or Duck Back.
- **Others** will Duck Back.

##### Pass 0d6

- **Those in cover** will Duck Back.
- **Others** will Runaway.

When an Active character is forced to take a "Received Fire" Reaction Check he may fire at any target he desires.

When an inactive character is forced to take a "Received Fire" Reaction Check he is forced to return fire on any figure that caused the check.

#### REACTION FIRE OR NOT

Anytime a figure is called upon to fire and has only a melee weapon, he will charge instead. If it would take more than one turn of Fast Movement to reach the shooter, figure will instead Duck Back.

If the figure shot at has a ranged weapon, but may not return fire due to range constraints, he must Duck Back.

#### "WANTING TO CHARGE" CHECK

A figure may only Charge into melee if they are within their "Fast Move" distance. It must then take the "Wanting to Charge" Check. Figures may only enter melee by taking this test.

#### "WANTING TO CHARGE" CHECK

##### Pass 2d6

- **All** will charge into hand-to-hand combat.

##### Pass 1d6

- **Those in cover** will remain in place and if possible will fire instead.
- **Others** charge.

##### Pass 0d6

- **Those in buildings** will Duck Back.
- **Others** remain in place.

#### "BEING CHARGED" CHECK

Anytime a figure is being charged it must take the "Being Charged" Check.

#### "BEING CHARGED" CHECK

##### Pass 2d6

- **Those that can** will fire and prepare for melee.
- **Others** will remain in place and prepare to melee.

##### Pass 1d6

- **Those in cover** will fire and prepare for melee.
- **Others** may not fire but will prepare for melee.

##### Pass 0d6

- **Those in cover** will prepare to melee.
- **Others** Runaway.

#### "RALLY" CHECK

Anytime a figure has Runaway and is confronted by a friendly figure within 4" it may try to Rally and return to the fight. The figure does not have to be Active to make this check.

#### "RALLY" CHECK

(May use 3d6 if friend is a Leader.)

##### Pass 2d6

- **All** back in the fight. Carry on as desired.

##### Pass 1d6

- **Those in cover/buildings** back in fight.
- **Others** are removed from play.

##### Pass 0d6

- **Remove** figure from play.

## MG-42: An Intro to Two Hour Wargames

### WHAT HAPPENS TO THEM AFTER THE BATTLE?

Roll 2D6 vs. Rep for all figures that were badly wounded, or have Runaway and were unable to Rally.

#### RECOVERY CHECK

##### Pass 2D6

- All return at normal Rep.

##### Pass 1d6

- All return at Rep -1.

##### Pass 0d6

- **Wounded die** and Runaways never return

### IS THAT IT?

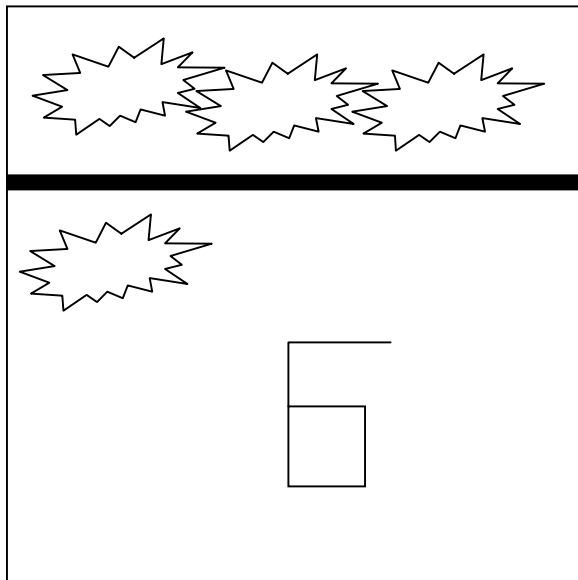
That's it. Now here's the scenario.

### SCENARIO

You're in command of a small group of soldiers in France. Your unit has been dispersed all over the drop zone and is slowly reforming. Currently it is you and three other troopers.

Leader -NCO (you) Rep 5 SMG  
 Rifleman (Able) Rep 4 Carbine  
 Rifleman (Baker) Rep 4 Carbine  
 Rifleman (Charlie) Rep 3 Carbine

Your major concern is making it to the rallying point. You are now coming up onto a house. Here's what the area looks like:



It's a 3'x3' board. A road runs from west to east, 12" in from the north. The whole area between the road and north edge is wooded, reducing movement by 1/2 speed and counting as cover. Those at the edge can look out while visibility within the woods is reduced to 6".

Across the road is a 6"x6" patch of similar woods. In the center of the board is a small house with a low stone wall on the north and west front yard. There are doors on the north and south wall and windows on all four walls.

You've reached the woods on the north side of the road and are within 24" of the house.

You are currently in cover and cannot be seen until you fire or come out of the woods. There is a German soldier (Dorfman) at the corner where the two walls join together and another in the doorway to the south (Engles).

No one else is visible.

Here are the Germans

Leader -NCO (Arnold) Rep 4 SMG  
 MG Gunner (Beck) Rep 4 LMG  
 Rifleman (Conrad) Rep 3 Rifle  
 Rifleman (Dorfman) Rep 3 Rifle  
 Rifleman (Engles) Rep 3 Rifle

When the shooting starts roll 1D6 for the location of the remaining Germans.

- 1 - 2 = All are in the house.
  - 3 = The MG Gunner and Conrad are in the house while the NCO is in the small woods to the left.
  - 4 = The MG Gunner and Conrad are at the edge of the stone wall in place and ready to fire on the road/woods while the NCO is in the house.
  - 5 - 6 = The MG Gunner, Conrad, and the NCO are moving to the house from the small woods to the left.
- It takes one Activation for the LMG to "set up" for action.

### SAMPLE BATTLE

Here's a quick and easy sample of a battle. It starts with three GIs walking down the road from west to east.

Two Germans (Arnold and Conrad) are behind the courtyard wall.

Activation dice are rolled and the scores are a Red (US) 5 and Black (German) 3. This means that the US will move first and as they are led by a Rep 5 figure they begin to move down the road. As the three GIs come into sight both sides take an In Sight test.

Arnold rolls a 5, 4 and 3 (Arnold is a Leader and rolls 3D6 for personal reactions). As Arnold is Rep 5 he passes two dice (three dice really, but passing two dice is the best result possible). With rolls of 2 and 4, Conrad (Rep 3) passes 1D6. The three GIs (the NCO, Able, and Baker) pass 2D6, 1D6, and 0D6 respectively.

Pass 2D6 - Arnold and the US NCO

Pass 1D6 - Conrad and Able.

Pass 0D6 - Baker.

Arnold and the US NCO passed the same number of dice. However, as Arnold is stationary he fires first. He decides to fire at two targets. He shoots 1D6 at the US NCO and 2 rounds (2 dice) at the next soldier in line, Able.

Arnold is a Rep 4 with three shots and rolls a 3 (Rep 4 + 3 = 7, missing the NCO), 2 (Rep 4 + 2 = 6, missing Able), and 1 (Rep 4 + 1 = 5, again missing

## MG-42: An Intro to Two Hour Wargames

Able). This causes no damage. Both targets must now take a Received Fire test. The US NCO rolls 5, 3, and 1. Good thing he's a Leader as he has still passed 2D6 and is allowed to return fire. Able rolls a 4 and 3 and also passes 2D6 but must Duck Back behind cover as he is outgunned by the SMG that fired at him.

The US NCO (Rep 5) returns fire at Arnold scoring a 6 (11, a Hit), 3 (8, a Miss, due to Arnold being in cover), and a 1 (6, a Miss) He immediately rolls 1D6 versus the Impact (2) of the SMG. His score is a 4 so Arnold is not Obviously Dead. Arnold then rolls on the Ranged Weapon Damage Table. He needs to score less than his Rep (4) minus the Impact (2) of the round that hit him or a 2. He scores a 4 and falls to the ground out of the fight.

As the US NCO fired in reaction he is not allowed to fire during his Activation.

Conrad (Rep 3) fires next as he passed 1D6 and shoots at the US NCO. He rolls a 4 (7, a Miss). The US NCO rolls a Received Fire test and scores a result of pass 1D6 and Ducks Back.

This leaves Charlie (Rep 3) who passed 0D6 and has not fired. As he didn't fire in reaction he can now shoot, as he is Active. He fires at Conrad and rolls a 5 (8, a Miss due to cover) and 2 (5, a Miss). Conrad takes a Received Fire test and passes 1D6. Because he is in cover he can return fire and does.

Conrad (Rep 3) rolls a 6 (9, a Hit as Charlie is in the open). He next rolls 1D6 versus the weapons Impact (2) and scores a "1" so Charlie is "Obviously Dead".

This ends the US turn as all of the figures have moved.

Now the Germans become Active and any figure Rep 3 or higher can move. Conrad is the only one that can move and moves to the NCO. He will check him next turn.

The Activation dice are rolled again and the Germans score a 3 and the US a 6. The US cannot move anyone, as all of their Reps are lower than the die score. Conrad spends the turn checking the NCO, Arnold, and rolls 1D6 on the "How Bad Is It Doc?" Table.

He scores a 5. This is compared to Arnold's Rep of 5 - 1 due to the wound, or 4. This means that the score exceeds Arnold's Rep (pass 0D6) and Arnold is badly wounded and out of the fight. This ends the German turn.

The Activation dice are rolled and a US 5 and German 4 are rolled. The US can move first. The NCO and Able pop up into view of the courtyard but don't see anyone. They move towards the wall and stop behind it, using it as cover.

Conrad sees the two and all three take In Sight checks. After the dice are rolled here are the results.

Pass 2D6 - US NCO

Pass 1D6 - Conrad and Able.

The US NCO (Rep 5) fires first and scores a 6 (11, a Hit as Conrad is no longer in cover), 4 (9,

another Hit), and a 3 (8, a Hit). The US NCO rolls three dice, one for each round and scores a 1, 4, and 5. The one means that Conrad is Obviously Dead.

Game over.

That's about it. If you have any questions feel free to contact me at the THW Yahoo Group.

If you liked the MG-42 game mechanics then you might like:

### ALL THINGS ZOMBIES

#### "ALL ABOUT REAL LIFE IN AN UNREAL WORLD"

ATZ isn't "just another Zombie game". ATZ is "the" *Zombie game*. ATZ takes you from the beginning of the first Zombie outbreaks through the final apocalyptic time where the Zombies rule. Or will they? It's up to you! ATZ is the ultimate Zombie survival game.

### CHAIN REACTION 2.0

"World War II, "Bug Hunts", Colonial Wars, Vietnam, "B" movies, and Al Capone. What do all these things have in common? Heavy firepower." With these words Chain Reaction burst onto the scene. Now two years later we've taken it even farther. It's a whole new ball game as Chain Reaction 2.0 delivers unparalleled realism. CR 2 can be used for any genre where modern firearms are used.

*And coming soon from Two Hour Wargames.*

### "NUTS!"

*General Anthony McAuliffe -*

*US Army Bastogne, Belgium December 22nd 1944*

From the streets of Stalingrad to the sands of Iwo Jima "NUTS!" recreates the drama of man-to-man combat in WW2. Working on a 1:1 scale where each figure equals one soldier "NUTS!" puts you in command

Whether you're leading a squad of American, British, or German soldiers, "NUTS!" has it all. With "cutting edge" armor rules and an easy to use campaign system, "NUTS!" is one game you'll want to play over and over. "NUTS!" will be available later this year.

Available at:

[www.twohourwargames.com](http://www.twohourwargames.com)



## MG-42: An Intro to Two Hour Wargames

### FAST MOVE TEST (2d6 vs. Rep)

**Pass 2d6**

- Figure successfully Fast Moves up to 16".

**Pass 1d6**

- Figure successfully Fast Moves up to 12".

**Pass 0d6**

- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

### WEAPONS TABLE

Weapon	Range	Targets	Impact
Bayonet/Knife	x	1	1
Fixed bayonet	x	1	2
Carbine	24	2	1
Submachine Gun	24	3	1
Rifle	48	1	2
LMG	48	6	3

*Okay to copy for personal use only.*

# MG-42 QRS

### O-RATING: OUTGUNNED "FOOD CHAIN"

- OGR 3 = LMG.
- OGR 2 = SMG
- OGR 1 = Carbine or Rifle

### Ranged Combat To Hit Table

#	Results
<b>3 to 7</b>	Miss!
<b>8</b>	Target in cover or prone, either side fast moving, second or higher target count Miss, all others Hit!
<b>9</b>	Target in cover, or third or higher target count Miss, all others Hit!
<b>10+</b>	All Hit!

### RANGED WEAPON DAMAGE TABLE

*1D6 vs. Rep. of target less Impact*

**Pass 1D6**

- **Knock Down!** Figure is "stunned/wounded".

**Pass 0D6**

- **All** are "out of fight".

### MELEE MODIFIERS

- Each point of Impact less than enemy -1
- In melee with 2+ enemies -1
- In melee with 3+ enemies -2

### MELEE RESULTS TABLE

**Pass same number of D6**

- All Miss and melee continues next turn.

**One side passes 1D6 more than the other and "wins" the round of melee.**

- Loser checks for "obviously dead" against the Impact of the weapon used. If not OD then rolls on Damage Table.

**One side passes 2D6 more than the other and "wins" the round of melee.**

- Loser checks for "obviously dead" against the Impact of the weapon used. If not OD is "out of fight".

### HAND-TO-HAND DAMAGE TABLE

*1D6 vs. Rep. of target less Impact*

**Pass 1D6**

- **Knock Down!** Figure is "stunned/wounded".

**Pass 0D6**

- **All** are "out of fight".

### "HOW BAD IS IT DOC?" TABLE

*Subtract 1 from the figure's Rep for each wound.*

**Pass 1d6**

- The casualty is stunned, just "winded", and/or lightly wounded, recovers and rejoins the fight next turn!

**Pass 0d6**

- The casualty is badly wounded, and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

## MG-42: An Intro to Two Hour Wargames

# MG-42 QRS

### "IN SIGHT" CHECK

#### Pass 2d6

- **All fire**, stationary figures firing first, then moving figures next.

#### Pass 1d6

- **Stationary figures** will fire.
- **Moving figures** may not fire.

#### Pass 0d6

- **All** may not fire.

### "RECEIVED FIRE" CHECK

#### Pass 2d6

- **Chargers** will continue.
- **Outgunned or unable to fire** will Duck Back.
- **Others** finish move and fire.

#### Pass 1d6

- **Chargers** armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- **Those in cover** will fire or Duck Back.
- **Others** will Duck Back.

#### Pass 0d6

- **Those in cover** will Duck Back.
- **Others** will Runaway.

### "WANTING TO CHARGE" CHECK

#### Pass 2d6

- **All** will charge into hand-to-hand combat.

#### Pass 1d6

- **Those in cover** will remain in place and if possible will fire instead.
- **Others** charge.

#### Pass 0d6

- **Those in buildings** will Duck Back.
- **Others** remain in place.

### "BEING CHARGED" CHECK

#### Pass 2d6

- **Those that can will fire** and prepare for melee.
- **Others** will remain in place and prepare to melee.

#### Pass 1d6

- **Those in cover** will fire and prepare for melee.
- **Others** may not fire but will prepare for melee.

#### Pass 0d6

- **Those in cover** will prepare to melee.
- **Others** Runaway.

### "RALLY" CHECK

(May use 3d6 if friend is Leader.)

#### Pass 2d6

- **All** back in the fight. Carry on as desired.

#### Pass 1d6

- **Those in cover/buildings** back in fight.
- **Others** are removed from play.

#### Pass 0d6

- **Remove** figure from play.

*Okay to copy for personal use only.*