

BLAZE AWAY!

RULES FOR WW2 MINIATURES

PART II

SUPPORT MATERIAL FOR BLAZE AWAY WWII











- Designed to play Company to Brigade sized WWII wargames.
- Game time 1-4 hours.
- Simultaneous turns ensuring the players are always involved.
- Basic unit is a stand of 3 infantry figures representing an 8-12 man Section or 2 squads.
- Basic armoured unit is one model vehicle representing 2-4 vehicles.
- Ground scale, 1mm = approximately 1.5 metres.
- Can be played with 10mm, 15mm, and 20mm figures.

[Appendix I Cards](#)

[Appendix II Unit Sheets](#)

[Appendix III Reference Tables](#)

[Appendix IV Hidden Movement Cards](#)

Opportunity Fire	Opportunity Fire	Opportunity Fire	Opportunity Fire
 Move	 Move	 Move	 Move
 Move	 Move	 Move	Opportunity Fire
 Move	 Move	 Move	Opportunity Fire
Action	Action	Action	Action
Fire	Fire	Fire	Fire
Fire	Fire	Dummy <i>Phaffing About</i>	Dummy <i>Phaffing About</i>
Charge	Charge	Charge	Charge
Prone	Prone	Prone	Prone
Move & Fire	Move & Fire	Move & Fire	Move & Fire
Fall Back	Fall Back	Fall Back	Move & Fire

Infantry and Support

Unit Name _____ HQ Command Rating _____

UNIT	No. OF STANDS	SPECIALS*	TOTAL STANDS	MOVE	DICE PER STAND	DICE PER SPECIAL	ORDER CARDS	BREAK POINT	NOTES
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			
				mm	xD10	xD10			

*(Specials include LMG, Flame, PIAT, Panzer Faust etc)

Armoured and Motorised Elements

VEHICLE	NO. OF VEHICLES	CREW CLASS	ARMOUR CLASS	OFF ROAD MOVE	ROAD MOVE	GUN GROUP	DICE	2 ND GUN	DICE	NOTES
				mm	mm				xD10	
				mm	mm				xD10	
				mm	mm				xD10	
				mm	mm				xD10	
				mm	mm				xD10	
				mm	mm				xD10	
				mm	mm				xD10	
				mm	mm				xD10	

Air Support

AIRCRAFT	TURNS	1ST ATTACK	DICE	2ND ATTACK	DICE	NOTES

Blaze Away WWII – Reference Tables

Movement

Unit Type	Move	Move & Fire	Road Move	Charge Bonus
Infantry, LMG & HMG	150mm	75mm	N/A	+1xD10
Platoon & Company Command	200mm	100mm	N/A	+1xD10
Cavalry	250mm	N/A	N/A	+2xD10
Medium Tank, Halftrack, Assault Gun	250mm	130mm	350mm	N/A
Slow/Heavy Tank	150mm	100mm	250mm	N/A
Light Tank, Fast Tank, Jeeps	300mm	150mm	400mm	N/A
Armoured Car or Universal Carrier	250mm	350mm	350mm	N/A
Truck, Motorcycle	250mm	130mm	400mm	N/A
Light Artillery or ATG manhandled	100mm	N/A	N/A	N/A
Medium Artillery manhandled	50mm	N/A	N/A	N/A
Dinghy and Rafts	150mm	N/A	May beach 50mm on land	
Landing Craft and Barges	250mm	N/A	May beach 100mm on land	

Small Arms Ranges

Unit Type	Maximum Range	Bonus D10	Short Range	Bonus D10
Rifle Stand	300mm	N/A	-	-
Infantry Anti-Tank Weapons	100mm	N/A	-	-
LMG/Light Mortar Stand	400mm	N/A	-	-
SMG Stand	200mm	N/A	150mm	2xD10
MMG/HMG (Infantry & tank)	450mm	1xD10	150mm	2xD10
AFV MG	450mm	1xD10	150mm	2xD10

To Hit Table

Score on D10	Result	Unit Firing	Firing at Cavalry
10	Hit	Hit in hard cover	Hit
9 or more	Hit in hard cover	Hit in soft cover	Hit
8 or more	Hit in soft cover	Hit in open	Hit in hard cover
7 or more	Hit in open	No effect	Hit in soft cover
1-6	No effect	No effect	6 to hit in open

Gun Ranges

Gun Ranges		Minimum Ranges	
Short	0mm-300mm	Light mortar	100mm
Medium	300mm-600mm	Medium/Heavy mortar	150mm
Long	600mm-800mm		

Visibility

	Infantry	ATG	Field Artillery (open sights)	Vehicle
In open	800mm	800mm	800mm	800mm
In cover	100mm	200mm	250mm	300mm

Crew Ratings

Rating	Movement Effect	Firing Effect
Poor	Move or Fire only (firing only when stationary)	
Average	Half Move & Fire	-3 if moving
Confident	Full Move & Fire (no movement penalty)	-2 if moving
Excellent	Full Move & Fire (no movement penalty)	2 shots per turn (2 nd shot at -1) if stationary -2 if moving

Blaze Away WWII – Reference Tables

Armour Combat Table

Armour Class	Long Range 600mm-800mm					Medium Range 300mm-600mm					Short Range 0-300mm				
	A	B	C	D	E	A	B	C	D	E	A	B	C	D	E
Gun Group 1	19	17	15	13	11	16	14	12	10	8	12	10	8	6	4
Gun Group 2	-	19	17	15	13	19	16	14	12	10	15	13	11	9	6
Gun Group 3	-	-	19	17	15	19	17	16	14	12	17	15	13	11	7
Gun Group 4	-	-	-	19	17	-	-	19	17	14	19	17	14	11	7
Gun Group 5											20	15	13	9	7

Gun Modifiers Table

Gun Modifiers	Dice Effect
Any ATG in Fixed Defence	+1
Excellent Crew in Fixed Defence	2 Dice (2 nd -1)
Poor crew	-1
Vehicle hit on side armour	-2 (<i>Lt tank</i> -1)
Vehicle hit on rear armour	-3 (<i>Lt tank</i> -1)
Firer is Disordered	-1
Target Hull Down	-1
Tank Moving and Firing this turn	-2
Indirect and HE Fire	-2

Anti-Aircraft Table

Score	Result	Consequence
20	Aircraft destroyed	Removed from game
19	Aircraft driven off with severe damage	Must leave table (1/2 points)
18	Aircraft driven off with light damage	Cannot ground attack or recon that turn
16-17	Aircraft driven off undamaged	Cannot ground attack or recon that turn
1-15	No effect	-

Melee Modifiers

Melee Modifiers	Attacker	Defender
Panzerfaust/Schreck, PIAT, Bazooka v. Vehicle	+2	0
Open topped AFV	0	0
Light,/Medium armour	0	+1
Heavy Tank	0	+2
SMG section v. Infantry/Gun/Cavalry	+1	0
Cavalry v. Infantry or Gun	+2	0
Flamethrower	+2	+2
Defender Disordered	0	-2
Defender has an Action Card	0	-1
HQ attached	+1	+1

HE D10/D20 Allocation Table

Weapon	D10	D20
Light mortar / Guns smaller than 75mm	2xD10	1xD20
Medium mortar / Guns 75mm - 85mm and Automatic 20mm	3xD10	1xD20
Heavy Mortar / Guns 88mm - 122mm	4xD10	1xD20
155mm+, 25pdr Guns	5xD10	2xD20

Hidden Movement Cards

Infantry	Infantry LMG	HMG	Tank
Infantry	Infantry LMG	HMG	Tank
Infantry	Mortar	Artillery	_____
Infantry	HQ	Dummy	Light Armour
Infantry	Infantry	Dummy	Transport

Copy, cut out, and laminate Hidden Movement cards.