

FRANK CHADWICK'S ETO: BATTLES FOR EUROPE SERIES STANDARD LAND RULES

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[0.0] USING THESE RULES

Priorities: The instructions for this game consist of this **Standard Land** rules book (which applies to every land campaign in the series) and its **Exclusive** rules book (which is necessary to play *that game* in the series, such as setup instructions, special rules, historical notes, etc.). When covering the same subject, both share the same rules numbering hierarchy and “work together” to present the entire rule. When there is a conflict:

- 1) **Card** instructions take precedence over rulebook instructions;
- 2) **Exclusive** rules take precedence over these **Standard** rules, and
- 3) In the *same* rulebook, higher/later-numbered rules always take precedence over lower/earlier-numbered rules.

Structure: Major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s components, procedures for play, the game’s core systems and mechanics, how to set it up, and how to win. Within each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Definitions: When **initially defined**, new terms appear in **dark red** lettering for quick reference.

Important: Words and phrases that are particularly important are presented in **red text**.

Examples: When presented in the main body of the rules (i.e., not in a sidebar), examples are in **blue text**.

Guiding Voice: Text highlighted in gray, like this, provides the voice of the game’s designer or development team. They are addressing you in an aside to explain an idea, concept, or presenting a historical note that is not, itself, a Rule or a Case.

Key Rules: Critical ideas such as this will be in a boxed section of text in the main body of the rules or in a separate sidebar note.

[1.0] INTRODUCTION

Frank Chadwick’s Battles for Europe (B4E) is a series of modest complexity wargames suitable for an experienced wargamer, fun in their own right and useful for them to introduce new players to the wargaming hobby. Each is carved from the larger *Frank Chadwick’s ETO (ETO)* wargame series which, essentially, links the **B4E** games together into larger “monster” size (**ETO**) wargames. These are two-player games (although many enjoy playing them solitaire, commanding both sides) of the **Axis Powers** (Germany and its allies) versus the **Allies** (the UK, USA, USSR and their allies).

You play these games on their map; land campaigns have a hexagonal grid superimposed on them to regulate the position of game pieces. Those pieces represent the actual military units which participated in that campaign.

Game Scale: Each hex on the map represents 30 miles of actual terrain from side to side. Each Game Turn represents the passage of from 7.5 to 15 days depending on the time of year. Typical **Ground** units represent Corps (from the Latin word “corpus,” meaning “body”) of approximately 25,000 soldiers. Where they appear, **USSR** units include many Armies of approximately 40,000 men each.

[2.0] GENERAL COURSE OF PLAY

Each player, in turn, moves their units and executes attacks according to the **Sequence of Play** attempting to fulfill the game’s **Victory Conditions**. Time is noted on the **Turn Track** with labeled Month by period name; e.g., “**October II**” is the *second* period of the October.

To move from one space to another, each **Ground** unit expends a portion of its **Movement Allowance**. **Ground** combat is resolved through **Battles** by comparing the total **Strength Points** of adjacent opposing units and expressing the comparison as a simplified probability ratio (“**odds**”). A die is rolled and the outcome indicated on the **Combat Results Table** (CRT) is then applied to the units involved.

[3.0] GAME EQUIPMENT

The component inventory is listed in each game’s **Exclusive Rules**.

[3.1] THE GAME MAP: The map depicts the conflict arena and its key terrain features. Superimposed on it is a hexagonal grid. These spaces (“**hexes**”) regulate positions and ranges much as the squares do on a chessboard.

Explanations of the various terrain features are found on the separate **Terrain Effects Chart (TEC)**.

- **YOUR TABLEAU:** The table space between a player and the map is that player’s **Tableau** which is where that player’s available off-map components are kept handy. *Your opponent may freely inspect the pieces (cards, units, and markers) in your Tableau.*
- **THE STOCK:** To the side of the map within reach of both players is the **Stock** of components not currently in play.

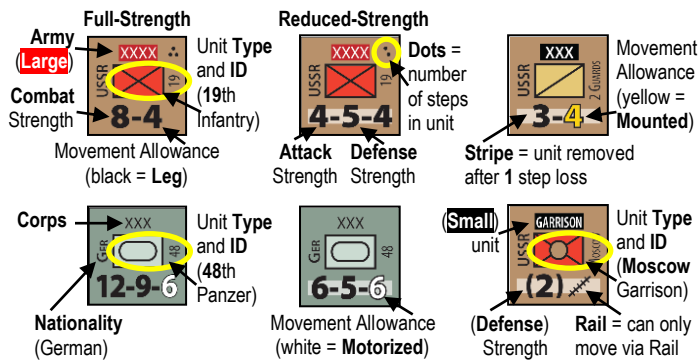
[3.2] CHARTS, TABLES, AND ROUNDING: Included are various game aids used to organize your forces, navigate the map, resolve Battles, and tell time.

- **ROUNDING FRACTIONS:** Occasionally, some values are *halved*. When mentioned, it is half rounded *up* when you see this symbol: ↑ (e.g., 3.1 = 4); half rounded *down* when you see this symbol: ↓ (e.g., 3.9 = 3); or half *retaining fractions* when you see this symbol: = (e.g., 3.5 = 3.5).

[3.3] THE PLAYING PIECES: There are two basic types of pieces: **units** that maneuver about and engage in combat with the opponent’s units (representing the actual military forces involved); and

markers denoting the status of something (How many? What condition? Where is it? When does it arrive or repair? Etc.).

Sample Ground Units



Formation Size shading (i.e., a background of red for **Large**, black for **Small**, and no background shading for **Medium**/"normal") affects **stacking** (i.e., having more than one unit in a hex), Zones of Control, and Replacement cost (in the Advanced Rules).















Combat Strength measures a unit's value in combat expressed in **Strength Points** (higher values are stronger). Some units have a *single* strength which is used when attacking *and* defending, others have *two* strengths: the first is its **Attack Strength** used when it *attacks* enemy units; the second (i.e., the middle number) is its **Defense Strength** used when it is *attacked by* enemy units.

Movement Allowance determines the maximum distance that unit can move subject to restrictions (e.g., terrain costs).

Full- and Reduced-Strength units that **have a stripe** behind its bottom numbers (i.e., Strength and Movement) are removed from the map after suffering **1** step loss. If it **does not** have a stripe behind its bottom numbers, it is a **full-strength** multi-step that unit flips to show its **reduced-strength** (striped) side after suffering **1** step loss.

Unit ID (identification) is included purely for historical interest and has no effect on game play.

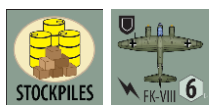
Unit Type Symbols

<u>Light Unit Types</u>		<u>Heavy Unit Types</u>			
	Infantry (Rifle)		Shock Infantry		Armor (Panzer, Tank)
	Motorized Infantry		2nd-Line Infantry		Armored Cavalry
	Semi-Motorized Infantry		Hardened Garrison		Armored Infantry
	Mountain Infantry		Cavalry		Heavy Garrison
	Airborne Infantry				Hardened Hvy. Garrison

Heavy: Units having the "armor oval" somewhere in their type symbol.

Light: All other units.

Cards, Air Support Markers, and Stockpiles Markers



When these **Resource** cards and markers become available (usually through the **Turn Track**, add them to your Tableau (3.1) to show that they are available for your use.

[4.0] CARDS

Certain events and activities occur when you play a card. The rules text on a card supersedes the game's **Standard** and **Exclusive** rules and, when there is a timing conflict, the *last* card played occurs first and so on back to the *first* card played in that cascade.

- ACQUIRING CARDS:** Players receive cards in their Tableau (3.1) either during the game's setup (16.0, #5) or during the **Housekeeping** Phase as newly received that turn.

- HOLDING CARDS:** There is no limit to the number of cards you may hold in your Tableau.

- PLAYING CARDS:** Play your card(s) at your discretion. When played:

- You must choose which of that card's options (e.g., **A** or **B**) you are performing and you must meet its conditions for selection and timing conditions as stated on the card.
- There is no limit to the number of cards you may play, as appropriate, during a turn.

- REMOVING CARDS:** After playing, discarded to the Stock (3.1).

[5.0] SEQUENCE OF PLAY

HOW THE TURNS WORK: Each turn is divided into "**Phases**" performed in the exact order listed. All actions in a Phase must be finished before the next Phase can begin.

The first four Phases comprise the Axis "**Player Turn**," the next four comprise the Allies Player Turn.

Procedure

Axis Player Turn

1. Axis Logistics Phase (12.0)

- Check *opponent's* units; reduce each with no **LOC** by **1** step
- Remove withdrawing friendly forces (if any)
- Spend **Resource** Points (if any) to build up friendly units
- Place arriving friendly units (if any)

2. Axis Special Movement Phase (13.0; 13.3)

- Place available **Air Support** markers

3. Axis Combat Phase (14.0)

- Declare all Battles
- Resolve all declared Battles in any order you desire

4. Axis Regular Movement Phase (13.0)

Allies Player Turn (with the same sequences as above)

1. Allies Logistics Phase

2. Allies Special Movement Phase

3. Allies Combat Phase

4. Allies Regular Movement Phase

Administration

9. Housekeeping Phase

- Advance the **Game Turn** marker or, after completing the last turn, stop and determine the winner
- Both sides receive that turn's new cards, units, and markers (if any) to their respective Tableaus (3.1)
- Axis** player rolls for the new turn's weather (15.1)

[6.0] HOW TO WIN

Victory is typically determined primarily by controlling **Objective** hexes. *For victory purposes*, an **Objective** hex's owner must be able to trace a **non-Motorized Line of Communication** (12.1.1 or 12.1.2) from it at the end of the game. At the conclusion of the final turn, check that game's **Exclusive** rules' victory conditions to determine how victory is scored in that game, who won, and to what degree.



[7.0] HEX CONTROL

Control: Only **City** and **Color-coded Map Edge** hexes can be friendly- or enemy-controlled. *You may place **Control** markers on them to show their ownership where it is not obvious.*

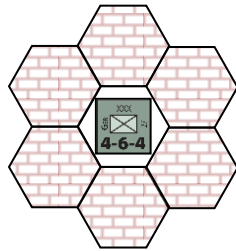
Initial Control: Hexes on or behind your initial setup forces and your indicated map edge hexes begin the game friendly-controlled to you.

City Control: Control of a **City** hex changes when (remains so until) an opposing **Ground** unit occupies or passes through it.

Map Edges: These hexes are unusable by their owning side while opposing **Ground** units occupy or project their ZOC (8.0) onto them.

[8.0] ZONES OF CONTROL

Ground units have a **Zone of Control** (“**ZOC**”) that consists of the six hexes surrounding it (see diagram), including hexes occupied by enemy units. An **Enemy** (i.e., those belonging to your opponent) unit’s Zones of Control (an “**EZOC**”) has important gameplay effects listed below.



ZOCs do not extend across **Prohibited**, **Impassable**, **Lake**, or **All-Sea** hexsides (even if the water is frozen).

Effects of Enemy Zones of Control

[8.1] LINE OF COMMUNICATION: EZOCs restrict friendly **Lines of Communication** (LOCs); see 12.1.

[8.2] MOVEMENT: A unit **entering** an EZOC must immediately cease its movement for that **Movement** Phase. Units may freely *leave* EZOCs without penalty. Thus, a unit can move directly from one hex in an EZOC into another hex in an EZOC, and immediately cease its movement with the following exceptions:

- **Exceptions:** A unit **cannot** move directly from one EZOC into another *unless* the hex entered is occupied by a friendly unit (i.e., how bridgeheads, infiltration, and exfiltration are performed under these circumstances):
 - During **MUD** or **DOWNPOUR/BLIZZARD** weather.
 - If it is crossing a **Major River**, **Strait**, or **Ice Strait** hexside.

[8.3] SPECIAL MOVEMENT: EZOCs further restrict friendly Special movement; see 13.3.

[8.5] RETREAT: EZOCs penalize Retreats through them; see 14.7.

[9.0] STACKING

Ground unit stacking for *both sides* is checked during unit placement, at the end of each **Movement** Phase, and after each Retreat. More than one unit can be in a hex at those times as explained below.

[9.1] STACKING LIMIT: How many **Ground** units (*markers are “stack free”*) can occupy a hex at those times is as easy as **1, 2, 3**:

1. Each hex can have a maximum of **1 Large** (i.e., **Army** [XXXX] size) unit, whether Full- or Reduced-strength (3.3). **Large** units have a red background behind their size icon, thus: [XXXX]. *Thus, two Army-size units cannot stack together.*
2. Otherwise, you can always stack **2 Ground** units in a hex,
3. Or **3**, if at least **1** of them is **Small** (i.e., has a black background behind its size icons, such as: [XX], [XXX], [GARRISON], etc.).

[9.2] OVERSTACKING PENALTY: When checked at the appropriate time and found to be in violation of the above stacking limit, that hex’s units must be made to conform to the stacking limit. Their owner removes (eliminates) sufficient units (only) from that hex to bring the units in that hex to within the (above) stacking limit.

[10.0] GROUND UNIT ORGANIZATION

Ground units increase (via Replacements) and decrease (via Isolation and Combat) in power using increments called “**steps**.” The same process is used (i.e.: placing, removing, flipping, or substituting units) whether steps are added to or subtracted from a unit.

[10.1] STRIPES: Every unit at its lowest step has a stripe behind its values. When that unit loses a step, remove it from the map (see below).

[10.2] 0- AND 1- STEP UNITS: When a unit with only **1** step suffers a step loss, remove it from the map and add it to its owner’s **Force Pool**. Conversely, adding a Replacement step to a unit in your Force Pool (i.e., **0-steps**) returns it to play showing its **1-step** side (12.4).

[10.3] 1- AND 2-STEP UNITS: Most units have a **1- (reduced strength)** and **2-steps (full strength)** side. Increase them from **1** to **2** steps, or decreasing from **2** to **1** step, by simply flipping them.

[10.4] LARGE (ARMY) UNITS: **Large (Army)** units in *Battles for Europe* have a **2- (reduced strength)** and **3-steps (full strength)** side (indicated by the number of “step dots” in their upper-right corner; also, their 2-step side has a stripe).

- Adjusting their steps between their **3-** and **2-step** sides works by simply flipping that unit per 10.3 (above).
- Adjusting their steps between **1** and **2** steps involves a Force Pool/on-map substitution between that (reduced-strength) **2-step Large Army** [XXXX] unit with its appropriate **1-step Corps** [XXX] unit. If no “change” unit is available in the Force Pool, none can be taken (which could result in an additional step loss).

This progression is illustrated in that side’s Force Pool box.

For Example: A **USSR 4-5-4** (i.e., reduced strength, 2-step) **Infantry Army** units suffers **1** step loss. It is replaced on the map by a **USSR Infantry Corps** unit from the Force Pool (if available) and that **4-5-4** is immediately returned to the Soviet Force Pool. *Perform this process in reverse to build up a **USSR Infantry Corps** unit to a reduced strength 4-5-4 **USSR Army** unit.*

[11.0] STOCKPILES MARKERS

Stockpiles markers are like coins banked in your Tableau. They may be saved between turns and you may **spend** (i.e., return to the Stock) each as desired to either:



[11.1] GAIN REPLACEMENT POINTS: During your **Logistics** Phase (12.0), each **Stockpiles** marker provides **1 Light and 1 Heavy RP** for units tracing *any* **LOC** (i.e., unlike normal Replacements, these can be spent at **Contested LOC** hexes; 12.1, if desired).

[11.2] SURGE YOUR AIR FORCE: During your **Special Movement** Phase, one **Stockpiles** marker spent removes *all* of your **Air Support** markers from the **Turn Track** and places them into your Tableau (ready and available for use right away, if desired).

[11.3] PROVIDE ATTACK BONUS: During your **Combat** Phase, before rolling for any of your declared Battles (14.1), flip that **Stockpiles** marker over to show its **Attack Bonus** marker side and place it in either:



- A friendly **Map Edge** hex;
- A friendly **City** hex that can trace an **Uncontested LOC**;
- Or a friendly **Anchorage City** hex with a **Beachhead Logistics** marker that can trace *any* **LOC**.

ATTACK BONUS SHIFTS: From its hex, all of your Attacks that turn receive **one** Odds Column Shift to the right (1⇨) if:

1. You have at least one attacking that is within range of that **Attack Bonus** marker (i.e., either **4** or **6** hexes, as shown on it), and
2. It can trace *any* **LOC** to that **Attack Bonus** marker.

When multiple **Attack Bonus** markers are in play, their effects do *not* overlap! Unless otherwise instructed by a card or event, a maximum of *one* Odds Column Shift to the right (1⇨) is permitted from Logistics Support at each Battle.

At the end of that **Combat** Phase, return **Attack Bonus** markers, face-up (i.e., as **Stockpiles** markers), to the Stock.

[12.0] THE LOGISTICS PHASE

During your **Logistics** Phase you will, in order:

- 1) Reduce your opponent's isolated units (per 12.2);
- 2) Withdraw any friendly units required to do so (per 12.3);
- 3) Spend your **Resource** Points for this turn, if any (per 12.4); and
- 4) Place your newly arriving units for this turn (per 12.5).

[12.1] LINES OF COMMUNICATION: A Line of Communication (LOC) is a connected series of hexes traced *from* the unit or hex tracing that **LOC** (exclusive) *to* a **Communications Source** hex (inclusive). Supply sources include:

- Controlled designated friendly **Map Edge** hexes;
- Controlled **Capital City** hexes *but only for that nation's units*;
- Controlled **Anchorage City** hex with your **Beachhead** marker.

An **LOC** can be of any length but cannot not enter an enemy occupied or controlled hex, cross an Impassable hexside (e.g., **Lake**, **Peak**, etc.), or enter a Prohibited (e.g., **All-Sea**) terrain hex. Any unit that cannot trace an **LOC** is **isolated**.

[12.1.1] UNCONTESTED LOC: An **Uncontested LOC** (*used for receiving Replacements and placing Reinforcements*) can be traced *from*, but not *into* or *through*, an **EZOCs** (8.0).

[12.1.2] CONTESTED LOC: A **Contested LOC** (*usable for checking Isolation*) can be traced *into* or *through* **EZOCs** (8.0) if there is a friendly unit in that hex. That is, the presence of a friendly unit negates an **EZOC** when tracing a **Contested LOC** *from* it, *through* it, or *to* it. *When a unit can trace "an LOC" or "any LOC," that mean a Contested LOC is acceptable (e.g., 12.2).*

[12.1.3] MOTORIZED LOC: When tracing an **LOC**, **Motorized** units (only; i.e., those with **white** Movement Allowances) ignore the **EZOCs** of enemy **Leg** units (only; i.e., those with **black** Movement Allowances) during **FAIR** and **CLOUDY** weather turns (see the **Weather Effects Chart**). *This gives Motorized units an Uncontested LOC where Non-motorized forces would have a Contested LOC.*

[12.2] CHECKING FOR YOUR OPPONENT'S ISOLATED UNITS:

Each hex with one or more enemy units that cannot trace an **LOC** at this time, your opponent must eliminate **1** step (total) from among that hex's isolated units (only; 12.1).

[12.3] WITHDRAWING YOUR FORCES: As instructed by the **Turn Track**, card, or other specified event, when a unit is withdrawn from play immediately remove it from the map or its Force Pool and place it in the Stock (i.e., out of play).

[12.4] GAINING AND SPENDING REPLACEMENT

POINTS (RPs): Replacements Points (RPs) are gained as listed on the **Turn Track**, or through cards or other events as specified. **RPs** must be spent during your **Logistics** Phase when you acquire them. They cannot be saved between turns and unspent **RPs** are forfeit.

[12.4.1] LIGHT (☒) & HEAVY (☐) RPs: There are two types of **RPs**: **Light** and **Heavy** (see 3.3). A **Light RP** can only be spent on a **Light** unit; a **Heavy RP** can be spent on either a **Light** or a **Heavy** unit (*Heavy RPs, when available, are generally used to replace your depleted armored forces*).

[12.4.2] LOCs REQUIREMENT: You must have an **Uncontested LOC** (12.1.1) *from* the hex receiving **RPs** with these exceptions (where any **LOC** is permitted):

- It is a friendly **Communications Source** hex (as listed in 12.1);
- If otherwise stated by a card, event, or spending a **Stockpiles** marker (per 11.1).

[12.4.3] REPLACEMENT LIMIT: No unit can receive more than **one** Replacement step per Game Turn, maximum.

[12.4.3] REPLACING UNITS ON THE MAP: For **1 RP** of the appropriate type (12.4.1), you may add **one** step to a friendly unit that can have its number of steps increased (per 10.3 and 10.4).

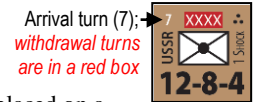
[12.4.4] REPLACING UNITS IN THE FORCE POOL: For **1 RP** of the appropriate type (12.4.1), you may take a (striped) **1-step** unit from your Force Pool and place it on a friendly **City** or **Communications Source** (12.1) hex (and see 12.4.2) within the stacking limit (9.1).

[12.4.5] PURCHASING STOCKPILES: For **1 Light** plus **1 Heavy RP**, you may add **one Stockpiles** marker from the Stock and place it in your Tableau (3.1).



[12.5] RECEIVING NEW UNITS: These come in two varieties: Reinforcements and Conversions.

[12.5.1] REINFORCEMENTS: Your new **Ground** units arriving that turn (as shown by the current Game Turn or other event) are received at full-strength and are placed on a friendly **City** or **Communications Source** (12.1) hex (and see 12.4.2) within the stacking limit (9.1).



[12.5.2] CONVERSIONS: Your **Ground** unit conversions that turn (as shown by the current Game Turn or other event) are immediately flipped in place (regardless of their location or circumstance) from showing their orange unit type symbol side to showing their non-orange unit type symbol side. *All are improved/degraded instantly.*



[13.0] REGULAR & SPECIAL MOVEMENT PHASES

The movement of your forces works similarly during both your **Special** (pre-combat) **Movement** and **Regular** (post-combat) **Movement** Phases. Their specific differences are explained later in this rule.

Ground Unit Movement Procedure

Each unit has a **Movement Allowance** (a.k.a. **Movement Points** or **MPs**) representing the distance it can move in *each* friendly **Movement** Phase, subject to Terrain Effects and other restrictions (e.g., **EZOCs**).

During your **Movement** Phases, you may move some, none, or all of your eligible units, but each can move only once per **Movement** Phase.

Your **Ground** units move individually, from hex to adjacent hex, in any direction or combination of directions desired, each spending its **MPs** as it transits the map. It must stop moving when: **A**) Its **MPs** are exhausted or insufficient to enter the next desired hex; or **B**) it enters an **EZOC** (8.2); or **C**) prior to A or B, you simply desire to cease moving it.

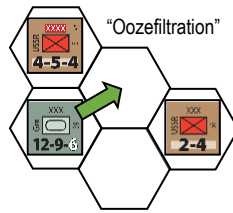
If not otherwise prohibited, a **Ground** unit with a Movement Allowance can *always* move **one** hex, even if it lacks sufficient **MPs** to enter it.

[13.1] MOVEMENT RESTRICTIONS: Enemy units restrict the movement of your (friendly) units, but enemy markers do not, so:

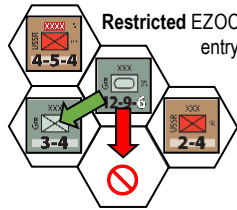
[13.1.1] THAR BE DRAGONS: **Ground** units cannot move into a hex containing enemy **Ground** units (*exception: see Advanced Rule 17.2, Mobile Assault*) nor can they move off the map (*there are no imaginary off-map hexes*).

[13.1.2] EZOCs: A **Ground** unit **entering** an EZOC must immediately cease its movement for that **Movement Phase**.

There is no penalty or effect for **leaving** an EZOC. Thus, weather and terrain permitting, a unit **can** move directly from one hex in an EZOC to another during your **Movement Phase** (*what players have come to call “ooze-filtration”*), but it must then immediately stop.



RESTRICTED EZOC ENTRY: During certain inclement ground weather (listed below) and when traversing certain terrain hexsides (e.g., **Major Rivers**, **Straits**, etc.; see the Terrain Effects chart), moving from one EZOC hex **directly into another EZOC hex** is **restricted** to only entering hexes that have a friendly unit in them.



[13.1.3] WEATHER EFFECTS ON MOVEMENT: During certain inclement ground weather, movement is restricted thus:

- **MUCK/SNOWPACK and EXTREME COLD:** It costs **2 MPs** per hex to enter **non-Mountain** or **Tundra** hexes.
 - **Road Movement** is permitted (see 13.2, below).
- **RAIN/SNOWFALL:** It costs **1 additional** (i.e., +1) MP to enter any hex. *Thus, entering a Forest hex via a Road hexside costs 2 MPs.*
 - **Restricted EZOC Entry** applies (13.1.2, above).
- **DOWNPOUR/BLIZZARD:** It costs **1 additional** (i.e., +1) MP to enter any hex. *Thus, entering a Forest hex via a Road hexside costs 2 MPs.*
 - **Restricted EZOC Entry** applies (13.1.2, above).
- **MUD:** Movement is restricted to **1 hex** per **Movement Phase**. *So, Road Movement is moot.*
 - **Restricted EZOC Entry** applies (13.1.2, above).

[13.2] ROAD MOVEMENT: A **Ground** unit moving **along a Railroad** (i.e., moving from one **Railroad** hex to another, adjacent, **Railroad** hex connected by a rail line through their shared hexside) pays only **one MP** to enter that hex, regardless of the normal terrain costs to enter it. Note that it is still subject to the +1 MP costs when the weather is **Rain/Snowfall** or **Downpour/Blizzard**.) *In effect, that Ground unit is using the rail line as a “road” through that slow terrain.*



To benefit from a Rail Line, it must cross the hexside that unit is moving through.

WAIT... HAVE I MOVED THAT UNIT ALREADY?

During your **Special Movement Phase**, playtesters have found it helpful to rotate each of your mobile units 90 degrees in the same direction after moving them (or upon determining they are immobile, such as **Leg** units in EZOCs, 13.3.31).

After moving each **Ground** unit again during your **Regular Movement Phase**, rotate them back.

At a glance, you can tell which of your units you have not yet “touched” so you can still consider their options. Dressing your lines in this manner helps manage the scope of your **Ground** units, be they densely packed or far flung.

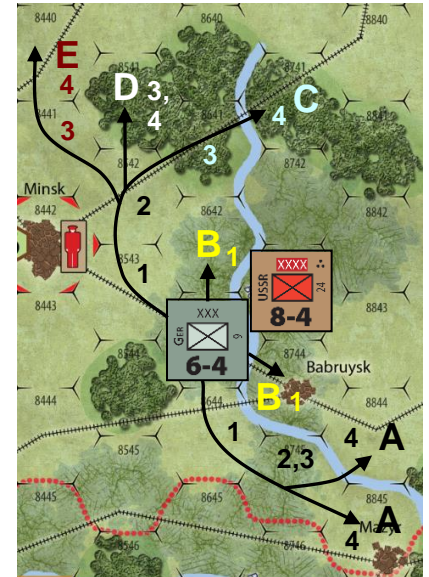


Movement Example: During the **Axis Regular Movement Phase**, the **German 9th Corps** can move southward to either **hex A**. Note that it pays **2 MPs** to enter the **Swamp** hex. Also note that there is **no additional cost** in MPs to cross **River** hexsides (as in some other wargames). **River** hexsides only affect **combat**, not movement; **Major River** hexes, when encountered, affect **both**.

The **German 9th Corps** could also enter either **hex B**, but must stop immediately because it has entered the **Enemy Zone of Control (EZOC)** exerted by the **USSR 24th Army** (13.1.2).

The **German 9th Corps** can also move to **hex C** and stops because it has used up its entire **Movement Allowance**. Note that it used **Road Movement** (13.2) through the **Forest** hexes, paying only **1 MP** each by moving along the **Rail Line**.

In moving to **hexes D or E**, the **German 9th Corps** has also spent its entire **Movement Allowance** for that turn. Note that **hex D** is a **Forest** hex, and therefore costs **two Movement Points** to enter.



Key Concept: Two Different Movement Phases

SPECIAL MOVEMENT: Although it has important restrictions, Special Movement is conducted *before* combat (allowing you to set up favorable Battles).

REGULAR MOVEMENT: No additional restrictions apply to Regular Movement; just those listed above. *All* of your **Ground** units conduct their full, normal ground movement whether they moved in the **Special Movement Phase** or not.

[13.3] YOUR SPECIAL MOVEMENT PHASE: There are three things that make your **Special Movement Phase** “special” and different from your **Regular Movement Phase**: 1) Ground movement is restricted for **Leg** and (sometimes) **Mounted** units, while **Motorized** units are not restricted; 2) You may perform *one Rail Move*; and 3) You may place **Air** markers from your **Tableau** onto the map.

[13.3.1] RESTRICTED MOVEMENT: During your **Special Movement Phase**, the color of a unit’s **Movement Allowance** matters:

- Your **Leg** units (those with a black **Movement Allowance**):
 - In an EZOC cannot move.
 - *Not* in an EZOC may move up to ½ (1) of their **Movement Allowance**.
- Your **Mounted** units (those with a yellow **Movement Allowance**):
 - In an EZOC may move up to ½ (1) of their **Movement Allowance**.
 - *Not* in an EZOC may move up to their full **Movement Allowance**.
- Your **Motorized** units (those with a white **Movement Allowance**) may *always* move up to their full **Movement Allowance**.



[13.3.2] RAIL MOVEMENT: You may Rail Move *one* unit that begins its **Special Movement** Phase on a **Railroad** hex. It may freely move along **friendly Rail Lines** (those between two friendly-controlled **City** hexes, 7.0, and off-map via Controlled designated friendly **Map Edge** hexes, at the instant that Rail Move is performed) provided that unit does **not** move *from, to, or through* a hex in an EZOC along its path.

A Rail Move can be any distance and constitutes that unit's entire move for its **Special Movement** Phase. *Units without a Movement Allowance (e.g., Garrisons) can use Rail Movement.*

[13.3.3] AIR MARKER PLACEMENT: It is also during your **Special Movement** Phase where you may place any or all **Air** markers in your **Tableau** (if desired) on enemy hexes as follows:

- **AIR FORCE SURGE:** You may spend one **Stockpiles** marker to remove all of your **Air** markers currently on the **Turn Track** and place them into your **Tableau** (11.2). They are available for immediate use.
- **WEATHER PERMITTING: Inclement Air** weather reduces or prohibits **Air** marker operations that turn as follows:
 - **MUD:** All *non-USSR* **Air** and **Air Defense** markers use their **orange** (●) sides. *I.e., the side with an orange circle behind their numeric value.*
 - **RAIN/SNOWFALL and EXTREME COLD:** All **Air** and **Air Defense** markers use their **orange** (●) sides. *I.e., the side with an orange circle behind their numeric value.*
 - **DOWNPOUR/BLIZZARD:** All **Air** operations are prohibited.
- **WITHIN RANGE:** **Air** markers can be placed in target hexes within their **Range** (the number of hexes distance they can fly which is printed in their lower-right corner). Trace an **Air** marker's **Range**...
 - From its **airbase** (i.e., a friendly-controlled **City** hex or **Supply Source** hex (12.1) that is *not* in an EZOC)...
 - To the **target hex** with the enemy **Ground** unit(s) that you are going to attack during your upcoming **Combat** Phase.
- **CROWDING THE SKIES:** You can place up to **two** **Air** makers in each target hex.



A FAIR INTERPRETATION

Tiny spits of land oozing into a hex do not make it playable. Neither does a fleck of terrain make a hex that terrain type. Please allow for "artistic license" when discerning the map; use the hex's obvious intent!

[14.0] THE COMBAT PHASE

During your **Combat** Phase you will first declare all of your **Battles** (committing your units to fight them) and then resolve each in any order you desire per the **Battle Sequence**.

[14.1] BATTLE DECLARATION: On your turn, you are the **Attacking** player (or "**Attacker**") and *your opponent* is the **Defending** player (or "**Defender**") regardless of the overall strategic situation.

You begin your **Ground Combat** Phase by declaring *all* of your **Battles** – that is, you must declare in advance which adjacent enemy units you will be attacking and exactly which of your own units are doing so with these notes:

[14.1.1] STACKING EFFECTS: Stacking works differently for **Attacking** and **Defending** units.

- **SPREAD OUT: Important:** Only *one* unit can attack through each hexside *Exception: see Advanced Rule 17.1.*
- **ONE UNIT, INDIVISIBLE:** **Attacking** units' strengths are indivisible; they **cannot** use part of their strength to attack *one* hex and the rest to attack *another*.
- **WE MUST ALL HANG TOGETHER:** All **Defending** units in a **Battle** hex must participate with their totaled strength.

[14.1.2] ONCE ONLY: Each friendly **Ground** unit can only *attack* once per **Ground Combat** Phase. Likewise, each hex with enemy **Ground** units can only *be attacked* once per friendly **Ground Combat** Step.

[14.1.3] STOCKPILES COMMITMENT: You may spend **Stockpiles** markers at this time, placing them on the map for their **Attack Bonus** per 11.3).



[14.1.4] NO TURNING BACK: You cannot change your mind about declared **Battles**, neither by initiating more nor canceling those declared.

[14.2] THE BATTLE SEQUENCE: A **Battle** is an attack following the **Battle Sequence** (below) against *a single* enemy-occupied hex (the **Battle hex**) by the attacking player's designated units adjacent to it making that attack.

1. Determine Attacker's Strength: Total the **Combat Strength** of all the **Attacking Ground** units against that **Battle** taking into account all relevant **Terrain Effects** (see the **Terrain Effects** chart). Units halved *twice* cannot attack. *Garrison units cannot Attack; they can only Defend.*

2. Determine Defender's Strength; Initial Battle Odds: Divide that total by the **Combat Strength** of the **Defending** unit(s).

Drop any remainder (i.e., fractions) to get one of the odds levels (as shown on the **Ground Combat Results Table**, but "invisible" odds columns higher or lower than those shown *do* apply at this time). This yields the **initial Battle odds**.

COMBAT ODDS EXAMPLE

At a **Battle**, the **Attacker** musters **15** total **Attack Strength Points**.

Versus a **Defending** hex with the indicated total **Defense Strength**, the **initial Battle odds** would be:

vs. **16** = 1:2 odds
vs. **11** = 1:1 odds
vs. **10** = 3:2 odds
vs. **7** = 2:1 odds
vs. **4** = 3:1 odds

3. Determine the Initial Net Odds Shifts: Shift the **Initial Battle Odds** column for all influences from **Terrain Effects** (e.g., **Forest**, **Swamp**, **River**, etc.), one **Attack Bonus** marker (on the reverse side of a **Stockpiles** marker; see 11.3), card effects, etc. Again, "invisible" odds columns higher or lower than those shown on the **Combat Results Table** *can* be achieved.

EXTREME SHIFTING!

You **can** achieve columns that go beyond the highest or lowest on the **Combat Results Table** *before* column shifts are applied; e.g., an **11-1** attack with a net ◀1 is a **10:1** (truncated to an **8:1**) attack or a **1:4** attack with a net 3➡ is a legitimate **1:1** attack, etc.

4. Roll For & Apply Support Bolt (⚡, ⚡, ⚡) Final Shifts:

Roll a single die for each **Bolt** on the **Air Table** (per 14.3) to determine: **A)** If it Hits and adds 1➡ to that **Battle**, and **B)** How many turns ahead on the **Turn Track** to place that **Air** marker afterwards (see below).

- **POOR GROUND CREWS:** Automatically increase this delay by *another* turn if that **Air** marker has a hammer-and-wrench symbol (⚡) in its upper-right corner (*representing inferior ground crews, spare parts supplies, etc.*). These **Air** markers require at least *two* turns to come back.
- **AIR DEFENSE:** If an **Air Defense** cross-hair symbol (⊕) was rolled, check the enemy's current **Air Defense** marker near the **Turn Track** and note its **Defense Value (DV)**. If the **Air Table** die roll was *greater than* (>) the enemy's **DV**, there is no effect. If the **Air Table** die roll was *less than or equal to* (≤) the enemy's **DV**, add further delay by placing that **Air** marker ahead an additional number of turns equal to that **Air Table** die roll.
 - **VULNERABLE:** If an **Air** marker's top-left corner has a **Vulnerable** icon (an 8-ball), on a roll of 8, it is delayed an additional turn (i.e., for 2 turns instead of the 1 rolled).
 - **TOUGH:** If an **Air** marker's top-left corner has a **Tough** icon (a shield), when affected by a roll of 1, 2, or 3, it is delayed one fewer turn than rolled (e.g., for 2 turns instead of the 3 rolled).
 - **MULTIPLE BOLTS:** When an **Air** marker has multiple Bolts (and is thus making multiple die rolls), use only the die roll with the *lowest* result to determine the effects enemy **Air Defense**.
 - **BYE-BYE FLY GUY:** When an **Air** marker's delay places it beyond the last turn of the game, place it in the Stock instead.

For Example: An **Air** marker, rated as **Tough** (i.e., it has a shield) with a single black Bolt (⚡) rolls a 2 on the **Air Table**.

The black Bolt symbol there means it provided one shift to the right (1⇨) for the ground attack.



The enemy's **Air Defense** value is 4, so there will be some additional delays before it comes back from the **Turn Track**. Since the die roll was a 2, that would be 3 additional turns of delay, but because this **Air** marker is **Tough**, that additional delay is lowered by one to only 2 additional turns. So, in addition to the 1 turn delay *all* **Air** markers receive when placed on the **Turn Track**, this one receives 2 more and is thus placed a total of 3 turns ahead on the **Turn Track**. However, the game ends in 2 turns, and so it is removed from play and placed in the Stock instead.

[14.5] STEP 6: APPLY COMBAT RESULTS: These ground combat outcomes can occur:

These ground combat outcomes can occur:

AL = ATTACKER LOSS: Reduce *one* Attacking unit (Attacker's choice¹) 1 Step.

AP = ATTACKER CAN PRESS: The Attacking player must choose one of the following outcomes: **1)** No effect (nothing happens); **OR 2)** *One* Attacking unit (Attacker's choice¹) is reduced 1 step, all Defending units are Retreated *two* hexes (by the Defending player), and then *one* Attacking unit may Advance After Combat into the **Battle** hex.

NE = NO EFFECT: Nothing happens; no units are reduced or Retreat.

ST = STALEMATE: *One* Defending unit (Defender's choice¹) is reduced 1 step, and then *one* Attacking unit (Attacker's choice¹) is reduced 1 step. No units Retreat and, in this case, there is no Advance After Combat *even if no* Defending unit remains in the **Battle** hex.

EX = EXCHANGE: *One* Defending unit (Attacker's choice) is reduced 1 step, and then *all* Defending units are Retreated *two* hexes (by the Defending player); next, reduce *one* Attacking unit

(Defender's choice) by 1 step; finally, *one* surviving Attacking unit may Advance After Combat.


DP = DEFENDER CAN PRESS: The Defending player must choose one of the following outcomes: **1)** Reduce *one* Defending unit (Defender's choice¹) 1 step; *there is no Retreat or Advance After Combat*; **OR 2)** *All* Defending units are Retreated *two* hexes (by the Defending player) and then *one* Attacking unit may Advance After Combat into the **Battle** hex.


DR = DEFENDER RETREAT: The Defending player must choose one of the following outcomes: **1)** *All* Defending units are Retreated *two* hexes (by the Attacking player); **OR 2)** *One* Defending unit is reduced (Defender's choice¹) and then *all* Defending units Retreat *two* hexes (by the Defending player). Afterward, *one* Attacking unit may Advance After Combat.



DL = DEFENDER LOSS: *One* Defending unit is reduced 1 Step (Attacker's choice); afterward, *all* surviving Defending units Retreat *two* hexes (by the Attacking player); finally, *one* Attacking unit may then Advance After Combat.

DE = DEFENDER ELIMINATED: **Eliminate** all units in that hex. *One* Attacking unit may Advance After Combat.

BT = BREAKTHROUGH: **Eliminate** all units in that hex. Attacking units may then Advance After Combat *up to the stacking limit*; afterward, any **Motorized** units (i.e., those with a white Movement Allowance) may Advance After Combat *one additional* hex from the **Battle** hex.

1: LEADING STRONG: When selecting your *own* combat step loss, you must always prefer a participating friendly **1st Line** (i.e., a non-Garrison or **2nd Line**  **Ground** unit that: **A)** Does *not* have a stripe (located behind its strength and movement values), **OR B)** Has a stripe but is **Motorized** (has a white number for its Movement Allowance). This is *not* a requirement when selecting friendly losses due to **Retreating** through an EZOC (14.7.3).

Wrecked Defenses: Remove a hex's  **1 Improved** marker if its hex suffers any step loss or Retreat.

Reduce a  **2 Fortified** to a  **1 Improved** marker after a **DP**, **DR**, or **DL** result.



Immediately remove any **Defense** marker when an enemy unit *enters* that hex. When removed, place these markers in the Stock.

[14.6] TAKING A STEP LOSS: Apply combat step losses per Rule 10.0. Note that **Hardened** and **Heavy Garrison** units cannot suffer a Step loss (regardless of which player is choosing) until and unless they are the *only* step in their hex that can be lost. *These highly built-up garrisons always die last.*

[14.7] RETREATING: When instructed to Retreat, those **Ground** units flee exactly **two** hexes (not into or across prohibited terrain) by the indicated (underlined) player within the following restrictions:

[14.7.1] TOGETHERNESS: Retreating units must remain stacked and end their Retreat a **full two** hexes from the **Battle** hex. That is, they cannot Retreat in such a way that they double back and end up only one hex away from the battle **unless** their final hex of Retreat is separated from the **Battle** hex by an **Impassable** hexside (e.g., Peak, Lake, All-Sea, etc.).

[14.7.2] PRIORITIES: Retreat the unit(s) **two** hexes without passing through prohibited hexes, enemy-occupied hexes, or off the map edge (12.1.1); eliminate them if they cannot do so.

If more than one such path is available, the player performing that Retreat must choose the one resulting in the fewest possible step losses (including any overstacking penalty losses at the end of that Retreat (9.2). *It is the indicated player's choice if more than one Retreat path is tied for fewest.*

- Eliminate Retreating units that end their Retreat adjacent to the **Battle** hex *unless* that hex is adjacent across an **Impassable** hexside.
- Eliminate units that Retreat into an unresolved **Declared Battle** hex (per 231.0, the **Battle Declaration** Step).
- If units Retreat into an **over-stacked** situation (9.1), the owner applies the normal **overstacking penalty** (9.2) to any of their units now in that hex.

The player performing a Retreat has the powerful advantage of choice to conduct that Retreat to the most advantageous or disadvantageous hex, and even sometimes “Retreating forward” within this rule’s restrictions!

[14.7.3] RETREATING INTO EZOCs: A unit or stack Retreating into a hex in an EZOC loses **1 Step** (chosen by the owning player without restriction from among the Retreating units); that is, one Step loss from among that Retreating stack, *not* each individual unit *in* that Retreating stack! This is in addition to any other Step loss sustained from that Battle’s combat result.

For Example: If the first hex Retreated is through an EZOC, **and** the second-and-final hex Retreated into is also in an EZOC, that Retreating unit or stack will suffer **two** (additional) Step losses, one for each occasion.

Note these important Retreat via EZOC exceptions:

- **APPLY COMBAT LOSSES FIRST:** Remember to apply any combat results losses *before* Retreating and applying those additional losses.
- **SHARED HEXES:** ZOCs do **not** affect units Retreating from temporarily shared hexes (per Advanced Rule 17.2, **Mobile Assault**).
- **SMALL UNITS:** *Small* units, even **Heavy** ones (3.3), *never* exert their EZOC during a Retreat!
- **ALL HEAVIES:** Retreating **Heavy** units (only) may ignore the EZOCs of enemy **Light** units (3.3) in the first hex of their Retreat (only).

[14.7.4] GARRISON UNITS: *Eliminate* regular (non-Hardened) **Garrison Infantry** units forced to Retreat.

[14.7.5] NO RETREAT: **Hardened Garrison** and **Beachhead**-defending units *never* Retreat and remain, defiantly (even if alone; and see 14.3.3), in the **Battle** hex.

[14.8] ADVANCE AFTER COMBAT: When no Defending units remain in the **Battle** hex because they have all been Eliminated (except due to a **Stalemate** result) or forced to Retreat, a **single** Attacking **Ground** unit has the option to immediately move into the just-vacated **Battle** hex; this is a special, now-or-never opportunity (it must be immediately decided before performing the next activity) called “**Advance After Combat**.”

Advance After Combat is not Movement, per se; Advancing units spend *no* MPs.

[14.8.1] BREAKTHROUGH ADVANCE: If the Attacker achieves a **Breakthrough (BT)** result, a number of Attacking units *up to the Stacking Limit* (9.1) may Advance After Combat into the **Battle** hex. Afterward, advancing **Motorized** units (i.e., having a white Movement Allowance) may advance again *one additional hex*.

[14.8.2] MARKER STATUS: Any movement (13.0) or Advance After Combat into a hex removes an enemy **Improved Defense** marker there. It also alters control of that hex, if that is **City** and/or **Color-coded Map Edge**, to *friendly*.

Combat Example: Army Group Center is invading Russia with the declared Battles as illustrated here:

The sequencing is important since some Advancing units can hinder the Retreats of still-pending Battles. Watch:

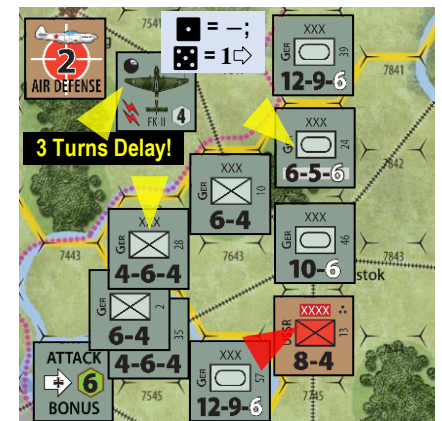
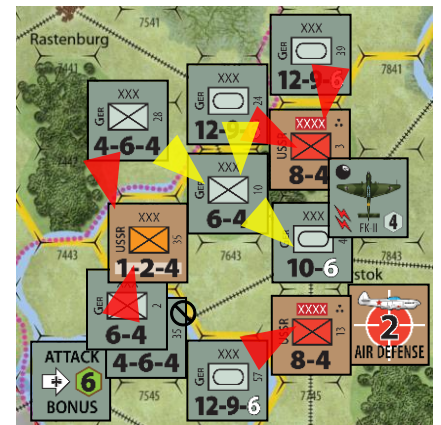
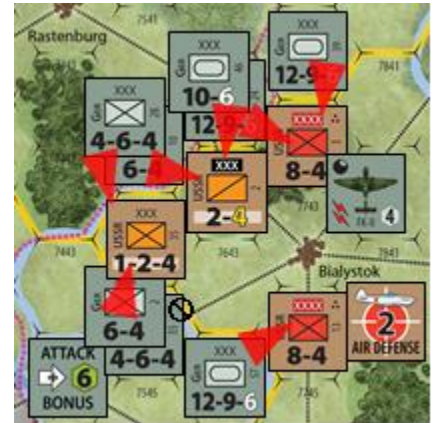
The first attack sees the German **10-[6] 46th Panzer Corps** and the **6-4 10th Infantry Corps** vs. the USSR **2-(4) 2nd Cavalry Corps**. The strengths are **16 vs. 2** for initial odds are **8:1** with **1** for the Forest and **1** for the **Attack Bonus** marker, leaving the final odds at **8:1**. A **6** yields a **Breakthrough** so the USSR **2nd Cavalry** is eliminated (placed in its Force Pool), *both* units advance and the Panzers roll on to **Bialystok** (14.8.1).

Next, the Axis player attacks the USSR **1-2-4 35th Infantry Corps** using the German **4-6-4 28th Infantry** and **6-4 2nd Infantry Corps**. *Note that the 4-6-4 35th Corps cannot participate (the symbol) as only one unit can attack through each hexside.* The strengths **10 vs. 2** for **5:1** initial odds with **1** for the **Attack Bonus** marker for **6:1** final odds. A **6** gives a **Defender Retreat** result and every way out is blocked by EZOCs, so the **35th Corps** is also eliminated and the German **28th Corps** advances into the Battle hex (14.8).

Now the Big Battle between the German **12-9-[6] 24th** and **12-9-[6] 39th Panzer Corps** (with air support) against the USSR **8-4 3rd Army**. The strengths are **24 vs. 8** for **3:1** initial odds with **1** for the Forest and **1** for the **Attack Bonus** marker (which cancel each other out), but the **Air** marker has its say! It rolls a **6** and **4** for its two red Bolts: the **6** provides **1** but the **4** misses, so the final odds will be **4:1**. *The Axis player was really hoping to receive two shifts!*

The German **Air** marker’s return, using the *lower* result (when using multiple Bolts; 14.4.2), places it ahead on the **Turn Track** to arrive **three** turn hence: **1** for its use, **+1** for its roll of result of **6**, which is also **≤ the USSR Air Defense marker’s 2 value**, and **+1** for being **Vulnerable** (its **8-ball** icon) on a result of **6**.

The **4:1** odds Battle yields a roll of **6**, which is an **Exchange**. The Soviet player select the German **24th Panzer Corps** to take one step loss, and the Axis player can only select the USSR **3rd Army**. That (now-reduced) **4-5-4 3rd Army** Retreats itself two hexes eastward (outside of this illustration to the right) and is reduced by *another* step because its Retreat moves it into an EZOC, thus only a USSR **1-2-4 Corps** manages to escape! The



(reduced) German 6-5-[6] 24th Panzer Corps Advances into the Battle hex. Finally, the German 12-9-[6] 57th Panzer Corps must attack (as previously declared, per 14.1) the USSR 8-4 13th Army at 3:2 initial odds, shifted down for the River hexside and up due to the **Attack Bonus** marker, so it remains a 3:2.

[15.0] WEATHER

Weather affects moving from one EZOC directly to another (8.2), Motorized unit **LOCs** (12.1.3), movement (13.1.3), road movement (13.2), **Air** marker placement (13.3.3), combat results (14.3.1), **Ground** units with Bolts (14.3.3), and **Air** marker effectiveness (14.4.1).

These are summarized on the **Weather Effects Chart** (on the same mat as the **Turn Track**) for quick reference during play.

[15.1] RANDOM WEATHER:

During each turn's **Housekeeping** Phase, Step C, the Axis player rolls one die to determine that turn's weather and consults the new turn's Weather Table below its box on the **Turn Track**. Its result determines the weather conditions for that turn.



[15.2] HISTORICAL WEATHER:

11: JANUARY II

Alternately, players can agree to use the historical weather (which is shown as the background behind that turn's date).

[16.0] SETTING UP THE GAME

Each game's exclusive components include a **Setup** sheet showing its scenario's setup troop and improved positions for both sides. The scenario's instructions indicate its starting and ending turn, which side sets up first, and which side moves first. To setup a scenario, follow these steps:



Improved
Position
marker

- 1. Prepare:** As shown on the **Setup** sheet, place and organize your starting units in your Tableau (3.1), ready for deployment.
 - Place the **Game Turn** marker on the **Turn Track** showing the side of player whose turn is first on the first Game Turn's box. When the Allied side moves first, the play begins with that turn halfway competed (i.e., the Axis turn is already done). If you are using random weather (15.1), be sure to roll for it *after* completing the setup.
 - Both side's **Air Defense** markers are placed in their respective boxes on the **Turn Track** (note the **Weather Effects Chart**).
 - Both side's **Turn Track**, card, and event **Reinforcement** units should be set aside for future entry into play.
 - Garrison** units with a *named* side are placed on those Cities.
- 2. Main Deployment:** The side setting up *first* must have *one* of their starting units (this *includes Garrisons*), or *two* if at least one of them is **Small** (3.3), in each space of the **Setup** sheet marked *only* with their symbol (i.e., Maltese cross: Axis; red star: Soviet; tri-colored roundel: Allies). When completed, the other side similarly sets up in each hex marked *only* with their symbol.
- 3. Reserve Deployment:** The side setting up *first* places *one* of their starting units in each *completely empty* space of the **Setup** sheet marked with their **Reserve Setup** symbol (i.e., their setup symbols in a white circle). When this is complete the other side similarly sets up *one* unit each in hex marked with their **Reserve Setup** symbol.
- 4. Final Deployment:** The side setting up *first* places their remaining starting units, *one* each, in *or adjacent* to their **Reserve Setup** hexes (from the previous step) within the Stacking Limit (9.1). When this is complete the other side similarly sets up their remaining starting units, *one* each, in *or adjacent* to their **Reserve Setup** hexes within the Stacking Limit.

- 5. Miscellaneous Deployment:** Both players make sure their appropriate starting cards and **Stockpiles** markers (if any) are ready in their respective Tableaus. *Begin play with the first player's turn.*

[17.0] ADVANCED RULES

These advanced rules add additional gameplay realism for a small increase in complexity. Their use is not recommended for beginners but experienced players are urged to incorporate them.

[17.1] SMALL UNITS: **Small** units (i.e., those having a black background behind its size icons, such as: **XXX**, **XXX**, **GARRISON**, etc.) *always* have the following features whether or not employing the Advanced Rules:

- [9.1] STACKING LIMIT:** You may have up to **3 Ground** units in a hex if any of them are **Small**.
- [13.3.2] RAIL SPECIAL MOVEMENT:** **Garrison** units have an icon of a rail along its bottom-right. It has no Movement Allowance and can *only* move through hexes on the map via **Rail Movement**.
- [14.7.3] RETREATING INTO EZOCs:** **Small** units, even **Heavy** ones, *never* exert their EZOC during a Retreat!



When using this **Advanced Rule**, they also have these features. Add or modify these rule cases as follows:

- [8.6] SIZE MATTERS :** The Zones of Control around **Small** units vary:
 - Small Light** units (3.3) do *not* exert a Zone of Control. *E.g., if alone in a hex, enemy units can move around them without restriction.*
 - Small Heavy** units (3.3) *do* exert a Zone of Control which hinders the enemy's ability to trace a **LOC** and movement, but *not* their Retreat.
- [12.4.5] REPLACING "SMALL" UNITS CHEAP:** When replacing a **Small** unit, if there is another **Small** unit in your Force Pool requiring the *same RP* type (12.4.1), you make also replace it for free. *That is, Small units can be replaced for 1/2 RP each if there are a pair of them in your Force Pool requiring that same RP type to replace.*
- [14.1.1] BATTLE DECLARATION:** A *second* unit can attack through each hexside if at least one of them is a **Small** unit.



[17.2] MOBILE ASSAULTS: **Mobile Assaults (MAs)** or "*overruns*" in the wargaming vernacular, to which this effect is sometimes referred) are a function of **Ground** unit movement; they are *not* a function of combat *per se*. However, consider the **Mobile Assaulting** unit "the attacker" and the **Overrun** unit(s) "the defender" or "the target" where those distinctions help.

USE THE FORCE: Weather permitting (**FAIR**, **CLOUDY**, **MUCK**/ **SNOWPACK**, and **EXTREME COLD**; see the **Weather Effects Chart**), your stack of up to **1 Major Motorized** + **1 Small Motorized Ground** unit, or **2 Small Motorized Ground** units (i.e., those with a **white** Movement Allowance) can **Mobile Assault (MA)** a hex containing **enemy Ground** units.

- STRENGTH:** An MA force must have an Attack Strength of **at least 10** (or, when conducting an overrun in the **Desert Theater**, **at least 5**) *after* halving for any terrain effect; units halved twice cannot conduct a **Mobile Assault**.
- MOVEMENT:** During either of your **Movement** Phases:
 - It costs **one additional (+1)** Movement Point to enter the MA ("target") hex; this is in addition to the normal cost to enter that hex during movement (220.0), and

- Two units combining in an **MA** must begin their movement stacked together.
- **BREAKTHROUGHS:** During a **Breakthrough Advance**
 - There is no Movement Point cost (as Movement Points are not used during Advances), and
- During an **MA**, all units involved in it are temporarily stacked together in the **Target** hex. *This is an exception allowing units to enter a hex with enemy units in it.*

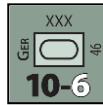
[17.2.1] MOBILE ASSAULTS IN MOTION: When overrunning:

- **You cannot perform an MA** during certain weather (see the **Weather Effects Chart**).
- **You cannot perform an MA** with a **Ground** unit that began its movement in a hex with a **Beachhead** marker).
- The Attack Strength of the **MA** units *are* halved by terrain when crossing certain hexsides or conducting **MAs** into certain hexes (14.3.2).
- Immediately prior to conducting the **MA**, the **MA** force **ignores** the EZOC of the target unit(s) *only*. EZOCs from other, adjacent enemy units apply normally (8.2).

[17.2.2] MOBILE ASSAULT OUTCOME ROLL: Roll a die and adjust its outcome by all of the following modifiers that apply:

MA FORCE MODIFIERS:

- +1 if the **MA** force includes a **Heavy** (☐) unit (3.3).
- +1 each if **MA** force has one or more **Ground** unit Bolts (14.3.3; *this is an automatic effect, no die roll is required*) and/or is event enhanced (e.g., *Panzer Blitz*).
- 1 if the **MA** force has an adjusted Attack Strength between **5** and **9** (*only allowed in the Desert Theater*).



OVERRUN FORCE MODIFIER:

- 1 if the overrun unit(s) include a **Heavy** (☐) unit.

ELEMENTAL MODIFIERS:

- 1 for *each* **shift benefit** (⬅) the target units would receive in regular combat (whether due to hex's terrain, the terrain of the hexside it is being attacked through, or from any **Improved Defense** marker is in that hex).
- 1 if the target hex has **Inclement Ground** weather that *permit Mobile Assaults* (**MUCK/SNOWPACK** and **EXTREME COLD**; see the **Weather Effects Chart**).



[17.2.3] MOBILE ASSAULT RESULTS: Then apply the result of that **MA** as follows:

- **MOBILE ASSAULT SUCCESS:** If the modified result is **greater than** the overrun unit(s) Defense Strength, apply a **DL combat result**² (14.5) and the **MA** force may complete its movement¹.
- **MOBILE ASSAULT FAILURE:** If the modified result is **less than** the overrun unit(s) Defense Strength:
 - The overrun unit(s) are unaffected except for the target hex losing its **⬅1 Improved Defense** marker (if present).
 - Apply an **AL combat result** (14.5).
 - The **MA** force must stop for that **Movement** Phase in the hex they entered the target hex *from*.
- **MOBILE ASSAULT OPTION:** If the modified result is **equal to** the overrun unit(s) Defense Strength, then one player (see below) chooses one the following two options:

- Apply an **EX combat result**² (14.5) and the **MA** force may complete its movement¹ (*this option must be applied when there are **No Retreat** forces in the target hex; 14.3.3*), OR
- Apply a **DR combat result**² (14.5) and the **MA** force stops moving in the target hex.

WHO DECIDES?: If no target unit is **Heavy**, the **MA** force player chooses **A** or **B** (above). If any overrun unit is **Heavy**, the overrun player makes this choice.

- If the **MA** force did not enter an EZOC extending into the target hex *and* has Movement Points remaining, it may continue moving (even conducting another **MA** if circumstances and its Movement Allowance permit).
- Retreating units ignore EZOCs extending *from* the target hex. **Overrunning** units *must*, and **Overrun** units *cannot*, Retreat to the hex from which the **Overrunning** units entered the target hex.

Although overrun enemy units can be brushed aside during your **Movement** Phases (both before and after your **Combat** Phase), the risk to your **MA** force is, usually, statistically higher than if you had conducted a set-piece Battle during your **Combat** Step. *That "opportunity cost" is something to keep in mind!*

Mobile Assault Example: A German 12-9-[6] Panzer Corps, having an Attack Strength of 10+, conducts a **Mobile Assault (MA)** versus a target **Hill** hex with a 3-1-[6] **Armor** unit, 1-(4) **Cavalry** unit, and a **⬅1 Improved Defense** marker (or "IDM"). Making it more difficult, the **MA** force is entering that hex across a **River** hexside.

It costs 3 MPs to enter the overrun unit's hex: 2 for the **Hill** and +1 to conduct the **Mobile Assault**.

The die roll modifiers are: +1 for a **Heavy** unit conducting the **MA** and -3 for the three terrain shifts the overrun units would receive if defending that hex in combat: -1 for the **Hill** terrain, -1 for the **IDM**, and -1 for the assaulting force coming across a **River** hexside. So, the net die roll modifier is -2 versus the defender's strength in the hex is 2 (1 each for the **Tank** and **Cavalry** units).

- An **MA** roll of 1 to 2 yields a modified result that is less than (<) the defender's 2 strength and produces a **failure**; an **AL** result is applied and the **MA** force ceases moving in the hex it entered from.
- An **MA** roll of 3 or 4 yields a modified result that is greater than (>) the defender's 2 strength and produces a **success**; a **DL** result is applied and the **MA** force can keep moving.
- An **MA** roll of 5 results in a tie (=) producing an **Option**. Since the defenders had a **Heavy** (Tank) unit, they get to choose either to: **A**) Inflict an **EX** result, or **B**) Flee and preserve their units with a **DR** result.

BATTLES FOR EUROPE GAME SERIES CREDITS

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FRANK CHADWICK'S BATTLES FOR EUROPE

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MOBILE ASSAULT ("OVERRUN") RESULTS (17.2)

Outcome: using the following modifiers:

- +1 if the MA force includes a **Heavy** unit ().
- +1 each if MA force = Bolt, event enhancement.
- 1 if the MA force has an adjusted 5 - 9 Strength (only allowed in the *Desert Theater*).
- 1 if the **Target** force includes a **Heavy** unit ().
- 1 per shift () benefit the target unit(s) would receive if attacked normally.
- 1 if the target hex has **Muck/Snowpack** and **EXTREME COLD** weather.

Cost: During Movement (only), the MA force pays +1 Movement Point to enter the target unit(s)' hex.

Success: If the modified result > the target unit(s)' Defense Strength:

- Apply a **DL** result²; the MA force may keep moving¹.

Failure: If the modified result < the target unit(s)' Defense Strength:

- Target unit(s) are unaffected except for losing its 1 marker, if present.
- Apply an **AL** result; the MA force **stops** moving in the hex they entered from.

Option: If the modified result = target unit(s)' Defense Strength, then one player (see below) chooses one the following two options:

- A. Apply an **EX** result²; the MA force may keep moving¹; OR
- B. Apply a **DR** result²; the MA force **stops** moving in the target hex.

Who Decides?: If no target unit is **Heavy**, the MA force player chooses A or B (above). If any overrun unit is **Heavy**, the overrun player chooses. When the overrun hex has any **No Retreat** units, always use Option A.

1. If the MA force did *not* enter an EZOC entering the target hex and has MPs remaining, it may continue moving and even conducting another MA.
2. Retreating units ignore EZOCs extending from the target hex. Overrunning units *must*, and Overrun units *cannot*, Retreat to the hex from which the Overrunning units entered the target hex.

AIR COMBAT RESULTS TABLE	DIE ROLL:					
	Bolt support					
	Hits and Misses					
Air Defense Level(+) / Delay:	1	2	3	4	5	6
Air Defense Delay Modifier:						

No Effect in Cloudy, Rain, Snowfall, or Downpour/Blizzard weather.

GROUND COMBAT RESULTS TABLE

COMBAT ODDS:	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1
	AL	AL	AL	NE	DP	NE	DP	ST	DP	EX
	AL	AL	NE	AP	ST	DP	DR	DR	DL	DE
	AL	NE	AP	ST	DP	DR	EX	DL	DL	DE
	NE	AP	ST	DP	DR	EX	DL	DL	DE	BT
	AP	ST	DP	DR	EX	DL	DL	DE	BT	DE
	DP	DP	DR	EX	DL	DL	BT	BT	DE	BT

Clement

Inclement

Use the **Clement** (top-left), ivory-shaded result when attacking:
1) During Fair, Cloudy, or Overcast weather; and 2) into an Open hex where the Defender has no terrain benefits (i.e., "shifts;" see 14.3.1); otherwise, use the **Inclement** (bottom-right) result.

EXPLANATION OF GROUND COMBAT RESULTS:

AL = ATTACKER LOSS: Reduce One Attacking unit (Attacker's choice).**AP = ATTACKER CAN PRESS:** The Attacking player must choose one of the following outcomes: 1) No effect, OR press for 2) One Attacking unit (Attacker's choice*) is reduced and then all Defending units are retreated two hexes (by the Defending player) and one Attacking unit may Advance After Combat.**NE = NO EFFECT:** Nothing happens; no units are reduced or Retreat.**ST = STALEMATE:** One Defending unit (Defender's choice*) is reduced, then one Attacking unit (Attacker's choice*) is reduced. No units Retreat and there is no Advance After Combat even if no Defending unit remains in the Battle hex.**EX = EXCHANGE:** One Defending unit (Attacker's choice) is reduced, and then all Defending units are Retreated two hexes (by the Defending player); next, one Attacking unit (Defender's choice) is reduced and then one surviving Attacking unit may Advance After Combat.**DP = DEFENDER CAN PRESS:** The Defending player must choose one of:

- 1) Reduce one Defending unit (Defender's choice*); there is no Retreat or Advance After Combat, OR
- 2) All Defending units are retreated two hexes (by the Defending player) and then one Attacking unit may Advance After Combat.

DR = DEFENDER RETREATS: The Defending player must choose one of:

- 1) All Defending units are retreated two hexes (by the Attacking player), OR
- 2) One Defending unit is reduced (Defender's choice) and then all Defending units Retreat two hexes (by the Defending player).

Then one Attacking unit may then Advance After Combat.

DL = DEFENDER LOSS: One Defending unit is reduced (Attacker's choice) and then all Defending units Retreat two hexes (by the Attacking player); one Attacking unit may then Advance After Combat.**DE = DEFENDER ELIMINATED:** Eliminate all units in that hex. One Attacking unit may Advance After Combat.**BT = BREAKTHROUGH:** Eliminate all units in that hex. Attacking units may then Advance After Combat up to the stacking limit; afterward, any Motorized units (i.e., those with a white Movement Allowance) may Advance After Combat one additional hex from the Battle hex.***LEADING STRONG:** When selecting your own CRT step loss, you must prefer:

- A friendly 1st Line (i.e., non-Garrison or 2nd Line) Ground unit...
- ...that does not have a stripe, OR
- That has a stripe but is Motorized (i.e., has a white Movement Allowance).

This applies only to Combat Results Table-specific single step losses and not losses suffered for other reasons (e.g., a Retreat through an EZOC, isolation attrition, etc.).

ABANDONED POSITIONS: Immediately return to the stock a hex's 1 Improved Defense marker when that hex suffers a Step Loss or Retreat during an Overrun or Ground Combat (238.4). Flip a 2 to a 1 marker if a DP, DR, DL result and a defending Ground unit still survives in it per 14.5). Always remove and return to the stock when an enemy unit moves/advances into their hex.**RETREAT:** Exactly two non-prohibited hexes away; must remain stacked. Player performing that Retreat must choose path resulting in the fewest step losses (10.0); their choice if more than one path qualifies.

- Eliminate units that Retreat into an unresolved Declared Battle hex.
- If units Retreat into an overstacked situation (9.1), the owner applies the normal overstacking penalty (9.2) to all units now in that hex.

ADVANCE AFTER COMBAT: Usually, when no Defending units remain in the Battle hex because they have all been Eliminated or forced to Retreat, a single Attacking Ground unit has the option to immediately move into the just-vacated Battle hex (the Advancing unit may voluntarily break down first; it must then Advance a single component unit). This is not Movement, per se; the Advancing unit spends no Movement Points. When the Attacker achieves a Breakthrough (BT) result, a number of Attacking units up to the Stacking Limit may Advance After Combat into the Battle hex and, afterward, any Motorized units that just Advanced may do so again one additional hex (14.8.1).