

# Battalion Combat Series:

## v2.0 Series Rules

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### Introduction

The *Battalion Combat Series (BCS)* is a simulation of grand tactical warfare from the advent of mechanized armies in the late portion of World War I to the present.

It was created to show that warfare at this level has its own distinct nature and behaviors. A level wedged between tactical and operational warfare. It is neither a large scale version of one, nor a small scale version of the other.

*BCS* attempts to find the best balance between simulation accuracy and playability and not compromise either unduly.

Doug Fitch's *Primer* article on page 11 and Lynn Brower's *Read this First* article on page 8 of the Support Book are great ways to start.

Enjoy & thank you for your gaming!

*Dean*

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## 1.0 Basics

**1.0a Scale.** Most units are Battalions. A hex ranges from 1 km to slightly over 1 mile, depending on the needs of the game. One game turn represents one day of actual activities. Game Rules will state that game's exact ground and unit scales. Note that there is no concept of "Morning" and "Afternoon" associated with "Initial" and "Second" Activations.

**1.0b The Series Rules.** Each BCS game contains both Series and Game rulebooks. The Series Rules contains rules applicable to *all* series games. The Rules booklet concentrates all the series rules in a format that follows the Sequence of Play as much as possible. It also includes the master Series Index. Two special characters are used:

- ◇ The Diamond is a bullet point list, but not a list of specific requirements or restrictions as is the case with the Check.
- ✓ The Check indicates a list of requirements or restrictions.

**1.0c The Game Rules.** The Game Rules give the details needed for a specific game, including special rules, scenarios, and set-up information. Where the Game Rules and the Series Rules disagree, the Game Rules **including** Scenario and Set Up instructions take precedence.

**1.0d The Support Booklet.** The Support booklet includes the main Designer's Notes, the larger examples of play, and the more extensive commentary originally included in the main rulebook as well as the Charts and Tables that are only needed on less common occasions.

**1.0e Map.** Every fifth hex row is numbered, but hex numbers count all the hexes. So, B21.32 is the 21st hex column, two hexes above the .30 hex row on Map B. Only hexes with half a hex or more showing are playable. Units cannot conduct Off-Map movement. Retreating Off-Map is allowed (5.5h). The player can retain Reinforcements Off-Map until he chooses to have them enter.

**1.0f Setup Notes.** The Game rulebook contains setup information for the various scenarios presented. Except as amended in the Game rulebook, always apply the following:

- ◇ "w/i X" always means at or within X hexes.
- ◇ Units can set-up anywhere within a zone specified to **include** its boundary lines, provided no unit starts in a hex they could not enter during movement.
- ◇ Units can set-up on either counter side, as restricted by terrain.
- ◇ If a number is shown in brackets, such as [3], it is the unit's current available Steps. If no value is given, the unit starts at full-strength.
- ◇ If a unit is listed as 'in Support' you can place it near the HQ or Off-Map as desired and give the HQ the appropriate Support marker. Units only start in Support if listed as such in the set-up.

**1.0g The First Turn.** Modify the first phases of every scenario:

- ◇ The scenario specifies the First Player for the first turn and might list other times where the First Player is designated. On all other turns, make the normal dice roll to determine the First Player.
- ◇ The Weather may be pre-determined.
- ◇ Roll for Weather and Air Points normally if not pre-determined by the scenario.
- ◇ Do not roll for Replacement Points.
- ◇ There is no Assignment Phase.
- ◇ Orders (optional) can be freely assigned on the first turn, except that any Formation listed in the set up in Prepared Defense must remain that way at least until Turn Two.
- ◇ A Formation listed as "Done" in the set-up may **not** Activate during the first turn. Set its Formation Activation marker aside for the next turn.
- ◇ A Formation listed as "Used" in the set-up **must** attempt a Second Activation during the first turn.

## 1.1 UNITS

Units are any counter in play that is not any type of game marker (e.g. Arty or Air Point markers). HQs, Combat Trains, and Support units are considered units, even though they have special requirements and representations that are different from, say, a run-of-the-mill Infantry unit.

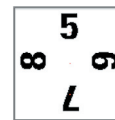
**Important:** The *Unit Capabilities Chart* provides a list of each unit type's available functions.

### 1.1a Unit Values.

- ◇ **Assault Arrow:** This symbol is used to identify units as Attack-Capable. Only Attack-Capable units can be the "Attack unit" in a regular Attack.
- ◇ **Movement Allowance:** A unit's Movement Allowance or MA is the maximum available number of Movement Points (MPs) available.
- ◇ **Movement Class (MA Class):** The number's color shows the unit's MA Class on that counter side. A Red MA is Tactical, a Black MA is Truck, and a White MA is Leg.

**Design Note:** These are the same as their OCS predecessors, except 'Tactical' has replaced 'Tracked' as Armored Cars are included.

- ◇ **Armor Value & Range:** Rated by vehicle and gun. Vehicles have only one number. Range is assumed to be one hex, if no value is printed.
- ◇ **Action Rating:** A rating from 0 to 5 (best) representing a unit's leadership, training, morale, and the unit's other soft qualities.

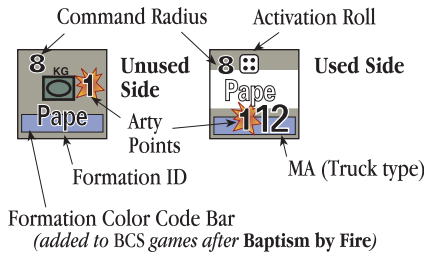


**1.1b Steps.** "Steps" measure unit resilience; they are the number of losses a unit can absorb and remain effective. Units are rated for their size and organization.

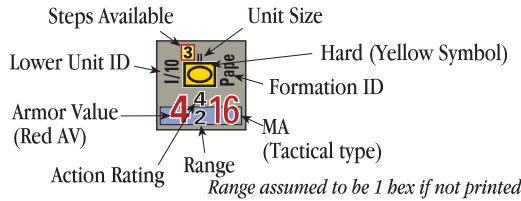
- ◇ The printed Step value on a unit is its full-strength. A unit can never obtain more steps than this number. Any unit without a Step Loss marker is assumed to be at full-strength.
- ◇ Place a Step Loss marker under a unit that has suffered losses, set with the number facing the same way as the unit indicating its **remaining** steps.
- ◇ Rotate and/or flip the marker as needed to show the current steps available when losses or rebuilds occur.
- ◇ When a unit's steps available becomes less than 1, send it to the Dead Pile.
- ◇ There are no other step loss effects beyond the unit's eventual removal.

# Unit Key

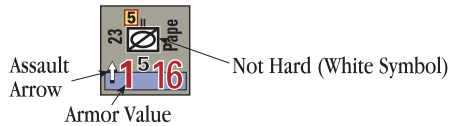
## HQs



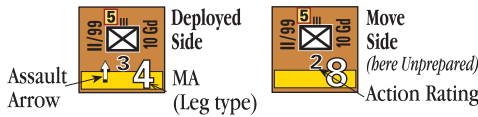
## AV Units



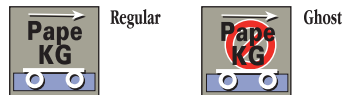
## Dual Units



## Infantry Units



## Combat Trains



## Markers

	Prepared Defense		Step Loss (5 remaining)		Game Turn
	Objective		Coordination		Activation Marker
	Double OBJ		Traffic <i>Old version said "Stopped"</i>		Weather <i>(one of several possible types)</i>
	Red Support		2 Arty Asset Points		Formation Activation Marker <i>(Higher Formation for historical information)</i>
	Limited Support		2 Air Points		Urban Hex Control Marker <i>(Here Soviet Control)</i>
	Stand Off Support		Recon Screen		March OBJ
	Dropped Support		Leader		Naval Bombardment
	Temporary Dropped Support		Locked Formation		Fort
	Fresh Fatigue		Blown Bridge		Mines
	Fatigue Level 2		Bridge tried and did not blow.		Minefield Breach
	MSR Blocked Level 1		Bridge Not Open		Wire Breach

All unit and marker types are not necessarily in every BCS game, only those actually needed. Specific games may require additional specialty items.

## Types and Special Symbols

### AV Types

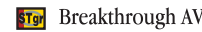
- 4** Red AV
- 3** Limited AV
- 5** Stand Off AV
- 0** Light AV

### Movement Classes

- 16** Tactical (TAC) MA
  - 8** Leg MA
  - 12** Truck MA
- ← Background colors on the key are representative only

### Unit Sizes

- |     |                               |
|-----|-------------------------------|
| I   | Company                       |
| II  | Battalion                     |
| KG  | Kampfgruppe                   |
| TF  | Task Force                    |
| Tm  | Team                          |
| Grp | Group                         |
| III | Regiment                      |
| X   | Brigade                       |
| XX  | Division                      |
| XXX | Corps                         |
| (-) | Portion of the larger command |
| (+) | Reinforced Unit               |



### Unit Symbols

	Infantry		Armor or Pz		PzJg I
	Motorized Infantry		Tiger		Tankette
	Arm Inf or PG		Josef Stalin Hvy Tank		AT
	Abn Infantry or FJ		Josef Stalin AG		102mm Guns
	Mtn Infantry		Light Tank		90mm Guns
	Marine		Tank Destroyer		88mm Guns
	Glider Inf		Soviet SP Gun		AA Weapons in Ground Mode
	Amphibious		Jagdpanzer		Arm AA
	Commando		Jagdtiger		Cavalry
	Ski Troops		Marder		Arm Recon
	Voraus		StuG		Motorcycle Infantry
	Bicycle		Sturm-tiger		Motorcycle Recon
	Machine-Gun		Brummbär		Arm Car
	Police		FKL Tiger		Engineer
	Ost		Flame Throwing Tank		Abn Engineer
	Ersatz		Matilda		Arm Engineer
	Ad Hoc Unit		Valentine		Pioneer

Oasis Special Desert Troops    Assault Engineers

**1.1c Unit Counter Sides.** Most unit counters have two printed sides. The distinguishing feature between them is the Movement Allowance. The side with the lower MA is called *Deployed* or *Deployed-side*. The side with the higher MA is called *Move* or *Move-side*.

If a unit has only one printed side, it is assumed to be showing its *Move-side*.

The side printed on the physical counter's front will be the side most used.

**Important:** The side currently showing defines that unit's capabilities using the *Unit Capabilities Chart*.

**Design Note:** Many will note the similarity between the 'sides' concept here and the 'Modes' as shown in the *Operational Combat Series*. What I've done here is a bit looser than the OCS Mode structure and I wanted what the side shows to be different depending on the unit type involved, some of which aren't really a 'mode' in any event. So, dealing with the 'side showing' gets the job done without any fuss.



**1.1d Unprepared Units.** An Unprepared unit is one that is neither Attack-Capable nor has an AV showing at the moment.

An Unprepared unit:

- ◇ Has no ZOC.
- ◇ Cannot Attack or Assist.
- ◇ Cannot use Prepared Defense effects.
- ◇ Cannot use Support.
- ◇ Cannot Jump HQs or Combat Trains.
- ◇ **Cannot enter an enemy Screen Zone or an enemy controlled Victory Hex.**
- ◇ Can spot for Barrages.
- ◇ Counts as a defender's second unit.

### 1.1e Unit Types.

**Intrinsic Units.** These are units with a "Formation Affiliation" on the right of their Unit Symbol and (in all the games except **Last Blitzkrieg** and **Baptism by Fire**) have a colored bar on their counters. They only belong to that Formation.

**Independent Units.** These units do not have a designation to the right of their symbol, nor any colored bar. They can be:

- ◇ Assigned to any Formation (where they will act like its Intrinsic units).
- ◇ Left Unassigned to any Formation.
- ◇ Taken from one Formation and assigned to another as the player might wish.

**Headquarters (HQs).** Headquarters represent a Formation's command and control hub.

**Combat Trains.** Combat Trains are a Formation's forward logistical establishment.

**Artillery.** Artillery is not explicitly represented in the game, but has been abstracted into "Arty Points." Arty Points can be Intrinsic (those printed on the HQ's counter) or shown via separate Arty Point markers that can be assigned to the HQs as desired.



**Infantry.** Any unit that has no printed Armor Value (AV) number is "Infantry" for terrain DRM purposes on the *Combat Table*.

**Dual Units.** A unit that is Attack-Capable and has an Armor Value.

**AV Units.** An AV unit is one with an Armor Value.

#### Variations on AV or Dual units.

◇ **Support.** These are AV units dispersed into small groups among the Formation's non-AV units to bolster them. Support units are not "Real" units as they have no specific location on the game map.



◇ **Red AV Units.** A unit with a Red AV showing. These units are more capable of offensive action than the other varieties of AV units. They can give a DRM on the *Combat Table* to the attack or defense of other units when in Support.

◇ **Limited AV Units.** A unit with an "Outline" AV showing. These units are more defensive in nature than Red AV units. They suffer a penalty on the *Engagement Table* as a Firer. They can give a DRM on the *Combat Table* to the defense (but not the attack) of other units when in Support.

◇ **Stand Off AV Units.** A unit with a Black AV showing. These units are more defensive (like Limited AV), but have uniquely long ranges and ability to be concealed. They can give a DRM on the *Combat Table* to the defense (but not the attack) of other units when in Support, **but also have a Target DRM on the Engagement Table. They are more difficult to hit on the Barrage Table. Unlike other Support units, Stand Off units in Support require Stopping Engagements when enemy AV units enter their Host's ZOCs.**



◇ **Light AV Units.** A unit with a White AV showing. These units are more defensive in nature than Red AV units and equipped with low caliber weapons (e.g. MGs) on vehicle mounts. They **cannot** initiate Engagements as the Firer. When in Support, Light AV units function exactly like Limited AV.

◇ **Hard Units.** These have a Yellow background to their unit symbol based on the vehicles involved. Open-top armor or WW2 mech infantry would not be shown as Hard units.

◇ **Breakthrough AV Units.** These have a 'Breakthrough Armor designation' on their unit symbol. They use heavily armored vehicles to penetrate strong defensive positions. **These units are always qualified to conduct Shock Attacks.**



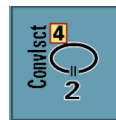




**1.1f Recon.** Any unit with a Cavalry-slash in its symbol or listed as “Recon” in the Game Specific Rules can make use of the special abilities given Recon units in 3.3f, 3.3g, and 4.6.

**1.1g Non-Rebuildable Units.** Any unit with a Yellow Dot printed behind its Action Rating **cannot** accept Replacement Points. If destroyed, a non-rebuildable unit cannot return to play.

**1.1h Static Units.** These units defend their location, but that is all. Normal rules apply to Static units based on their counter values. If Independent they cannot be Assigned, so they cannot make use of Support or Spot a Barrage.



## 1.2 Core Concepts

**1.2a Play of the Game.** In the most general form, *BCS* game-turns play as follows. (This description assumes “given other rules” of which it **does not** supersede.)

**a) Reinforcements.** One player (it does not matter which) rolls for the Weather, and each player rolls to determine the available Air and Replacement (Repl) Points they will get. Both players simultaneously collect any Reinforcements called for by the *Order of Arrival*. These are placed for arrival in this turn depending on where they are to enter and the type of unit they are.

Repls are used to rebuild losses. This might be on the map (a unit having lost **some** of its steps), upcoming Reinforcements on the OOA, or in the Dead Pile (a unit which has lost **all** of its steps). Each Repl can rebuild one step—a unit in the Dead Pile that has rebuilt a step “comes back to life” and returns to the map where it could continue to repair its lost steps.

The Air Points the player obtains are kept in a pool to use for the entire turn (each one able to be used once). Any leftover Air Points will be wasted. He can use them in any Activation of the turn as desired.

**b) Assignments.** Independent units and Arty Points can be Assigned or Unassigned during the Assignment Phase. He can also re-assign Arty Points already assigned, by un-assigning them this turn and assigning them elsewhere next turn, as desired.

Critically, the Assignment Phase is when the player can decide to commit units to the Formation’s Support or to release units currently in Support to be “real” again.

**c) Orders.** If being used, Orders are issued to the Formations regarding the Turn’s planned movements of their HQs, to establish Prepared Defense, and recover Fatigue.

**d) First Player Determination.** Determine the First Player this turn if listed in the scenario (for Turn 1 only), or by a dice roll between the sides (on all other turns). This will determine which player will get to go first. That player will select one Formation to conduct an ‘Activation.’ Each Formation usually gets to run one Activation per turn. This is when it will get to do all the things the player wants the Formation to do. This might allow that Formation to run a “Second Activation” and do even more. Note that a Formation that runs both its Initial and Second ‘Activations’ does so under the rubric of the one **Activation** that Formation gets to do. The players *alternate* Activations until all the Formations in play have Activated (or attempted to do so and failed).

**e) Activations.** Each time the player’s turn in the alternation occurs, he can select any of his available Formations to try to Activate. There may be a time at the end of the Game-turn where one side’s Formations are “Done” and the other must keep going alone to use up its remaining Formations. Each turn, all Formations available to Activate must do so.

The “Alternating Activations” are the heart of the system of play.

The Activation routine is straightforward: Determine SNAFU (how “good” of an Activation this one will be), place OBJ markers (where the Formation intends to fight), move and fight with the Formation’s units, check to see if Fatigue increases, and finally roll to see if the Formation gets a Second Activation.

If it does, repeat the above (starting with SNAFU), the Formation’s units move and fight again, and it will check to see if Fatigue increases again. The Formation will be “Done” at this point and play passes to the enemy for their next Activation.

If you fail to obtain your Second Activation, none of the activities in the above paragraph occur, but instead you mark your HQ as “Done” and play merely passes to the enemy.

During an Activation, use the tools in your tool box to damage the enemy and try to achieve whatever objectives you need to win with your side. Some units can do certain things that others cannot (see the *Unit Capabilities Chart* to determine which). At the same time, while a given unit **could** do regular Attacks, Shock Attacks, Assists, Engagements, Attack by Fires, or spot for Barrages... only some of these might be the most effective and best use for the unit at that moment (see the Play Note regarding Combat-Type Integration on page 26 for more details). Knowing the right tool to use in various situations comes with experience.

**f) Game-turn Ends.** When all Activations have been completed, flip or orient all HQs to their Unused sides. Advance the Turn marker and begin a new turn.



**1.2b The Core Rules.** The following basic BCS rules must be known and understood to be able to make play function at any time in the game-turn. They defy easy placement in any single major rules section as their understanding is needed at many times during the turn sequence.

These are given greater explanation (and full internal rules) in sections 1.3 through 1.9. Those can be read for the details when you are ready. Below is a description of what each rule does to establish a fundamental understanding.

**1.2c Command Radius (CR).** Command Radius is a limit on how far away from the Formation's HQ its units can move and where some functions can be accomplished. (1.4)

**1.2d Support.** Support is the distribution of small numbers of AV weapons among the Formation's plain infantry to bolster their attack or defense. Support allows for DRMs on several tables and may inhibit some actions of AV units. (1.5)

**1.2e Fire Events.** Fire Events restrict the use of certain actions by a unit in an Activity Phase. (1.6)

**1.2f Prepared Defense (Prep Def or PD).** Prepared Defense shows a Formation's improved defensive works and pre-planned Fire Support posture. Prepared Defense applies some DRMs, affects retreats, decreases Barrage losses, and may reduce a Formation's overall SNAFU result. (1.7)

**1.2g Fatigue.** Fatigue is a measure of the relative Formation exhaustion/disrepair and the effect of combat operations upon them. (1.8)

**1.2h Safe Paths.** Safe Paths allow freedom of movement (below the game's scale) between a unit and its HQ. A unit without a Safe Path might not be able to do certain game functions and might be cut off from its HQ. (1.9)

**1.2i STOPPED and FINISHED.** Units that STOP are generally unable to move further. Units that FINISH have completed their part of their Formation's Activation and can still do only a couple of actions (and are STOPPED as well). These are levels of completion for a unit during an Activation. Each means certain actions are no longer possible, while the unit can still do specific others. See the STOPPED/FINISHED *Chart* for a complete summary of their effects as well as 3.4e and after.

## 1.3 Formations

"Formations" are military commands containing specific (aka intrinsic) units, and its own HQ and Combat Trains.

Formations are the functional block of units in the game. The main Sequence of Play revolves around the activities of one Formation at a time, alternating between the two sides.

A Formation's units share (given other requirements) its common Support units, Fatigue Level, Main Supply Route, SNAFU result effects, total Artillery Points, Prepared Defense status, Orders, OBJ markers, and HQ Command Radius.

**1.3a Formation Sizes.** Formations vary in size from game to game. Formations might be Divisions in one game or Brigades in another. Specific Task Forces or *Kampfgruppen* (KGs) of various sizes can exist in either of these formats.

**1.3b Intrinsic vs. Assigned units.** Intrinsic units are those with a **printed** affiliation to the right of their unit symbol.

Formations can never assign Intrinsic units to another Formation. Independent units and Arty Point markers can be reassigned between Formations as the player sees fit according to the Assignment Rules.

Other than the possibility of later re-assignment, an Assigned Independent unit or Arty Point is treated exactly like any Intrinsic part of its current Formation.

**1.3c Blobs.** A Formation has a defined area of operations termed a "Blob" which could be violated by other friendly Formations, causing reduced efficiency to it when two or more Formations become "Mixed." (3.2d)

A Formation's Blob is a smooth map shape as outlined by its outermost units. Ignore Combat Trains, Out of Command units, Unassigned units, Reinforcements, and Buddies when determining a Blob.

## 1.4 Command Radius (CR)

"Command Radius" is an abstraction that keeps a Formation's units from wandering too far from their Formation HQ, to allow the Formation to be effectively under the HQ's command and control.

**1.4a** Each HQ's Command Radius is printed on its counter. Command Radius is the maximum distance from the Formation's HQ its units can function normally. Beyond this distance, penalties and restrictions apply.

**Important:** The placement of OBJ markers is unaffected by Command Radius.

**1.4b** Command Radius is measured in hexes (not MPs) from the HQ to the unit's hex. Literally, just count hexes, while ignoring terrain, EZOCs, Engagement Zones and even enemy units.

Use the Formation HQ's **current** position to determine the extent of its Command Radius. A Formation's unit is "Out of Command" if the unit's distance to the HQ exceeds Command Radius.

**1.4c** Unassigned Independent units are unaffected by Command Radius. Once **assigned**, Independent units obey their assigned Formation's Command Radius.

**1.4d Out of Command Effects.** Out of Command units function normally except where explicitly mentioned below:

◇ Out of Command units are subject to Isolation losses.

◇ Out of Command units **CAN** make Regular or Shock Attacks. Barrages can be made Out of Command, but require proper OBJ Zones and Spotter units.

◇ Units that begin the phase Out of Command cannot Spot for Barrages, Jump enemy HQs or Combat Trains. It also cannot **end** Movement or Retreat in a hex to block an enemy MSR, when that enemy Formation has no available alternative MSR.

For the last point, a unit that is **already** blocking an enemy MSR when found to be Out of Command may continue to do so (both physically and/or with its EZOC).

## Support Display on the Map



Support should be played out from the HQ's hex in any convenient manner to facilitate play.

Stack A has two separate units in Support, but only displays the Red Support marker since the Red Support can do anything the Limited Support can do (and then some).

Stack B is an option available for display using fewer counters for units that have a Support side to their counter. It is only shown here as an option, since effectively it should be in the Stack A as well (no need to expend extra map space on that unit).

Stack C, associated with the 99 ID, has no Red Support, only Limited, so it is marked with a Limited Support marker so the player knows the Support there is not capable of giving a Support DRM for attack purposes.

**1.4c Staying in Command Radius.** Units (except Combat Trains) **must end** Activations within Command Radius. If this is not possible, the unit must **either** move or Attack in a way that will help it do so *without foot-dragging* OR it can stay in its original hex and not move.

Command Radius **does not** restrict Advance after Combat.

## 1.5 Support

“Support” is the distribution of packets of armor and anti-armor weapons to the (mostly infantry) units of a Formation. Depending on the type of Support unit allocated, these weapons help the other units in the Formation attack or defend more effectively. Defeating enemy Support will also allow your Support to be more effective in helping your units.

Any unit with a printed AV rating can be assigned to Support. Game specific rules and unit assignment rules may also restrict this.

**1.5a** A Formation's Support is available to all its non-Dual Attack-Capable units (including assigned Independents); **such units are called “Hosts.”** A Support unit's ability is unaffected by the number of possible Hosts nor the Support's available Steps.



**1.5b “Support Only” Units.** If a unit has “Support” *printed* on its counter, it must be in Support when that side is showing. If a unit

has only **one** printed counter side and it is labeled “Support,” the unit must always be in Support.

**1.5c Entering or Exiting Support.** Units can only enter (or exit) Support in the Assignment Phase. See the *Assignment Procedure Chart* and 2.3.

**No unit can both enter and exit Support in the same turn.**

**Entering Support.** Units that are assigned to a new Formation can instantly enter Support at the same time. A unit must be capable of being in Support to enter Support.

**Exiting Support.** **Support-Only units cannot exit Support to become a Real unit. They must be re-assigned Off-Map.**

**1.5d Multiple Support Units.** Multiple units in Support can help defend against Engagements via a DRM. Follow 5.2b regarding which Support you must use if more than one is available.

**1.5e** Place each available Support unit near the HQ on its Support side (if any) or apply a Support marker of the right type to it. The Support's counter should show its greater printed AV or Range rating or its counter-side displaying the word “Support,” if any.

Mark each stack with the type of Support available: Red, Limited, or Stand Off.

In Support, Light AV and Limited AV are identical; mark both as “Limited.”

### 1.5f Support Unit Handling.

A unit in Support **never**:

- ◇ Counts for stacking.
- ◇ Moves under its own power.
- ◇ Affects any of their Formation's “real” unit movements.
- ◇ Takes losses from Barrage, Attack by Fire, Regular Attacks or Shock Attacks.
- ◇ Counts as the “second unit” in any defense.

### 1.5g Effects of Having Support.

Hosts obtain:

- ◇ A Support AV ZOC.
- ◇ Possible *Combat* and *Engagement Table* DRMs.
- ◇ An AV to use for enemy Engagements (and any loss from the *Engagement Table* applies to the Support, not its Host).
- ◇ Protection from Shock Attacks and Attacks by Fire.

### 1.5h Units which cannot Access Support.

The following cannot access Support:

- ◇ Dual units.
- ◇ Units that are not Attack-Capable (to include all Unprepared units).
- ◇ A unit which is in a hex not allowing Tac MA movement.
- ◇ Units currently “Dropped Support.”
- ◇ Units from a Formation with no Support assigned.
- ◇ Those falling under any Game Specific Restrictions.





### 1.5i **Dropped Support.**

“Dropping” is the act of a Host unit losing whatever Support it might have had available. This could be from a lack of available assigned Support, terrain, or enemy action.

Depending on the reason for the Drop, the Host will not be able to make use of any Support until either the situation changes or the current Activation (friendly or enemy) ends.

i) **Placement.** Place a **Dropped Support marker** when:

- ◇ A Host unit moves or retreats into/across terrain that is Prohibited for Tac MA.
- ◇ A Formation lacking Support has Support assigned, but the Support “cannot get to the unit” if there is no Support Establishment Safe Path (1.9c).

Note that units **retain** any Support they might have had when a Support Establishment Safe Path is blocked. The disruption of that Safe Path only matters when the Support is Dropped for some other reason and the lack of a Support Establishment Safe Path precludes the Host’s recovery of Support afterwards.



Place a **Temporary Dropped Support** marker, a KT-X marker, or rely on memory, if Support is Dropped because of an Engagement Table result against the Host’s hex.

Instantly replace any Temporary Dropped Support marker with a Dropped Support marker if the Host no longer has a Support Establishment Safe Path.

ii) **Removal.** Remove a Dropped Support marker **any time** both of the following are true (even during *enemy* Activations):

- ✓ The Formation has units assigned to Support.
- ✓ The unit has a “Support Establishment” Safe Path.

Dropped Support lasts indefinitely until these conditions are rectified.

Remove a Temporary Dropped Support marker (or its status marking substitutes) automatically when the current Activation (friendly or enemy) ends.

## 1.6 Fire Events

“Fire Events” limit certain actions a unit might attempt. Only the actions listed below cost Fire Events.

**1.6a** A unit can only initiate up to two Fire Events per Activation. A unit STOPS upon expending its last available Fire Event. Units from a Formation with either a Full or a Partial SNAFU result still have both Fire Events. A Formation with a Fail SNAFU result has none at all.

**All unit types** have Fire Events, but the requirements of the activities in 1.6b might preclude a given unit from using them.

**Design Note:** It is simply for the purpose of standardization that “all” units have Fire Events as many cannot actually do anything with them. Rather than make a list of units that have Fire Events and those that do not, I gave Fire Events to all units. What those units can do determines if there is any point to their Fire Events or not.

While a Tac MA Attack-Capable unit (Mechanized Infantry) can make a Shock Attack, consider that a plain Leg Infantry Battalion has two Fire Events, but what can it use them for?

The Leg Infantry cannot:

- ◇ Conduct an Engagement (as it is not an AV unit).
- ◇ Conduct an Attack by Fire (for the same reason).
- ◇ Conduct a Shock Attack (it does not have a Tac MA).
- ◇ Conduct a Recon (as it is not a Recon unit).

Therefore while it has Fire Events, it cannot use them to do anything.

**1.6b** Each of these expends **one** Fire Event when performed:

- ◇ Engagement.
- ◇ Attack by Fire.
- ◇ Shock Attack.
- ◇ Conduct a Recon.

**1.6c** An over-stacked unit **cannot** use Fire Events.

**1.6d** A Fire Event is expended when announced, regardless of the result obtained.

**1.6e** Units in a regular Attack (the Attack unit or Assist) do not require or expend Fire Events, but doing so FINISHES the involved unit(s) and wastes any Fire Events they have remaining.

**1.6f** When a unit activates, it must either “use or lose” both of its Fire Events before **another** unit can activate.



## 1.7 Prepared Defense

(Prep Def or PD)

A “Prepared Defense” is a Formation status which trades some freedom of action for a better, yet positional, defense. Obviously, the player must consider the cost and benefits of Prepared Defense in relation to the mission a Formation must fulfill on the map.

**1.7a Entry.** A Formation can **enter** Prepared Defense if it meets all these conditions:

- ✓ It has at least one Artillery Point (Intrinsic or assigned, **before** SNAFU is applied).
- ✓ It has no MSR Blocked Level marker.
- ✓ It is an Initial, not Second, Activation.

If a Formation is in or enters Prepared Defense, mark the Formation with a Prepared Defense marker near its HQ.

**Design Note:** To a large extent, Prepared Defenses represent the preparation of artillery PPFs (Final Protective Fires) and Artillery/Mortar firing points and not—as one might think—just digging holes in the ground.

**1.7b Exiting.** Remove a Formation’s Prepared Defense marker instantly if:

- ◇ The player decides to do so anytime before or after his SNAFU roll (as long as the Orders option is not being used).
- ◇ The HQ moves or is Jumped.
- ◇ It obtains an MSR Blocked marker.
- ◇ It no longer has an Arty Point after Assignment.

If the player chooses to remove Prepared Defense after the SNAFU roll, the SNAFU result remains (at best) a Partial. It does not “upgrade” to the Full it might have had without the Prepared Defense.



### 1.7c Prepared Defense Effects.

A Formation with Prepared Defense:

- ◇ Is restricted to “no better than a Partial SNAFU result,” regardless of how well it rolls.
- ◇ Can create or maintain Prepared Defense regardless of SNAFU result (including Fail).
- ◇ Can Move normally, given the SNAFU requirement.
- ◇ Can place units into Screen.
- ◇ Makes use of Combat and Engagement DRMs.
- ◇ **Has units that can only be Engagement Targets if the Firer is adjacent to their hex.**
- ◇ Might apply a different line on the *Barrage Table*.
- ◇ **Can recover Fatigue.**
- ◇ Can conduct a Second Activation, but Prepared Defense cannot be **created** in a Second Activation.

**1.7d Eligibility.** A unit can use its Formation’s Prepared Defense, provided:

- ✓ Its counter is on its Deployed-side (and not its Move-side).
- ✓ **It is in Command Radius.**
- ✓ The Formation has its Prepared Defense marker at that moment.

## Fatigue Examples

At the end of each of the following Activations, the player attends to Fatigue as follows:

- The player did not Attack, Engage, or place an OBJ marker at all. Do not roll, Fatigue cannot increase unless this is a Second Activation with a Partial or Full SNAFU. In that case roll one die with a 1 or 2 generating Increased Fatigue.
- The player conducted a Fatigue Recovery Activation. Reduce Fatigue by one.
- The player placed an OBJ, but made no Attacks, Attacks by Fire, or Engagements. Roll one die. On a result of 1, increase Fatigue by one. If this was in a Second Activation, the roll would be 1 or 2 to increase Fatigue.
- The player placed an OBJ, but **only** made a Barrage. Roll one die. On a result of 1, increase Fatigue by one. See also Second Activation effect above.
- The player placed an OBJ and made an Engagement. Roll one die. Fatigue increases by one if the roll is 1 or 2.
- The player made numerous Engagements, plus one Shock Attack. Roll one die. Fatigue increases on a roll of 1-3.
- The player makes several Attacks of both sorts, but no Engagements. Roll one die. Fatigue increases on a roll of 1-3.

## 1.8 Fatigue

A Formation’s Fatigue measures how rested or exhausted the Formation has become. Obviously, a seriously Fatigued Formation will not perform as well as one that is well rested.

Managing your Formations’ Fatigue level is needed to ensure they are not caught flat-footed when you need them. Do this by controlling both how you use those Formations and when they recover.

Many of these rules are altered when using the optional Planned Fatigue rules, 6.4.



### 1.8a Fatigue Levels.

A Formation tracks its “Fatigue Level” with a Fatigue marker. Fatigue level progresses from Fresh through Fatigue Levels 0, 1, 2, 3 and 4. Fat-0 is normal (Fresh is ‘better’ than normal) while Fat-4 is exhausted. Fatigue never increases beyond Fat-4. Fatigue levels affect SNAFU rolls as a negative DRM equal to its level (Fat-2 is a -2 DRM). Fresh Fatigue gives a +1 (good) DRM, instead.

Keep the appropriate Fatigue level marker with the HQ to track its Formation’s Fatigue.

**1.8b Fatigue Increase.** Roll for Fatigue Increase every Activation in which any of the reasons listed on the *Fatigue Increase Table* occurs.

Do not roll, however, if none of the listed reasons occur OR the Activation’s SNAFU result was Fail.

The maximum **increase** to a Fatigue Level is **two** levels per turn (one each from both the Initial and Second Activations). If a Formation has only one Activation in a turn (for any reason), the maximum increase is one level.

Fatigue Level increases based on a die roll on the *Fatigue Increase Table*. Roll for the worst applicable situation (i.e., the one most likely to give a Fatigue increase) that occurred during the current Activity Phase (no matter how many times it did):

- ◇ Placing any Combat OBJ marker.
- ◇ Conducting any Engagements or Attacks by Fire, or by **executing a Second Activation with a Full or Partial SNAFU**.
- ◇ Conducting the Attack Sequence.

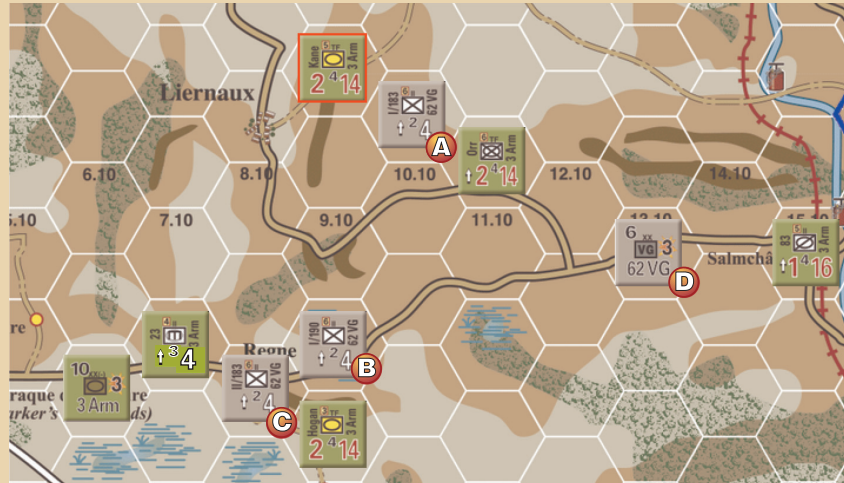
**Design Note:** Many players get confused as to what a “Second Activation” really means or why “doing nothing but marching” would garner a Fatigue increase, but did not in the previous rules versions. In a nutshell, the mistaken impression seems to be that a “2<sup>nd</sup> Act” is somehow a division of the game’s time scale. This would describe the Turn scale as “two turns per day” and the Second Activation is merely the normal “afternoon” turn. That is not correct. There is no set aside time for a Second Activation. In many activities (such as combat), the Formation’s efficiency generated a higher tempo which allowed it to do more during the day or move on to take advantage of the situation the earlier actions generated before the enemy “even knew they were there.”

But in the case of Marching all day for “free,” it isn’t that the Formation walked so much faster than normal (a higher tempo), but rather that it pushed on into the night to gain more ground. By definition these actions will generate more Fatigue (along with twice the normal march distance). Running a bunch of “clean up” activities (such as flipping units and Combat Trains) also means someone is doing all the normal things they must do overnight as well as all the next day’s activities. Expecting them to do all this without a Fatigue Increase is simply incorrect.

### 1.8c Other Fatigue Effects.

- ◇ Fat-4 Formations **cannot** perform Second Activations.
- ◇ Fresh Formations obtain a +1 SNAFU DRM **and** a +1 to their Second Activation roll.
- ◇ **HQs that conduct a Voluntary Retreat increase their Fatigue Level by one.**

## Safe Path



The 62 VG is severely compromised.

Unit A is obviously unable to trace a Safe Path to the HQ.

Unit C has a Safe Path to the HQ because of the negation provided by Unit B. Both Leg MA units could use a Safe Path through the Swamp at 11.09. Unit B also has a Safe Path.

If either C or B had an MA which is Prohibited in a Swamp, then those units would be unable to trace a Safe Path.

The HQ, at D, would provide a Safe Path to any unit stacked with it.

## 1.9 Safe Paths

A “Safe Path” means a given unit of a Formation has a “safe” way to maintain connection with its own HQ. Within a Formation, having an adequate connection with the HQ is of paramount importance for every unit. Losing this connection (aka “no Safe Path”) means that the unit may no longer be under command and control, might not get needed Support, might not be able to evacuate casualties, and might not get ammunition and fuel re-supplies. At this level, having no Safe Path is actually worse than having the Formation’s Main Supply Route (MSR) cut by the enemy.

**1.9a** Safe Paths are traced from each unit separately to its HQ (inclusive of **both** ending hexes). **By definition, a unit in or adjacent to its HQ automatically has a Safe Path.**

**1.9b Safe Path Length.** A Safe Path **cannot** be longer than the Formation’s Command Radius + 5 hexes. Trace a path of contiguous hexes noting that Terrain and EZOCs matter as per the below.

### 1.9c Movement Type Required.

A Safe Path must be traversable by the unit’s Movement Class or the Movement Class required according to the following purposes:

- ◇ **To flip a Leg MA unit to its Tac/Truck MA side:** Tac/Truck MA, as appropriate.
- ◇ **Support Establishment:** Tac MA.
- ◇ **To use AV Repls:** Tac MA.
- ◇ **To use Non-AV Repls:** Leg MA.

### 1.9d When Needed.

A Safe Path is needed to:

- ◇ Flip from the unit’s Leg MA to its Truck/Tac MA side.
- ◇ Remove a Dropped Support marker.
- ◇ Accept Replacement Points.
- ◇ Avoid Isolation Losses.
- ◇ Successfully Retreat a Leg or Truck MA unit.

Safe Path does not affect Voluntary Retreats and Tac MA unit Retreats.

### 1.9e EZOCs. EZOCs block Safe Path according to the needed Movement Class:

- ◇ All EZOCs block Safe Paths calling for a Leg or Truck MA.
- ◇ Only Real AV EZOCs (not Support AV EZOCs) block Safe Paths calling for a Tac MA.

However, friendly units **negate** EZOCs for Safe Path purposes.

### 1.9f No Effect on Safe Paths.

- ◇ STOP Terrain has no effect on Safe Paths.
- ◇ Support has no effect on Safe Paths.
- ◇ Enemy Engagement Zones, enemy Screen units, and Screen Zones have no effect on Safe Paths.

**1.9g** A unit that is an unassigned Independent **or** on the Map Edge **always** has a Safe Path.

## 1.10 Fog of War

You are free to look at an enemy stack’s top Combat Unit and its values (to include its markers, such as Step Losses), but this freedom does not extend to units deeper in its stack. Each Formation openly displays its available Support units, Arty Points, and its Prepared Defense marker. Place these near the owning HQ so as to avoid confusion. Remaining Air Points are kept secret. Make all die rolls openly, after announcing their purpose and applicable DRMs.

## 2.0 GAME-TURN SEQUENCE

The following phases in order constitute the structure of a Game-turn.

### a) Reinforcement.

- ◇ One player rolls for the turn's Weather.

Then, both players:

- ◇ Roll for new Air Points.
- ◇ Roll for and apply new Replacement Points.
- ◇ Place Reinforcements as listed on the *Order of Arrival Charts (OOAs)* into the listed entry locations.

### b) Assignments.

Both players can:

- ◇ Assign or un-assign Arty Points.
- ◇ Assign or un-assign Independent Units.
- ◇ Units enter or exit Support.

### c) Orders. [OPTIONAL]

Both players record on a piece of paper each Formation's Order status.

### d) First Player Determination.

Determine who conducts the new turn's first Activation with a two-die roll for each side. The greater roll wins and **must go first**. Re-roll any ties.

### e) Activations.

Alternate Activating Formations until all Formations are Done.

### f) Game-turn End.

Flip or orient all HQs to their Unused sides. Advance the Turn marker and begin the new turn at the Turn Sequence's beginning.

## 2.1 REINFORCEMENTS

**2.1a** The *Order of Arrival* lists any Reinforcements entering play each turn.

### 2.1b Entry Area Arrivals.

Place arriving HQs and Combat Trains (with the player's choice of arriving units) in actual Entry Area hex(es) during the Reinforcement Phase. See also 2.1h regarding the freedom accorded to Combat Trains.

All remaining arriving units (not selected above) can remain Off-Map and enter via movement in the Formation's Activation.

### 2.1c Arrivals at Specific Hexes or at their HQ.

Place these at the start of their Formation's Activation OR in the Reinforcement Phase, as the player desires.

**If a specified hex is enemy occupied and no option exists, the unit never arrives.**

Units arriving at their HQ can enter in or adjacent to the HQ, terrain-effects permitting.

Place reinforcing Support units with their HQ and these can enter Support (or not) in the ensuing Assignment Phase.

**Reinforcements can only arrive at an HQ if it has a Complete MSR.** If this is not the case, delay the Reinforcements until the first Reinforcement Phase in which the Formation has a Complete MSR.

**2.1d Entry Areas.** Most reinforcements enter play by moving from designated Entry Area hexes during their Formation's Activation to link up with their Formations. An Entry Area can consist of one or more hexes. If more than one Entry Hex can be used, Combat Units can choose the exact hexes during the Formation's first Activation. The HQ and Combat Trains

must choose the exact hex during the Reinforcement Phase. That decision cannot be changed once made.

**i)** Place arriving HQs and Combat Trains in their On-Map Entry Area hex in the Reinforcement Phase. HQs and Combat Trains **cannot** wait Off-Map like regular units.

**ii)** The player can choose to keep an Entry Area Hex from being over-stacked by placing excess units Off-Map next to it.

**Design Note:** This mechanic exists to keep the hex from ending up Over-Stacked and vulnerable on entry if the Formation botches a Reactivation or SNAFU roll.

**iii)** These units can sit Off-Map near their Entry Areas before entering as long as you wish, even into later turns, but can only enter the map during their own Formation's Activation.

iv) Off-Map units cannot be Barraged, Engaged, or Attacked. Those in the On-Map Entry hex can be hit normally.

v) On entering, count the unit's MPs as if it started its move in the Entry Area hex.

**2.1e Effects of Enemy Units.** EZOCs have no effect on Entry Area hex use.

If an enemy unit **occupies** the Entry Area hex, entering units could do any of the following:

- ◇ Enter via any other hexes of the same Entry Area.
- ◇ Use "Attack from Off-Map" to enter. (6.3)
- ◇ Nothing, they simply wait Off-Map.

**2.1f Retreat Returns.** Units removed by Retreat results automatically return in the next Reinforcement Phase. They return at or adjacent to their HQ, but do not require a Complete MSR to do so. See 5.5e.

**2.1g Counter-side Showing.** A unit can arrive showing either counter-side. Combat Trains always arrive on their Regular, not Ghost, sides. Eligible arriving units can be in Support as desired.

**2.1h Combat Trains Arrival.** Combat Trains, regardless of their Formation's listed Entry location, **can arrive in any Legal Hex that allows a Complete MSR.**

## 2.2 REPLACEMENTS (Repls)

Replacements are used to rebuild step losses.

**2.2a Repls.** Repls come in two flavors: AV and non-AV. Units with an AV (on either counter side) must use AV Repls. One with no AV on either counter side must use non-AV Repls. Otherwise given the rules below, you use your available Repls as desired.

**2.2b The First Turn.** Repls are not available on the first turn of any scenario.

### 2.2c Repl Use.

i) Each Repl rebuilds one step on one unit. Repls must be used when they become available and cannot be saved for later. Unused Repls are wasted.

ii) No unit can accept more than one Repl per Reinforcement Phase.

iii) Units can never accept more steps than their full-strength step number. Reinforcing units arriving with less than their full-strength steps can be given Repls before they arrive.

**2.2d On-Map Rebuild.** Units that have lost steps, but are not in the Dead Pile, can rebuild their lost steps.

To use a Repl, an On-Map unit must:

- ✓ Have a Complete MSR.
- ✓ Not be Non-Rebuildable.
- ✓ Have a Safe Path traversable by either...
  - ◇ Leg MA for non-AV Repls.
  - ◇ Tac MA for AV Repls.

**2.2e Rebuild from Dead Pile.** If a dead unit receives a Repl and its Formation has a Complete MSR, place it in, or adjacent to, its HQ's hex. EZOCs do not affect placement.

If a Dead unit's Formation does not have a Complete MSR, it can rebuild its step loss but cannot transfer to the map until the Formation has a Complete MSR.

## 2.3 ASSIGNMENT

**2.3a** In the Assignment Phase, you can do the following with Independent units and Arty Points:

- ◇ Assign them to any desired Formation (given the *Assignment Procedure Chart*) and they will function as part of it.
- ◇ Unassign them so they can be assigned elsewhere.
- ◇ Units just assigned, those already assigned, and Intrinsic units can enter or exit Support.

Independent units **and Arty Points** must already be unassigned when the Assignment Phase **begins** in order to be assigned. You cannot "unassign and re-assign" in a **single** game-turn.

Reinforcing or rebuilt Independent units, and Arty Points can be freely assigned the turn they arrive.

Intrinsic units and Intrinsic Arty Points **cannot** be assigned to another Formation.

**2.3b** Use the *Assignment Procedure Chart* to determine the requirements and procedures for the change you wish to perform. This includes Assignment and Unassignment as well as Exiting and Entering Support.

**2.3c** Air Points are never assigned to a Formation. They are available to any friendly Formation.

**2.3d** On-Map unassigned Independent units never activate at all, nor suffer any Isolation effects. If on-map, they merely sit in place until assigned. Independent units may be pulled Off-Map in the Assignment Phase to await assignment as the player wishes.

**2.3e** Independent Static units **cannot** be Assigned to any Formation. (1.1h)

## 2.4 [OPTIONAL] ORDERS

**2.4a** Each Formation must be given one Order: HQ Move, No Orders, Prepared Defense, or Fatigue Recovery. **Exception: a Formation can be given Prepared Defense and Fatigue Recovery at one time.**

Be sure to give arriving Formations orders the turn they will enter play. If the player truly screws up his orders, he will get another chance next turn.

**2.4b HQ Move Order.** This is an order giving the movement path the HQ must follow. It should list any waypoints needed to clarify the route and the end point location. No other details are needed. No information as to what the units of the Formation are to do is needed; just lay out the movement route of the HQ.

i) If changing circumstances render your Move Order invalid, the HQ can "slow step" (or just not move), but you cannot decide to head in 'some other direction' on the fly (see also 2.4f).



**Example:** If your HQ's route runs right through an enemy position you planned to clear, but failed to do so, the HQ can stop anywhere along its route (before the planned ending hex presumably) as needed.

ii) When a Formation Activates, place a March OBJ in its end point hex. The HQ then follows the assigned path at any speed it can manage and the player wishes. It cannot **deviate** from the assigned pathway. If the player underestimates how far the HQ might go, it will stop in the March OBJ's hex until given new HQ Move Orders, regardless of remaining MA.

iii) The Formation's units operate completely as desired as long as they obey Command Radius and other rules, regardless of the HQ Move Order. (See also 2.4h)

**2.4c 'No Orders' Order.** Such a Formation cannot move its HQ, aside from having it conduct a Voluntary Retreat. This does not affect the Formation's units at all—only the HQ. A Formation not given any other Order is assumed to have a 'No Orders' Order.

**2.4d Prepared Defense Order.** A Formation with such orders must create or maintain a Prepared Defense when it Activates. This is easily confused. The player must designate that he wants a given Formation to enter Prepared Defense during the Orders Phase, but he cannot execute those Orders until the Formation Activates (and cannot then decide to not do so).

Formations that begin a scenario in Prepared Defense cannot intentionally leave that status until **turn two**. A Formation which loses its Prepared Defense defaults to No Orders. A Formation with Prepared Defense Orders cannot intentionally remove its Prepared Defense marker (even to do a Voluntary Retreat).

**2.4e Fatigue Recovery Order.** The Formation commits to conducting a Fatigue Recovery when it Activates. Failure Flip (3.7d) is not possible when using the Order rules.

A Formation can be given both Prepared Defense and Fatigue Recovery Orders at the same time. Simply apply the restrictions of both. If such a Formation defaults to No Orders (via 2.4d), the Fatigue Recovery Order disappears as well provided it has not already been executed.

**2.4f** Orders can be changed only in the Orders Phase. Existing Orders can remain active for as long as the player wishes. Changing Orders is free, merely jot down the new Order and the Formation will do just that. **Exception:** You may substitute a new HQ Move Order (only) for one it may have anytime the Formation's MSR is blocked during the current game-turn.

**2.4g March OBJs.** March OBJs control HQ movement to conform to its Orders. The HQ **must** move directly toward this marker as best it can manage following the route notations in the Order. The March OBJ marker can be placed in any road hex (regardless of enemy units).

◇ March OBJs do not create OBJ Zones.

◇ Recon units cannot create March OBJs.

◇ March OBJs, themselves, do not trigger checking for Fatigue increase.

**2.4h March Routing.** Apply this rule when an Order places a March OBJ beyond the HQ's at start Command Radius.

i) There is a route of travel for the HQ because of the Order. Regardless of the HQ's direction of travel (advancing or retreating), the route is the path from the March OBJ marker to the HQ's starting hex (remember the HQ must end its movement in a road hex each Activity Phase, 4.7a). Add an extension from the Combat Trains to whichever of these points is closer to the Combat Trains.

ii) This route should be simple and direct. If multiple routes are possible, note the correct one. Enemy units, EZOCs, and other friendly Formations have no effect on route selection.

iii) The Formation's units can only move into a hex that is w/i 2 of any hex of the designated route unless exempted via part iv below.

iv) Units can move **freely** if:

◇ They are currently within the HQ's at start Command Radius.

◇ They follow the route, reach the March OBJ marker's hex, and then proceed farther.

◇ Executing a Retreat or an Advance after Combat.

◇ They are Reinforcements trying to rejoin the Formation.

**Design Note:** This is a concept I tried mightily to find a simple solution for in the design process. Easy enough on the face, I could not find an adequate wording that didn't instantly find players violating the intended spirit by weaving paths to avoid being hindered by its restrictions. Others very much appreciated the added depth it gave the simulation. I present its final testing form here for your enjoyment...but if you think you might 'play' the path to 'pick up units', just do me a favor and don't use it. If you have an understanding of what an Axis of Advance would look like in real life and want that added dimension in your play—enjoy the swim!

A nice by-product of this rule is the need to assemble a dispersed Formation to do such a movement and to move the troops out in deployment once they get to where you want them. This takes time. As such, you can't instantly change posture from widely dispersed to a deep movement (or vice versa). Those are good things. Nicely, "posture" comes from "capability" (as opposed to the other way around). This is a better representation of real life.

Obviously, the restrictions here give you even more reason to avoid HQ micro-movements!

## 2.5 ACTIVATIONS

In the Activation Phase, Formations from both sides alternate Activating. The 'Active player' conducts the current Activation while the other player is the 'Inactive player.' The Active Player makes all dice rolls, moves units, attacks, and anything else he desires and the rules allow. The Inactive player is limited to taking Step Losses, Retreats, removing Dropped Support in certain situations (1.5i), and exiting Screen (4.6).

When one Formation is completed, the players switch roles and the new Active player selects a new Formation to activate.

**2.5a** You must Activate (or attempt to Activate) a Formation every time play passes to you. You cannot decline to Activate. There is no ability to "pass."

**2.5b** Only one Formation Activates at a time. **Exception:** In group-games, multiple Activations (even from both sides) can be run simultaneously, provided the Active Formations do not interact with each other.

**2.5c** Each Formation must Activate at least once in a game-turn. Formations that set up "Done" cannot Activate on the first game-turn. One that sets up "Used" must attempt a Second Activation (the set up has removed its Initial Activation, so this is an exception to 2.5e). Both types of Formations return to normal on succeeding game-turns.

**Play Note—Done HQs:** Normally, an HQ's 'Done' status is shown by orienting the HQ's counter opposite the way of its units (with its banded 'Used' side showing). However, since all Second Activations must occur immediately after the Formation's Initial Activation, the designation can be ignored on most game turns. The exception is in some scenarios, where Formations might begin already 'Used' but still need to attempt to Activate. In that case, it is important to know who is 'just' Used and who is actually Done. At other times, just flipping to Used is enough of a marking to know who is also Done.

**2.5d** Initial Activations require no die roll; Second Activations only occur after a successful Activation die roll.

**2.5e** A Second Activation, if any, must be attempted immediately after a Formation's Initial Activation.

You can forego doing one, but no matter how you choose, you cannot later change your mind. It can be important to avoid the risk of a Second Activation when units might suffer Isolation twice or increase the Formation's MSR Blocked Level more rapidly. **A Second Activation with a Partial or Full SNAFU result always rolls for Fatigue Increase. Do not roll if they get a Fail or do not obtain a Second Activation (whether they fail the roll or the player chooses to not try for one).**

**2.5f Second Activation Restrictions.** Formations **cannot** conduct Second Activations if they have:

- ◇ Fatigue Level-4.
- ◇ Conducted a Recovery Activation.

All others **can** do so (*including* Formations in Prepared Defense).

**2.5g** Prepared Defense cannot be **created**, or Fatigue Recovery done, in any Second Activation.

**2.5h** To conduct a Second Activation, roll one die. Add one to the roll if the Formation is Fresh. If the modified roll is greater than or equal to the Activation Roll on the HQ's counter, the Formation successfully activates. Otherwise it does not.

**2.5i** Whether you choose to skip a given Second Activation attempt or if you fail to get it, the Formation cannot be activated again that turn. Rotate the HQ's counter to show its "Done" status (usually opposite the normal unit orientation on your map).

**2.5j** The current game-turn is done once all HQs are Done. A side is completed when all its HQs are Done. The other side continues until all its HQs are Done as well. The Activation Phase ends at that point.

To be clear, a turn does not end when only one side runs out of Formations to Activate; it does so when they both run out.

**2.5k [Optional] Formation Activation markers.** Each Formation has a 'Formation Activation' marker. These can be used to keep track of Formations that still need to Activate. When a Formation is done, remove its marker from those available. It will return the next turn. These are termed "chits" in the remaining rules in this section, (see 2.5n).

**2.5l [Optional] Random Selection.** Place the available chits in a cup and randomly draw them to determine the next Activating Formation.

**2.5m [Optional] Modified Random Selection.** Have the available chits from both sides in a common cup. Randomly draw three chits. The side owning the majority of those drawn selects the Formation to Activate **from** the drawn chits. The remaining chits go back into the cup. Set aside the used chit for next turn. If the player wins the cup draw multiple times, he could Activate multiple times in a row. If only one or two chits remain in the cup, select only one chit and that chit is the Formation to Activate.

**2.5n [Optional] Activation Smoothing.**

*Contributed by Björn Högberg.*

**i)** Most times, one side has more Formations to Activate than the other. Normally all these "extra" Formations Activate *after* the side with fewer Formations is finished. This rule ensures "extra" Activations happen at random times within the turn and not at the end as a group.

**ii)** Call the two sides: 'Large' and 'Small' because of the number of Formations each has available. At the start of each turn, put numeric chits into a cup equal to the number of Small's Formations. Number these chits 1 or 2. Only use a number of 2-chits equal to the difference in number of Formations between the two sides. The rest will be 1-chits. Say if Large has 8 formations and Small has 5 formations, 5 chits will be put in the cup. Three of them will be 2-chits and the last two will be 1-chits.

**iii)** Each time Large becomes the Active Player, he draws one chit. If it is a 1-chit, Large Activates one Formation followed by Small's next Activation. If it is a 2-chit, Large Activates two Formations in a row before Small does one. Small does not draw any chits. Note that the Chit draw does not override the normal means of determining who goes first.

**iv)** Do not count any Formations that begin the Scenario "Done" in the number used to determine the chits above for the first turn.

## 3.0 FORMATION ACTIVATION SEQUENCE

Follow this phase order to conduct any Formation's Activation Phase. "If allowed," "as needed," and "if desired" assumed in all cases. If a specific function "must" be conducted, the preceding does not override that requirement.

### a) **HQ Initialization.**

Identify the Formation to activate. Flip the HQ to its "Used" side (the one with the white stripe). If the Formation HQ *started the turn* on its "Used" Side, skip to step (i) below.

### b) **Preparation.**

The Active player will **conduct strictly in order**:

- ◇ Add or increase the Active Formation's MSR Blocked marker if the Formation's Combat Trains are Off-Map.
- ◇ Remove the Active Formation's Combat Trains if the Formation does not have a Complete MSR.
- ◇ Remove the Active Formation's MSR Blocked marker if the Formation has a Complete MSR.
- ◇ Create, maintain, or remove the Active Formation's Prepared Defense marker. Prepared Defenses can only be **created** in Initial Activations.
- ◇ If the Active Formation is Mixed, apply Coordination markers.

Skip to step (c) if **not doing a Recovery Activation**, otherwise conduct the items in this shaded box.

If you wish to declare a Recovery Activation (3.7), do only the following sequential actions, if allowed or required by other rules:

- ◇ Remove any Coordination marker, if the Formation is not currently Mixed.
- ◇ Flip the Combat Trains out of Ghost.
- ◇ Remove any Dropped Support markers.
- ◇ Reduce Fatigue by one level.
- ◇ Apply Isolation effects.
- ◇ Set its Formation Activation marker aside for next turn.
- ◇ Continue play starting with step (j).

### c) **SNAFU.**

The Active player:

- ◇ Makes a modified dice roll on the *SNAFU Table* to determine the Formation's SNAFU Result.
- ◇ If the Active Formation is not currently Mixed, remove its Coordination marker after the roll.
- ◇ Decides if the Formation is to do a "Failure Flip" Activation as per 3.7d.

### d) **OBJ Placement.**

The Active player places available OBJ markers.

### e) **Activities.**

The Active player will:

- ◇ Conduct the Formation's unit Activities. Non-FINISHED units conduct their choice of Movements, Engagements, Regular Attacks, Shock Attacks, Barrages, and Attacks by Fire.
- ◇ If the Combat Trains are at Optimal Distance and did not move in any way, flip them away from their Ghost side. If they did move in any way OR are not Optimal, flip them to their Ghost side.
- ◇ "Move" Combat Trains from Off-Map (as Ghost) if it creates a Complete MSR.
- ◇ **Intentionally remove the Active Formation's Prepared Defense, if desired, when not using the Orders rules.**

### f) **Clean Up.**

The Active player will:

- ◇ Remove all OBJ, Traffic, and Temporary Dropped Support markers.
- ◇ Flip Combat Trains which are not at Optimal Distance to their Ghost side.

### g) **Fatigue.**

If Fatigue Increase is possible, the Active Player rolls to see if it occurs to the Active Formation.

### h) **Isolation.**

The Active Player applies any Isolation Losses to the Active Formation's units.

### i) **Second Activation.**

The Active player will:

- ◇ Orient his Active Formation's HQ as "Done."
- ◇ If intentionally skipping a Second Activation, Fat-4, OR a Recovery Activation, go to step (j).
- ◇ Roll to attempt a Second Activation. (+1 if Fresh)  
If roll succeeds, go to step (b).  
If the roll fails, go to step (j).

### j) **Other Player's Turn.**

The new Active player follows the above sequence again for his Activation.

Continue this cycle until both sides have run out of Formations to Activate. Then move to step (f) in the main turn sequence in 2.0.



## SNAFU



Here the 112 IR is Activating and needs to make a SNAFU roll. The pathway to the 112 Inf Combat Trains is blocked by the German unit at A. There is no other available path to the Trains (B cannot be used because it is a Railroad). So the Trains do not allow a Complete MSR. They must be removed before the SNAFU roll.

Because the Trains are Off-map and the MSR is not Complete, the various DRM for a Complete MSR do not apply (if it was Complete, Optimal Distance would apply for a net +1). Instead, only the -3 for the Combat Trains Off-Map applies.

CCR/9 is Buddies (**Last Blitzkrieg** rule 1.7) with the 112 IR, so they cannot be Mixed or suffer Crossing the Streams.

It is Dec 18, so the Game Specific SNAFU DRM is -1, giving a net DRM of -4.

With a -4, on two dice, a 6 or less will be a Fail, 7-10 a Partial, and 11 or 12 a Full.

However, even a Full will be applied as a Partial since the player wishes to keep his Prep Def.

### 3.1 MAIN SUPPLY ROUTES (MSR)

A Formation has a “**Complete MSR**” if there is a contiguous series of Legal hexes (3.1a) that connect all three of the following (in order) from the HQ through its Combat Trains, and then to a Supply Source.

i) To be perfectly clear, each hex of a Complete MSR must be independently Legal according to the requirements in 3.1a.

ii) An HQ can only use its own Combat Trains to establish a Complete MSR. It cannot do so if its Combat Trains are Off-Map.

iii) Once established, the HQ-to-Trains trace path may not change until:

- ◇ The HQ or Trains move.
- ◇ The enemy disrupts the trace.
- ◇ The HQ/Trains are Jumped and must relocate.

Determine specific MSRs at the beginning of the scenario. Use the simplest and most obvious routing for each so that the scenario start is not done in a vacuum.

iv) Check the Formation’s MSR during each Preparation Phase. If there is no Complete MSR, the Combat Trains must be removed from the map. Off-map Combat Trains cause a -3 DRM on the ensuing SNAFU roll.

If the Combat Trains are already Off-Map, the Formation suffers an MSR Blocked marker with an additional SNAFU DRM, which might increase in severity up to a peak of “MSR Blocked Level 2.”

#### 3.1a Legal Hexes.

A Legal Hex:

- ✓ Contains a Primary or Secondary Road OR a Track. Tracks can only be used if the hex is between the HQ and Combat Trains (inclusive).
- ✓ Is connected to a Supply Source using contiguous Legal hexes or is a Supply Source itself.
- ✓ Does not block an existing enemy MSR if that enemy Formation has no other readily available MSR option(s).

A Legal hex **cannot** contain:

- ✓ EZOCs. Note: Another friendly unit can negate EZOCs for an HQ to make its hex Legal (and for no other purpose).
- ✓ Enemy Units.

Apply the “Uses Tracks” SNAFU DRM (of the value appropriate to the Trafficability), regardless of the number of Track hexes involved.

#### **Play Note—Legal Hexes: Stand**

**Alone:** The key here is to evaluate each hex as Legal or not based on its own circumstances. The only real change here (aside from cleaning up the organization) is that you can legally place the Combat Trains in a Track hex. But, keep in mind that all the other hexes of the MSR still need to be evaluated. So, it is OK if the Combat Trains are in a Track hex, the hex next to it (outside the link between the HQ and the Combat Trains), cannot be and remain Legal.

#### **Play Note—Legal Hexes: Con-**

**nection:** While the usual (and preferred) arrangement for any MSR is Complete, with Legal hexes all the way from the HQ through the Combat Trains and then to the Supply Source, this isn’t always the case. If your MSR has gotten cut by your choices, terrain, or the enemy, keep in mind that the second requirement of 3.1a does not require a Complete MSR to be Legal. It just requires the hex (itself) to be connected to (or in) a Supply Source. When Combat Trains move, they must move to a hex that creates a Complete MSR. The sequencing involved when Trains are sent off map and when MSR Blocked markers are issued is important and introduces a small time delay from the origin of your Formation’s problem and the end effect on your SNAFU rolls. Keep that mechanically rigorous so you do not confuse yourself.



**3.1b When Needed.** Legal Hexes are **required** for a Complete MSR. HQs must retreat to a Legal Hex (unless 4.7f is in effect). Otherwise, units and even HQs move freely without concern about Legal Hexes (beyond the need to have an MSR to get a decent SNAFU result).



**3.1c MSR Blocked.**

If marked MSR Blocked, a Formation cannot keep or build any Prepared Defense. Apply the appropriate *Combat* and *SNAFU Table* DRMs. There is no Isolation effect for being merely MSR Blocked.

Only place MSR Blocked markers in the Preparation Phase if the Formation's Combat Trains are **already** Off-Map. If the Formation has no existing marker, add an MSR Blocked Level-1 marker. If it is already marked MSR Blocked Level-1, increase it to Level-2.

If a Formation has a Complete MSR in the Activation's Preparation Phase, remove any MSR Blocked marker (either Level) it might have.

## 3.2 SNAFU

The *SNAFU Table* reflects supply and other logistical concerns (including transportation, routing, march traffic control, and simple friction). A dice roll on the *SNAFU Table* plus the application of a number of DRMs listed below generates one of three SNAFU results (Full, Partial, or Fail). These define what can and cannot be done during the Activation as per the *SNAFU Results Effects Chart*.

**3.2a** Each Formation's Activation requires a SNAFU roll. A separate SNAFU roll is made for the Second Activation.

**3.2b SNAFU Table Rolls.** A SNAFU roll uses two dice and an assortment of DRMs on the *SNAFU Table*. Game Specific rules also list additional SNAFU DRMs.



**3.2c Coordination.** This DRM applies if the Formation has a Coordination marker. A Formation cannot have more than one Coordination marker, but a single Formation can inflict Coordination on multiple other Formations. Formations marked with a Coordination marker must "pay" for it by applying a DRM on the *SNAFU Table*. Remove the marker after the roll if the Formation is not Mixed (see 3.2d in that case).

**3.2d Mixed Formations.** Formations are Mixed if any Active unit **begins within** or **enters** (even momentarily) during movement any hex inside an Inactive Formation's "Blob."

**Design Note:** The Blob outline should be a simple observation by eyeball. The Formations are either using the same area or not. Don't overthink it, just look at what is going on. Yes, if a unit Retreated to a bad location, you might now be Mixed and you need to Activate to fix the mess.

i) This also applies during Advance after Combat, Retreat ending hexes, or Reinforcement placement. Mixed status varies depending on the order of activations.

ii) Mixed Formations do not apply to or from:

- ◇ Combat Trains.
- ◇ Out of Command Radius units.
- ◇ Unassigned Independent units.
- ◇ Buddies.

iii) If the Formation is currently Mixed:

- ◇ Apply a Coordination marker to each Formation involved.
- ◇ Apply the Mixed Formations DRM for SNAFU as well.
- ◇ If the Formation is currently Mixed **and** has a Coordination marker, it will use a -2 DRM for SNAFU and (in theory) will remove the marker, but since it is still Mixed, it will obtain a new one instantly. In that case, apply the DRM, but do not remove the marker.

**3.2e Fatigue.** Fatigue Level is a negative SNAFU DRM, e.g. Fat-1 would be a -1 DRM. Fresh Fatigue is a +1 DRM.

**3.2f Optimal Distance.** The MSR distance from an HQ to its Combat Trains must be between 5 and 15 hexes (inclusive, counting along each road hex used) to gain the DRM. Optimal Distance also applies if Combat Trains are in an Entry Hex and the HQ is not more than 15 hexes away. The DRM cannot be applied if the Combat Trains are forward of the HQ. They are "forward" if the MSR from the HQ to the Combat Trains and the MSR from the Combat Trains to the Supply Source share any hexes (excluding the Combat Trains hex itself).

### Mixed Formations



Here the 2 Pz Division is Activating and needs to assess the location of the Smooth Blob of the Inactive friendly formations in the vicinity (here the 26 VG Division). At the moment, no unit of the 2 Pz Div is inside the Simple Blob of the 26 VG, so no Mixing exists at the moment of the SNAFU roll, in spite of the awkward location of v.Bohm's Recon KG.

Note that Mixing will probably occur during the Activation as 2 Pz units use the Primary Road through Clervaux. They will automatically Mix by moving through the hexes containing the 26 VG units, resulting in a Coordination marker for both the 26 VG and 2 Pz Divisions.

**3.2g Ghost.** If the Formation's Combat Trains are currently on their Ghost side, apply this DRM.

**3.2h Crossing the Streams.** This DRM applies if the path between the HQ and Combat Trains uses any hex used by another Formation's HQ and its Combat Trains (inclusive). There is no additional effect based on the number of Formations involved at once.

**3.2i MSR uses Tracks.** The Track DRM applies if any MSR hex uses Track instead of better road types. The number of such hexes used has no effect. Track hexes are Legal only between the Combat Trains to the HQ, inclusive. (3.1a). **There are two values for this DRM; use the one associated with the current Turn's Trafficability (due to Weather Effects).**

**MSR Blocked 2**  
**3.2j MSR Blocked.** MSR Blocked markers have a negative DRM equal to their MSR's Blocked Level. Use this in *addition* to the DRM for having its Combat Trains Off-Map.

**3.2k Results.** SNAFU results can be Full, Partial, or Fail. The *SNAFU Result Effects Chart* lists their effects. Once a result is determined, it remains in effect for the entire current Activation; a new SNAFU result will be determined for each later Activation, to include the current Formation's Second Activation, if any.

A Formation with a Prepared Defense reduces its SNAFU result of Full to a Partial.

See also Failure Flips in 3.7d.

## Objective Zones



Remember, the OBJ hex must have an enemy unit or Victory Hex in it. Using the shaded OBJ Zone...

- Unit A can be Attacked, Attacked by Fire, Barraged, and have its Support Engaged.
- Unit B can only have its Support Engaged.

## 3.3 OBJECTIVES (OBJs)

i) You typically need OBJ markers to attack, barrage, and to take control of Victory hexes. Place them during Activations to identify where the Formation will execute active operations. There are OBJ markers allowed by the SNAFU result, those created by the Formation's Recon units, and the one designating the HQ's March OBJ.

ii) Of these, all but March OBJs are "Combat OBJs" which generate OBJ Zone hexes needed to conduct almost all attacks and barrages, as well as to take control of Victory Point hexes.

iii) The one exception is that *Engagement Table* fires do not need an OBJ Zone at all.

**MARCH OBJ**  
iv) March OBJ markers are used to identify the Formation HQ's ending location for the Orders rules. This location restricts the HQ's movement based on the location chosen. (2.4b)

v) March OBJ markers **do not** create OBJ Zones allowing any form of combat.

**3.3a OBJ Zones.** Each OBJ marker creates a 2-hex radius OBJ Zone. An OBJ Zone hex is required to make any:

- ◇ Regular Attacks.
- ◇ Shock Attacks.
- ◇ Attacks by Fire.
- ◇ Barrages.
- ◇ Move into an uncontrolled VP hex. In the case of VP hex entry, the OBJ marker must be in the VP hex itself.

Engagements, however, do not require OBJ Zones, but could apply the DRM for a Double OBJ Zone if the target lies within it. While Double OBJ Zones have access to DRMs, there are no additional effects for multiple OBJ Zones within one hex.

### 3.3b Double OBJ Zones.

These are created by two co-located SNAFU OBJ markers. The target of any Engagement or Attack in a Double OBJ Zone applies a DRM.



**3.3c OBJ Marker Availability.** The *SNAFU Result Effects Chart* gives the number of OBJ markers a Formation can place. OBJs created by Recon (3.3f) and March OBJs (if used) do not count against the number allowed.

OBJ markers cannot be saved for future Activations, given to other Formations, or saved for the Formation's Second Activation. Remove them in the Activation's Clean Up Phase.

**3.3d OBJ Marker Placement.** You can place all, some, or none of your available OBJ markers anywhere you like at any distance from the HQ. OBJ markers must be in a hex **containing** an enemy non-Support unit and/or a Victory Hex designation. (See 2.4g regarding March OBJs.) Once placed, the marker cannot be moved or removed until the Clean Up Phase. OBJ markers have an arrow on their counter to off-set the marker if desired.

**Design Note:** Obviously, having to place Combat OBJ markers literally on top of enemy units is an abstraction. Anyone who has ever looked at a real OBJ knows they are best selected by geography. This was allowed in earlier system versions, but players were doing all manner of obscene things with OBJ markers in an attempt to maximize their usefulness in hitting multiple targets or catching units that retreat. OBJs started showing up in back of enemy units and even on top of friendly ones. The time expended here was criminal. This simplification reduces the crazed planner effect.

**3.3e OBJ Marker Removal.** In every Clean Up Phase, remove all OBJ markers from the map.



**3.3f Recon Created OBJs.** Recon units can place Recon OBJs after the Activities Phase begins.

Recon OBJs are not constrained by the number of SNAFU OBJs allowed.

To conduct a Recon, the Recon unit must:

- ✓ Be identified **both** with Recon capability in the *Unit Capabilities Chart* and in the game specific rules.
- ✓ Have at least one Fire Event to expend.
- ✓ Not be STOPPED \*\* nor overstacked.
- ✓ Not attempt to Recon a hex already containing an OBJ; Recon units can **never** create a Double OBJ.

\*\* You can waive a STOP created by AV EZOCs by winning Stopping Engagements. It does not matter if a Stopping Engagement is required or not. A Recon unit must eliminate the STOP to do a Recon.

**3.3g Recon OBJ Placement Procedure.** The Recon unit expends one Fire Event, rolls one die, and compares the result to the Recon unit's Action Rating.

If the roll is less than, or equal to, the Recon unit's Action Rating, place one OBJ marker on any enemy unit (or VP hex) w/i 2 of the Recon unit.

If the roll is greater than the Action Rating, the attempt fails. Place no OBJ marker. If the Recon unit has another Fire Event, it can attempt to recon that, or another, hex again. If another Recon unit is available, it can attempt to Recon a hex which was tried earlier but failed.

Once created, a new OBJ marker and its OBJ Zone exists for all the active Formation's units (including the Recon unit itself).

## Recon OBJs



In the midst of this Activation, the German player has attacked hex A (which also contains an OBJ set earlier and the shaded OBJ Zone). The unit defending there was forced off map in its Retreat and will return to the HQ next turn.

The German Player has dispatched KG Stephan, which is Recon Capable, to set a Recon OBJ on hex B to allow a follow-on attack to clear the bridge. The player could opt to do the Recon either from the C or D hexes. The D hex is under the Support AV EZOCs of the unit in B, so to Recon from there will require dropping Support first, to eliminate the STOP. Hex E cannot be used because of the STOP Terrain. However, without an OBJ in the VC hex (with the US Star in it), units won't be able to cross the bridge into that hex, even if the unit in B is removed.

KG Stephan uses one Fire Event for the attempt from C.

Roll one die and compare to KG Stephan's Action Rating (5).

If the roll is 5 or less, the Recon is successful and the marker is placed on B.

If the player rolls a 6, no OBJ is placed, but KG Stephan can try again if it still has its other Fire Event.

## 3.4 ACTIVITIES

**3.4a** Only the currently Active Formation's units can perform Activities during the current Activation. If units of multiple Formations stack, only those belonging to the currently Active Formation functions.

**3.4b** In general, you are free to use your Formation's units and artillery in any order you like, but you must finish moving one unit before starting another. No unit or Artillery/Air Point can be used more than once in an Activation. After its chance to move and use Fire Events, a unit can only Attack, Assist, or spot for Barrages. You cannot go back to an earlier unit for other purposes, even if MPs or Fire Events remain.

**3.4c** Make any desired Barrages before, during, and/or after any unit's movement.

**3.4d Units move individually, not as Stacks.** One unit must end its movement for the phase before another can start. You cannot go back to a unit after starting the movement of another, except for the handful of actions listed in 3.4f.

**3.4e** Units STOP and/or FINISH during the course of the Activation. See the *STOPPED / FINISHED Chart* (on the next page) for a full listing of the causes and effects of each.

**3.4f** A unit that is not yet FINISHED, but is done moving and the player has started moving some other unit **cannot** use any remaining:

- ◇ Fire Events.
- ◇ MPs.

But can...

- ◇ Attack or Assist.
- ◇ Spot for a Barrage.

**3.4g** A unit FINISHES when it:

- ◇ Conducts or Assists a Regular Attack.
- ◇ Executes a Voluntary Retreat.

**3.4h** A FINISHED unit cannot:

- ◇ Move (regardless of remaining MA).
- ◇ Execute any remaining Fire Events.
- ◇ Attack or Assist.
- ◇ Enter Screen.

But, a FINISHED unit can spot a Barrage.

**3.4i** A STOP does not preclude executing remaining Fire Events and/or FINISHING by other means.



**Play Note—Movement Sequencing Options:** You can, for example, move unit A, move unit B, fire a Barrage, move unit C, attack a hex using A with B as Assist (A enters the hex after winning), fire another Barrage (using A as a spotter from its new hex), move unit D through the hex cleared by the attack, use D to initiate Engagements against some deeper enemy hex, move unit E through the same hole in the enemy line, attack with stack C with an assist from E... and so on.

What you can't do, for example, is move unit A some MPs, fire a Barrage, move unit B... and then go back to finish unit A's remaining MA, etc.

You also cannot move unit A, then move unit B, and then go back to unit A to conduct Engagements, Shock Attacks, or Attacks by Fire. Those must be done before starting a new unit.

You can, however, move unit A some, do an Engagement, Shock Attack, or Attack by Fire, move unit A some more and do another Engagement, Shock Attack, or Attack by Fire and then call a Barrage. Then move unit B so that A and B can make a regular Attack together (as Attack and Assist).

## 3.5 CLEAN UP

Do the following in every Clean Up Phase:

- ✓ Remove all OBJ, all Traffic, and any Temporary Dropped Support markers which have not converted into Dropped Support markers.

- ✓ Flip Combat Trains not within Optimal Distance to Ghost, if not already.

## 3.6 ISOLATION

Units that are cut off from their HQs suffer losses from Isolation every time they Activate. This is a **more** debilitating situation than when the units *and* HQ are "isolated" together by a Blocked MSR.

**3.6a** Identify Active stacks that have no Safe Path and/or are Out of Command Radius (even if from Advance after Combat). Check to see if the Formation has an MSR Blocked marker. Find these conditions for each unit using the *Isolation Chart* and apply any loss listed in the appropriate line.

**3.6b Reinforcements.** Reinforcements catching up to their Formation HQ **do not apply** Isolation until they start an Activation inside Command Radius.

## 3.7 Fatigue Recovery & Failure Flip

Fatigue Recovery enables a Formation to reduce their Fatigue level, even to Fat-0.

**3.7a Limitations.** No more than one Fatigue Level can be recovered in any one Game-turn. No Formation can recover to Fresh during the game. **Recovering Formations cannot execute a Second Activation nor can Recovery be executed during one.**

**Formations in Prepared Defense can recover Fatigue.**

**3.7b Requirements.** A Recovering Formation must have a Complete MSR.

**3.7c Procedure.** Announce that the Formation will do a Recovery Activation during its Activation's Preparation Phase. Make no SNAFU roll. A Recovery Activation allows only those actions listed for a Recovery Activation in the Sequence of Play and in the order presented.

**3.7d Failure Flip.** If you obtain a Fail SNAFU result, you can convert it into a Recovery Activation in an action called a "Failure Flip."

**i)** Failure Flip can **only** be done in Initial Activations. A Failure Flip **cannot** be done in any Second Activation.

**ii)** **Apply** anything done in the Activation **before** the SNAFU Roll, but continue by executing only those functions in 3.7c as if you decided earlier to conduct a Recovery Activation, to include giving up any chance at a Second Activation.

**iii)** You can also choose to accept the Fail SNAFU result instead and continue to play normally. Failure Flips do not apply when Orders or Planned Fatigue options are used.

## STOPPED/FINISHED Chart

### Things That Make You STOP

- ◇ Using both Fire Events.
- ◇ Terrain effects.
- ◇ Traffic markers.
- ◇ Leg or Truck MA movement into any EZOC.
- ◇ Tac MA movement into an AV EZOC.
- ◇ Starting to move another unit.
- ◇ Truck MA movement into an Engagement Zone.
- ◇ Failing a **required** Stopping Engagement.
- ◇ Spotting a Barrage outside an Attack Sequence.

### Things You Can Do STOPPED

- ◇ Spot Barrages.
- ◇ Initiate Engagements.
- ◇ Attack.
- ◇ Attack By Fire.
- ◇ Assist an Attack.

### Things You Cannot Do STOPPED

- ◇ Move.
- ◇ Recon.
- ◇ Shock Attack.

### Things That Make You FINISH

- ◇ Participation in a Regular Attack.
- ◇ Execute a Voluntary Retreat.
- ◇ Entering a Required Stopping Engagement hex when Light AV or as a Screen.

### Things You Can Do After FINISHING

- ◇ Spot for Barrages.

### Things You Cannot Do After FINISHING

- ◇ Use remaining Fire Events.
- ◇ Move.
- ◇ Attack or Assist.
- ◇ Enter Screen.



## 4.0 MOVEMENT

A player can move all, some, or none of his Activated Formation's units given other rules; the Inactive player cannot move any of his units, except when needing to retreat.

### 4.0a General.

i) **Units move individually**, but a unit can move as many or as few hexes as desired, subject to MA, SNAFU results, Traffic, enemy units, EZOCs, and terrain.

ii) Units move in any direction or series of directions, but must follow a contiguous path of hexes through the hex grid.

iii) Each unit tracks its remaining MA individually and expends MPs for each hex/hexside entered/crossed according to the *Terrain Effects Chart*. Units cannot transfer unused MPs to each other, nor save them for later use.

iv) Units can never enter hexes containing any kind of enemy unit, except to 'Jump' HQs or Combat Trains. **Exception:** See 4.6a, regarding Deployed-side Leg MA units and enemy Screen units.

4.0b **Switching Counter Sides.** Most units have two counter sides showing the unit in different postures. Flipping does not cost MPs. Units can only flip before beginning any Activities and no unit can flip more than once per Activation. A unit can only flip with the appropriate Safe Path (see 1.9). A Unit functions based on the values showing; its face-down side has no effect at all.

4.0c **Halved Movement Allowance.** An MA might be halved for a number of reasons. Regardless of the applicable number of reasons, halve the MA only once. Always keep fractional MA; do not round them in any way.



4.0d **Traffic.** Place Traffic markers in the Defender's or Firer's hex, based on *Combat or Engagement Table* results respectively. Traffic markers inflict a STOP on all units within or entering their hex. Traffic markers inflict their STOP but have no actual MP cost. If a Traffic marker exists in a hex that is already fully or over stacked, additional units cannot enter that hex even momentarily.

**Design Note:** In *BCS* games before *Panzers Last Stand*, Traffic markers said "Stopped" on them (short for "Traffic Stopped"). This was clarified in *PLS*.

4.0e **[Optional] Unit Traffic.** Unit Traffic has no marker. Unit Traffic exists in any hex containing any Unit **except** Deployed-side Active Units.

**Exceptions:** HQs always create Unit Traffic, but Combat Trains, Unassigned units, a unit in an Entry Hex, and any unit currently Screening are ignored entirely.

Screen Zone hexes, friendly or enemy, have no effect on Unit Traffic, or vice versa.

Units entering a Unit Traffic hex do not benefit from any roads in or entering hex. They must pay the hex's "other terrain" MP cost (hex and hexside) instead. If the "other terrain" hex and/or hexside is Prohibited to the unit, it cannot enter the hex. "Other terrain" only applies to entering the Unit Traffic hex, and never to exiting one.

**Design Note:** 'Unit Traffic' was a part of plain Traffic and the system standard for a long time. It was always a time consuming matter and provided only modest returns. Some players loved it, others hated it. I'd suggest playing without Unit Traffic at first only adding it later if you prefer greater detail. It does work very well, but it is also a lot of work & time as players will carefully orchestrate their moves.

## 4.1 TERRAIN EFFECTS

Each hex and hexside feature costs a specific number of Movement Points as listed on the *Terrain Effects Chart*. This cost varies depending on the unit's Movement Class: Tactical, Leg, or Truck. Units have independent MAs and the MP expenditures of one unit do not affect any other. Add any hexside MPs to the hex's cost. The moving unit must pay the entire MP cost before entry. **Exception:** One-hex Movement (4.1f).

4.1a **Multiple Terrain Types.** A hex might have more than one hex terrain symbol. The symbol's quantity does not matter. Use the type most costly for movement if not moving on roads.

4.1b **Reciprocal Moves.** A unit can only move from hex A to hex B if it could also move from hex B to hex A.

4.1c **Roads.** A unit can pay road movement costs and ignore the normal hex and hexside MP costs, if the unit follows a continuous road path and the road is not negated by Unit Traffic. Roads within a hex are assumed to intersect, even if no intersection is literally shown.

4.1d **Prohibited Terrain.** Units cannot enter or cross Prohibited hexes or hexsides, unless using a bridge or road.

4.1e **STOP Terrain.** Units must STOP upon entering any STOP Terrain hex, regardless of their remaining MA. STOP terrain hexes cost 4 MPs.

4.1f **One-hex Movement.** If otherwise eligible to move and not yet moved in this phase, a unit without enough MPs can always move one hex. Units can never use this rule to:

- ◇ Conduct a Shock Attack.
- ◇ Move across or into Prohibited terrain.
- ◇ Violate Failed SNAFU effects.
- ◇ Violate EZOC effects.
- ◇ Move with a printed MA of Zero.

## 4.2 STACKING

Normal stacking is two Combat Units. HQs, Support, Combat Trains, and all game markers do not count for stacking.

**Over-Stacking is allowed (with exceptions listed in 4.2b) but brings with it DRMs on the Combat Table and multiple rolls on the Barrage Table.**

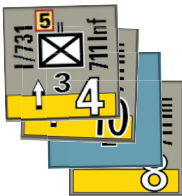
**4.2a** A stack's top Combat Unit must be the one with the longest printed Range (use greatest AV rating in ties). Otherwise, you can freely determine stacking order at any point during your Activation.

**4.2b** Over-Stacking is not allowed at the moment when:

- ◇ Using any Fire Event.
- ◇ Being selected as an Attack or Assist unit.
- ◇ Entering a hex with a Traffic marker.

**4.2c Defending an Over-Stacked Hex.** Over-Stacked hexes defend normally in most cases, but with the addition of the *Combat Table's* Over-Stacking DRM.

*Naturally, the Barrage and Attack by Fire systems will make over-stacked hexes death traps. But, sometimes you have reasons.*



## 4.3 ZONES OF CONTROL (ZOCs)

**4.3a** With the explicit exceptions in 4.3b, Combat Units have ZOCs in the hexes adjacent to them. ZOCs come in two varieties: normal ZOCs (generated by all but the units listed in 4.3b) and AV ZOCs (which are only generated by AV units).

**4.3b** HQs, Combat Trains, **Screen units**, and Unprepared units **do not** have ZOCs.

**4.3c Restrictions on ZOCs.** Terrain does not restrict ZOCs. Friendly units **only** negate EZOCs for Safe Paths and the movement of HQs (4.3d).

**4.3d EZOC Effects.** EZOCs affect movement depending on the moving unit's MA Class and/or type. No unit can move directly from one EZOC to another that affects it. Units can freely exit any EZOC it began its movement within (provided it does not move *directly* into another EZOC that affects it).

**i) Leg MA and Truck MA units** must STOP if they enter any EZOC.

**ii) Tac MA units** must STOP on entering an AV EZOC (Real or Support) hex. This may require a Stopping Engagement. But, only **Real AV EZOCs** apply to Tac MA units for Safe Path determination. (1.9d)

**iii) HQs** can never enter an EZOC unless the EZOC is negated by a friendly unit.

**4.3e EZOCs and Retreats.** Appropriate EZOCs in a Retreat's ending hex can inflict step losses on the retreating units. EZOCs that eliminate the Safe Path of Leg or Truck MA units might cause them to be unable to retreat and take a Step Loss instead. EZOCs have no effect at all on retreating Tac MA units.

**4.3f AV ZOCs.** AV ZOCs affect the movement of enemy Tac MA units, whereas normal ZOCs do not. AV ZOCs are generated by Real AV units or by Support. These are Real AV ZOCs or Support AV ZOCs, respectively. AV ZOCs are limited to hexes adjacent to it, regardless of the unit's Range. Support AV ZOCs are available to **any** currently Supported unit.

## 4.4 Stopping Engagements

While **moving** into AV EZOCs requires your moving unit to STOP, winning a Stopping Engagement could allow it to "break free" ("waive the STOP") so it can keep moving. Stopping Engagements never occur in any non-AV unit movement, Advance after Combat, or Retreat.

Some Stopping Engagements are **required** (meaning you must fire at least once even if you don't intend to keep moving), while others are not (you can decide to not fire at all and merely STOP in place).

Each Stopping Engagement "shot" costs one Fire Event like any other Engagement.

### 4.4a Required or Not Required?

A Moving unit is **required** to make *at least one* Stopping Engagement if the AV EZOC entered is generated by either a:

- ◇ **Real AV unit** or
- ◇ **Host with Stand Off Support.**

A Stopping Engagement is **not** required if the AV EZOC is exclusively from Hosts **with non-Stand Off Support**. The player is free to fire, anyway, in order to *waive* the STOP.

**Exception:** Light AV and all AV-armed Screening units cannot execute a required Stopping Engagement. They become FINISHED instead. If the Stopping Engagement is not required, they STOP normally.

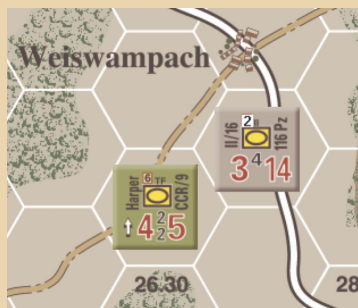
**4.4b Waiving a STOP.** The STOP requirement is waived if no AV EZOC remains in the firing unit's hex. An AV EZOC disappears if the unit providing it:

- ◇ Is Destroyed.
- ◇ Retreats.
- ◇ Is a Host and it Drops Support.

The moving unit "wins" if the hex's STOP is waived. It loses if it does not. **If a unit 'loses' a required Stopping Engagement it remains STOPPED.**

Regardless of the failure of any earlier Stopping Engagement, the unit can expend its remaining Fire Event as an Engagement that might open up that EZOC hex to the movement of his other units.

## Stopping Engagements



Here the II/16 (116 Pz) has just moved into the hex adjacent to TF Harper.

A Stopping Engagement is required as Harper has a Real AV ZOC.

There are no additional DRMs in this case so it is the German unit's effective 7 vs the US unit's effective 6 for a +1 over all.

The first roll is a 4 with the +1 gives a 5 and a Firer Loss & Traffic. The German player takes that loss and places a Traffic Stopped marker in the Panzer Bn's hex and could try again.

The Pz Bn is not Attack-capable, so it could not literally 'Attack' Harper using the Combat Table. Shock Attack would not be possible both because of the STOP and the fact that Harper is an AV.

There is another Fire Event, so it fires again, same +1, and this time rolls an 8 for a net 9. Harper takes one loss and has a Retreat result to satisfy. The Stopping Engagement has been 'won' but having used its last Fire Event, the Pz Bn cannot continue to move.

Even if a unit eventually wins the Stopping Engagement, it STOPS if it expends its last Fire Event, and you cannot 'pause' one unit to help it out with another before it continues.

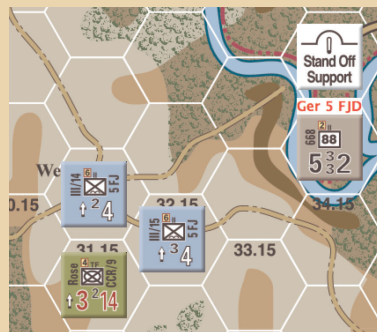
**i) In each Stopping Engagement, the active player's moving AV unit is the Firer. The inactive player selects the Target unit he desires.**

The target unit chosen must:

- ◇ Contribute an AVEZOC into the moving unit's hex.
- ◇ Follow the normal Engagement Target selection requirements in 5.2b part ii).

**ii) A STOP must be waived before making any Recon attempt.**

## Stand Off Support



Here the 88mm unit is with the HQ in Command Radius of the two FJ units, both of which have their Support.

TF Rose moves up from the south and wishes to attack one of these two FJ units in the hope of cutting through to the river and blocking off further advances by the FJ.

However, once it enters 31.15, it must deal with the Stopping Engagements created by the Stand Off Support from both of these units.

In this, TF Rose is in a good spot. As there is a Required Stopping Engagement in that hex, even though it is coming from two enemy hexes, only ONE Stopping Engagement is literally required (Rose can "accept" the other as 'just a STOP' and isn't forced to Engage it).

The Stopping Engagement shot on III/15 is a 5 to 8 or a net -3. A roll of a 9 manages to Drop Support on this unit. As the second (identical) shot is really an unneeded risk to Rose (who will attack III/15 with a regular Attack shortly), Rose can make use of its other Fire Event to make an Attack by Fire on III/15 in the hopes of killing a step before the combat.

TF Rose will then be out of Fire Events and locked in the unwaived AV EZOC of III/14. Both of these add up to a single STOP. It is expected that Rose will attack III/15 (which does not have Support and might be down to 5 steps). With luck this will result in III/15 scurrying off and Rose will advance into 32.15. If Rose gets a Second Activation, it will then deal with III/14.

## 4.5 ENGAGEMENT ZONES

**4.5a** Engagement Zones are generated by AV units out to the extent of their range and give the following effects:

- ◇ Truck MA units must STOP on entering an Engagement Zone.
- ◇ HQs cannot move into or end a Retreat within an Engagement Zone hex.

Other than these two points, Engagement Zones have no effect at all other than where they might be able to initiate an Engagement. Unlike EZOCs, friendly units do not negate Engagement Zones for HQ movement. Only Terrain and Weather affect Engagement Zones.

**4.5b** Only Real (i.e. not in Support) AV units (which are **not** Light AV or Screening) generate Engagement Zones. Engagement Zones extend into all hexes of the AV unit's range, possibly restricted by Terrain and Weather.

**4.5c Blocking Terrain ("Line of Sight").** Terrain has no effect on an Engagement Zone into adjacent hexes, but greater ranges require no Blocking terrain on the line between the endpoint hexes. Use the line connecting their center-points.

Ignore terrain in both end-point hexes entirely. Ignore all hexside features, units of both sides, and all game markers in or between the end-point hexes..

Use the listing on the *Terrain Effects Chart* to determine if an intervening hex blocks or not. Count entire hexes as blocking; the specific location of the symbol is irrelevant.

If the line between the firer's hex and the target hex runs on a hexside between a blocking and a non-blocking hex, the Engagement Zone is **not** blocked.





## 4.6 SCREENING

Screening allows Recon units to slow enemy movement without undue risk to themselves. A Recon unit currently on its Move-side can be marked as Screen before starting its Activity Phase. SNAFU results do not affect Screens.

You can add a Screen marker to Recon units at any time in an Initial Activation (even in a Fail SNAFU), but never in a Second Activation.

Screen markers can be removed at any time (even in an enemy Activation), instantly releasing the unit.

**4.6a Screen Zone Units.** A unit marked Screen:

- ◇ Has no ZOC.
- ◇ Can move, Recon, and spot for Barrages.
- ◇ Cannot end movement or retreat stacked with any other unit. Should this happen, remove all Screen markers from the involved units.
- ◇ Cannot Attack, Assist, Attack by Fire, or Initiate Engagements. **They are FINISHED upon entering any AV EZOC hex and cannot enter a hex that requires a Stopping Engagement.**
- ◇ Cannot Jump HQs or Combat Trains.

i) Enemy Tac or Truck MA units **cannot** enter the hex occupied by the Screen unit itself.

ii) Enemy **Deployed** Leg MA units **can** enter the hex occupied by a Screen unit and cause the Screen unit to retreat 3 hexes.

iii) Retreating does not affect the unit's Screen marking or cause a counter flip to occur.

**4.6b Screen Zone Unit Combat.** Screen units are not subject to the *Combat* or *Barrage Tables*.

Screen units can be fired **upon** using the *Engagement Table* (but cannot be the Firer in an Engagement). However, convert each “Both Loss” result into a “No Losses, Target Retreats 3 hexes” result.

**4.6c Screen Zones.** Screen units have no ZOC, just their Screen Zone. A Screen Zone includes all hexes around the Screen unit out to a number of hexes away from the unit (inclusive). Screen Zones exist to a radius of 3 hexes (in all BCS games, a change to Last Blitzkrieg). Ignore enemy units and terrain for Screen Zone purposes.

**4.6d Screen Zone Effects.** Move-side Enemy units pay +1 MP per Screen Zone hex entered. Screen Zones do not affect Deployed-side enemy units. **Unprepared units cannot enter an enemy Screen Zone hex.**

Screen Zones (including the Screen unit itself) have no effect on:

- ◇ Hex Legality for MSRs.
- ◇ Unit Traffic.
- ◇ Safe Paths (friendly or enemy).
- ◇ Engagement Zones (and vice versa).

## 4.7 HQs & COMBAT TRAINS

HQs and Combat Trains cannot be destroyed or captured. They can be temporarily disrupted by enemy ‘Jumping’ (enemy units moving into their hex), and have their own movement requirements.



**4.7a HQ Movement.** HQs move during the Activities Phase using their own MA like any unit, except they will lose any Prepared Defense markers they have if they move. When using the Orders rules, HQ movement is strictly controlled by the orders they are given. **However, an HQ under Prepared Defense Orders (2.4d) cannot do a Voluntary Retreat.**

Regardless of its Movement Class, HQs cannot cross or enter terrain prohibited to Truck MA.

**Important:** HQs **must** always end their movement or retreat in a non-RR road hex which, if possible, is at the end of a Complete MSR. (3.1)

**4.7b Combat Train Movement.**



Combat Trains (which are currently Legal or Off-Map) ‘move’ by simply placing them in any desired **Legal Hex** (3.1a) that also **creates a Complete MSR**. They cannot move to any ‘Illegal’ hex or even a ‘Legal Hex’ which **doesn’t generate a Complete MSR**.

If the Formation does not have a Complete MSR in the Activation’s Preparation Phase, remove the Combat Trains and place them Off-Map.

Combat Trains that are Off-Map can return to any Legal hex On-Map if doing so creates a Complete MSR during the Activities Phase. Such Combat Trains have “moved” and re-enter as Ghost.

Combat Trains which...

- ◇ Move or
- ◇ End an Activities Phase outside Optimal Distance from their HQ (between 5 and 15 hexes) (3.2f) ...**must** flip to their Ghost side.



**4.7c Combat Train Recovery from Ghost.** Ghost Combat Trains can recover to normal if:

- ✓ Legal and part of a Complete MSR.
- ✓ Within Optimal Distance.
- ✓ Stationary for the preceding Activity Phase.

**4.7d Jumping HQs & Combat Trains.**

Table Retreat **results** do not directly affect HQs & Combat Trains, but if an enemy unit ever **enters** their hex, they are ‘Jumped’ and must retreat (HQs in 4.7e and Combat Trains in 4.7h). The enemy unit executing a Jump can be moving in regular movement or an Advance after Combat.

Unprepared units, retreating units, Screen units, **units starting the phase Out of Command Radius**, HQs, and Combat Trains cannot Jump enemy HQs and Combat Trains.

**4.7e HQ Retreats.** Do these things to retreat an HQ following a Jump:

- ✓ Retreat the HQ **at least 3 hexes** to any Legal Hex (3.1a) that is free of any Engagement Zone. Just pick up and place the HQ in the desired hex, with no EZOC or Safe Path concerns along the way. **Exception:** See 4.7f.
- ✓ Flip its Combat Trains to Ghost.
- ✓ Remove the HQ’s Prepared Defense marker, if any.
- ✓ Apply a Coordination marker to the HQ.
- ✓ Retreat does not change an HQ’s Activation Status (Available, Used or Done).

**4.7f HQ Escape into a Pocket.** An HQ can ignore the need for a Complete MSR and the minimal retreat distance requirements of 3.1a & 4.7e, as well as the concerns of the Directional Retreat Guidelines (5.5b), but it must end in a hex **containing** one of its own units.

**Other than needing a Complete MSR, ALL other Legal hex requirements apply.**



**4.7g HQ Voluntary Retreat.** An Active Formation's HQ can Voluntarily Retreat following the procedure in 4.8, except:

- ◇ HQs never lose a step.
- ◇ HQs can do so even in a Fail SNAFU.

An HQ Voluntary Retreat applies 4.7e & 4.7f normally. **HQ's under Optional Prepared Defense Orders (2.4d) cannot execute a Voluntary Retreat. If an HQ does a Voluntary Retreat it must increase its Fatigue Level by one.**

**4.7h Combat Trains Retreat.** Jumped Combat Trains retreat by just being picked up and placed in a Legal Hex creating a Complete MSR, then flipping to Ghost. That hex must be *at least* 10 hexes following a road down its MSR from where it started. The resulting hex need not be 10 hexes straight-line distance from where it started. **If no such hex is possible, the Combat Trains are sent Off-Map.**

**4.7i [Optional] Soft Jumps.** If an HQ or Combat Trains is Jumped, roll one die for the hex (regardless of the numbers of HQs and/or Combat Trains in it). Make this roll **before** resolving any Combat Unit Retreats.

i) On a 1-4 it is a Soft Jump and follows part iii below.

ii) On a 5-6, it is a Hard Jump and applies the process in 4.7e, 4.7f, and 4.7h.

iii) On a Soft Jump, the owner moves **both** the Jumped HQ and its Combat Trains (regardless of which gets Jumped) as desired. Retain (but do not add) any Prepared Defense or Coordination markers. The Combat Trains retain their existing Ghost status (or not) and need not become Ghost as a result.

iv) There is no path involved; the idea is that it was there the whole time. The player can shift any desired number of hexes.

v) The chosen hexes **must**:

- ✓ Be appropriate terrain.
- ✓ Not contain an enemy unit, Engagement Zone, or EZOC.
- ✓ Not block an enemy MSR.

vi) However, the hexes need not be Legal at the moment.

**Design Note:** A Soft Jump might look odd at first. It is not a movement of any sort. Rather, it is an attempt to add limits to the enemy's perfect "eye-in-the-sky" intel. His units roll into a location he was certain was correct, only to find nothing there. The "new" location is actually where the HQ was this whole time (or so it seems). The enemy's 'perfect' situation map was simply wrong, again.

## HQ Jumping



The contents of the 106 ID's stack are splayed out around it.

KG Stephan approaching from the south needs to establish a Recon OBJ on St. Vith. This is needed because of the 168 Engineer and a VP in that hex, not because there is an HQ. This uses one Fire Event. The player rolls one die and gets a 2, which sets the OBJ marker on the HQ in St. Vith. This allows both the Shock Attack and the entry into the US controlled VP hex.

Stephan then makes a Shock Attack on the stack from 30.10. Note that there is no Support to Drop to enable this attack as there is no unit in the hex that can take advantage of the 106 ID's Support or Prep Def. The Shock Attack is a 6 to 4 or +2. Any roll of 9 or more will dislodge the HQ and destroy the Engineer. Because the city is Key Terrain, Situational Results will not force a Retreat.

Here the player rolls a 10.



The HQ has Retreated the required 3 hexes, it has lost its Prep Def marker, and the Engineer has been destroyed. The HQ will also need to be given a Coordination marker for having Retreated and have its Combat Trains flipped to their Ghost side.

## 4.8 VOLUNTARY RETREATS

In lieu of normal Movement, Active units can self-inflict Voluntary Retreats to get out of locations they couldn't exit normally. Safe Paths, EZOCs, Engagement Zones, Terrain and enemy units themselves do not restrict Voluntary Retreats.

**4.8a** The retreat ending hex must be 3 hexes away. Inflict one step loss and flip the unit to its Move-side. This FINISHES the unit. If the ending hex contains an EZOC, inflict the normal additional Step loss as well. (5.5g)

**4.8b** HQs do the same (see also 4.7g) but can extend their retreat to fulfill the conditions of a Jumped HQ in 4.7e & f. HQs do not take any step loss. **HQ Retreats must be toward their Combat Trains and see 5.5b.**

**4.8c** HQs can Voluntary Retreat under a Fail SNAFU result. All other units require at least a Partial SNAFU result. See 4.7g for more details.

**4.8d** HQs under actual Prepared Defense Orders (2.4d)—as opposed to an HQ that just happens to have a Prepared Defense marker—cannot execute a Voluntary Retreat.

## 4.9 [OPTIONAL] REALISTIC MOVEMENT

Players ponder, control, redo, and rework moves to squeeze out ever-greater optimization. Their opponents must do the same to compete. The result, after a great time investment, is a level of precision that has nothing to do with reality. This rule makes cardboard units move like the real thing.

**4.9a Unit Movement.** Units move as the real elements. If a counter moves along the grid into a hex, it really did so. No redos, if you go down the wrong track and need to back-pedal, do so literally using your MA.

**4.9b Honest Mistakes.** However, if you screw up (count MPs wrong, forget a rule, or what not), let your opponent know what you did and figure out where the unit should be. Changing what you'd "like to do" doesn't count.

## 5.0 COMBAT

Combat occurs in multiple ways, including Engagements, Attacks, Shock Attacks, Attack by Fire, and Barrage. Unit types restrict the kinds of combat a unit can conduct and be subjected to. (See the *Unit Capabilities Chart*.) Only the Active player can initiate any form of Combat.

**Play Note—Combat Type Integration:** Learning to play the game requires understanding what types of combat to use versus the kinds of targets and the capabilities of your own units.

Becoming a great player is a matter of not only knowing these things, but arranging your forces so that you have the tools available to obtain your goals as rapidly and efficiently as possible. Importantly, an expert player will know what tools to leave in the toolbox given the situation he is presented and which ones will do the needed job and how well they will do it.

**Regular Attacks** are set piece actions coordinated between assaulting and supporting units & fires to push the enemy out of a position on the ground. Resolve these on the *Combat Table*.

**Shock Attacks** are rapid assaults by mechanized units exploiting their protection and mobility to decisively attack an enemy location. Shock Attacks allow the attacking unit to continue movement afterwards. Resolve these on the *Combat Table*.

**Engagements** are fire exchanges between weapons platforms using AV strengths. Engagements are used to generate losses, to suppress Support, and to free friendly units for movement. Unlike Attacks, they do not represent an effort to seize terrain. Resolve these on the *Engagement Table*.

**Attacks by Fire** use AV weapons against non-AV targets. Resolve these on the *Barrage Table*.

**Barrages** use Artillery and/or Aircraft to generate Suppression effects or to inflict step losses on enemy locations. Destruction Barrages use the *Barrage Table* to create losses. Suppression Barrages allow the player to apply DRMs on the *Combat Table*, but do not inflict any step losses.

**5.0a** “Terrain” (as in a unit “has Terrain”) are specific terrain features that affect Combat and Barrage of listed types on the *Terrain Effects Chart*. Both hex and hexside features could apply “Terrain” effects. Hexside Terrain applies to the *Combat Table*, but has no effect on any Engagements, Attacks by Fire, or Barrages.

**5.0b** HQs and Combat Trains cannot be Engaged, Attacked, or Barraged. They do not absorb step losses at any time or for any reason.

**5.0c** Screen Units cannot be Attacked or Barraged, but could be Engaged by enemy AV units.

## 5.1 REGULAR AND SHOCK ATTACKS

Both Regular and Shock Attacks use the *Combat Table* to represent assaults into enemy occupied hexes. Shock Attacks have a number of exceptions and special requirements, which do not apply to Regular Attacks.

**5.1a All Attacks.** Execute Attacks at any time and order during the Activities Phase. Attacks are never required. Each Attack involves only one “defending hex” which must contain an enemy unit which can be attacked. The defending hex **must** be within an OBJ Zone, but **Attacks are not restricted by Command Radius**.

### 5.1b Attack Sequence

- 1) Attacker declares the Attack and identifies the defending hex.
- 2) Defender announces if he can apply Prepared Defense.
- 3) Defender identifies his Action Rating unit.
- 4) Attacker identifies the Attack and any Assist units.
- 5) Attacker executes any Barrage.
- 6) Determine the net *Combat Table* DRM.
- 7) Roll on the *Combat Table*.
- 8) Apply the results (Losses, Retreats, Advances).

### 5.1c Attack Unit Requirements.

**All Attack units** must:

- ✓ Provide the Attack’s Action Rating.
- ✓ Be adjacent to the defending hex.
- ✓ Be able to **enter** the defender’s hex in regular movement.
- ✓ Not be FINISHED.
- ✓ Not be Over-Stacked.
- ✓ Be used to determine Attacking DRMs.
- ✓ Have an MA greater than 0.

**5.1d Barrages in an Attack.** The attacker can select one of two kinds of Barrage using available Arty/Air Points to support his Attack. **The Formation HQ's Command Radius does not restrict Barrage.**

A Suppression Barrage generates a +2 DRM in a Regular Attack, or +1 DRM in a Shock Attack. In neither case does the Suppression Barrage cause any step losses. A Destruction Barrage can cause step losses from the *Barrage Table*, but gives no Suppression DRM. If a Destruction Barrage destroys the defending stack, execute Advance after Combat and the attack ends without rolling on the *Combat Table* (but still FINISHES all involved units). For Fatigue roll purposes, the Attack did occur.

**5.1e Combat Table DRMs.** Each side determines its *Net Action Rating* by adding the applicable *Combat Table* DRMs to their chosen unit's AR. Subtract the defender's Net Action Rating from the attacker's Net Action Rating to find the final DRM. Use the terrain in the defender's hex and any hexside terrain the Attack unit is crossing to make the attack. For the Defender to use his Second Unit DRM, he must have exactly two Combat units in his hex.

**5.1f Combat Table Results.** Roll two dice, add the final DRM, and read the result on the *Combat Table*. Results include Losses, Retreats, and Traffic. Only the Attack unit can absorb Attacker losses. If it cannot absorb all of them, ignore the excess. Losses cannot be applied to Support or Assist units. The defender must inflict the first loss on his AR unit and then distribute remaining losses to other real units within his hex, as desired. Place any resulting Traffic marker in the defender's hex if his stack either retreats or is destroyed (otherwise ignore it). Retreat results affect **all** the units in the defending hex.

**5.1g Regular Attacks Only.** A hex can only be targeted by a single Regular Attack in a single phase. But if the enemy units retreat to a new hex, they could be attacked again (by different Attacking units).

### 5.1h Regular Attack Criteria.

The **Attack Unit** must apply the "All Attack Units" list in 5.1c and must be Attack-Capable.

An Attack Unit **could be STOPPED**.

**5.1i "Assist" Units.** You can assign an "Assist" for your Attack, if you wish. An Assist gives that Attack a DRM. The *Unit Capabilities Chart* shows which unit types can Assist. You may select no more than **one** unit as an Assist.

An Assist must:

- ✓ Be Attack-Capable or have an AV showing.
- ✓ Be adjacent to the defender's hex.
- ✓ Be adjacent to, or stacked with, the Attack unit.
- ✓ Not be over-stacked.
- ✓ Not be FINISHED, but can be STOPPED.

An Assist unit can Advance after Combat only if **stacked** with the Attack unit, and not from other locations. It can only Advance after Combat if it is capable of entering the defender's hex in normal Movement.

### 5.1j Ending a Regular Attack.

Regardless of any Advance After Combat, units that Attack or Assist are FINISHED.

### 5.1k Shock Attack Only.

You can Shock Attack a hex as many times in an Activity Phase as you can manage (even with the same unit) in addition to other Attack or Barrage types—and in any desired order.

### 5.1m Shock Attack Criteria.

i) A Shock Attack defending **hex** must:

- ✓ Not contain **any** AV rating (real or Support).
- ✓ Cost 3 MPs or less for Tac MA (road MP rates can be used to reduce the hex's terrain costs).

ii) The defender's hex could **contain** a STOP (if using a road rate to pass the 3 MP test). That STOP applies after the unit successfully advances into that hex.

*No, the unit need not pay this amount. The hex merely needs to cost that much or less.*

iii) A Shock Attack **unit** must:

- ✓ Follow the "All Attacks" list in 5.1c.
- ✓ Be a single unit.
- ✓ Have at least one MP & one Fire Event remaining.
- ✓ Not be under a STOP.
- ✓ Have a Tac MA and be "Shock Attack-Capable" on the *Unit Capabilities Chart*.
- ✓ Show one or more of the following:
  - ◇ Attack-Capability.
  - ◇ Red AV.
  - ◇ Light AV.
  - ◇ Breakthrough Armor.

### 5.1n Other Shock Attack Special Rules.

i) Shock Attacks cannot use Assists.

ii) A Shock Attack costs one Fire Event.

iii) Shock Attacks do not FINISH the attacking unit.

iv) Shock Attacks can never use more than one **Arty** or Air Point for barrage.

v) **To obtain the "Attack by Fire DRM," the Attack by Fire must come from the Attack unit itself and leave another Fire Event available for the Shock Attack. The Attack by Fire accrues the DRM even if it generates no loss.**

**5.1o Ending a Shock Attack.** The Attack unit can continue to move using its remaining MA if not STOPPED (for any reason, including running out of Fire Events by doing the attack).

i) Continue movement, if any, from the unit's current hex (be it with or without the "free" move of an Advance after Combat). Once **beginning** to move again, EZOCs and Stopping Engagements apply normally.

ii) If the attack fails to dislodge the Defender and the Attacker still has MA and a Fire Event remaining—it can move or even try another Shock Attack against the same hex again.

iii) Regardless, all the DRMs involved in the earlier attack are reset to zero. A new Shock Attack, even against the same target, must provide its own DRMs.

**Design Note:** Yes, this all means that a unit could make a successful Shock Attack against a hex, Advance after Combat into it, and thereby 'move into the hex for free.' Remember, they are hustling at the time and the world is not as black and white as a unit's MA might indicate.

## 5.2 ENGAGEMENTS

Engagements represent AV armed units exchanging fires. Only the Active player initiates Engagements. Resolve them on the *Engagement Table*.

Engagements can only be initiated against enemy AV units or Support. If an AV unit wishes to fire on a stack without any AV, use *Attack by Fire* instead.

### 5.2a Engagement Firers.

i) A qualified Active AV unit, which is not in Support, can execute an Engagement by firing on a single enemy AV unit target in its Range.

The limitations on this range (the range's maximum value, the effect of terrain in 5.2b part iv), visibility and Blocking Terrain) restricts how far away a target can be Engaged.

The Firer's Range affects:

◇ If the Target can be Engaged at all.

The Target's Range affects:

◇ If the Firer can take losses at all. (5.2d part iv)

◇ If the Target can use the Multiple Support DRM. (5.2d part iii)

If the Target is a Support unit, measure the Target's Range on the Support's counter from the Host back to the Firer.

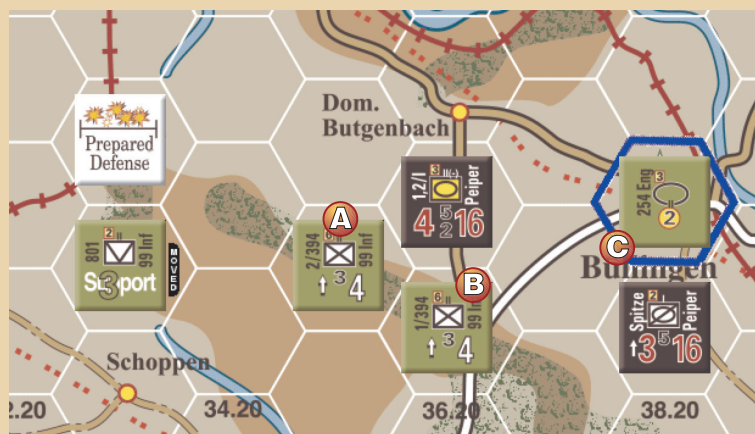
ii) Engagements require the expenditure of one Fire Event each, but do not cost MPs. If a unit no longer has a Fire Event available, it cannot initiate an Engagement.

iii) A unit can initiate an Engagement at any point in movement (including before it moves), and is free to move afterwards if this wasn't its last Fire Event.

iv) EZOCs do not affect a unit's ability to Engage.

v) There is no need for the Firer to be able to enter the Target's hex in any way nor is there ever an Advance After Combat after any Engagement, no matter what the results.

## Shock Attack



Here the Prep Def and Support for the 99 ID is arrayed nearby for visibility in the example. OBJ Zones as needed are assumed.

In the first example, the German Panzer unit 1,2/1 moves into 36.22 and wishes to do a Shock Attack on the 99 ID Unit B. It cannot do one against Unit A because the terrain MP cost (4 for the STOP Terrain) is too high, but the road heading south into 36.21 allows such an attack. However, before this is possible, the Panzer unit must eliminate the STOP requirement created by the Support AV EZOC from Unit A and drop the Support from Unit B to allow the attack at all.

This, of course, is beyond the abilities of the German unit. It can try to Drop the Support from both US units, but in doing so it will be STOPPED for the Activation and out of Fire Events—unable to make any Shock Attack.

In the other example, Spitze is going to do a Shock Attack against Unit C. Here there is no Support or Prep Def as the Engineer is Unprepared and in a Village (which is not Key Terrain in case a Situational Result comes up).

As a result, both of Spitze's Fire Events are available. The player decides to do an Attack by Fire so as to obtain the extra +1 on the Combat Table.

Spitze attacks with a 5 (AR), +1 (Dual), +1 (Attack by Fire), and +1 for Suppression (Arty) for an 8. The Engineer defends with a 2 (AR), +1 (Terrain) for a 3. The Shock Attack has a net +5 DRM. Here the German player rolls a 6 which is modified to an 11. The Engineer takes the D1. It must Retreat. However, as the unit has no printed MA, 5.5i applies and the unit is automatically destroyed.

Spitze enters the hex at no MP cost, but cannot continue to move as it has used all its Fire Events and is STOPPED.



### 5.2b Engagement Targets.

i) Engagements **do not** require the target to be in an OBJ Zone, but the Target must be inside a Double OBJ Zone to apply the Double OBJ DRM.

ii) The Inactive player selects the unit in the *Target hex* to be the Target of the Firer's Engagement into that hex.

Choose the Target unit with the greatest AV and/or Range, in the following priority order:

- ◇ Real AV Unit.
- ◇ Support AV using a Host from a Formation with *multiple* Support units.
- ◇ Support AV using a Host from a Formation with *only one* Support unit.

iii) A given target **unit** can be Engaged any number of times in a phase.

iv) If the Target's hex contains "Terrain" or the Target itself is in Prepared Defense, the maximum Engagement range is **reduced to 1 hex**.

### 5.2c Special Cases.

i) Light AV and Screen units cannot be Engagement *Firers*, but can be Engagement *Targets*.

ii) Support can only be Engagement *Targets*.

iii) If the Target is a Screen unit, convert a "Both Loss" result into "No Losses, Target Retreats 3 hexes" against it.

### 5.2d Engagement Table & Results.

Resolve Engagements by rolling two dice on the *Engagement Table*, adding any applicable modifiers.

i) There are two sections in the *Engagement Table*: Use the top one if the Target is Real AV and the bottom one if the Target is Support. The numbers shown are the modified two dice rolls. Use the result in the same column above the modified roll made.

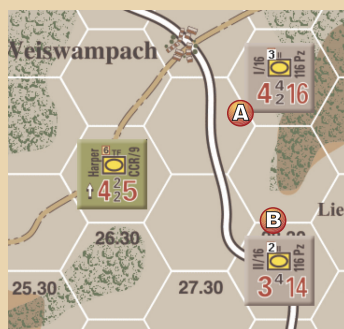
ii) Support uses the Host's Action Rating to compute the Target's Base Differential modifier (Support AV + Host unit's AR). Real AV units use their own Action Rating.

iii) The "Multiple Support" DRM applies only in a shot against Support when the Targeted Formation (not hex) has more than one Support unit **and** the range of each reaches into Firer's hex.

iv) Apply the result to the side or sides indicated. However, ignore all Firer results if the Firer is outside the Target's range.

v) Place any resulting Traffic marker in the Firer's hex.

## Engagement



In this example, Visibility is greater than 2 hexes.

TF Harper has moved into the hex shown and has not yet expended a Fire Event. Visibility allows it to 'see' both German units, but Unit A cannot be Engaged from a range greater than 1 hex due to Terrain.

TF Harper will Engage German Unit B. No DRMs apply, so this is a -1 shot (Harper is a 6 (AV + AR) and the German is a 7.

This is resolved on "Real AV" *Engagement Table* section as I/16 is a Real—not Support—AV unit.

*Firing at range 2 is a smart move, as there is no risk of Firer loss while out of range of the German tanks.*

Harper's first shot rolls a modified 5 which would have been a Firer Loss & Traffic, but due to the Range both are ignored, leading to a No Result.

The next roll is a modified 7. Range converts a "Both Loss" Result to a Step Loss for the Germans, but no loss to Harper. "Both Loss" has **no** Retreat result.

Having expended both Fire Events, TF Harper is now STOPPED for the Activation, which is effectively the same as being FINISHED.

### 5.2e Engagement Results and Support units.

i) Never apply losses to a Support Host, only to the Support unit itself.

ii) A Target Drop result Drops Support from every unit in the stack, even if its own Support didn't participate.

5.2f [Optional] In any Engagement at a range greater than 1 hex, convert any "Both Loss" result into "No Effect."

## Dropping Support



This example looks at the options involved when taking down Support. This is the 116 Pz Activation. The Player's 'mission' is to take the bridge in the NW corner (34.06), provided the bridge isn't blown if the Germans get that far.

He must Drop the US Mixed Inf Bn's Support so as to do Attacks by Fire or Shock Attacks. I/16 Pz Bn makes a 9 vs 6 (+3) Engagement. Rolling an 8, the Support Drops and the AI (**not** the Host unit) suffers a Step Loss.

I/16 Pz Bn must complete its movement (to use its remaining Fire Event) before moving some other unit. It makes an Attack by Fire, which requires a roll of 5-6 (the target is in Terrain & Prep Def using the Attack by Fire column). The player rolls a 2 and misses. I/16 is STOPPED. It cannot do a regular Attack and is unlikely to Assist one.

The player will have I/16 Attack by Fire and then KG Stephan will Shock Attack. The two Attacks by Fire (5-6 again) score one hit (6) and one miss (3). The Mixed Inf Bn has one step remaining and no Support.

KG Stephan moves to 37.04. Technically, it could do an Attack by Fire before the Shock Attack to generate a +1 DRM, but doing so would preclude taking the bridge at 34.06.

It does a Shock Attack without the preceding Attack by Fire. Using artillery, the attack is a 5, +1 Suppression, +1 for Dual. The defense is a 2, +1 for Terrain, and +1 for Prep Def. 7 to 4 or +3. A roll of a 6 kills the remaining step (because of the Situational Retreat), inflicts a step loss on Stephan because of the Prepared Defense, and places a Traffic marker in the hex, precluding Stephan's attempt to possibly capture the bridge.

**Play Note:** For those used to earlier editions of these rules, how Stand Off Support (“88s”) is used may be confusing. When deployed as a **Real AV** unit (meaning *not* in Support), the 88s have the same two Fire Events, an Engagement Zone to Engage as a Firer out to their Range, ability to Attack by Fire, and an AV ZOC. In **Support**, they lose these things except the ability to be Engaged as a Target and the AV ZOC for their Hosts. They also apply a Required Stopping Engagement to any enemy AV units that enter those AV ZOCs.

## 5.3 ATTACK BY FIRE

Attack by Fire allows AV units to attack non-AV units. Effectively, the AV unit is shelling the enemy with HE rounds. Attack by Fire is resolved using the *Barrage Table*, and counts as one Fire Event.

**Design Note:** AV units fire on other AV units using the *Engagement Table*, but they fire on non-AV units using the *Barrage Table* in the form of Attacks by Fire. The difference here comes from how the combat is being fought. Obviously, AV vs. AV is a contest of machines while AV vs. non-AV represents something more akin to shelling (like a Barrage) the target unit’s position.

**5.3a** Any number of Attacks by Fire can be made against a given hex. Attack by Fires can be made in any sequence, before or after any Attacks.

### 5.3b Attack by Fire Requirements.

- ✓ The Firer is **adjacent** to the target.
- ✓ The Target contains no AV (Real or Support).
- ✓ The Target is in an OBJ Zone.
- ✓ The Firer could be STOPPED but is not FINISHED.

### 5.3c Firing Unit Requirements.

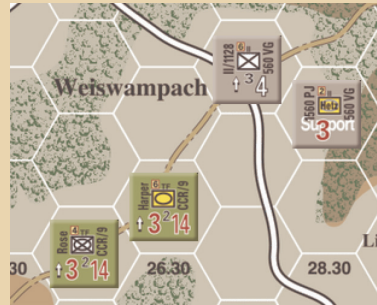
- ✓ Each Attack by Fire is made by a single unit.
- ✓ Only unit types listed on the *Unit Capabilities Chart* can conduct Attacks by Fire.
- ✓ The firing unit must win any **required** Stopping Engagement **before** making an Attack by Fire.

**5.3d Procedure.** Resolve Attacks by Fire exactly like a one Arty/Air Point Barrage, **using the Attack by Fire column on the Barrage Table**. Every Attack by Fire is resolved individually; they are never combined, nor can they ever be combined with Arty/Air Points to create larger Barrages.

### 5.3e Attack by Fire as Suppression.

Attacks by Fire never qualify as a Suppression barrage for a *Regular Attack*, **but could apply as a similar DRM to a Shock Attack by that same unit immediately following its Attack by Fire**. Such an Attack by Fire “Suppression” can only affect that one Shock Attack, but could be in addition to the actual Suppression DRM (+1) from Arty/Air Points.

## Attack by Fire



560 VG unit Support displayed for example purposes. An OBJ Zone includes the German unit.

Here, Harper will move into 27.32 adjacent to the VG unit. As the US player wants to hit the German unit multiple times with Attack by Fires, he must Drop the Support. The shot on the Support is a -1 on the Target is Support section of the Engagement Table. A roll of 8 Drops the Support.

Harper has used one of its Fire Events.

The player wants to block the road by moving into 27.31, so Harper cannot expend its second Fire Event from there as an Attack by Fire as it will not be adjacent. Staying adjacent to do so would make it STOPPED in 27.32.



At this point, TF Rose has moved into firing position with both Fire Events available (the Support that was Dropped by Harper remains Dropped for the rest of the Activation). The German unit is in Terrain (a village).

Rose makes both shots and is now STOPPED in that hex. The rolls of 4 and 6 equate to one Step Loss on the German VG unit. Note that the 4 missed because the Barrage Table’s Attack by Fire column (unlike the Artillery column) requires a 5-6 to hit.

## 5.4 BARRAGE

Barrages come in two basic forms: Destruction and Suppression.

**Destruction Barrages** are designed to inflict losses on the enemy. They do so using the *Barrage Table* and can use up to three Arty or Air Points in a single Barrage. Roll one die for each Point expended per target unit (not per stack) to determine losses.

**Suppression Barrages** inflict no loss, but improve your combats by allowing a positive DRM. Effectively, they force the enemy’s head down and allow your assault forces to advance to very close range before the defense can regroup.



**5.4a** A Formation’s associated Arty Points can be used at any point during that Formation’s Activation to execute a Barrage, but each

Arty Point can only be used once per phase. The Formation’s total is refreshed in **each** Activity Phase, including in a Formation’s Second Activation if any. Unused Arty Points cannot be saved for later use. SNAFU results can affect the number of Arty Points a Formation might have available.



**5.4b** An HQ can be assigned any number of Arty Points in addition to its printed “intrinsic” Arty Points. While the printed intrinsic Arty

Points never change, the player can assign or unassign the other Arty Points as desired in the Assignment Phase. Once assigned, only that Formation can use them until they are re-assigned elsewhere. Use of an assigned Arty Point does not remove it. It is refreshed each Activity Phase just like Intrinsic Arty Points are.



**5.4c** You could also be issued Air Points representing available aircraft strikes. Air Points follow the same handling rules as Arty Points,

except you do not assign Air Points to specific HQs; they are kept in a pool available for their side. They can be used in any friendly Activation. Each Air Point can only be used once in a given turn and are not “refreshed” like Arty Points. Unused Air Points cannot be saved and used later. SNAFU results do not affect Air Points.

## Artillery Barrage



Here several situations will be explained, all of which assume the needed OBJ Zones. It is the German Player's Activation.

He wishes to Barrage the three stacks of US units. These are the options that are available: He can fire one Arty Point at the hex as a Destruction Mission and make no Attack, he can Attack and then use one Arty Point as a Suppression Mission, or he can Attack and use 1, 2, or 3 Arty Points as a Destruction Mission. He can only attack one of the three hexes with the Assist DRM for the second German unit, so the other two can only get a single Point Destruction Barrage each (he could use the two German units separately and attack two hexes, but would then forgo any Assist DRM).

If the Suppression Mission option is chosen, there is no roll for Step Losses, but the +2 DRM for Suppression helping the attack is automatic.

For example purposes here, the player is going to Attack the 1/38 Inf Bn's hex and is firing 3 Arty Points at the hex in a Destruction Mission. This gives three chances for a step kill, but no CRT DRM.

In Terrain, the roll on the Barrage Table to generate a Step Loss is 4-6. Because there are 3 Arty Points being used, this Barrage will take 6 rolls of one die to execute (3 on each unit in the target hex).

The German Player rolls 1, 6, and 2 against the top US unit for one Step Loss.

He then rolls 4, 6, and 2 against the bottom US unit for two Step Losses.

These losses are marked on the two US units and the Attack Sequence continues onto the Combat Table itself. Note that in spite of the large amount of Artillery poured onto the target there is no DRM for Suppression in this case.

Either before or after executing the Attack and its Barrages, the German player fires one Arty Point at each of the other two hexes (one of which is a double stack). This obtains one extra loss. The German player has used 5 of his 6 Arty Points, but has no further targets to use. The last point is wasted.

**5.4d** A hex can be subject to **only one** Destruction Barrage **OR** Suppression Barrage **per Activation**. Attacks by Fire are **not** restricted by this rule. You must declare the number of Arty/Air Points to be used before rolling.

**5.4e** Make any desired Barrages before, during, and/or after any unit's movement, provided:

- ✓ There is a qualified Spotter (1.4d & 5.4f) of the active Formation available.
- ✓ The target hex must be in an OBJ Zone.
- ✓ If the Barrage is not part of an Attack Sequence, the Spotter must STOP.

**5.4f Spotting.** All Barrages (of either type) must be Spotted by a unit **that began the Activity Phase in Command Radius** and which is:

- ✓ No more than 4 hexes away (or the game specific Visibility, whichever is less) from the target.
- ✓ It is assigned to the Active Formation, including its HQ and Combat Trains. **Combat Trains are exempt from the Command Radius requirement above.**
- ✓ On a line to the target with no Blocking Terrain for Line of Sight. (4.5c)
- ✓ In any status: Unused, STOPPED or even FINISHED.

**5.4g Suppression Barrages.** A Suppression Barrage made during a regular Attack automatically earns a +2 DRM. Suppression barrages only use one Arty/Air Point and never generate a loss roll. Shock Attack Suppression only obtains a +1 DRM **using an Arty** or Air Point. No Barrage made **outside an Attack** (either type) applies any Suppression effect.

**5.4h Destruction Barrages.** Resolve Destruction barrages on the *Barrage Table* **using its Arty column**. For each Arty/Air Point expended, roll one die for **each unit** in the targeted hex. Do not roll for Support. (1.5f)

*For example, if you fire three Arty Points at a hex with a stack of two units, you will make a total of six die rolls, with three rolls against each of the units in the target hex.*

i) Use the row designated by terrain and/or target type (using the lowest casualty rate row that applies). The results for each roll will be either no effect or a Step Loss (losses come from the unit being rolled against at that moment).

ii) The number of Arty/Air Points that can be used in a Destruction barrage varies according to the situation:

- ◇ Up to three Points as part of a Regular Attack.
- ◇ One Point as part of a Shock Attack.
- ◇ One Point when not part of any Attack.

iii) Destruction barrages **never** apply a DRM to any Attack.

## 5.5 RETREATS

Both the *Combat* and *Engagement Tables* produce Retreat results. There are a few types of "Retreat." Only the *Combat Table* produces "Situational Retreats" (5.5d) which may allow the units to stand fast at a cost in Step Losses, and "Automatic Retreats" (5.5e) involving units regrouping back at the HQ now or in the next turn. All *Engagement Table* Retreat results (unless modified by another rule) and some *Combat Table* Retreat results merely require a Stack to retreat 3 hexes and flip to its Move-Side.

**To determine the manner and type of a Retreat a unit must execute, follow the *Retreat Execution Chart* to apply the needed conditions.**

Retreats are unaffected by Engagement and Screen Zones. **Exceptions:** HQ requirement 4.5a and the changes in the result against Screen Zone units 4.6b.

Retreats are generally unaffected by Terrain, enemy units, or EZOCs, except in the retreat's ending hex and if No Safe Path applies (5.5c). The retreat itself has no "Path" and the unit will arrive at the ending hex via routes and abilities below the level of the game—remember, the game's perfect arrangement of units on a grid does not imply such perfection also exists in real life.

### Yes, even THIS!



Life is never as clean, well-timed, and orderly as it looks on the map. The Cav does escape.



**5.5a Retreat to the Rear.** The owner retreats his units “locally to the rear.” Simply pick up the stack and place it in the new hex. Apply these guidelines to help determine the retreating stack’s final location. They are arranged in priority order. If more than one hex is roughly as qualified, the owner decides.

**5.5b Retreat Direction Guidelines.** Try to end a retreat in a hex based on the following guidelines (in order of importance):

- ◇ Away from the local enemy units (esp. the Attack or Firer units).
- ◇ Free from EZOCs.
- ◇ Containing a permissible terrain type.
- ◇ Better suited for defense.
- ◇ Closer to the unit’s HQ.
- ◇ Not Blocking enemy Safe Paths or MSRs.
- ◇ Closer to the Combat Trains.
- ◇ Closer to the Formation’s last Supply Source (if the Formation does not have a Complete MSR).

Your retreat should try to fulfill as many of these guidelines as possible.

HQs and Combat Trains retreat according to **the guidelines above** and 4.7e & 4.7h only when an enemy unit enters their hex (4.7d)—such as in an Advance after Combat (5.6d) after the other units in their hex must execute a Retreat Result or are destroyed.

**5.5c No Safe Path.** Always apply any listed Step Loss result first and then the following if No Safe Path exists.

- ◇ If there is no Retreat result, you are done.
- ◇ If there is a Retreat result and the units are Leg or Truck MA, each unit suffers one additional Step Loss and ignores the actual Retreat result.
- ◇ Tac MA units and units conducting Voluntary Retreats are unaffected by No Safe Path concerns.

**5.5d Situational Retreats.** Given that 5.5c does not apply, units with this *Combat Table* result will Retreat 3 hexes and flip to their Move-side, or (if in Key Terrain or Prepared Defense) make no Retreat but each unit in the Defender’s stack must take one Step Loss.

If the Attack unit is killed in the Combat result, ignore any Situational Retreat result completely, regardless of how it ‘would’ have been executed.

**5.5e Automatic Retreats.** Given that 5.5c does not apply, Leg and Truck MA units with this *Combat Table* result must Retreat to its HQ if it qualifies as an “HQ Refuge” and flip to their Move-sides.

To have an HQ Refuge, the HQ must have a location where units can end their Retreat **in or adjacent to their HQ’s hex**, and this ending hex **must** be 3 hexes (or more) from the Retreat’s starting hex.

If its HQ Refuge is unavailable, remove the retreating units from play. They return in the next turn’s *Reinforcement Phase* to any hex in or adjacent to their HQ (regardless of the MSR being Complete or not). **Return them on their Move-side.**

Automatic Retreat results for Tac MA and unassigned Independent units are **always** 3 hexes and a flip to Move-side, but never require sending the unit to its HQ or removal from the map.

**5.5f Retreat the Whole Stack.** Retreats involve all the Combat Units in a hex. Combat Units typically retreat together to a common hex (**see Play Note**). If a hex contains both AV and non-AV units, the applicable *Engagement Table*

or *Combat Table* result determines the retreat applicable to the entire stack, **but evaluate each unit’s Safe Path effect separately based on its own MA**. If a hex contains **both** units and HQs/Combat Trains, retreat the units first, and then apply the HQs/Combat Trains rules separately (4.7d, 4.7e & 4.7h).

**Play Note:** A hex containing both Leg MA and Tac MA units could get an Automatic Retreat result. The Leg MA units would go to (or adjacent to) their HQ while the Tac MA units merely Retreat 3 hexes. As a result, there might be two ending hexes, because of the two applicable sets of Retreat instructions.

A similar type of situation can occur when Safe Path or Situational Retreats apply to the units in a hex differently. Apply the above to each unit’s specific requirements.

**5.5g The Ending Hex.** A retreat’s ending hex **cannot** contain an enemy unit or be terrain the Move-side retreating stack could not enter during movement. If this causes a stack to be unable to retreat, the stack takes an extra step loss per unit and stays in the hex instead.

Each applicable unit takes one Step Loss if their retreat’s **ending hex** contains an EZOC that applies to the retreating unit’s MA Type:

- ◇ All EZOCs affect Leg and Truck MA units.
- ◇ Only Real AV EZOCs affect Tac MA units.

Tac MA units ignore all Support AVEZOCs and non-AV EZOCs.

**5.5h The Map Edge.** Units may freely retreat off the map edge. Such units come back as reinforcements the next turn in any friendly “controlled” Entry Area (owner’s choice) along that same map edge.

A player “controls” an Entry Area hex if his units occupy or were the last to move through that hex or can reasonably be assumed to have done so before play began.

**5.5i Units without an MA.** A unit with no printed MA which is forced to retreat, is destroyed instead.

## Retreat



Here fires from Spitze have forced the 32 Cav to Retreat.

Because this is from the Engagement Table, the Retreat is automatically 3 hexes and a flip to Move-side. The flip does not occur as the unit is already on its Move-side.

Furthermore, the lack of a Safe Path does not matter as the unit is Tac MA.

The most logical retreat point is to Hex F. It is away from the local enemy, in terrain, toward the HQ, and is on a road leading to the HQ the enemy could use.

A and B are both bad because they are in AV EZOCs.

C and D are not locally away from the enemy and are not closer to the HQ.

E and G are not unreasonable, but are not as useful to the player as F.

H is a possibility, but risks blocking an enemy MSR on the nearby Secondary Road and would be ruled out if that was the case.



## 5.6 Advance After Combat

**5.6a** If the defending stack in a Regular or Shock Attack retreats or is destroyed, the Attack unit **must** advance into the defender's hex. This "Advance after Combat" does not cost MPs, ignores Command Radius, EZOCs, and does not incur Stopping Engagements. A unit can create Mixed Formations as the result of an Advance After Combat.

**5.6b Assist Units.** Assists can Advance after Combat if they were **stacked** with the Attack unit. Assist units in other locations cannot advance. Even if an advance is allowed, it is an option to an Assist. It is never mandatory as is the case with the Attack unit.

**5.6c Command Radius.** While Command Radius does not restrict any Advance after Combat, exiting Command Radius will still subject a unit to Isolation effects.

**5.6d HQs & Combat Trains.** Advance After Combat could cause enemy HQs and/or Combat Trains to be Jumped when the advancing enemy unit(s) enters their hex. (4.7d)

<i>Urban Control?</i>	<i>How Marked?</i>
None	Nothing, no marker, no units from either side.
Total Friendly	Friendly units, no marker.
Partial Friendly	Friendly units, Friendly Partial Control marker.
Partial Enemy	Friendly units, Enemy Partial Control marker.
Withdrawal	Friendly units Withdraw, Remove the Control marker, No Advance After Combat.

## 6.0 Odd Situations

### 6.1 Urban Warfare

Urban fighting is a slow, exhausting, process where the two sides expend themselves clearing the enemy out of city blocks room-by-room and floor-by-floor. Urban warfare requires special treatment.

**Design Note:** In a nutshell, Urban Warfare revolves around wresting Control of enemy hexes and increasing the Control of your own. If you just sit passively and absorb attacks, the enemy will win; you must be actively trying to reclaim any territory he takes. The Control marker system exists to make clearing Urban terrain take more time than the usual open field fighting. But, just because it moves slowly, doesn't mean you can avoid participating in the back and forth.

These rules **only** apply to **Urban** hexes and **never** to the more common City hexes. **Panzers Last Stand** is the first *BCS* game to feature actual Urban hexes.

#### 6.1a How Urban Warfare Works.

Losses change a hex's "Control" status until forcing a Withdrawal, leaving the hex unoccupied. The first side entering an empty hex will then Control it. Control moves back and forth depending on both side's results over time.

Only **occupied** Urban hexes are Controlled. Neither player controls any empty Urban hex, regardless of where this hex is located or what units "used" to be there.

Control is on a continuum and can change in either direction. Hexes can be either "Fully" or "Partially" Controlled. A "Control marker" designates *Partially* Controlled hexes as listed to the left.

A hex can only obtain a "None" Control when its units have exited or are destroyed.

If a Withdrawal vacates a hex, remove its Control marker. The first Active unit to move into such a hex will establish Total Friendly Control of it. In contrast, for an empty hex from unit destruction, see 6.1c part iv).

#### 6.1b Standard Rules Exceptions.

Normal *BCS* rules apply to Urban hexes, except for the following:

i) **Retreats.** Apply **all** Retreat Results as "No Retreat" (regardless of retreat Type or Table) if the unit involved is in an Urban hex.

ii) **No Advance after Combat.** Units never Advance after Combat **into or out of** an Urban hex, regardless if the defending unit(s) are destroyed or Withdraw. See also 6.1c part iv).

iii) **Barrages per hex.** Instead of only one Barrage per hex per Activation, any Urban hex can be subject to up to one Destruction plus any number of Suppression Barrages.

iv) **Attacks per hex.** An Urban hex can be Attacked on the Combat Table any number of times in an Activation.

v) **Singletons.** If a single unit (regardless of its number of Steps) defends an Urban hex, its Attacker applies an additional +2 DRM.

#### 6.1c Hex Control Special Cases.

i) It is possible for **both** the Attacking and Defending hexes in a combat to have Control markers in their respective Urban hexes, but a single hex can never contain more than one.

ii) If Active units abandon a hex containing a Control marker, the marker remains until play moves on to a new Formation. If your units re-enter the orphaned marker's hex **before** then, they inherit the marker.

**Design Note:** The timing here matters. Otherwise it would be possible to exit a hex, remove its Control marker, then move that unit or some other back into the hex. And that movement could happen in a later Second Activation as well. If the enemy gets an Activation before you can do this, then at least they had a chance to occupy the hex before your little trick was finished and possibly you gave him that hex for free. Don't say you wouldn't do it, because you know you or someone playing against you would do exactly that.

iii) If no enemy AV or Attack-Capable unit remains adjacent to a Control marker's hex, remove it immediately.

iv) If Inactive units are destroyed leaving a hex vacant, the Active units **adjacent** to it enter and "claim the hex" (even if no attack was being made). The newly acquired hex will have its Control level shifted by 1 in the Active player's favor as per the following example. The Active player must advance at least one adjacent unit into the hex, but can advance more than one if he prefers.

*An Attack by Fire generates a Step Loss, killing a Soviet unit and leaving the hex empty. The Axis player selects his choice of Active units (in any status) adjacent to this hex to advance into it, provided he advances at least one of them.*

*The new Axis hex gets a Control marker based on whichever of the following was true for the original Soviet unit:*

Original Situation	Result
No Control marker	Partial Soviet Control
Partial Sov. Control	Partial Axis Control
Partial Axis Control	Full Axis Control (No marker)



### 6.1d Hex Control Changes.

In addition to normal Step Losses, each Step Loss in an Activation, regardless of how inflicted, causes one Control level change to a hex. Loss results giving more than one Step Loss (e.g. a Barrage that causes two step losses) apply one Control change level for **each Step Loss** inflicted. Apply *all* Control Changes after *all* parts of an Attack on a hex have been completed.

Losses to the Attacker have no effect on Control Level change.

*For example, if a hex absorbs two losses from a pre-attack Barrage, and the attack's Combat Table result gives a defender loss, three levels of Control Change occur (but are constrained by the maximum of three available changes that can apply to one hex).*

*This could be either from Total Friendly Control to Partial Friendly Control to Partial Enemy Control, or Partial Friendly Control to Partial Enemy Control to Withdrawal as the case might be.*

*If all three levels of Control change cannot be used on the one hex, any excess is lost.*

**6.1e Control Change Decisions.** The Active player determines which hex applies a Control Change separately for each Loss. The hex selected must be either the hex that took the Loss result OR the hex containing the Attack unit or Firer. The stack containing an Assist (unless it also contains the Attack unit) cannot apply any Control Change. Execute these at the moment Loss results occur.

The player can change Control over his own Urban hex by applying a Control change for a loss that stack inflicted on an enemy occupied hex (even one that is not itself Urban).

**6.1f Withdrawal.** When a hex's Control moves from enemy Partial Control to Withdrawal, execute the following.

Withdrawing units must:

- ✓ Move one hex into a hex free of any enemy units. If no such hex exists, destroy the Withdrawing units.
- ✓ Flip to their Move-side(s).

EZOCs have no effect on Urban Withdrawal, only enemy-occupied hexes do.

## 6.2 Formation Destruction

**6.2a When Formation Destruction Applies.** If a Formation loses its last non-Support unit 'in play' (counting both intrinsic and assigned units), the Formation itself is Destroyed.

Units returning from retreat results and any units reinforcing the Formation on the OOA are 'in play' and may affect Formation Destruction (see 6.2c).

### 6.2b Handling the Formation's Units.

Pull the following from play (after noting the effect of "Reinforcements Arriving at the HQ" in 6.2d):

- ◇ HQ.
- ◇ Support units, regardless if they could be Real or not, intrinsic or assigned.
- ◇ Combat Trains.

◇ The Formation's Dead units retain any "Partial Rebuilding" that has occurred in case 6.2c applies later.

◇ Assigned Arty Points become unassigned and are available for a new assignment in the next Assignment Phase.

**6.2c Will They Return to Play?** The removed Formation and its units *return* to play (in their original states, except Fatigue, see below) if non-Support-only units belonging to the Formation arrive later via the *Order of Arrival* or because of Retreat result execution. If this occurs, follow 6.2d when the first such unit arrives. If no units arrive later, the Formation is eliminated permanently.

**6.2d Return to Play with Reinforcements.** The HQ returns as Fat-2, regardless of what it had when removed. Dead units return to the Dead Pile in their original states (but with any partial Rebuilds intact). Support units come back with their remaining steps intact.

The HQ, the Combat Trains, and the arriving Dead and Support units return **with** the Reinforcements with the following **exception**:

If the Reinforcements are listed as "arriving at the HQ" the HQ, Support and Combat Trains stay **on the map** rather than getting pulled off as in 6.2b. While in that status, the Formation must still activate normally.

## 6.3 Attacks From Off-Map

If enemy units occupy a friendly Entry Area hex, your units can still try to enter using an "Attack from Off-Map." For purposes of this rule, you are assumed to be the player attempting entry. If you are defending from such an attack, remember to change the references from "your units" to "his units" and so on.

**Design Note:** Obviously, the ‘problem’ with map edge hexes is that players use them as literally the end of the world. The above rule allows the entering units to take advantage of the fact that not only does the world NOT end right there, but there are lots of units as well as space to operate that is outside the normal scope of play. So, if you don’t want to deal with the dragons just off map, then back up to allow the normal use of the Entry Hex. Basically, ‘Attacks from Off Map’ temporarily extend the map one additional hex out from the map edge and gives a couple of benefits (Full SNAFU and the +2 DRM) to help the reinforcements get into normal play. And, no, the enemy player cannot also try to occupy that off-map hex!

**6.3a** You are considered to have a virtual Off-Map ‘hex’ adjacent to his unit occupying your Entry Area hex. This ‘hex’ is assumed to contain the same type of roads as the Entry Area hex itself. Both your Attack unit and Assist units (if any) are assumed to be in this ‘hex.’ Your units can Attack from that ‘hex,’ but the enemy cannot attack or barrage your units while they are in it. There is no hexside feature between your hex and the map.

**6.3b** The units needing to make the above attack are assumed to have a Full SNAFU result. There is no need to roll for it. If the rest of their Formation is On-Map, handle their SNAFU normally, but the Off-Map units still have their assumed Full SNAFU.

**6.3c** Only Regular Attacks are allowed from Off-Map. Off-Map Attacks obtain a +2 DRM on the *Combat Table*.

Shock Attacks, Engagements, Attack by Fires, and non-Attack Barrages are not allowed from Off-Map.

**Exception:** The player can make use of a Barrage as **part** of his Regular Attack.

**6.3d** Once the units are back on the map, all normal rules again apply. If the attack fails and the units do not enter the map, they remain off-map as per 2.1d part iii and can try again in their next Activation.

## 6.4 [OPTIONAL] Planned Fatigue

This is a series of interrelated concepts first proposed by *Jim Stravers*. You should use the entire package, if used at all, and only after you feel fully grounded in the standard system.

### 6.4a **Fatigue SNAFU DRMs.**

Only use:

Fresh: +1

Fat-4: -1

The others are all +0.

**6.4b Fatigue Increase.** Do not use the *Fatigue Increase Table* or make any die roll. Instead, you ‘pay’ Fatigue to purchase the following:

Fatigue Increase	Action
1	Place an extra non-Recon OBJ.*
1	Place any OBJ more than 15 hexes from the HQ.*
1	Remove one Traffic marker.**
2	Conduct a Forced March.
1	Use a Second Activation DRM of +2.

\* OBJs can only be created in the usual time in the sequence. If you create an extra non-Recon OBJ that is also more than 15 hexes away from the HQ, the Fatigue cost for both is only 1 Level.

Both the OBJ cost (\*) and Traffic marker removal (\*\*) can be done more than once in an Activation; pay separately each time (e.g. removing two Traffic markers will generate a cost of 2).

Traffic marker removal at the end of the Activity Phase is free.

**6.4c Fatigue Level-4.** Fat-4 effects apply instantly when a Formation obtains a Fat-4 marker (even during the current activation). Fatigue Recovery is **required** if the Formation is Fat-4 when an Initial Activation begins.

Fat-4 Formations **cannot** ‘pay Fatigue’ for anything.

**6.4d SNAFU Results.** Full SNAFU results give only **one** “free” OBJ. Partial and Fail SNAFU results give no “free” OBJs.

**6.4e Forced March.** After applying SNAFU results, **multiply** each unit’s MA by 3. The Formation can only do this once in a game-turn and only in an Initial Activation. It requires purchase in 6.4b. No combat operations are allowed. No OBJs are placed, no Fire Events used, no bridges tested, and no units exited for victory purposes. No Second Activation is allowed.

**6.4f Fatigue Recovery.** Handle Fatigue Recovery normally.

## 6.5 [OPTIONAL] Stand Off AV vs. Red Support

Players may wish more fidelity in the actions of Stand Off AV units (Deployed or as Support) when defending against Attacks by units with Red AV Support. The additional workload and rare occurrence makes this rule strictly Optional.

It can be confusing given that a **Defending** Stand Off unit or Host with Stand Off in Support becomes the **Firer** for a very brief Engagement before the original Attack is Resolved. Don’t confuse **Attacker** and **Firer**.

The Engagement happens the instant after announcing the Attack Unit, but before determining the *Combat Table* DRMs. The Stand Off AV Fires on the Attack Unit’s Support use the “Target is Support” section of the Engagement Table.

The Engagement might Drop Red AV Support at the moment so the Attacker will not get his Support DRM. Apply any Step Loss (to the Firer or Target) normally, except a Firer Step Loss will not Drop any Defender Support (unless the Firer is destroyed after taking the Step Loss). The Attacker’s Support reappears the moment the Attack is completed.

There is no ability to Engage in this way if the Attack unit itself is Dual.



# Glossary



**(+) or (-) Unit Sizes.** These additional symbols in a scenario listing or on the counter show a unit's historical status as either being augmented or reduced by detachments. They are only for historical information.

**Activation.** A Single Formation's activities applying the Activation Sequence of Play (3.0). The current Formation must complete both its Initial and Second Activations (if any) before play can pass to the next enemy Formation. (2.5)

**Assembly Hex.** The location units exiting Support or newly assigned to a Formation use to "get back onto the map."

**Assigned/Unassigned.** Independent units and Arty Points attached (or not attached) to a specific Formation. (2.3)

**Attack by Fire.** The effect of AV unit fires on non-AV units. While Attacks by Fire use the *Barrage Table* for resolution, they are not "Barrages" nor restricted by the "one Barrage per target hex" rule. (5.3)



**Attack-Capable.** Any unit currently showing an 'Assault Arrow' on its side. Only Attack-Capable units can Attack on the *Combat Table* or (provided they have no AV rating) make use of Support. A unit must

be Attack-Capable **and** on its Deployed-side to use its Formation's Prepared Defense.

**AV ZOC.** A type of ZOC generated by AV units. They come in two flavors: Real or Support, depending on the AV unit creating it. AV ZOCs affect enemy Tac MA units more than regular ZOCs. (4.3a, 4.3f)

**Blob.** A Blob is a Formation's Area of Operations (1.3c)

**Blocking Terrain.** Terrain that blocks the minimal 'line of sight' needed to make Engagements or spot Artillery Fires at ranges greater than 1 hex. (4.5c)

**Buddies.** Buddies are Formations used to freely working together and avoiding many typical problems. These are identified in the Game Specific Rules. Formations listed as "Buddies" do not apply Coordination, Mixed Formations, or Crossing the Streams to each other. (3.2)

**Command Radius (CR).** Command Radius is the maximum distance from the HQ a unit can function normally. (1.4)



**Combat OBJs. (OBJ)** OBJs identify a Formation's active combat operations area(s). They define OBJ Zones, as defined below. (3.3)

**Combat Trains.** These are the field logistics establishment of a Formation. They have a regular side and a "Ghost" side of the counter to indicate the status of the Combat Trains.

**Combat Unit.** A 'Combat Unit' is a unit that is not an HQ, Combat Trains, or in Support. No game marker is a Combat Unit.

**Complete MSR.** A Complete MSR exists if there is a contiguous series of Legal hexes (3.1a) connecting all three of the following (in order) from the HQ through its Combat Trains, and then a friendly Supply Source. (3.1)

**Control.** The act of wresting an Urban hex's ownership from the enemy. (6.1a)



**Coordination.** An effectiveness reduction when coordinating matters with other Formations in their area or allowing coordination between Formations to slip. (3.2c)

**Crossing the Streams.** A condition when the path between HQ and Combat Trains from more than one Formation must share one or more common hexes. (3.2h)

**Deployed-side.** If a unit has an MA on each counter side, the Deployed-side has the smaller MA of the two. (1.1c)

**Destruction Barrages.** Arty or Air Point fires to destroy enemy steps using the *Barrage Table*. (5.4h)

**DRM.** Die (or Dice) Roll Modifier. If an event is subject to more than one modifier, the DRMs are cumulative. **Exception:** If DRMs are presented as an either/or situation, then you can apply only one of the presented options.

**Done.** A Formation after completing its Activations for the turn. A Formation that is Done can no longer Activate at all. A Formation that sets up Done can do nothing at all on the First Turn.



**Double OBJ Zone (aka 'Double Tap').** The OBJ Zone created by using two OBJ markers in the same hex. This generates a DRM on the *Engagement* and *Combat Tables*. (3.3b)

**Drop Support (Drop).** The removal of a stack's access to dedicated Support weapons. (1.5i)

**Play Note:** KT-X brand plastic moved/fired markers are highly useful in marking Dropped Support in a way that does not hide the stack's top unit.

**Enemy Zone of Control (EZOC).** Hexes adjacent to enemy units affecting friendly movement or retreats. (4.3d)

**Engagement.** AV unit fires used to destroy enemy AV unit steps, Drop enemy Support, and sometimes to allow a friendly unit to continue to move. (5.2)

**Engagement Zone.** The area around an AV unit where it could **initiate** an Engagement. Only non-Support AV units have Engagement Zones. Do not confuse the limited movement effects of Engagement Zones with the much more restrictive EZOCs. (4.5)

**Entry Area.** Hexes identified as entry locations for reinforcements. (2.1d)

**Failure Flip.** A Fail SNAFU result converted into a Recovery Activation. (3.7d)

**Fatigue.** The accumulation of stress on a Formation to the point where its dependability becomes questionable and rest required. (1.8)

**FINISHED.** FINISHED refers to a unit's remaining capabilities in the current Activation. (1.2i, 3.4, and the *STOPPED/FINISHED Chart*)

**Fire Events.** A limiting means of paying for certain combat actions a unit may initiate during an Activation. (1.6)

**Formation.** A military command containing specific (aka 'intrinsic') units, its own HQ and Combat Trains. (1.3)



**Fresh.** A Fatigue state showing a rested and supplied Formation. They get a +1 DRM for SNAFU and Second Activation rolls. (1.8a)



**Ghost Trains.** Ghost Trains have been disrupted in some way and are not operating at their best abilities. They are referred to as "Ghost" because their exact location is undefined. Combat Trains become Ghost for a number of reasons, such as movement, "incorrect" distances from their HQ, or enemy actions. Ghost Trains apply a DRM for SNAFU rolls, but have no other effects. (4.7b)



**Hard Units.** Vehicles that have beneficial protection from barrage and other light weapons systems. This affects the roll against them on the *Barrage Table* and gives them a DRM when doing Shock Attacks. Hard units have a yellow background in their unit symbol. (1.1e Variations on AV or Dual units)

**Headquarters (HQ).** The command and control center of a Formation. Its units are required to remain within the Command Radius distance of its HQ.



**Hosts.** A "Host" is any unit able to make use of its Formation's Support. (1.5a & 1.5g)

**HQ Refuge.** The location needed by Automatic Retreats. A hex with or adjacent to the HQ, and at least 3 hexes away from the Retreat's starting hex. (5.5e)

**Independent Unit.** These are *without* any permanent Formation printed on the right side of its unit symbol. These units only function when assigned to some Formation. (1.1e)

**Jumps.** These occur when a unit moves into an enemy HQ and/or Combat Trains hex during movement or Advance after Combat. Jumps can be "Hard" or "Soft," if the optional rule is used. The two are different in the quality of the intelligence regarding the target's location. (4.7d)

**Key Terrain.** Key Terrain requires units to "stand fast" in *Combat Table* Situational Retreat results, but at the cost of an additional step loss. Terrain is identified as "Key Terrain" (or not) on the *Terrain Effects Chart*. Note that merely containing a VP symbol does not make a hex Key Terrain. (5.5d)

**Main Supply Route (MSR).** The contiguous hex path from a Formation HQ through the Formation's Combat Trains to a Supply Source that keeps the Formation continuously supplied. To be useable, an MSR must be a "Complete MSR." (3.1)

**March OBJs.** March OBJs control HQ movement. (2.4b)

**Mixed Formations.** A Formation is Mixed if units from other Formation(s) start within or enter its Blob. (3.2d)

**Move-side.** If a unit has a different MA on each counter side, the side with the greater MA of the two is the Move-side. A unit with only one non-Support printed side is automatically considered to be on its Move-side. (1.1c)

**Movement Allowance (MA).** The maximum number of Movement Points the unit can expend in a single Activation. (1.1c & 4.0a)

**Movement Points (MPs).** Movement Points are used to track the expenses applied to a unit's MA by terrain according to the *Terrain Effects Chart (TEC)* as it moves. (4.0a)

**OBJ Zone.** The 2-hex radius around a Combat OBJ marker in which Attacks and Barrages can be conducted. OBJ Zones do not restrict Engagements. (3.3a)



**Prepared Defense (Prep Def or PD).** A Formation's posture that trades reduced flexibility for increased defenses. (1.7)

**Real AV.** Any unit with an Armored Value (AV) printed on its counter which is **not** assigned to Support. It can be on either its Deployed or Move counter side, but not in Support at the moment.

**Recovery.** An Activation used to reduce a Formation's Fatigue level. (3.7)

**Regular Attack.** An Attack conducted by Attack-Capable (or Dual) units using the *Combat Table*, but not identified as a Shock Attack. (5.1 & 5.1h)

**Reinforcements.** New arrivals entering play following the Order of Arrival (OOA). (2.1)

**Replacement Points (Repls).** These are used to replace step losses and can rebuild destroyed units. (2.2)

**Roads.** The word "road(s)" (no capital) designates all road types, including Tracks and Railroads. If a *specific type* of road is being referred to, it will be both capitalized and explicit (e.g., Secondary Road). If a road-type does apply a rule, it will be specifically mentioned (for example: "non-RR roads" would include all roads other than Railroads). (4.1c)

**Safe Path.** The line of communication between a unit and its HQ. (1.9)



**Screening (Screen).** Units executing a mission to slow enemy movement without undue risk to themselves. (4.6)

**Shock Attack.** Rapid attacks while moving by mechanized forces. (5.1m)

**SNAFU.** SNAFU represents the effect of friction, supply and other logistical matters (including transportation, routing, march traffic control, and planning) on a Formation's operations. (3.2)

**SNAFU Roll.** A dice roll on the *SNAFU Table* to determine a Formation's capabilities for the current Activation. (3.2)

**Stack.** One or more units occupying a single hex. A single unit can be a 'stack' unto itself. (4.2)



**Static Unit.** A small garrison force incapable of being assigned to any Formation. (1.1h)

**Steps.** Unit track their losses using Steps which show a unit's size and resiliency. Step Losses have no direct effect on unit strength, other than their eventual removal (as dead) when they have no Steps remaining. (1.1b)

**STOP.** A STOP can be inflicted for a number of reasons, and precludes additional movement as well as other functions. (3.4e, 4.1e and the *STOPPED/FINISHED Chart*)

**Stopping Engagement.** The exchange occurring when one AV unit enters another's EZOC. This could be in the form of just a STOP, or might require actual Engagement(s). (4.4)

**Support.** Weapon or vehicle units sent in small numbers to a Formation's non-AV units to provide them additional firepower or protection. (1.5)

**Suppression Barrages.** A short barrage sharp enough so as to force the enemy's heads down at the moment of attack. While they provide a DRM on the *Combat Table*, they do not generate appreciable enemy losses. (5.4g)

**Terrain.** Shorthand for land features identified on the *Terrain Effects Chart* as adding protection for defenders (or targets) while others do not. A unit "in Terrain" might suffer fewer losses.



**Traffic.** A condition where combat leaves an area too congested & confused to be rapidly traversed. (4.0d & 5.1f)

**Trafficability.** Conditions of Weather which determine the status of Terrain Effects on Movement and the DRM when a Track is used in the Formation's MSR for SNAFU purposes. There is 'Poor Trafficability' in any of the earlier games where the weather conditions halved Truck MA.

**Unassigned Units.** An Independent unit not assigned to any Formation. (2.3d)

**Unit.** A 'unit' represents historical combat units, HQs, and their Combat Trains. Markers (of all types) are not considered "units." (1.1)

**Unit Traffic.** Unit Traffic occurs when the available roads are clogged with other friendly units. (4.0e)

**Unprepared.** A unit not currently arrayed for combat. (1.1d)

**Urban Warfare.** Combat where the *defender* occupies an Urban terrain hex (first seen in **Panzers Last Stand.**) (6.1)

**Used.** A Formation whose Initial Activation has been completed and only has its Second Activation remaining. If it sets up that way, it must attempt a Second Activation.

**Withdrawal.** A change in a hex's Control in Urban Warfare such that a side's forces must leave a hex to the enemy. (6.1f)

**Zones of Control.** Hexes adjacent to a unit, where that unit affects enemy activities in several ways. (4.3)

## Examples of different types of AV

with their deployed side AV, range at 1km/hex scale, deployed/move Movement Allowance, game(s) they are featured, and brief note of model, gun, or comment for each.

The game abbreviations used are:

LB (Last Blitzkrieg), BbF (Baptism by Fire), BC (Brazen Chariots), PLS (Panzers Last Stand).

### Hard Red AV

Panzer III (short): 2 AV, Range 1, 4/14 MA (BC)—Ausf. G, H, and J with 50mm L/42

Panzer III (long): 3 AV, Range 1, 4/14 MA (BbF)—Ausf. J/1, L, and M with 50mm L/60

Panzer IV (long): 4 AV, Range 2, 4/14 MA (LB, PLS)—Ausf. F/2 and G (75mm L/43) and Ausf. H and J (75mm L/48)

Panzer V Panther: 5 AV, Range 3, 4/16 MA (LB, PLS)—75mm L/70 M3 and M5 Stuart: 2 AV, Range 1, 6/16 MA (BC, LB as LT with armor oval)—37mm L/53.5

M3 Grant/Lee: 3 AV, Range 1, 4/14 MA (BbF)—75mm L/40 and 37mm L/53.5

M4/75 Sherman: 3 AV, Range 2, 5/14 MA (BbF, LB, PLS)—Typical US Medium Tank Battalion with majority 75mm L/40

M4/76 Sherman: 4 AV, Range 2, 5/14 MA (LB, PLS)—Majority 76mm L/50 M4 tanks

Sherman Firefly: 4 AV, Range 2, 5/14 MA (LB)—1:4 ratio 17 pdr to 75mm Shermans in British Armor Units

Cruiser Mk I, II, IV (A9, A10, A13): 2 AV, Range 1, 3/12 MA (BC)—Cruiser type Mix (some fast, some slow, all poor) (2 pdr)

Crusader I (A15): 2 AV, Range 1, 4/14 MA (BC)—2 pdr

Matilda II (A12): 3 AV, Range 1, 2/10 MA (BC as Mat with armor oval)—Not Breakthrough (poor gun (2 pdr) and doctrine)

Valentine II: 3 AV, Range 1, 3/10 MA (BC as Val with armor oval)—Not Breakthrough (poor gun (2 pdr) and doctrine)

Churchill (A22): 4 AV, Range 2, 2/10 MA (BbF)—Marks III and IV with 6pdr and Marks VI and VII with 75mm L/36.5. Not Breakthrough (poor gun (6 pdr) and doctrine)

M13/40 and M14/41: 2 AV, Range 1, 2/12 MA (M13/40 in BC, M14/41 in BbF)—47mm L/32

T-34/76: 3 AV, Range 1, 6/16 MA (PLS)—76mm L/42

T-34/85: 4 AV, Range 2, 5/16 MA (PLS)—85mm L/52

### Non-Hard Red AV

Humber IV/Daimler I/Staghound: 1 Non-hard Red AV, Range 1, 16 MA (LB)—2 pdr (Daimler) or 37mm L/53.5

M8 Greyhound: 1 Non-hard Red AV, Range 1, 16 MA (BbF, LB)—37mm L/53.5 as Dual Armored Cavalry

Sd.Kfz. 231/232/234/1: 1 Non-hard Red AV, Range 1, 16 MA (BbF, LB, PLS)—20mm L/55 or heavier as Dual Panzer Recon

### Breakthrough Hard Red AV

Panzer VIe Tiger I: 5 Breakthrough Hard Red AV, Range 3, 4/14 MA (BbF, LB, PLS as TGR with armor oval)—88mm L/56

Panzer VIIb Tiger II: 7 Breakthrough Hard Red AV, Range 3, 2/12 MA (LB, PLS as TGR with armor oval)—88mm L/71

IS-2: 6 Breakthrough Hard Red AV, Range 2, 4/14 MA (PLS as IS with armor oval)—122mm L/43

Brummbär—4 Breakthrough Hard Red/2 Limited AV, Range 1, 2/12 MA (LB, PLS as Brm with armor oval)—150mm L/12

SturmTiger—6 Breakthrough Hard Red/4 Limited AV, Range 1, 1/12 MA (LB as STgr with armor oval)—380mm L/5.4

ISU-152—6 Breakthrough Hard Red/4 Limited AV, Range 1, 3/12 MA (PLS as ISU with armor oval)—152mm L/28

### Light AV

Mark VIIb—0 Light AV, Range 1, 16 MA (BC as Tkt)—.50 cal MG, designated as Light Tank but defined as Tkt in BCS

L3/35—0 Light AV, Range 1, 16 MA (BC)—2x 8mm MG Tankette

Marmon-Herrington—0 Light AV, Range 1, 16 MA (BC)—1-2x 7.62 MG Armored Car

Sd.Kfz. 221/222/231/232—0 Light AV, Range 1, 16 MA (BC)—1x 7.62mm (Sd.Kfz. 221) or 20mm L/55

### Breakthrough Light AV

Flammpanzer III—3 Hard Light AV, Range 1, 4/14 MA (PLS)—Flamethrower in place of main gun

### Limited AV

Marder II/III—3 Red/2 Limited AV, Range 2, 3/14 MA (BbF, PLS as Mdr with armor oval)—75mm L/48 or 76.2mm L/51

StuG III (long)—3 Hard Red/2 Limited AV, Range 2, 2/14 MA (LB, PLS as StG with armor oval)—Ausf. F with 75mm L/43, Ausf. F/8 and G with 75mm L/48

Hetzer—3 Hard Red/2 Limited AV, Range 2, 2/14 MA (LB, PLS—as Hetz with armor oval)—75mm L/48

JagdPanzer IV/48—4 Hard Red/3 Limited AV, Range 2, 3/14 MA (LB, PLS as JgPz with armor oval)—75mm L/48

JagdPanzer IV/70—5 Hard Red/4 Limited AV, Range 3, 2/14 MA (LB, PLS as JgPz with armor oval)—75mm L/70

JagdPanther—6 Hard Red/5 Limited AV, Range 3, 3/16 MA (LB, PLS)—88mm L/71

M3 GMC—2 Limited AV, Range 1, 2/16 MA (BbF)—75mm L/36

M10—3 Limited AV, Range 2, Support only (LB)—76mm L/53

M18 Hellcat—3 Limited AV, Range 3, Support only (LB)—76mm L/55—range increased to represent speediness

M36 Jackson—4 Limited AV, Range 3, Support only (LB)—90mm L/52 SU-76M—2 Red/1 Limited AV, Range 1, 5/16 MA (PLS as SU with armor oval)—76.2mm L/52

SU-85—4 Hard Limited AV, Range 2, 5/16 MA (PLS as SU with armor oval)—85mm L/52

SU-100—5 Hard Limited AV, Range 2, 4/16 MA (PLS as SU with armor oval)—100mm L/54

ISU-122—5 Hard Red/4 Limited AV, Range 2, 3/12 MA (PLS as ISU with armor oval)—122mm L/48.5

### Stand Off AV

88mm L/56—4 Standoff AV, Range 3 (BC, BbF)

88mm L/70—5 Standoff AV, Range 3 (LB, PLS)

90mm L/53—4 Standoff AV, Range 3 (BbF)—Italian Anti-Aircraft gun

102mm L/35—4 Standoff AV, Range 3 (BC)—Naval gun mounted on truck bed

JagdTiger—8 Hard Standoff/7 Limited AV, Range 3, 1/10 MA (LB)—128mm L/55

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## Unit Capabilities Chart

Only Allowed in OBJ Zones (3.3a)

Fire Event Use Required (max 2, 1.6a)

Unit Type (1.1e)	Regular Attack (5.1g)	Assist (5.1i)	Support Attack	Shock Attack (5.1k) <i>Tac MA Only</i>	Attack by Fire (5.3)	Engage (5.2)	Recon (3.3)	2 <sup>nd</sup> Unit in Defense	Support Defense	Spot Barrage (5.4)
Attack-Capable	✓	✓		✓			✓	✓		✓
Red AV		✓		✓	✓	✓	✓	✓		✓
Limited AV **		✓			✓	✓		✓		✓
Stand Off AV **		✓			✓	✓		✓		✓
Dual	✓	✓		✓	✓	✓	✓	✓		✓
Light AV		✓		✓	✓	Target Only	✓	✓		✓
Support			✓ Red AV ONLY			Target Only			✓	
Unprepared (1.1d)								✓		✓
HQ										✓
Combat Trains										✓

\*\* If the unit is also Breakthrough Armor, add Shock Attack to its abilities.  
See also the Unit Skills and Vulnerabilities Chart

### Advance after Combat (5.6)

If the Defender retreats (or is eliminated), the Attacker's Attack unit **must** advance into the defender's hex. If the Assist is *stacked with* the Attack unit, it may advance as well.

Other units cannot advance at all. Command Radius does not restrict Advance after Combat. There is no Advance after Combat in Urban combat.

### Combat Trains (3.1)

#### Legal Hexes

A Legal Hex must be connected by appropriate road hexes to **both** the HQ and Supply Source via hexes free of enemy units or EZOCs, making up a Complete MSR.

#### Movement

Simply place it in a Legal Hex that creates a Complete MSR and flip to Ghost. Carefully follow the sequence of events in 3.0 step b if no Complete MSR can exist. The order of events controls how rapidly an MSR Blocked marker is applied.

### Jumping HQ/Combat Trains & Retreat (4.7d)

**HQs (4.7e):** Retreat to a non-RR road hex 3 hexes or more hexes away without an enemy ZOC or Engagement Zone in it OR which blocks a sole existing enemy MSR. Remove any Prepared Defense and **flip** the Formation's Combat Trains to Ghost. Apply a Coordination marker.

**Combat Trains (4.7b):** Displace the Combat Trains at least 10 hexes to a Legal hex which creates a Complete MSR. Flip them to Ghost. If they are unable to do so, send them off-map.

See also Soft Jumps [optional], 4.7i.