

Band of Brothers

The series name for this game system comes from the famous Saint Crispin's Day Speech in Shakespeare's play Henry V. It is delivered by the king before the Battle of Agincourt. Here is the conclusion of the speech:

*"We few, we happy few, we band of brothers.
For he today that sheds his blood with me
Shall be my brother; be he ne'er so vile,
This day shall gentle his condition.
And gentlemen in England now abed
Shall think themselves accursed they were not here,
And hold their manhoods cheap whiles any speaks
That fought with us upon."*

The meaning conveyed by these words is that there is a special bond between those that fight together. Others have said that, although a soldier may be aware that he is fighting for his country or freedom, he fights most of all for his buddies in his unit, his "brothers."

The term "Band of Brothers" has famously been used by others to refer to the 101st Airborne. Why apply it to the whole series? Just as the lines were originally penned for a situation involving The Hundred Years War, just as they can be applied to the 101st Airborne, I believe they can be applied to units of all nationalities. It really seems to be the defining attitude/element of tactical combat.

*For detailed designer notes and detailed examples of play, please download the **Band of Brothers Battle Manual**. The notes highlight some of the key design decisions, especially as they contrast with other tactical games.*

Series Rules - Version 2.1

This comprehensive rulebook covers all games in the series, **though not all rules are used in every game**. This first part of the rules will introduce you to all the rules that you need to know to play the first training scenario.

All modifiers have been made consistent and apply to the target number and not the die roll. Good things always increase Morale and Firepower. Bad things always decrease them.

Abbreviations -

Command Point	CP	Opportunity Fire	Op Fire
Firepower	FP	Player Aid Card	PAC
Line of Sight	LOS	Special Anti-Tank Weapon	SATW
Morale Check	MC	Unconfirmed Kill	UK
Movement Points	MP	Weapons Team	WT

1.0 GAME TURNS

The game is played in a series of turns, each of which represents about two minutes of time. Each turn of the game contains the following four phases:

1. Operations Phase - Players alternate moving and firing units.

- 2. Rout Phase** - Certain units must check to see if they Rout.
- 3. Melee Phase** - Units in the same hex have Melee combat.
- 4. Recovery Phase** - Units recover from Suppression and game counters are removed or advanced.

2.0 COMPONENTS

Map - A hex grid is overlaid on the maps to regulate movement and combat. Each hex is approximately 40 yards. The maps included in the game are geomorphic and can be combined in different ways as required by the scenario. Half-hexes are fully playable.

Die - The die in this game is ten sided (d10) and is used for all die rolls in this game. A "0" equals a "10" on this die so a roll will yield a result between "1" and "10".

Game Counters - Most of the game units have two sides. The front is the Full Strength side and the back is the Reduced strength side of the unit. There are two types of Infantry units:

1. Squads

Most of the Infantry counters represent Infantry Squads of 10 to 15 men. They have 5 Movement Points.



2. Weapon Teams (WTs)

These are a small group of individuals that are trained to operate one or more heavy weapons. They are marked with a "WT". They are treated just like Squads, except:

- Because of the heavy nature of their equipment, they only have 4 Movement Points instead of 5.
- In Melee, a Full Strength WT has FP of 2 and a Reduced WT has FP of 1.
- In Melee a WT is eliminated if it suffers casualties.
- WTs may not perform Assault Fire unless mounted in a Halftrack (see 21.0).



Reduced Units - Squads or WTs that have taken casualties are Reduced. The counters are flipped over to their back side (with a stripe).

Stacking - No more than two Squads, WTs, or combination thereof per side may be in any one hex at the end of a unit's move. Players may not examine stacks of the enemy player.

2.1 INFANTRY UNIT ATTRIBUTES ON THE COUNTERS

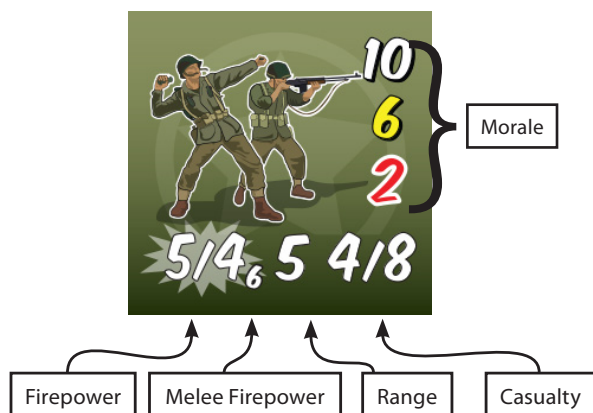
Firepower (FP) - This represents the unit's ability to inflict damage on other units. This consists of two numbers. The first number is the Normal FP and is used in most situations. The second number is the Proficient FP and is used for Op Fire and

Assault Fire. WT's also have a smaller number next to their FP which is their (lower) Melee strength.

Range - This is the number of hexes over which a unit can use its full FP.

Casualty - This consists of two numbers for a Full Strength unit and one number for a Reduced unit. It represents an aspect of a unit's training, and its cohesion. Units with high casualty ratings are less likely to take casualties.

SATW Number - This is only on Squads with a Special Anti-Tank Weapon (see 33.0). A lower number represents a better chance to have and use a SATW.



3.0 COMMAND POINTS (CPs)



Each side receives a number of CPs per turn in each scenario. They abstractly represent the overall leadership abilities of each army in that battle. Each player takes the appropriate number of CP counters. CPs may be used for the following functions:

1. May be used to re-roll any non-Gun MC die roll made by that player.
2. May be used by the player normally moving second to perform one action with 1 unit (including Guns, Vehicles, and Artillery) before the other player at the start of a turn. The only limit on the number of units that can be used this way is the number of CPs the player has.
3. May be used to conduct Final Op Fire (see 10.0) on a unit that is further than 1 hex away but not more than normal Range. The unit would still have to pass a MC after the CP was used.
4. May be used to re-roll a Melee (not Close Assault) combat roll made by that player (only one CP per side may be spent in this way per Melee).
5. May be used to increase the Proficient FP by one (but not greater than the Normal FP) before one attack.

Example: If a unit fails a MC, the owning player may expend a CP to re-roll that MC.

Expending a CP does not guarantee success. The unit in the above example may again fail the MC. In this case, the CP would have been expended with no benefit. Once a side's CPs have been expended, it may no longer conduct any of the above functions that turn. **Only 1 CP can be used on a unit each turn.** As each CP is used, one of that player's CP counters is placed on the unit to show which units have used CPs and to track how many CPs a player has used. These counters are returned to each player during the Recovery

Phase. Each turn a player will begin with the same number of CP counters. CPs may not be accumulated for use in future turns. CPs may be used on Squads and WT's for all five functions. CPs may only be used on Guns, Vehicles and Artillery for function #2.

4.0 OPERATIONS PHASE

This phase is the heart of the turn and is where units move and fire. The player listed as going first on the scenario card begins Using units first (exception: CPs function #2).

That player **MUST** Use (either move, fire, mark as Op Fire or simply mark as Used) a number of units within the limits of his Operations Range.

4.1 OPERATIONS RANGE

This abstractly represents the command and control capabilities of an army, as well as its flexibility and leadership. It is a number range given on the scenario card.

Example: An army that had an Operations Range of 3-6 in a scenario, would have to Use a minimum of three units and a maximum of six units before the other side would be allowed to Use units (exception - see 9.0 Opportunity Fire).

A player chooses one unit at a time and Uses them. The player does NOT have to "pre-select" all the units that he will be Using. All units (including Decoys) Used count against the Operations Range.

A unit that fails a MC and is marked with a Used counter, counts against the Operations Range. Players alternate Using their units (either moving or firing) within the limits of their Operations Range until all units have been Used on both sides. Once one side has Used all of its units, the other side may continue to Use the rest of his units. The Operations Phase of a turn does not end until both sides have Used or marked as Op Fire all of their units.

Since Vehicles and Guns count as THREE units used against the Operations Range (see 20.0), a couple of rule clarifications are needed for scenarios involving them. A unit or Decoy that starts and ends its move Concealed always counts as one unit against the Operations Range (even if it is a Vehicle). A player may never Use more than the maximum amount of units and must Use at least the minimum amount unless it is impossible to select another unit without exceeding the maximum. In that case, play passes to his opponent.

4.2 USED



As each unit is Used, it should be marked with a Used counter. A unit is marked as Used whenever it performs an action, or *attempts* to perform an action.

Example: if two units in the same hex both attempt to move and one passes the MC (and moves) while the other does not (and remains in place), they are both marked as Used.

Any unit may be marked as Used (even in Melee or a Decoy). Units that are marked Used may only perform limited actions in the Operations Phase (such as Final Op Fire).

4.3 DECLARING OPPORTUNITY FIRE (Op Fire)



Instead of moving or firing a unit, a player may decide to mark a unit as Op Fire. This counts as Using the unit for purposes of the Operations

Range. This “saves” a unit for use later and increases its FP for shooting at a moving enemy. A unit so marked may only Op Fire later that turn and may not be moved or fired normally.

A unit that is marked as Op Fire, which subsequently executes Op Fire at an enemy unit, is then marked as Used and the Op Fire counter is removed. Note that it is possible for a unit that is marked as Op Fire to end the turn that way and not fire or move that turn. Decoys may be marked as Op Fire.

5.0 MOVEMENT

Each unit has a set Movement Point (MP) allowance. When Using units as part of the Operations Phase, units may be moved up to the limit of their MPs. Movement is from hex to adjacent connected hex. MPs may not be saved for another turn, or transferred to other units. A unit must pass a MC before moving (even if the unit is entering from off board). If the unit's current Morale is “10” (normal for units that are not Suppressed or Reduced), it is automatically successful and no roll is needed. The various terrain types each have a MP cost that is deducted from a unit's MP allowance as that unit moves. See the PAC for movement costs. An Infantry unit cannot enter a hex unless it has MPs to do so.

Example: an Infantry Squad that has traversed 4 clear hexes (cost 1 MP each) has only 1 MP remaining and could NOT enter an adjacent building (cost 2 MP) at the end of that move.

Moving units may be paused to receive Op Fire. A moving unit that receives Op Fire that results in Suppression must pass an immediate MC (even if it passed one at the start of the move) or its move ends and it is immediately marked as Used. If the unit receives a Suppression result from multiple sources, it must take a MC each time. A unit that starts adjacent to an enemy unit, tries to enter that unit's hex, and takes suppression, if it passes a MC, must either enter that hex or remain in its current hex.

If a unit failing a MC during a move causes a hex to be over stacked, then the unit is instead retreated back to its previous hex - regardless of MPs remaining. A unit may move into a hex containing an enemy Squad/WT/Gun if it has enough MPs to enter the terrain of that hex. Upon entering that hex, it must stop all movement. Units not marked as Used that start in the same hex as an enemy unit may attempt to move out of it if otherwise able, but their Morale is reduced by 3. If successful, they may move normally, but may not move into a hex with another enemy unit in that move.

Units that move, or *attempt to move*, are marked as Used.

5.1 ASSAULT FIRE

An Unused Squad (or MG WT in a Halftrack) can Assault Fire after moving into a hex, but it is then marked 'Used' and its move is over. When the fire attack is resolved, the unit's Proficient FP is used. The player may spend a CP to raise this FP by 1 (but not greater than the Normal FP). The unit is then marked as Used. Weapons Teams (WTs) may NOT Assault Fire unless mounted in a Halftrack (see 20.0).

5.2 DECLARED RETREAT

If, before moving a unit, the player declares that the unit is retreating, the unit gets a +4 to its Morale. This makes it easier to pass the check, but the unit then must follow all the movement restrictions of a Routing unit (see 11.0). Units starting in the same hex as an enemy unit can not get this +4

die roll modifier. Units using a Declared Retreat may not Assault Fire.

6.0 INFANTRY FIRE

The act of firing is a unit using its FP to attempt to inflict Suppression or casualties to an enemy unit. Units may fire instead of move, Assault Fire after movement, or Op Fire while the opponent is moving units. Direct Fire includes all fire in this game except that by Mortars and Artillery.

Range - A Range number (except in the case of Mortars) refers to the normal Range of a unit. A unit firing at a target within its normal Range does so at full FP. Infantry may fire at a target at up to twice its normal Range, but after all other modifiers are applied, its FP is halved (rounded down). This is called Long Range fire. See Mortars (31.0) for an exception.

6.1 FIRE RESTRICTIONS AND EFFECTS

A unit must pass a MC before firing (Exception: If using Assault Fire, the unit already passed a MC before moving and does not need to pass another one before firing).

Units may NOT fire if in the same hex as an enemy unit.

Units may not fire into a hex containing friendly Infantry or Guns, but may fire through a hex containing enemy or friendly units (or both). Each unit must execute its fire attack individually. No units may combine fire attacks.

A roll of a 10 on a fire attack is always No Effect.

Fire at a hex always affects all Infantry and Guns in the hex.

The firing unit must have LOS to the target. Exception Mortar Directed Fire (See 31.0).

If the adjusted FP is less than 1, the attack may still be made as long as it is within normal Range.

A roll of a 1 against a target in normal Range always results in at least a Suppression result. If adjacent, a roll of a 1 results in the target being Reduced (eliminated if the target is a Gun).

6.2 EXECUTING A FIRE ATTACK

Adjust the unit's FP by the modifiers on the PAC. Defensive terrain lowers your FP and being adjacent to the target will increase your FP. Roll a d10 and compare it to the adjusted FP. This one die roll is used individually against each unit in the hex. Using this die roll check for Suppression and casualties against the units in the target hex as follows:

If the roll is less than or equal to the adjusted FP, the target is Suppressed by one step. Add a yellow Suppressed counter to the target. ***If the unit is already marked with a yellow Suppressed counter, flip it to the red fully Suppressed side.***

If it is possible to add the **first** number (or only number if the target is Reduced) of the **target's** Casualty rating to the die roll, and the result is still less than or equal to the adjusted FP, then the target is Reduced (see 8.0) **and** suffers two steps of Suppression (mark it with a red, fully Suppressed counter).

If it is possible to add the **second** number of the **target's** casualty rating to the die roll, and the result is still less than or equal to the adjusted FP of the firing unit, then the target is eliminated and removed from the board.

A unit already marked with a red, fully Suppressed counter does not suffer additional effects from a Suppression result. It remains at its lowest Morale value. However, if that unit was

moving when it received a Suppression result, even though its Morale can not be decreased, it still must pass an immediate MC or have its move end and be marked as Used. **Units do NOT take MCs from fire.** They receive Suppression which lowers their effective Morale (they can also take casualties). **MCs are taken when a unit attempts to do something.** Units that fire, or attempt to fire, are marked as Used.

7.0 SUPPRESSION & MC



Suppression is a measure of the stress of combat and the effectiveness of fire a unit has received. As a unit takes Suppression from enemy fire, its Morale decreases, reducing the possibility of that unit being able to perform operations within the game. An unsuppressed unit uses its highest (white) Morale value. A unit marked with a yellow Suppressed counter uses its middle (yellow) Morale value. A unit marked with a red fully Suppressed counter uses its lowest (red) Morale value. Suppression wears off incrementally during the Recovery Phase. To resolve a MC, roll a d10. If it is less than or equal to the unit's current Morale, it passes the MC and may be moved or fired normally.

If it fails the die roll, the unit may not perform the operation it was attempting to perform and it is marked with a Used counter. Full Strength units usually have Morale of 10, meaning that a MC is automatically successful and no roll is needed unless it is leaving an enemy hex (see 5.0).

8.0 CASUALTIES



When a Squad or WT is Reduced, the unit is flipped to its (back) Reduced side. A Reduced unit that is Reduced again is eliminated. Once a unit is Reduced it may not be flipped back to its Full Strength side (exception: 95.0 Optional Rule - Combat Events).

When a unit becomes Reduced it is always marked with a red, fully Suppressed counter (even during Rout and Melee).

9.0 OPPORTUNITY FIRE (OP FIRE)

Op Fire (and Final Op Fire, see 10.0) is conducted by the non-phasing player against enemy units as they are moving. The firing Squad or WT may not be marked Used. A unit does NOT need to be marked with an Op Fire counter to Op Fire, although being marked Op Fire can increase a unit's Proficient FP. The firing unit must pass a MC to Op Fire. Whether it successfully fires or not, the unit will be marked as Used. If that unit was marked Op Fire, the Op Fire counter is removed. Any number of units may attempt to Op Fire at the same moving unit in the same hex.

Op Fire is normally conducted in the hex the moving unit has just moved in to. The nonmoving player may not "back up" a unit to a previous hex in order to fire at it. The moving player should give the non-moving player an opportunity to say they are firing.

Exception: Op Fire MAY be conducted at a moving unit in the hex in which it began the turn if the first hex it enters places it in Melee. It is subject to all the modifiers that it normally would be, including (possibly) moving in Open Ground.

A unit uses its Proficient FP when Op Firing. The same die roll effects all units in the target hex, although different modifiers may apply to a moving unit as opposed to other units in the hex.

Example: +4 for moving in Open Ground for the moving unit and -2 for a unit in the hex in a Foxhole.

The Proficient FP may be increased by one for each of the following cases:

- If the target unit is adjacent.
- If the firing unit is marked as Op Fire.
- The player spends a CP

These three modifiers are cumulative, although a unit's Proficient FP can never be increased above its Normal FP because of these three modifiers.

Once modified for any of the applicable proficient modifiers above, the other modifiers from the FP column of the PAC are applied. (This would be the terrain of the target hex, moving in the open, halved for long range, etc.)

Example: A German Panzergrenadier Squad (FP 6/5) is marked as Op Fire and is Op Firing at a unit 3 hexes away moving into a stone building. The Proficient FP of 5 is increased to 6 because of being marked as Op Fire. This player can NOT spend a CP because that would increase the Proficient FP above the Normal FP. At this point, the terrain modifiers are applied and the stone building reduces the FP for the attack down to 4.

Op Fire that results in Suppression requires the moving unit to pass an immediate MC (even if it passed one at the start of the move) or its move immediately ends and it is marked as Used (it does NOT get an opportunity to Assault Fire). Units that were declared as retreating at the start of their move continue to get +4 to their Morale. A unit that fails this MC may still receive more Op Fire in that hex and any fire modifiers from moving still apply.

If a moving unit receives fire from multiple sources in a hex, it may end up taking several MCs. If a unit gets "backed-up" a hex for any reason (such as being over stacked due to the effect of Op Fire or after a Close Assault), that unit does not receive Op Fire when being "backed-up".

10.0 FINAL OPPORTUNITY FIRE (FINAL OP FIRE)

This is similar to regular Op Fire except that it is conducted by units that have been marked as Used. Units that are marked Used may only perform limited actions in the Operations Phase (such as Final Op Fire). Unlike Op Fire, Final Op Fire may only be conducted against moving units **that are adjacent**.

Exception: A CP may be expended to allow a unit to attempt Final Op Fire at a target greater than one hex away, but within the normal (not long) Range of the firing unit. All other requirements for Final Op Fire still apply. This CP does not guarantee that the unit will pass the necessary MC. It merely allows a Used unit to attempt fire at a target within normal Range, but greater than one hex away.

All modifiers for Op Fire are applied to Final Op Fire in the same way as Op Fire. There is also an additional -2 modifier for this being Final Op Fire (it is slightly less effective).

A unit may attempt Final Op Fire every time an enemy unit moves adjacent. A unit that attempted Op Fire or Final Op Fire may attempt Final Op Fire at the same unit during the same move, but **ONLY** if the moving unit enters a different hex. (This allows you to Final Op Fire at the same unit multiple times.)

11.0 ROUT PHASE

Units that are in difficult situations on the battlefield may sometimes flee or surrender. This is represented by the Rout Phase. The player that moves first in the scenario must complete his entire Rout Phase first. Units that meet any of the following conditions **at the start of their part of the Rout Phase** are subject to Rout:

- They are in the same hex as an enemy unit.
- They are adjacent to an enemy unit that is not in Melee.
- They are in an Open Ground and within 5 hexes and LOS of a unit not in Melee.

They are not considered in Open Ground if they have a beneficial terrain modifier against all direct fire (Foxholes, Hedgerows, Haltracks etc.). All units subject to Rout must take a MC. ***If a unit meets more than one of the above criteria, it still only takes one MC.*** A unit that passes this MC is unaffected.

All units that fail this MC must Rout and may be Reduced. You cannot voluntarily fail this check so that your units Rout.

A unit Routs using its normal Movement allowance. It must move at least one hex and cannot move adjacent to an enemy unit which is not in Melee, nor move closer (in hexes) to an enemy unit in its LOS. If it cannot meet those criteria, it is eliminated. A unit must move to a hex with terrain that will give it a beneficial terrain modifier against direct fire from enemy units if possible. If not possible, it must use all of its Movement allowance moving toward such a hex. A hedgerow would only qualify as a Rout destination if all fire had to go through it. Likewise a Hill would only qualify if it was a higher elevation than all enemy troops within normal range.

If a Rout path to beneficial terrain does not exist then the unit must attempt to trace a Rout path toward the edge of the board defined as a Rout Edge in the scenario. If a unit reaches the Rout Edge with at least 1 MP remaining, it Routs off the edge of the board and is eliminated.

If the unit fails the MC by a sufficient margin compared to its Casualty Rating, it is also Reduced and Fully Suppressed after Routing. For this purpose use:

- The second number of the front side Casualty Rating unless...
- They start in the same hex as an enemy unit or adjacent to an enemy unit not in Melee, in which case they use the first number of the Casualty Rating if at full strength (or only number if the unit is Reduced).

Example: A German Squad with a Casualty Rating of 4/7 is Fully Suppressed (Morale of 1). The Squad is in the open and takes a Rout MC. It would be unaffected on a roll of 1. It would have to Rout on a roll of 2-7. On a roll of 8 or higher it would be Reduced at the end of its Rout. If it was also adjacent to an enemy unit it would be Reduced on a roll of 5 or higher.

Note: Units that fail a Rout Phase MC while in Melee will be eliminated unless another unit remains in Melee (because they

would be moving adjacent to an enemy unit not in Melee as soon as they left the hex). If a side has two units in a Melee, both must take their MC before either Routs; if they both fail the Check they are both eliminated.

Starting in 1942, all Russians and Germans that are in Melee against each other have their Morale increased by 1 during the Rout Phase.

12.0 MELEE PHASE

This is hand to hand or close range combat. Whenever an Infantry unit occupies the same hex as an enemy Infantry unit or Gun, they are considered in Melee even though Melee combat is not resolved until after the Rout phase. The player moving first in the scenario decides the order in which Melees are resolved and must make a decision on CP usage first.

Melee combat is simultaneous.

The Melee FP for Infantry is the current normal (not Proficient) FP. A Gun or Full Strength WT is considered to have a FP of 2 in Melee combat. A Reduced WT is considered to have a FP of 1 in Melee combat. This is shown by the subscript of 2 or 1 next to its FP. Each Squad or WT in Melee rolls two d10 with no modifiers. Count each d10 separately. For each result that is less than or equal to its Melee FP, one enemy unit in that hex is Reduced (owner's choice).

WTs are eliminated (not Reduced), if they are chosen as a casualty in Melee.

If a CP is spent on a unit in Melee, both dice of the unit receiving the CP must be rolled again. If a Full Strength Squad is Reduced twice, it is eliminated. Only one round of Melee is resolved in each hex per turn.

Morale does NOT affect Melee combat (its effect is felt in the Rout phase).

Example: An American airborne Squad (FP of 6) is in the same hex a German first line Squad (FP of 5). Both of them roll two dice. The American rolls a 3 and a 6, causing two Reductions (eliminating the German). The German rolls a 1 and a 6, Reducing the Airborne unit.

13.0 RECOVERY PHASE

During recovery, all units marked with Suppression counters, of both sides (except those still in Melee), recover one step of Suppression (red to yellow, yellow to full Morale).

All Used, Op Fire, CP, and Dispersed Smoke counters are removed. All Smoke counters are flipped to the Dispersed Smoke side (60.0). Move counters are NOT removed (see 20.3). The turn counter is advanced to the next turn. If this was the last turn on the turn track, then the scenario is over and victory is determined.

14.0 LINE OF SIGHT (LOS)

Units can only fire at targets that they can see (Exception: Mortar Directed Fire). This is determined by laying a thread between the center dot of the firing unit's hex and the center dot of the target unit's hex.

- Objects in the firing hex and the target hex do not impact LOS in any way.
- Roads, rivers, bridges, canals, shell holes, shadows, and translucent terrain do not impact LOS in any way.
- Hedgerows may impact LOS (see 55.0).

- If trees/bushes, buildings, or hedgerows in any of the intervening hexes can be seen on both sides of the string, then the LOS is blocked.

The terrain of a hex for movement (and other purposes) is defined by the terrain that is at the center hex dot. There are many different types of terrain. Rules for them can be found in Terrain (see 50.0). For the training scenarios only the rules for Woods & Buildings (51.0), Open Ground (52.0), and Roads (53.0) are needed.

Players may not check LOS for free during the game. If a unit attempts to fire and the LOS is found to be blocked, the unit is marked as Used. There are three exceptions to this. LOS may always be checked to: a Conceal marker in Open Ground to see if it loses its Concealment, during the Rout Phase to determine a legal Rout path, and to see if a unit may gain Concealment.

15.0 CONCEAL COUNTERS & DECOYS



At the start of a scenario, any unit may be covered with a Conceal counter if it is in terrain that would entitle it to a beneficial terrain modifier from direct fire attacks. An Infantry unit or Gun may be covered with a Conceal counter if it sets up adjacent to a hedgerow hexside or on a Hill, but the

Conceal counter is immediately removed if any of the conditions for loss of Concealment are met during setup. Units entering from off board do not enter with a Conceal counter.

FP is reduced by one when firing at a Concealed unit. A certain number of Decoys may be given to a side at the start of a scenario. These Decoys may be covered with a Conceal counter like any other unit.

Decoys can be moved or may be marked as Used like any other unit. They have 5 MPs. Using a Decoy counts against Operations Range. As long as they are on the board, they are treated like regular units, including forcing enemy units to take a Rout check if in Open Ground, but they may not fire.

Decoys and Conceal counters are removed if:

- They become Suppressed.
- An enemy Infantry unit or unmounted Gun (not a Vehicle) that is not in Melee is adjacent. An enemy unit that moves adjacent must first survive all fire in that hex before it affects the Decoy or Concealment.
- They are in Open Ground and in the LOS of an enemy unit (including Vehicles). If the LOS is questionable, it may be checked.
- The Concealed unit passes its MC & fires or Close Assaults.
- They can be removed voluntarily at any time.

Decoys and Conceal counters are removed in the middle of movement if an enemy unit moves into a position that would cause the counter to be removed (even if the enemy unit that would cause removal is Concealed or possibly a Decoy). If a situation occurs where two opposing units would lose their Concealment, the moving unit always loses Concealment (or is removed if it is a Decoy) first.

A unit that is not Concealed may gain a Conceal counter by ending its move (but not Rout) or being marked Op Fire outside of the LOS of all enemy units.

16.0 SCENARIO CARDS

Each scenario card gives all the information needed to play the that battle. A turn track is given for each scenario with a mark showing which turns reinforcements arrive. A brief historical background is provided to give players a sense of what was happening historically in this battle. The following notes apply to all scenarios:

- If a unit is given an entire board as a set up or reinforcement location, the unit may not set up or enter in a hex that is half on the board and half on another, unless that board is also part of its set up location.
- All or part of any reinforcements may be kept off board to come in on a later turn.
- A scenario will sometimes require control of a hex(es) as part of the victory conditions. A hex is considered controlled by the side that last had a unit in (or passing through) a hex with no enemy units present. A unit eliminated by Op Fire, Final Op Fire, or residual Artillery when entering a hex does not control the hex.
- At the start of a scenario, all hexes within a player's set up area are considered controlled by that player.
- If a scenario requires the elimination of one side, surviving Decoys, by themselves, would not give that side the victory.
- Vehicles may not be set up with a Move counter.
- Moving off board costs 1 MP.
- If a scenario allows for "Force Exchanges" they must be secretly decided upon by the player before scenario set up. These are always voluntary. Unless otherwise specified, units received in a Force Exchange are available on the same turn or restricted to the same set up location as the units given up.



This plus rules 51.0, 52.0, and 53.0 are all you need to play the first Training Scenario. It is recommended that you play it before continuing. Afterwards, read only the rules for a particular unit, weapon, or terrain needed for a scenario.

20.0 GUNS & VEHICLES

A Gun or a Vehicle counts as **THREE** units Used against a player's Operations Range (unless Concealed - see 4.1). CPs may **not** be used on a Gun or a Vehicle (exception 3.0 - #2).

20.1 CONCEAL

Vehicles and Guns may be covered with a Conceal counter during set up as if they were an Infantry unit. The Conceal counter is removed in the same way as with Infantry. In addition, a Vehicle loses its Conceal counter as soon as it:

- Is in the LOS of an enemy unit, even if it is in Concealment terrain.
- Moves
- Vehicles can't gain a Conceal counter after scenario start.

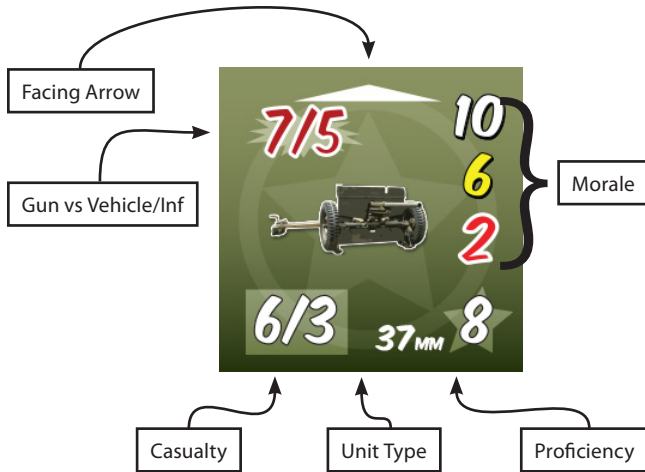
20.2 GUN TRAITS

Guns are large caliber weapons and include anti-tank guns, artillery pieces, anti-aircraft guns, etc. The counter represents both the Gun and its crew.

Morale - The Morale of the Gun is the same as on an Infantry unit. **A Gun must pass a MC whenever it fires, even if it also must pass a Proficiency Check.** Guns (their crew) take Suppression, must pass MCs, and must check for Rout just

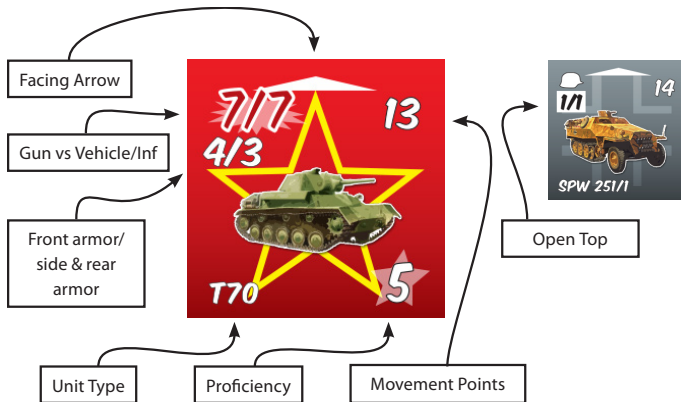
like Infantry. A Gun (not being transported) that fails a MC during the Rout phase is eliminated - remove it.

Casualty - If it is possible to add the Gun's Casualty rating to an attack, and the result is still less than or equal to the FP of the firing unit, then the Gun is *eliminated* (not Reduced). *The number before the slash is used when the Gun is attacked by Infantry or Artillery. The number after the slash (three lower) is used when fired upon by another Gun, Vehicle, Aircraft, or by a Squad armed with a Bazooka, Panzerschreck, or PIAT (within Range).*



Movement - A Gun may not move to a new hex (unless it is transported), but may (if not in a building) turn within a hex.

20.3 VEHICLE TRAITS



Morale & Casualty - Unlike Guns, Vehicles do not suffer Suppression, take MCs or have a Casualty rating.

Armor - This represents the thickness of the armor on the Vehicle. The first number is the protection in front. The second number is the protection in the side and rear (Exception: 20.11). An open topped Vehicle is indicated on the counter by having a "white box" around the armor value.

Movement - A Vehicle may move into either of the front two hexes in which it would normally be able to fire (see Placement, below). It may also turn within its current hex to change its facing. Movement costs for Vehicles are given on the PAC.



Vehicles cannot enter woods or building hexes, although they may start a scenario in one. If they do, they may leave and turn

within the hex normally. Vehicles cannot enter the same hex as a Concealed enemy unit. A Vehicle's move may be paused to receive Op Fire. When the move is completed, it may attempt to fire before being marked as Used.

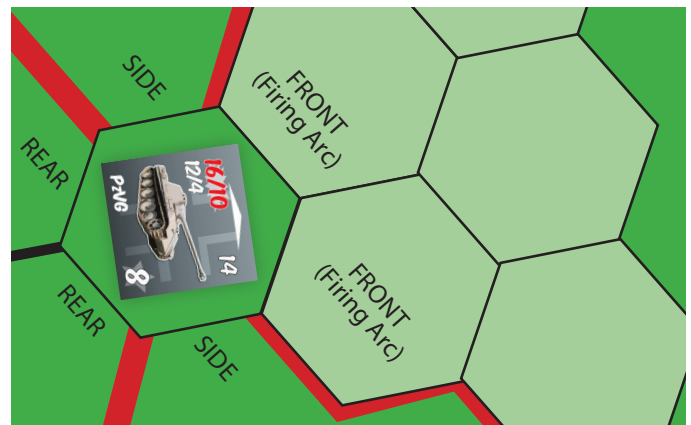
If a Vehicle uses 1/3 or less (rounded down) of its MPs and does not attempt to fire any of its weapons, it may end the move marked with an Op Fire counter instead of a Used counter. If this Vehicle later used Op Fire, it would *NOT* get the +4 modifier for moving to a new hex. **Move Counter** - After a Vehicle completes its movement and is marked as Used (not if it is marked Op Fire), it is also marked with a Move counter if the Vehicle moved to a new hex. This represents that the Vehicle recently changed positions and is harder to hit because it forces any prospective firer (except Close Assault and SATWs) to pass a Proficiency check with a -1 modifier.

This Move counter is *not* removed in the Recovery Phase. It is removed when the Vehicle is chosen for an action the following turn. The Vehicle executes its action normally (there is no penalty). Of course, it is possible for that Vehicle to again earn a Move counter.

20.4 TRAITS FOR BOTH VEHICLES AND GUNS

Firepower (FP) - The first number (before the slash) is used when firing against Vehicles. The second number (after the slash) is used when firing in Infantry or Guns. When Op Firing or Firing after moving, a Proficiency Check is required, but the FP is not reduced because of it.

Placement - The placement of a Gun or a Vehicle within a hex is very important and indicates its firing direction. The facing arrow should be placed to line up with a hex spine. It may fire at any target within the arc made up of the two hexes on either side of the hex spine, extending outward with the firing arc up to its Range and LOS.



Vehicle and Gun Proficiency - Vehicles and Guns do not have a Proficient FP. Instead, they have a Proficiency Rating. In situations where their shot is more difficult (greater distance, Op Fire, etc.) they must pass a Proficiency (Prof) Check before rolling for the result of their fire. When a Gun or a Vehicle takes a Prof Check, it must roll equal to or less than its Proficiency. See the PAC for all of the situations and modifiers. If more than one case applies, only one check is required, but all modifiers are cumulative and are added to the die roll.

Example: When Op Firing (-2) at a unit at higher elevation (-1) at a Range of 11 hexes (-1), one Prof Check is required with a cumulative -4 modifier to the Proficiency.

A special case occurs when a Gun or Vehicle attempts to Op Fire or Final Op Fire. If the firing Vehicle attempts to turn within its hex in order to fire and it fails its Prof Check, then it is returned to its previous placement within the hex (it is not allowed to turn to face the target). This special case applies only to Op Fire and Final Op Fire. A Gun or Vehicle turning within its hex other than Op Fire still must take a Prof Check before firing, but will retain its new facing even if it fails that Prof Check.

A Gun or Vehicle failing a Prof Check is always marked as Used. If a Vehicle or Gun turns in order to fire, it is **NOT** considered movement for the purpose of triggering opposing Op Fire. Guns and Vehicles may not fire at units in their hex.

20.5 GUN/VEHICLE VS INFANTRY OR GUNS

To fire at Infantry or a Gun, the Gun or Vehicle may (see above) have to pass a Prof Check. If the necessary checks are passed, roll using the Gun/Vehicle's second FP number and the modifiers from the V/GUN column of the PAC. The attack is resolved in a similar way as if the firer was a Squad.

When firing at a unit with a Conceal counter on it, it is always treated as if it was Infantry or a Gun because a Vehicle would have been revealed already.

20.6 GUN/VEHICLE FIRE VS VEHICLES

To fire at a Vehicle, the Gun or Vehicle may have to pass a Prof Check (see above).

If it passes, or Prof Check was not required, the attack number is determined by subtracting the target's Armor value from the attacking unit's FP and adding in the appropriate modifiers from the Gun & Vehicle vs Vehicle section of the PAC.

The Armor rating of the target is determined by stretching a thread or straight edge from the center of the firing hex to the center of the target hex. If the shot would pass along a hex spine that is the border between front/side or side/rear, the armor that is most favorable to the target is used.

If the die roll is less than or equal to this number, the target is destroyed. Remove the Vehicle counter. A roll of a 10 is always No Effect. Terrain other than Hills (elevation differences) does not impact this die roll in any way.

20.7 GUN/VEHICLE FINAL OP FIRE

Guns and Vehicles may Final Op Fire at enemy Vehicles that move into an adjacent hex. They may Final Op Fire against Infantry only if the Infantry moves into an adjacent hex within the Gun/Vehicle's firing arc.

A Proficiency Check must be passed. There is a -3 modifier to the Prof Check because it is Final Op Fire. Otherwise it is resolved as if it was a normal Op Fire attack.

CPs can NOT be used on a Vehicle or a Gun to Final Op Fire at greater than one hex away.

20.8 INFANTRY VS GUNS

Infantry fire at Guns as if the Guns were Infantry. Fire at Guns is modified by terrain. Suppression or Casualties may result in a similar way as with Infantry. Some SATWs give a Squad a +1 to FP when firing at a Gun.

In Melee, Guns and their crew are treated as a Full Strength WT in all respects.

20.9 INFANTRY VS VEHICLES

There are two ways in which infantry can attack Vehicles – Special Weapons and Close Assault.

Special Anti-Tank Weapons (SATW) - See 33.0

Close Assault - This represents Infantry attacking the Vehicle using mines, grenade bundles, etc. To Close Assault, a Squad or WT must move into the same hex as a Vehicle. It must survive all fire in that hex, including passing any resulting MCs. To execute the attack, the unit rolls one die. If the roll is equal to or less than its Melee FP, the Vehicle is destroyed and removed. When Close Assaulting a Vehicle that has armor and is not open topped, Melee FP is reduced by -1.

If the unit fails a MC in the Vehicle's hex, it is returned to the last hex it was in before entering the Vehicle's hex. Regardless of the success or failure of the Close Assault, the unit is also returned to the previous hex and it is marked as Used. Under no circumstances will a unit attempting Close Assault end its move in the Vehicle's Hex. The Close Assault is resolved immediately and not during the Melee phase.

A unit may not enter a hex containing both an enemy Vehicle and dismounted enemy Infantry. This means that a Vehicle in that situation may not be Close Assaulted and Infantry in that situation may not be attacked via Melee.

20.10 GUN/VEHICLE STACKING

For purposes of stacking, a Gun counts as a Squad, but no more than one Gun may be in a hex. If both a Gun and Infantry are in a hex that receives fire, then they both suffer possible Suppression and/or casualty results.

If a Vehicle or Gun is shooting at a hex that contains both Vehicles and Infantry, the firing player must declare which enemy unit is the target and only that target type is affected by the fire. Only one Vehicle or Gun may end a turn in a hex. A Vehicle may enter the hex of a **friendly** Vehicle or Gun, but only if it has MPs to continue out of the hex. A Vehicle may never enter a hex with an enemy Vehicle.

A Vehicle may not enter a hex with **enemy** Infantry or Gun unless it also has MPs to leave. A Vehicle may not end the turn in the same hex as enemy Infantry or Gun.

Vehicles do not contribute to or count against Infantry stacking.

20.11 VEHICLE REAR VULNERABILITY



Vehicles with rear vulnerability are indicated on the counter by having an armor rating with a black line on three sides.

Vehicles with Rear Vulnerability may be attacked through their rear facing by small arms and machineguns.

Compute the FP as if the Vehicle was an infantry target in a clear hex with no hex-side terrain (there is no benefit from terrain), and then use the special bracketed casualty rating [4] to determine if the Vehicle is eliminated. A Suppression result is NOT possible.

Moving in Open Ground does NOT apply, Target is Adjacent does. If playing with UK (92.0), that rule **does not** apply.

Example: A German 1st line MG WT fires through Smoke at the rear facing of an SU-76 that is three hexes away and immediately behind a hedgerow. The FP is 8 -1 (Smoke) -4 (Casualty Rating) = 3. A die roll of 3 or less is a kill and anything else is a miss.

21.0 HALFTACKS



A Halftrack is an armored Vehicle which has the primary purpose of transporting troops. It may transport one Squad, WT, or Gun. The ability to do this is signified on the counter by a white helmet silhouette.

21.1 MOVING

Halftracks move and act like all other Vehicles unless stated otherwise. To denote that a unit is being transported, place the unit on top of the Halftrack. A loaded Halftrack counts as a Vehicle for the purpose of stacking. Passengers do not count against stacking limits. When a Halftrack is empty, it is removed from the board and placed in a separate pile from eliminated units. It may be brought back onto the board in certain situations (see Mounting).

A Halftrack that is transporting a Gun pays 1/2 MP extra per hex entered.

Unlike other Vehicles, a unit being transported by a Halftrack may not be marked as Op Fire if the Halftrack only uses 1/3 or less of its MPs. Halftracks count 0 against the Operations Range and are always selected simultaneously with the unit they are transporting.

Example: Selecting a Halftrack transporting a Squad would count 1 against the Operations Range.

When selecting a Halftrack *transporting* passengers, the passengers must take a MC just like any other unit that is selected to be Used. Failure of a MC ends the turn of the Halftrack and the passenger (mark as Used). In a similar way, passengers must pass a MC for the Halftrack to continue if a Suppression result is received. CPs may be used by mounted units if allowed by the rest of the rules. If the Halftrack moves, then a Squad or WT in the Halftrack may Assault Fire at the end of the move and is marked as Used.

21.2 CONCEALMENT

A Halftrack/unit combination loses its Concealment in the same way as any other Vehicle would. If a Halftrack is un-Concealed any unit being transported also loses Concealment. Units cannot gain Concealment while in a Halftrack.

21.3 MOUNTING AND DISMOUNTING

A unit that is mounting or dismounting is considered moving. It must pass a MC (like any unit does before moving), can trigger Op Fire, and could possibly be considered moving in Open Ground.

A Gun may be dismounted from a Halftrack as the only action taken by both the Gun and the Halftrack before being marked Used. The Halftrack counter is removed from the board and placed in a separate pile from eliminated units. The Gun is marked Used. Guns may be given any facing when they are dismounted.

Squads and WTs may dismount a Halftrack only if the Halftrack has used less than or equal to 1/2 of its MPs (rounded down). If the Halftrack has used any MPs that turn, the dismounting unit may not move any farther. If the Halftrack has not used any MPs, the Squad or WT may use up to 2 MPs. As above, the empty Halftrack counter is removed from the board.

Units may dismount in the same hex as a friendly Vehicle since the Halftrack does not remain in the hex. Units may not dismount in the same hex as enemy units. Units may only mount a friendly Halftrack if allowed to by a Scenario Special Rule. A unit may mount a Halftrack only if the unit begins the turn in an Open Ground hex by itself and not adjacent to an enemy unit. A Halftrack is taken from the pile of those that have dismounted troops and the unit is placed on top of it in that hex. After mounting a Gun, the Gun and Halftrack are marked as Used (it may not move that turn). After mounting a Squad or WT, the Halftrack may use up to 1/2 of its MPs (rounded down) before they are marked as Used.

21.4 FIRING FROM HALF TRACKS

If a Gun is being transported by a Halftrack, it may not fire. Guns must be dismounted to fire. Squads and WTs may fire from a Halftrack normally. Additionally, WTs MAY Assault Fire if mounted in a Halftrack. Mounted Squads and WTs may fire in any direction.

21.5 FIRING AT HALF TRACKS

Infantry using their FP may only attack the unit being transported and do so at a -2 terrain modifier to their FP. ***This terrain modifier does not apply if the firing unit is adjacent or if the firing unit is two hexes away and at a higher elevation.*** As always, if more than one terrain modifier applies, only one can be claimed. Units in a Halftrack NEVER get the penalties for moving in Open Ground.

Guns, Vehicles, and Artillery may only attack the Halftrack and not the unit being transported. They attack the Halftrack in the same way that they would any other Vehicle.

A Squad armed with a SATW may choose to attack either the unit being transported or the Halftrack. If attacking a Gun or WT being transported, a Bazooka, Panzerschreck, or PIAT armed Squad within Range of the SATW would get +1 for attacking a known Gun or WT, -2 for the halftrack, and would use the second Casualty number of a Gun.

Infantry may Close Assault a Halftrack (they do not Melee the passengers, they Close Assault the Halftrack). Halftrack passengers may not fire within their hex.

If the Halftrack is destroyed for any reason, the passengers are eliminated. If the passengers are eliminated for any reason, then the Halftrack is also eliminated.

21.6 ROUT

Units in a Halftrack are considered under cover and therefore do not take Rout MCs for being in Open Ground. However, passengers in a Halftrack that are adjacent to the enemy do have to take a Rout MC. If this MC results in them having to Rout, then the Halftrack with passengers must follow the Rout rules. Once they are three hexes away from enemy units within LOS, the Halftrack may stop (the passengers will be in cover because of the Halftrack). The Halftrack still has to follow the movement rules for a Vehicle (it can not enter buildings or woods). It is possible that a Halftrack and its passenger would be eliminated for failure to Rout. Halftracks

that are transporting a Gun may Rout. The Gun is not eliminated in this case.

30.0 WEAPONS

31.0 MORTARS

Mortars are WTs.

Mortars have a minimum range of 2 hexes (they cannot fire adjacent). Some mortars have an unlimited maximum range, others have a defined range (e.g 2-12). This range cannot be extended.

Mortars (and Artillery) have different terrain modifiers than direct fire weapons when firing against Foxholes and Woods (airbursts - shells exploding in tree tops and raining shrapnel downward). See the Mortar column on the PAC.

Mortars may not fire from inside a building. Under some circumstances, Mortars may be able to fire at units that they cannot see. This is called Directed Fire. If the Mortar team can trace a LOS from the target to a hex that is **adjacent** to the Mortar team then the Mortar may fire by Directed Fire. This represents a spotter that is detached from the unit to direct the Mortar team's fire.

All Directed Fire receives an additional -1 to the FP for the attack (it is less accurate).

When Op Firing, Directed Fire can not be used against the moving unit until it enters its second hex. Mortars may Op Fire like any other unit (even using Directed Fire), but, since they may not fire adjacent, they can only use Final Op Fire by spending a CP to fire at a non-adjacent target.

32.0 ARTILLERY SUPPORT



It was quite common for units to receive support from Artillery pieces that were a significant distance away - off the game board. The fire usually came from a battery of guns all firing at the same target coordinates. This is represented in the game by Artillery Support and is listed on the scenario card.

CPs may **not** be used on Artillery (exception 3.0 - function 2). In addition to FP, each Artillery Support has two numbers - Accuracy and Proficiency.

To use the Artillery Support, the player must declare the hex that is to receive the fire. This hex must be in the LOS of at least one of his units that is not Fully Suppressed and is not in Melee. Similar to Guns, the player must roll less than or equal to the Proficiency of the Artillery Support. If used as Op Fire, there is a -2 (if American)/-3 (if German)/-5 (if Russian) to the Prof of the Battery. If the Artillery was marked Op Fire, there is a +1 to the Prof. These are the **ONLY** modifiers for any Artillery Prof Check.

- If the Prof Check is failed, mark the Artillery Support on the scenario card as Used. It can not be fired this turn.
- If the Prof Check is passed, place an Artillery Fire Mission counter in the hex selected.

Regardless of success or failure, the Artillery Support is marked as Used and counts as **THREE** units against the player's Operations Range. Each Artillery Support on the scenario card can only be used once per turn. If firing during Op Fire, the counter must be placed so that the area of effect includes the moving unit. Similar to Directed Fire from a Mortar, Op Fire Artillery can not be used against a moving unit until it enters its second hex. If the Prof Check was passed, the player then must make an Accuracy Check.

- If the roll is equal to or less than the Accuracy of the Artillery Support, the Artillery Fire Mission is executed in that hex.
- If the roll is above the battery's Accuracy, the fire mission has drifted from the selected location by one hex for each number above the Accuracy. The direction of the move is randomly determined by the roll of a 6 sided die. This is the new hex where the Artillery Fire Mission must be executed - even if it is on the player's own troops. An Artillery Fire Mission counter that is adjusted off board is removed and not executed this turn.

Example: If the Battery's Accuracy was 7 and a 9 was rolled, then the Fire Mission counter would be moved 2 hexes.

In either case continue with the sequence below:

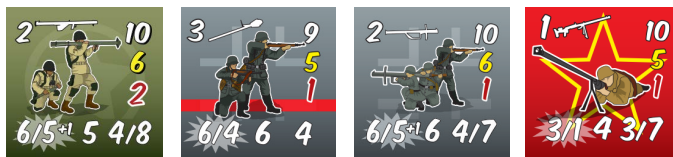
To execute the Fire Mission, the Battery's FP is used separately against the hex containing the Fire Mission counter **and** against **each** of the surrounding six hexes. It affects **ALL** units in those hexes - both Infantry and Vehicles.

Against Infantry and Guns resolve the attack in the same way as an Infantry attack. Against Vehicles, use the FP shown on the Artillery Support, but do not subtract the Vehicle's armor. Instead, add 1 to the FP if the Vehicle is open topped or unarmored and subtract 1 from the FP if the Vehicle's lowest armor factor is greater than 3. A roll equal to or less than the FP eliminates the Vehicle.

The Artillery Fire Mission counter remains in its hex until the end of the Operations Phase and will be executed against any unit that enters or mounts/dismounts in any of the seven affected hexes. If a unit enters more than one of the hexes, it will be executed against it in each hex it enters. Stationary units that were already attacked by the Fire Mission are not attacked again.

33.0 SPECIAL ANTI-TANK WEAPONS

These include Bazookas (U.S.), Panzerfausts and Panzerschrecks (German), ATRs (Russian), and PIAT (Commonwealth).



A Squad that is armed with a SATW functions as a normal Squad in all respects. When firing at an unconcealed Gun or WT within Range of the SATW, a Squad armed with a Bazooka, Panzerschreck, or PIAT may increase its FP by 1. The second (lower) Casualty number of the Gun is also used.

Panzerfausts were a one shot weapon that were commonly carried by most German Squads later in the war. German Squads marked with the Panzerfaust symbol may use them within the appropriate dates shown on the PAC. They may only be used versus Vehicles.

A unit using its SATW against a Vehicle may not use its normal FP against other targets and must take a special SATW Check. This is a MC where the Morale is modified by the unit's SATW number and other situations listed on the PAC. If this is not Assault Fire, this check replaces the Morale die roll the Squad would normally take in order to attempt to perform an action. A "Move" counter has no impact on the SATW Check.

If a Squad fails its SATW Check, it is marked as Used.

If a Squad passes this check, use the SATW FP against the appropriate armor of the target to determine if the Vehicle is eliminated. As with Gun/Vehicle fire versus Vehicles, a roll of a 10 is always no effect. There is no FP penalty against Vehicles if the Squad was using Assault Fire. The modifiers in "Gun/Vehicle Fire vs Vehicles" apply to SATW FP also.

SATWs may *not* be used as part of Final Op Fire and have no impact on Melee.

The FP and Range of the different SATWs varied over time as detailed on the PAC.

Example: A German Panzergrenadier Squad (SATW of 2) is two hexes away from a Russian tank with an armor factor of 8 that is marked with a Move marker. The German Squad is Suppressed (Morale of 6). The German player selects the Squad and decides to fire a Panzerfaust at the tank. To be selected for an action, it normally would have to pass a MC. Since it wants to use its Panzerfaust, it must pass a SATW Check instead. The modifier to the Morale is -4 (-2 SATW number; -2 Range). If the Squad rolls a 2 or lower, it passes this check and will roll for the destruction of the Vehicle (9 or less to destroy it: 22 FP - 8 Armor).

34.0 FLAMETHROWERS

Units armed with Flamethrowers have a small flame symbol on the counter to indicate they have a flamethrower instead of the normal Vehicle gun.



Flamethrowers are treated like any other Vehicle gun (a Proficiency Check may be needed, if their target hex includes both Infantry and a Vehicle they must choose which one is targeted, etc.) with the following exceptions for range and against vehicles:

Flamethrowers have a maximum Range of 2. When firing at a target at a Range of 2, the FP of the Flamethrower is halved (rounded up). When firing at Infantry and Guns, Fire Modifiers from Terrain and Situations are not used, except for the Conceal modifier. The PZIIIFL shown would have a value of 6 against an unconcealed Infantry/Gun at range 2 (or 11 at range 1).

When firing at a Vehicle, the target Vehicle's armor is ignored. The target is eliminated if the roll is equal to or less than the FP. When firing at a Vehicle that is open topped, +2 is added to the FP. No other modifiers are used.

35.0 STUKAS



Stukas are German ground attack aircraft. Each Stuka may only attack one time. Mistakenly attacking your own unit (see below) and attacking what turns out to be a Decoy, all count as an attack. After any attack the Stuka is removed from the game. Stukas are not considered on the board.

They do not spot for Artillery, affect Concealment, or impact Rout. Only one Stuka attack may be attempted each turn.

Example: If the Germans have three Stukas, only one may attempt to attack that turn. The other 2 Stukas would not be Used or count against the Operations Range that turn.

To attempt an attack, the Stuka selects any unit (one counter) that is not in a woods hex and not in Melee and rolls against the Stuka's Proficiency. If the roll is equal to or less than the Proficiency, the attack proceeds normally. If the roll is one greater than the Proficiency, the enemy player selects a new target within 5 hexes of the original. He may select a German target if it is available. If no German target is available then he must select another of his own units. A woods or Melee hex may not be chosen. If no other target is available within 5 hexes of the original target, then no attack is made that turn. If the Proficiency Roll is more than one greater than the Proficiency, then no attack is made that turn, but the same Stuka may attempt to attack in a future turn.

The first step of a Stuka attack is to remove all Conceal counters from the hex. Any Decoy markers are removed. Stukas attack only one unit in a hex (German's choice). However, at the conclusion of the attack, all Infantry and Guns in the hex gain a level of Suppression, in addition to any results suffered by the targeted unit.

When attacking Infantry or Guns, use the modifiers on the Stuka column of the Terrain chart. When attacking a Gun, use the (lower) Casualty number after the slash.

Example: A German Stuka attempts to attack a hex with both a Russian tank and a Russian Squad and chooses the tank. The Proficiency roll is a 7 which means that the Russian player may choose another target within 5 hexes. Three hexes away there is a German 50mm AT Gun and Squad that are both Concealed in Foxholes in the same hex. The Russian player, not knowing which is which, selects one of the units. Both units then lose their Conceal counter and he discovers that he chose the Gun. The Gun is attacked with 11 FP -2 for the Foxholes = 9 FP. The roll is a 6, which is 3 less than the FP so the Gun is eliminated. The Squad gains a level of Suppression. The Stuka is then removed from the game.

When attacking a Vehicle, like with Artillery, do not subtract a Vehicle's armor factor, but add 1 to the FP if the Vehicle is open topped and subtract 1 from the FP if the Vehicle's lowest armor factor is greater than 3. No other modifiers apply. Using or attempting to use a Stuka counts as THREE against the Operations Range. A Stuka may NOT Op Fire and may not be marked as Op Fire. However, a Stuka may be marked as Used. Doing so means that there will be no Stuka attack that turn, but does save the Stuka for use in a future turn.

35.1 JU-87G

There is a second type of Stuka, the JU-87G. It uses Stuka rules with the following differences. It must select a Vehicle as a target, and has no effect (including Concealment and

Suppression) on other units. It has an attack value of 8 versus Vehicles and is available next turn after making an attack UNLESS the 'To Kill' roll is 9 or 10 (out of ammo). Unlike other Stukas it can be used more than once in a game (although not more than once per turn) and multiple JU-87Gs may be Used in the same turn.

50.0 TERRAIN AND EFFECTS

51.0 WOODS AND BUILDINGS

On the game boards, stone buildings are grey, wooden buildings are brown. Both woods and buildings cost 2 MPs for Infantry to enter. Their impact on fire is given on the PAC.

52.0 OPEN GROUND

Any hex without terrain on the center hex dot is considered Open Ground. Op Fire and Final Op Fire (only) is increased when firing at Infantry or WTs moving across Open Ground, with the modifier dependent on range (e.g. +4 if within 4 hexes). This increase is not applied if there are any other negative terrain modifiers that would apply, like the -1 for firing uphill.

Example: A Squad firing at a unit moving in Open Ground 2 hexes away. The Squad would normally get +4 to its FP. If the target unit was at a higher elevation, the Squad would get a -1 modifier to its FP. It would also not get the +4 since there is a negative terrain modifier. If the firing unit was a Mortar WT, then there is no negative modifier for firing at a higher elevation and the Mortar would still get the +4 for a target moving in the open within 4 hexes.

53.0 ROAD

Roads are considered Open Ground. Units moving along a road expend fewer MPs (see PAC).

The following terrain is not needed for the training scenarios.

54.0 FORTIFICATIONS

54.1 FOXHOLES



A certain number of Foxhole counters may be given to a side at the start of a scenario. They can be placed during setup in any **non-building/non-bridge** hex anywhere within that side's set up area. Infantry and Guns in a Foxhole hex get only the benefit of the Foxhole and do not get a benefit from other terrain in the hex. When moving into and out of a hex with a Foxhole, units do not get the benefit of the Foxhole and may be considered moving in Open Ground. Use the other terrain in the hex. If units in Melee in a Foxhole hex are subjected to an Artillery attack, only the original occupants get the benefit of the Foxhole counter.

54.2 TRENCH

By special rule, a road can be used to represent a Trench. In that case, it is only a Trench and is NOT considered a Road. Trench hexes are treated exactly like Foxhole hexes except that a unit moving from one Trench hex to the next is NOT considered moving in Open Ground. A Trench has no impact on movement in any way and does not negate the movement rate of a non-Trench road that bisects a Trench.

54.3 PILLBOX

Pillboxes have a modifier of -3/-6 to incoming fire.

- Guns in a Pillbox automatically have a 6/5 Casualty Rating, but can only change facing by being 'Used' (without firing) to do so.
- The Backblast penalty (-2) applies to certain SATW fire from a Pillbox.
- If a Pillbox is part of a Trench hex, it is considered part of same as that Trench. Units may move between the Pillbox and the Trench without being considered moving in Open Ground.
- A Pillbox does not block LOS.

54.4 FORTIFIED POSITIONS

Fortified counters may be placed in Building hexes to represent fortified positions. Use the building outline for LOS purposes. A Fortification is the same as a stone building except:

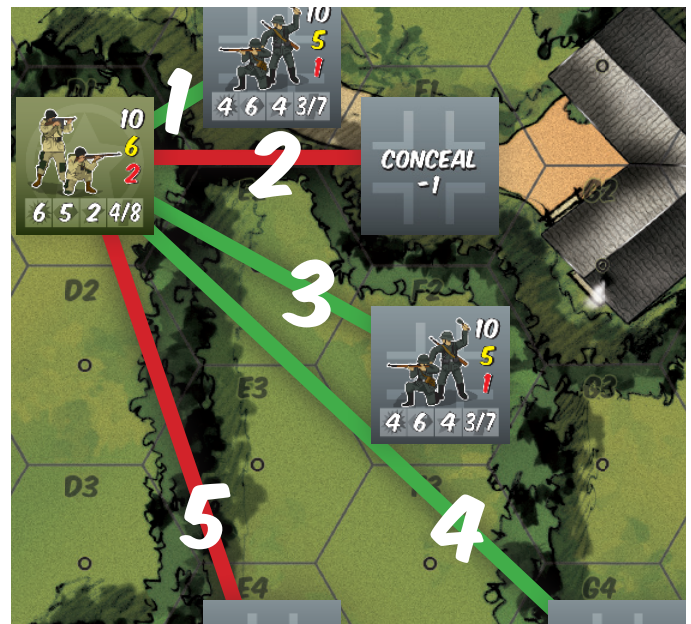
- It has a terrain modifier of -3
- An Unused Gun in a Fort may be Used to change facing.

55.0 HEDGEROWS

Hedgerows are large, thick hedges that were planted on top of earthen mounds. Hedgerows block LOS unless the firer and/or target is adjacent to the hedgerow. LOS directly along a hedgerow hex spine is blocked.

Fire at Infantry or Guns is reduced (-2) for a hedgerow only if the target is adjacent to the hedgerow and the fire attack passes through that hedgerow. This reduced FP applies even if the target is moving, and in that case, the hedgerow negates the moving in the open modifier. However, target units do NOT get the benefit of the hedgerow when they move into or out of a hex on the opposite side of a hedgerow from a firing unit. They may also be considered moving in Open Ground in that case. As long as two units on opposite sides of the same hedgerow are not moving, they BOTH get the terrain benefit of the hedgerow. A unit moving into or out of that situation loses that benefit.

Units behind a hedgerow do NOT get a positive terrain modifier against Artillery or Mortars. Because of this, if moving, they would



Hedgerow Example: All of the following are from the perspective of the American Squad.

- 1. There is a good LOS to the adjacent German Squad. If the German Squad was stationary, both Squads would get the +2 terrain benefit from the hedgerow. If the German Squad moved into the hex, it would be considered moving in Open Ground. Either way, any Conceal counter would be removed because the units are adjacent.*
- 2. The LOS is blocked because it is along a hedgerow hexspine.*
- 3. Good LOS and the Germans are in Open Ground.*
- 4. Good LOS and both the Germans and Americans get the benefit of the hedgerow.*
- 5. The LOS is blocked because it crosses a hedgerow hexside that is not adjacent to either the firer or the target. (D2/E3 hexside)*

also be subject to the moving in Open Ground penalty.

56.0 RIVER OR CANAL

Units may not enter River or Canal hexes, except at bridge hexes. Bridges are considered a road in all respects.

57.0 ORCHARDS

Orchards impact the entire hex where they are located, even the hexsides. The LOS only needs to touch any part of an Orchard hex in order to be impacted by that Orchard. If the firer and target are at different elevations, an Orchard hex's fire modifier applies wherever a Woods hex would block it.

Units within an Orchard do not receive a beneficial terrain modifier, but are never considered moving in Open Ground. Intervening Orchards do not block LOS, but for every 2 hexes of orchard which the LOS passes through (rounded up), not counting the firing hex or the target hex, Infantry fire gets -1 to its FP, Vehicles/Guns get -1 to their Proficiency, and SATWs get -1 to their SATW Morale. Intervening Orchard hexes do not impact Mortars or Artillery.

Orchard effects are in addition to other terrain modifiers. If a hex has been made an Orchard hex by Special Rule, ignore the original terrain in the hex. Orchards do not cause airbursts.

Example: A unit is in a Woods hex with three hexes of Orchards between the target and the firer. Infantry fire would receive a -3 (-2 for 3 hexes of Orchards and -1 for the Woods). Vehicles would have -2 subtracted from their Proficiency and would then have -1 subtracted from its FP if the Prof Check was successful.

Example: If the firer and target are in adjacent Orchard hexes and the target is moving, Infantry fire would be +3 (adjacent, no intervening Orchards, not moving in the Open Ground). Vehicle fire would have -2 to the Proficiency (Op Fire) and then have 0 added to its FP if the Prof Check was successful.

58.0 DIKE ROAD

If a road is designated in a scenario as a Dike Road, it represents an elevated road. Units in a hex with a Dike Road must be placed within the hex so it is clear on what side of the road they are on. All non-Mortar/non-Artillery fire traced across the Dike Road at a unit in the same hex as the Dike Road is subject to a -2 modifier. LOS is not blocked by the Dike Road. All non-Mortar/non-Artillery fire across a Dike Road at a unit not in the same hex as the Dike Road is subject to a -1 modifier.

Foxholes placed in the hex with a Dike Road apply to the entire hex. A unit in a Foxhole in a Dike Road hex gets only the terrain benefit of the Foxhole, not both. There are no extra MPs required for crossing a Dike Road. It acts as a road for movement in all respects.

59.0 HILLS

Most hexes are Level 0 (green). Some hexes are Level 1 Hills, Level 2 Hills, or Level 3 Hills (progressively lighter in color). Level 1 Hills are the same height as buildings or woods. Level 2 Hills are twice as high. A building on a Level 1 Hill is the same height as a Level 2 Hill.

Movement: Moving at the same elevation or moving to a lower elevation uses normal movement costs. Moving to a higher elevation costs extra (see PAC).

LOS: Units in a building or woods are at the height of the ground and not on top of the woods or building.

Example: A Squad in hex D5 (see the following example) is at Level 1 because the building is on a Level 1 Hill.

Terrain which is higher than both the firer and the target blocks LOS. LOS always works both ways.

Terrain which is at the same level as the firer or target blocks LOS from that unit to lower elevations.

Terrain at a lower elevation will create a number of Blind Hexes behind that terrain that can not be seen. This means that Level 1 terrain can be seen "over" by units on Level 2, but that there will be blind hexes when trying to see Level 0. The number of Blind Hexes is equal to one less than the distance from the Level 2 Hill to the Level 1 blocking terrain.

In the case of Level 3 Hills, the number of Blind Hexes is equal to one less than the distance from the Level 3 Hill to the Level 2 blocking terrain. If the blocking terrain is at Level 1, the number of Blind Hexes is equal to two less than the distance from the Level 3 Hill to the Level 1 blocking terrain.

Example: This is a section from Map 19.



- C6 is a Level 1 Hill. It can see C7, D6, E6 and other hexes at same elevation.
- C6 can not see E5. A building is normally Level 1, but this building is on a Level 1 Hill, making it a Level 2 obstacle.
- C6 can not see E7. C6 and D6 are both Level 1. Therefore D6 blocks LOS to all lower elevations.
- E3 is a Level 2 Hill. It can not see E6, C5 and other Level 1 Hills because LOS is blocked by the Level 2 hexes D3 and E4.
- E4 is a Level 2 Hill. It can see D4, D5, and E5 because they are at a lower elevation.
- E4 can not see C7. The building in D5 is also at Level 2, therefore blocking LOS to lower elevations.

- E4 can see C8. Although the building in D5 is Level 2, C8 is also at Level 2.
- E4 can not see E7, but can see E8. E6 is Level 1 Terrain. Since E6 is 2 hexes from E4, it creates 1 Blind Hex (E7).
- C8 is a Level 2 Hill. It can see both D7 and E7. D7 is a Level 1 Hill, but C8 is only one hex away. It creates (one less than one hex away) no Blind Hexes.
- If E6 had Woods on the Level 1 Hill, it would become Level 2 Terrain. E4 would not be able to see E8 or any other non-Level 2 Hills in that row.
- If E6 was Level 0 (green), but had woods in it, it would be Level 1 Terrain. E4 would then be able to see E5, E6 and E8. E7 would remain a Blind Hex because E6 was still Level 1 Terrain.

Fire Effects - Guns and Vehicles firing at a unit on a Hill from a lower elevation must take a Proficiency Check with a -1 modifier to their Proficiency

For Infantry fire, if the target is at a higher elevation than the firer, -1 to the FP. If the target is at a lower elevation than the firer, +1 to the FP. Artillery and Mortars are unaffected by elevation.

60.0 SMOKE



Smoke is only available by special rule. When available, it may be placed by Artillery. Proficiency and Accuracy die rolls are still needed. Everything about using the Artillery is the same except, instead of attacking the targets in the seven affected hexes, smoke is placed in all seven hexes. After placing or attempting to place Smoke, the Artillery is marked as Used.

Fire that comes out of, crosses any part of (including a hexside or vertex), or is at a target in a Smoke or Dispersed Smoke hex is impacted by the Smoke.

When impacted by Smoke, Infantry Fire gets a -1 modifier to FP and any target is not considered moving in Open Ground. If it is Dispersed Smoke, there is no modifier, but any targeted units are still not considered moving in Open Ground. Fire passing through multiple smoke hexes does not increase the penalty.

The modifier for Smoke is not a Terrain modifier and will not allow a unit to gain or retain Concealment.

Gun and Vehicle fire through Smoke always requires a Prof Check. There is a -1 modifier to Proficiency unless the Smoke is Dispersed. Likewise, non-Dispersed smoke reduces a SATW Check by -1. Artillery Fire is not affected by Smoke or Dispersed Smoke.

During the Recovery Phase all Dispersed Smoke counters are removed and then all Smoke counters are flipped to the Dispersed Smoke side. If Smoke is placed in a hex that already contains Smoke, no additional counter is placed in the hex. If it already contained Dispersed Smoke, the Dispersed Smoke counter would get flipped to the Smoke side. There will never be more than one Smoke/Dispersed Smoke counter in a hex.

60.1 SMOKE GRENADES

If a side is given Smoke Grenades, they may be used by any Squad. A Squad which is successfully Activated to move may place a Dispersed Smoke marker in its own hex or an adjacent hex at any point during its movement (but not after Assault

Fire, before Op Fire is resolved, or when occupying a hex with an enemy unit). The movement cost to place a marker in an adjacent hex is the same as if the Squad were to move into that hex from its current hex. Only one grenade may be placed per Squad per Activation.

61.0 MINES

By special rule an area of the map may be designated as having Mines. The first time during each of its moves that a Vehicle enters a Mine hex, and on every fifth hex thereafter (i.e 1st, 6th, 11th etc.) it must roll a die. On a roll of '1' it has struck a mine and suffers an Unconfirmed Kill result. Instead of being marked as an Unconfirmed Kill, a unit transporting passengers (like a Halfrack) and its passengers are eliminated. For Infantry, any hex costs a minimum of 1½ MPs in addition to hexside costs (hedgerow, elevation change, etc.).

If Mines are designated as Concentrated, then a Vehicle strikes a Mine on a roll of "1-2" and Infantry receive one level of Suppression at the end of any move in which they entered at least one Mine hex.

Mines in WW2 did not cause a lot of casualties. They did however, slow movement greatly. Their purpose was more to channel attacks and/or keep the enemy in the open longer to be killed by defensive fire. This rule is meant to represent that in a very simple fashion.

62.0 NIGHT

All night scenarios will have a Visibility Range in hexes. This is dependent upon the phase of the moon and the amount of cloud cover. Visibility Range is how far a unit can see without Illumination. Note that it is possible for an enemy unit to be within the Visibility Range of one friendly unit and be fired upon by that unit, while another friendly unit would not be able to fire at that enemy unit because it was outside of the Visibility Range.

A scenario may give a player a number of Illumination Round counters. These are one time use counters that may be placed anywhere on the board at a cost of one against that player's Op Range. All units in the same hex or adjacent to an Illumination Round are considered Illuminated. Illumination Rounds are removed during the Recovery Phase.

Note: Illumination Round counters are not included in Texas Arrows because none of the Texas Arrows scenarios use them.

During Night scenarios, units are impacted as follows:

- Any hex costs a minimum of 1½ MPs for Infantry and 2 MPs for Vehicles. This is in addition to hexside costs (hedgerow, elevation change, etc.).
- Units may only fire at targets that are within the Visibility Range or are Illuminated. Infantry may not fire outside of Normal Range and Vehicles/Guns may not fire at a range greater than 10 hexes regardless of Illumination.
- The Fire Modifier for moving in the Open Ground is +2 at a range of 1, +1 at a range of 2, and +0 at a range of 3 or greater.
- Vehicles must always pass a Prof Check with an additional -1 per hex of range (to a maximum of -4) before firing.
- An Unilluminated unit beyond the Visibility Range is 'out of LOS' for the purpose of fire attacks, gaining or losing Concealment, and Rout paths.
- A unit that fires loses its Concealment regardless of Visibility Range or Illumination (gun flashes).

- **Gun Flashes:** Whenever an Unilluminated unit fires, it may immediately be fired upon by ONE Unused unit not in Visibility Range of the firing unit (because of the Gun Flashes). This responding unit, if Unilluminated, may then be fired upon by ONE Unused unit not in Visibility Range of it. This interruption can continue indefinitely. Afterwards, the original firer may then continue with his Operations Phase. For a unit to be fired at in this way, it must be Unilluminated and the firer must be Unused, not marked Op Fire, and outside of the Visibility Range of the unit.
- Artillery and Mortar Spotters can only spot hexes that are within its Visibility Range or that are illuminated.
- An Unused, Concealed unit may be Used to regenerate a previously-removed friendly Decoy. The Concealed unit is marked 'Used' and the Decoy, also marked 'Used', is placed in the same hex. Stacking restrictions must be observed.
- *Example: A unit with a Prof FP of 3 is firing at an adjacent unit moving in the Open Ground. The Prof FP is increased to 4 because of adjacency. This is modified by +3 adjacent and +2 Open Ground for a total FP of 9.*

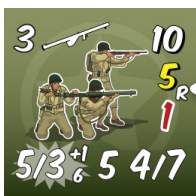
80.0 SUMMARY OF NATIONAL DIFF.

81.0 GERMANS AND RUSSIANS

Starting in 1942, all Russians and Germans that are in Melee against each other have their Morale increased by 1 during the Rout Phase.

82.0 AMERICANS

82.1 AMERICAN RELUCTANCE:



All non-elite American Squads (Airborne units are considered elite) are subject to American Reluctance. This is shown by an "R" next to their Suppressed Morale value.

If they take a Suppression (or Fully Suppressed) result mid-move, their move is immediately over (even if in transport) and they are marked as Used. The Squad does not get the opportunity to take a MC to continue its activation. If the Squad was attempting to Close Assault an enemy vehicle, the Close Assault attempt fails.

82.2 AMERICAN MELEE:

Many American Infantry units are marked with a subscripted FP number of one greater than their Normal FP. Similar to a WT, this represents their Melee FP.

90.0 OPTIONAL RULES

91.0 OPTIONAL 1: REVERSE MOVEMENT

Vehicles may move in reverse. They may only do this in a turn in which they do not move forward. A Vehicle moving in reverse must move into one of the two hexes defined by its rear armor. The cost to move into that hex is 4 times what it would have been had the Vehicle entered the hex using forward movement. The cost to change facing within a hex remains the same when using Reverse Movement.

92.0 OPTIONAL 2: UNCONFIRMED KILLS & CRITICAL HITS



UNCONFIRMED KILLS - When a SATW, Artillery, Gun or Vehicle is firing at a Vehicle that is not a Halftrack, it is possible for them to get an Unconfirmed Kill. If the roll to destroy the Vehicle is exactly what was needed to kill it or

one **higher** than what was needed, then mark the Vehicle with an Unconfirmed Kill counter. If this occurs during Op Fire or Final Op Fire, the moving Vehicle ends its turn and is also marked as Used. If this would cause the hex to be overstacked, the Vehicle is backed up along its movement path to resolve the overstacking. If a Vehicle is backed up off map, it is eliminated. An Unconfirmed Kill does not prevent a Vehicle from gaining or retaining a Move counter.

A roll of a 10 is always a miss, even if it normally would have resulted in an Unconfirmed Kill. While marked with an Unconfirmed Kill the Vehicle's status is unknown and therefore can not be used to spot for Artillery and does not trigger Rout Checks. If that Vehicle receives other Unconfirmed Kill results, Unconfirmed Kill counters are added accordingly.

The next time the owner of the Vehicle attempts to Use or Final Op Fire that Vehicle (which might not be until the next turn if it was already Used or if the Unconfirmed Kill happened during Op Fire), a die is rolled. On a 1-5, the Vehicle is destroyed (it does not count against the player's Operations Range). On a roll of 6-10, the Vehicle is undamaged. Remove the Unconfirmed Kill counter and Use the Vehicle normally. If more than one Unconfirmed Kill counter is on a Vehicle, each is rolled for separately. Any result of 1-5 will eliminate the Vehicle.

CRITICAL HITS - If a FP attack against a Vehicle results in a die roll of 1, and that is not enough to destroy or get an Unconfirmed Kill, then another attack against the Vehicle's armor is made with +6 added to the FP. If that roll is less than or equal to the new FP, then the result is an Unconfirmed Kill.

93.0 OPTIONAL 3: FLANKS



With this optional rule, the orientation of a Squad or WT is important. They are aligned in a hex in the same way as a vehicle with the top of the counter indicating the direction that it is facing. In the above example, all hexes in front of the black line (stretching out to an infinite length) are considered part of the unit's front. All hexes behind the black line are part of the unit's flank. Units within the same hex may have different orientations. A unit that fails its MC or SATW Check, when selected to be moved or fired, can not change its facing.

UNITS WITHOUT A FLANK - A unit that is moving, Routing, in a Halftrack, or Concealed does not have a flank. All fire against it is considered to be from the front. A Concealed unit still retains its facing under the Concealment counter (units just don't get a flank bonus when firing at them). A moving or Routing unit may adopt any facing at the end of its move, including when it is forced to back up (after Close Assault, after failing a MC during a move in a fully-stacked hex, etc.).

FIRE FROM A UNIT - A unit may only fire at targets in hexes to its front. If a unit wishes to fire at a unit not currently in a front hex, it must change its facing. This is not considered movement and would not trigger Op Fire.

A unit that fails the MC needed to move or fire does not get to change facing. A unit that changes facing to fire has its FP reduced by one. If this occurs during Op Fire or Final Op Fire, the unit has its Proficient FP lowered by one. The Proficient FP is not lowered by one during Assault Fire as the facing change is considered part of the movement.

There is no penalty to a SATW Check when a Squad wants to change facing to fire a SATW at a Vehicle. If it fails the SATW Check, however, it does not change facing. A Weapon Team that is marked as Used may not change its facing to Final Op Fire. Facing has no impact on spotting for Artillery.

FIRE AT A UNIT - When Direct Fire (not Mortars or Artillery) at a Squad or WT comes from one of the hexes to the flank of the unit, the FP of the firing unit is increased by one.

MELEE - When a unit enters Melee through one of the four flank hexes of a defending unit, a Flank counter is placed on the attacking unit. If there are two enemy units in the hex, the Flank counter is only earned if entering through a Flank hex of both units. A unit with a Flank counter gets +1 to its FP during the Melee Phase. Flank counters are removed during the Recovery Phase even if units are still in Melee. Units may not change facing while in Melee.



94.0 OPTIONAL 4: SUSTAINED FIRE



An unused MG WT may choose to use Sustained Fire when firing. If it does so, it places a Sustained Fire counter on itself (in addition to the Used counter). It also places a Sustained Fire counter in the target hex and in one additional

hex. The additional hex chosen must be adjacent to the original target hex, must be in the LOS of the MG WT, and must be in its Front if playing with Optional Rule 3: Flanks.

That MG may Final Op Fire at all units that enter either of the target hexes marked with a Sustained Fire counter. It may no longer Final Op Fire in hexes adjacent to itself (unless that hex is also marked with a Sustained Fire counter) and may not use a CP to Final Op Fire at any other target. The Sustained Fire counters are removed at the end of the Operations Phase. If playing with Optional Rule 5: Combat Events, and the Used counter is taken off of this WT, the Sustained Fire counters are also removed. The counters are also removed if a unit enters Melee with the MG WT or the WT is eliminated.

If the MG fails a MC when firing at a hex marked with a Sustained Fire Counter, there is no other penalty. As with normal Final Op Fire, the MG can try to fire again if a unit enters a hex marked with a Sustained Fire counter.

95.0 OPTIONAL 5: COMBAT EVENTS

This rule allows for unexpected events to occur during combat. Whenever a Squad or WT rolls a 1 when firing on another unit during the Operations Phase, there is the possibility of a Combat Event. MCs and SATW Checks cannot trigger a Combat Event, but a roll against the SATW FP could. The effects of the original roll are resolved normally.

Afterwards, an additional roll is made and on a roll of 1 or 2 a Combat Event occurs (3-10 is no effect). If the result was a 1, then the player whose unit made the roll must roll on the following table. If the result was a 2, then the other player rolls on the table. If the entry in the table gives a choice, the player rolling on the table makes that choice. However, a choice must be made (if possible). This means that the person choosing the results of an event may have to do something that is detrimental to him. Apply the effects immediately.

Combat Event Table	
Roll	Combat Event
1	The unit that made the roll OR one unit being fired upon/attacked is Reduced if an Infantry unit, destroyed if a Gun, and is marked as an Unconfirmed Kill if a Vehicle.
2	Pick one unconcealed Squad and Reduce it.
3	Pick one Reduced Squad and flip it to its Full Strength side. It retains any Suppression.
4	Pick one Squad that has been eliminated and place it on its Reduced side with a lone Squad of the same nationality. If no lone Squad is available, it may not be placed.
5	Remove 2 Concealment Counters.
6	Add a Concealment Counter to 2 unconcealed Squads or WTs that are in a hex that gives them a beneficial terrain modifier and not adjacent to an enemy unit.
7	Mark 2 Squads or WTs as Used.
8	Remove Used and/or Op Fire counters from 2 units (not Artillery or Stukas). If one or both of these counters are removed from a side that had previously finished using units for that turn, play reverts to that player immediately after the unit which triggered the roll finishes its action. The player must then use those units. Ignore the Operations Range in this case.
9	Gain 2 CPs. Unlike normal CPs which are replenished each turn, these are one time use only. Use CP counters from a nationality not involved in the scenario to represent them.
10	Choose one event from this table.

98.0 RECOMMENDATION FOR SOLO PLAY

The Decoy units in the game can cause minor difficulties for solo play. When playing solitaire, first set up all Guns and Vehicles normally and cover them with Concealment counters if allowed. Possible Unit counters are represented by a Concealment counter with no unit underneath. Place one Possible Unit counter on the board for each Infantry unit and

Decoy. The Infantry units and Decoys represented by those Possible Unit counters are placed in a cup.

Any time the defending side wants to use a Possible Unit, assume that there is a unit there, find it in the cup, and replace the Possible Unit counter with the unit.

Any time a Possible Unit receives a Suppression result or would be revealed by another method, draw a counter randomly from the cup. If it is a Decoy counter, then there is no unit there. Remove the Decoy and Possible Unit counter. If a real unit is drawn, place that unit in the hex.

Using this method there is the added benefit to the defense of being able to put a unit where you want it mid scenario, but you can end up drawing a Decoy counter where the defense would dearly love to have a unit. There is some incentive when playing defense to activate a unit earlier so that you can insure that the MG is in a certain spot, for example.

99.0 EXTENDED EXAMPLE OF PLAY

Board 20, 2 Germans, 1 German Decoy and 5 Russians. Each side in this example has 1 CP, an Operations Range of 1-2, and the Russians move first (Figure #1).

1st Operations Phase – Russian:



The Germans could spend their CP to do something first, but decline. The Russians have to use 1-2 units and the Squad in F7 fires at the Decoy (unknown to him) in G5. With a Morale of 10, no MC roll is needed. The FP is 6, halved because of long range down to 3 (the Submachine Gun squads only have a range of 2) -1 (target is Concealed), -1 (target is in a Wood Building) = a FP of 1 for the attack. The Russian luckily rolls a 1 and gets a Suppression result. The Conceal counter is removed, revealing a Decoy, which is also removed and the Russian Squad is marked as Used. The Russian player decided to use another unit and moves one of the Squads in H6 into H5. Before he can move any farther, the German announces that he is going to Op Fire and removes the Conceal counter from the unit in F5. This is Op Fire so the Proficient FP of 5 is used. The German could spend his CP to increase this by one, but chooses not to. The FP for the attack is 5 +4 (moving in Open Ground 2 hexes away) = 9. The German rolls a 3, which is 6 lower than his FP. The Russian

Squad is Reduced and takes 2 steps of Suppression. Had he rolled a 2, the Russian Squad would have been eliminated. The German Squad is marked as Used. The Russian Squad would like to continue moving, but now must pass a MC because it took effective fire mid move. He fails (he needed a 1) and the Squad is marked as Used. He could have spent his CP to reroll the MC, but declines. Having Used 2 units, he can perform no other actions and the Operations Phase passes to the Germans.

Operations Phase Germans : The Germans must use 1-2 units. The two Russian units in G7 make a tempting target, but he decides to sit tight and marks the unit in E6 as Op Fire (Figure #2).



Operations Phase Russians Again : The Russians once again have to use 1-2 units. They fire one of the Squads in G7 at the revealed German Squad in F5. FP is 6 -2 (Stone Building) = 4. The Russian again rolls a 1, but this only results in a Suppression of the German Squad. Next the Russian moves his Squad in H6 into H5 with the Reduced Squad. The German player elects to spend a CP and Final Op Fire the Squad in F5. Normally, Final Op Fire is only allowed in adjacent hexes, but spending a CP allows a unit to do it within Normal Range. Since it is Suppressed, it must pass a MC and fails (it needed a 6 or lower). The unit is marked with a CP counter (which was spent to no effect since it failed its MC). The Russian unit continues to G5 and the German unit may again Final Op Fire (since the Russian is adjacent). This time the German passes its MC. Proficient FP of 5 is increased to 6 because the unit is adjacent. The FP for the attack is then 6 -1 (Wood Building) +3 (adjacent) -2 (Final Op Fire) = 6. The roll is a 2, which reduces the unit and gives 2 steps of Suppression. The Russian player must take a MC (needs a 1) and this time passes! He originally had planned to move the unit into Melee with the German (which would have used the last of its 5 MP), but decides against doing so with a Fully Suppressed unit. He instead Assault fires at the adjacent German. Prof. FP of 3, -2 (Stone Building) +3 (adjacent) = 4. Unfortunately he rolls a 5 and misses. Had he spent a CP to increase his Prof. FP, it would have been another step of Suppression on the German.

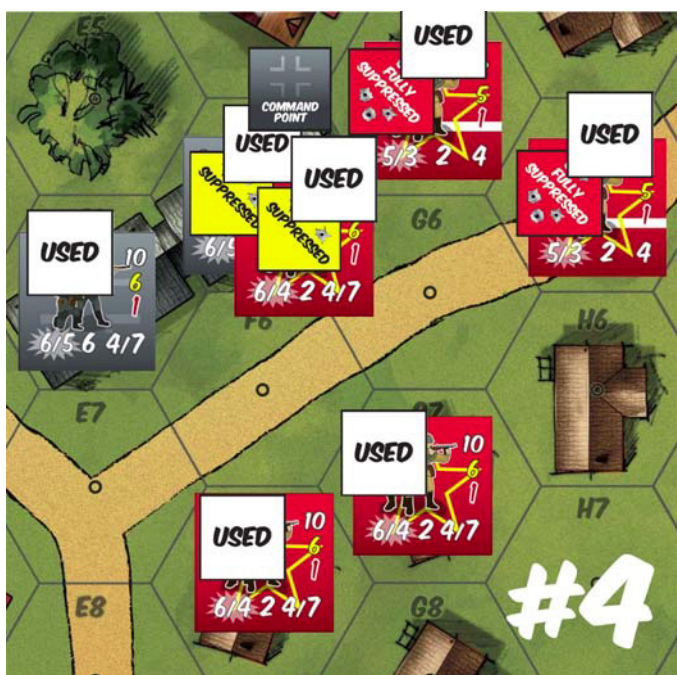
Operations Phase Germans Again: The unit marked Op Fire



may not be selected for an action and so the turn passes back to the Russians (Figure #3).

Operations Phase Russians Again:

The last Russian Squad moves from G7 into G6. The Suppressed German Squad again attempts Final Op Fire, but rolls a 7 and fails its MC. The German then removes the Conceal marker in E6 and fires that Squad. The Prof. FP of 5 is increased to 6 because the unit is marked Op Fire. Even if the Germans had another CP this could not be increased any further because the Prof. FP can never be increased above the Normal FP before the application of terrain modifiers. FP of 6 +4 (moving in Open Ground) = 10. The German rolls a 9, resulting in a Suppression. The Russian must pass a MC to keep moving (needs a 6) and does. This time he moves into Melee with the Squad in F5. All units have been Used and this concludes the Operations Phase (Figure #4).



Rout Phase : Because the Russian player moved first, he must conduct his Rout Phase first. The only Russian unit that must pass a Rout Phase MC is the one in Melee. The Squad in G5 does not have to because the German it is adjacent to is in Melee. The unit in H5 does not have to (even though it is in Open Ground) because the German in E6 does not have LOS to it. The Russian Squad in Melee rolls a 7 and fails! However, the Russian player saved his CP and decides to spend it now to reroll this check. This time he rolls a 5 and passes. The German player now must conduct his part of the Rout Phase and his unit in Melee rolls a 9 and fails the MC. With no CPs left, the result must be accepted. The unit is forced to Rout out of the hex. Since there are no German units remaining in the Melee hex, this Routing unit will immediately be adjacent to a Russian unit not in Melee and so is eliminated.

Melee Phase : There is no Melee Phase because one of the sides in Melee died in the Rout phase. It is important to think of the Rout phase as almost part of Melee. Because of the Suppression that the Germans were under, it just turned out to be a very one sided combat and they were eliminated before they could fire. If they had both survived until Melee, both Squads would have rolled two dice and delivered one casualty reduction for each result less than or equal to their FP.

Recovery Phase : The Used markers are removed, all Suppression markers are reduced by one step, and the turn marker is advanced on the scenario card (Figure #5).



100.0 GLOSSARY AND INDEX

Accuracy Check 32.0 A die roll made against an Artillery Accuracy rating. A failed Accuracy Check will cause the artillery fire to drift in a random direction a number of hexes equal to the amount by which the Check was failed.

Artillery 32.0 Off-board gun support.

Assault Fire 5.1 6.0 Fire performed after a unit moves. Uses Proficient Firepower value.

Casualty Rating 2.1 6.2, 8.0 A value on a unit indicating its ability to absorb Fire attacks before Reduction or elimination.

Close Assault 20.9 21.5 An Infantry attack against a vehicle in its hex using a single roll against its Melee Firepower.

Combat Events* 95.0 Special events that may occur on a Firepower roll of "1" (by Optional rule only).

Command Points (CPs) 3.0 20.0, 20.7, 32.0 Special counters that may be given to each side in a scenario. They may be used to perform special actions and are refreshed at the end of each turn.

Conceal 15.0 4.1, 20.1, 20.5, 21.2, 35.0 A counter that indicates a unit is hidden from enemy view, reducing enemy Firepower by 1.

Critical Hit* 92.0 An ineffective Firepower attack with a result of 1 against a vehicle, which leads to a second Firepower roll with +6 to the Firepower to attempt an Unconfirmed Kill (by Optional Rule only).

Declared Retreat 5.2 A Movement action used to more easily pass a Suppressed unit's Morale Check. Units declaring Retreat get a temporary +4 modifier to their Morale but must follow Rout restrictions.

Decoy 15.0 4.1, 4.3, 16.0, 35.0 A concealed "fake" unit.

Direct Fire 6.0 11.0 All Fire attacks from units other than Mortar WTs and Artillery.

Directed Fire 31.0 6.1, 14.0 A special Fire attack performed by Mortar WTs at units to which they do not have direct line of sight.

Final Op Fire 10.0 3.0, 20.7 An Op Fire action available to units that have already been marked as Used for the current turn. Usable only at a range of 1 hex unless a CP is spent.

Fire Attack 6.0 20.4, 20.5, 20.6, 20.7, 20.8 An action units may select during the Operations Phase. For Infantry, one die is rolled against the attacking unit's Firepower, which is compared to the target's casualty rating after modifiers are applied. Regular Fire, Op Fire, Final Op Fire, and Assault Fire are all types of Fire attacks that may be performed.

Firepower (FP) 2.1 A set of numbers on each unit representing its ability to inflict damage. On Infantry, the first number is its Normal Firepower used for most attacks, and the second number is its Proficient Firepower. On Guns and Vehicles, the first number is used against Vehicles while the second is used against Infantry and Guns.

Firing Arc 20.4 20.7 The area extending outward from the two hexes a Vehicle or Gun is facing. These units may only fire at targets in their Firing Arc.

Flanks* 93.0 The sides of an Infantry unit, which are more vulnerable to Firepower and Melee attacks (by Optional Rule only).

Gun 20.2 20.4-8, 21.3, 21.6 A unit representing a piece of on-board artillery and its operating crew.

Halftrack 21.0 An armored transport Vehicle used for moving Infantry or Guns around the board.

Line of Sight (LOS) 14.0 6.1 The invisible line between two opposing units, indicating whether or not they can see one another for purposes of Concealment, Rout, and Fire attacks. Terrain in intervening hexes may block Line of Sight.

Melee Phase 12.0 1.0, 20.8, 20.9 The third phase of a turn, in which opposing units in the same hex have Melee combat.

Morale Check (MC) 7.0 A die roll made before a unit performs an action. It must roll equal to or less than its current Morale value or it is immediately marked Used and fails to perform the action it was attempting. Units with a Morale value of 10 automatically pass (no Check is required).

Mortar Unit 31.0 2.0 A WT unit representing a small group of troops operating an indirect fire mortar weapon.

Mounting/Dismounting 21.3 The act of boarding or unloading troops from a transport. Infantry and Guns dismounting face movement restrictions, and units normally cannot Mount except by special rule.

Move Counter 20.3 A counter used to mark Vehicles after they move to a new hex, making the Vehicle harder to hit. These are removed only when the Vehicle is selected for an action on the following turn.

Movement 5.0 14.0, 15.0, 20.3, 21.1 An action Infantry and Vehicles may select during the Operations Phase. Moving units may be subject to Op Fire.

Op Fire (Attack) 9.0 4.3, 20.3, 20.4, 32.0 An action a player may select for a unit during the Operations Phase. This action interrupts the Movement of the opposing player's unit, which must receive a Fire attack from the unit performing Op Fire. This attack uses Proficient Firepower and is subject to applicable modifiers. Units do not need to be previously marked Op Fire to select this action.

Op Fire (Declaring) 4.3 9.0, 20.3 An action a player may select for a unit during the Operations Phase. When declaring Op Fire, a unit is simply marked with an Op Fire marker, indicating it is delaying its Fire action until it is able to interrupt an enemy's move with an Op Fire Attack.

Open Ground 52.0 9.0, 11.0 Terrain that does not provide any beneficial modifiers against enemy Fire attacks or block Line of Sight.

Operations Phase 4.0 1.0 The first phase of each turn, wherein the opposing sides take turns activating units as allowed by their Operations Range. The Operations Phase ends when all units have been activated.

Operations Range 4.1 4.0, 20.0 The range of units a player must activate during the Operations Phase before passing control to the opponent, as specified on the Scenario Card.

Proficiency 20.2 20.3, 20.4, 32.0, 57.0, 59.0, 60.0 A value on Guns, Vehicles, and Artillery representing how well their crews can perform difficult tasks, such as Op Fire, Fire at longer range, firing after moving or turning, firing at a Vehicle with a Move counter, and firing through Smoke or at higher elevation.

Proficient Firepower 2.1 3.0, 9.0, 10.0 A reduced Firepower value utilized when an Infantry unit attempts more difficult Fire attacks, such as Assault Fire and Op Fire.

Range 2.1 6.0, 6.1, 31.0 A value on a unit's counter that indicates how far it can perform an attack, measured in hexes. Some units can fire up to twice their normal Range at the cost of half their Firepower.

Recovery Phase 13.0 1.0 The final, "clean up" phase of a turn.

Reduction 8.0 6.2, 11.0, 12.0 The act of flipping a unit to its Reduced side and applying Full Suppression. When a unit is hit by a Firepower attack such that the die roll plus its first Casualty number is less than the opponent's Firepower, or when it takes a hit in Melee, it is immediately Reduced and Fully Suppressed.

Rout Phase 11.0 1.0, 20.2, 21.6 The second phase of a turn, wherein Infantry and Gun units adjacent to an enemy, sharing an enemy's hex, or within 5 hexes and in LOS of an enemy unit not in Melee must pass a Morale Check. Failing units must move toward cover without moving adjacent to an enemy or closer to an enemy.

SATW 20.9 2.1, 57.0, 60.0, 92.0, 93.0 Anti-armor equipment carried by certain Squads.

Squad 2.0 20.9 One of two types of Infantry units, the other being WT's. Represents 10-15 men and has 5 MPs.

Stacking 2.0 20.10 A limit imposed on how many friendly units can end a turn in one hex: two Infantry units, one Gun and one Infantry unit, or one Vehicle and up to two Infantry.

Suppression 7.0 5.0, 6.2, 9.0, 13.0, 20.2, 20.8 The measure of how responsive a unit may be once it has taken effective Fire attacks. Units may be Unsuppressed, Suppressed, or Fully Suppressed, and have different morale values for each state.

Sustained Fire* 94.0 A special MG WT Fire attack that allows it to use Final Op Fire in two adjacent hexes in its LOS (by Optional rule only).

Unconfirmed Kill (UK)* 92.0 61.0 A marker placed on a Vehicle to indicate that it may or may not have been destroyed (by Optional rule only).

Units 2.0 20.1, 20.6 All on-board counters representing soldiers, armor, batteries, and other resources used in a battle. Units include Infantry Squads, WT's, Vehicles, or Guns.

Used 4.2 A marker placed on a Unit after it performs or attempts to perform an action during the Operations Phase. These are removed during the Recovery Phase.

Vehicle 20.0 A unit representing a tank or a Halftracks.

Weapons Team (WT) 2.0 2.1, 5.0, 12.0, 20.9, 21.0, 21.1, 21.3, 21.4, 21.5, 31.0 One of two types of Infantry units, the other being Squads. WT's may operate Mortars or Machine Guns as shown on their counter. WT's have 4 MPs, lower Melee Firepower, and may not usually Assault Fire.

CREDITS

Game Design: Jim Krohn

Gameboard Art: Michael Evans

Counter Art: Brandon Pennington and Christopher Ono

Game Component Layout & Designs: Sean Cooke

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