

Grand Tactical Series 2.0 Rules Summary

ABBREVIATIONS USED

MA: Movement Allowance
TQ: Troop Quality
IC: In Command
CP: Command Point
DP: Dispatch Point
MP: Movement Point
EFZ: Enemy Fire Zone
IP: Improved Position
ENT: Entrenchment

GENERAL CONCEPTS

Die: All rolls use 1d10, with a roll of 0 = 0, not 10

Pay attention to all rating colors & locations on units & markers

In Command:

Consider a unit to be IC if it's within its leader's Command Range (measured in hexes); if it's not, consider it out of command

Consider any unit in an entry hex to be out of command; can't use a leader in an entry hex for command

Consider any unit in an Arty Park to be IC

May trace command for an independent unit (white- or black- stripe units) from any leader of its division

Check the status of a unit at the instant its command status matters

Making a Troop Quality Check: If a unit is IC & the check is marked by a ©, you may spend 1 CP to automatically pass the check

Else, roll; if the result = 0, the unit passes; if the result = 9, the unit fails; if the result ≤ the unit's modified TQ, the unit passes; if none of those conditions apply, the unit fails

Subtract 1 from a unit's TQ if the unit is out of command

Stacking: May stack in one hex no more than 8 friendly steps that are not In Column plus no more than one more unit that is In Column

May overstack units not In Column, but apply any stacking penalties mentioned below at all times during an Activation

Must always stack a leader w/a unit of his formation or ind't unit of its division, but don't count him for stacking

Line of Sight: An LOS exists if a line between the center dots of the two hexes containing the observing & target units isn't blocked & the distance between the two hexes is within sighting range

LOS is blocked by Barrage markers & blocking terrain per TEC

Except: A Crest hexside doesn't block if it's adjacent to one of the two units & it's the only Crest the LOS crosses
LOS along a hexside exists if one of the hexes has LOS through and the hexside is not a crest

Range: if it's a rain/fog turn a unit's maximum sighting range is 2 hexes; if it's a clear night turn, 3; in all other cases it's 8 hexes

Any unit in a Strongpoint may see through 2 blocking hexes or hexsides

Any unit in an Observation Point or on a Hill spotting for Indirect Fire (only) during a non-fog, non-rain, day turn may see up to 13 hexes & may spot thru 3 blocking hexes or hexsides

Direct Fire Range: It's a unit's printed range (or 1 if a unit has no printed range) except:

- A non-Light Mortar unit or a unit with a current Fire Rating of No can't Direct Fire & so has no range
- An Indirect HE, Emplaced Artillery, or Organic Artillery unit has a Direct Fire range of 3
- A firing unit has a Direct-Fire range of only 1 if it's adjacent to an enemy unit at the start of an action or there's a barrage marker in its hex

Minimum Indirect Fire Range: An Indirect HE, Emplaced, or Organic Artillery unit may not use Indirect Fire at 3 hexes or less

Fire Zone: A unit's Fire Zone extends into any non-entry hex that

it has an LOS to that's within its Direct Fire Range

Losing Contact: If an artillery unit loses contact, place its Contact marker back on the unit with its Contact Pending side up

Spending any type of points: Cannot spend them if the current number of points = 0 (i.e., can't go negative)

Inflicting Fire Results:

E: Remove the affected unit from play

1: If the affected unit has 1 or 0 steps, remove it from play; else reduce it to one step by a) placing a Step Loss marker on it if its reverse is a different mode or b) flipping it

C: If the affected unit has 0 steps, inflict an E result on it; else if the unit doesn't have any Cohesion Hit marker, place a One Cohesion Hit marker on it; else if the unit has a One Cohesion marker on it increment the marker to a Two Cohesion marker; else inflict a 1 result on the unit & leave the Two Cohesion marker

S: If the affected unit is not running away from an assault, may have the unit make an optional TQ Check©

If it passes, inflict a C result on it

If it fails or did not make a TQ Check, then:

If it's not Suppressed, place a Suppressed marker on it

else inflict a C result on it & leave the Suppressed marker

S?: Have unit make a TQ Check©; if it fails, inflict an S result on it

Apply to all of the above:

If an artillery unit In Contact with a leader takes Effective Fire, it loses contact

Inflicting a Cohesion Hit: Inflict a C Fire Result on the affected unit

Effective Fire: A unit takes Effective Fire if it incurs a step loss, a Cohesion Hit, or becomes Suppressed

SEQUENCE OF PLAY

- If it's the first daylight turn, roll on the Weather Table
- If it's the first daylight turn:
 - Determine Air Points available that day
 - Allocate Air Points to divisions & interdiction (see exclusives)
- Place any reinforcement arriving this turn in the indicated holding box on its divisional display
For an independent brigade, use display of division it's attached to
- I. Both players may spend 2 CPs from friendly divisions to buy 1 DP for the same division
- II. Both players may spend DPs to buy Formation Activation Chits
If a player pays only 1 DP for an available Formation Activation Chit, then the player must set the chit aside (hidden) for the next turn; else the player may pay 2 DPs for any available Formation Activation Chit & use it this turn
Must use DPs from the division whose chit is being bought
A Formation Activation Chit is available if Units of the Formation are on the map or in an entry box & the chit is not already set aside for next turn
- I. Both players may place artillery park markers on map by spending DPs or disband them from the map without spending DPs
Must spend 1 DP per park from the division whose park is being created
Must place a park in a non-entry hex that doesn't already contain a park but does contain an Indirect HE unit from the same division
The first unit must be dismounted if not self-propelled
Place all the division's Indirect HE artillery units in that hex

in the corresponding park box on the division's display
May disband a park by placing all units from its park box in marker's hex, having all units lose contact, & placing the marker back in its park box

E.II. Both players may attempt to have any non-Suppressed Indirect HE unit in an artillery park or Emplaced Artillery unit establish contact with a friendly leader

Roll, applying Radio Contact modifier; if result \leq the number on the currently visible side of the unit's contact marker, place that marker on the leader, In Contact side up

E.III. Both players may have a leader give up contact with an artillery unit by placing the unit's Contact marker on the unit, Pending side up

F. Transfer independent formations & alter formations (see exclusive rules)

G. Place into a mug all Formation Activation Chits bought for this turn, each side's Direct Command Chit, the Events chit(s), & all Division Activation Chits already in play or arriving this turn & not held out as the first chit to be played this turn

If it's the first turn of a scenario, check the scenario rules to see which specific chits go into the mug

H. If it's the first turn & the scenario says which chit to use first, use it;

else if it's turn 2 or more, perform activations permitted by the chit left from last turn;

else draw a chit from the mug & perform its permitted activations

Continue picking chits until only 1 chit is left; at that point, set it aside as the first chit to use next turn

General:

May activate all units starting stacked together as a stack for a Movement, Assault, or Pass action if spend the necessary CPs

If have a stack perform a second action, must have all in that stack perform the same action

If the chit drawn is a **Direct Command Chit**:

May activate any number of IC non-independent units by spending 1 CP per unit & having each perform any one non-Engineer Action

Must spend any CP from the activating unit's division

Must have any leader stacked with activated units stay stacked with one of them

Can't have any unit perform a second action

If the chit drawn is a **Division Activation Chit**:

Place all units from their reinforcement holding boxes on the division's display on their entry hexes on the map

May overstack units & may enter them in Column or not

Increase division's CPs & DPs up to a max of 19 points each

Number of new CPs = (Roll once, divide by 2, and round down) + Division's Command Rating

Number of new DPs = Roll once & sum the following:

If result < currently accumulated DPs, add 1 DP

If result \leq Division's Dispatch Rating, add 1 DP

If result = 0, add 1 DP; if result = 9, subtract 1 DP

If it's the last turn before night, add 2 DPs

Each unit in that division is automatically activated; may have each perform any one action except Fire, Assault, or Move into an EFZ (though can have a unit enter/leave Column or mount/dismount if already in an EFZ)

Except: Must perform a Move action for any unit in an entry hex

Except: May have an IC Light Mortar unit fire as a first action

May have an IC unit perform a second action immediately after completing its first by spending 1 CP & having it perform any non-Engineer action of a different type than the first action

Must have any leader stacked with activated units stay stacked with one of them

After completing all actions, if any leader of the activated formation is stacked with an independent unit, must transfer him to a unit of his formation else may transfer him to any unit of his formation or to any independent unit of his division

If the chit drawn is a **Formation Activation Chit**:

Each unit in that formation is automatically activated; may have each perform one action

May consider white- & black-stripe units of the same division as the activated formation to be attached to & part of that formation if the units are within the formation leader's Command Range or in a Park

May attach units even if already activated this turn

Can't attach more white-stripe units than the formation leader's Attachment Rating; must count white-stripe artillery units In Contact with formation's leader first

May have an IC unit perform a second action immediately after completing its first by spending 1 CP & having it perform any non-Engineer action of a different type than the first action

Must have any leader stacked with activated units stay stacked with one of them

After completing all actions, if any leader of the activated formation is stacked with an independent unit, must transfer him to a unit of his formation else may transfer him to any unit of his formation or to any independent unit of his division

If the chit drawn is the **Events Chit**: Roll or draw for Events as described in the exclusive rules

I. Remove all Barrage Markers & any leader if his formation is gone

Flip all Artillery Parks to their not Fired sides

J. If it's last turn of scenario, determine victory; if not, start a new turn

MOVEMENT ACTIONS

For all Movement Actions:

If a unit's current MA = "No," can't have the unit perform any of these actions except Mounting

Consider all these actions to be the same for second action purposes; in other words, can have a unit do only one of these in any one activation

Inactive Player: May have a unit Op Fire at an active unit that: leaves a non-entry hex; enters or leaves Column; mounts or dismounts; or enters or leaves an ENT

May have unit Op Fire before or after active unit performs the triggering action

Have a unit **Move**

Determine the MA for each unit as it moves

Modify a unit's MA by any markers on it

To move a unit that has an MA of *, have it make a TQ

Check@; if it passes, may move it one hex not into an EFZ or into or across prohibited terrain; if it fails, inflict a Cohesion Hit on it

Can't have an artillery park marker or units in one spend MPs

Follow standard movement rules plus:

May move units as a stack if they start together & they're not in Column & stack isn't overstacked

Can't move a unit into an enemy-occupied hex or within 2 hexes of an entry hex

May always move a leg infantry unit 1 hex if it's not moving into or across prohibited terrain & it's not Suppressed;

can't have it expend any other MPs in the same action

Must move units out of Reinf. hexes at first opportunity

Inflict a Cohesion Hit on any unit that initiates any type of movement out of an overstacked hex

Check the TEC for movement costs by colored movement class

Consider a unit with an MA of * to be leg

May move a unit across a bridge or ferry only when it's in Column

See the note on the TEC for the effect of weather on movement costs

Remove any IP marker from a unit when it leaves an IP hex before inactive player performs any Op Fire for the movement

Disregard all roads in a hex if moving a stack together or if a hex has a Road Block marker owned by another division

Must have a unit pay +2 MPs to exit a hex containing a Light Barrage marker

To have a unit exit a hex containing a Heavy Barrage marker, inflict a Cohesion Hit on the unit & have it make a TQ Check©; if it fails, leave it in hex; if it passes, have it pay +2 MPs to exit the hex

If moving a stack out of such a hex, must announce at the start who is attempting to exit, roll for each, & then must move any who succeed

May attempt to force march a leg unit after moving it as far as possible by having it make a TQ Check©; if it passes, give it an additional 2 MPs this action else inflict a Cohesion Hit on it

Can't make the attempt if the unit moved using the automatic 1 hex movement

May have a unit not in ENT enter Column by spending 1 MP

Place marker on unit when it enters Column & remove any IP

May have a unit leave Column either by:

- Paying 1 MP, but then the inactive player may Op Fire before or after unit leaves Column or

- Inflicting a Cohesion Hit on the unit, but then there's no Op Fire; must do it this way for any unit that enters & leaves Column in the same Action

May dismount any mounted unit with a black box around its step dots by having the unit pay half its vehicle MA (round down) & flipping it to its non-vehicle side; keep all markers on unit and end its activation

Except: May place or remove a Column marker on a unit when it dismounts

May have an Indirect HE artillery unit (only) join one of its division's artillery parks by moving it into the park's hex

Must dismount any non-self-propelled unit to have it join

Remove any Column marker from a unit entering a park

Have a unit **Enter an ENT** by placing it under an ENT marker of same nationality in its hex

May only move 1 unit (not in Column) into any one entrenchment

May have a unit with an MA of * enter an ENT that's not in an EFZ by having it pass a TQ Check©

Have a unit **Leave an ENT** by placing it above any ENT marker in its hex

May have a unit with an MA of * leave an ENT that's not in an EFZ by having it pass a TQ Check©

Have any dismounted unit with a black box around its step dots **Mount** by flipping the unit to its vehicle side; keep all markers on unit

Except: Remove any IP marker from a unit when it mounts

May place or remove a Column marker on a unit when it mounts

ENGINEER ACTIONS

For all of these actions:

Can't have arty in a Park hex or unit in Column build, & engineer can't build for them; can't have an immobile unit build

Accumulate Men at Work markers; apply +1 TQ to succeeding attempts of the same action for which the marker was place (only); remove all Men at Work markers when unit performs any other action or if completes the intended action

Inactive Player: May Op Fire at any active unit that performs an Engineer Action before the active unit actually performs the action

Have an engineer or leg infantry unit **Build an IP**

If an engineer performs, may place an IP marker on any unit in hex

For a leg infantry unit to build, have it make TQ Check; if it passes, place an IP marker on the unit; if it fails, place a Men at Work marker

Have an engineer unit **Build an ENT**

Have the unit make a TQ Check; if it passes, replace an IP marker that existed in the hex at the start of the activation with an ENT marker of same nationality; if it fails, place a Men at Work marker

The unit under the marker is automatically in the ENT

Have an engineer **Build a Road Block** in a Road hex up to the limit of such markers available for the engineer's division

Have the unit make a TQ Check; if it passes, place an available Road Block marker from the engineer's division in the hex; if it fails, place a Men at Work marker

Have an engineer or leg infantry unit **Remove a Road Block** in the unit's hex

If an engineer performs, remove the Road Block marker automatically

For a leg infantry unit to remove a Road Block, have it make a TQ Check; if it passes, remove the Road Block marker; if it fails, place a Men at Work marker

Any removed Road Block marker is available again for use

Have an infantry unit **Create a Rearguard** up to up to the limit of such units available for the creating unit's formation

Have unit make a TQ Check; if it passes, place an available Rearguard from the unit's formation in any hex that a) is not in an EFZ, b) is within 2 hexes of the creating unit, & c) is a hex that the unit could move to in one action without force marching

Can't have a rearguard perform any action during the activation it's created

OTHER ACTIONS

Apply when modifying fire ratings:

Check for Company Bonus only if a unit currently has 2 steps

Apply + but not – terrain modifiers to units In Column

Total all steps in the target hex for the mass modifier

Have a unit **Pass** and do nothing

Have a unit **Direct Fire** by using the Direct & Op Fire Flowchart & the CRT

Have an Indirect HE, an Emplaced Artillery Asset, an Organic Artillery Asset, or a non-Light Mortar unit **Indirect Fire** by using the Indirect Fire Flowchart & the CRT

Have a unit **Assault** by using the Assault Fire Flowchart & the CRT

May assault a single hex multiple times per Activation

Remove a Rearguard from the map if it's not Suppressed

Have a unit **Rally**

If the unit is IC the rally succeeds else have it make a TQ Check, adding 1 to its TQ for each Rallying +1 marker on it; if it passes, the rally succeeds else place an additional Rallying +1 marker on it

Remove all Rallying +1 markers a unit when it performs any other action or rally succeeds

If the rally succeeds, it's Daylight, & the unit is in an EFZ, remove any Suppressed marker it may have; can't remove any Cohesion Hits

If the rally succeeds, it's Daylight, & the unit is not in an EFZ or it's Night (regardless of EFZ), first remove any Suppressed marker it may have else decrement its Cohesion Hit marker by one level

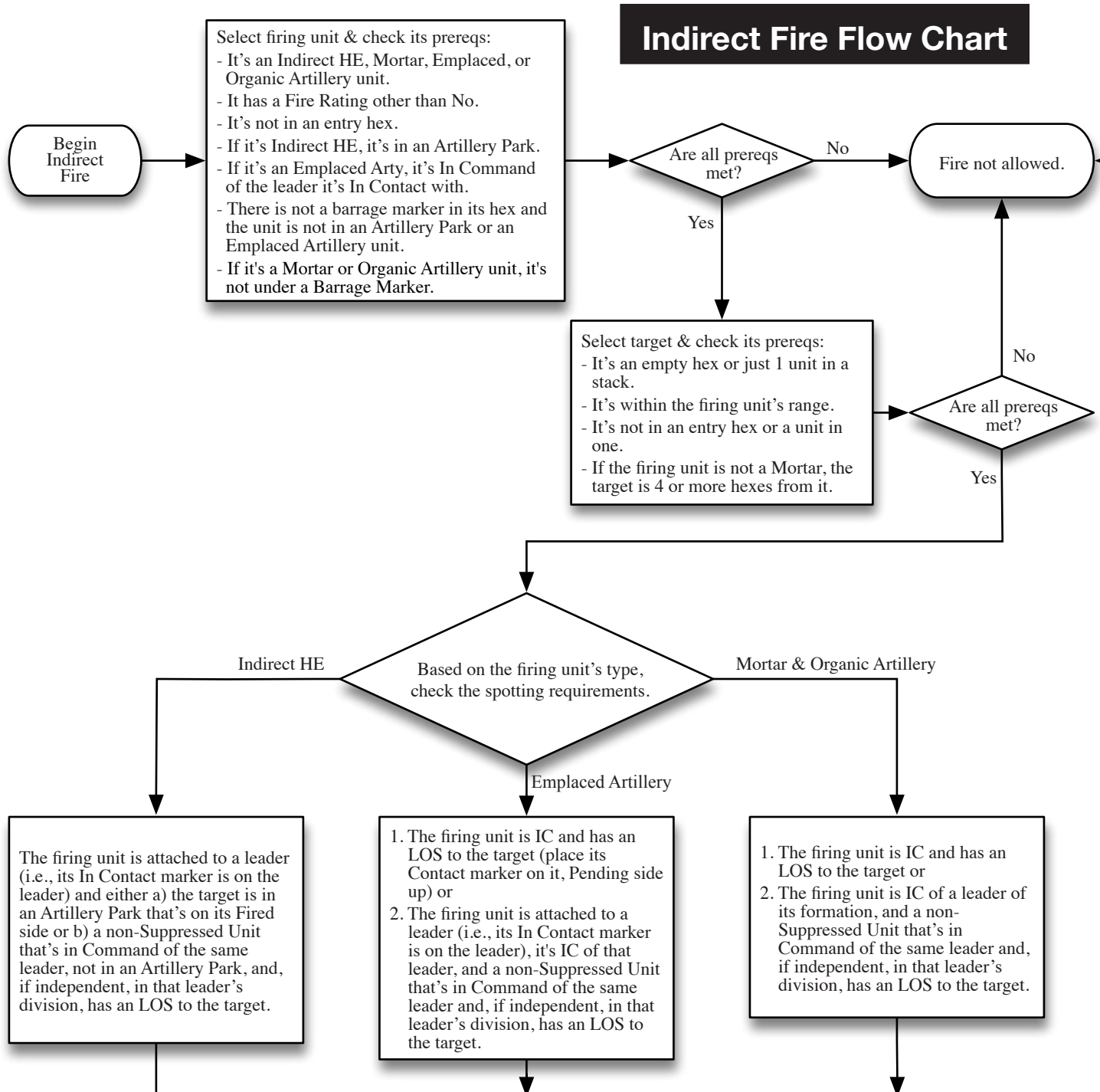
Reaction

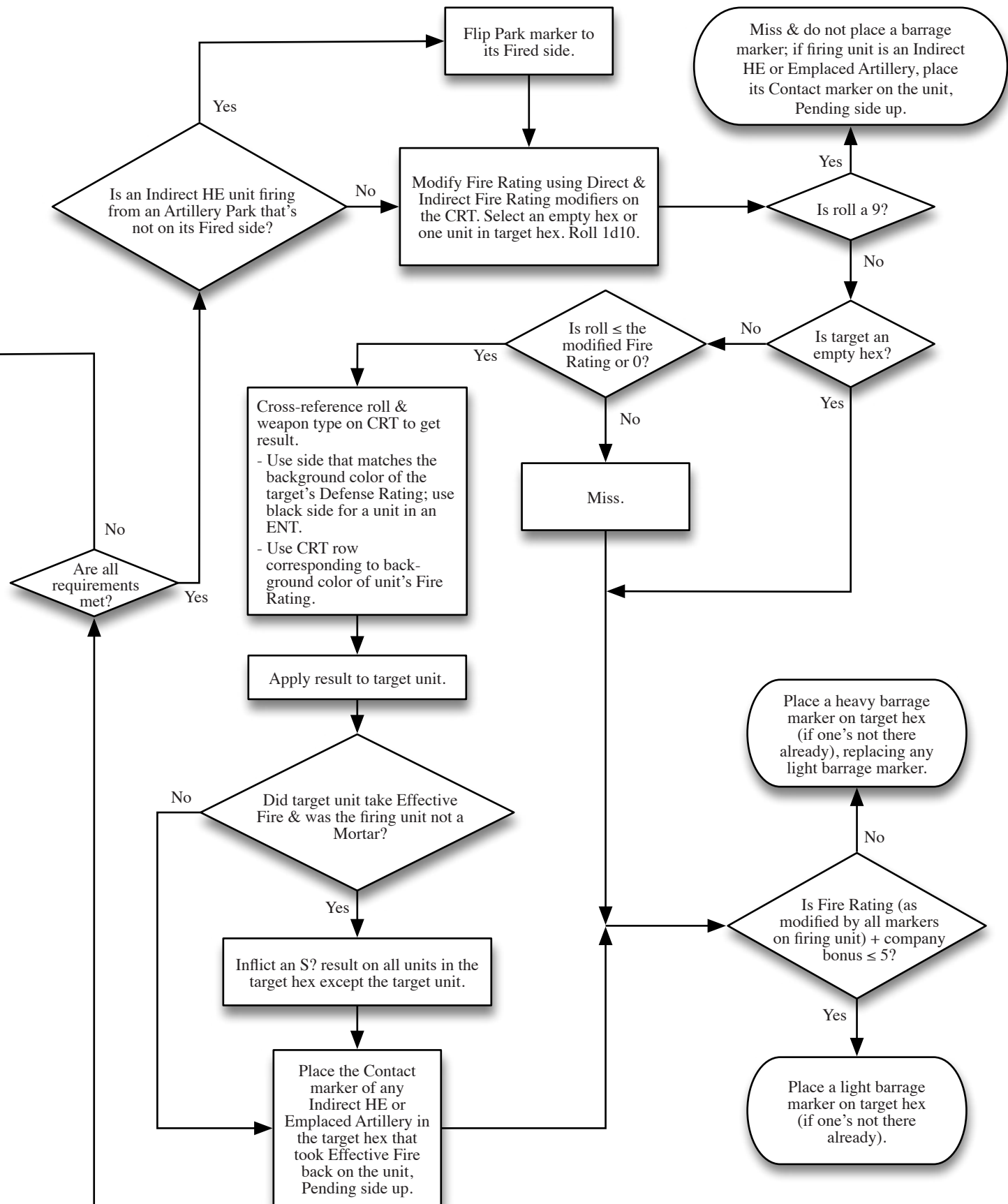
Have a unit **Opportunity Fire** by using the Op Fire Flowchart, the CRT, & the Op Fire Rating modifiers under the CRT

May have a unit fire only at a target that perform an action in the firing unit's Fire Zone that is eligible for Op Fire

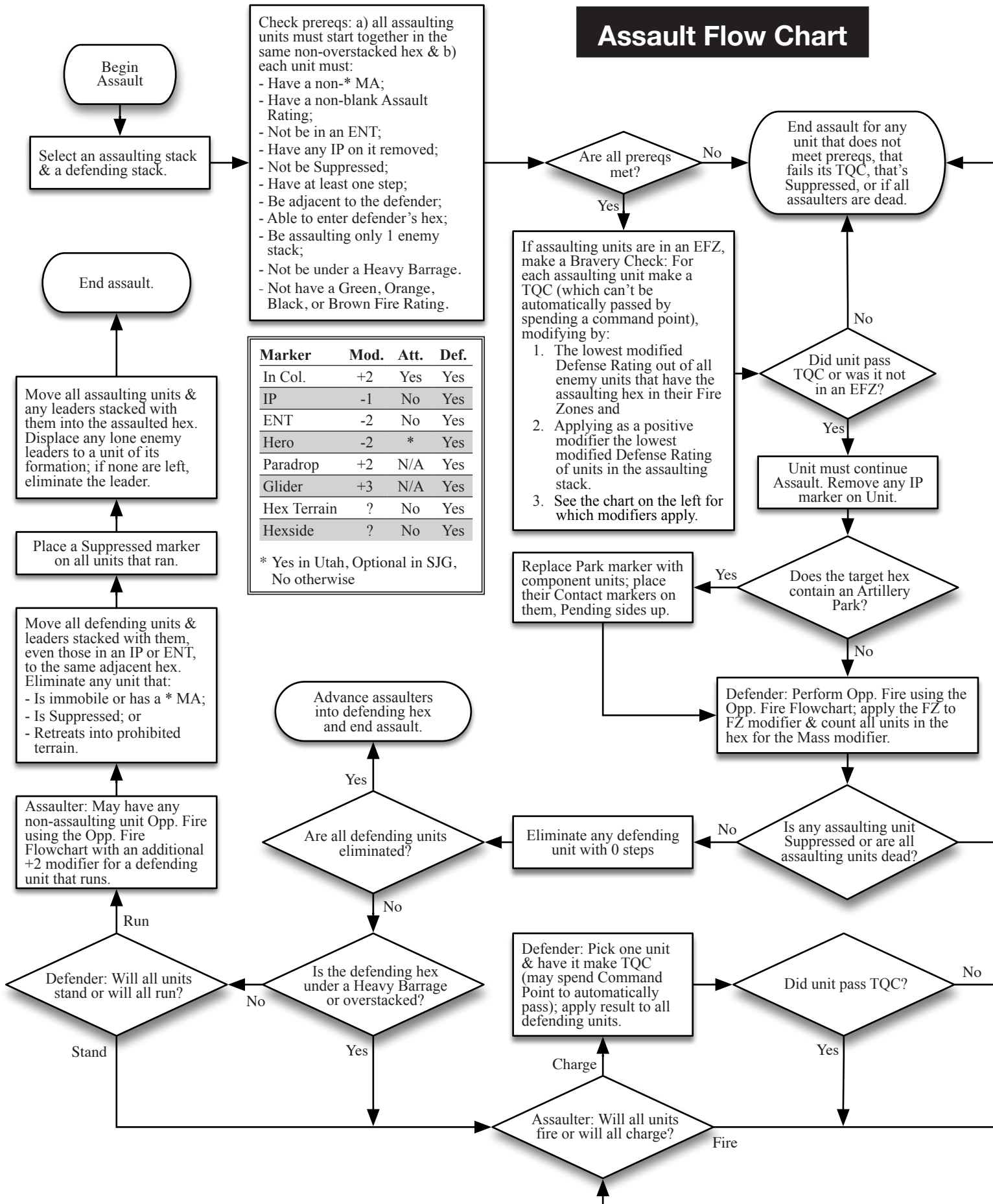
If a stack triggers Op Fire, the Op Firing unit may fire at only one unit in the stack (his choice), though all units in the stack count all for the mass modifier

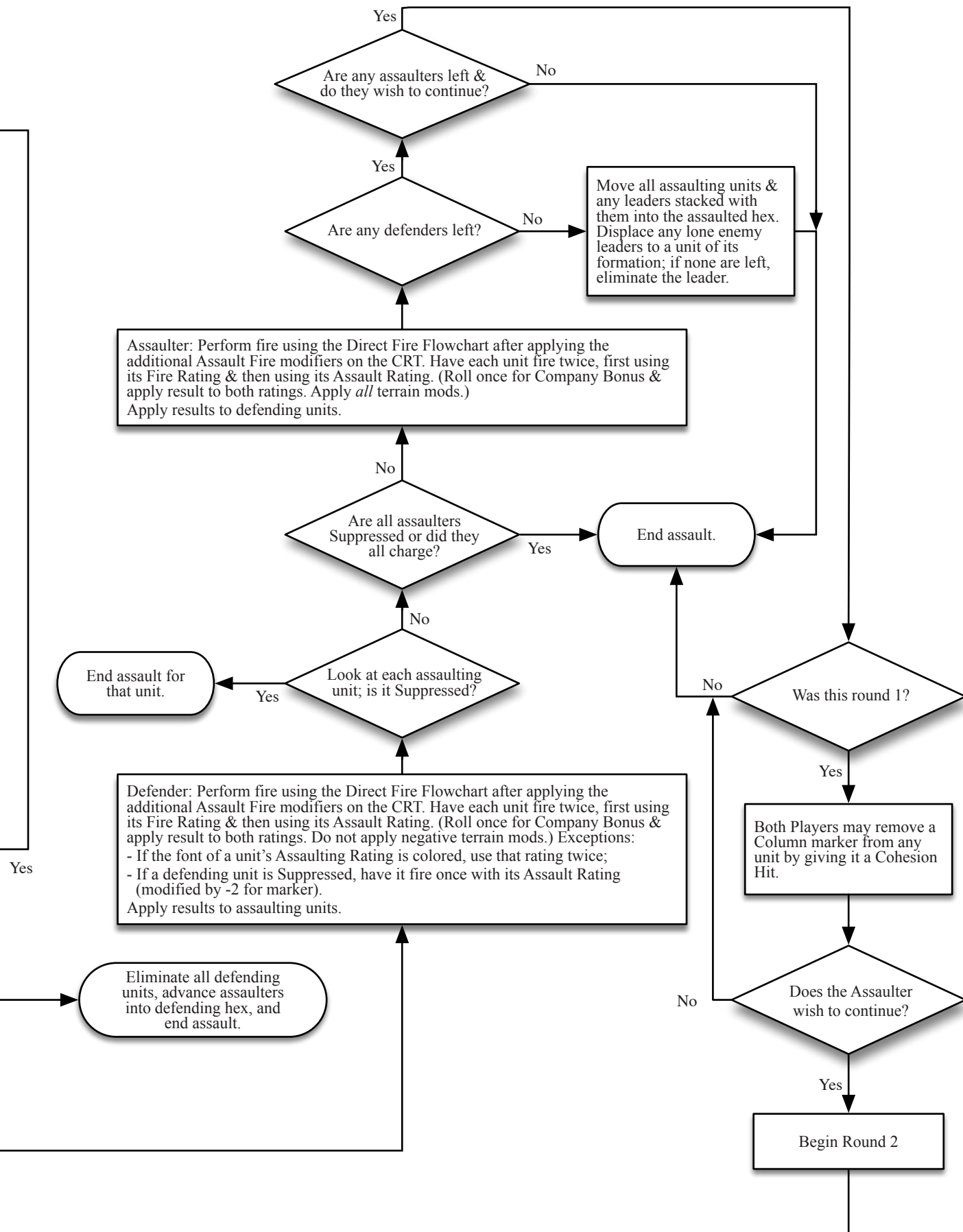
The Op Firing player must announce if he'll Op Fire each time a possible target unit performs a triggering action





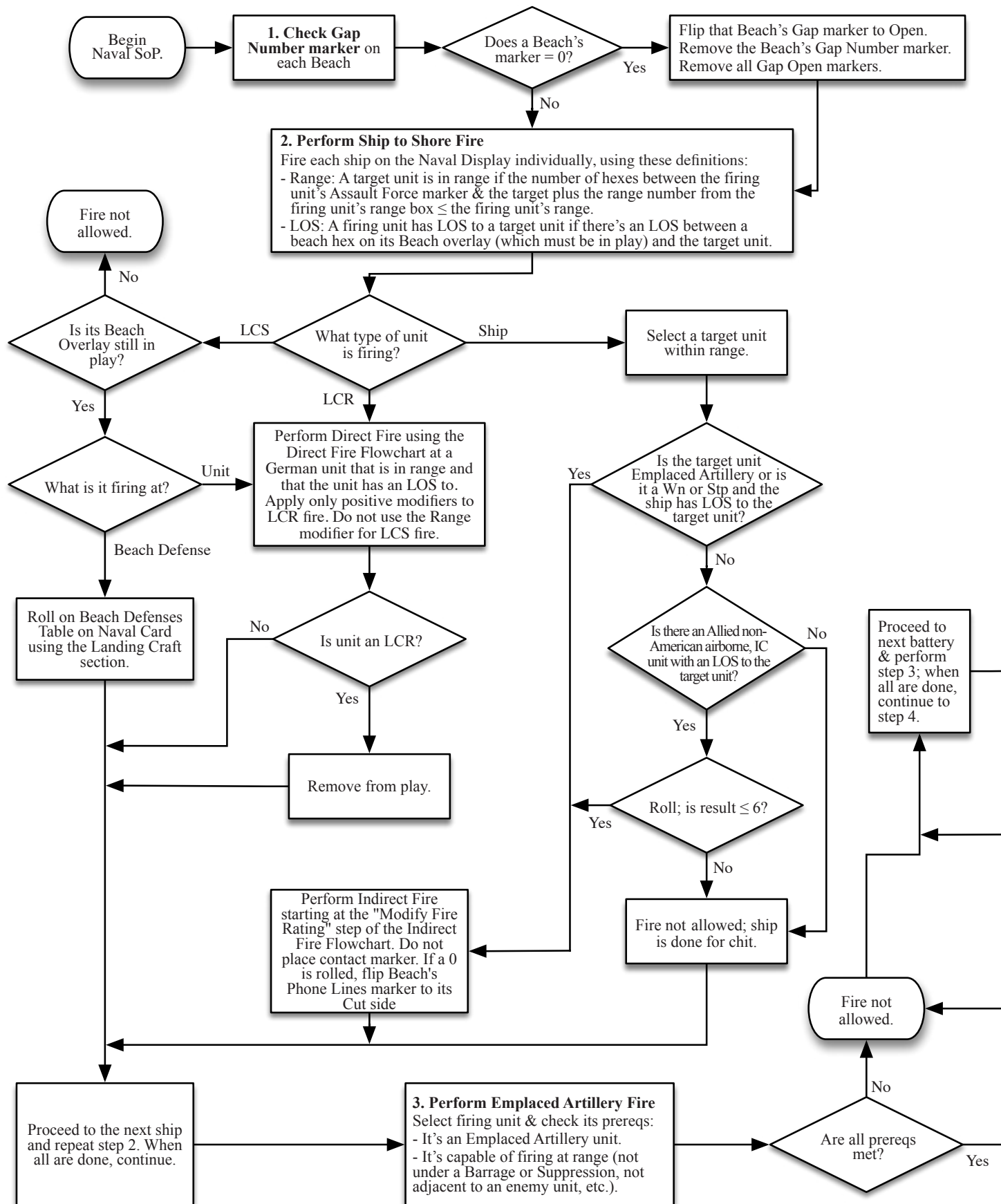
Assault Flow Chart

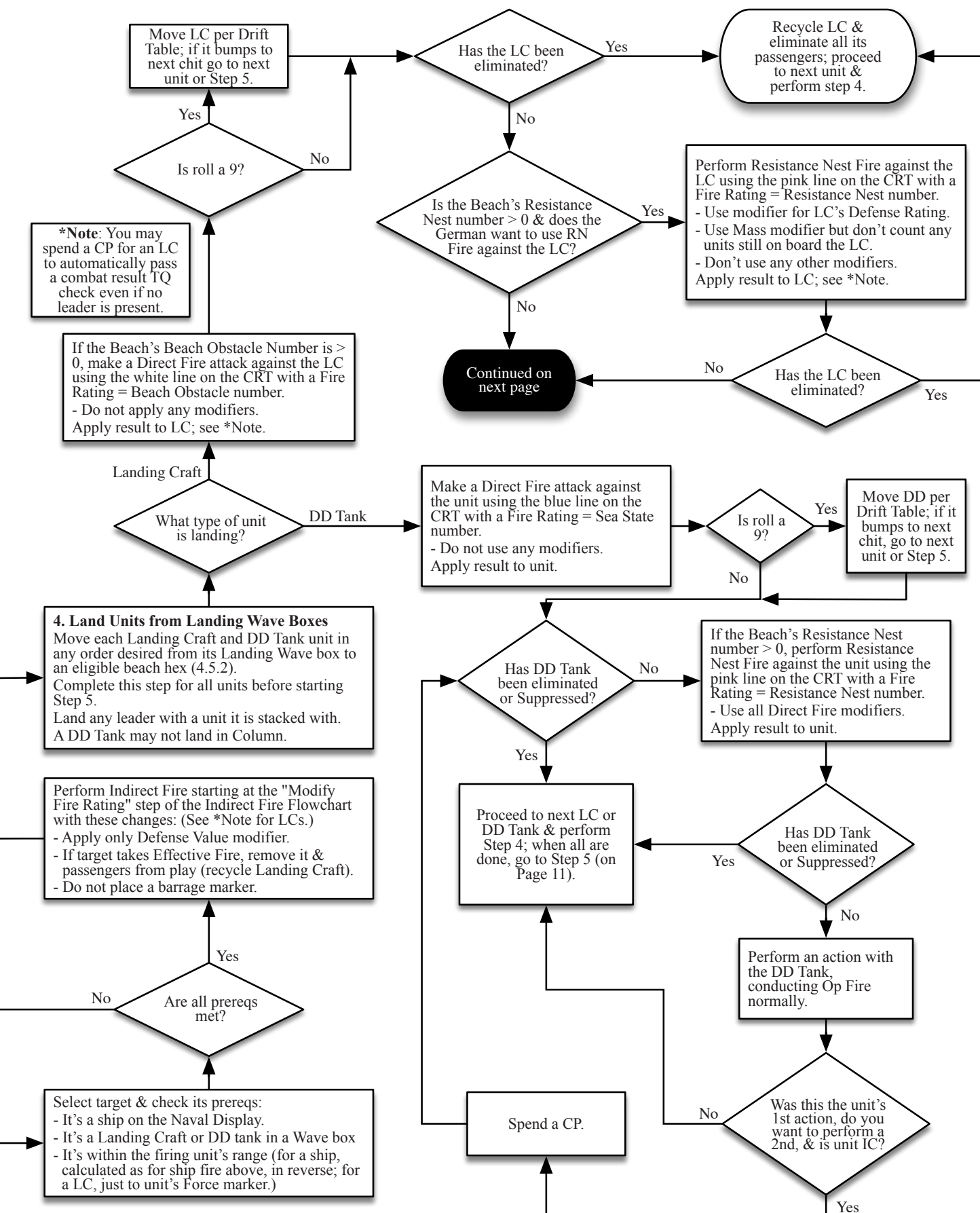


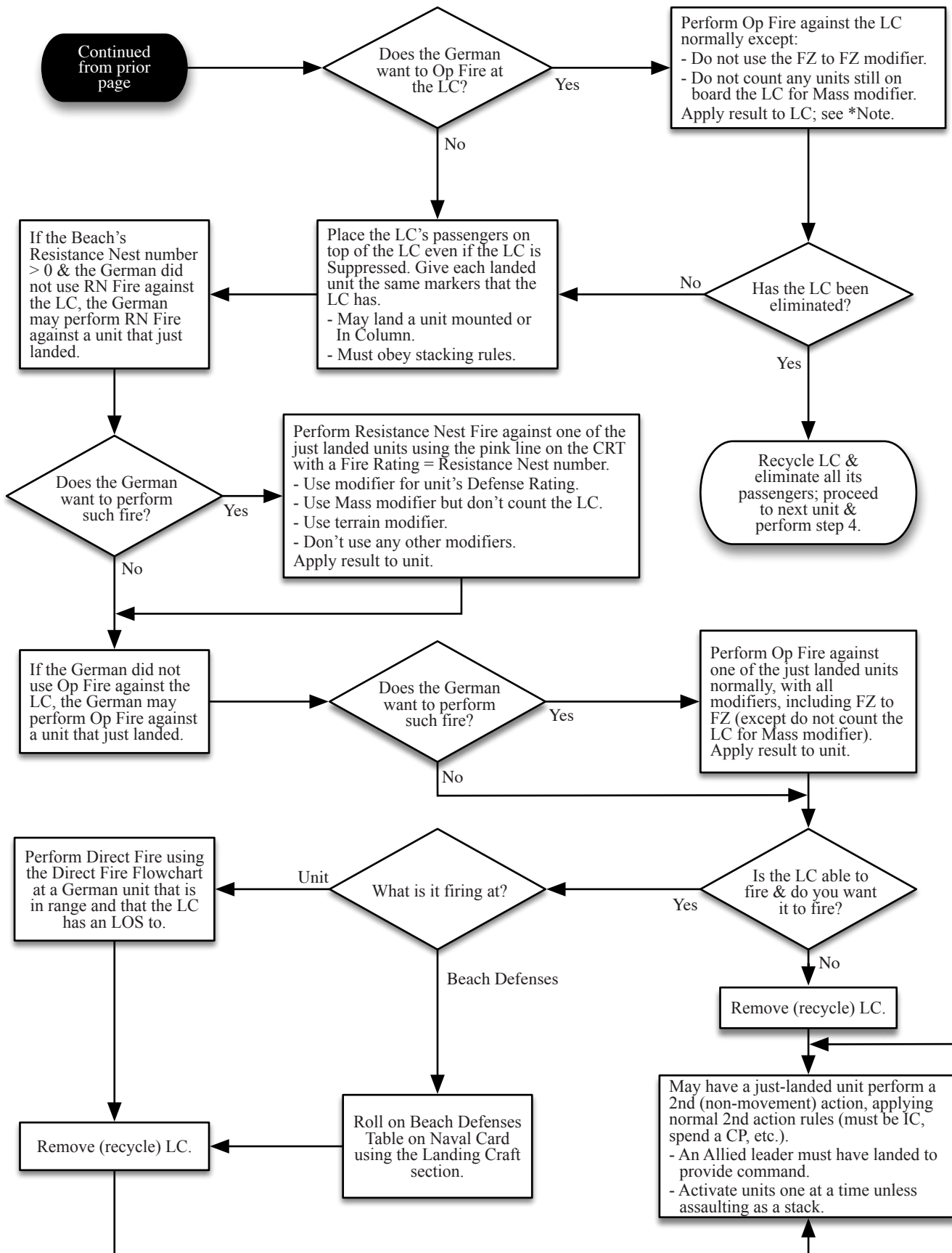


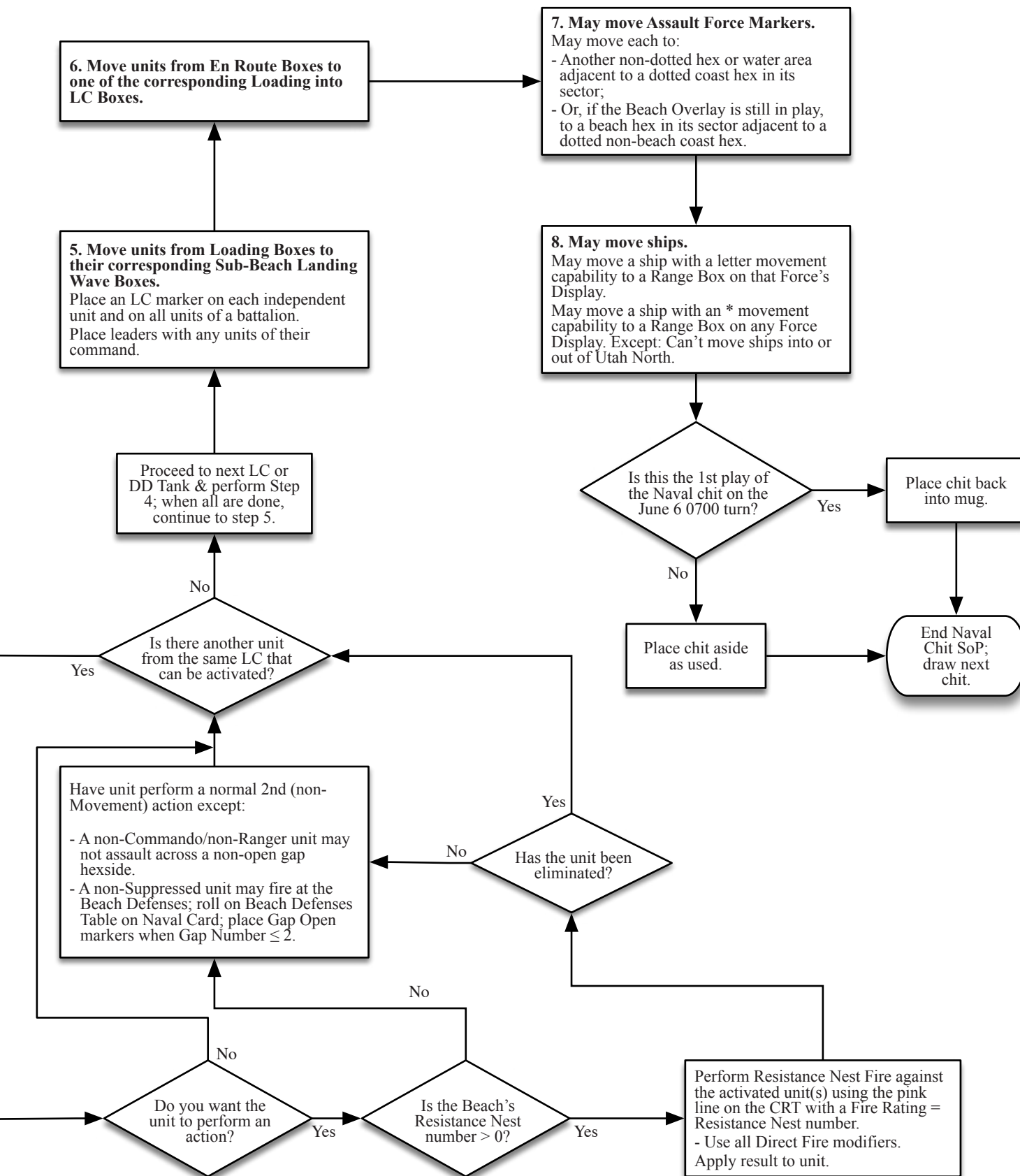
Naval Chit SoP Flow Chart

Skip steps 1, 4, 5 & 6 when no Beach overlays are in play.









Direct and Opportunity Fire Flow Chart

