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Tactical Combat Series Rules

The Gamers

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Quality Wargames

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Dedication: This game series is dedicated to my wife, Sara, who has endured so very much, and done without so much, so that The Gamers can succeed. Thank you for everything.

INTRODUCTION

The Tactical Combat Series contains realistic, playable games of specific World War II actions. Each game portrays the battle between two forces of roughly regimental size over the course of a day or two. The emphasis in these games is on command and control and combined arms effects.

The intent of this series is to focus on command in an operational role, with the players trying to solve the organizational and coordination problems faced by the historical commanders. The game-board forces interact with each other in ways that simulate the combined effects of their arms.

These rules rely at times on player common sense and honesty. Certain game actions require a player to function outside the observation of his opponent. At these times, both players must trust each other to follow the spirit as well as the letter of these rules.

We make no claims of infallibility. These (as well as any other) rules contain areas that will require players to use common sense on items not explicitly covered. If such a problem is found that cannot be eliminated easily in this way to the satisfaction of both players, please write and ask. We reply to rules questions quickly and use them to identify weak points that need further clarification in error sheets. Your question may very well help someone else out in the future as this series grows and matures.

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Quick questions may be able to be answered if you call during business hours and the designer is available. (217) 896-2145 Monday to Friday.

About These Rules

These rules are organized into section and rules numbers. Each major rule set is called a "section" and each paragraph inside a section is called a "rule" - both are numbered. Their numbers are given as in the example of section 4, rule 2 would be 4.2. A specific numbered "rule" may contain a number of related rule statements and not necessarily one rule. Parts within a rule are lettered, ie. 4.2a, 4.2b etc. The numbering system is used for quick reference to a rule by the index at the end of the rule book.

Only where necessary is a rule repeated in each section where it may have an effect. The index should be used to locate rules related to a specific subject.

A Short Note to Civil War, Brigade Series Veterans

By this time, I'm sure, you have noticed a distinctly different format (and length) to these rules. Simply said, those that had something negative to say about the earlier series, said so about the rules. These rules are in reaction to those comments. And, this is a more complex game, one that requires a higher degree of rule precision. If you particularly liked the older common sense format (ie. it didn't throw you) feel free to follow the following suggestion about learning these rules (which will cut down on the reading immensely.) Read and learn only the rules that are not identified with a letter (3.0, 6.1, 12.8 etc.) and become very familiar with the index. Thereafter, before playing the game, quickly skim the lettered rules. When playing the game, use your common sense to fill in the gaps as best you can. If that does not work in a given case, use the index to look it up. In this way you will discover that, buried under all those "rules-lawyer rule cases" is a relatively simple game. For those who prefer the tighter style of rules, I hope our efforts will make the game less frustrating and more enjoyable than our first series. To both groups, I would like to say, your comments were much appreciated and enlightening. I hope to hear from you again soon.

Game Components

Each Tactical Combat Series game contains two rule books - the series rules and the game rules. The series rulebook contains all rules pertaining to every series game. The game rulebook contains rules, scenarios and other information for the specific game only.

Each game provides a game map or maps of the area in which the action portrayed was fought. The game maps provide their own terrain keys, turn records and other control items needed for that game.

The game's playing pieces, called counters, represent the actual combat units and vehicles that fought in the action portrayed and all markers and other game record pieces needed for play. They should be carefully punched out and separated by type and unit into plastic bags.

Other items included in each game are the game's charts and tables, the Fire Plan and Op sheets. The Op sheets should be photocopied before use. An Op sheet is used for every operation each player performs so a good number (10-15 or more) per player may be needed for a long scenario. The Fire Plan for each player's artillery records consists of a scratch piece of paper for each player. One regular size sheet will probably due for even the longest games if a player is relatively neat.

Beginner's Note

If you are new to wargames, welcome! This is an exciting and challenging hobby that allows for more intellectual competition than almost any other form of game. Each wargame, while a competitive activity between people, also allows players a glimpse of history in action unavailable anywhere else.

To learn to play, browse through the rules and other components. Try to develop a good idea of what exists in the game and where to locate it. Then read through the rules lightly. Never attempt to memorize game rules! Set-up a few units and run through individual sequences - conduct a fire combat to its resolution etc. - with the rules handy. Look up any uncertainties that come to mind and become familiar with the index and rule sections. Allow the game to teach itself to you as you find things about which you are unsure. If something is not explicitly mentioned, apply common sense to answer the question in a way that seems realistic to you. If something seems unreasonable, please write and ask. Generally, the needed rules are there.

After you have played through a couple of turns with units of your choice to see how they function in the game, set up and play one of the short "teaching" scenarios provided with the game. The teaching scenarios are imaginary actions between the historical battle's forces that highlight particular game functions. These can be played as complete games in themselves. Play this scenario with a friend with the rules readily available. It will probably be best to not use the command and control rules in this first battle. When you feel comfortable with the major game rules and the mechanics of the game, read more closely the main command and control rules and experiment in using them. This system adds much to the game's realistic creation of WW II combat by imposing the limitations on action that are unavoidable in real battle.

By this time you will have mastered this game series and will be able to play any game in the series with little or no rules learning. Good luck and good fighting!

Scale

One hex on the game map represents 125 yards of real terrain. Each daytime game-turn represents 20 minutes of time and each nighttime turn 1 hour.

Most infantry units are platoons. Vehicles are one vehicle of a given type. Weapon type units are (except for mortar platoons) individual weapons and their crews. Carriers (trucks, halftracks etc.) represent two of the given type of carrier.

Simplifications have been made to the game which affect service and support units and vehicles. In general, they have been left out, since, while important to the effectiveness of the combat units, they tend to over complicate the game. Players also tend to use them in ways inconsistent with history, ie. as extra combat troops. When important to the game's rendition of history, they will be included.

Controller Version of Play

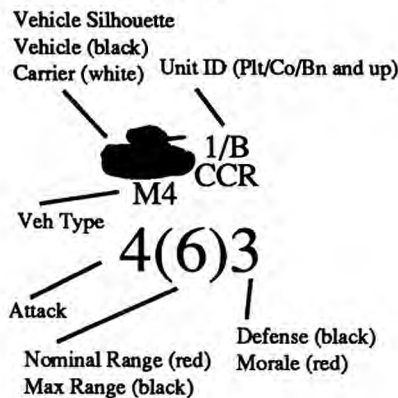
As these games exist, a controller version of the game can be played when at least five players are present. Two players are not allowed to see the game map. These two players create the op sheets for another two players that fight the battle for them on the game map. The last player is a judge who gives the information (con'd on page 4)



An Infantry Unit (front)



A Weapon Unit (front)

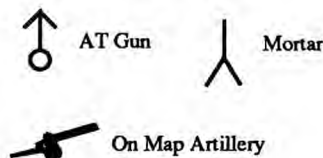


A Vehicle or Carrier Unit (front)

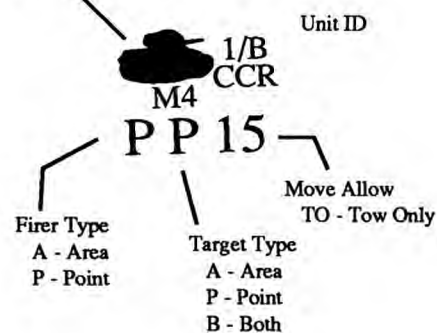
A Note to WW II Buffs

If you have any action that you feel would be a exciting addition to this series, please let us know what it is and why you feel it would be interesting.

Weapon Unit Types



Weapon Silhouette (Black = vehicle, White = carrier)
 Weapon or Infantry Unit Symbol







A Unit Marker (back)

Game Markers

Front	Back

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Front		Back
	Game Turn Marker	
	Game Day Marker	
	Weather Marker	
	Road Block	
	Mulligan Chit Marker	
	Overwatch Marker	

to the off map players about the situation (limited intelligence - incomplete and with errors about the enemy and his own troops.) The mapboard players are not allowed to discuss the game with the off-map players; except, perhaps, in the form of short written notes.

If (a big "if" for most people) the players are available, this could be the most realistic possible way to play the game. With a little imagination, the judge can take a creative role in the game by regulating the flow of information to the off-map players in such a way as to factor in communication problems, travel delays, errors in observation, and any number of other realistic command problems. The judge can also help the on map player misunderstand the off-map player's op sheets by giving him incorrect ones when they are implemented. With a good judge, the fog of war will become real for the off-map players!

Solitaire Play

Barring the ideal world suggested above, the rest of us often must make do solitaire. Playing a wargame solitaire can be a very enjoyable pastime. Generally, this series can be played solitaire as is, but it may be helpful for the player to take the attacking role, and play the defender in accordance with a defensive op sheet drawn up before the game. Long games may or may not be enjoyable to you solitaire, depending on your temperament.

Play by Mail

Play by mail is a popular method of playing against someone who cannot be there in person. Three players can execute the controller version above by

mail if the judge is the actual "counter mover" and the clearing house for incoming and outgoing mail to the two "players."

Each loop of mail should be after the judge has played through about an hour or more of game time. (The judge must have a protected area to leave the game set up for an extended period.)

1.0 SEQUENCES OF PLAY

The game is played in game-turns, during which both players conduct the activities listed in the following sequences of play. During each turn, the sequence of play is followed from start to finish. Not every step in the sequence will have activities to conduct on every turn, but the sequence must be followed rigidly and carefully in the order given.

1.1 Outline Sequence of Play

- Command Planning Phase
- Mode Determination Phase
- Suppressive Fire Phase
 - A. Artillery and Air Fire Segment
 - B. Direct Fire Segment
- Call for Fire Phase
- Action Phase
- Clean Up Phase
- Turn End

1.2 Sub-Sequences of Play

The following sub-sequences are followed at various times during the course of the Action Phase whenever the phasing player conducts the given type of combat.

1.2a Assault Combat

- Announce Intention
- Defender's Fight or Flee Decision
- Attacker Moves into Hex
- Defender Fires
- Attacker Fires
- Repeat fire steps in order until combat ends.

1.2b Overrun Combat

- Attacker enters hex (costing 3 MP's in addition to the hex terrain)
- Roll one die...
 - 1-4 Defender fire, Attacker fire
 - 5-6 Attacker fire, Defender fire
- Attacker must exit hex

1.3 Narrative Sequence of Play

1.3a In all cases where a die roll is required to determine the order of events by both players, any tied rolls should be rerolled until a decision is made. The winner of such a roll may choose to execute an action first or second as he desires.

1.3b Command Planning Phase

Both players make any changes to their Task Organi-

zations, Op Sheet creations and other actions, implementation checks, reserve releases, as is their desire based on the command and control rules. These activities may be conducted (generally) in any desired order. On hourly turns (0600, 0700 etc.), one player rolls to determine the weather for that hour.

1.3c Mode Determination Phase

Both players simultaneously decide on the mode (fire or move) for all their units for the coming turn. Suppressed units may not change mode. Units with Overwatch markers may not change to move mode. When finished, remove any and all overwatch markers.

1.3d Suppressive Fire Phase

Artillery and Aircraft Fire Segment

Before firing any missions, players both may make any immediate suppression requests they may desire.

Players roll one die each. The winner may choose to fire first or second. Players then alternate firing artillery fire missions and/or aircraft sorties until both players have fired all called for or pre-planned missions. Next, players may finish by firing any immediate suppression missions they may have planned earlier in this phase.

Direct Fire Segment

Again players each roll one die with the highest roller having the choice of first or second fires. Players then alternate after resolving direct (and mortar) fires against each target. Only fire mode units may fire. Multiple firers may engage each target in an attack, but each unit may fire only once (exception: AT rolls may be made in addition to regular fires for units that may conduct them.) A "target" is a hex in area fires and an individual unit in point fires. If a hex is fired on with area fires, a point target in it may still be engaged separately.

Players continue to alternate firing until neither player desires or can fire at more targets.

1.3e Call for Fire Phase

Both players simultaneously record future artillery and aircraft fire missions on their Fire Plan, as desired.

1.3f Action Phase

Players again roll a die each. The winner may choose to conduct his action phase first or second. Each player has a separate and distinct action phase and these two phases are conducted one right after the other at this time.

In his action phase, a player may conduct movement, conduct overruns, assault combats, overwatch fires, save yourself retreats (SYR's) he may want to make, minefield breaches, and by force minefield crossings. What a unit may do in an action phase is determined

by the unit type, mode, morale condition, and any special rules regarding the action desired. Generally, the player is free to organize these activities as he desires.

The non-phasing player (the one *not* conducting his action phase) may fire any overwatch fires that are triggered.

Place overwatch markers on those units that fire overwatch. An overwatch marked unit may fire an additional overwatch on a die roll of 6 when a trigger occurs.

No fires other than overwatch and those in overrun and assault combats occur in the action phases.

1.3g Clean Up Phase

During this phase, both players work together to roll for all smoke markers (remove them on a die roll of 3-6.) All suppression markers are removed, and all paralyzed markers are flipped to their suppressed side. Remove any illum markers. If this was an hourly turn, reduce all company morales by 1/3 (round down all fractions) or 1 whichever value is greater.

1.3h Turn End Phase

Advance the turn marker to its next position on the turn record track.

2.0 FOG OF WAR

To increase the game's sense of realism, the following items should not be seen by or discussed with your opponent: any op sheet, your company morale boxes, your task organization, artillery or aircraft availability, and any future plans that may at one time be converted into op sheets.

Deception plans may be used freely.

3.0 UNITS

The playing pieces in the game, counters, represent combat units, vehicles, and markers on the game map. The word "unit" is often used to denote any counter of troops, weapons or vehicles - as opposed to game information markers. Units may belong in one of the following categories: infantry, weapons, vehicle, or carrier.

3.1 Infantry Units

An infantry unit includes not only infantry platoons, but also engineers, military police and other such "troop" units. They are area type targets and area firers only. They have morale and make morale checks when needed. Only these types of units may breach minefields or conduct assault combat as an attacker.

3.2 Vehicle Units

A vehicle unit is an individual vehicle such as a tank,

assault gun, tank destroyer, or SP artillery - a combat vehicle that cannot be considered a carrier. They generally are point targets and have point weapons. They do not have morale and are capable of overrun combat.

3.3 Carrier Units

Carriers consist of trucks and halftracks whose purpose is the transportation of men and equipment. They function as vehicles except that they are capable of using the carrier rules in order to move or tow other units on the map. They have no morale and are capable of overrun combat.

3.4 Target and Firer Types

Each unit is classified according to the following target and firer types. This classification is printed on the back of the counter, but should become easy to remember after an examination of the game units.

3.4a The two types of target and firer are "area" and "point" or the combination of both, called "both." Area targets are fired on in fire combat on the Area Fire Table. Point targets, likewise, are fired on on the Point Fire Table. "Both" types can be fired on on either table. Firers are either area or point. Area fires may only fire on the Area Fire Table. Point fires may fire on either table.

3.4b The abbreviations used on the back of the counters for firer and target type are A for Area, P for Point and B for Both. A blank or "-" indicates a unit without a weapon to fire or a special firer, such as on map artillery.

3.4c The numbers on the bottom, front of the counter also indicate unit types. A red range number (in the center) indicates a point weapon's nominal range. A red last number is a unit's morale. A black last number is a point target's defense value. The first number is always attack (point weapon) or firepower (area weapon).

Weapon Units

Weapon units are larger, heavier weapon systems and their crews which are not self-propelled. Generally, they are mortar platoons, AT guns, towed artillery pieces and the like. No weapon unit may ever attack in assault or overrun combat. They may never conduct minefield breaches or make AT Rolls. The other characteristics of particular weapon units are listed below or in the game rules.

3.5 Mortars

Mortars are fired on as area targets and have morale. All mortar platoons have two steps. They may not fire if they are suppressed or paralyzed. Mortars that attempt or are forced to execute an SYR are destroyed. Mortars, while technically indirect weapons, fire in the Direct Fire Segment.

3.5a Mortars do not require a clear LOS to their target but must have an observer as do artillery fires. This observer must be from the same next higher echelon as the mortar itself - the same company as the mortar

unit or a unit of the same battalion for Bn Mortars. 3.5b Mortars are area weapons and their firepower is not affected by the range of the mortar unit to the target. Mortars may fire one smoke or illum round per turn in place of their regular fire, if desired.

3.5c Mortars may fire overwatch fires. Overwatch fires from mortars may be made for an observer that "sees" the overwatch trigger that the mortar unit itself cannot. Suppressed or paralyzed units cannot observe for overwatch fires.

3.5d Mortars may fire into their own hex during assault or overrun combats but their own fire must be applied against themselves as an area target in an area fire hex as well as against the enemy units. These self-inflicted fires are conducted during the defender's fire segment and are not added to or counted with the attacker's fires.

3.5e Mortars may move by themselves or be carried.

3.6 AT Guns

AT guns are always of both target types and are only point firers. They may not have AT rolls made against them. AT guns have a morale of 3 and do not have a company morale.

3.6a AT guns only have one step.

3.6b AT guns may move by themselves or be towed by carriers. AT guns may make SYR's.

3.7 On Map Artillery

Usually in these games, artillery is located off the game map, but on occasion, the guns will need a map presence. On map guns have the same fire and move modes as any other unit except that they may not change mode and move in the same turn, nor may they change mode if they moved in the previous turn.

3.7a On map guns act according to the same rules as AT guns in terms of being targets and steps. Suppressed or paralyzed guns may not fire. They may never conduct an SYR. If they are forced to do so, they are destroyed.

3.7b On map guns function exactly as off map artillery except that they are present on the map. Fire missions are called for, observed and executed in the same way as any other. Guns in move mode, suppressed, or paralyzed may not be included when calculating the number of rounds in a battery fire. On map artillery may serve as their own observers if needed.

3.7c On map guns may also fire direct fire at targets in their LOS. To do so, they must not have fired in the preceding artillery and aircraft fire segment and not be suppressed, paralyzed or in move mode. If eligible to fire, they may do so in the direct fire segment and/or overwatch fires.

3.7d Each direct fire by a gun should be recorded. When a number of fires is made equal to the number of guns in the battery, one battery fire of HE is subtracted and the process begun again.

3.7e Artillery in direct fire have a range of 15 and an

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area firepower of 4x their HE firepower which is unaffected by range. Artillery have a direct fire point attack value of 3x their HE firepower and the range listed above is their nominal range for point fires.

3.7f All on map artillery pieces have no movement ability of their own and must be towed by a carrier in order to move.

3.7g On map artillery are assigned to groups as any other unit and are generally required by the op sheet of the group to remain in place and continue in a fire support role. On map artillery is not affected by its task force membership in its choices of direct and general support.

4.0 MODES

All units in these games have two (and only two) modes: fire and move. Generally each turn the player decides in what mode each unit is to be for the rest of the turn and this mode determines what the unit may do in the turn. During the mode determination phase a player may change the mode of all, some or none of his units as he desires with the exception of overwatch marked units (see 8.9f.) Modes may not be changed at other times in the turn; Exception: Units that conduct an SYR or are mounted and have their carrier destroyed always are converted to move mode regardless of their present mode.

4.1 Effects of Mode

The mode of a unit is shown by the side of the counter showing. The front is fire mode and the back is move mode.

4.1a Fire mode units may fire in suppressive fire or overwatch. Move mode units may move (if not suppressed or paralyzed), conduct overrun or assault combats, mount or dismount carriers, and breach minefields. The exact abilities of a unit are also subject to the unit's type as well as its mode.

4.1b In assault or overrun combat, as attacker or defender, mode has no effect on a unit's ability to fire.

4.2 Changing Mode

A unit is free to change from one mode to the other in the mode determination phase unless it is suppressed or marked with an overwatch marker in which cases it may not change to move mode but may still change to fire mode. On map artillery is restricted in its ability to change mode, see 3.7.

5.0 STACKING

Stacking is the act of placing more than one unit counter in the same mapboard hex.

5.1 Restrictions on Stacking

5.1a There is no limit to the number of units that may stack in or fire out of a hex. There is no movement point cost to stack or unstack. No requirement is made to move stacks together and stacks may be created or broken up freely during movement.

5.1b Units in a hex may have any mode and each unit is not affected by the morale conditions of any other. Each area target unit in a hex is attacked separately by area firepowers directed at the hex. Each attack is resolved independently of all others using the same total attacking firepower.

5.1c Point fire attacks are made against only a specific identified target which is selected by the firing player from among any of the available targets in the hex. This attack has no effect on any other units that may be in the hex of either type. Carriers that are destroyed by point fires require that any passengers they might have be attacked using the point weapon(s) that destroyed the carrier on the Area Fire Table. This is a separate attack using the same firing units and is conducted immediately after the carrier is attacked. Units being towed by an attacked carrier must make a separate survival die roll (see 12.3g), but are not subject to a completely separate attack.

5.1d Friendly and enemy units may only stack in the same hex during the actual conduct of an assault or overrun. Unless entering to conduct one of the forementioned, units may not enter the hex occupied by units of the other side. Units may never end an action phase stacked with enemy units. Units forced to move into an enemy occupied hex for any reason other than the conduct of an overrun or assault combat are automatically destroyed.

6.0 COMMAND AND CONTROL

The command rules of this game are designed to realistically limit the flexibility of a player's forces to instantly change mission according to circumstances. Generally, the player creates op sheets which are the orders he gives to units he lists in the op sheet's Task Organization. The units in a given op sheet must execute the mission the op sheet contains until it is accomplished, the player cancels it, or the units are re-assigned to other implemented op sheets.

6.1 Higher Commander's Intent

The driving force behind all of a player's game operations is the intent of the next higher commander, the player's boss. These are given in the game rules. The intent is a vision of the battlefield your commander wishes your units to create. You are free to use your units freely to follow his intent and make it come true. Your success or failure on the mapboard will be judged mainly against your higher commander's intent, to determine game victory or defeat. Literally, the higher commander's intent are your orders.

6.2 Op Sheets

Each op sheet contains all of the instructions for the units listed in its Task Organization. An op sheet may be implemented or non-implemented. Implemented op sheets have already passed through their command prep period, and the designated units are currently following their instructions. Non-implemented op sheets are still in the middle of their command prep, and their units may yet not follow those instructions.

6.2a *The Graphic and Symbols.* The graphic is the portion of the op sheet on which the player draws out the operation to be conducted by the units on that op sheet. Other than the use of reserves and alternates and the addition of new units to the Task Organization, no changes may be made to the graphic after it is drawn. It is highly recommended that standard US Army symbols be used when playing this game. A chart giving common and useful symbols as well as some explanation of their use is provided in the game. Custom symbols are perfectly acceptable as long as both players agree to their meaning and use. An interesting historical method of play would be to use the appropriate symbols from the army whose side you are playing. In any case, the graphic alone should give almost all information needed for another person to determine the mission of the units involved.

6.2b *The Written Notes.* The written notes are designed to be as short as possible and only that information need be written that will cement together the graphic's logic and order. Written notes should explain any details of the graphic execution such that another person could tell the player everything the mission is supposed to do.

6.2c *The Failure Instructions.* Every op sheet must give instructions as to what to do if a given mission fails. The determination of when the mission has failed is left up to the player, but failure should only be measured by the units inability to accomplish the mission, not the mission's relevance to changing game circumstances. These instructions must inform the units in the op sheet where to withdraw in order to await new orders. Failure instructions basically may only entail a rapid movement to a rear position, avoiding all enemy contact on the way. If failure instructions themselves fail, a player may assign new ones in the Command Planning Phase.

6.3 Creation of Op Sheets

Op sheets may be drawn up during any Command Planning Phase. Once drawn up, every op sheet is automatically considered non-implemented and will become implemented when its Command Prep Period ends. Any number of new op sheets may be drawn up during a given turn. A limitation on op sheet numbers may be given in a specific game in order to reflect historical conditions. When an op sheet is drawn up, its graphic, written instructions and Task Organization is made up at that time. The player is free to assign any of his units to the new sheet's Task Organization, including those not yet on the map - keeping in mind that the off map units cannot function on the op sheet till they enter and that they will cause implementation to slow because of larger group sizes.

6.3a A given op sheet may give instructions for only one operation. One operation may entail a number of actions, movements and attacks, etc. but these must all be toward one final mission goal. The amount and type of "sub operations" is not limited, and a player may add any number of actions to an op sheet when it is made.

6.3b Each op sheet must be identified as one of four types: Attack, Hasty Defense, Prepared Defense, and Move. Each op sheet may be listed as only one given type. A given op sheet may have a number of opera-

tions going on at once, each one of which, taken by itself, may be of a different type (a movement to a position and then an attack from that position, etc.) If more than one type of operation is present, the order of priority in listing is Prepared Defense, Attack, Hasty Defense and then Move.

6.3c Attack Type. An attack type op sheet is any that includes offensive operations into enemy units, enemy controlled terrain or tacit areas under enemy or possible enemy control. Attack type makes no distinction between the presence or lack of presence of enemy units. An attack type op sheet can be defined as any mission consisting of friendly movement in which there is a possibility of enemy contact, regardless of how unaggressive the order may seem to the player.

6.3d Hasty Defense. A hasty defense is a defensive order that does not allow time to clear fields of fire or dig in more than simple hasty positions. It allows the assignment of an FPF mission and the laying of mines when the order is implemented.

6.3e Prepared Defense. A prepared defense is the same as a hasty defense except that the units are given the time to dig in protective positions and set up a formal positional defense. Prepared defenses also include the application of FPF's and the ability to lay mines.

6.3f Move Type. Move orders are generally only used for non-combat movements of troops. They do, however, include withdrawals from enemy pressure that do not include delay operations. Move op sheets require the following of failure instructions if any enemy contact is made.

6.4 Task Organization

Each op sheet lists those units that may conduct its operation on its Task Organization. The Task Organization of an op sheet must provide a complete listing of units that may act on that sheet. Units not so listed may not act on that given op sheet. The player is free to assign whatever units he has available to any given op sheet as he desires.

6.4a All units that are to conduct the operation on a given op sheet must be listed in that op sheet's Task Organization. Players are free to divide up lower units as desired but it is recommended that "splitting" not be done further than the infantry company/tank platoon level. If a Task Organization contains "304 PG Rgt" all units of the 304th Panzergrenadiers are contained in that op sheet, regardless of their being on the map yet or not. If elements are listed that are not yet on the game map, they still affect that op sheet's group size modifier when rolling for implementation. Individual units, such as AT guns, may be listed as 3x 57mm AT. A Task Organization must leave no room for doubt as to what units belong to it and which do not.

6.4b A player's units listed in the Task Organization may be subdivided further into "battle groups" as desired with each battle group having a particular mission to fulfill within the op sheet operation. The establishment of battle groups is administrative and has no effect on group size modifiers etc. The use of battlegroups is included primarily in order to draw

complicated graphics without excessive clutter.

6.4c The basic limitation of unit assignment to Task Organizations is that under no circumstances may a particular unit be assigned to more than one implemented op sheet at one time. The following rules give particular mechanical instructions as to how units are assigned and reassigned

6.4d Taking units out of an implemented op sheet's task force. If a new op sheet is implemented listing some or all of an existing sheet's task organization, erase only the reassigned units. The newly reassigned units must follow their new instructions. Other units which are still listed on the original op sheet must still follow that op sheet's instructions. Units in a Task Organization may be scratched off during the Command Planning Phase and become voluntarily unassigned.

6.4e Adding units to an existing implemented op sheet. When units are to be added, draw in their part on the graphic and any written notes that may be needed. Write them into the Task Organization of that sheet. Then those units, only, must go through the implementation process and may not function with their new orders until they are implemented. Use only the new addition's size when calculating the group size modifier. The type used for the unit addition is the same as that of their new op sheet, unless the addition's specific mission is of a type which comes before the op sheet's in 6.3b's order or priority - in which case, use the new addition's type. When implemented, these new units function according to the specified instructions just like any other troops enumerated on the op sheet. While in command prep these added units must function as unassigned units or in accordance with any other implemented op sheet they might be on.

6.4f Adding units to an existing non-implemented op sheet. These units only cause the subtraction of 3 weighted turns for each element added. If the resultant weighted turn number is less than zero, it remains zero. No other effects or delays are incurred by adding units to non-implemented op sheets.

6.4g Reinforcements are added to op sheets in the same way as other additions.

6.5 Unassigned Units

Units that are not listed on any implemented op sheet's Task Organization are considered unassigned. Units listed on a non-implemented op sheet are still considered unassigned. Only when an op sheet becomes implemented do the units become "assigned."

6.5a Unassigned units *must remain at all times within 5 hexes of a specific center hex*, which is chosen by the friendly player. This hex must be recorded in writing when said units first become unassigned, and may not be changed unless the units become assigned and then become unassigned again later. This common hex may be true for as many unassigned units as the player desires - all of A Company or all of 1st Battalion, etc.

6.5b Unassigned units are never considered to be dug in. Units may move and fire freely within their 5 hex radius.

6.5c Each group of unassigned units must be given a contingency plan as to what to do if attacked. If told to defend in place, the group may do so for no more than 3 turns of an attack (not an occasional pot shot.) The group told to defend in place must also be given instructions as to what to do if the time limit is reached. These last instructions must be no more complicated than "retreat quickly to X."

6.6 Command Prep

After being created, each op sheet begins its command prep period which ends when the op sheet successfully rolls for implementation on the Command Prep Table.

6.6a While in the command prep period, units that are not assigned elsewhere to an implemented op sheet continue to behave as unassigned units with the exception of any Preliminary Instructions.

6.6b Each turn, during the Command Planning Phase and before any rolls are made that turn for implementation, a number of marks are made to the back of the non-implemented op sheet. The number of marks is dependent on the condition of the units within the op sheet. If all members of the op sheet are unassigned and have not received direct fires in the past turn, the number is 3. If some or all of the units are in an implemented defense order of either type, and have not received direct fires in the previous turn, the number is 2. If the op sheet's units do not fall into the above two categories, the number is 1. If a group's units fall into more than one category, the number of weighted turns is the least of the available categories. Weighted turns are given each turn after the op sheet is produced.

EXAMPLE: Weighted Turns

The weighted turns given each turn for op sheets in command prep is a simple concept that can easily be shown in an example but may confuse players on a reading of just the rule. Basically, weighted turns represent the value of the preceding turn for mission preparation. Obviously, units under fire require much longer to prepare for new missions than those in a protected assembly area. So, if you have three groups, one attacking a hill, one in a defense and another in an assembly area. They would get 1, 2 and 3 turns of credit or weighted turns respectively. If each group was receiving direct fires in the turn before, each would get only one turn's credit.

6.6c On any turn after the op sheet was created in the Command Planning Phase, the player may attempt to implement it. Implementation is conducted on the Command Prep Table. Add the total number of weighted turns and follow the row giving the op sheet's type across to find the column containing the given number of weighted turns. Modify the player's Command Prep Rating for group size as explained in 6.6d. Find the row containing the modified command prep rating and cross index this row with the column found earlier to locate the minimum dice roll needed to implement. Roll two dice. If this roll is greater than or equal to the table's value the op sheet is implemented, otherwise, the player may roll again next turn and the sheet remains non-implemented.

6.6d The size of the implementing op sheet's Task

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Organization group is used to modify the player's Command Prep Rating. The number of elements in the group must be determined. An element is defined as the representation of companies for infantry (and other type) units and of platoons for tank units. Extras such as AT guns, scout platoons etc. are totaled and divided by 4 (round up, always) to determine their addition to group size. No matter how many of a given element are present, only one element is counted. Therefore, a group with three infantry platoons from three companies would be size three while three platoons from one company would be a one. A group with three companies, one AT gun, and a tank platoon would be of size 5.

6.6e Each player is assigned a Command Prep Rating by the game rules which reflects the ability of his side's command system to conduct operations quickly. The smaller this number is, the faster the side's reaction time.

6.7 Implementation

Upon implementation, an op sheet is considered to be in effect and a player is bound to follow it until it is removed through mission success or failure, unit reassignment, or by replacement by another implemented op sheet.

6.7a Once implemented, any units listed on the new op sheet must be removed from any other implemented op sheet they might be on. If no units remain to follow a given implemented op sheet, throw that sheet away. If units still remain on the old sheet, those units must continue with the old mission, etc. Newly implemented op sheets always supersede older ones, whenever a conflict arises.

6.7b A player is free to use his units as he sees fit in the following of op sheet instructions, but he must follow those instructions and those instructions only. He is free to vary the tempo of his operations for whatever reason as long as he does not violate op sheet instructions by doing so (a given timetable etc.)

6.8 Mission Success

At some point the player may find that an op sheet's instructions have been fulfilled successfully. Once a mission succeeds, the player may hold his troops in place as unassigned units until new orders are implemented. The completed op sheet is automatically removed from play.

6.9 Getting Rid of an Unwanted Op Sheet

Non-implemented op sheets may be thrown away on a single die roll of 5-6 during the Command Planning Phase. Implemented ones require a roll of 6. Only one roll per sheet is allowed in each phase. Implemented op sheets must be followed until they are thrown away. Op sheets may also be destroyed if all the units in their Task Organization are transferred to other implemented op sheets or reassigned as unassigned units. Note that a unit's transfer to another implemented op sheet is not effective until that unit implements the new op sheet.

6.10 Mission Failure

As explained earlier, every op sheet requires instructions about what to do if the player determines the mission has failed. The choice of when to call off a mission rests solely with the owning player but must be based solely on his perception of the group's ability to succeed at its mission.

6.10a In complex op sheets, i.e. those that require a number of different steps to be accomplished before the mission is accomplished, the player should attempt to divide the operation into phases and give failure instructions for each phase. Thus a movement through hill X to take hill Y would require failure instructions to use before being on hill X, when on hill X, going to hill Y and once on hill Y. These instructions need not be different, as the same one may be viable for the whole operation. However, the point is, that the instructions must be viable at the time they are called for - you cannot retreat to hill X before you take it and after taking X you won't want to fall all the way back to the start line.

6.10b Failure instructions can and do fail themselves. Any group following failure instructions must avoid enemy contact, if they cannot do so and follow the failure instructions, they must immediately be given new ones in the next available Command Planning Phase.

6.10c Of the units or groups of units on an op sheet, at times, only some will be considered failures. Such a case would be if several companies are in defense and one is attacked and can be considered a failure on its own. The others in this case have not (yet) failed. At such a time as this, the player must use common sense to identify those parts of the Task Organization that have failed and execute the failure instructions for them alone. The other units on the op sheet continue to carry on and the op sheet itself is not removed. Make any needed adjustments to the op sheet to reflect the failed units at this time.

6.11 Special Instructions

The following are special types of instructions that are different in some respects from the foregoing and, where a conflict with an earlier rule occurs, the following supersede the regular rules for each special case.

6.11a *Preliminary Instructions.* These are instructions that are to be followed immediately by the given units. Preliminary instructions are to be used to get units into a common assembly area for future combat operations. When a new op sheet is drawn up, the player may list what units have preliminary instructions and what they are to do or where they are to go. These units must conduct this movement immediately and do not have to wait for implementation. They must endeavor to avoid all enemy contact on the way. Upon the execution of preliminary instructions, all listed units are removed from any implemented op sheet upon which they may be listed, and become unassigned. As unassigned units, they require a contingency plan and will be given their common hex (for the 5 hex radius) when they arrive at their final location. Units may never attempt to fight through enemy units to execute preliminary instructions.

6.11b *Reserves.* At any one time, no more than 1/2 the op sheet's Task Organization may be listed as reserves. Once designated as a reserve, the reserve's composition may not be changed without the implementation of a new op sheet. Reserves can be uncommitted or committed. Uncommitted reserves may follow non-combat op sheet instructions (so as to follow the course of the battle.) To commit a reserve, make the die roll check (6.11d). Before rolling the die, however, the player must draw in the intended use of the reserve on the graphic. This use of the reserve may not be changed later. Once the die roll check is made, the reserve may begin the operation listed earlier. Once committed, or an attempt to commit them is made, no change is allowed in their commitment status without the implementation of a new op sheet. Non-implemented op sheets may not make any use of reserves they might contain.

6.11c *Alternates.* A player may list up to one set of alternate routes and/or objectives on an op sheet. These are switched to, in an all or nothing manner, in the same way reserves are committed. Once alternates are switched to, switching back again is not allowed.

6.11d *Die Roll Check.* When a player wishes to commit a reserve or switch to his alternates, a die roll check is made. This check must be made once each Command Planning Phase until it succeeds or the op sheet calling for it is thrown out. Once started, it cannot be stopped. It is conducted in the Command Planning Phase the player first desires to use it and is made once each turn thereafter. It is conducted as follows: modify the player's Command Prep Rating for the size of the group actually involved in the change. Roll one die. If this die roll is greater than or equal to the modified command prep rating the roll is successful.

7.0 DIGGING IN

Digging in in this game series is only a condition of the units in a task force with an implemented prepared defense op sheet. At other times, units of any type are automatically considered to be in hasty positions or defilade when in fire mode.

7.1 General Effects of Being Dug In

Digging in is a property of the unit's op sheet and is not conducted mechanically on the game map. All members of a task force with a prepared defense op sheet are considered dug in. No other units ever are considered dug in unless the game features defensive works printed on the map, which are available to any unit which enters that hex.

7.1a A dug in unit receives a benefit modifier on the Area Fire Table from the Terrain Effects on Combat Chart. AT Guns receive a benefit modifier on the Point Fire Table, also.

7.1b A dug in unit loses its dug in status if it leaves the hex it was in when the op sheet was implemented for any reason. The hex itself may not be reoccupied to regain the benefit. A hex is dug in only for the unit originally in the hex at the moment the op sheet was implemented. Hex exchanges between units may not

Op Sheet

Time Drawn: 1020

Type: Attack
Implemented? Yes

Task Organization

Grp Support
A Co
B Co
BN Wpns

Grp Assault
1, 2 Tank Plts
C Co

Grp Security
3 Tank Plt

Size: 6

Written Notes

Move in three axis:

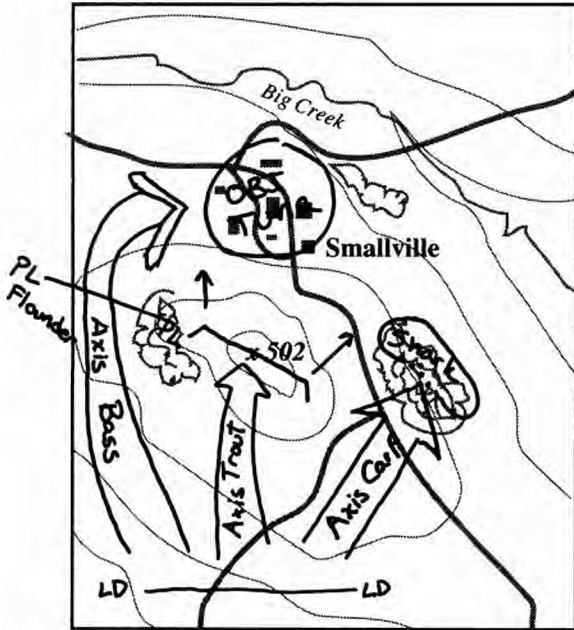
Grp Security: move along Axis Carp to security position Shark. Provide overwatch fires to isolate OBJ Tuna.

Grp Support: Move along Axis Trout to support position on top of Hill 502.

Grp Assault: move along Axis Bass, attack and seize OBJ Tuna.

Fire Support C/304 FA in direct support

When Grp assault reaches Phase Line Flounder prep OBJ Tuna with HE + smoke to cover final advance.



Failure Instructions

Return to LD, await new orders.

Example of a fairly complex fire and movement attack. (Fish Motif)

Op Sheet

Time Drawn: 1020

Type: Attack
Implemented? Yes

Task Organization

1/123 Infantry
A/S8 Tank BU

Size: 6

Written Notes

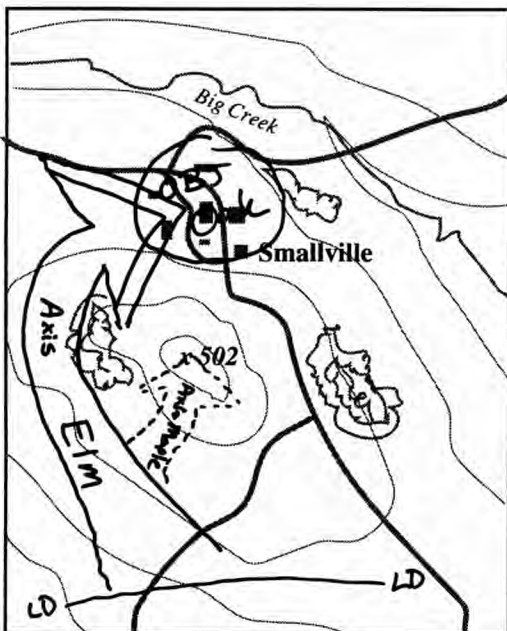
Advance along Axis Elm to seize OBJ Oak.

Use alternate route Maple to provide support position on Hill 502 with B Co 1/123 if needed.

Fire Support

C/304 FA in direct support

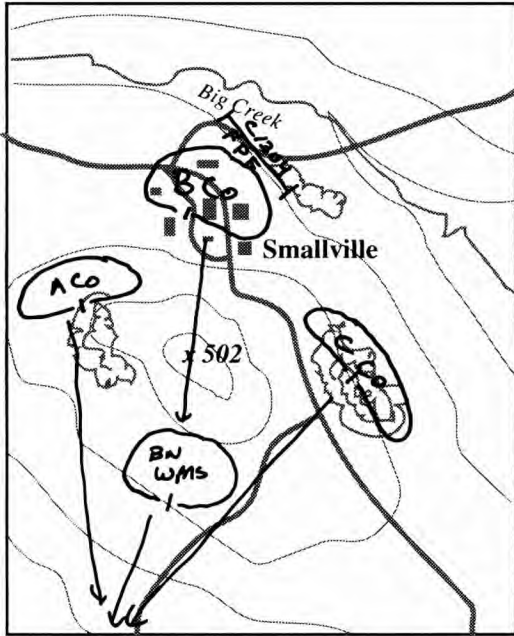
When direct fires are taken from OBJ Oak, suppress it with HE + smoke to cover final assault.



Failure Instructions

Return to LD, Await new orders

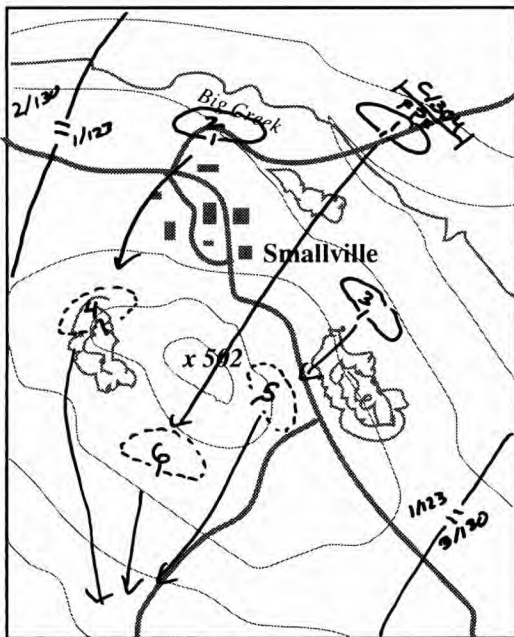
Example of a simple attack with an alternate. (Tree Motif)



Failure Instructions

Withdraw as shown. B Co to delay at BN WMS position as rear guard. Withdraw after other elements leave map.

Example of a positional prepared defense.



Failure Instructions

Withdraw off map as shown.

Example of an elastic defense or a form of delay.

Op Sheet

Time Drawn: 1020

Type: Prepared Defense

Task Organization

1/123 Infantry

Implemented? Yes

Size: 3

Written Notes

Defend in position

Fire Support

C/304 FA in direct Support

FPF as shown

Op Sheet

Time Drawn: 1020

Type: Hasty Defense

Task Organization

1/123 Infantry

Implemented? yes

Size: 3

Written Notes

on order fall back to...

A Co in battle position 1 → BP 6

B Co in BP 2 → BP 4

C Co in BP 3 → BP 5

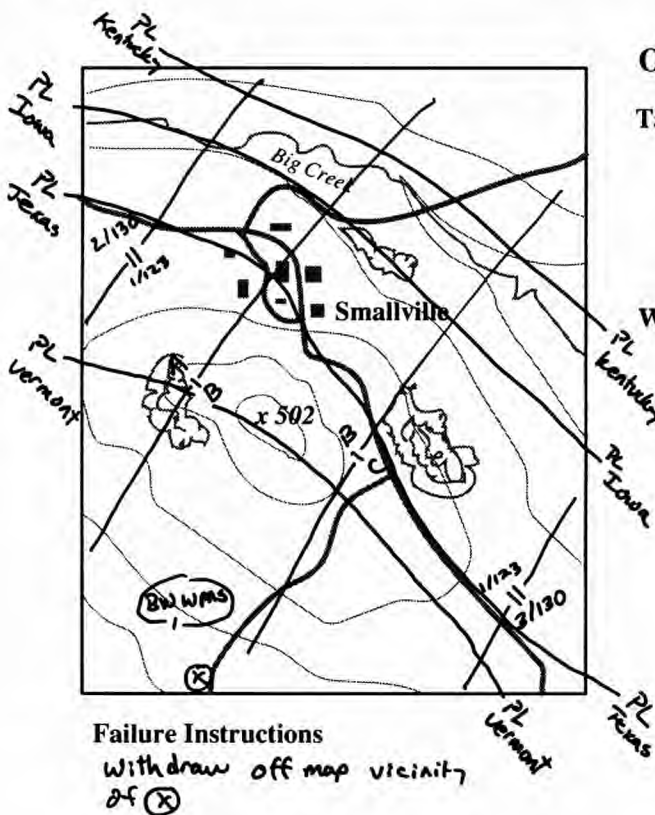
Delay as long as possible in each position

~~BP's 1, 2, 3 and Dug in~~ No position is Dug in.

Fire Support

C/304 FA in Direct Support

FPF as shown



Op Sheet

Time Drawn: 1020

Type: Hasty
 Implemented? Yes
 Size: 3

Task Organization

1/123 Infantry

Written Notes

Defend as far forward in zone as possible
 Start at PL Kentucky withdraw on advance
 to next lines as needed.

Fire Support

C/304 FA in direct support

Failure Instructions

Withdraw off map vicinity
 of X

Example of a zone or sector defense. (State Motif)

be done without losing the dug in status of the hex. Changing mode does not cause the hex's dug in status to be lost.

7.1c Any number of units may be dug in in the same hex.

7.1d It is up to the owning player to keep track of which units are dug in and which are not. With only a few units, this can easily be a mental record, but in more complex situations, it may become necessary to keep a written note of which troops are not dug in or who have lost their dug in status through movement. This information need not be revealed to the other player until such time as he commits units to attack the hex in any way.

7.1e Vehicles and carriers may not be considered dug in. These units are considered to be in defilade when in normal fire mode.

7.2 Op Sheet Changes and Dug in Units

Any change in op sheet implementation or task force assignment which causes a given unit to be unassigned or assigned to some other mission than prepared defense, in the same location, causes the dug in status of the unit to be automatically removed. Units assigned to an implemented prepared defense op sheet are only considered dug in if the mission they are to conduct is also considered prepared defense and they implement their portion of it.

8.0 FIRE COMBAT

Fire combat occurs in two basic forms in this game system: Area fires and Point fires. Area fires can be imagined as the effect of a volume of fire being sprayed into a hex. Point fires are aimed shots at a specific target. Each point fire represents several actual gun fires. Weapons are characterized as being either area or point. An area weapon may only be used as firepower in conjunction with the Area Fire Table. Point weapons may be used in conjunction with either the Point Fire Table or the Area Fire Table according to the target type and/or player preference.

Fire combats are conducted during the Suppressive Fire Phase and in the Action Phase as parts of the function of overwatch fires, overruns and assault combats.

8.1 Target Types

The target type of a unit (point, area, or both) determines how that target unit may be engaged. Point targets are generally hard vehicles that require a direct hit to destroy. Area targets, such as troops, are soft targets of which a number exist in the hex and are vulnerable to random shots as well as explosive bursts. "Both" type targets are large enough as individual objects to be aimed at and destroyed by point weapons, but are also soft enough to be destroyed by sprayed MG fires, etc. The target type of each unit is given on the back of the unit's counter.

8.1a Point targets may be engaged on the Point Fire Table, by AT rolls, and on the Artillery and Mortar Point Target Fire Table.

8.1b Area targets may only be fired on by the Area Fire Table.

8.1c Both type targets may be engaged in either way. The firing player must decide in which way he wishes to apply his fires against a both type target before making any die rolls. A target may be engaged in both ways in one fire against the target hex but an individual firing unit must fire at one target in only one selected way. Artillery and Mortar fires attack both type targets using the Area Fire Table and the Artillery and Mortar Point Fire Table, both tables are applied separately and automatically in either order, one just after the other.

8.2 Losses

Losses for all units are in terms of steps. Units of different type have different numbers of steps available. Step losses are marked with step loss markers under a unit which total the number of steps lost from that unit at any point in time. Whenever the number of steps lost equals the total number available to a unit of whatever type, that unit is destroyed and removed permanently from the game as "dead."

8.2a Infantry platoons have five steps. Mortar platoons and section size infantry units have two steps. All vehicle and carrier units have one step.

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8.2b Other than unit destruction, step losses cause reductions in unit firepower when 1/2 or more of the available steps of a unit are lost. Step losses affect the die roll when morale checks are made.

8.2c Step losses are marked underneath the losing unit with step loss markers totalling the number of steps lost to that point. Whenever a fire or other table result calls for one or more step losses, add the given number to that already marked under the unit. This gives the total steps lost at that point. If the total steps lost equals or is greater than the number available to the unit, the unit is destroyed and removed from play.

8.2d Step losses are the property of the unit that incurred them and may not be transferred, absorbed, or consolidated into or with other units. Units may never be combined to replace losses.

8.2e Destroyed units are instantly removed from play and may not return to the gameboard. Whenever a unit with company morale is eliminated in fire combat, two is added to its company morale. Destroyed units are removed from play before any morale check is made that might be called for by the combat result that eliminated them.

8.2f Excess losses incurred by a unit above that unit's ability to take step losses are ignored and in no way affect other units the destroyed unit was stacked with.

8.2g The destruction of a carrier which is towing another unit (AT gun, artillery piece etc.) requires a die roll for the towed item(s). Roll one die for each towed item. 1-4 the towed item is destroyed. 5-6 the towed item is left intact in move mode in the hex in which the carrier was destroyed, unless that hex was in an overrun combat. In that case, the towed item is automatically destroyed with the carrier.

8.2h The destruction of a carrier has no effect on any mounted unit it may be carrying other than causing the same firepower that destroyed the carrier to be applied against the passenger in another dice roll on the appropriate table. After this is done, passengers capable of assault combat whose carrier was destroyed during an overrun may begin the assault combat sequence and conduct an assault combat, after the application of the firepower that destroyed the carrier is applied against them. Alternatively, such passengers may conduct an immediate SYR instead.

8.3 Visibility and Weather

8.3a Visibility is an absolute maximum imposed on the range at which LOS's may be considered unblocked based on atmospheric and lighting conditions. No LOS may exist at a range in hexes greater than this range given in the game rules. Weather and other conditions may further hinder visibility ranges and the smallest range in effect becomes the maximum. No unit may observe or spot artillery rounds that fall beyond this limit.

8.3b Weather conditions also impose limits on visibility and on the availability of aircraft sorties. Weather is determined every hour during the Command Planning Phase by a single die roll by one player on the Weather Table for that game. The effects of different classes of weather are given on that table as they

pertain to that game. The weather roll affects the entire hour of which the roll was made and may not be rerolled until the beginning of the next hour.

8.3c In the night rules, special conditions and exceptions are made for the effects of night and illumination.

8.3d Game rules also give a "trafficability" rating for the game (good or poor) which determines the table values used for the Terrain Effects on Movement Chart. Trafficability is a measure of ground conditions and their effect on movement.

8.4 Line of Sight (LOS)

A line of sight is a measure of a unit's ability to see and fire upon another. It can be considered blocked or unblocked. A blocked LOS means the two units cannot see or fire upon each other. An unblocked LOS means they can. All LOS's are reversible meaning if one unit can see another, the reverse is also true.

8.4a The LOS line passes from the center of one unit's hex to that of the other's. Terrain features that lie exactly under the path of that straight line may affect the LOS, other features do not. The elevation of the center end point is the elevation of the end hex. Hexside features of and hex features within the end hexes have no effect on LOS.

8.4b Elevations along the LOS include ground elevation as well as any buildings or trees (hex terrain features add 20 meters to the ground elevation of the hex.) If any elevations along the LOS line are higher than both end elevations (which include the ground only) they automatically block the LOS. Elevations halfway or more between the two end point elevations that are closer in hexes to the lower of the end points also block. In all other cases, clear LOS exists.

8.4c Units of either side do not affect LOS lines running over or through them.

8.4d Smoke is considered an infinitely high LOS obstacle that covers all of the hex containing the smoke marker. LOS's may freely pass out of or into smoke hexes but not through them. Exception: an LOS may not be traced out of a smoke hex for the purpose of observing/spotting indirect fires.

8.4e LOS has no effect on fires into adjacent hexes or on AT rolls at any range.

8.4f Players are free to use a more detailed or precise LOS rule if they desire as long as both players agree to its use before the game.

8.5 Terrain Effects on Combat

Terrain effects on combat are contained on the Terrain Effects on Combat Chart for both the Area Fire Table and Point Fire Table. These effects are caused by the terrain in the target hex (only) and the mode (move/fire) and condition (dug in/not dug in) of the target. The number given is added to the dice roll on the appropriate table. Use the best defensive value of the terrain types in the hex. These effects are not cumulative.

8.5a The terrain feature within the hex, including any hexsides crossed, involved in assault or overrun combat is used in all fires within that hex's combat, regardless of attacking or defending status. Regardless of the foregoing, dug in effects are only counted for the defender if he is eligible for them.

8.5b Terrain modifiers affect AT rolls directly on the AT Roll Table and not from the Terrain Effects on Combat Chart. The terrain modifier used in this case is that of the terrain of the target hex. (Exception: if the AT roll is being made at range two, the terrain modifier used is either the target hex or an intervening hex (firing player determines which intervening hex is used), whichever is most favorable to the target.)

8.5c Terrain has no effect on Area Fire Table dice rolls caused by minefields.

8.6 Basic Fire Combat (Both Types)

(Overwatch fire rules supersede the following in any contradictory situation created by their use.)

8.6a A unit may only engage one target in a phase. This "target" includes all units in the target hex in area fires. All firers against a particular target hex or unit must be identified before any combat against the target is resolved. More than one firer may engage a target but all such firers must be identified as firing and what type of fire they are conducting (if area or point fires may be made) prior to the first fire on that unit. An AT roll or rolls may be made in addition to any other fire combats a unit conducts. Fires committed against a target may not be changed if the target is destroyed before they can fire (this affects point fires the most as they are resolved individually, firer by firer.)

8.6b Only units in fire mode may fire. Exception: mode has no effect on fires in assault or overrun combats or AT rolls, all of which may be done in move mode or fire mode.

8.6c Fires of any type have no effect on any units, friendly or enemy, that happen to lie in a hex in which their line of fire or LOS passes.

8.6d All direct fires require an unblocked LOS within the visibility range from firer to target and indirect fires require (generally) the same of an observer/spotter.

8.6e All area targets in a target hex are fired on individually by area fires applied against the hex. Point fires only affect the exact target unit that is fired at with misses being of no effect to any unit. Passengers mounted on or towed by carriers are attacked as any other area type target in the hex. Passengers are attacked by point fires (on the appropriate table) if the carrier is destroyed. Towed items roll one die if their carrier is destroyed (1-4 they are destroyed, 5-6 they are not.)

8.6f The Suppressive Fire Phase's Direct Fire Segment is executed by the players alternating targets. Each target's resolution, to include morale results, must be completed before moving on to the next target. Each firer may not fire more than once (except AT rolls) and each target may be designated only once during this phase.

8.6g Units that are suppressed have their fires reduced by 1/2 on the Area Fire Table and AT guns are modified on the Point Fire Table. AT rolls of suppressed units are also modified. Paralyzed units are incapable of most fires.

8.6h Mounted units in fire mode (but never towed units) may fire while mounted. Their fire is modified on the Area Fire Table. Mounted units may not conduct AT rolls.

8.6i Modifiers for the target or firer being in smoke are combined when both are true.

8.6j Any one unit may never split its fire factor to make different fire attacks. All of a unit's available firepower is applied in an attack if any is to be used.

8.7 Area Fire Combat

All area fire combats are resolved using the Area Fire Table. When area fires (infantry direct weapons, tank guns, mortar or artillery indirect fires) are applied to a target hex, those fires are applied separately and at the same strength against each area or both type target within the hex with separate dice rolls. Exception: See optional rule 8.7f. Area fires may only be directed against a target hex once per fire phase or artillery/aircraft fire mission. Area fires directed against a hex do not interfere with the ability of point fires to attack point or both targets within the hex in the same phase, etc.

Procedure:

Identify the target hex and all firers. Apply the range effects against firers of each type, range and other conditions listed to arrive at the total firepower directed at the hex. Divide this total by 10 (round .51 to .99 up, .01 to .50 down) to arrive at the firepower dice modifier. The firepower dice modifier is the same for each target unit resolution in the hex. The total dice modifier is found by adding the firepower dice modifier, the target hex terrain modifier, and any of the special conditions that may apply. Roll two dice and add the total dice modifier. Compare the modified dice roll with the categories at the left of the table to determine the row of the result and read to the right to determine the fire result. Reading further to the right to the column containing the total of the target unit's morale, company morale and total steps lost and following that column upward gives the morale roll modifier for units required to make morale checks. After all step losses, company morale changes, and any needed morale checks, the area fires against a unit are resolved.

8.7a For each and every area or both type target in the target hex (including any mounted or towed units), repeat the fire procedure separately using the same firepower. Once an area fire against a hex is begun, no changes may be made in the selection of firing units.

8.7b Area fires are of no effect against point targets except when the Artillery and Mortars vs. Point Target Table is used.

8.7c Mortar and artillery fires are never modified because of range. They affect their impact hex at their total face value and affect that hex only. Artillery fires

are resolved after the impact of all rounds in a fire mission. Mortar fires may be combined with direct fires in the same Area Fire Table roll.

8.7d The Area Fire Table creates the need for units with morale to make morale checks and gives modifiers for that check depending on the fire result and unit conditions. If the Area Fire Table results in the destruction of a unit with company morale, two is automatically added to that unit's company morale box and the fire combat is finished at that point (with no morale check that may be needed) but this addition is made after any from the area fire result itself. Area Fire Table results calling for additions to company morale are ignored for units without company morale. If the unit has company morale, the addition is made before checking the right hand columns for a morale roll modifier.

8.7e Passengers mounted on carriers that are fired on as area targets subtract the carrier's defense value x 3 (or -2 whichever is better) from the dice roll on the Area Fire Table. This modifier is never applied to units riding vehicles or being towed.

8.7f (optional) The number of attacks against the area units in a hex is determined by dividing the number of steps in the hex by 5 rounding up. Each attack must be used against a separate unit in the hex. The units attacked are in order of size (largest to smallest) with the firing player making the choice in the case of same size units. This rule is a replacement for the first part of rule 8.7a if used.

EXAMPLE: Area Fire Combat and Morale Check

Two units of firepower 6 fire on two stacked infantry platoons at range one. Their firepower total is 36 (12x3 for range) giving a Dice Modifier of +4. The Terrain of the target hex is forest and the first unit to be attacked is in move mode. For this first unit, the Terrain Effect is -1, for a Total Modifier of +3. No special modifiers are being used. Two dice are rolled giving a raw roll of 8. The roll plus the total modifier is 11, giving a one step loss and a one addition to the target's company morale (which is now a 5). This unit has a 4 morale + co morale of 5 + 1 step loss, giving a 10. On the same row as the modified dice result, look to the right until the column containing the 10 is found. This gives a +2 for the morale check. In the morale check, no additional modifiers are in effect. Two dice are rolled, giving a 12. This is modified by the +2 to give 14 which calls for an SYR. If the unit were dug in, it would be paralyzed instead. On the SYR Table, one die is rolled and the unit's co morale is added to the roll giving 8 (roll of 3, co morale of 5). The table result for this value is a retreat of 4 hexes. This unit is retreated the four hexes, ending its fire attack. The other unit in the original hex is now attacked. It is in fire mode. Terrain modifier is now -2. Total modifier is +2. A 11 is rolled, giving 13 and a result of -1 step, +1 co morale. Unit morale (6) + Co Morale (6) + Steps lost (2) gives 14 and a Morale Table modifier of +5. No other morale modifiers exist. Another 12 is rolled (wow), giving 17 and Paralyzed, +1 to co morale. This ends the fire combat against this hex.

8.8 Point Fire Combat

Point fire combat is resolved using the Point Fire Table. When specifying point fires, a target is a specific point or both type target in a hex selected by

the firing player and not the hex itself as in area fires. The exact target and all committed firing units must be identified before any resolutions are made. Committed firing units may not engage any other target if it is destroyed before they may fire nor can any more firers be identified if the target turns out to be "lucky." All committed fires are conducted before moving on to the next target.

Procedure:

Subtract the target's defense value from the firer's attack value to determine the column to use along the top of the Point Fire Table. Determine the category of range the target is in to determine the row to use. The intersection of the column and row found is the raw dice roll on two dice needed to kill the target. Roll two dice. Add to the dice the terrain modifier of the target and any of the special conditions that may be true. If the modified dice roll is equal to or greater than the table raw dice roll needed, the target is destroyed. Any other result is no effect with the exception of AT guns noted below in 8.8c.

8.8a The range printed on a point weapon counter is the nominal range of that weapon. Weapon range categories (close, nominal and long) are all based upon this nominal range. Close range is at, or less than, 1/2 the nominal range. Nominal range is greater than close range up to the nominal, printed, range. Long range is greater than the nominal range up to and including 2x the nominal range. Ranges of two hexes or less are in their own (very close) category regardless of the weapon's nominal range.

8.8b Missed shots, except for AT guns below in 8.8c, are of no effect to the target or any other unit in the target hex or elsewhere.

8.8c AT guns that are fired on by point fires which miss must make a morale check if the modified dice roll is at or within three of the table raw dice roll needed to kill. No modifiers are made to that check other than those on the Morale Table itself.

8.8d Point fires that destroy a carrier also attack any passenger the carrier may have loaded. This is done separately with the area firepower of the same weapons that killed the carrier. All point weapons that hit/killed the carrier are used against the passenger on the Area Fire Table and are modified for the carrier's defense value, if any. Any remaining committed firers that have not fired when the carrier is destroyed automatically apply their firepower against the passengers in this same attack.

8.8e Point fires may be directed specifically at a towed item that is with a carrier. If the towed item is destroyed, the combat has no effect on the carrier or other units in the hex. Towed items make morale checks normally.

EXAMPLE: Point Fire Combat

A Panther fires on a fire mode Sherman at range 8. This is long range for the Panther, whose nominal range is 7. The terrain of the Sherman is open, giving a terrain modifier of +2. No other modifiers are in effect. The Panther's attack - the Sherman's defense is +2. The raw hit roll needed is 11. Two dice are rolled to get an 8, this is modified for the terrain giving a 10. The roll is a miss and no effect. The Sherman, in the next fire, returns fire on the Panther.

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It too is long range (nominal range is 6) and the Panther is in fire mode in the woods (+0). The Attack - Defense is also 0. Raw hit roll is still 11. A 12 is rolled, modified for terrain is still a 12. This roll is greater than or equal to the raw hit roll so the Panther is destroyed and removed from play.

8.9 Overwatch Fires

Overwatch is a provoked action taken by units in fire mode in which they may fire during the Action Phase at targets of opportunity. Any fire mode unit that is not suppressed or paralyzed is eligible to fire overwatch fires provided it has an unblocked LOS to an overwatch "trigger" caused by an enemy unit. A unit is capable of more than one overwatch fire in an Action Phase (provided another trigger occurs in its LOS.) Once a unit fires overwatch it is marked with an Overwatch Marker, a blank counter. This marker only signifies that a given unit fired overwatch. Its effects are: for each and every subsequent overwatch trigger occurring within the unit's LOS which the unit wishes to use to fire overwatch, a die is rolled. On a 6, the unit may fire, otherwise it cannot. Overwatch marked units may not change to move mode in the next Mode Determination Phase.

8.9a An overwatch trigger is an event that allows overwatch fires during the Action Phase. Both the phasing and non-phasing players have triggers that may allow them to fire in each other's Action Phase. **The trigger must be within an unblocked LOS to any potential firer.** More than one unit may fire overwatch caused by one trigger, provided a clear LOS exists to each (exception: mortars may fire overwatch with a trigger seen by an appropriate observer.)

8.9b *Overwatch triggers for the non-phasing player are:* whenever a phasing player's unit finishes moving into any hex during its movement. Phasing player overwatch fires are not a trigger for the non-phasing player.

8.9c *Overwatch triggers for the phasing player occur whenever a non-phasing unit finishes firing overwatch fires, or whenever a non-phasing vehicle or carrier (but not a unit conducting an SYR) retreats out of an assault combat hex. Such overwatch fire at a retreating unit is conducted upon the finish of its movement into any of the hexes to which it may retreat.*

8.9d Immediately after a trigger occurs, the player wishing to fire overwatch must announce his intention and the units wishing to fire. Once announced, the identified units must fire and no others may be added to them. After resolution, the firing units are marked with overwatch markers (which is simply a blank counter), if they are not marked as such already, and play continues from where it left off until the next trigger. Overwatch fires, except for the special rules regarding when to fire, etc., are conducted in the same way as any other fire combat.

8.9e Overwatch marked units, ie. those with overwatch markers, may fire overwatch fires again if on another trigger occurrence a single die is rolled and a 6 results. Roll separately for each overwatched marked unit which wishes to fire. On any other roll result than 6, the marked unit may not fire (others identified to fire which are not overwatch marked, or which have

successfully rolled if overwatch marked must fire overwatch.) Fires in assault and overrun combat are not overwatch fires. No overwatch markers are given in these fires and existing overwatch markers have no effect on a unit's ability to fire in those combats.

8.9f Overwatch marked units may not voluntarily change to move mode in a Mode Determination Phase. If a unit is forced into move mode, for any reason, and it has an overwatch marker, the marker is removed.

8.9g At the end of the Mode Determination Phase, after both players have selected the modes for their units, all overwatch markers are removed. Remember, overwatch marked units may not voluntarily change mode in this phase.

8.9h Mounted, but not towed, units in fire mode may fire overwatch regardless of the mode of their carrier given the foregoing rules about any other unit wishing to fire overwatch.

8.9i An AT roll may be made as an overwatch fire, but (unlike when in the Suppressive Fire Phase) the shooting player must choose to make either an AT roll or a regular fire attack at a single overwatch trigger. He may not make both types of attack with one unit based on only one trigger. AT rolls cause a unit to be marked with an overwatch marker and overwatch marked units must roll a 6 to conduct an AT roll as in any other overwatch fire. Overwatch AT rolls require a LOS to the trigger, which is not needed in normal AT rolls during the Suppressive Fire Phase.

8.9j Area fires triggered in overwatch still attack all area/both target types in the hex, not just the unit causing the trigger. AT rolls, likewise, are made against all appropriate targets in a triggered hex.

8.9k Units actually conducting an SYR movement may never be fired on by overwatch fires. Attacking units which are retreating from an assault combat into the hex from which they came are exempt from overwatch fires. The finish of a unit's movement into a hex to conduct overrun or assault combat is never an overwatch trigger, nor are either player's fires within such a combat.

8.9j Players who do not like the blank overwatch markers are free to mark them with the symbol of their choice - a check, X or other mark in any desired color. The blank, white, counter has been found in playtesting to be easier to identify in play than the more elaborate marker being used at the time. While not very colorful, it was kept blank to maintain its edge in function.

8.10 AT Rolls

AT rolls are a method of infantry units to destroy point or "both" type targets using any number of close-in combat methods. Accordingly, the success of these close-in methods is highly dependent on the amount of cover and concealment available, represented by the terrain of the hexes involved.

Procedure:

AT rolls are made using the AT Roll Table. At the top of the table, locate the column of the terrain type of the

target hex or intervening hex, whichever is further to the left. Follow this column down to the intersection with the row of range to the target of the firing unit. The number located there is the number needed on a roll of two dice to destroy the target. Roll two dice. Add any applicable modifiers to the right of the table. If the modified roll equals or is greater than the table value, the target is destroyed. Any lesser roll has no effect.

8.10a Only infantry type units may make AT rolls. Mode has no effect on this ability. Paralyzed units may not make AT rolls. Suppressed units may conduct them but have a modifier applied. Mounted units may not conduct AT rolls.

8.10b AT rolls may be made in overwatch as any other fire, and in this case, move mode units may not conduct them. An AT roll triggered by overwatch may not be made in addition to regular fires, but instead counts as one overwatch. Such overwatch fires require a clear LOS to their trigger.

8.10c A unit may conduct as many AT rolls in a Suppressive Fire Phase as targets are available. No more than one roll per target per phase is allowed. AT rolls may be freely made in addition to any other fires a unit may do in a Suppressive Fire Phase.

8.10d No LOS is needed to do an AT roll (exception: 8.10b in overwatch fires.) Targets may be at ranges up to two hexes. When done at a range of two hexes, the two hex path creates an intervening hex which must be empty of any enemy units. If this intervening hex is of a terrain which is in a column further left on the AT Roll Table than the target hex's, then that further left column is used. The choice of the intervening hex used is the firing player's.

EXAMPLE: AT Rolls

An infantry unit is confronted with a number of tanks during a turn. During the Suppressive Fire Phase, the owning player chooses to engage the local tanks with AT rolls. One tank is adjacent to the infantry unit in a city. Two more are two hexes away in a city hex also, but the intervening hex can be either open ground or woods, depending on the path taken. The Infantry unit is suppressed. The AT roll for the adjacent tank is a 8 or more on two dice. The roll is determined by the target hex terrain (City) giving the far right column and the range (1 Hex) giving the second row. The raw dice roll is 7 but the dice will have a -1 modifier for the suppressed firer, so an 8 or more is needed. The dice are rolled and a 10 is the result. The adjacent tank is destroyed. For the other two tanks, the firing player must use the terrain of an intervening hex (it has the most benefit for the target) but has a free choice of which intervening hex to use. The logical choice is the woods as it affords a better roll. The roll required will be 12 or more. The table calls for an 11, and the dice will still be -1 for suppression so a 12 must be rolled. The player rolls for both tanks separately. He rolls a 5 for one and a 8 for the other. Neither tank is destroyed. Note that the player was able to attack all available targets in one fire.

Later that turn, a tank attempts to move past this same infantry unit using road movement in an adjacent city hex. The infantry unit's player calls out that he wishes to overwatch. The moving tank is stopped and the attack made. In this case, in a city adjacent hex, suppressed firer and overwatch fire vs road moving

target give a needed roll of 6 or more. (+2 for the overwatch vs road mover and -1 for the suppression to the raw dice roll of 7 in city terrain.) He rolls a 4 and the tank continues to move. The firing unit is marked with an overwatch marker.

8.11 Artillery and Mortars vs Point Targets

Artillery and mortar fires against a hex have a small random chance of destroying a point target within that hex. This chance is resolved by a two dice roll based on the Artillery and Mortar Point Fire Table. This table is automatically used whenever artillery or mortar rounds strike a hex containing a point or both type target (in addition to any other fire resolutions they create.)

Procedure:

For each artillery round against each target or once for a mortar fire against each target, roll two dice. Modify this dice roll for any applicable conditional modifiers given on the table. If this modified roll equals or is greater than the numbers given for the type of fire involved then the target is destroyed. Other results have no effect.

8.11a Artillery rounds of any caliber may destroy any point or both target using this table. Mortars may destroy any target of defense 2 or less (all both type targets without a defense have a defense of 0 for this purpose.) Mortars may not affect point targets of defense 3 or more in this manner.

8.11b Both type targets may be attacked with artillery/mortar fires using this table and the Area Fire Table; the target must be attacked in both ways at once by the same rounds.

8.11c Rounds used to roll on this table also make area attacks against all area type targets in the hex as they would normally.

EXAMPLE: Artillery vs a Point Target

Six artillery rounds land in a hex containing an infantry unit, an AT gun, and a tank. The infantry unit and AT gun are both attacked by the rounds on the Area Fire Table. Then the same rounds attack the AT gun again on the Artillery and Mortars vs Point Targets Table. The player rolls two dice for each of the six rounds against the AT gun. His raw dice roll needs a 12 to kill, but a +1 is given to the dice for the target having a defense of 1 or less and not being a truck. So, he must roll an 11 to kill the AT gun. The six rolls are 2, 6, 11, 3, 8, and 9, so the AT gun is destroyed. The same six rounds now attack the tank, which heretofore has not been touched. A simple 12 is needed to kill the tank, which has a defense of 3. Six rolls are made and no 12 is rolled, so the tank is unharmed.

9.0 Morale

Morale results and effects in the game represent the covert or overt action of troops to temporarily or permanently refuse to continue dangerous operations. Each morale result is part of an accelerating degradation of a combat unit's "grit" due to combat stress and strain.

9.0a All infantry and weapon units are at times subject to required morale checks. Vehicles and carriers never make morale checks. A unit's morale check is always rolled separately from any other unit(s) with which it may be stacked and the roll's results have no effect on these other units. Exception: carriers are sometimes affected by morale results of their passengers.

9.0b Units subject to making morale checks are called upon to do so by Area Fire Table results based on the Morale Roll Modifier determined on the right of the table. If the modifier is zero or more, a morale check is called for. AT guns must check morale if they survive a point fire attack and the dice roll was 3 or fewer more than that needed to kill the gun on the Point Fire Table. Units do not check morale at any other time.

9.0c Morale check procedure: Add any morale roll modifier from the Area Fire Table to any of the appropriate conditional modifiers listed on the Morale Table. Roll two dice and add the total modifier. Find the result on the left column to locate the morale result to the right in the same row. Mark results, remove eliminated units or otherwise follow the result given (to include rolling on the Save Yourself Retreat Table) and the morale check is finished.

9.0d Morale markers (suppressed, paralyzed, etc.) are used to denote the morale condition of a unit. These markers are placed directly on top of the affected unit. Players are encouraged to save on markers and stacking problems by assuming all units below a morale marker are in the given state of that marker. In most cases this shorthand will work well, but if it will lead to confusion in a given instance, mark each unit separately.

9.0e Certain Morale Table results require the player to choose between two different results. He may choose freely as long as the rule stating that paralyzed units may not conduct SYR's is not violated. The exercise of this option does not represent the normal decision process involved in unit command but rather independent choices made by local leaders or the troops themselves in order to help in their own survival.

9.0f A unit's morale condition is the property of that unit alone, and is never transferred to or from other units who happen to stack or pass through the unit's hex. Any and all morale conditions may be present in a hex at the same time with no additional or other effects.

9.0g Results from any source calling for a morale check on a unit that is not subject to morale are ignored.

9.1 Company Morale

Company morale is a measure of short term cumulative punishment on the abilities of infantry units. It is recorded using step loss markers placed into the company morale box of a given company on the Company Morale Box Chart. The total of the step loss markers in a given company morale box is the company morale of that company. Additions to company morale are called for by the Area Fire Table results, when a unit is destroyed by the Area Fire Table, and

on the Morale Table. A company morale never becomes less than zero and may increase infinitely. Unless otherwise specified in a scenario, all company morales begin at zero.

9.1a Only units that have a company morale box have a company morale. Generally, these are troop companies of some sort. Battalion or other assets - scouts etc. - have no effect on any company morale unless they have their own company morale box. AT guns usually do not have company morales, never affect the company morales of other units, and are never affected by the company morales of other units. Units are only affected by, and only affect changes to, their own company's morale.

9.1b Distance between elements of a company and task force group assignment has no effect on company morale. Regardless of the circumstances of a unit of a company, if that unit has a result calling for additions to company morale, those additions are made in the same way.

9.1c Company morale recovers automatically in the Clean Up Phase at the end of each hourly turn (0600, 0700 etc.). To recover morale, simply reduce the number in each company morale box by 1/3 of the number present (round down all fractions) or one whichever value is larger. The minimum a company morale may ever be is zero.

9.1d When a unit with company morale is destroyed because of an Area Fire Table result, that unit's company morale is increased by 2 in addition to any other table result given. Note: units that are destroyed by fire combat are removed from play immediately, and do not make a morale check. A destroyed unit's only effect on company morale is the +2.

9.1e Company morale affects each of the units within that company when they make morale checks. A unit's company morale, unit morale, and total number of steps lost is used to determine the morale roll modifier from the Area Fire Table.

EXAMPLE: Company Morale Procedure

In the course of a turn, an infantry company with a starting company morale of 2, receives 4 fire combat attacks. These attacks lead to a number of morale results, step losses and outright company morale additions which total 8. The company morale is now 10. In the next turn, an hour turn, the same company gets another 4 company morale points (of which 2 were caused by the destruction of a platoon by fire) giving a total of 14. During that turn's Clean Up Phase, 1/3 of the company morale is reduced. 14 divided by 3 is somewhat over 4. All fractions are rounded down giving 4. This is subtracted from the company morale, giving the company a company morale of 10 to start the next hour with. Another company enters this phase with a company morale of 1. Divided by 3 gives 1/3 and rounded down leaves 0. But subtraction consists of 1/3 of the company morale or 1 whichever is greater so the company now has a company morale of 0.

9.2 Suppression

Suppression is the most common effect of fires on a troop unit. A suppressed unit has its ability to fire hampered and is severely limited in its ability to

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move.

9.2a The effects of being suppressed are as follows: unit is $x1/2$ in area fires, may not move, may not observe mortar overwatch fires, and is modified in point fires and AT rolls of which it may be capable. A suppressed unit may not attack in assault combat, if an already attacking unit becomes suppressed, it might end its participation in the assault because of the result of a die roll check, see 13.2a. If a mortar or on map artillery unit is suppressed it may not fire at all. Mounted suppressed units may not dismount nor may suppressed units mount a carrier or vehicle. Suppressed units may not breach minefields. Suppression has no effect on mode change or ability to conduct an SYR.

9.2b Additional suppressed results on units that are suppressed or paralyzed have no further effect. Suppressed results on attacking units in assault combat result in additional rolls to determine if participation ends, see 13.2a.

9.2c Units mounted on a carrier unit that become suppressed remain mounted and suppressed. They may not dismount (except to conduct an SYR.) Units mounted on vehicles have the option of having the suppressed unit unload and be suppressed, in move mode, on the ground in the last hex the vehicle was in or to remain mounted and suppressed.

9.2d Suppression markers are automatically removed from all of both player's units in the Clean Up Phase at the end of each turn.

9.2e Suppressed AT guns are free to fire on either Fire Table. They are $x1/2$ as any other suppressed unit on the Area Fire Table and have an additional modifier on the Point Fire Table.

9.3 Paralysis

Paralysis is a much more extreme version of being suppressed. In this case, the unit has adopted a passive condition in the hope that its enemies will leave it in peace. Its ability to resist or conduct most combat functions has vanished.

9.3a Paralyzed units may not fire (exception: 9.3b), move, conduct AT rolls, conduct minefield breaches, spot artillery/air or mortar fires, mount or dismount. They may never attack in assault combat and if an attacking unit in assault becomes paralyzed, it automatically ends its participation in the assault. If all remaining defending units in assault combat become paralyzed and the assault continues, they are automatically eliminated and the combat ends. Importantly, paralyzed units are incapable of Save Yourself Retreats. In any morale result calling for a choice of results, the non-SYR result must be chosen by paralyzed units. In results calling for SYR's only, paralyzed units ignore the SYR portion of the result and execute any other portion(s) it might have. These last mentioned units do not make a roll on the SYR Table.

9.3b In the first, and only in the first, defender's fire in assault combats (but not in overruns), a paralyzed unit may fire as a suppressed unit. If this fire is unsuccessful in stopping the attacker's assault, the defender is automatically destroyed if no un-paralyzed units remain stacked in the defending hex. Paralyzed units are not automatically destroyed by overrun combats.

9.3c Additional paralyzed results against paralyzed units have no further effect (other than any required company morale change.) Suppressed units that receive a paralyzed result become paralyzed.

9.3d Mounted units that become paralyzed remain mounted and paralyzed. Neither suppressed nor paralyzed passengers have any effect on a carrier or vehicle's ability to move or fire. Units mounted on vehicles (not carriers) that become paralyzed, automatically dismount in the hex they are in, in move mode and remain paralyzed.

9.3e Recovery from paralysis occurs automatically for both players in the Clean Up Phase at the end of every turn. *After* all suppressed markers are removed, all paralyzed units are automatically converted into suppressed units.

9.4 Save Yourself Retreats (SYR's)

A Save Yourself Retreat (SYR) is the effect of troops judging their local situation and determining that it is much better, on the whole, to be somewhere else. The unit's primary groups have found their will to survive greater than the desire to accomplish their mission.

Procedure:

SYR's may be instigated in one of three ways: units may be forced to conduct one because of a Morale Table result; units may voluntarily conduct one during their Action Phase (even if suppressed and otherwise unable to move); or, defending units in assault combat must use one if they choose to flee in the Defender's Fight or Flee Decision Segment. SYR's are resolved using the SYR Table. One die is rolled and the unit's company morale, if any, is added to it. The result is determined by the row including the modified roll. Results call for a number of hexes to retreat, possible step losses or destruction. The result is executed and the SYR is finished.

9.4a SYR movement is always in terms of hexes and not movement points. A unit must move the given number of hexes, failure to be able to destroys the SYR unit. Retreats may be made into any terrain into which the unit would have been able to move in regular movement. It may not enter enemy occupied hexes. The direction of this retreat must be locally rearward and toward cover/concealment if possible. No "doubling back" is permitted and the retreat must be in a reasonably straight line. No overwatch fires are triggered by a unit moving in an SYR.

9.4b Any infantry type unit or AT gun weapon unit (which is not "tow only") may conduct an SYR. Suppressed units may conduct SYR's but paralyzed units may not. Weapon units that must conduct an SYR are destroyed. Exceptions: AT guns which are capable of their own movement and weapon units being towed or riding on carriers or vehicles. Carriers and Vehicles may not conduct SYR's on their own but may "follow along" with a passenger that is conducting one. Passengers, other than those falling under the weapon unit statement above, are free to conduct SYR's but must do so mounted and their carrier is not exempt from overwatch.

9.4c A unit may conduct an SYR in either mode. In cases where a choice of result on the Morale Table is

based on a unit's dug in status, units in move mode (if they would be dug in if in fire mode in that hex) are considered to be dug in.

9.4d During an Action Phase, a player may voluntarily choose to have a unit conduct an SYR, so long as that option is not negated by some other condition of the unit. This SYR is considered to be the unit's complete movement for the Action Phase. These voluntary SYR's are treated in all respects like required ones except that a player chooses to execute it. A voluntary SYR is only available to units which have not expended movement points in the present phase. SYR's are intended in this context to be a method of moving units away from the enemy which allows movement of suppressed units and frees the moving units from overwatch fire exposure. This type of movement may never be used in order to conduct an "advance" of any type.

9.4e At the end of an SYR, units are always in move mode and are not suppressed or overwatch marked. This is true regardless of the condition of the unit to start with.

9.4f Vehicle and carrier units are incapable of SYR movement of their own but, if desired, vehicle and carrier units in a hex with a SYR'ing unit may "tag along" in that retreat. They must then follow the exact path of the retreat, not enter terrain they may not move through (including slow go terrain), and, if their own Action Phase, they may move no further that turn. Following an SYR does not free the vehicles/carriers from possible overwatch fires. Following vehicles or carriers may be in any mode to begin with but they end the retreat in move mode and without any overwatch marker they may have had.

9.4g Mounted units that are required to conduct an SYR may do so and their carrier must move with them (using rule 9.4f.) A passenger ending an SYR movement remains in its present mode, suppressed if it started that way, and with its overwatch marker intact.

9.4h A unit that conducts an SYR in its Action Phase may not expend any remaining movement points it may have in any way. A unit that conducts an SYR at some other time in the turn than its own Action Phase, may move freely in its Action Phase.

9.4i SYR moving and vehicles/carriers following SYR's always cross minefields by force, regardless of the existence of a breach or its "friendliness."

EXAMPLE: SYR Procedure

An infantry unit is called on to make a roll on the SYR Table. It has a company morale of 3. One die is rolled and with the added 3 gives 7. The unit must retreat 4 hexes toward the rear. Another unit is also required to make a roll, it has a company morale of 12. The player rolls a 6. The unit disintegrates and is removed from play.

9.5 Surrender

The surrender result on the morale table represents the complete collapse of a unit's ability to resist. A slim chance at prison seems much better than conditions as they are.

Tactical Combat Series: Charts and Tables

Command Prep Table

		Weighted Elapsed Turns					
Attack		1-6	7-12	13-27	28-42	43-60	61+
Hasty Defense		1-4	5-7	8-16	17-25	26-38	39+
Prepared Defense		1-12	13-26	27-41	42-55	56-70	71+
Move		1-3	4-6	7-15	16-21	22-33	34+
Command Prep Rating + Size Mod.	1 or less	10	8	6	4	3	3
	2	10	9	7	5	4	3
	3	11	10	8	6	5	4
	4	12	11	9	7	6	5
	5	12	11	10	8	7	6
	6	NP	12	11	9	8	7
	7-8	NP	12	11	10	9	8
9 or more	NP	NP	12	11	10	9	

NP-Not Possible

Size Modifier

Modifier	Group Size in Elements (see 6.6d)
-1	One or less
0	Two
+1	Three
+2	Four
+3	Five
+4	Six or more

Terrain Effects on Movement

	Type of Transportation		
	Foot	Vehicle/Carrier other than truck	Truck (literally)
Open	1	1(2)	1(4)
Woods	1	2(3)	3(6)
Hedge Hexside	NE	+1	+2
Forest	2	3(5)	4(8)
Primary Road(1)			
City/Village	1/2	1/3	1/3
Swamp(2)	3	4(P)	P
Slow Go	NE	x2(3)	P
Secondary Road(1)			
Railroad(1)	1/2(1)	1/2(1)	1/2(2)
Stream	+1(+2)	+3(+5)	+5(P)
Creek/River	P	P	P

- (1) Negates other terrain in hex if the hex is entered via the same type of road hexside.
 (2) All swamp hexes are considered to be slow go. Do not multiply swamp movement point costs x2 for being slow go terrain.
 (3) Multiply other terrain in hex. Not swamp hexes as in (2) above.

#= Normal
 (#)= Poor Trafficability
 NE= No Effect, use other terrain in hex
 P= Prohibited

Terrain Effects on Combat

	Area Fire Table		Point Fire Table		
	Fire Mode	Move Mode (any mode carrier mounted)	Fire Mode (not AT gun)	Move Mode	Fire Mode (AT Gun)
Open	NE(-2)	+2(NE)	+2	+1	+1(-2)
Swamp	-1(-2)	NE(-1)	+3	+3	NE(-2)
Woods or through Hedge	-1(-3)	+1(-1)	NE	-1	-1(-3)
Buildings	-2(-3)	NE(-1)	-1	NE	-2(-3)
Forest	-2(-4)	-1(-1)	-2	+2	-3(-4)
City/Village	-3(-5)	+1(-2)	-2	-1	-4(-5)
	#=Normal (#)=Dug In	#=Normal (#)=Suppressed or paralyzed			#=Normal (#)=Dug In

Terrains that are not listed or mentioned in the game rules are of no effect. Terrain effects are not cumulative, use the best of the available types for the target.

Area Fire Table

Range Effects (for all except AT Guns and Artillery, Mortar and Aircraft fires)

	In Hex	1 Hex	2 Hexes	3 Hexes	4 or more Hexes
Firepower or Attack is	x5	x3	x2	x1	x1/2

AT Guns (only) Attack is x1/2 at any range

Any of the above and... (if true)

...Firer is Suppressed or 1/2 Steps Lost	x1/2
...Both of the above	x1/4
...Firer is carrier Mounted	x1/2

Artillery, Mortar, and Aircraft Fires

x1 always, in hex effects only

Artillery Firepower Values: 75mm 2 105mm 5 155mm 7 8 inch 12 16 inch 25

Total of above Firepowers*

10 (round off, see 8.7 procedure) = Dice Modifier

*Special if total firepower is 3 or less (before division)

Firepower	Dice Modifier
1 or less	-3
2	-2
3	-1

Total Modifier = Dice Modifier + Terrain Effects + (if true)...

+2 Overwatch fires vs. road moving target	-3 at night (negated by lighted areas)
-2 or -Defense x 3 Type B target or if carrier mounted (Whichever is better for the target)	-2 One or more firers in smoke
+4 Overrun vs a weapon unit	-1 Target in smoke (not applied to purely indirect fires)
+2 Overrun vs other unit types	+3 Assault combats (either side)
	+2 Target in Minefield or Breach Hex

Two Dice+ Total Modifier	Combat Result	Morale Check Required with this Modifier						
		No Check	0	+1	+2	+5	+10	+15
2 or less	No effect	0-9	10-12	13+				
3-7	No effect	0-5	6-8	9-11	12-15	16+		
8-13	-1 Step, +1 to Co Morale	0-5	6-8	9-11	12-15	16-20	21+	
14-19	-2 Steps, +2 to Co Morale		0-5	6-8	9-10	11-19	20+	
20-25	-3 Steps, +2 to Co Morale				0-5	6-8	9-17	18+
26 or more	-4 Steps, +3 to Co Morale					0-5	6-13	14+

above is Unit Morale + Co Morale + Total Steps Lost
(all of the above after result at left)

If any of the above destroys
the unit, +2 to Co Morale, in
addition to the above

(if destroyed, do not make a morale check)

Note: Infantry Platoons have 5 steps, Mortar Platoons and all Section size units have 2 steps, and all vehicles, carriers and AT guns have 1 step.

Tactical Combat Series: Charts and Tables

Command Prep Table

		Weighted Elapsed Turns					
Attack		1-6	7-12	13-27	28-42	43-60	61+
Hasty Defense		1-4	5-7	8-16	17-25	26-38	39+
Prepared Defense		1-12	13-26	27-41	42-55	56-70	71+
Move		1-3	4-6	7-15	16-21	22-33	34+
Command Prep Rating + Size Mod.	1 or less	10	8	6	4	3	3
	2	10	9	7	5	4	3
	3	11	10	8	6	5	4
	4	12	11	9	7	6	5
	5	12	11	10	8	7	6
	6	NP	12	11	9	8	7
	7-8	NP	12	11	10	9	8
9 or more	NP	NP	12	11	10	9	

NP-Not Possible

Size Modifier

Modifier	Group Size in Elements (see 6.6d)
-1	One or less
0	Two
+1	Three
+2	Four
+3	Five
+4	Six or more

Terrain Effects on Movement

	Type of Transportation		
	Foot	Vehicle/Carrier other than truck	Truck (literally)
Open	1	1(2)	1(4)
Woods	1	2(3)	3(6)
Hedge Hexside	NE	+1	+2
Forest	2	3(5)	4(8)
Primary Road(1)			
City/Village	1/2	1/3	1/3
Swamp(2)	3	4(P)	P
Slow Go	NE	x2(3)	P
Secondary Road(1)			
Railroad(1)	1/2(1)	1/2(1)	1/2(2)
Stream	+1(+2)	+3(+5)	+5(P)
Creek/River	P	P	P

- (1) Negates other terrain in hex if the hex is entered via the same type of road hexside.
 (2) All swamp hexes are considered to be slow go. Do not multiply swamp movement point costs x2 for being slow go terrain.
 (3) Multiply other terrain in hex. Not swamp hexes as in (2) above.

#= Normal
 (#)= Poor Trafficability
 NE= No Effect, use other terrain in hex
 P= Prohibited

Terrain Effects on Combat

	Area Fire Table		Point Fire Table		
	Fire Mode	Move Mode (any mode carrier mounted)	Fire Mode (not AT gun)	Move Mode	Fire Mode (AT Gun)
Open	NE(-2)	+2(NE)	+2	+1	+1(-2)
Swamp	-1(-2)	NE(-1)	+3	+3	NE(-2)
Woods or through Hedge	-1(-3)	+1(-1)	NE	-1	-1(-3)
Buildings	-2(-3)	NE(-1)	-1	NE	-2(-3)
Forest	-2(-4)	-1(-1)	-2	+2	-3(-4)
City/Village	-3(-5)	+1(-2)	-2	-1	-4(-5)
	#=Normal (#)=Dug In	#=Normal (#)=Suppressed or paralyzed			#=Normal (#)=Dug In

Terrains that are not listed or mentioned in the game rules are of no effect. Terrain effects are not cumulative, use the best of the available types for the target.

Area Fire Table

Range Effects (for all except AT Guns and Artillery, Mortar and Aircraft fires)

	In Hex	1 Hex	2 Hexes	3 Hexes	4 or more Hexes
Firepower or Attack is	x5	x3	x2	x1	x1/2

AT Guns (only) Attack is x1/2 at any range

Any of the above and... (if true)

...Firer is Suppressed or 1/2 Steps Lost	x1/2
...Both of the above	x1/4
...Firer is carrier Mounted	x1/2

Artillery, Mortar, and Aircraft Fires

x1 always, in hex effects only

Artillery Firepower Values: 75mm 2 105mm 5 155mm 7 8 inch 12 16 inch 25

Total of above Firepowers*

10 (round off, see 8.7 procedure) = Dice Modifier

*Special if total firepower is 3 or less (before division)

Firepower	Dice Modifier
1 or less	-3
2	-2
3	-1

Total Modifier = Dice Modifier + Terrain Effects + (if true)...

+2 Overwatch fires vs. road moving target	-3 at night (negated by lighted areas)
-2 or -Defense x 3 Type B target or if carrier mounted (Whichever is better for the target)	-2 One or more firers in smoke
+4 Overrun vs a weapon unit	-1 Target in smoke (not applied to purely indirect fires)
+2 Overrun vs other unit types	+3 Assault combats (either side)
	+2 Target in Minefield or Breach Hex

Two Dice+ Total Modifier	Combat Result	Morale Check Required with this Modifier						
		No Check	0	+1	+2	+5	+10	+15
2 or less	No effect	0-9	10-12	13+				
3-7	No effect	0-5	6-8	9-11	12-15	16+		
8-13	-1 Step, +1 to Co Morale	0-5	6-8	9-11	12-15	16-20	21+	
14-19	-2 Steps, +2 to Co Morale		0-5	6-8	9-10	11-19	20+	
20-25	-3 Steps, +2 to Co Morale				0-5	6-8	9-17	18+
26 or more	-4 Steps, +3 to Co Morale					0-5	6-13	14+

above is Unit Morale + Co Morale + Total Steps Lost
(all of the above after result at left)

If any of the above destroys
the unit, +2 to Co Morale, in
addition to the above

(if destroyed, do not make a morale check)

Note: Infantry Platoons have 5 steps, Mortar Platoons and all Section size units have 2 steps, and all vehicles, carriers and AT guns have 1 step.

Morale Table

Area Fire Table Modifier (if any)+... if true

+2 Artillery or Aircraft fires involved	+1 Mortar fires involved
+5 Overrun in open (terrain of hex, not dug in) by vehicle with defense 1 or more	+2 at night, not negated by lighted areas
+2 Overruns other than above	+3 either side in assault combat

Modified Two Dice	Result
2-6	No Effect
7-11	Suppressed
12-13	Suppressed, +1 to Co Morale; or (player's choice) SYR
14-15	SYR (if dug in, Paralyzed, +1 to Co Morale)
16-20	Paralyzed, +1 to Co Morale
21 or more	Surrender, +3 to Co Morale

Save Yourself Retreat Table

One Die+ Co Morale	Result
1-3	Retreat 3 Hexes
4-8	Retreat 4 Hexes
9-10	Retreat 5 Hexes, -1 step
11-14	Retreat 7 Hexes, -2 steps
15 or more	Unit Disintegrates, -all steps

Point Fire Table

Modifiers:

- +/- Terrain of target
- +3 Target is moving crosscountry in slow go terrain hex, overwatch fires only
- +2 Overwatch fires vs road moving target
- +2 Target in minefield or breach hex
- 2 Firer is a suppressed AT gun
- 2 Firer and/or target in smoke hex
- 3 night (negated if target in lighted area)

Firer's Attack-Target's Defense

Range	+3 or more	+2 to -2	-3 or less	
2 Hexes or less	5	6	7	(This category takes priority, if true, from those below)
Close Range	7	8	9	(up to 1/2 nominal range)
Nominal Range	8	9	10	(over 1/2 up to nominal range)
Long Range	10	11	12	(over nominal, up to nominal x 2)

Roll # or more on two dice (after modifiers) to kill

AT Guns: If modified roll is no more than 3 less than that needed for kill, make a morale check.

Artillery

Designator Round

1. Identify the target hex.
2. Roll one die for direction using the Scatter Diagram on the map.
3. Roll one die for distance (x2 at night)
4. Place an impact marker in the hex determined by 2 and 3 above.

Concentrations

Type	In Hex	Hexes from Fire for Effect Hex					
		1	2*	3*	4*	5*	6*
Point	1	2-4	5-6				
Area A	1	2-3	4-5	6			
Area B		1	2	3	4	5	6
Linear	1	2-3	4-5	6			

Direction roll on linear concentrations:
 1. Pick Left and Right directions (see 10.7a)
 2. On one die for each round - 1-3 Left, 4-6 Right

* at 2 or more hexes, roll one die for Scatter Rotation (see 10.7b)
 Rotate the number of hexes rolled clockwise around the target.
 Maintain a constant distance to the target during this rotation.

Adjustment

1. Calculate desired adjustment
2. Roll for each of no more than two directions separately and place the round's impact in the hex determined by the actual adjustment given by the table
3. Repeat adjustment until...
 - ... a round hits the target hex or
 - ... no rounds remain or player decides to fire for effect based on his last round's impact

One Die	Desired Hexes																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	More than 16
1	2	4	5	7	9	11	12	14	16	18	20	22	23	25	27	29	x1.8
2-3	1	3	4	5	6	8	9	10	11	13	14	16	17	18	20	21	x1.3
4-5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	x1.0
6	0	1	1	1	1	2	2	2	2	3	3	4	4	4	5	5	x0.3

= Actual Hexes Adjusted

Desired adjustment must *always* be in the number of hexes to the target hex with the target hex only being the goal of the adjustment.

Check Fire

Make die roll only if rounds have been fired in the mission. Fire missions may be cancelled automatically if no rounds have been expended. If successful, return remaining battery fires (parts of battery fires are lost if partially expended) to the ammo available listing. If not successful, fire another round and try again.

One Die	Result
1-3	Successful
4-6	Failure

AT Rolls

Dice Modifiers

- 1 Suppressed Firer
- +1 Target's defense is 2 or less
- +2 Road moving target (overwatch only)
- +2 Target in minefield or breach hex
- 2 Target stacked with an infantry unit
- +2 Night (negated to +1 in lighted areas)
- +2 if visibility is 3 or less

Target Hex Terrain

(or intervening hex if two hex range and if more beneficial to the target)

	Open	Woods Building	City/Village Forest
Range			
In Hex	9	8	6
One hex	10	9	7
Two Hexes	12	11	9

Roll # or more (modified) on two dice to kill

Artillery and Mortars vs Point Targets

Artillery: Roll 12 or more to kill (roll once for each round against each target)

Mortars: Roll 11 or more to kill (roll once for each target for each mortar platoon firing)

Roll is made on two dice.

Artillery rounds may destroy any point target.
Mortars may destroy targets with a defense 2 or less.

Dice Modifiers

- +3 target is a truck
- +1 Other than above, target has a defense of 1 or less.

Morale Table

Area Fire Table Modifier (if any)+... if true

+2 Artillery or Aircraft fires involved	+1 Mortar fires involved
+5 Overrun in open (terrain of hex, not dug in) by vehicle with defense 1 or more	+2 at night, not negated by lighted areas
+2 Overruns other than above	+3 either side in assault combat

Modified Two Dice	Result
2-6	No Effect
7-11	Suppressed
12-13	Suppressed, +1 to Co Morale; or (player's choice) SYR
14-15	SYR (if dug in, Paralyzed, +1 to Co Morale)
16-20	Paralyzed, +1 to Co Morale
21 or more	Surrender, +3 to Co Morale

Save Yourself Retreat Table

One Die+ Co Morale	Result
1-3	Retreat 3 Hexes
4-8	Retreat 4 Hexes
9-10	Retreat 5 Hexes, -1 step
11-14	Retreat 7 Hexes, -2 steps
15 or more	Unit Disintegrates, -all steps

Point Fire Table

Modifiers:
 +/- Terrain of target
 +3 Target is moving crosscountry in slow go terrain hex, overwatch fires only
 +2 Overwatch fires vs road moving target
 +2 Target in minefield or breach hex
 -2 Firer is a suppressed AT gun
 -2 Firer and/or target in smoke hex
 -3 night (negated if target in lighted area)

Firer's Attack-Target's Defense

Range	+3 or more	+2 to -2	-3 or less	
2 Hexes or less	5	6	7	(This category takes priority, if true, from those below)
Close Range	7	8	9	(up to 1/2 nominal range)
Nominal Range	8	9	10	(over 1/2 up to nominal range)
Long Range	10	11	12	(over nominal, up to nominal x 2)

Roll # or more on two dice (after modifiers) to kill

AT Guns: If modified roll is no more than 3 less than that needed for kill, make a morale check.

Artillery

Designator Round

1. Identify the target hex.
2. Roll one die for direction using the Scatter Diagram on the map.
3. Roll one die for distance (x2 at night)
4. Place an impact marker in the hex determined by 2 and 3 above.

Concentrations

Type	In Hex	Hexes from Fire for Effect Hex					
		1	2*	3*	4*	5*	6*
Point	1	2-4	5-6				
Area A	1	2-3	4-5	6			
Area B		1	2	3	4	5	6
Linear	1	2-3	4-5	6			

Direction roll on linear concentrations:
 1. Pick Left and Right directions (see 10.7a)
 2. On one die for each round - 1-3 Left, 4-6 Right

* at 2 or more hexes, roll one die for Scatter Rotation (see 10.7b)
 Rotate the number of hexes rolled clockwise around the target.
 Maintain a constant distance to the target during this rotation.

Adjustment

1. Calculate desired adjustment
2. Roll for each of no more than two directions separately and place the round's impact in the hex determined by the actual adjustment given by the table
3. Repeat adjustment until...
 - ... a round hits the target hex or
 - ... no rounds remain or player decides to fire for effect based on his last round's impact

One Die	Desired Hexes																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	More than 16
1	2	4	5	7	9	11	12	14	16	18	20	22	23	25	27	29	x1.8
2-3	1	3	4	5	6	8	9	10	11	13	14	16	17	18	20	21	x1.3
4-5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	x1.0
6	0	1	1	1	1	2	2	2	2	3	3	4	4	4	5	5	x0.3

= Actual Hexes Adjusted

Desired adjustment must *always* be in the number of hexes to the target hex with the target hex only being the goal of the adjustment.

Check Fire

Make die roll only if rounds have been fired in the mission. Fire missions may be cancelled automatically if no rounds have been expended. If successful, return remaining battery fires (parts of battery fires are lost if partially expended) to the ammo available listing. If not successful, fire another round and try again.

One Die	Result
1-3	Successful
4-6	Failure

AT Rolls

Dice Modifiers

- 1 Suppressed Firer
- +1 Target's defense is 2 or less
- +2 Road moving target (overwatch only)
- +2 Target in minefield or breach hex
- 2 Target stacked with an infantry unit
- +2 Night (negated to +1 in lighted areas)
- +2 if visibility is 3 or less

Target Hex Terrain

(or intervening hex if two hex range and if more beneficial to the target)

	Open	Woods Building	City/Village Forest
Range			
In Hex	9	8	6
One hex	10	9	7
Two Hexes	12	11	9

Roll # or more (modified) on two dice to kill

Artillery and Mortars vs Point Targets

Artillery: Roll 12 or more to kill (roll once for each round against each target)

Mortars: Roll 11 or more to kill (roll once for each target for each mortar platoon firing)

Roll is made on two dice.

Artillery rounds may destroy any point target.
Mortars may destroy targets with a defense 2 or less.

Dice Modifiers

- +3 target is a truck
- +1 Other than above, target has a defense of 1 or less.

Any unit that surrenders is automatically removed permanently from play. If the surrendering unit is a passenger or towed unit of a carrier, not a vehicle, that carrier is also considered to have surrendered and is removed from play. In this last case, if any other units are present as passengers or being towed, those units are also surrendered.

If no enemy unit is nearby, to which the surrendering unit can surrender, the surrendering unit is considered to be dispersed and is removed from play just the same. This statement has no effect on play other than to aid in the player's understanding of what is going on when a unit deep in the rear surrenders due to artillery fire, etc.

10.0 Artillery

Artillery fires are called for by the player in one of several ways and they are resolved in the Artillery and Air Fire Segment of the Suppressive Fire Phase. Each fire "mission" determines the location at which it hits, which may be different than what was plotted for it, adjusts to be closer to the real target hex, if allowed, and fired for effect in a "concentration" that is planned by the player which determines the actual position and pattern created by the fall of the rounds. During the Artillery and Air Fire Segment, players alternate firing fire missions and air sorties until none remain for that turn.

10.0a Artillery of any type, size, or location with respect to the game map have the range to hit any target contained on the game map(s).

10.0b Artillery rounds affect both friendly and enemy units they happen to land on - bombs and shells have no friends.

10.1 Direct and General Support

The artillery batteries a player has available to fire must be placed into either direct or general support. The type of support into which a battery is placed determines for whom that battery can fire missions and how long fire missions take to deliver fires onto target. Direct Support means the battery is given to the support of one task force group only and responds to fire missions from that group alone. General Support batteries may be called into action by any of the player's units, regardless of their group, but those fire missions must be processed through a higher headquarters to determine the allocation of the battery's fires - which takes more time.

10.1a All batteries in Direct Support of the task force of a given op sheet must be listed in the task organization of that op sheet. Like any other unit, a DS battery may not be listed on more than one implemented op sheet. Off map DS batteries are handled mechanically (in terms of switching to different op sheets, etc.) the same as any other unit except they are never required to roll for their own implementation. On map batteries are not eligible for this exemption. General Support batteries are listed on any convenient piece of paper. All batteries must be assigned to either DS or GS and never both. No limit is made to the number of batteries that may be in support of a op sheet, although a limit is placed on the number of GS

batteries that may be made. There need not be any batteries assigned to any particular Op Sheet or to general support, but units will be incapable of calling in artillery support if their Op Sheet has no batteries assigned and no guns are currently in GS. Artillery does not affect Op Sheet size for Command Prep purposes.

10.1b The effects of being in either DS or GS are as follows:

DS- Direct Support batteries may freely fire missions observed by units in the task organization to which they are a part and no other, without exception.

GS- General support batteries may conduct fire missions observed by any friendly unit, but these missions are delayed for one full turn more than normal. This period of time is called a "Called Fire Delay" and is in addition to any other called fire delays imposed by the specific game rules. These additional levels of delay represent a host of fire coordination problems incurred by a given army.

10.1c No more than 1/3 of a player's batteries (rounded down) may be in General Support at any one time.

10.1d On-Map batteries may be assigned to Op Sheets normally for movement, etc. Such assignment does not preclude the guns in question from providing fire support either in direct or general roles, to units on other Op Sheets. In short, on-map batteries may be assigned to a given op sheet in its task organization, but may support a completely different op sheet's task organization in fire support assignment. Unassigned on-map batteries function as any other unassigned unit and such unassignment has no effect on that battery's ability to provide direct or general support fires. Of course, a battery must be in fire mode and not suppressed or paralyzed to provide any support at all.

10.2 The Fire Plan

The player's Fire Plan Sheet is a record of the Target Reference Points (TRP's) he has chosen, Pre-Planned Fires he recorded before the game, Called and Immediate Suppression missions he calls during the game, any Final Protective Fire (FPF's) targets he may have allocated, and a record of his artillery ammunitions and types available. The fire plan is recorded on any blank sheet of paper.

10.2a The record of TRP's, initial Pre-Planned Fires, and initial ammunition availability must be recorded on the Fire Plan of each player before the game starts and units are set-up. TRP's and initial Pre-Planned Fires may never be changed after units are set-up.

10.2b Changes are made to the Fire Plan whenever a fire mission is recorded and ammunition is expended. Record and change FPF's as they are assigned. New Pre-Planned Fires may be recorded when a new op sheet is drawn up.

10.3 Artillery Fire Missions

A fire mission is defined as the fires of one battery, with a maximum of four battery fires in a single mission. A battery fire is the firing of one round from each gun tube in the battery. Whenever a fire mission

is plotted, each mission may be up to this maximum. One fire mission is the most a player can fire before alternating fires back to his opponent when conducting the Artillery and Air Fire Segment.

10.3a Each battery a player has may fire a maximum of eight battery fires in a turn, subject to ammunition availability. This may be divided into no more than eight fire missions of one battery fire each and no less than two missions of four. Any combination in-between is allowed.

10.3b Artillery ammunition is given in terms of battery fires and for ammunition purposes, all battery fires are equal. One battery fire, in terms of ammunition, is the same as every other, regardless of the number of rounds needed according to the number of tubes in a given battery (so, a three gun battery does not use half the number of battery fires as a six gun battery or get twice as many rounds to shoot for one battery fire of ammunition.) Illum rounds are given in terms of individual rounds. Ammunition battery fires may be used by any battery of correct gun type.

10.3c A given target hex may be used and plotted for any number of fire missions in a turn.

10.4 Target Reference Points (TRP's)

A TRP is a preplotted, and usually pre-fired, reference point on the ground whose firing data have been recorded by the fire direction control of the gun battery. This allows quicker more accurate fires for those called off of this information. The observer may adjust directly off the TRP without needing to fire a round - he can assume the correct data for the TRP exists, and his correction off the TRP is fed directly into the guns.

10.4a TRP's are only designated before the game and are recorded on the Fire Plan by hex number, TRP number (player assigned) and description. The description must be of an "observable" terrain feature in the hex. (see 10.4c) No more than five (5) TRP's per game map may be recorded. No changes to TRP lists may be made after units are set-up. In smaller scenarios consisting of only a portion of a map, only 1 TRP per side is allowed.

10.4b The effect of a TRP is that no initial designator round need be fired as in 10.12b. An unfired nominal round may be considered to have been fired and hit the TRP hex. Adjustments to a plotted target hex may be made from the TRP, if adjustments are allowed and needed. The TRP hex itself may be the target hex and no rounds need be fired before the fire for effect.

10.4c An observable feature must be within the hex that contains the TRP. An observable feature is one that someone actually there could see on or above the ground - road junctions, hilltops, buildings, bridges etc. If a doubt exists, imagine yourself looking at whatever it is and ask if; 1. you could readily discern the object and 2. it would not be easily confused with other like objects nearby (which would rule out non-treeline forest hexes listed because of trees alone.) Hexes with an elevation number (not a contour line number) represent the hilltop feature in that area and are observable.

10.4d Unobserved Pre-Planned Fires and any other

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fires in which "adjustment", per se is not allowed, may have their designator round "adjusted" off a TRP. This adjustment is only allowed for the initial round and it may be followed only by a fire for effect or a check fire.

10.5 Observers and Spotting

All indirect fires, artillery and mortars, except pre-planned fires must have an observer with an unblocked LOS to the target hex and any round bursts that are to be adjusted. Un-observed round impacts are lost and must be re-fired in most cases (except they still attack any unit they might hit.) Observers must belong to the appropriate unit or task force group to observe fires.

10.5a Mortar observers must be from the next higher HQ to which the mortars belong. An example would be all observers for Company C's mortars must belong to Company C. A battalion's mortars may be observed by any battalion unit. Artillery observers are required to be of the appropriate group in terms of direct or general support, see 10.1. All mortar and artillery (on-map) guns may fire at targets they themselves can see; there is no limitation on self observation due to any DS or GS assignment or for any other reason.

10.5b For a round or target to be observed, the observing unit must have a clear LOS to the round/target and must not be paralyzed. Mortars firing overwatch fires also require that the observer not be suppressed. For observing purposes only, no clear LOS exists out of a smoke hex (observation may still be made into a smoke hex.)

10.5c If a round in adjustment falls outside the LOS of the observer, the round is then considered lost. This lost round is ignored (except for any unit it attacks accidentally by its landing) and the player should return to the last observed round and begin the adjustment or re-fire the designator round without reference to the lost round. Re-fires may be made as often as required to get a round within observation to make an adjustment.

10.5d Once a player decides to fire for effect, he no longer needs to worry about observation of rounds, but he simply rolls on the appropriate pattern table to determine the impact hex of each remaining round.

10.5e Unit type and mode have no effect on the ability of a particular unit to observe for fire.

10.6 Pre-Planned Fires

Pre-Planned fires are those fire missions a player records before play and indeed before the game is set-up. They may also be recorded upon the creation of a new op sheet.

10.6a Pre-planned fires may not be changed in any way (they may, however, be cancelled before any rounds are fired in the mission) after they are recorded.

10.6b Pre-planned missions are recorded on the Fire Plan in the same way as called fires but the turn/time of fire must be recorded. When a Pre-Planned mission is part of a newly created op sheet, it may never

be planned for firing before the op sheet is implemented. If no time is given on an op sheet for the start of an operation or this given time is not valid because of the amount of time required for implementation, pre-planned fires must be recorded to begin at a set amount of time or number of turns after implementation (whenever that occurs.) Pre-planned fires require some judgement in planning in order to estimate when an op sheet will be implemented. Times such as "I+3" can be used to avoid problems. The player is encouraged to plan his missions with given start times which are placed into the future such that implementation has a good chance of occurring before the operation's "H-hour."

10.6c Pre-planned fires do not require an observer and may not be adjusted in any way if none exists (exception: pre-planned fires may conduct the first time "adjustment" off a TRP as explained in 10.4d.) Pre-planned fires may be adjusted if an appropriate observer exists at the time of fire.

10.7 Concentrations

A concentration is the pattern of round impacts into which a player wishes an artillery mission to fall when it is fired for effect. The concentration used is determined by the player's desire with the only exceptions being the concentrations required for FPF's, Immediate Suppression missions and Rocket Artillery. The types and die rolls involved in each concentration are given on the Artillery Concentration Table.

Procedure:

When a fire mission is fired for effect, all remaining rounds in that mission are placed on the map using the following method. For each round, roll one die for direction. Roll another die using the row of the Concentration Table of the concentration being fired. This second roll gives the range in hexes that the round hits from the impact center hex in the direction of the first roll. Linear concentrations fall in a special manner as in 10.7a. If the impact is three or more hexes from the target hex, roll one die for scatter rotation as explained in 10.7b. Place the burst marker in the resultant hex and repeat this procedure until all rounds in the fire mission are expended or a successful check fire is called.

10.7a Linear concentrations act in the same ways as any other except that the first (directional) die roll is modified to produce the linear pattern. Before firing for effect, the firing player must choose the "left" and "right" side hexes of the target hex. The left and right designations are notional and have no meaning in terms of the player's viewpoint or any kind of connotations in terms of the gun line of fire, etc. These two hexes must be pointed out to your opponent and must be opposite each other across the target hex. When the die is rolled for direction, 1-3 the direction is left, 4-6 it is right. No other directions will be available from the target hex (excepting any scatter rotation rolls.)

10.7b At distances of two or more hexes from the target, when using just the directional roll, a distinctive star pattern will be created in round impacts with some in between hexes absolutely safe from fire. Scatter Rotation is used to avoid this problem. Whenever a distance roll calls for a distance of two or greater, one extra die is rolled. The round is then

rotated around the target hex a number of hexes equal to the die roll maintaining a constant distance from the target in a clockwise direction. An easy way to maintain a constant distance is to rotate one hex side in direction right each time the number of hexes counted in rotation equals the distance to the target. The resultant hex is the impact hex.

10.8 Called Fires

Called fire missions are the standard method of firing artillery in the game. They represent routine fire missions called by observers to the firing batteries.

10.8a Called fires are plotted in the Call for Fire Phase each turn as is desired by the player.

10.8b Plotting a called fire mission is done on the Fire Plan. The plotted information must include: which battery is firing, number of battery fires to be fired, type of ammunition to be used, target hex, concentration type and turn of arrival. Any time of fire may be plotted that is at least as far in the future as the next turn plus any Called Fire Delay. A mission must be fired on the turn it is called for and cannot be held awaiting circumstances. Pre-Planned Fires plotted when an op sheet is drawn up may never be fired before that op sheet is implemented, see 10.6b.

10.8c The recorded target hex is only a general guideline as to where to place the target hex marker when the mission is to be fired. The target hex marker may be placed in any hex (that is observed appropriately) at or within 3 hexes of the target hex recorded in the fire mission. Once the target hex marker is placed, it may not be changed.

10.8d Called fires must be observed and can be adjusted. Exception: called fires need not be observed and, if they are not, may not be adjusted, if fired on a TRP as the target hex. The target hex marker in these un-observed TRP fires may not be placed out the 3 hexes mentioned in 10.8c, but must be placed on the TRP itself.

10.9 Final Protective Fires (FPF's)

An FPF is a last ditch defensive fire used by positional defenses to hold their positions.

10.9a Each battery in direct support may be assigned only one FPF. General Support batteries may never have FPF's. A battery's FPF must be for a unit or position held by units of the group for which it is in direct support. Rocket Artillery batteries may never be assigned FPF's. An FPF may only be assigned to task forces that have a defense (hasty or prepared) op sheet and are assigned at the time that op sheet becomes implemented. When assigned, record the plotted fire hex as outlined in 10.9c below. Any changes to that op sheet causing that op sheet to be removed also cause the elimination of the FPF's given by it.

10.9b Any battery that has a called fire delay or is in General Support may not have an FPF. FPF assignment has no effect on a battery's ability to fire other missions normally.

10.9c FPF's are always linear in concentration. They may not be adjusted and no designator round need be

fired. When used they are fired for effect with the target hex marker placed in the plotted hex for the FPF. The plotted hex for an FPF must be at or within 6 hexes of a unit to which the FPF is assigned.

10.9d FPF's are recorded on the Fire Plan and on the graphic of the op sheet showing its location. The Fire Plan's record must include the target hex, firing battery and group which it is supporting.

10.9e FPF's are fired on any turn the owning player desires and he need not call them in advance. When fired, on that turn and every turn thereafter, the FPF battery fires two fire missions of four battery fires of HE in a linear concentration at the target hex. This fire is continued each turn until no more ammunition remains or the owning player calls a check fire.

10.10 Immediate Suppression

Immediate Suppression missions are called for just before the conduct of any fire missions in the Artillery and Air Fires Segment and fired in that same segment. These missions represent quick calls for help, which arrive more quickly, but are, by nature, more inaccurate.

10.10a Immediate suppression missions follow all the same restrictions of regular called missions in terms of observers etc. They are always fired after all called and pre-planned fire missions are conducted in the Artillery and Air Fire Segment.

10.10b Batteries with a called fire delay may never fire immediate suppression missions.

10.10c Immediate suppression missions are always fired in Area A concentrations, and are never adjusted (exception: see 10.4d for the first round fired off a TRP.) The location of the designator round impact is marked with the target hex marker and the mission begins to fire for effect on that hex.

10.11 Called Fire Delay

A called fire delay is a slowing of artillery responsiveness because of poor technique, distance to the batteries, poor communications and/or inept fire control channels.

10.11a The called fire delay may be given to all a player's batteries or only some of them. It is given in the game and scenario rules as a number. This number is the number of turns added to the one turn normal lag between a called fire mission's plotting and its fire. A delay of one means the fire mission called this turn will be fired no earlier than the turn after next.

10.11b Batteries with a called fire delay may never be assigned FPF's or fire immediate suppression missions. They may, however, adjust and check fire normally.

10.11c In some cases, called fire delays will not only list a delay in turns but also special conditions such as no adjustment possible. These special conditions must be followed and they supersede any standard rules with which they might conflict.

(con'd on page 20)

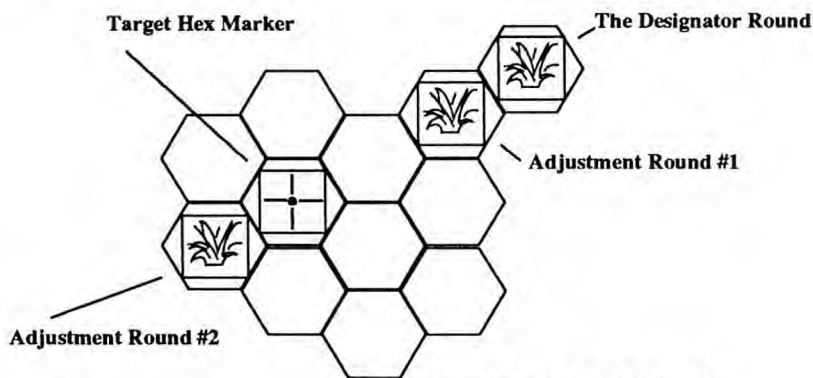


Figure for Called Fire Example Showing Designator round and first adjustments.

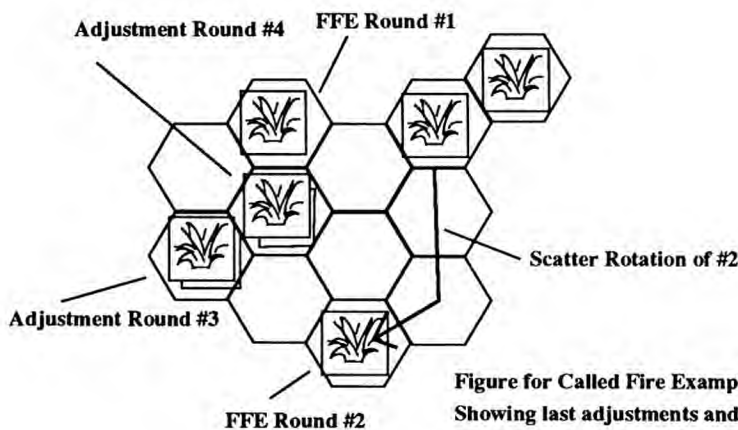


Figure for Called Fire Example Showing last adjustments and first two fire for effect rounds and scatter rotation.

EXAMPLE: Called Fire Procedure

The following represents a called fire mission of a battery 2 of a six gun battery. It is not off a TRP. The observer is positioned such that all round burst may be observed. It is designed to show the normal flow of an adjusted called fire mission.

The designator round is fired. A 2 is rolled on the first die and a 3 on the other. As shown, the designator round bursts in the hex 3 hexes away from the target hex marker in direction 2. The player has 11 rounds remaining. He wishes to adjust the three hexes onto the target. On the Adjust Fire Table, he checks the column for the desired 3 hexes and rolls one die. He rolls a 6 and the next round bursts one hex closer to the target hex marker. He may now choose to fire for effect or adjust again. He chooses to adjust again and rolls on the Adjust Fire Table in the column for a 2 hex adjustment. Note that he must adjust toward the target hex marker and cannot adjust to hit every possible target in the area. He rolls a 2 and the next round lands 3 hexes in the desired direction from where the last landed. This round overshoots the target hex marker. The player may now fire for effect

with the remaining 9 rounds or adjust again toward the target hex marker. He chooses to adjust the one hex. Again he rolls on the Adjust Fire Table and this time he rolls another 6. The round adjusts 0 hexes and lands in the same hex as before. He chooses to adjust again. This time he rolls a 4 and the round impacts the target hex marker. At this point the player can only fire for effect with the remaining 7 rounds or check fire. He may not adjust off of the target hex marker. He decides to fire for effect. The mission was plotted for a point fire. Using the Point line of the Concentrations table, the player rolls two dice. The fires is a 1 the second a 2. This round lands adjacent to the target hex marker in direction 1. The next roll is 2, 6. This round is temporarily placed at a range of 2 hexes in direction 2. Another die is rolled. This roll is a 3 and the round burst is rotated clockwise the 3 hexes maintaining a constant distance. This is called scatter rotation. The next round is fired and 2, 1 is rolled. This round lands in the target hex. Another round is fired with a roll of 5, 1. It lands in an adjacent hex in direction 5. The next roll is 2, 3 and the round lands adjacent in direction 2. The remaining two rounds are fired and they both land in the target hex. Any fire combats caused by the landing of rounds are now resolved and smoke is placed where each two rounds have burst and remaining burst markers are re-

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moved. This completes the fire mission.

10.12 Conduct of Fire

10.12a Plotting Fire. Called fire missions are plotted as mentioned earlier during the Call for Fire Phase each turn. Pre-Planned fires must be plotted before the game is set-up or on the creation of a new op sheet. Immediate Suppression fires are plotted just before firing any missions on the turn they are to be fired.

10.12b The Designator Round. For all missions not involving a TRP or FPF, a designator round must be fired. One is fired for each fire mission separately. First, place the target hex marker on the desired target hex. Roll one die for direction and another for distance. Place an impact marker in the hex thus found. Repeat the above if the burst cannot be observed by the observer for the mission. The designator round and all adjustment rounds are counted against the total number of rounds available to the mission based on the number of battery fires being made and the number of gun tubes in the battery. Designator rounds attack any unit on which they happen to land.

10.12c Adjustment. The impact of the designator round introduces error into the fire mission. This error may be corrected using adjustment. Adjustment can be done as many times as needed to land a round on the target hex marker (within the number of rounds in that mission, of course.) Adjustments must be made to the target hex marker only and no adjustments may be made after a round hits that hex. A player is not forced to adjust further or at all if he does not wish to. Adjustment is done on the Adjust Fire Table. Count the number of hexes in each of no more than two directions needed to hit the target hex marker. The result is the desired hexes along the top of the table. For each direction and number of desired hexes, roll one die to determine the actual number of hexes in a given direction the round was adjusted. Place a burst marker on the hex given by the number of actual hexes adjusted in the directions the player requested. Further adjustments may be made from this last hex as long as rounds remain, the hex is not the marked target hex, and the player desires. If an adjusting round bursts where the mission's observer cannot see it, another round must be fired using the same table positions as the first (with new die rolls, of course.) Rounds fired for adjustment attack any units on which they happen to land.

10.12d When a fired round hits the marked target hex, the player does not wish to adjust further, or he cannot adjust at all, the remaining rounds in the fire mission must be fired for effect. If the last fired round did not hit the target hex, place the target hex marker on the hex with the last fired round burst. Using the newly marked target hex, fire all remaining rounds in the given concentration. When all rounds in the mission have burst, resolve any fire combats on targets they might have hit if they are HE rounds.

10.13 Checking Fire

Checking fire is the act of halting the fires of an artillery mission in progress in order to avoid friendly casualties or wasted ammunition. Any artillery fire may be cancelled and thrown out on a player's desire before any rounds are expended (without a die roll.) Ammunition amounts are then adjusted by giving the unused battery fires back to the total ammunition

available record. Once rounds begin to be fired, check fire may be attempted after each round's burst is placed on the map. Roll one die. On a 1-3, the check fire is successful and no more rounds are fired. The number of complete battery fires remaining are then placed back into the ammunition available record. Incomplete, partially used battery fires are lost. If the check fire fails, another round must be fired. After that round bursts, another check fire attempt may be made. The ability to check fire is not affected by called fire delays or if the mission is being adjusted, etc.

10.14 Fire Resolution

10.14a A fire mission's fire combat resolutions occur immediately after all of the mission's rounds are placed on the game map. Fire resolution is conducted in any order the owning player desires.

10.14b Every area type and both type target (both type targets are also attacked using rule 10.14c) that is in a hex that one or more artillery bursts have hit must roll on the Area Fire Table using the total firepower of the shells of the given type. Smoke rounds have no effect on units they might hit.

10.14c Roll on the Artillery and Mortar Point Fire Table for any point targets or both type targets in each impact hex.

10.14d Place a smoke marker in hexes containing two or more HE bursts (one smoke for every two HE rounds, 3 HE= 1 smoke, 5 HE= 2 smoke, etc.) and remove all impact, burst markers. Place one smoke marker in each hex hit by a smoke round (when placing smoke round fires, automatically place the burst marker with its smoke side facing up.) At this point the fire mission is finished and play alternates to the other player and his next fire mission, if any. If the other player has no mission to fire, the first player may continue with his next mission.

10.15 Rocket Artillery

Rocket artillery consists of unguided free flying self-propelled rounds such as Nebelwreffer. This type of artillery hits in large numbers when it is used but is very inaccurate.

10.15a Rocket artillery may never be adjusted (10.4d is not an exception to this.) The designator round is fired in the same way as any mission and its burst hex becomes the marked target hex and all remaining rounds are fired for effect. Rocket artillery may never have a check fire called (all rounds must be fired for effect etc.) and may not be assigned an FPF.

10.15b Rocket Artillery always, even if immediate suppression, hits in an Area B concentration.

11.0 SMOKE

Smoke is used both on purpose and accidentally as a blockage to observation. Smoke is produced by smoke round fires and the impact of two or more HE artillery rounds in a hex. It is marked on the game map with smoke markers. Part of an artillery fire mission may consist of smoke rounds that are to be used in the adjustment of that mission (in order to eliminate the

risk of friendly casualties, etc.) Smoke rounds bursting on a hex do not in any way attack the units in the hex.

11.0a Smoke's only effects in the game is the blockage of any LOS passing through the smoke hex (smoke is infinitely high and above any map elevation) and modifications to the fire tables if a target and/or firer is in a smoke hex. These effects on fire are cumulative if both firer and target are in smoke. The impact of smoke rounds does not attack units in the hex hit in any way.

11.0b Observation may be conducted into, but never out of or through smoke hexes for indirect fire spotting.

11.0c Smoke is created and a smoke marker placed when: *a.* a mortar unit fires a smoke round in the place of regular fires that turn, *b.* one smoke replaces every two HE rounds (any size) of artillery that impact a hex (5 rounds = 2 smokes), or *c.* one smoke is created for each smoke round of artillery that impacts a hex. There is no limit to the number of smoke markers that may exist in one hex.

11.0d Smoke is removed each turn during the Clean Up Phase. Players work together to roll one die for every smoke marker on the map. 1-2 the smoke remains, 3-6 it is removed. Game specific rules may make this die roll different and may allow for the drift of smoke, etc. See also Advanced Smoke rules 19.0 which are optional.

11.0e Smoke never affects movement. Units may always fire out of or into smoke hexes (but never through) with appropriate modifiers.

12.0 MOVEMENT

During a player's Action Phase, subject to the following rules, he may move all, some, or none of his units that he desires. A unit that is able to move and does so moves in a contiguous path of hexes (in any direction or set of directions) using its movement point allowance to pay the movement point cost of each hex it enters and hexside it crosses. While a unit is moving it may create overwatch triggers allowing the non-phasing player to fire on it. If such a fire is called for by the non-phasing player, it is resolved completely and the unit may, if possible, continue its movement and possibly trigger more overwatch fires.

12.0a Only friendly move mode units that are not suppressed or paralyzed and have not conducted an SYR in this Action Phase may move (exception: non-phasing units moving because of morale results or out of assault combats.) Any number of a player's units that are capable of movement may move. Each unit moves individually, tracing its hex grid path, and keeping track of its movement points expended. Movement point costs are given on the Terrain Effects on Movement Chart. A unit may never expend more movement points than its movement allowance and may not enter a hex for which it does not have sufficient movement points remaining (exception: a unit, otherwise able to move, may always move one hex into non-prohibitive terrain in an Action Phase.) Units may never "save" movement points for a later Action Phase nor may unused movement points be transferred to other units. The only time the move-

ment of one friendly unit aids another is when carriers and vehicles are used to transport passengers or tow weapons.

12.0b A player is free to move units as he sees fit as long as they follow their op sheet or unassigned unit instructions. Players should keep in mind that they are prohibited from violating both the spirit as well as the literal instructions contained by those orders.

12.0c Units that are marked "Tow Only" in the place of their movement point allowance may never move under their own power and must be towed by a carrier or vehicle in order to move. If forced to move by themselves due to a morale result, these units are destroyed.

12.0d Units may never enter prohibitive hexes or cross prohibitive hexsides. Units may not enter the same hex as enemy units unless they are able to conduct an assault or overrun combat and are doing so. Units forced to violate these restrictions are eliminated.

12.0e If a moving unit causes an overwatch trigger and at that moment happens to be stacked with another unit, that or those other units are also attacked, and AT rolls may be made against all units in the stack (if they may be directed against the triggering unit itself, ie. infantry units do not cause triggers allowing AT rolls against otherwise innocent tanks and moving tanks do not cause triggers for area fires on innocent infantry. The moving tanks can, however, be attacked by mortars (which can destroy the tanks) which then attack the area targets in the same hex.)

12.0f The withdrawal of units from assault combat (attackers only) and any SYR movement is not considered movement per se and does not cost movement points or draw overwatch fires.

12.0g Suppressed and paralyzed units may never move, mount or dismount voluntarily.

12.0h Suppressed and normal units may "move" by conducting a voluntary SYR in the place of their regular movement if a player desires. This may be done regardless of mode and/or being suppressed and is not subject to overwatch fires. See 9.4 for details.

12.1 Terrain Effects on Movement and Trafficability

Terrain affects movement in terms of movement point costs for map features given on the Terrain Effects on Movement Chart. This movement point cost for the terrain of the hex entered and hexside crossed to enter must be paid in full to enter the hex. Exception: units otherwise able to move may move at least one hex in the Action Phase regardless of movement point costs, see also 12.0a.

12.1a Certain features, not listed on the Terrain Effects on Movement Chart, such as buildings, have no effect or extra cost in movement points. The other terrain in the hex, which is listed on the chart, gives the movement point cost of the hex. Elevation changes do not affect movement costs.

12.1b Roads and trails in a hex may be used by any unit to negate the movement point costs of other terrain types in the hex. This negation only occurs when the unit is using a path that enters a hex through a hexside crossed by the trail or road. Moving along a road makes several fire modifiers (both Area and Point Fire Tables) applicable. Being fired on by overwatch fires while moving on a road is very costly.

12.1c Certain hexes and hexsides are considered prohibited. Prohibited hexes and hexsides may not be entered or crossed by any unit. Units forced to move into or across such features are destroyed. See 12.0d.

12.1d If more than one terrain type with different movement point costs exist within one hex, only the most costly of the terrain types present is applied. Hexside features a unit must cross to enter a hex are always added to the most expensive terrain in the hex to determine the total movement point cost of the hex.

12.1e Terrain costs of a hex are paid regardless of the direction from which a unit enters the hex (unless negated by road movement.) Hexside features are only counted if the unit actually crosses the hexside feature.

12.1f Trafficability is a measure of ground conditions and is given in the game rules for each specific game. Trafficability determines the values used on the Terrain Effects on Movement Chart.

12.2 Slow Go Terrain and Blocks

Certain hexes are of terrain that is very difficult for vehicles and carriers to move through cross country. These features are labeled with a small red X and are referred to as slow go terrain. All swamp hexes are automatically considered slow go, even though they are not marked with an X.

12.2a Slow go terrain may be entered by vehicles and carriers that are half or fully tracked as determined by their silhouette on the counter. To enter such a hex cross country costs double the normal movement point cost of the hex and a single die must be rolled. If a 5 or 6 is rolled, the vehicle throws a track or otherwise becomes bogged down and is removed from play. If the removed unit was a carrier with passengers, the passengers are left in the hex in move mode and without any morale or overwatch markers they may have had. Units being towed by such a carrier are left in the hex in move mode. Units dismounted or left in a hex by a removed carrier or vehicle may not move further voluntarily in that Action Phase. The die roll is made once every time a vehicle or carrier enters (never on exiting) a slow go terrain hex.

12.2b Infantry and weapon units moving on foot are never affected by slow go terrain.

12.2c Slow go terrain is negated by moving into such a hex along a road. If that road becomes blocked, as marked with a road block marker, the road is negated and the hex can only be entered cross country, with the die roll and double movement point costs.

12.2d Vehicles and carriers moving on a road or cross country in slow go terrain suffer a modifier on the Point Fire Table and in AT rolls.

12.2e Vehicles and carriers lost into slow go terrain hexes are permanently removed from play. No provision is made for vehicle recovery and track repair. *Players concerned about such things are welcome to build house rules. Please let me know what you come up with!*

12.2f Road blocks are created whenever a vehicle or carrier (half or fully tracked only, never trucks or wagons or other lighter vehicles) is destroyed by overwatch fire while conducting road movement (ie. using the road movement point costs as opposed to the other terrain of the hex) in any road hex. If such a block is created, the road may not be used to enter the hex containing the block marker. Block markers, regardless of their origin, may be removed by either player by a fully tracked vehicle spending an entire Action Phase in a hex adjacent to the block (regardless of the blocked hex's terrain type - slow go or other) in move mode. At the end of that phase, the block marker is removed.

12.2g Road blocks may also be created on purpose by the player if he is given a number of block markers to place in the game. These blocks may be placed in the same way and following the same rules as in laying minefields, 15.1. Blocks may be placed into any road hex, given the foregoing rules mentioned. Blocks have no effect on hexes other than the removal of the usefulness of the road in a hex and have no effect at all in hexes without roads or trails.

12.3 Carriers

A carrier is a vehicle designed to carry troops and equipment onto or around the battlefield. Trucks, wagons and half tracks are the usual carriers in these games. A unit's designation as a carrier is made by that unit having a white vehicle silhouette. When a carrier is used, its movement points are expended to move itself and any passengers. While moving by a carrier, the passenger movement points and their costs are ignored. If the player desires to determine the number of movement points remaining to the passenger after being carried, the passenger expends movement points in proportion to the points expended by the carrier.

12.3a Unless other rules are given in a particular game, all carriers may carry up to one platoon and one section size unit at once, or four section size units. No more than this limit is allowed. Step losses of carried units (passengers) have no effect on these limitations. In addition to the maximum number of passengers, a carrier may tow up to two items (AT guns and artillery pieces).

12.3b Mounting or dismounting carriers (including towed items) costs 5 mp's of the carrier and 1 of the passenger (ignore this cost if a Tow Only unit.) Units that are suppressed or paralyzed may not mount or dismount. Move mode passengers may mount or dismount a fire mode carrier. Mounting or dismounting may never be done voluntarily in an enemy occupied hex. Exception: before an assault combat begins, mounted passengers of the defender (only), may dismount.

12.3c A unit is considered mounted or towed if the carrier counter is placed over it. Every unit below the carrier counter which can be carried is considered to

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be towed or a passenger, up to the limit of the carrier. 12.3d Passengers may be of either mode and their mode is not affected by the mode of the carrier. Mounted units may fire suppressive fire and overwatch while mounted and none of its fires affects the carrier in any way. Mounted mortar units may never fire. Carriers may fire, if they have weapons values given, like any other unit and their fire has no effect on their passengers. Towed units must always be in move mode while being towed, regardless of the carrier's mode, and may never fire in any way while being towed.

12.3e Suppressed and paralyzed results on passengers and towed items have no effect on the carrier or its ability to move. Otherwise, suppressed and paralyzed units may not voluntarily mount or dismount from a carrier. SYR results on passengers cause the carrier and all other passengers to execute the SYR movement together. Carriers and carrier mounted units are not exempt from overwatch fires as are normal, ground moving, SYR's. A surrender of any mounted unit causes the carrier and all mounted/towed units to be surrendered also and removed from play.

12.3f Whenever a carrier is fired on by area fires, all passengers and towed units are likewise attacked (with passengers having a modifier of the defense of the carrier, if any.) When a carrier is attacked by point fires, however, the passengers are only attacked if the carrier is actually destroyed by the fire. This attack is made immediately after the destruction of the carrier, using those fires that actually destroyed the carrier. This is not considered as a separate attack in terms of the alternation of combats between players. For towed units whose carrier is destroyed refer to 12.3g. Additionally, towed units may be fired on by themselves by point fires and, if destroyed, do not affect their carrier in any way.

12.3g If a carrier is destroyed in any manner while it is towing a unit, roll one die. On a roll of 1-4, the towed unit is destroyed, otherwise it remains in the carrier's last hex in move mode. Roll one die once for each towed unit. Exception: carriers destroyed by slow go terrain do not require this die roll for towed units, the towed units in this case automatically survive.

12.3h Once a carrier is destroyed, and any passengers have undergone any required fire attacks as in rule 12.3f, said passengers are placed in the carrier's last hex, in move mode (regardless of their present mode), and without any overwatch markers they might have had. They remain in their current morale state (suppressed, paralyzed, etc.) At this point they may be subject to a minefield attack, if in a mine or breach hex.

12.3i Mounting or dismounting passengers or towed units does not constitute an overwatch trigger.

12.3j Carriers and their passengers may participate in overrun combats as attackers. Both may fire, regardless of mode. Towed units may never fire in an overrun attack. If the carrier is destroyed in the overrun attempt, any passengers are attacked as in rule 12.3f, and then these passengers may begin an assault combat at that point (assuming they are capable of such an attack according to 13.0; assault capable units may, at the owning player's option, decline to attack and be placed automatically in the

hex from which they entered originally (this does not trigger overwatch fires.)) Towed units are automatically destroyed if their carrier is destroyed in overrun combat. Mounted mortar units may never fire.

12.3k Carried passengers may never conduct minefield breaches while mounted.

12.3l When moving in a minefield or breach hex that requires the mines to attack, roll for the carrier and any towed units separately. If the carrier is destroyed but not the towed unit, roll one die for the towed unit as described earlier (12.3g.) If the carrier is destroyed causing the passengers it may have to dismount, the passengers are attacked by the minefield (breached or unbreached) as they dismount.

12.3m Carriers conducting SYR's (because of their passengers) may not cross minefields using existing breaches. They must cross any mine hex (breached or not) as a by force crossing.

12.4 Vehicles as Carriers

Vehicle units such as tanks are often pressed into service as makeshift carriers. Vehicles when used as carriers follow many of the same rules. The differing ones are in the following sections.

12.4a Two vehicles are required to match the carrier portage capabilities. These two vehicles must move together as one unit during the entire time the maximum for one vehicle in portage is exceeded. Should they separate for any reason, all carried and towed units remain, dismounted, in the last hex the two vehicles were together.

12.4b One vehicle may carry up to two sections and tow one unit. Mortars may never be carried by vehicles.

12.4c When fired on, passengers do not receive any benefit from the vehicle's defense. On a suppressed or paralyzed result, passengers are automatically dismounted in the hex in which they were fired on. Towed units are not likewise affected. If the passengers are forced to conduct an SYR, they may do so with the vehicle or on foot as the player decides. If the vehicle moves with such a retreat, the exemption from overwatch fires is not in effect and the units may be fired on. Passenger surrender causes the vehicle carrier to surrender (all that are carrying.)

13.0 ASSAULT COMBAT

Assault combats are conducted by the phasing player at any time in the Action Phase. These combats are to be resolved in their entirety before other actions occur. Their general purpose is to seize hexes from enemy control and occupation. These combats are only affected by the units actually within the combat hex. Every assault combat must end with only one side's units in any given hex.

Procedure:

The attacking units move into an adjacent hex and announce their intention to conduct an assault on that hex. The defender must then decide if he wishes to fight or flee. If he decides to flee, all the units in his hex conduct a voluntary SYR (with any vehicles/

carriers in the hex following along and any units incapable of SYR's at all are destroyed. See, however, 13.1f.) paralyzed units may not conduct SYR's and thus may not flee from the hex. The attacker must then move into the hex, which ends all movement for those units.

If the defender decides to fight, The attacker enters his hex at a cost of all remaining movement points. The defender then fires. If the defender has one or more paralyzed units they may fire in the defender's very first fire as suppressed units and then may not fire again in that assault combat. After the defender's fire is completely resolved, the attacker (if the assault is still being conducted) may fire. This alternation of fires continues until one side or the other wins. (see 13.2)

13.1 Restrictions on Assault Combat

13.1a Only move mode infantry units (infantry, engineers, etc. as described in 3.1) which are not suppressed or paralyzed and have enough movement points to enter the defender's hex may conduct assault combats as attackers. Defending units may be of any type. Units "dumped" into an assault combat by the destruction of their carrier are placed into move mode and may begin the assault if normal or suppressed. If they are paralyzed, they must retreat to the hex from which they entered.

13.1b Units within an assault combat may fire normally regardless of mode. (exception: towed units may not fire at all.) These fires are not considered overwatch fires and overwatch markers have no effect on them. Paralyzed defenders may fire their one fire as suppressed units and none after that.

13.1c A hex can be assaulted as many times in an Action Phase as the phasing player desires and has available units. Attacking units in one attack may enter from different entry hexes or from the same hex as circumstances dictate. Overruns and assaults may be mixed in any desired order against a particular defending hex.

13.1d Mounted units may not conduct assault combats while mounted and they may not dismount in the assaulted hex with the exception of passengers in an overrun whose carrier is destroyed. Defending units that are mounted may automatically dismount, change to move mode, and remove its overwatch marker, if any, if it is not suppressed or paralyzed in the defender's decision segment. Mounted defenders may fire while mounted as at any other time and given the same rules if desired.

13.1e Area fires in assault combats only affect units of the enemy side in the hex. Exception: mortars firing in their own defense attack all units, enemy and friendly (including themselves), in a hex.

13.1f Defending vehicles and carriers in a hex without any unit capable of an SYR may retreat in the Defender's Fight or Flee Segment using their regular movement (regardless of current mode and/or overwatch marker.) They may not move in their Action Phase in a turn in which they conduct this style of movement nor is this movement exempt from overwatch fires it triggers for the phasing player. Units doing this type of movement end in move mode

without any overwatch marker they might have had.

13.2 Ending Assault Combats

Assault combats instantly end when one of the following conditions is true:

- A. All attackers have retreated out of the combat hex.
- B. All defenders have become paralyzed, in which case they are destroyed.
- C. All defenders were paralyzed to begin with and failed to make the attacker retreat in their one fire. Defending units are destroyed.
- D. Either defender or attacker is destroyed, conducts an SYR, or surrenders, leaving one side in the hex alone.
- E. The attacker gives up and retreats with all remaining units out of the assault hex. This can be done voluntarily just after one of the attacker's fire segments. The defender may not "give up" after the initial Fight or Flee decision - if he decides to fight he must stay until the combat ends otherwise.

13.2a Whenever an attacking unit receives a suppressed result, whether or not the unit is already suppressed, roll one die. If the result equals or is less than the unit's (unmodified) morale, retreat the unit to the hex from which it entered. Any time an attacking unit becomes paralyzed, it is automatically retreated into that hex. The above die roll is referred to as a "check roll."

13.2b Defending units that become paralyzed must remain in the assault hex and contribute nothing to the combat. If all defending units become paralyzed and the attacker can continue the assault, the defenders are considered captured (and are removed from play) and the assault combat ends.

13.2c Attacking units retreating back into the hex from which they assaulted do not trigger overwatch fires.

13.2d Regardless of the final result, the units which attack in assault combat are incapable of further movement in that Action Phase.

13.2e When an assault combat meets one of the concluding conditions listed above, the combat ends at that instant with all remaining steps in the combat ignored. If a fire combat/morale sequence is still being worked through or more area targets remain to be fired at by one player, those combats are finished and the assault ends before the firing side switches again.

13.2f Assault combat automatically ends if the defender retreats in his decision segment. Only non-paralyzed units may retreat in that segment. It is conducted as an SYR and is not subject to overwatch fires. If some defending units are paralyzed and some are not, the non-paralyzed units may retreat in the decision segment leaving the others to their fate. In this last case, the combat does not end when the defender decides to flee.

13.2g Assault combats always automatically end if no units of one or both sides exist in the combat hex.

EXAMPLE: Assault Combat

This example is meant to be a short narrative of an assault combat and as such does not go into the

details of combat resolutions and dice rolls etc. It is to serve as a description of an assault in the correct sequence.

The attacker moves adjacent to the target hex in his Action Phase and announces his intention to assault. The defender, who failed to call for overwatch fires when the attacker moved adjacent, decides to stand and fight. The attacker enters the defender's hex. In the first defender's fire, the attacker loses one step and becomes suppressed. The attacker must make a die roll check, and it is passed. The suppressed attacker now fires and the defending unit loses two steps and becomes suppressed. The attacker decides to continue to fight. The defender fires, the attacker loses another step and in the morale check becomes suppressed again, calling for another die roll check, which is passed. The attacker then fires. No defender steps are eliminated but in the morale check, the defender becomes paralyzed. The defender is then eliminated and the attacker's movement ends in the assault hex.

14.0 OVERRUN COMBAT

Overrun combat is the vehicle/carrier version of assault combat with the primary difference being that the attacking units must exit the overrun hex at the end of only one round of combat. Basically, the vehicles are driving through the hex, all guns blazing, to the other side.

Procedure:

Vehicles and carriers wishing to conduct an overrun combat must have the movement points needed to enter the defender's hex at a +3 MP cost. A single die is rolled. On a 1-4 the defender fires first, then the attacker. On a 5-6, the attacker may fire first and the defender second. In either order, each side fires its one time and then the attacker must exit the overrun hex.

14.1 Restrictions

14.1a Only vehicles and carriers (including any passengers) in move mode with enough movement points to enter the defender's hex at +3 MP's and enter some adjacent hex after the combat may conduct overruns as attackers. Units of both sides may fire in move mode (except towed units, which may never fire.) Unlike in assault combat (see 13.1b), paralyzed defenders may not fire at all in any way.

14.1b Overruns are conducted at any time during an Action Phase by the phasing player's units. A target hex may be hit as many times and from as many directions as possible and desired. The same attacker may repeatedly overrun a unit if it has the needed movement points to do so and exit the hex each time. The exit hex from an overrun may be another overrun hex. Attackers in the same attack may enter from different adjacent hexes into one overrun attack.

14.1c Only the terrain of the overrun hex itself modifies the fire combats of the overrun. Any hexside features crossed to enter the hex are ignored when calculating the terrain effect on fire combats.

14.1d All possible defender fires are made simultane-

ously during their fire segment. This includes AT rolls, area and point fires. Point fires may only engage one target, as always, regardless of the number of attacking vehicles.

14.1e Overrun fires are not considered overwatch fires and overwatch markers have no effect on them.

14.1f Mounted units in either mode, who are not paralyzed, may add their fires to that of the overrunning vehicles. Towed units may not fire at all.

14.2 Ending Overrun Combats

Overrun combats automatically end after both players have fired and the attacker exits the target hex.

14.2a The exit hex may be any of the adjacent hexes to the target hex that the attacking player has the movement points and desires to enter. The player may exit into the hex from which he entered, or, even, into an enemy occupied hex to commence another overrun attack (if it has movement points to do so.)

14.2b The effects of morale on the defender are only those normally in force, limitations on fire capability, etc. Paralyzed units are not automatically destroyed as in assault combat. Attacking units, usually those that are passengers, follow the same rules as always regarding the restrictions of their status.

14.2c Mounted passengers whose carrier is destroyed and who are capable of assault combat may begin an assault of the overrun hex after all overrunning vehicles have exited the hex. This combat may begin with the first defender's fire and follow the assault sequences from there. Units incapable of assault as attackers are automatically destroyed if their carrier is destroyed. Paralyzed units dumped into this situation must retreat out of the target hex to the hex from which they entered. Suppressed units are free to begin the assault and are not required to make a check roll first.

14.2d Units may never end an Action Phase stacked with enemy units.

EXAMPLE: Overrun Combat

Like the earlier assault example, this example is only a narrative of the sequence of an overrun and is not detailed down to the dice rolls etc.

Two tanks are moving in their Action Phase and wish to overrun an infantry unit. The owning player quickly calculates that he has enough movement points to pay the +3 cost and the exit to an adjacent hex. When he enters the adjacent hex to the target, the defender calls for an overwatch fire on the tanks using AT rolls. One tank is eliminated. The attacker decides to overrun with his remaining tank. A die is rolled. Because of the die roll (a 2) the defender fires first. He does so and the tank is eliminated and does not fire. In another case, the two tanks enter the adjacent hex of a paralyzed unit. This unit cannot conduct overwatch and both tanks enter the defender's hex. Regardless of the die roll, the tanks fire first as the defender in this case cannot fire. The tanks kill three steps and the defender surrenders and is removed from play. The tanks then exit the hex.

15.0 MINEFIELDS

Minefields are used to prevent enemy movement into an area or to channel them into an area you want them to enter, a kill zone. Minefields may be placed before the game begins or when a new defense op sheet is implemented (either prepared or hasty).

15.0a Minefields may be either real or dummy. The actual type of a minefield is given on the back of the minefield counter (a blank back means it is a dummy, a breached hex back means it is real.) While the location of mines are clear to each player, as they are placed in view on the map, only the owning player should know which are real and which are dummies.

15.0b Exclusive of SYR movements, the owning player may ignore friendly minefields while moving, except to pay an extra 1 MP to cross them (whether real or dummy) and suffering fire table modifiers if fired on while in the minefield hex.

15.0c When minefields attack units crossing them and a morale check is called for, suppressed and paralyzed results are ignored. All other morale effects because of that morale check are handled normally.

15.0d Carried passengers are only attacked by mines if they are forced to dismount by the destruction of the carrier. Any towed units with a carrier must be rolled for separately from the carrier. The effect of the destruction of the carrier is only that passengers must dismount into the minefield and are then attacked. Carrier destruction or towed unit destruction have no effect on each other.

15.0e (Optional) Players may secretly record the locations of both dummy and real minefields (or a portion of them) with no marker placed on the map. The owning player is then responsible for informing the other player when he is about to enter the mined (real or dummy) hex. At that point the marker should be placed on the map. In all cases, the moving player must be informed of the minefield's existence prior to his entering the hex, thus giving him the choice of entering the hex or not to determine the minefield's being real or dummy.

15.1 Laying Mines

Mines may be laid before the start of the game, or whenever a defense type op sheet (either prepared or hasty) is implemented.

Procedure:

When mines are to be laid, remove the number and type to be laid from the player's minefields available for the game (once expended, there is no way to return a minefield (real or dummy) back to a player's stocks.) The mine counters are then placed on the map in any hex no more than 4 hexes from a friendly unit of the correct group and no closer than 5 hexes from an enemy unit of any type. These mines are placed upon the implementation of the op sheet in that Command Planning Phase. An exception to mine placement is optional rule 15.0e.

15.1a Minefields placed before the game are only subject to the game's set up rules and not the above distance requirements. They still may not be placed within 5 hexes of an enemy unit (if the enemy is already set up.)

15.1b The number of real and dummy minefields available to the player is given in the game and scenario rules. This number may not be exceeded during the course of the game.

15.1c Minefields, once placed, may never be dug up and placed somewhere else. A breached minefield hex may be "resown" with mines in the same way as empty hexes, with the same costs in minefields remaining. Breached hexes may never be replaced with dummy minefield counters.

15.2 Crossing By Force

Procedure:

Enter the minefield hex at a cost of +3 MP's. If interrupted by overwatch fires, conduct those fires before revealing the minefield to be real or dummy. After any overwatch fires, flip the minefield over to reveal it to be real or dummy. If it is a dummy, remove the minefield marker and the unit may continue to move. If it is real, roll two dice +2 for every area or both type target in the hex (except carrier passengers who are not attacked unless their carrier is destroyed) and execute that result on the area fire table. For point targets in the hex roll two dice, if 8 or more the vehicle/carrier is destroyed. Roll in these ways for each target unit separately. After these attacks, leave the minefield with its minefield side showing and continue to move.

15.2a Any moving unit may, at the player's option, conduct a by force minefield crossing. A unit or units moving in an SYR must cross all minefields by force, including breached hexes. Only SYR units are required to cross by force when they must cross a minefield.

15.2b Any and all overwatch fires against a unit attempting a by force crossing are resolved before the minefield marker is exposed to determine whether it is a dummy or real, and before any minefield attacks are made.

15.3 Breaching

Procedure:

Move the breaching unit adjacent to the minefield hex, ending all movement of that unit at that point. After all other movement in the Action Phase is finished, flip the minefield marker over to determine if it is real or a dummy. If it is a dummy, remove the minefield marker and enter that hex. If real, attack the breaching unit with an Area Fire Table dice roll (no modifiers.) After the combat result is finished, if the breaching unit is still adjacent to the minefield hex flip the minefield to its breached side and face it as desired. The breaching unit may not enter the breached hex until the next turn.

15.3a Only infantry units (regardless of mode) may breach minefields. Suppressed and paralyzed units may never breach minefields.

15.3b The act of breaching is not an overwatch trigger, nor is the movement of the breaching unit into the dummy minefield's hex, if it is found to be one.

15.3c In certain situations, a player may also have at his disposal special vehicles which can breach minefields, such as Flail tanks, etc. These vehicles are identified in the game rules. To breach mines with one of these vehicles, simply drive the vehicle as if moving normally through the minefield hex. A breach is automatically created in the minefield hex (if real) that follows the pathway the vehicle took through the hex. The mines in this instance do not attack the vehicle.

15.4 Breached Hexes

Once a real minefield has been breached, it is flipped to its breach side with the bridge through the minefield faced on the map from the breaching unit's hex to the hexside directly opposite.

15.4a The clear path through the minefield may not be changed without re-breaching the hex from another adjacent hex and being attacked by the minefield again.

15.4b Only vehicles and carriers may ever enter fire mode in a breached hex.

15.4c Movement through a breached hex cost +1 MP to the terrain cost of the hex. No minefield attacks are made against units using a breached hex in regular movement.

15.4d SYR moving units are incapable of using a breached hex and must be attacked by the mines in a by force crossing each time they must cross a minefield.

16.0 NIGHT

Night combat is very difficult because of the lack of visibility and its much more subtle, but very powerful, psychological effects. Command and control loses what little semblance of order it had in the daytime. Confusion is greatly increased, morale becomes much more fragile and operations slow by an incredible factor. The difficulty of properly conducting a military operation at night is hard for anyone who has not ever done so to appreciate. The following rules attempt to capture some of night combat's nature.

16.1 Night Command and Control

16.1a No weighted turns are given to op sheets greater than 2 for those op sheets in command prep.

16.1b Night missions, when drawn up on the graphic, must be tightly controlled in terms of routes and objectives. Precise routes up to their objective must be given with the exact locations of pre-attack deployment given, etc. *It is recommended that US Army Field Manuals FM 7-8, and FM 7-10 be consulted, if*

at all available, before plotting the actions of an operation to be conducted at night.

16.2 Visibility at Night

Basic night visibility is two hexes and is subject to further restrictions by weather visibility or increased because of moonlight as given in the game rules, if any, or player-fired illumination rounds.

16.3 Illumination

Illum rounds are provided to be fired by a player's artillery and each mortar unit may also fire an illum round in the place of regular fires.

16.3a The number of illum rounds available to a player is given with all other artillery ammunition available in the game rules. This number is not a number of battery fires as with other ammo types, but is counted in individual rounds.

16.3b 80mm or larger mortars may fire one illum in a turn, but no other fires may be conducted by that unit in that turn.

16.3c An illum round creates a lighted area (considered normal daylight) for a 5 hex radius all around the illum round hex. If visibility is less than 5 hexes, the current visibility becomes the lighted area radius.

16.3d Illum rounds fired by artillery are placed in the same way as a designator round or onto a TRP. The distance roll for all artillery designator rounds is multiplied by 2 at night. The fire of one or more illum rounds does not affect a battery's ability to fire its maximum number of battery fires in a turn. Round bursts outside the lighted area (unless they land within two hexes of the observer) are lost. TRP use and adjustment off of TRP's remain the same at night. An illum round may be adjusted using HE rounds (which are observed by their flash) or by using actual illum rounds. Generally, it is better to fire HE rounds for adjustment due to the relatively low supply of illum available.

16.3e Illum rounds remain on the map until the Clean Up Phase, at which time they are automatically removed.

16.4 Night Movement

Turn length at night is increased to one hour which takes care of most of the delay of night movement, as well as giving the troops some time to sleep. With the exception of being in a lighted area or on a road or trail, vehicles/carriers may not enter slow go terrain at night.

16.5 Night Morale

Morale checks at night suffer an additional modifier and night SYR's must retreat double the number of hexes given on the table. Lighted areas do not affect these special rules.

16.6 Night Combat

Fires on the Point, Area and AT Roll Tables are all modified for night conditions when only direct fires

are involved. If the target is in a lighted area, these modifiers are ignored.

17.0 AIRCRAFT SORTIES

Aircraft sorties are available to a player in the same way as artillery missions - number and game turns available, type of ordinance available, etc. Each sortie may only be used once and only during the turns in which they are available. Sorties are conducted in the same way and alternation in the Suppressive Fire Phase as artillery missions.

Procedure:

In the Suppressive Fire Phase, when fire alternates back to a player he may conduct an aircraft sortie in his alternation instead of his next artillery mission. Place the target hex marker to identify the target zone's center. Roll two dice. On a 12, the enemy player may use the sortie to attack friendly units (incorrect target identification) of the proper type in the target zone. Enemy controlled sorties may be used freely and to the fullest of their capabilities by the enemy player. On any other roll, the owning player may use the sortie against targets of the proper type in the target zone. After a target is identified, every AA capable unit within range, may attempt to shoot down the sortie. For each such unit roll two dice to see if they destroy the sortie. If this roll is greater than or equal to their AA rating, the sortie is shot down, otherwise, no effect. Given the aircraft's capabilities, one or more targets may be hit (with AA rolls made each time) and/or different types of fire applied to each. Once the aircraft has been shot down, has expended all available attacks, or the player decides to cease fire for lack of targets, the sortie ends, and play alternates back to the other player.

17.1 Restrictions

17.1a Only targets of the type recorded when the sortie was plotted may be attacked by the sortie. Type may be listed as infantry, tank, mortars, etc. If the sortie has more than one weapons system available, a different target type may be identified for each.

17.1b Only targets of the right type in the target zone may be attacked. The target zone extends out to and including 10 hexes away from the target marker which is in the hex for which the mission was plotted. For sorties with multiple target capabilities, all targets to be attacked by the sortie must be within the same target zone.

17.1c Sorties may only be used on the turns they are available. They may be plotted before this period but they may not be used on the game map except in the period they are available.

17.1d AA ratings and sortie capabilities and availabilities are given in the game rules.

17.1e A sortie's capabilities are given in terms of area firepower, and a dice roll needed to kill point targets. Their fires are conducted the same as any other and affect all area targets in the hex, etc. Point fires are made only against specific targets and simply require two dice to be rolled equal to or greater than the sortie's point rating to kill the target. Any of a sortie's capabilities may be given a specific number of times the capability may be used in a single sortie. A given capability may be used more than once in a given

attack but this must be announced before hand. If more than one capability is to be used against a target, they may be combined together into one, larger, attack or made in separate "runs." The number of times one capability may be used in one run is given along with the other aircraft information. Each run is subject to AA fires separately. A given target may be subject to any number of runs.

17.2 Plotting Aircraft Sorties

Aircraft sorties are plotted in the same manner and at the same time as Called Artillery Fires. The target hex must be recorded, as well as the time of the mission, types of ordinance desired (if more than one available) and the target type description.

17.3 AA Ratings and Fires

For every run made by a sortie against a given target hex, before the target is attacked, all units with AA ratings within range may attack the sortie and attempt to shoot it down.

17.3a AA ratings are given in the game rules and give the minimum roll on two dice needed to shoot down a sortie.

17.3b AA fires may be made by AA capable units in either mode, these fires are not considered overwatch and are not affected by the presence of overwatch markers. Suppressed and paralyzed units may not fire AA fires. A unit may conduct AA fires as many times in a turn as the opportunity presents itself. A given sortie may be engaged by AA fire as many times as there are units capable of firing.

17.3c AA fires may never be made outside the AA range given with the AA rating itself.

17.3d AA fires do not affect any other unit(s) that lie under or around the target sortie, only the sortie itself. The destruction of the sortie, and the implied aircraft crash, do not affect any unit.

17.3e In the event that the enemy player receives control of a friendly sortie, the friendly player's AA rated units may be used to shoot it down.

18.0 MULLIGAN'S CHIT or The Luck of the Irish (Optional)

A Mulligan Chit is provided with the game. Players, if they wish to use this rule, should roll one die each before the game to see who begins the game with the chit. After any die or dice roll, the player with the Mulligan Chit may hand it to the other player and may reroll the last roll he made, in an effort to get a better roll. Only the player holding the chit may do so. The player holding the chit may use it for any die/dice roll he desires, including those made out of his opponent's sight for command rules, etc. but whenever it is used it must be given back to the other player. The chit may never be used by the same player more than once before giving it to the other player. *Special thanks to*

Tactical Combat Series Rules

Mike Wood for this rule.

19.0 ADVANCED SMOKE USE (Optional)

In addition to the regular smoke rules in 11.0, these rules may be added to vary the effect of smoke.

19.1 Wind Drift

Each hour in the Command Planning Phase one die is rolled. The resultant direction from the Scatter Diagram is the wind direction for the next hour. Another die is rolled at the same time. The second die result is the wind speed for that turn in hexes per turn.

For each smoke marker that survives its check in the Clean Up Phase, drift the smoke marker the number of hexes in the direction given for that hour. If this drift is five or more, no smoke markers may survive the check and all are removed. If the drift is two or less, additional smoke markers are placed in each hex the original smoke marker drifts through.

19.2 Fires

In any woods, forest, city or building hex in which smoke presently exists (after all clean up activities) roll one die. If a six is rolled, the hex is on fire and one extra smoke marker is placed into the hex. Hexes with fires have no effect on movement, etc.

20.0 AMBUSHES (Optional)

When this rule is used, players, as part of hasty or prepared defense op sheets, may place out hidden ambushes to await enemy movement.

Procedure:

When a hasty or prepared defense op sheet is implemented, one or more ambushes may be set. The player then records in which hexes ambushes are placed and what units are in which ambush position. Ambush units are placed on the map and fired when the owning player desires (in Suppressive Fire or overwatch) or whenever an enemy unit is about to enter their hex. Once placed onto the map, ambush units are not removed again unless a new op sheet is implemented.

20.1 Restrictions

20.1a Only infantry type units and AT guns may be placed on ambush.

20.1b Only units with an implemented defense op sheet (either type) may be placed in ambush.

20.1c Ambushes may be placed in any hex within a maximum of twice the movement allowance of the unit being placed on ambush but never closer than three hexes to an enemy unit of any type. Once recorded, ambush units may not move until placed on the map.

20.1d No more than four ambush hexes may be created from one op sheet. As many units as desired

may stack in a given ambush hex.

20.1e Units on ambush are removed from the map on the turn in which they are recorded as being in ambush, during the Command Planning Phase.

20.1f Ambush units are attacked by any artillery rounds that happen to land in their hex. This attack, if possible, should be carried out secretly with the fact that the rounds hit something being kept from the owning player.

20.1g The owning player is responsible for revealing the presence of the ambush hex before enemy units stack with it. If he fails to do so, the ambush units are automatically captured without any fires involved. (They were asleep.) The "sleep capture" also occurs if the owning player realizes, several hexes later, that his ambush was "overrun" and then tries to back up the clock.

20.1h Unrevealed ambush units may not observe artillery or mortar fires. If the player so desires he may place the ambush unit on the map in order to execute an artillery/mortar fire. He may place the unit on the map just prior to the conduct of the fire itself; the unit need not be placed on the map in order to call for the fire mission. Once placed on the map, an ambush unit may not be removed until a new op sheet, applicable to that unit, is implemented.

SERIES DESIGNER'S NOTES

In this series, I have attempted to provide the player with a realistic feel and method for World War Two combat. As in our Civil War games, the essence of the new design and its realism is not in the mechanics of movement or combat but is in the command rules. These rules require a bit of honesty and common sense on the part of the player but are mechanically quite simple. The actual operations of op sheet creation, unit assignment, and what not, are simple and should lead to very little confusion. The limitations (and freedoms) of the operations you make require some application of common sense as does the realistic appraisal of operational failure. Unlike in wargames, real troops rarely have urges to fight to the last man and it is this fact that must be taken into account when figuring unit failure. Drawing in realistic constraints into op sheets is another area requiring some mature judgement. Drawing a giant arrow across the entire map and saying you have freedom to do anything within that axis of advance is both ridiculous and a bypass of the entire command system's intent. More detailed op sheets, ones that give more explicit instructions to each subordinate element, are those that give the most realistic results. One should never rush an op sheet's preparation but take some time to think out what is to be done and draw it out in some detail.

A fundamental change to the command system was made relatively late in the design process. This change both streamlined the way a player handles op sheets and was a philosophical change in how operations are handled in the game. Before, all units were assigned to groups and the groups were given op sheets to follow, the groups themselves being relatively permanent creatures. This system was clumsy to operate and lead to unneeded complications in the handling of units in and between groups. It was

eliminated in favor of the present system in which units are assigned to the op sheets themselves and the task organization is much more mission driven. This system simplified the mechanical aspects of unit handling and made the groups much less permanent, allowing the player more freedom to assign what he needs to accomplish a mission to that mission. The result not only freed the player more to do what he wanted but also cut down quite a bit on the number of groups and op sheets used in the game.

The provisions for prepared defense and digging in will raise some eyebrows of hardened gamers used to the way game units have dug in in the past. In most every game I've ever seen with units capable of digging in, the player mechanically digs the unit in with a marker, etc. Not so here, where the unit's operational status (an implemented prepared defense op sheet) determines this status and units loose it if they move from their current hex. This is all based on the enormous amount of time a positional defense takes to be prepared. Much more work than a casual glance will show must be done and it is much more involved than just "digging a hole." We figure a good eight hours will be required to put in a company deliberate defense under the best of conditions and active combat operations is *never* the best of conditions. For doubters, I can only suggest digging an armpit deep hole in the woods (where there are roots) for time and then adding the amount of time lost to digging by clearing fields of fire, laying mines, placing wire comms into operation, dragging up ammo and other supplies and a myriad of other details needed to be done before the defense can be considered finished (even then, work will remain!) No, as has been suggested to me, troops do not dig in every time they stop moving. Good troops will, however, dig small hasty positions which are the assumed positions that fire mode troops are in.

The system of modes exists simply to recreate the fact that moving units are rarely positioned to fire effectively and positioned troops are unable to pick up and move quickly. This leads to two different and excellent game simulations. First, the player must think about who is going to do what in the coming turn and must commit himself to his choice. Secondly, it actively brings out the concept of fire and movement. It is almost always best to place someone in overwatch over your movements. The overwatching unit provides suppressive fire cover and is available to return fires your movement draws. At first glance it would seem that vehicles are firing entirely too infrequently, but it should be remembered that point fires represent a number of shots and the time needed to await good shots at given targets.

One playtester questioned the seeming defenselessness of move mode units and made the adjustment to allow any unit to fire overwatch. I toyed with the idea of adopting his rule but realized this would be a watering down of the system's intent to bring out the difference in ability of units that are moving vs. those that are not. Basically, moving units are very weakly placed to deliver fire both in formation and ground position. They are much more concerned with keeping out of sight while moving than in observing. So, moving units tend to naturally degrade their own observational skills by the routes they take. Another assumption in fire mode is that the unit is spending the turn either firing or watching for targets. The moving unit cannot be assumed to be in one place waiting for

targets. Needless to say, the game stresses the properties of overwatch and the player must think about who is doing what; woe to him that gets overrun by an armor unit after forgetting to put someone on overwatch!

Artillery fires and adjustment are fairly complex. They attempt to simulate a complex field I've had the honor to be associated with slightly through instruction and command. Indirect fire is not an easy business and the system here is designed to not gloss it over as is done frequently. The system is designed to function much like the real method of fires and the execution of fire missions can be quite entertaining.

Fire combat resolution (both kinds) was designed to be simple to execute with a minimum of tables and steps involved. It is results oriented with my basic feeling that I don't care, let alone want to have to find out, what the exact position of a round's impact on the target tank is, I just want to know if its dead so I can go on to other fires. The simple system was also dictated by the quantity of firing going on. Let's face it, if you like fire combat lock a couple of battalions in tooth and nail combat for an hour or so! Also, in accordance with my feeling that a game should never cushion the blow when players do something dumb, this game will rack up step losses if you conduct a WW I charge against enemy positions. Thought, as always, must proceed action.

Morale is another aspect of combat lost in many WW II games which I've tried to bring out here. Suppression is a powerful tool if used correctly. Its effects are actually quite weak, but its effects on movement and overwatch fires are critically important. If you carefully suppress his units, your attack can dance in front of him during movement freely. Likewise, suppress his move mode units and his attack will grind to a halt. To use this properly one must avoid expending too much firepower in each attack and must make a large number of smaller attacks. Paralysis is a much more damaging status, especially if the enemy has assault or overrun capability near by. Surrender speaks for itself. Company morales were found to be a very easy way to show the effects of cumulative punishment on the combat units. It also is very good at keeping Alamo style defenses under control as units will begin to disintegrate if given enough abuse. Players should keep a close eye on this as units with company morales of 10 or more are quite useless. Players must keep track of their company morales as they can and will increase rapidly if units are pushed too hard. Design lulls into your fight to let units recoup a little. Combat, as you will recall is only a small part of the activities that fill up a unit's time.

Stacking in this game is a very dangerous thing to do with area targets. Unless you use the optional rule, all area units in a hex are attacked separately by the same firepower leading to lots of casualties. The optional rule exists so as to not punish the stack of small size units more than a smaller stack of larger ones. Stacking in this game should not be considered the placement of units in the same hex, but any grouping of units close to each other. The hexes are quite small in area and any close grouping of units has a weak dispersion and is inviting artillery fires. In the words of many a movie platoon sergeant "keep it spread out, don't bunch up..."

One playtester, after a careful and detailed mathematical examination of the combat tables determined that 1:2 odds are better than 2:1 when conducting assault combats. At face value he is right and the game does show this out. What must be considered is that all the folks who were plastering the target hex with fire (a support element) must be figured into the odds and that adding extra bodies to the assault does not help the chances of success. A very few of the men in the actual assault element are actually pushing the attack home; the rest are following along and occasionally helping. To add another platoon to the assault would, given the small size of the hexes, add much to the enemy's target rich environment (especially so since only a few good covered positions exist in a hex to hide in) and, since only a few are actually engaged in the fight, the actual combatants will have a hard time moving (useless bodies are in the way). What you end up with is a pseudo-human wave assault with very little gained in attack strength and a lot of extra casualties. As for the 1:2 odds, I'll say the actual odds against the active attackers in the assault is much worse, but like I said, you must calculate the support firing units when figuring the raw odds.

The design of this system took something over a year and a half and I am greatly indebted to Dr. Peter Perla, Mr. John Kisner, and Dr. John Gilmer for their outstanding efforts at blindtesting. As well as thanking the ever burdened David Powell for his playtesting, rules red ink, and dogged assistance in this and so many other projects. Thanks, Dave.

Abbreviations and Terms

AA Rating. A rating given in the game rules which is the minimum number on two dice which must be rolled to destroy an aircraft sortie. It is only given when one side or the other will be allowed aircraft sorties in a given game.

Adjusting Fire. The act of moving the center of an artillery fire mission's impact to another hex by firing additional rounds.

Aircraft Sortie. One fire mission of aircraft. Usually a sortie represents the approach, attack, and departure of one aircraft.

Area Target. A target type that is spread out over the area of a hex allowing fires directed into the hex, but not at a particular target, to have a general possibility of hitting something.

Artillery Mission. The volume of artillery fires allowed at one time, before allowing your opponent to fire. Each artillery mission can be no more than one battery against one target hex, with no more than 4 battery fires.

Assault Combat. Attack of a hex by infantry type units in order to claim the hex from enemy units that are currently in it.

AT Guns. A rifled cannon specifically designed to be used against enemy tanks and other armored vehicles. By definition, AT guns have a limited number of high explosive rounds for use against area target which severely limits them in anti-infantry fires.

AT Rolls. An AT roll is a game procedure to reflect the effect of infantry anti-tank methods - short range

rockets, burning gasoline, magnetic mines etc. It is a dice roll, based on the cover provided by terrain, needed to kill an enemy vehicle.

Attack Rating. The first number at the bottom of a vehicle unit. It represents the combat power of the main gun system of the vehicle as used against armored point targets.

Attack Type. An operation conducted by several units contained in a task force characterized by movement supported by fires into areas of enemy control or tacit control.

Battery Fire. A battery fire is one round per gun tube in the battery firing. A battery fire from a six tube battery would be six rounds. Multiple battery fires can be listed as "three battery fires" or three fires, which from the above battery would be 18 rounds.

Blocks. Also Road Blocks. These are blockages on roads created by destroyed vehicles or other obstructions in slow go terrain. They negate the usefulness of the road in the hex they are in.

Both Type Targets. A "both" type target is one that can be engaged by both point and area fires.

Breaching. Breaching is the act of crossing a minefield hex carefully by probing and marking (or removing) mines to create a lane through which other units may follow.

Breached Hex. A minefield hex that has been breached.

Buildings. Map structures affording instant strong points and some protection from enemy fires.

Called Fire Delay. A period of time imposed by the game rules to show inflexibility in a side's artillery fires. It is given as a number of turns that fire requests are delayed.

Called Fire Missions. A called fire mission is plotted the turn before it is fired (excepting any called fire delay effects), may be adjusted onto its target and must be observed. It is the standard artillery fire format in the game.

Carrier. Vehicles such as trucks or halftracks whose primary function is the transportation of troops and equipment on or to the battlefield.

Check Fire. A halt desired by the player on his artillery mission for whatever reason (to conserve ammunition, cease fire on friendly troops etc.) It requires a die roll for success if rounds have already been fired on the mission.

Check Roll. Used in assault combats whenever the an attacking unit receives a suppressed morale result. Upon the morale result, roll one die. If this roll is less than or equal to the morale of the unit in question, that attacking unit must withdraw from the combat to the hex it entered from ending its participation in that assault.

City or Village. A built up area of a rather high building or structure density creating conditions of urban combat within hexes of this type.

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Close Range. A range for a point weapon which is no more than one half of the printed nominal range.

Command Prep Period or Command Prep Time. This is the time that an op sheet is in existence but is not yet implemented. It is the period in which plans are drawn up, rehearsed and generally prepared for combat.

Command Prep Rating. Given in the game rules, this is a generalized rating of the operational speed at which the side's command structure may be expected to function. Simply, it measures the flexibility of the command of each side in the game.

Company Morale. Company morale is a measure of the degradation of the company's ability to conduct combat operations due to the effects of combat inflicted on it. Company morale can be taken to be a measure of the willingness of the primary groups within the company to maintain the company's advance or defense in the face of enemy pressure.

Concentration. Used to define the desired pattern of artillery fires of an artillery mission. The fire concentration is selected on by the firing player when the mission is called for and/or plotted.

Contingency Plans. These are instructions given to units or groups of units that are unassigned. They give instructions as to what to do if they are attacked.

Defend Type. An operation characterized by a desire to delay, or stop enemy attacking forces in order to maintain control over terrain or prevent the enemy from achieving his objectives. Defenses are divided into two categories: prepared and hasty, based on the amount of time expended on their preparation.

Defense Rating. The ability of a vehicle to protect itself from the effects of point fire hits.

Designator Round. The first round fired in any artillery mission. The impact of this round gives the center of any fire for effects at that time and the amount of error in the mission's fire. Any adjustments that are allowed may be made with reference to this hex.

Direct Fire. Direct fire is any fire combat by units that is fired at targets to which they have a clear Line of Sight (LOS).

Direct Support. Direct support is a fire support relationship status to which artillery batteries are assigned. A battery in direct support may only conduct fire missions that are observed by members of the task force which they are in direct support, and no others, unless their status is changed.

Dismount. The act of unloading a unit from a carrier.

Dismounted. A unit is dismounted if it is not being carried by a carrier and is under its own power to move.

Dug in. A condition defined in a defend type op sheet in which units are considered to have dug fighting positions and otherwise have built up the local terrain to improve their ability to defend.

Final Protective Fire (FPF). A special fire dedication assigned when a unit is in a defense, as a last ditch defensive fire mission to break any enemy attacks.

Fire for Effect (FFE). The process of firing the remaining rounds in a fire mission after adjusting the fire to the target hex or onto a hex the firing player feels is close enough. All remaining rounds in the mission must be fired in the fire for effect using the concentration given.

Fire Mode. The condition of a unit which has presumably occupied a position from which it has good fields of fire, and will spend the turn firing and/or awaiting targets in overwatch rather than moving.

Fire Plan. A blank sheet of paper on which a player records all his artillery and air fires, plots their use, records his Target Reference Points (TRP's), FPF's and ammunition available.

Firepower Rating. The amount of firepower an area fire unit has available to expend against area targets when it fires.

Forest. Dense, undeveloped woods with few pathways and often rugged elevation changes.

General Support. The status of an artillery battery which can support by its fires any of a player's units or groups. With this freedom comes an additional called fire delay.

Graphic. The graphic is a portion of an op sheet which defines in graphic terms the operation of the group which implements it. It uses standard US Army symbols to show the intended operation and the functions of the units during it.

Group. A group is a number of units assigned in the task organization to work together in order to fulfill the orders assigned in the op sheets giving them as a task force together. It is another way of referring to a task force or the units within a given task organization.

Hedges. These are tree borders to roads and fields common in Europe which are of limited effect on movement and combat, but create a number of LOS blocks which are reflected in play.

HE Rounds. Artillery and other shells which function by the explosive they contain and shrapnel they produce.

Hex. A hexagon on the mapboard used to regulate movement and all positional measurements. Each hex represents 125 yards from side to side.

Higher Commander's Intent. The goals of the commander over the game player, which are the driving force behind the operations the player conducts, and against which the success or failure of the player will be measured.

Illum Rounds. A round fired at night to provide local battlefield illumination, generally a large flare suspended by a parachute.

Immediate Suppression. An artillery mission fired on the same turn as it is called for with a large resulting loss in accuracy. These fires may not be adjusted.

Implemented Op Sheet. This is an op sheet which has served its command prep time and for which a successful roll has been made for implementation. It is an operation in progress.

Indirect Fires. Fires produced by weapons not requiring a direct LOS from the firing unit to the target but may have another unit spot or observe for them.

Line of Sight (LOS). A straight line drawn between the center of one unit's hex to another's representing what the real units would see (unblocked) or not see (blocked) if they were to try. This shows the effect of changes in elevation and objects which may keep one unit from seeing another, when attempting to fire on it or spot it for indirect fires.

Long Range. The furthest ranges at which a point weapon can engage targets. Long range extends from one hex beyond the printed nominal range to twice the printed value, inclusive.

Modes. A mode is the primary way a unit functions for a given turn and can be either fire or move. Mode is depicted by the side of the unit counter that is facing up on the game map.

Mounted. A unit is mounted if it can be considered to be riding a carrier or vehicle unit and is eligible to be moved by that unit.

Mounting. Mounting is the act of boarding another unit so as to ride or be towed by that unit in movement.

Movement Points (MP's). These are printed on the move mode side of units that may move under their own power. They represent the quantification of the unit's ability to move during the course of one turn.

Move Mode. The mode in which the unit is to expend its turn engaged in movement or movement related activities.

Move Type. An operation conducted by a group of units that does not fall neatly into either an attack or defend type. Usually move type operations are restricted to simple non-combat movements and withdrawals.

Nominal Range. A range printed on the fire mode side of a point unit. Point fires are at "nominal range" when their range is greater than close range but less than or equal to the printed nominal range.

Non-Implemented Op Sheet. This is an op sheet still in its command prep period and not yet being applied to the operations of the group's units.

Observing or Spotting. This occurs when a unit with a unblocked LOS controls the fire of indirect fire units that have no LOS of their own to the target.

On-Map Artillery. Artillery units that, unlike most in these games, are represented on the game-board as other game units.

Operation. An op sheet order specifies an operation which is a detailed thought out and explained method to accomplish a specific mission.

Op Sheet. An order for an operation giving both a

Overrun Combat. Combat occurring when vehicle units drive through enemy units, firing as they do so.

Overwatch. This is a type of fire used as the opportunity presents itself. "Overwatching" is a condition in which a unit is awaiting an "overwatch trigger" in order to fire. After any overwatching unit fires, the firing units are then marked with an overwatch marker which makes them incapable of changing to move mode in the next turn and reduces their ability to fire overwatch again in that turn.

Overwatch Trigger. An overwatch trigger is an event such that when it occurs in the LOS of a unit capable of firing overwatch allows the observing unit to fire at the enemy unit activating the trigger if the owning player desires.

Paralysis. An extreme morale state inflicted on a unit in which the unit becomes passive and does not participate in the battle around it.

Passenger. A unit mounted on a carrier or vehicle to take advantage of the latter's movement capabilities.

Point Target. A target that must be aimed at and hit by itself and is not affected significantly by random sprayings of fire into the hex, such as a tank.

Positional Defense. A defend type operation characterized by the op sheet defining the positions of group elements precisely, with the general instructions to hold that position until they are incapable of holding them if any longer or further orders are given. Positional defense do not allow for alternate positions or a flexible defense in zones, etc.

Pre-Planned Fire Mission. These are artillery and air fire missions plotted before the beginning of the game, with a certain turn or condition specified when they will be fired or recorded on the creation of an op sheet to be fired at some time after the op sheet is implemented.

Road Movement. Road movement is considered in effect if a unit moves through a hex containing a road and the road movement point cost is expended instead of the cost of the other terrain in the hex, and the hex was entered from another hex along the same road.

Rocket Artillery. Any of a number of free flying, hence inaccurate, projectiles propelled to their target under their own power.

Save Yourself Retreats (SYR, on occasion SYA). Retreats made on the decision of the troops themselves to get out of tight situations, which may be real or imagined.

Slow Go Terrain. Terrain which is very poor for cross-country movement of vehicles, having a high degree of risk for the vehicles of throwing tracks or becoming bogged down.

Stacks or Stacking. A number of units in a hex constitute a stack. Stacking is the act of placing more than one unit in a hex. There is no stacking limit in this game.

Steps. A step is a portion of a combat unit lost to casualties or missing from the unit. In most infantry units, a step is roughly 5-8 men.

Suppressed or Suppression. The effect of a unit under fire assuming a more protective posture, with a resultant loss of command and control and firepower.

Surrender. The act of giving up in the hopes of being successfully taken prisoner and exiting the battlefield alive.

Target Hex. Used in artillery fire missions to designate the hex the fire was called down upon.

Target Reference Point (TRP). A preregistered map position used by artillery batteries and observers to speed up and increase the accuracy of artillery fires.

Target Zone. An area designated in an aircraft sortie which defines the limits within which the aircraft may select targets.

Task Organization. The placing of units into groups in order to tailor them to specific missions given on a particular op sheet.

Tow Only Unit. A unit, such as an artillery piece, incapable of self propulsion, and too heavy to be moved by its crew.

Trigger. See Overwatch Trigger.

Turn. A compartment of time in which the sequence of play is conducted. A turn represents 20 minutes in the daytime and 1 hour at night.

Visibility. A limitation placed on unit LOS, in range through the hex grid, by the weather conditions.

Woods. Areas of trees which are not nearly as dense and undeveloped as a forest.

Written Notes. Brief, written information on the op sheet that helps explain the graphic which the op sheet contains.

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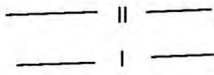
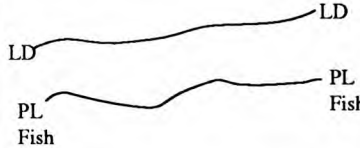
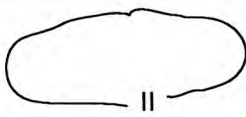





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Chart of Common Graphic Symbols and their Use

Symbol	Name	Description of Use and Remarks
	Lateral Boundary For a Battalion and Company	Used to define the limits of operations between adjacent units.
	Line of Departure Phase Line (in this case, Phase Line Fish)	Designates the line at which the operation is to begin. The jump off point. Phase lines are used to control the actions of several units and to coordinate things like fire support. They can be used to define phases of an operation and to define times to conduct particular actions.
	Unit Location (Battalion in this case)	Used to mark a unit/formation's current location.
	Objective (usually of an attack) in this case "Objective Green"	Denotes the area to be taken by an attack and the area needed to be held in order for the mission to succeed.
	Axis of Advance (Axis Red in this case)	Denotes the general course of movement of the units so assigned.
	Direction of Advance	Gives the exact path to be followed by the given units. Used for night operations and at other times when a highly controlled route is needed.
	Area to be Screened by Smoke	Use to control the use of smoke in the attack. A good idea is to record the time to use it etc. with the symbol.
	Final Protective Fire Line	Used to show the location of the FPF of a unit. The owning unit and firing battery (s) should also be recorded with the symbol.