# GRAND TACTICAL SERIES
## RULES OF PLAY
### VERSION 2.0



GRAND TACTICAL SERIES

**MMP**
Multi-Man Publishing

# GRAND TACTICAL SERIES RULES v2.0B

## Table of Contents

# 1.0    Introduction

The Grand Tactical Series is a World War Two, tactical company-level system, with turns representing two hours of real time and hexes approximately 500 meters across. The series rules (which you are reading now) apply to The Greatest Day and all future games in the series. Players should now disregard pages 6-15 in The Greatest Day Exclusive Rule book that came with the game. These rules supersede those in every way. Each game also has its own exclusive game rules booklet listing the game components and the specific rules for that game. The exclusive rules always take precedence over the series rules should the two conflict (usually the exclusive rules point out conflicts for you).

## 1.1.    A note about the rules

There are two sets of rules. The one you are now reading is repetitive and written in a chatty style. It is repetitive because we have duplicated many rules throughout the sections, so you don't have to flip through the rule book to find the one place where a rule appears. We hope the chatty style makes it easier to read. The tradeoff is longer rules. For those who prefer concise rules (or who find the chatty style irritating), we have included a set of short rules and also tried to put as much useful information as possible in the charts and tables. Experienced gamers should be able to start playing with the short rules and the charts and tables. We hope there are no discrepancies between the rules, but this rulebook governs should there be. Terms defined in the glossary (see Rule 29.0) are initially capitalized in the rules. Named game charts and tables are also initially capitalized, though they don't appear in the glossary.

These are the version 2.0 rules, which reflect changes in GTS since The Devil's Cauldron, Where Eagles Dare and No Question of Surrender. Currently, these rules are not compatible with these prior games in the system. The major changes apply to the Artillery, Assault and Activation systems. There are some other small things as well but you won't feel out of place in the GTS world if you learn these.

## 1.2.    A summary description of the game

The playing pieces represent mostly company-sized Units, which are grouped for game purposes into Formations. Formations correspond to real-life brigades or regiments and are themselves grouped into Divisions, which correspond to, well, divisions. Divisions in turn are grouped into Armies, which correspond to the nationalities involved in the game, e.g., British, German, and so on.

The heart of the game is a "random chit pull activation system" which determines when you get to do things with your Units. Every Division has an Activation Chit to represent it, as does every Formation. At the beginning of each turn, you and your opponent put an Activation Chit for each Division in play into a coffee mug. You also get to "buy" (using Dispatch Points) a limited number of Activation Chits for your Forma-

tions to put into the mug. Either player then blindly pulls an Activation Chit from the mug. The player who controls the Division or Formation whose chit is drawn gets to perform Actions with the Units in that Division or Formation. When he is done, the players draw another Activation Chit and repeat the process until only one chit remains in the cup and that last chit is automatically designated the first chit "drawn" for the next turn.

Note that Division Activation Chits only allow the Units of that Division to perform a limited range of non-combat-related Actions; Formation Activation Chits allow the Units of the Formation to perform the full range of Actions.

Note also that it is possible, although improbable, that one player could draw all of his Activation Chits before his opponent draws any of his. That player would then get to activate all of his Units before his opponent could activate any of his Units.

Each player also gets a Direct Command Chit, which, when drawn, allows him to spend Command Points to activate any of his Units. These Direct Command Chits are sort of "wild cards" which allow a player greater options.

Here is an outline of some major rules:

- You will be using a ten-sided die throughout the game. The "0" is a zero and not a ten. Unless specifically noted, a roll of nine always fails and a zero always succeeds.

- Movement is standard hex-to-hex, paying movement points for terrain, with Opportunity Fire and Fire Zones instead of ZOCs. All Units are divided into three Movement Classes; for movement, and the classes pay differently for terrain. There is a Column formation that allows fast movement.

- Terrain is by the color of the dot in the center of each hex. If there is no dot in a hex, it cannot be entered.

- For Line of Sight purposes, there are no "elevation levels" on the map. Rather, crest hexsides are used to denote differences in terrain height.

- Stacking is up to 8 steps in a hex not in column and one unit (regardless of the number of steps in that Unit) in column. The stacking limits are in effect at all times during a turn. Leaders and markers do not count toward stacking. 0-step Units do not count towards stacking (thus an unlimited number of them may be in a hex).

- Combat is divided between ranged (which can be Direct or Indirect) and Assault, which is for Units adjacent to enemy Units.

- Combat results are Cohesion Hits, Possible Suppression, Suppression, Step Losses and outright elimination.

• There are command rules that affect activation, movement, combat and Rally.

## 2.0 How to read the counters

Most Unit counters represent a company of infantry, tanks or engineers, or an artillery or mortar section. All the terms below are defined in the glossary (see Rule 29.0). The color box around a Unit's designation corresponds to the Formation it belongs to, and this matches the color of the stripes on the Leader counter for that Formation.

The color of the movement allowance shows the Movement Class, the color of the box around the Fire Rating and Assault Rating shows the Weapon Class and the color of the box around the Defense Rating shows if the Unit is Armored or Unarmored.

**Unit Example**

Steps
Troop Quality (Red: Auto-Command)
Fire Range
Fire Rating
Assault Rating
Air Defense
Defense Rating
Movement Allowance
Unit Designation

**Leader Example**

Formation
Command Range
Name
Attachment Rating
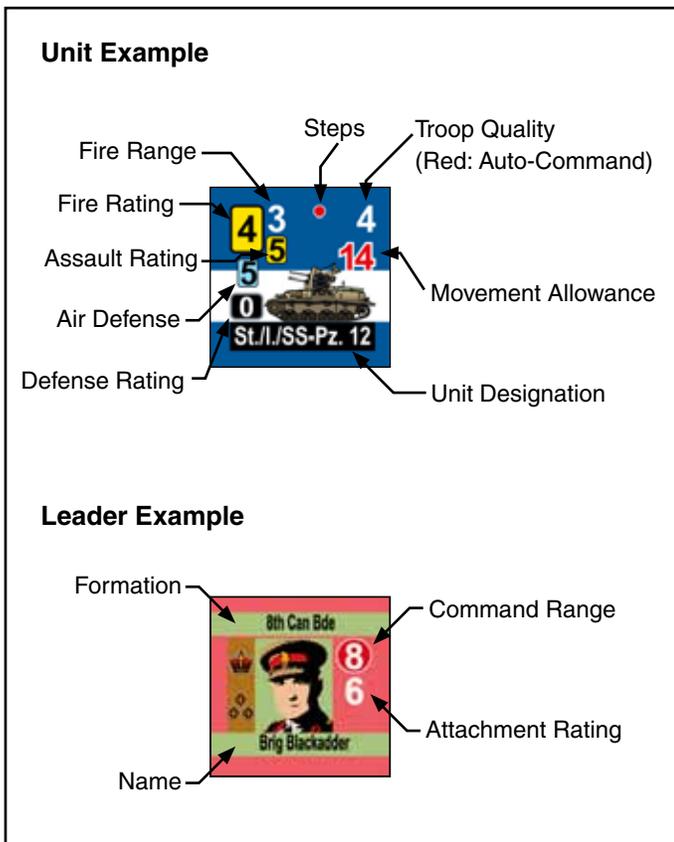
## 3.0 The time scale

Every daylight turn represents about two hours of real time. Night turns represent eight to twelve hours, or more of real time.

The exclusive rules indicate the time when the night turn begins and ends.

## 4.0 The sequence of play

A. Check Weather if it's the first daylight turn. The weather will be the same for the entire day until checked again at the start of the first daylight turn of the next day.

B. Determine Airpower Availability if it's the first daylight turn.

C. Place Reinforcements in Reinforcement Boxes.

D. First, you can buy Dispatch Points at a cost of 2 Command Points for 1 Dispatch Point. Then you can spend Dispatch Points to buy Formation Activation Chits.

E. Create/Disband Artillery Parks. Attempt Contact with Leaders.

F. If the exclusive rules allow Independent or subordinate Formations to be attached to other superior Formations, do that at this point.

G. Put the eligible chits into the coffee mug.

H. Perform the Activation Phase.

I. Remove all barrage markers. Flip all Artillery Parks to Non-Fired sides.

J. Move the turn record marker up one turn.

## 5.0 The weather phase

Before the first daylight turn of each day, the players determine the weather. See the game's exclusive rules for an explanation of how this works. Just roll on the appropriate table (if applicable) and apply the results.

## 6.0 Determine airpower availability

Before the first daylight turn of each day, the players also determine their airpower availability. Again, see the game's exclusive rules for how this works.

## 7.0 Spend Dispatch Points to buy Formation Activation Chits

### 7.1. Generally

Just as each Division has its own Activation Chit, so too each Formation in the game has its own Activation Chit, which allows Units in that Formation to be activated.

Note that Division Activation Chits only allow the Units of the Division to perform a limited range of non-combat-related Actions; Formation Activation Chits allow the Units of the Formation to perform the full range of Actions.

| | Action | Direct Command | Divisional Activation | DivAct 2nd Action | Formation Activation | Formation Activation 2nd Action |
|---|---|---|---|---|---|---|
| **Movement Action** | Move | X | X | X | X | X |
| | Move Into enemy Fire Zone | X | | X | X | X |
| | Enter An ENT | X | X | X | X | X |
| | Leave An ENT | X | X | X | X | X |
| | Mount/Dismount | X | X | X | X | X |
| **Engineer Action** | Build IP | | X | | X | |
| | Build ENT | | X | | X | |
| | Build/Remove Roadblock | | X | | X | |
| | Create Rearguard | | X | | X | |
| **Other** | Remove Rearguard | X | X | X | X | X |
| | Fire Action (Direct or Indirect) | X | Purple Fire Rating Only | X | X | X |
| | Assault Action | X | | X | X | X |
| | Rally | X | X | X | X | X |
| | Pass (do nothing) | | X | | X | |

Unlike Division Activation Chits, which (once in play) automatically go into the mug at the start of every turn, the only way a Formation Activation Chit gets into the mug (and therefore into play) is if you spend Dispatch Points to put it in play. And you have to spend Dispatch Points every turn to do this for your Formations. In other words, just because you spend a Dispatch Point to get a Formation Activation Chit into play for a turn doesn't mean it stays in play every turn after that; on the contrary—after it is played, it comes out and you must spend another Dispatch Point to get it back in for a later turn.

### 7.2. How do I spend Dispatch Points to buy Formation Activation Chits?

First look at your Formation Activation Chits and decide whether you want any of them in play this turn or next turn. If you don't, just move on to the next phase.

If you do want a particular Formation Activation Chit in play you now have a choice: you can purchase it and put it into the mug for use this turn, or you can purchase it for placement into the mug next turn. Those Activation Chits purchased for next turn are set face-down next to the mug as a reminder that they have been purchased. You do not have to reveal to your opponent which Formations you have purchased… they'll be revealed as they are drawn!

If you want the Formation Activation Chit in play this turn, it'll cost you two Dispatch Points; if you want the Formation Activation Chit in play next turn, it'll only cost you one Dispatch Point. All purchases should be done in secret if possible.

Now it's time to spend the Dispatch Points. Go to the Command/ Dispatch Point Record Track and deduct the appropriate number of Dispatch Points from the Formation's Division. Later we'll look at how you actually get these Dispatch Points in the first place.

There are two limits on the number of Formation Activation Chits you can put into the mug for this turn (or hold out for next turn). One limit is the number of Dispatch Points you have. The other limit is that you can only buy one Formation Activation Chit at a time per Formation: once you buy it, you have to play it before you can buy it again. This prevents you from spending one Dispatch Point on Turn One to buy a Formation Activation Chit for Turn Two, and then buying the same chit on Turn Two for Turn Three. Or, if a particular Formation Activation Chit was the last one drawn during Turn One, it is saved for Turn Two (see Rule 10.0.6), and so you cannot spend one Dispatch Point on Turn Two to buy it for Turn Three.

Note that unless stated otherwise, a Formation Activation Chit is first eligible for purchase the turn any of a Formation's Units are either on a reinforcement hex or any Units of that Formation *are* in play on the map.

This is a good place to stress that Dispatch Points are allocated by Division. A Division can only spend Dispatch Points on its own Formations. A Division cannot spend its Dispatch Points on some other Division's Formations.

## 8.0 Place reinforcements

Check the reinforcement schedule in the scenario rules to find out the who, where and when of your reinforcements. Unless specifically stated otherwise, a Division's reinforcements due to enter play on a particular turn are placed at the start of that turn on the Division Display (during Step C of the Sequence of Play) in the appropriate Division Display holding box. Note that if a game has independent Formations that enter play as reinforcements, they must either be attached to a superior Formation as noted on the reinforcement schedule or the player must decide to which Formation they are attached the moment they arrive in a Reinforcement Box.

When a Division Activation chit is pulled, just place that Division's reinforcements (with their leader if he is not already on the map) on the reinforcement hex marked on the map by the matching Divisional symbol and activate them normally. Just stack all of the reinforcements on the appropriate entry hex without regard to the stacking rules; when they get activated, they start there (no counting hexes off the map board for you veteran gamers). If possible, Units in these hexes must all have moved out of the Reinforcement Hex by the end of the Division Activation (you may not hold Units back). If they can't do so (for instance, all possible hexes are in enemy Fire Zones) then they must move out as soon as the next chit is played that allows legal movement.

Entry hexes have unlimited stacking limits for Units. Reinforcement Units in reinforcement entry hexes may not be targeted by any type of fire. The only Action a Unit in a Reinforcement Hex can take is to Move, and moving out of a Reinforcement Hex does NOT trigger Opportunity Fire.

One important restriction on reinforcements: you may not spend Command Points on them until they actually enter play. Reinforcement Units in entry hexes are considered Out of Command.

The reinforcements may start in Column or not, at the owning player's choice.

If the Division Activation is the last chit pulled, any reinforcements arrive the next turn. Note if that Division receives reinforcements for the next turn, all the reinforcements just arrive together.

## 9.0 Put the eligible chits into the coffee mug

If you are starting the game, the scenario rules will tell you what to put into the mug for the first turn.

After the first turn, each player will put the following into the mug:

1.  all his Division Activation Chits that are currently in play; plus

2.  any additional Division Activation Chits that the scenario rules tell him that he gets as reinforcements; plus

3.  his one Direct Command Chit; plus

4.  any Formation Activation Chits that he decided to "buy" with Dispatch Points this turn, or that he bought last turn and held out for this turn.

## 10.0 Perform the Activation Phase

### 10.0.1. First, take a chit

If you are on the first turn, check the scenario rules: they will (almost) always say who is going first. If you are past the first turn, the player whose chit was the last in the mug on the previous turn has to play that chit now as the first chit of this turn (more on this in 10.0.6).

If the above has already been done, you or your opponent (it does not matter who) now draws a chit from the coffee mug.

If a Formation Activation Chit is drawn:



All Units belonging to the Formation that was drawn become Active and may perform Actions. In addition, you may spend Command Points to have In Command Units of that Formation perform Second Actions (see Rule 10.0.2).

If a Division Activation Chit (DivAct on the chit) is drawn:



The player who controls the Division first enters reinforcements from the Division's Reinforcement Box onto the map. Then he rolls to see how many Command Points and Dispatch Points the Division receives; next, all Units belonging to that Division become Active and may perform a limited number of non-combat Actions (this is explained in Rule 13.2, but generally they cannot: Assault, fire, or move into an enemy Fire Zone, though as an exception, Light Mortar Units may fire as a First Action). In addition, you may spend Command Points to have In Command Units of that Division perform Second Actions (see below); these Second Actions are not bound by the Division activation restrictions. As a reminder of which Formations have completed their activation, you can flip the Leader

counter for each Formation in the Division over to his "Active" side when the Division Activation Chit is drawn, and once the Formation has finished its activation, flip the Leader counter over to his other (non-active) side.

If a Direct Command Chit is drawn:

The owning player may spend Command Points to move and fight with his In Command Units (see Rule 10.0.5).

### 10.0.2. What is a Second Action?

A Unit or stack of Units that has just completed an Action may immediately perform a Second Action if:

1. the first Action was performed pursuant to either a Formation Activation Chit or a Division Activation Chit (but not a Direct Command Chit); and

2. the Units are In Command; and

3. the owning player pays a Command Point for each Unit to perform the Second Action; and

4. the Second Action is different from the Action that the Unit (or stack) just performed (that is, a Unit can't use its Second Action to perform the same Action twice in a row); and

5. the Second Action is not an Engineer Action; and

6. the decision to perform the Second Action is made before the next Unit (or stack) performs an Action (and before the next chit is drawn).

If a stack performs a Second Action, every Unit in the stack must perform the same Action (and you must pay one Command Point for every Unit in the stack, i.e., if three Units in a stack perform a Second Action it costs three Command Points).

Also, as explained in Rule 13.2, a Second Action during a Division Activation is not subject to the Division Activation restrictions.

### 10.0.3. How can I get (or lose) Command Points and Dispatch Points?

Each time a Division Activation Chit is drawn, roll for that Division to see how many Command Points it gets and how many Dispatch Points it gets (or doesn't get, or loses— all these outcomes are possible for Dispatch Points).

For Command Points:

Roll a die and add half the die roll (rounding down) to the Division's Command Rating (found in the exclusive rules). The total is the number of Command Points the Division receives.

For Dispatch Points:

Roll a die against the Division's Dispatch Rating (found in the exclusive rules).

If the die roll is . . .

- nine, the Division loses one Dispatch Point.

- zero, the Division gains one Dispatch Point.

- equal to or less than the Division's Dispatch Rating, the Division gains one Dispatch Point.

- less than (but not equal to) the current number of the Division's Dispatch Points, the Division gains one Dispatch Point.

Use as many of these Dispatch Point results as are applicable. For example, if the Dispatch Rating is six and the current number of Dispatch Points is two, a roll of one gives the Division two more Dispatch Points, whereas a roll of zero gives three Dispatch Points, and a roll of two gives one Dispatch Point.

Another way to get Dispatch Points for a Division is by converting Command Points to Dispatch Points. During Step D of the Sequence of Play, for every 2 of a Division's Command Points you spend you can buy 1 Dispatch Point for the same Division.

If it is the turn before the night turn, you automatically add two Dispatch Points to the Division's total if the Division Activation Chit is drawn. That's right: after you perform the Dispatch Point die roll for a Division, it automatically gets an extra two Dispatch Points if it is the turn before the night turn. The chit must be actually drawn for the bonus.

### 10.0.4. Is there a maximum or minimum number of Command Points and Dispatch Points I can have?

A Division may never have fewer than zero or more than nineteen Command Points.

A Division may never have fewer than zero or more than nineteen Dispatch Points.

### 10.0.5. What if my Direct Command Chit is drawn?

If you draw your Direct Command Chit you now get to activate ANY of your non-independent, In Command Units (all but white and black striped Units). All you have to do is spend one Command Point for each Unit that you activate. You may activate Units in any order. The definition of "In Command" is in the Command rules section (see Rule 21.0).

Note how powerful a Direct Command Chit is. This is the only time you will get to coordinate the activation of Units belonging to different Divisions.

Important points on Direct Command activations:

1. You can activate as many or as few Units as you want (up to the limit of available Command Points, of course).

2. A Division's Command Points can be used to activate Units of that Division only.

3. You can perform only one activation per Unit, however. No Second Actions!

4. Just as with a regular activation, a Unit must finish its activation before the next one starts. But see point 7 below for an exception.

5. You always keep the Command Points that you don't spend and can use them later in the game. But remember that a Division can only accumulate a maximum of nineteen Command Points.

6. You may only activate Units that are In Command (i.e., those within the Command Range of their Leaders). This is also explained in the Command rules section (see Rule 21.0).

7. If you want to activate a stack for movement or Assault, you may pay all the necessary Command Points at once for the Units that will be acting together. This is an exception to point 4 above.

8 You may not spend Command Points to perform an Engineer Action. The Action is what is important here—not the Unit performing the Action. Engineers can perform non-Engineer Actions (they may move, fire, Rally, etc.).

9. Independent Units never activate when the Direct Command chit is in play; they only activate when either the Division Activation chit or the Formation chit of the Formation that they're attached to is in play.

### 10.0.6. When does the Activation Phase end?

The Activation Phase ends after the second to last chit is drawn from the mug and played. The last chit in the mug is not drawn for this turn, it becomes the first chit to be played for the next turn. Note that if the last chit in the mug is a Formation Activation Chit, the player who owns it automatically gets it for the next turn without having to pay for it again.

## 11.0 Remove all barrage markers

Pick 'em up. Flip all Artillery Parks to their Non-Fired sides.

## 12.0 Move the turn record marker up a box

Do that and go on to the next turn. If it was the last turn, determine victory.

## 13.0 Performing Actions with Units during the Activation Phase

### 13.1. Which Units can I perform Actions with?

During the Activation Phase you can perform Actions with all of your Active Units, which can mean one of the following:

1. draw a Division Activation chit: all Units that belong to the Division (but remember that these Units are limited to non-combat Actions (see Rule 13.2), unless they are performing Second Actions (see 10.0.2)); or

2. draw a Formation Activation chit: all Units that belong to that Formation plus independent Units within Command Range of the Formation's leader (up to the Attachment Rating of the leader (see 21.5)); or

3. draw the Direct Command Chit, any In Command, non-independent Unit on which you have spent a Command Point.

Note that the counters are color-coded showing which Units belong to which Formation. The base color is the division. A colored stripe identifies the formation. A black or white stripe is an independent unit within the division; see rule 21.6.

### 13.2. What can I do with my Active Units?

With one exception, while their Formation or Division is Active, Units can perform one of the following Actions. (The exception is the Second Action, explained in Rule 10.0.2.) In the list below, note the limitations for Division activations, Direct Command activations, and Second Actions:

1. Movement Actions: move (also includes entering or exiting Column, entering or exiting entrenchments, and exiting Transport Mode); entering Transport Mode; entering or leaving an entrenchment.

Exception: a Unit activated with a Division Activation Chit may not move into an enemy Fire Zone (however, a Unit already in an enemy Fire Zone could get into or out of Column or Transport Mode).

2. Fire (exception: any Unit activated with a Division Activation Chit may not fire unless it has a purple Fire Rating).

3. Assault (exception: any Unit activated with a Division Activation Chit may not Assault).

4. Rally.

5. Engineer Actions: build an improved position; build an entrenchment; build a road block; remove a road block; create a Rearguard and any others permitted by the exclusive rules. None of these can be performed as a Second Action or during a Direct Command activation.

6. Remove a Rearguard.

7. Any other Actions permitted by the exclusive rules.

8. Pass. (Why would you pass? For example, say you picked a Division Activation Chit, but really want to fire with one of your Units and not do anything else with it. You pass as its Action, then pay one Command Point to have it fire as a Second Action.)

Directions on how to perform these Actions and the restrictions on them follow in the rules sections below.

A Unit performing a Second Action may also perform one of the Actions listed above, with the following additional restrictions:

• the Second Action must be of a different type from the first Action the Unit performed; and

• the Second Action cannot be an Engineer Action.

This means a Unit cannot mount a vehicle and then move as a Second Action, as these are both Movement Actions.

A Second Action during a Division activation is not subject to the Division activation restrictions. The Unit can fire, Assault or enter a Fire Zone. It is only the initial, free activation that is limited.

Play note: A Unit can be activated more than once during a turn as part of a Formation activation, a Division activation, and a Direct Command activation. The number of times a Unit has been activated during a turn has no effect on what Actions it can perform (or how it can perform them) in successive activations. Put another way, each new activation is a fresh opportunity for a Unit to perform Actions.

### 13.3. In what order can my Units perform Actions?

With only a few, albeit very important, exceptions, you can perform Actions with your Units in any order you want to.

Here is the order in which you must do things in a Formation or Division activation:

1. Perform all Actions with your Units. Any Second Action for a Unit (or stack of Units) must be performed immediately after the initial Action performed by that Unit (or stack of Units).

2. After all units have moved, decide where you want the Formation's division's Leaders and then transfer him (or them) there (see Rule 21.2).

Note that during Actions performed by spending a Command Point, a Leader must stay stacked with the Units he is currently stacked with (see Rule 21.2).

Note also that Leaders transfer only after all other Units have performed all of their Actions. Command Range is determined for all Units from the hex occupied by the Leader at the moment of determination (as the Leader may have moved with another Unit earlier in the Activation).

### 13.4. What do all the Non-Active Units do during Activations?

If, for example, you are the Active player, your opponent's Non-Active Units may get to fire at your Active Units using Opportunity Fire (see Rule 17.0) or exchange fire during Assaults (see Rule 18.0). Your Non-Active Units do mostly nothing during assaults on other units; they might get to Opportunity fire at Units running away from Assaults.

## 14.0 Moving Units

### 14.1. General notes on the movement rules

Movement is wargame standard hex-to-hex, paying movement points for terrain. Each Unit belongs to one of four Movement Classes (Wheeled, Tracked, Leg, and Immobile; color-coded on the counter), which govern terrain costs. Each Unit also belongs to one of three Unit Classes (Infantry, Gun, and Vehicle; noted by the symbol on the counter), which affect how the Unit moves. Movement allowances are printed on the counters in the appropriate color for the Movement Class. You need to pay attention to the rules on stacking during movement. Also, there is Opportunity Fire, which can stop a moving Unit until that Opportunity Fire is resolved. Units may never use a Movement Action to enter a hex occupied by an enemy Unit. Units may never move within two hexes of an enemy reinforcement entry hex.

## 14.2. Which Units can move?

All those Active Units that are of the following Movement Classes:

1. Wheeled (W) (black movement allowance)

2. Tracked (T) (red movement allowance)

3. Leg (L) (white movement allowance)

Each Movement Class pays different movement costs on the Terrain Effects Chart.

## 14.3. How do Units move?

Units move from hex to adjacent hex spending the necessary movement points as listed on the Terrain Effects Chart to cross hexsides and enter hexes.

## 14.4. Which Units cannot move?

Many Units do not have a movement allowance; these are Immobile Units and they are never allowed to move or retreat by themselves, but they can be transported if they have Organic Transport (see Rule 14.10).

## 14.5. What about terrain and movement?

See the Terrain Effects Chart for movement costs. Different Movement Classes pay different terrain costs. The exclusive rules contain descriptions of the terrain types. Unlike some wargames, Tracked and Wheeled vehicles find movement channeled by crests and forests. Roads are often the only way vehicles may cross from one point of the battlefield to another through certain terrain and anti-tank forces deploy accordingly. Strengths and weaknesses of unit types depend on the terrain and the proper interplay of infantry, armor, artillery, and motor transport are vital to successful play. In some wargames infantry are just slow, weak versions of tank units. Not here. You must barrage well-placed defenders lest his anti-tank weapons shred your vehicles and units moving up to attack. Some wargames only recognize combined-arms tactics and terrain effects by adding a +1 or a -1 to your attack. In this game you actually see and use the interplay of combined-arms and terrain. Dig your infantry and anti-tank

guns into covering terrain. Spot critical terrain such as where roads allow vehicles over the crest.

## 14.6. How can my Units use Column movement?

For your Unit to use the Column movement rate, you just need to place a Column marker on the Unit. This costs the Unit one movement point when done as part of a Movement Action. Units have the option to receive a Column marker when they dismount from a vehicle (see Rule 14.10.3). You remove a Column marker by paying one movement point (which can trigger Opportunity Fire as normal from an enemy Unit) or by taking a Cohesion Hit, which does not trigger Opportunity Fire. You may not place a Unit in Column and then remove the marker later in the same Action unless you have the Unit leave Column by taking a Cohesion Hit (you may not pay one movement point to get into Column and one movement point to get out of Column in the same action).

You don't have to keep a Unit with a Column marker on a Road. You can move it through or across any allowed terrain by paying the Column movement terrain costs.

Note that you may find a hex through which two Roads run but do not connect. You may not move your Unit from one Road to the other without paying the cost for the terrain in the hex.

### 14.6.1. What's the bad part about being in Column?

A Unit with a Column marker is considered deployed for movement and, if fired at, will be getting unfavorable fire combat and Assault modifiers: its Fire Rating and Assault Rating are each reduced by one, and its Defense Rating is increased by two. (All this is noted on the Column marker.)

In addition, if fired upon, a Unit in Column never receives any beneficial (i.e., negative) terrain modifiers. (Exclusive rules may make exceptions to this.) All Modifiers that help your enemy's fire are all still in force.

---

**Movement Example (including Forced March)**



*The In Command German Unit has been activated and will move. The movement into the first hex costs four movement points (two points to move into a polder hex, plus two to cross the stream). As the Unit's movement allowance is four, it cannot move any further. However, the Unit can now attempt a forced march to receive another two movement points for this Action. To do this, the Unit must pass a Troop Quality Check (a roll of three or less) or spend a Command Point (if the Unit were Out of Command it would subtract one from its Troop Quality Rating for the Troop Quality Check). The Unit rolls a one, giving it two more movement points. It moves one more hex for the cost of two movement points and then stops (it does not have any movement points left). If the Unit had failed the check, it would have taken a Cohesion Hit and end its Action.*

Also, no more than one Unit in Column is ever allowed in a hex and stacking limits are in effect at all times in the game, including during movement.

### 14.6.2. Units in Column may not:

* Stack with other Units in Column

* Perform Engineer Actions (build an improved position, build an entrenchment, build or remove a road block, create a Rearguard, and any other additional Engineer Actions defined in the exclusive rules)

### 14.7. What about stacking and movement?

Units that are stacked together (and not in Column—stacking more than one Unit in Column is illegal) can be moved together if activated together. They have to start the activation together—no picking up Units. You may drop Units off, but the dropped-off Unit is done for the Action (no going back and moving it somewhere else).

If a moving stack triggers Opportunity Fire (see Rule 17.0), any Unit firing gets to target only one of the stacked Units, but the Non-Active Player does get to choose which one. All the Units in the stack are taken into account when determining the mass modifier, though.

Stacking is up to 8 steps in a hex not in column and one unit (regardless of the number of steps in that Unit) in column. The stacking limits are in effect at all times during a turn. Leaders and informational markers do not count towards stacking.

General Exceptions to the Stacking Rules:

1. Stacked Units that are moving together do not benefit from Roads.

2. Units not in Column may not cross a bridge or a ferry (or, if you prefer, only Units in Column can cross a bridge or a ferry).

3. Overstacking is permitted for Units not in Column but if you exceed the 8 steps in a hex, you may only move one Unit out of the stack at a time. You can't move "stacks" out of an overstacked hex. You can't ever Assault out of an overstacked hex.

   When you attempt to leave an overstacked hex by any method, whether successful or not, the Unit leaving the hex suffers a Cohesion Hit. So if a Unit attempts to leave via Movement and is prevented from leaving by Opportunity Fire, that Unit suffers a Cohesion Hit as well as any result from the enemy Opportunity Fire.

   Overstacked Units may not retreat out of or choose to run away from an assault.

### 14.8. Forced march

Leg Units can gain two extra movement points if they perform a forced march. Units (or stacks of Units) that have already moved as far as they can may try to force march. To do so, each Unit must pass a Troop Quality Check. You may spend a Command Point to pass this check. Each Unit that passes its Check gains two extra movement points. If the Unit fails the check, its Action is over and it takes a Cohesion Hit.

---

*Column Movement Example*

*The British Unit is activated and will move out of the orchard hex. First it gets in Column for a cost of one movement point. It then moves into the polder hex, also for the cost of one movement point. As it started with a movement allowance of four, it has two movement points left. It now moves along the road at the Column movement rate for a cost of one-half movement point for each hex. It passes through the village, and comes to a stop after moving four hexes along the road. At this point it could attempt a forced march, giving it another two movement points, and travel another four hexes along the road.*

*At the end of this Action, the Column marker remains in place, showing all the effects of being in Column. In its next activation, the Unit may get out of Column for a cost of one movement point (and possibly trigger Opportunity Fire), or it may take a Cohesion Hit to get out of Column (and not trigger Opportunity Fire — it could also get out of Column by this method during this activation if it wished).*
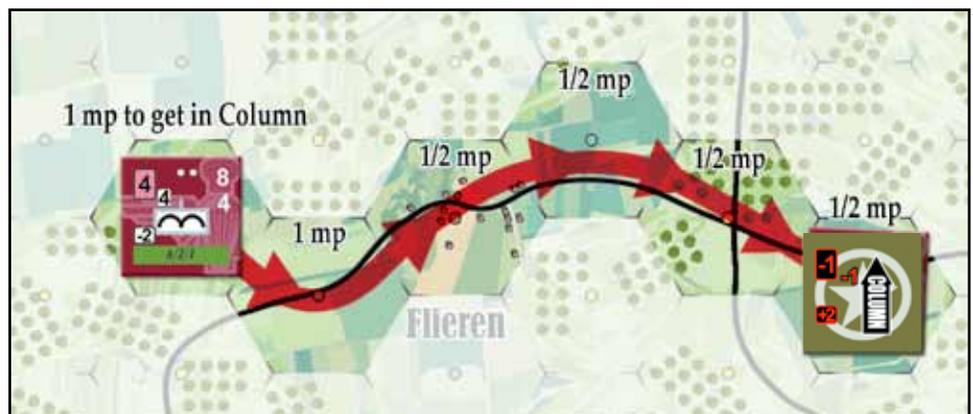
### 14.9.  Leg Infantry Units can (almost) always move at least one hex

When a Leg Infantry Unit is activated, it can move one hex regardless of movement allowance and terrain costs as long as it is not Suppressed, and it may not perform a Forced March after this movement. The movement uses all the movement allowance of the Unit.

However, the Unit may not move across a hexside or into a hex with terrain that is prohibited to it (e.g., across a bridge if it is not in Column).

### 14.10.  Transport

#### 14.10.1.  Transport generally

In game terms, Infantry or Gun Units enter "Transport Mode" by "mounting up" on vehicles so they can move faster.

Some Infantry or Gun Units have Organic Transport, shown with a vehicle silhouette printed on the flip side of their counter and a black box around those dots on the front of the counter that tell you how many Steps the Unit has. These Units use the Transport Mode mechanic.

#### 14.10.2.  How do Units use Transport Mode?

Pick an Active Infantry or Gun Unit that has a vehicle silhouette on its flip side. Announce that the Unit is "mounting up" and flip it over to its Vehicle side. The Unit may be placed in Column for free at this time (some Terrain types may require the Unit to get into Column). This places the Unit in Transport Mode and finishes its Action. This is a Movement Action and does trigger Opportunity Fire. The Opportunity Firing player gets to decide when to shoot, i.e., before or after the mounting. If the unit began its activation in Column, it stays in Column. A Unit that mounts up retains all its markers.

In its next Action, the Unit gets to move as a Vehicle Unit, and uses all the values on the Vehicle side of its counter for all purposes. In effect, the Infantry/Gun Unit "becomes" the Vehicle Unit on the flip side of its counter.

#### 14.10.3.  How do Units exit Transport Mode?

In any Movement Action after it entered Transport Mode, a Unit can exit by paying half of its printed movement allowance (the one on the Vehicle side of its counter, rounded down). Just flip the Unit over to its non-Vehicle side; it may be placed in Column or not, at the owning player's choice, as long as stacking limits are observed. The Unit's Action is now over. Dismounting does trigger Opportunity Fire. The Opportunity Firing player gets to decide when to shoot, i.e., before or after the dismounting.

#### 14.10.4.  What if a Unit in Transport Mode is attacked?

Simply use the values on the Vehicle side of the counter.

If the Unit becomes Suppressed while in Transport Mode, it cannot exit Transport Mode until it Rallies.

All other combat results (i.e., Step Losses, Cohesion Hits) stay with the Unit after it exits Transport Mode.

### 14.11.  Retire by prolonge

Gun Units with a movement allowance of "★" rather than a number can move one hex if they pass a Troop Quality Check. If they fail the Troop Quality Check they take a Cohesion Hit and may not move. The one-hex move may not be into or across prohibited terrain or into an enemy Fire Zone. The Units are considered to be Leg Units for Movement Type. You may spend a Command Point to automatically pass this check.

These Units may enter or exit an Enrenchment by passing a Troop Quality Check, providing the Entrenchment is not in an enemy Fire Zone.

---

**Stacked Movement and Second Action Example**

*The three British Units all start together and, when they are activated, can move as a stack. If the stack triggers Opportunity Fire as it moves, only one of the Units can be targeted at a time, not all three of them. All three Units move one hex at a cost of two movement points, and the mortar Unit is dropped off, which ends its Action. The remaining two Units move one more hex for another two movement points, placing them adjacent to the German Unit. This uses up their entire movement allowance. At this point a Second Action may be performed by these two Units for the cost of two Command Points (one Command Point for each Unit). This Second Action must be different from the first Action, so it cannot be movement, but it could be either Direct Fire or Assault, for example. If a Second Action is performed, both Units must perform the same Action.*
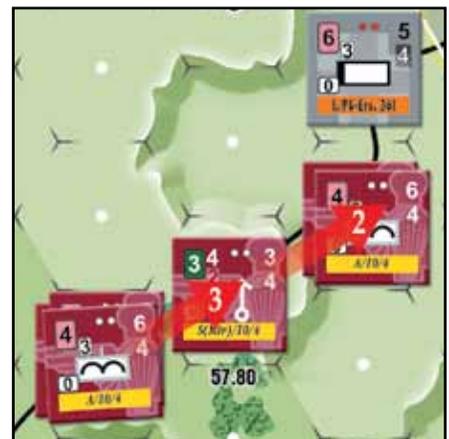
# 15.0    Fire Combat

## 15.1.    Fire combat generally

Fire combat is either Direct Fire or Indirect Fire. For both types of fire your firing Unit needs to be within Fire Range of its target. Direct and Indirect Fire have different effects and use different lines on the Combat Results Table. Note that a Unit with no printed Fire Range has a Fire Range of one.

For Direct Fire, a Line of Sight between the firing Unit and its target is necessary.

For Indirect Fire, no Line of Sight between the firing Unit and its target is necessary, but if there is no Line of Sight, there must be a spotter Unit in radio contact with the firing Unit, and the spotter Unit must have a Line of Sight to the target.

These fire rules also govern how Opportunity Fire is resolved, but note that the Opportunity Fire rules govern how Opportunity Fire arises.

Historical note: In contrast to the Germans, Allied infantry companies relied more on Fire Rating and less on shock. In particular, Allied methods depended on an almost indiscriminate use of firepower, featuring the light mortar, which stressed quantity more than quality. The Purple Fire Rating reflects this style of fighting. These units use Direct Fire and hence may attempt Opportunity Fire. They cannot use Indirect Fire like regular (green Fire Rating) mortars do and so their fire does not cause Barrage markers to be placed.

## 15.2.    Which Units get to fire?

Any Active Unit with a Fire Rating may fire (exception: Non-Active Units with a Fire Rating can Opportunity Fire). The Fire Ratings are in the upper left of the Unit counters. Units without a Fire Rating have a "No" instead of a number. "0" is a valid Fire Rating.

## 15.3.    Which Units can be fired at?

For Direct Fire:

A Unit can fire at any one enemy Unit that is:

1.   within Fire Range of the firing Unit; and

2.   in the Line of Sight of the firing Unit.

Note: If you are Direct Firing at a Unit in a stack, your fire only affects that Unit (this is different for some types of Indirect Fire, which may affect all the Units in a stack (see Rule 16.6.1)).

Note that a Unit's Fire Range is reduced to one hex if it is adjacent to an enemy Unit or if it is in a hex with a barrage marker.

For Indirect Fire:

A Unit can fire at any one enemy Unit that is within Fire Range of the firing Unit and either:

1.   in the Line of Sight of the firing Unit; or

2.   in the Line of Sight of a spotter Unit that has established radio contact with the firing Unit.

Note: Certain results of Indirect Fire may affect all Units in a stack, not just the target Unit (see Rule 16.6.1).  Also, there are restrictions regarding Artillery Parks (see 16.2) that may prohibit fire from certain Indirect Firing Units.

Remember that a Unit's Fire Range is reduced to one hex if it is adjacent to an enemy Unit or if it is in a hex with a barrage marker. Exception: An artillery Unit in an Artillery Park may still perform spotted Indirect Fire normally from a hex with a barrage marker—but this is only for Artillery Parks. Emplaced Artillery, Mortars, and Organic Artillery also have their fire range reduced to one hex if in a hex with a barrage marker.

---

### *Dismount Example*

*The Tracked Unit (red movement allowance) starts in a clear hex, and moves into the adjacent clear hex for a cost of two movement points. As the Unit is not in Column, it does not get to use the road movement rate. The next hex it enters is also clear and this costs another two movement points. Upon entering this hex, the Unit dismounts, for a cost of eight movement points (half its printed movement allowance, sixteen divided by two), and this ends its Action. When the Unit dismounted it had a choice to be in Column or not, and decided not to be in Column.*

*The act of dismounting triggers Opportunity Fire, and an enemy Unit could decide to fire at the Unit when it is mounted or unmounted.*

## 15.4.    What is a Line of Sight?

A Line of Sight is a straight, unblocked line between the center dot of a hex containing a firing or spotting Unit and the center dot of the target hex. An "unblocked" line is one that does not pass through hexes with Blocking Terrain (Blocking Terrain is listed on the Terrain Effects Chart), crest hexsides, or hexes with barrage markers.

As long as it ends there, a Line of Sight may enter a hex containing Blocking Terrain. As long as it begins there, a Line of Sight may exit a hex containing Blocking Terrain. A Line of Sight may not pass through a hex containing Blocking Terrain or a barrage marker.

Once you have an unblocked Line of Sight, count the number of hexes along it (count the last hex but not the first) to determine the Line of Sight distance.

> The maximum Line of Sight distance during a clear daylight turn is eight hexes.

> The maximum Line of Sight distance during a day or night turn with fog or rain is two hexes.

> The maximum Line of Sight distance during a clear night turn is three hexes.

Note that the observation post rule (see Rule 15.4.2) and strongpoint rule (see Rule 15.4.3) contain major exceptions to the Line of Sight rule.

### 15.4.1.    What does and does not block Line of Sight?

Blocking Terrain blocks Line of Sight. The Terrain Effects Chart shows which terrain allows a Line of Sight and which does not.

Units and Leaders do not block Line of Sight.

A Line of Sight does exist along a hexside between two hexes, one with Blocking Terrain and the other without.

A Line of Sight can always be traced into a hex with Blocking Terrain, or out of a hex with Blocking Terrain; you just can't trace through (i.e., into and out of) a hex with Blocking Terrain.

Crest, slope and ridge hexsides are special cases of Blocking Terrain. Crest, slope and ridge hexsides block a Line of Sight crossing them unless the crest/ridge hexside is part of either the firing Unit's hex or the target Unit's hex. Running along a crest, slope or ridge hexside blocks Line of Sight.

Barrage markers block Line of Sight in the same way as Blocking Terrain. A Unit may see out of a hex with a Barrage marker normally—just not through a barraged hex.

### 15.4.2.    What are Observation posts?

Observation posts are those little triangles on the map. They are never removed and both sides can occupy and use them. They are the big exception to the Line of Sight rule for spotting, but for Indirect Fire only; observation posts have no effect on Direct Fire.

Any Unit in an observation post hex has a maximum daylight, non-fog, non-rain Line of Sight distance of thirteen hexes, rather than eight hexes. It also has the added ability to trace a Line of Sight through as many as three hexes or hexsides with Blocking Terrain, and into a fourth hex

---

### *Direct Fire Example*

*Both British para Units are within range of the German flak Unit, but the flak Unit only has a Line of Sight to A Company—the crestside blocks the Line of Sight to B Company because the crest is not part of the firer's or target's hex. The Fire Rating for*

*the flak Unit is three (the yellow box shows that this is a Direct HE Weapons Class Unit), and this is modified by the range (minus one). As the flak Unit is not a two-Step Unit it cannot obtain the Company Bonus, the terrain is clear so it has no modifier, the Defense Rating of the target is zero, the target hex has only two Steps so there is no mass modifier, and there are no status markers on the target Unit. The modified Fire Rating of the flak Unit is two. A die is rolled and a result of two or less is a hit, three or more a miss. Even if the Fire Rating was modified to a negative value, the roll should be made, as a zero is always a hit.*

*The die roll is one, a hit. Cross referencing this on the Combat Results Table, for an Unarmored target (white box around the Defense Rating) this is an "S" result, a Suppression. The target Unit can either take the Suppression and receive a Suppression marker, or attempt to convert it into a Cohesion Hit by passing a Troop Quality Check. The para Unit attempts to convert the Suppression by rolling the die. If it is In Command, it needs a six or less to pass (or it may spend a Command Point). The roll is a zero, so it passes, and a Cohesion Hit marker is placed on the Unit.*

(which can contain Blocking Terrain, as usual). This Line of Sight can only be used by a Unit spotting for an Indirect Fire mission for another Unit (i.e., not for self-spotting).

In Rain or Fog weather, the maximum Line of Sight distance from an Observation Post is 2 hexes. At Night (in clear weather) it is 3 hexes.

Note that Lines of Sight are not reciprocal between an observation post and a non-observation post hex. Just because a Unit in an observation post has a Line of Sight to a second Unit that is not in an observation post does not mean that the second Unit has a Line of Sight to the Unit in the observation post.

An observation post has no impact upon Direct Fire.

### 15.4.3.  What are Strongpoints?

Strongpoints are the little star-like symbols on the map. Just like observation posts they are never removed and can be used by either side. These are the second exception to the Line of Sight rule.

A Unit in a strongpoint is able to trace a Line of Sight through as many as two hexes or hexsides with Blocking Terrain and into a third hex (which can contain Blocking Terrain, as usual). Unlike observation posts, strongpoints do not change the maximum range of a Line of Sight, and can be used for Direct Fire and spotting Indirect Fire.

Note that the Lines of Sight are not reciprocal between a strongpoint hex and a non-strongpoint hex.

## 15.5.    How do I fire at a Unit?

Immediately below is a summary of the fire combat steps, followed by an expanded version that explains the steps in detail. Note that these are the complete steps for Direct Fire combat. You also use these steps to resolve Opportunity Fire when it arises. For Indirect Fire, you start with the Indirect Fire steps and then move back to the Direct Fire steps to complete the procedure.

1.    Say which Unit you want to fire with.

2.    Say which Unit you want to fire at.

3.    Determine the firing Unit's final Fire Rating by modifying its printed Fire Rating with any applicable Direct Fire modifiers (see Rule 15.6 or the Combat Results Table).

4.    Roll one die to determine whether there is a hit, and if so, whether there is damage.

5.    Check the Combat Results Table to determine the fire effects.

Here is an expanded version of the fire combat steps.

1.    Say which Unit you want to fire with.

    a.    It must be Active (unless it is Opportunity Firing).

    b.    It must have a Fire Rating of "0" or greater (look at the upper left of the counter).

    c.    One Unit targets one Unit. Units may not combine fire, nor may more than one Unit be targeted.

---

***Self-Spotted Indirect Fire Example***

*The American Mortar Unit has a Line of Sight to the German Unit, which is within range and in a woods hex, so it can perform self-spotted Indirect Fire. The Fire Rating of the Mortar Unit is three, and this is modified to three (no terrain modifier as the mortar is an HE weapon, range has no effect on Indirect Fire, the target has a Defense Rating of zero, there is no mass modifier, and there are no markers in effect) with a possible Company Bonus. The Mortar Unit rolls for the Company Bonus, a Troop Quality Check, and rolls a one, so it receives the Company Bonus, modifying the Fire Rating to five. A die roll of five or less will be a hit, six or more is a miss. The die roll is a one, the result when cross-referenced on the CRT is an "S?", a possible Suppression. The defending Unit needs to pass a Troop Quality Check or suffer a Suppression result. The German Unit rolls a three and passes the Troop Quality Check so it is not Suppressed. If it had failed this roll, it could still have attempted to convert the Suppression into a Cohesion Hit.*

*A light barrage marker is placed in the target hex, and it will be removed at the end of the turn. If the Fire Rating plus Company Bonus, if obtained, had been six or greater, a heavy barrage marker would have been placed instead of the light barrage marker.*

2. Say which Unit you want to fire at.

   a. The target must be within the Fire Range of the firing Unit.

   b. For Direct Fire the firing Unit must have a Line of Sight to the target; for Indirect Fire the firing Unit must have either: (i) a Line of Sight to the target; or (ii) radio contact with a spotter Unit that has a Line of Sight to the target.

   c. One Unit fires at one Unit. A Unit may not fire at more than one target.

   d. Remember, if your firing Unit is adjacent to an enemy Unit, or if it is in a hex with a barrage marker, its Fire Range is reduced to one hex (exception: Units in an Artillery Park).

3. Determine the firing Unit's Fire Rating, including applicable modifiers.

   a. Start with the Fire Rating printed on the upper left of the Unit counter.

   b. Determine which modifiers apply to the firing Unit's Fire Rating (see the Combat Results Table and Rule 15.6 for descriptions of the fire combat modifiers). And remember, you never modify fire die rolls in this game. You modify Fire Ratings. This is very important!

4. Roll one die.

   a. It's a hit if the die roll is equal to or less than the modified Fire Rating of the firing Unit (the number from step 3). No matter what the modified Fire Rating, a die roll of zero is always a hit. If it is a hit, go to step 5.

   b. It's a miss if the die roll is greater than the modified Fire Rating of the firing Unit (the number from step 3). No matter what the modified Fire Rating, a die roll of nine is always a miss. The firing Unit's Action is now over.

5. Go to the Combat Results Table to determine target damage by cross indexing the number that you just rolled on the die with the Weapons Class (i.e., Direct HE, SA, DP, etc.) and target (i.e., Armored or Unarmored) and immediately apply the result to the target Unit (see Rule 19.0).

   You only roll the die once for combat. You use the same die roll that determines whether there is a hit to determine what damage the hit caused. Note also that

Indirect HE, Emplaced Artillery, or Organic Artillery Units that are performing Direct Fire use the yellow "Direct HE" Weapons Class on the Combat Results Table.

## 15.6. What are the fire modifiers?

These are also listed on the Combat Results Table.

*Firer-Based modifiers to the firing Unit's Fire Rating:*

1. Cohesion Hits and Step Losses taken by the firing Unit—modifier listed on the marker.

2. Range to the target—modifier listed on the Combat Results Table.

   Note: Be careful on the difference between firing at unarmored vs. armored targets. Here's an example: firing at an armored target at a range of 3 hexes would be -1 (total) on the firing strength (unless the firing Unit had a range of 3—then it would be -2). If firing at an unarmored target at the same range, it would be -3 (total) on the firing strength (-1 for each hex of range).

3. Company Bonus. If the firing Unit is a two-Step Unit that has taken no Step Losses, make a Troop Quality Check (a nine always fails and a zero always succeeds). If the Unit passes, it receives the Company Bonus modifier (plus two). A Command Point may not be spent to automatically pass the Troop Quality Check. Units Opportunity Firing cannot receive the Company Bonus modifier.

4. Weather conditions and night—modifier listed on the Combat Results Table.

5. Barrage marker in the firing Unit's hex—modifier listed on the marker.

6. Entrenchment—modifier listed on the marker.

*Defender-based modifiers to the firing Unit's Fire Rating:*

7. Defense Rating of the target.

8. Target's mass (this includes all the Units in a stack, not just the target)—modifier listed on the Combat Results Table.

9. Target's terrain—modifier listed on the Terrain Effects Chart.

10. Improved position/entrenchment—modifier listed on the marker.

11. Defender is in Column—modifier listed on the marker and no negative terrain modifiers apply.

# 16.0 Indirect Fire, Mortar Units and Indirect High Explosive Units

## 16.1. What are the Indirect Fire Weapons Classes?

Mortar, Indirect HE, Emplaced Artillery, and Organic Artillery are Indirect Fire Units with the following special attributes:

Mortar Units:

1. Use Indirect Fire only (i.e., they may not Direct Fire);

2. Use the green "Mortar" Weapons Class on the Combat Results Table;

3. May not Opportunity Fire;

4. May have any In Command Unit in their Formation, or any Independent Unit in Command of their Formation's Leader, spot for them; and

5. Cannot enter an Artillery Park.

Note: A light mortar Unit (purple Fire Rating) fires using the Direct Fire procedure and is not considered a mortar for Indirect Fire.

Indirect HE Units:

1. Use Indirect Fire or Direct Fire, depending upon range;

2. Have a minimum Indirect Fire Range of four hexes (i.e., they can't Indirect Fire at Units closer than four hexes), and a maximum Direct Fire Range of three hexes;

3. Use the orange "Indirect HE" Weapons Class on the Combat Results Table for Indirect Fire and the yellow "Direct HE" Weapons Class for Direct Fire; and

4. May perform Opportunity Fire with their Direct Fire.

5. May be put in Contact with any friendly leader and have any In Command Unit of the leader's formation, or any Independent unit In Command of that leader, spot for them

6. Must be in an Artillery Park to use spotted Indirect Fire and if in an Artillery Park may not self-spot.

---





### *Spotted Indirect Fire Example*

*In the situation shown at the left, the artillery Unit is in an Artillery Park and in contact with the leader that is active and the Allied Player wishes to fire on the hex containing the two German Units. The Artillery Unit does not have a Line of Sight to the hex, but there is an In Command Unit (to the same leader) that does have a Line of Sight.*

*The Allied Player chooses an artillery Unit and selects a target Unit in the hex, and picks the zero-Step flak Unit. The Fire Rating is four, modified by the Defense Rating of the target, plus 1, and possibly the Company Bonus. Rolling for the Company Bonus, the die roll is one and this bonus is obtained, giving a final modifed Fire Rating of seven, so any roll but an eight or nine will be a hit (and, additionally, if a nine is rolled, contact will be lost and no barrage marker is placed). The die roll is four; cross-referencing this on the CRT shows a "C", a Cohesion Hit. This eliminates the zero-Step Unit.*

*As the fire resulted in a hit of any type, all other Units in the hex must suffer an "S?" result, a possible Suppression. The German Unit rolls a Troop Quality Check, and rolls seven, so it fails the check. Instead of taking the Suppression, the player decides to spend a Command Point (assuming the Unit is In Command) to convert this to a Cohesion Hit.*

*Finally, as the Fire Rating with the Company Bonus was greater than five, a heavy barrage marker is placed on the hex. At the end of the spotted Indirect Fire, the situation is as shown.*

**Emplaced Artillery Units:**

1.  Use Indirect Fire or Direct Fire, depending upon range;

2.  Have a minimum Indirect Fire Range of four hexes (i.e., they can't Indirect Fire at Units closer than four hexes), and a maximum Direct Fire Range of three hexes;

3.  Use the black "Emplaced Artillery" Weapons Class on the Combat Results Table for Indirect Fire and the yellow "Direct HE" Weapons Class for Direct Fire;

4.  May perform Opportunity Fire with their Direct Fire;

5.  May be put in Contact with any friendly leader and have any In Command Unit of the leader's formation, or any Independent unit In Command of that leader, spot for them

6.  Cannot enter an Artillery Park.

**Organic Artillery Units:**

1.  Use Indirect Fire or Direct Fire, depending upon range;

2.  Have a minimum Indirect Fire Range of four hexes (i.e., they can't Indirect Fire at Units closer than four hexes), and a maximum Direct Fire Range of three hexes;

3.  Use the brown "Organic Artillery" Weapons Class on the Combat Results Table for Indirect Fire and the yellow "Direct HE" Weapons Class for Direct Fire;

4.  May perform Opportunity Fire with their Direct Fire;

5.  May have any In Command Unit in their Formation, or any Independent Unit in Command of their Formation's Leader, spot for them; and

6.  Cannot enter an Artillery Park.

## 16.2. How do Artillery Parks Work?

In order for Indirect HE Units, i.e., all Orange Fire Rating Units (not Black, Brown or Green Fire Rating Units), to perform a spotted Indirect Fire Attack, they must be in an Artillery Park.

Only Artillery Units in Artillery Parks can engage in counter-battery fire against enemy Artillery Units in enemy Artillery Parks (16.7).

An Artillery Unit in an Artillery Park is always In Command, and may perform Direct Fire as normal.

### 16.2.1 Creating Artillery Parks

Every Division has at least one Artillery Park, with corresponding markers and boxes on its Division Display. Artillery Parks may be created during step E of the Sequence of Play at the cost of one Dispatch Point each. Simply move the Artillery Park marker from the Division Display to any legal hex on the map. An Artillery Park marker may only be placed in a hex that already contains at least one ready-to-fire Orange Fire Rating Unit (i.e., a Dismounted or Self-Propelled Artillery Unit) from the same Division. Place the Artillery Park marker in the hex where the Artillery Unit(s) is located and remove the Artillery Unit(s) to the corresponding Artillery Park box on the Division Display. No more than one Artillery Park may occupy a hex at any time. Note you needn't be in Command to form an Artillery Park.

### 16.2.2 Adding Units to an Existing Artillery Park

Additional Orange Fire Rating Artillery Units enter an existing Artillery Park of their Division by moving into the hex in which the Park is located and dismounting (if not Self-Propelled). An Artillery Unit entering an Artillery Park may do so in Column but once moved into the Artillery Park box, it is considered not in Column. A unit that Dismounts or is removed from Column after entering a Park does not trigger Opportunity Fire. There is no limit to the number of Artillery Units that may occupy an Artillery Park. An Artillery Unit may never enter an Artillery Park of another Division (though it may enter and occupy the same hex as another Division's Artillery Park).

### 16.2.3 Artillery Park Restrictions

Units in an Artillery Park may not self-spot.

No Units other than Orange Fire Rating Artillery Units may ever enter an Artillery Park (although such Units may enter and occupy the same hex). The Artillery Units in the Artillery Park do not count towards hex stacking but do count towards any mass modifier that might apply to fire against any target in the hex.

Once Non-Self-Propelled Units are in an Artillery Park, they cannot leave or change their status in any way (i.e., they cannot mount up, enter an Improved Position, Entrench, enter Column, etc.) until the Artillery Park has been disbanded. Self-Propelled Artillery Units may leave an Artillery Park only if there is at least one artillery Unit remaining in the Artillery Park.

Artillery Units, either in an Artillery Park or in the same hex as one, may never Entrench or be in an Improved Position.

An Artillery Park may not move.

### 16.2.4 Disbanding Artillery Parks

An Artillery Park may disband during Step E of the Sequence of Play. Simply remove the Artillery Park marker from the map and place it back on the Division Display. Return the Artillery Units from the Artillery Park box to the hex that the Artillery Park occupied (in Column or not—owner's choice). Such Units are subject to the normal overstacking rules (14.7).

### 16.2.5 Artillery Parks and Combat

Units in an Artillery Park may be the targets of Direct Fire or Assault. The moment Direct Fire is announced against a Unit in an Artillery Park, or the hex containing an Artillery Park marker is successfully assaulted (the assaulting unit passes its Bravery Check), the Artillery Park is immediately disbanded (see 16.2.4) and the Direct Fire or Assault is then resolved as normal. In addition, all In Contact markers that the Units in the Artillery Park had on Leaders are removed and placed back on the Artillery Units with the Contact Pending sides up. Artillery Parks may be fired upon by normal Indirect Fire as well—subject to normal rules (spotted, etc.). Also note Counter-battery fire (16.7) which allows Artillery Parks to be fired upon without a spotter.

### 16.3. How do I use these In Contact/Contact Pending markers?

All Orange and Black Fire Rating Artillery Units have a Contact marker that usually lives, Contact Pending side up, with the Artillery Unit. Artillery Units may attempt to establish radio contact with Leaders during Step E of the Sequence of Play. Orange Firepower units must be in an Artillery Park in order to make the attempt. To achieve contact, a die roll must be equal to or less than the Contact Pending number on the Contact marker for the Artillery Unit attempting contact. Remember to apply the Radio Contact modifier of -3 to the Contact Pending value if the Leader attempting to contact the Artillery Unit is not from the same Division as the Artillery Unit. If contact is achieved, place the Contact marker on the lucky Leader, In Contact side up. An Artillery Unit may only attempt to contact a Leader once in this phase. If the Unit fails to gain contact, you may not try again until next turn. Remember that the Artillery Unit, if it has a White Stripe, now counts against that Leader's Attachment Rating, and will do so until contact is broken (16.3.1).

### 16.3.1 Breaking Radio Contact with Spotters

There are six ways that an Artillery Unit can break radio contact with a Leader. Note that a barrage marker on an Artillery Unit's hex does not cause it to lose contact.

1. Involuntarily, when a 9 is rolled on a Fire mission; place the Contact marker back on the Artillery Unit, Contact Pending side up.

2. Voluntarily, when a different Formation successfully establishes contact with the Artillery Unit by rolling equal to or less than the In Contact number on the Contact marker during Step E of the Sequence of Play; place the Contact marker on the new lucky Leader, In Contact side up.

3. When the Artillery Unit's Artillery Park is disbanded during Step E of the Sequence of Play.

4. If the Artillery Unit is an Emplaced Artillery Unit (black Firepower) and it self-spots a target.

5. If an Artillery Unit suffers any combat result from any source (a failed S? counts as a combat result—a passed S? does not).

6. If the Artillery Park is attacked by Direct Fire or Assaulted, the Artillery Park is immediately disbanded (see rule 16.2.5).

### 16.3.2 GTS Radio Contact Summary

**Establishing Contact**

When contact is established, place the Contact marker on the selected leader, In Contact side up.

| When | How |
|---|---|
| Step E of the Sequence of Play (no more than one attempt per artillery unit) | Roll, adding the In Contact modifier if it applies; if the result ≤ the number on the marker's currently visible side (Contact Pending if on the artillery unit; In Contact if on another leader), contact is established |

**Losing Contact**

When contact is lost, place the Contact marker on the artillery unit, Contact Pending side up.

| When | How |
|---|---|
| A new Leader establishes contact with the Artillery Unit during Step E | Contact is transferred immediately |
| A 9 is rolled when the Artillery Unit fires | Contact is lost automatically |
| The Artillery Unit takes effective fire (from any source) | Contact is lost automatically |
| The Artillery Unit's Park is disbanded | Contact is lost automatically |
| An Emplaced Artillery self-spots | Contact is lost automatically |

Note: Effective Fire is when a Unit incurs a step loss, a Cohesion Hit, or becomes Suppressed.

## 16.4.    What is Indirect Fire?

In real life it is ordnance that goes up into the air and comes down on top of its target with gravity. Unlike Direct Fire, with Indirect Fire you don't necessarily have to have a Line of Sight to your target to hit it, but if the firing Unit doesn't have a Line of Sight to its target, it needs to be in contact with a Unit that does have a Line of Sight to the target. When a Unit uses Indirect Fire against a target to which it has a Line of Sight, we say that it is "self-spotting."

Once issues of spotting are dealt with, the Indirect Fire procedure is the same as that for Direct Fire, except that there are no range modifiers, and certain results of Indirect Fire can affect all the other Units in the hex as well as the target Unit.

For spotting purposes each Indirect HE and Emplaced Artillery Unit has its own In Contact/Contact Pending marker. See 16.3 for how to use these markers. If a Leader has an Artillery Unit's In Contact marker on it, any Unit of that Leader's Formation, or any Independent Unit in Command of that Leader, may spot the Indirect Fire for that Artillery Unit. We call that Unit's Formation the "spotter" Formation.

Note: A single Formation can act as a spotter Formation for a number of Indirect HE or Emplaced Artillery Units at the same time up to the Formation Leader's Attachment Rating. (Thus a Formation's Leader can be marked with more than one contact marker.)

Note: A spotter for a Mortar or Organic Artillery Unit must be from the same Formation as the Mortar or Organic Artillery Unit (or, if Independent, in Command of the Formation's Leader). Contact is automatic.

Note: A Unit in a reinforcement entry hex may not act as a spotter.

## 16.5.    How do I carry out an Indirect Fire mission?

Use this procedure any time you activate a Mortar Unit for a fire combat Action, or any time you activate an Indirect HE, Emplaced Artillery, or Organic Artillery Unit for a fire combat Action against a target Unit or a hex empty of Units that is four or more hexes away. (If your Indirect HE, Emplaced Artillery, or Organic Artillery Unit is firing at a target three or less hexes away, just use the Direct Fire procedure in Rule 15.5.)

If the Indirect Fire mission is self-spotted, i.e., the firing Unit has a Line of Sight to the target, start at step 7 below.

If the Indirect Fire mission needs a spotter, i.e., the firing Unit does not have a Line of Sight to the target, start at step 1 below.

1.    First make sure that your firing Unit is in range of the target Unit or empty of Units target hex and is In Command. Remember that adjacent enemy Units reduce the Fire Range to one hex. (Firing Units that are Out of Command may not use spotters.) Remember, too, that an Indirect HE Unit in an Artillery Park may still perform spotted Indirect Fire even if there's a barrage marker in its hex.

2.    Find an Unsuppressed, In Command Unit to spot for the mission. If you can't find a Unit that is In Command and Unsuppressed, you can't fire the mission.

3.    Make sure your spotter has a Line of Sight to the target Unit or target hex.

4.    If it is a Mortar or Organic Artillery Unit that will be firing, make sure the spotter and firing Unit belong to the same Formation (or, if the spotter is independent, that it is In Command of the same Formation's Leader) and that the spotter is In Command.  If these conditions are not met, you can't fire.  If they are, go to step 7.

5.    If it is an Indirect HE or Emplaced Artillery Unit that will be firing and the spotting Unit is In Command and belongs to a Formation that is already in contact with the firing Unit (or, if the spotter is independent, is In Command of the Leader of that Formation), go to Step 7.

6.    If the spotter for a firing Indirect HE or Emplaced Artillery Unit is neither from the Formation with which the firing Unit is in contact nor an Independent Unit from the same Division, you cannot use that Unit as a spotter.

7.    Take your shot. Just follow the Direct Fire procedure (see Rule 15.5) except do not include range modifiers. (And don't forget that a Unit using Indirect Fire is eligible for the Company Bonus fire modifier.)

8.    Now apply the special effects of Indirect Fire (see Rule 16.6) to any Units in the hex and to the hex (i.e., place a barrage marker as appropriate).

If a nine is rolled during the Indirect Fire procedure, radio contact is lost. Turn the marker to the contact pending side and place it back with its Indirect HE or Emplaced Artillery Unit. No Indirect Fire takes place, and the Action for the firing Unit is over.

## 16.6.    Special effects of Indirect Fire

### 16.6.1.    Stacking and Indirect Fire

All Units stacked in the same hex as a Unit that is the target of Indirect Fire from an Indirect HE, Emplaced Artillery, or Organic Artillery Unit (not a Mortar Unit) suffer an "S?" result if:

1. the target Unit receives an "S?" result and fails its Troop Quality Check, or

2. the target Unit receives any other combat result.

### 16.6.2. Indirect Fire and barrage markers

There are two kinds of barrage markers: light barrage and heavy barrage.

#### 16.6.2.1. When to place and remove barrage markers

Place a light barrage marker in a hex if:

1. the printed Fire Rating (as modified by any Company Bonus modifier, and any modifiers due to markers on the Unit such as Column) of the Indirect Firing Unit is five or less; and

2. the fire combat die roll is less than nine.

Place a heavy barrage marker in a hex if:

1. the printed Fire Rating, not Assault Rating, (as modified by any Company Bonus modifier, and any modifiers due to markers on the Unit such as Column) of the Indirect Firing Unit is six or more; and

2. the fire combat die roll is less than nine.

Note that you don't combine the Fire Ratings of different Units firing into the same hex—three twos are not a six. Additionally, you must place a heavy Barrage marker if mandated—you may not "reduce" it voluntarily.

Barrage markers are placed after the resolution of the Indirect Fire attack.

There can be only one barrage marker in a hex at one time. Heavy barrage markers replace light barrage markers (but not vice-versa).

You may fire on a hex empty of Units just to place a barrage marker there (any die roll other than 9 will place the marker—light or heavy barrage per the strength of the firer).

All barrage markers are removed from the map after the Activation Phase and before the end of the turn.

Assault Actions never place barrage markers (even if the Assault Value is of the right color to place a barrage marker).

#### 16.6.2.2. Effects of barrage markers

Barrage markers affect Units of both sides regardless of which side placed the marker.

Any Unit in a hex with a barrage marker has its Fire Range reduced to one hex. Exception: Even if there is a barrage marker in an Artillery Unit's hex (black, brown, green or orange Fire Value Units), that Artillery Unit may still use indirect fire when another Unit spots for it and may use Counter-Battery Fire.

Barrage markers are treated as Blocking Terrain for Line of Sight.

Any Unit moving out of a hex with a light barrage marker pays an extra two movement points to do so.

Any Unit moving out of a hex with a heavy barrage marker pays an extra two movement points to do so, takes a Cohesion Hit, and must pass a Troop Quality Check before it can move. (If it fails the Troop Quality Check, it must stay in the hex but still takes the Cohesion Hit).

If you are trying to move a stack of Units out of a heavy barrage hex, you must first announce which Units are moving, then make the Troop Quality Check for each Unit, one at a time. Once all the Units have rolled, those that passed their Troop Quality Check must leave the hex as a stack; you can't change your mind about whether to move the last Units to roll based on what happened to the first Units to roll. Once committed, all are committed.

A Unit in a hex with a light barrage marker suffers a minus one modifier to its Fire and Assault Ratings. A heavy barrage marker changes these modifiers to minus two.

A Unit under a light barrage marker has its Troop Quality Rating reduced by one, while a heavy barrage marker reduces the Troop Quality Rating by two.

## 16.7. Counter-Battery Fire

Counter-battery fire is a type of Indirect Fire. When any Artillery Unit in an Artillery Park fires, the Artillery Park marker is flipped to its "Fired" side. "Fired" side Artillery Parks may be subject to counter-battery fire.

In order for an Artillery Unit to engage in counter-battery fire against an enemy Artillery Park all of the following conditions must be met:

The Artillery Unit must be in contact with the currently active Formation;

The Artillery Unit must be in an Artillery Park;

The Artillery Unit must be in range of the target enemy Artillery Park;

The target enemy Artillery Park must be on its "Fired" side.

Counter-Battery fire is then conducted as a normal Indirect Fire mission but with an additional -2 modifier to the firing Unit's Fire Rating value. If the designated target (one of the Artillery Units in the Artillery Park being fired on) suffers a result (a passed S? does not count as a result), all the Units in the Artillery park also suffer a S?

Flip all Artillery Park markers back from their "Fired" sides when Barrage markers are removed from the map.

Note, you can also fire at Artillery Parks normally (with a spotter and an in contact Leader). This simply allows Artillery that hasn't been spotted through normal means to also be targeted.

## 17.0   Opportunity Fire

### 17.1.   Opportunity Fire generally

Opportunity Fire is what a Non-Active Unit may do when an Active Unit does certain things near the Non-Active Unit. After Opportunity Fire is triggered it is the same as Direct Fire except for some special Opportunity Fire modifiers (see Rule 17.6).

### 17.2.   When is Opportunity Fire triggered?

Opportunity Fire may occur whenever a Unit tries to do any of the following in a hex that is in an enemy Unit's Fire Zone (Fire Zones are explained in Rule 17.3):

1. Any Movement Action. For movement, however, Opportunity Fire is triggered by leaving a hex in an enemy Fire Zone, but not by entering a hex in an Enemy Fire Zone. As a reminder, the other Movement Actions are: entering Transport Mode (also mounting); entering or leaving an entrenchment. Entering or exiting Column by spending movement points and exiting Transport Mode (also dismounting) are part of a move and thus also trigger Opportunity Fire.

2. Assault (but Opportunity Fire is only permitted by the defending Units) or running away from an Assault (but Opportunity Fire is only permitted by Units not involved in the Assault) (see the Assault rule (Rule 18.0) for details).

3. Any Engineer Action.

4. Other actions defined in the exclusive rules.

Generally, the Opportunity Fire happens—if it happens—before the Active Unit begins its Action. So the Active player would announce that such-and-such Unit will perform such-and-such Action and then give the Non-Active player the chance to Opportunity Fire with any eligible Units. That means the Opportunity Fire will occur in the hex the Active Unit is in when the Opportunity Fire is triggered. This is im-

### Opportunity Fire Example
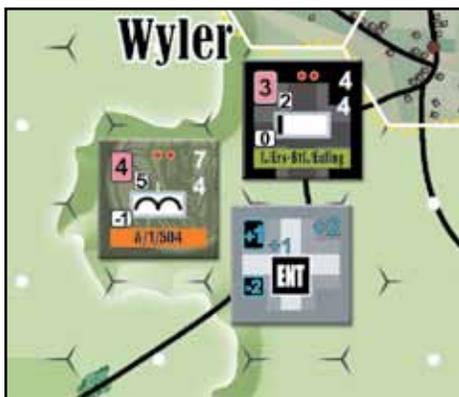


The German Unit has been activated and will move to the hex containing the entrenchment. The Unit moves one hex, and as it is leaving a hex in the Fire Zone of the American Unit, this triggers Opportunity Fire from the American Unit. The American Unit rolls to pass its Troop Quality Check and rolls nine, so it fails the check and the Opportunity Fire does not take place.

In a subsequent activation, the German Unit tries to enter the entrenchment. This also triggers Opportunity Fire from the American Unit, which passes its Troop Quality Check this time. The modified Fire Rating is six (Fire Rating is four, plus two because the start and end of the Action



triggering Opportunity Fire is in a Fire Zone, and there are no other modifiers). The Opportunity Fire can take place either before or after the Unit enters the entrenchment, and the shot is taken before the Unit enters. The die roll is three, meaning the Unit becomes Suppressed. The German player rolls to try and convert this to a Cohesion Hit and rolls a six, so the Unit becomes Suppressed and does not enter the entrenchment. The final situation at the end of this activation is shown.
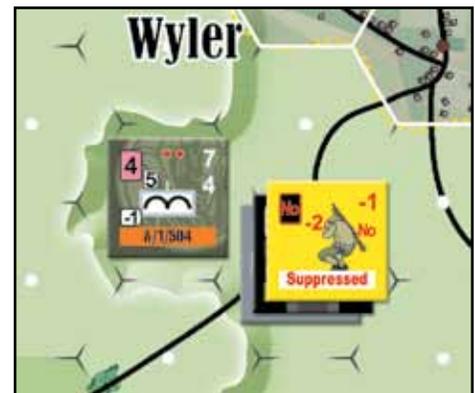
portant for determining things like command status, range, terrain, and target mass.

Notwithstanding this, Units entering or leaving entrenchments or leaving improved positions never benefit from the entrenchment or improved position when taking Opportunity Fire. In addition, Opportunity Fire against a Unit that is entering or exiting Transport Mode can happen either before or after the mode change, at the Opportunity Firing player's discretion.

Finally, Units entering or exiting Column always take Opportunity Fire in Column; but remember that a Unit that leaves Column by taking a Cohesion Hit does not trigger Opportunity Fire.

### 17.3.    What is a Fire Zone?

For any Unit that is not an Indirect HE, Emplaced Artillery, or Organic Artillery Unit or a Mortar Unit, its Fire Zone includes any hex to which the Unit has a Line of Sight and that is within its Fire Range. Indirect HE, Emplaced Artillery, and Organic Artillery Units have a Fire Zone range of up to three hexes within their Line of Sight. Mortar Units do not have a Fire Zone.

Remember: If a Unit has an enemy Unit adjacent to it, the Unit's Fire Range is reduced to one hex, and its Fire Zone is therefore limited to the hexes adjacent to it. Also, a Unit in the same hex as a barrage marker has its Fire Range reduced to one hex, and therefore its Fire Zone is limited to the hexes adjacent to it.

Play Note: You mean my Non-Active Unit can just blaze away at approaching Units as long as they are in its Fire Zone? You got it; every hex in a Fire Zone that a Unit leaves is another trigger for Opportunity Fire. If your Non-Active Unit has a range of five, that's four Opportunity Fire triggers as an Active Unit approaches.

Just to make sure this rule is remembered as it affects play and is prone to being overlooked, we'll repeat it:

If a Unit has an enemy Unit adjacent to it, or is in a hex with a barrage marker, the Unit's Fire Zone is limited to the hexes adjacent to it.

### 17.4.    Which Units can Opportunity Fire?

Any Unit that can Direct Fire can Opportunity Fire. That means Mortar Units and Units with no Fire Rating may NOT Opportunity Fire. When an Indirect HE, Emplaced Artillery, or Organic Artillery Unit uses Opportunity Fire it uses the yellow "Direct HE" Weapons Class, as it is using Direct Fire.

But . . . (here's the catch) . . .

Before a Unit can Opportunity Fire it has to pass a Troop Quality Check. You may **NOT** spend a Command Point to ensure that your Unit automatically passes this check.

Note: The trigger Actions for Opportunity Fire don't trigger the Opportunity Fire itself, they trigger the opportunity for Opportunity Fire; call it the "Opportunity Fire process." This is because a player can always pass on Opportunity Fire, or he may want to Opportunity Fire but his Non-Active Unit fails its Troop Quality Check. In those cases, the Opportunity Fire process was triggered, but the Opportunity Fire did not actually occur.

### 17.5.    Which Units cannot Opportunity Fire?

Those with "No" Fire Rating and Mortar Units.

### 17.6.    What about those different modifiers for Opportunity Fire?

There are four specific situations and modifiers that apply only to Opportunity Fire:

1.  If the target of Opportunity Fire is moving into a hex that is in the Fire Zone of any enemy Unit (including the Opportunity Firing Unit), the Opportunity Firing Unit's Fire Rating gets a plus two modifier. Remember, however, that the Opportunity Fire is conducted in the hex the Active Unit is leaving.

    This plus two modifier also applies to the following trigger Actions: Assaulting; running away from an Assault; entering/exiting Transport Mode; entering/ leaving an entrenchment; entering/exiting Column; any Engineer Action; and other Actions as defined in the exclusive rules.

2.  If the target of Opportunity Fire is moving into a hex that is not in the Fire Zone of an enemy Unit, the Opportunity Firing Unit's Fire Rating gets a minus one modifier. Remember, however that the Opportunity Fire is conducted in the hex the Active Unit is leaving.

3.  An Opportunity Firing Unit gets a plus two modifier to its Fire Rating when firing at a Unit running away from an Assault. This is in addition to the plus two given above for Fire Zone to Fire Zone movement.

4.  There is no Company Bonus modifier possible for Opportunity Fire.

### 17.7.    What happens to the Units that take Opportunity Fire?

Apply combat results from Opportunity Fire immediately, in the hex where the trigger Action occurred. Remember that for movement, this is leaving a hex, NOT entering a hex. The only results that would stop a Unit from continuing its movement are Suppression (if it is not converted to a Cohesion Hit) and, of course, elimination.

## 17.8. Opportunity Fire procedure

Once Opportunity Fire is triggered, the Non-Active Player must decide whether he wants to take a shot. If he does, he stops the Active Player, announces which Unit will attempt to Opportunity Fire, and makes a Troop Quality Check to see if the Unit can Opportunity Fire. If the Opportunity Fire happens, it follows the Direct Fire procedure but used the different Opportunity Fire modifiers.

The key thing to remember is that the same Unit can trigger Opportunity Fire from many different enemy Units at the same time: they just get in line and wait their turn to Opportunity Fire. And yes, the Non-Active Player does have to announce when he will perform Opportunity Fire, in order to pause the Active Player's actions.

Another important thing to keep in mind is that a Unit can also trigger consecutive Opportunity Fires from the same Non-Active Unit just by leaving several hexes in that Non-Active Unit's Fire Zone during a move.

And a last thing: If a group of two or more Units is moving as a stack and this triggers Opportunity Fire, the Opportunity Firing Unit can only fire at one of the Units in the stack (of the Opportunity Firing player's choice) (see Rule 14.7).

---

*Assault Example 1*

*The American Units have been activated, and two Units (H and I Company) will activate as a stack and attempt an assault on the hex occupied by two German Units, one of which is entrenched. One company has been left in the hex and not assaulting. To assault, both Units most first pass a Bravery Check. You may not spend a Command Point to automatically pass this check. Starting with the assaulting Unit's TQ of 8, it is modified by the following: the 0 Defense rating (the lowest defense rating of an enemy Unit*



*with a Fire Zone on the assaulting Units), subtract -1 (the lowest defense rating in the assaulting force), add -2 (for the entrenchment), and - 2 (for the defender in the woods hex): for a modified Bravery Check of 5 (8 - 0 - (-1) + (-2) -2 = 5). Roll for each assaulting Unit and if you roll a 5 or less, each Unit may now assault. You must assault with all that pass even if you don't now like your odds. Assume here that both pass. The Germans now Opportunity Fire at the assaulting Units (but remember to count all of the steps in the hex for mass—not just those assaulting). Let's assume there is no effect from this fire.*
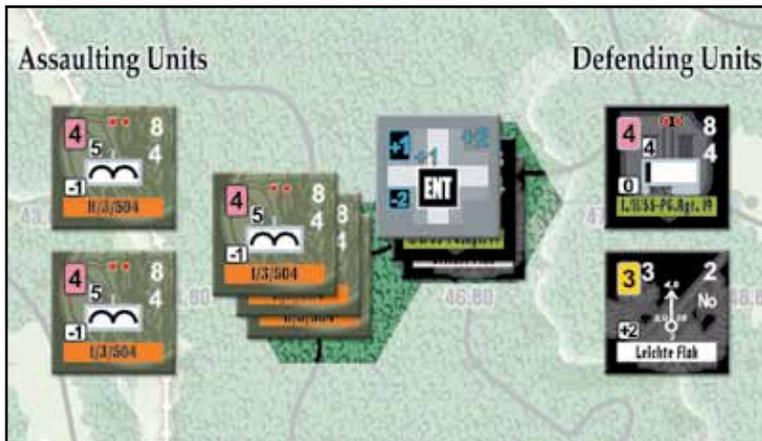
*The first round of the Assault now starts, but before anything else, the zero-Step flak Unit is now automatically eliminated (0-step Units in an assault are automatically eliminated). The German Unit decides to stand. The Allied Units decide to Assault Fire. Assault is sequential and the Defenders fire first. Since the German Unit does not have a "colored" assault value, both Direct and Assault values will be used.* First check for Company Bonus for the Germans. The Germans roll a 3 and passes his Company bonus. We'll do the Direct Fire first. The German Unit will fire on I Company and has a base Direct Fire Rating of four, modifed to nine, but reduced to the maximum of eight (-1 Allied Defense Rating, always no terrain modifier for attackers, +3 mass modifier (6 steps in the assaulting hex), +1 to Direct fire for being in an entrenchment, and +2 for Company Bonus). He rolls a 5 – C for small arms. Place a One Cohesion Hit marker on I Company. Now the second fire with the Assault value. The German could fire at the other company now but decides to pile it on and fire at the same company again. The Assault value is also modified to eight (all the same modifiers apply)—but uses the Dual Purpose row. The Germans roll a 2

this time and gets an S result. The Allied player attempts to convert the S to another C hit but fails. The German Unit has completed his fire for the first round—now it is time for payback. I Company is Suppressed and can't fire—but H Company is thirsting for some revenge. His assault value also isn't colored so he'll fire with both his Direct Fire and Assault Fire values. First, he rolls for company bonus and gets it. His Direct Fire is a modified 2 (4 to start, -2 for woods, -2 for entrenchment, +2 for Company Bonus = 2). Perhaps some artillery first might have been a good idea? He rolls a 4 and misses. The Allied player then fires his modified assault value of 3 (same modifiers as for Direct Fire) and rolls a 2! Looking under the armored column, Dual Purpose fire and there's a S. The German player however easily converts this to a Cohesion Hit.



We move to round two—the German decides to stand firm. The Allied player however, with but only one Allied Unit left to assault (the other being Suppressed), calls off the assault and licks his wounds. The assault is now over and the final situation is shown.

# 18.0   Assault

In real life, an assault is a force advancing to dislodge the enemy from his positions. In the game, it is a fire and morale contest that can either end early with the assault bogging down or can go on for up to two, possibly bloody, possibly inconclusive rounds.

Assault is an Action.

The Units performing the Assault Action are the Assaulting Units. The Units in the hex being Assaulted are the defending Units. The hex the defending Units are in is the defending hex.

## 18.1.   Which Units can Assault?

Any Unit that has a numerical movement allowance (not "*") and an Assault Rating and does not occupy an entrenchment can Assault, provided it could legally move into the hex it is Assaulting—this means you must pay attention to terrain restrictions. For example, Vehicle Units can only enter city or town hexes if they are in Column, and Units in Column cannot stack together; therefore, only one Vehicle Unit could Assault into a city or town hex.

A Unit with a blank Assault Rating has no Assault Rating and it cannot Assault (or perform Assault Fire).

Zero-Step Units may not perform Assaults.

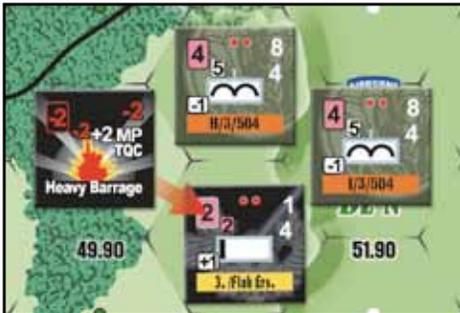A Unit under a Heavy Barrage may not Assault.

A Unit in an overstacked hex may not Assault.

A Unit with a Green, Brown, Orange, or Black Fire Rating (i.e., a Unit capable of Indirect Fire) may not assault.  Note that you check the Direct Fire here—not the Assault Rating. A Unit with white Fire Rating with a Green Assault value may assault.

## 18.2.   Which Units can be Assaulted?

Any Unit can be Assaulted.

---

### Assault Example 2



*A German Unit, with a TQ of 1, already under a heavy barrage marker is being assaulted by H Company. First off, H Company rolls for his Bravery Check.  His modified Troop Quality is the maximum possible of 8—but to give you the math, start with 8, add the lowest German Defense strength with a Fire Zone on the hex (+1), and "add" the US Defensive Value (-1))…10 is the total but 8 is the maximum possible. He goes in with anything rolled other than 9—and let's say he makes it.*

*The German Unit attempts Opportunity Fire but fails his Troop Quality Check (predictably). Just remember, that even though his modified Troop Quality is less than 0, you always pass when you roll a 0.*

*The first round starts and the German thinks one shot and I'll leave.  He decides, much to the chagrin of his troops, to make the Unit stand.  The Allied player will fire in the first round but thinking the Germans are running short of Command Points, it will be cold steel for these Germans in round two.  The German fires first as the defender and no colored value for his Assault Value means both Direct and Assault will fire. He rolls and fails to get a Company Bonus. Direct Fire will be first with a modified value of 0 (starts at 2, down 2 for the heavy barrage, down another 1 for the US defense strength—but 0 is the worst it can be).  He misses.  His second shot using his Assault value is also at a 0—and that misses too.*

*Company H now rolls for his Company Bonus and gets it. His modified value is 7…start at 4, up 2 for Company Bonus, up 1 for the German Defense Rating, and he rolls a 3—gets an S. The German player, feeling a Command Point pinch, decides to not spend a Command Point to convert to a cohesion hit and tells his boys, they are on their own.  They fail their Troop Quality Check with some choice words for their commander.  Place an S on the German Unit.  The US fires his Assault fire and gets a cohesion hit.  Place that on the dejected troops as well.*

*Round two starts and the Germans must stand—they are Suppressed.  The Allied player will charge.  The German player makes a Troop Quality check with one Unit (there is only one Unit in the assaulted hex, so that's easy) and while he could spend a Command Point and guarantee the stand, he decides it just isn't worth and says goodbye to his German Unit.  The Unit must roll a 0 to stand and they fail.  They are eliminated.  The go to that great dead pile in the sky.  The US must now move into the hex and is now under a Heavy Barrage.  The German player says that was his plan all along.*
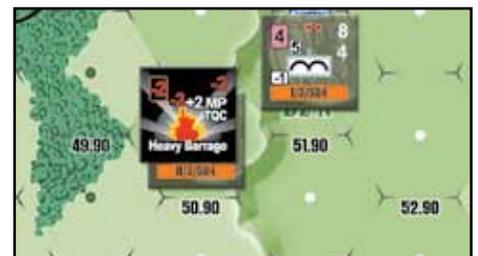
## 18.3.    Can Units Assault together?

Yes. If there is more than one eligible Unit in a hex, the Active Player can activate more than one of them at the same time to perform an Assault together. He does this either:

1.  during a Formation Activation as a first Action by declaring that multiple Units in the same hex are now activated to Assault; or

2.  during a Formation or Division Activation as a Second Action by spending one Command Point for each Unit in the hex that will be Assaulting; or

3.  pursuant to a Direct Command Chit, by spending one Command Point for each Unit in the hex that will be Assaulting.

## 18.4.    Can Units from more than one hex Assault together?

No. Assault only takes place between two adjacent hexes. Units from more than one hex cannot combine to Assault.

## 18.5.    Can Units in more than one hex be Assaulted at the same time?

No. Assault only takes place between two adjacent hexes. Units in more than one hex cannot be Assaulted together.

## 18.6.    Can a Unit be Assaulted more than once per Activation?

Yes.

## 18.7.    How do I Assault?

**1. Announce an Assault.**

Pick a hex with one or more of your Units.

Pick an adjacent hex with one or more enemy Units. You may wish to place the Assault marker in this hex to help indicate which hex is being assaulted.

Announce which of your unentrenched Units are Assaulting.

**2. Check for Bravery.**

Each Assaulting Unit must make a Bravery Check, which works the same way as a Troop Quality Check (a Command Point may not be spent to ensure a pass):

**Determine your Bravery**

Find the defending player's Unit with the lowest Defensive value that has a Fire Zone on the Assaulting Unit's hex (meaning the defending player's best Unit; this need not be a Unit in the defending hex—just the defending player's Unit that best meets the criteria of this

rule). If two or more are equal, just use one of them. If no enemy Units project a Fire Zone into the Assaulting Unit's hex then no Bravery Check is required.

Add that value to the Attacker's Troop Quality value (remember, adding a negative reduces your value). For example, if your Troop Quality is 6 and you are attacking within the Fire Zone of a -3 Defense Armor Unit, you are at 3 right now.

Subtract from this value the best Defensive value in the Assaulting force. Remember, subtracting a negative number adds to your value. For example, if you have an Attacker with a -3 defense and we continue with the above, 3 - (-3) is 6. Continuing this example, each Assaulting Unit would need to roll a 6 or less to pass the Bravery Check.

You can't spend a Command Point on this check. It is up to your men to prove their worth.

Each Assaulting Unit must check for Bravery and any that fail will not Assault and their Action is over. All that pass, however, must continue with the Assault.

You do modify the Defensive values of both the Assaulting Unit and the defending Unit being used by any markers on the units and the defender's terrain. Here is a chart to show you which modifiers to use when.

| Marker | Modifier | Apply to Attacker | Apply to Defender |
|---|---|---|---|
| In Column | +2 | Yes | Yes |
| IP | -1 | No | Yes |
| ENT | -2 | No | Yes |
| Hero | -2 | Yes | Yes |
| Bocage | -1 | No | Yes |
| Paradrop | +2 | NA (Can't assault) | Yes |
| Glider Land | +3 | NA (Can't assault) | Yes |
| In Hex Terrain (DF) | Varies | No | Yes |
| Hexside Terrain | Varies | No | See below |

You add the hexside fire modifier only if the Assault is crossing the applicable terrain.

Note: If there is no Fire Zone on the Assaulting Units, no Bravery Check is required. Remember, negative modifiers aren't applied to Units in Column unless an Exclusive rule says otherwise.

### 3. Perform Opportunity Fire.

The Unit (or Units) being assaulted may now attempt regular Opportunity Fire on the Assaulting Units. This is an Action that takes place in-hex (the Assault) so it is always Fire Zone to Fire Zone. Note also that you can only Opportunity Fire at the Assaulting Units but since they don't actually leave the hex, the mass of all the Units in the hex is considered for any Mass Modifier on the Opportunity Fire. All other modifiers are in force.

Apply all the Opportunity Fire results and go to the next step. Any Assaulting Unit that is Suppressed as a result of the Opportunity Fire is no longer assaulting and its Assault Action is done; any Assaulting Units that have not been Suppressed must keep going.

### 4. See if there are any Assaulting Units left.

- If there are no Assaulting Units left, the Assault is over.

- If there are Assaulting Units left, eliminate any zero-Step defending Units and proceed to the next step. If there are no Defending Units remaining in the hex, advance the Attackers into the Defender's hex and the Assault is over.

### 5. Perform the first Assault round.

### 5A. Defending Units choose to stand or run away.

The Non-Active Player now decides whether his defending Units will stand or run away. All defending Units must either stand or run away; if one stands, all stand; if one runs away, all run away.

Defending Units running away, and any Leaders stacked with them, are all moved to the same adjacent hex. That hex must be one that they could legally enter. You can't change your Unit's transportation status (no getting into Column, Mounting or Dismounting, etc.) in any way. All Units that run away are Suppressed. This retreat is an Opportunity Fire chance for any eligible non-Assaulting Units (including any Units that failed to pass their Bravery Checks in this Assault) that project a Fire Zone on the defender's hex. The Attackers must now advance into the hex and the Assault is over.

Suppressed Units may not run away.

Units with "No" or "★" Movement allowances may not run away.

Units in an overstacked hex may not run away.

Units under a Heavy Barrage may not run away.

Defending Units under an IP or entrenchment marker may run away but immediately lose the benefit of such markers when running away is declared.

Note that if the decision is made to run away and one or more of the defending Units will be unable to do so (for whatever reason, e.g., Immobility, Suppression, or being surrounded by prohibited terrain), then these Units will be eliminated (they surrender, actually, but the effect is the same).

### 5B. Assaulting Units declare charge or Assault Fire.

If the defending Units have not run away, the Assaulting Player must declare if he's charging or Assault Firing. All Assaulting Units must do the same thing, either all charge or all Assault Fire—no mix and match.

A charge will end the Assault whether the charge is successful or not. Assault Fire may or may not end the Assault process.

If the Assaulting Units are charging go to step 5c.

If the Assaulting Units are Assault Firing go to step 5d.

### 5C. Resolve the charge.

The Non-Active Player must now make a Troop Quality Check with one defending Unit of his choice (a Command Point may be spent to ensure a pass). (Hint: pick your best Troop Quality defending Unit.)

If the defending Unit passes the Troop Quality Check go to step 5d.

If the defending Unit fails the Troop Quality Check, all defending Units in the hex are eliminated (they actually surrender but the effect is the same—just happier defenders in this case). The Attackers must now advance into the hex and Assault is over.

### 5D. Resolve the Defender's Assault Fire.

Assault Fire takes place only during Assaults. Assault Fire is not an Action.

Assault Fire follows the Direct Fire procedure but there are different fire modifiers.

Roll for Company Bonus for each Defender if applicable—the one roll applies to both his Assault Rating and his Fire Rating.

Each Defender fires with both his Fire Rating and his Assault value. He may choose different Units to fire at with each of these two values and he does not have to predesignate his fire. He must resolve his Direct Fire attack first. No negative terrain modifiers apply to fire against Assaulting Units.

Suppressed Defenders may Assault Fire but only with their Assault value and subject to a -2 modifier (as indicated on the marker).

Defending Units with colored Assault values fire using their Assault value twice instead of using their Fire Rating. "Colored" means that the assault number itself is not black or white. (Usually it's red).

Apply the results to the Attacker.

Units with "No" as their Fire Rating may not Assault Fire at all.

If any Attackers are Suppressed, they stop their assault and are done for this action. If no Attackers are remaining that are not Suppressed, or if the Attacker Charged, then the Assault is over.

**5E. Resolve the Attacker's Assault Fire (if the Attacker is not Charging).**

Assault Fire takes place only during Assaults. Assault Fire is not an Action.

Assault Fire follows the Direct Fire procedure but there are different fire modifiers

Roll for Company Bonus for each Attacker if applicable—the one roll applies to both his Assault value and his Fire Rating.

The Attacker now fires with both his Fire Rating and his Assault value. He may choose different Units to fire at with each of these two values and may see the results of his first fire before deciding on his next target. He must resolve his Direct Fire attack first. Assault Fire on Defending Units receives all terrain defensive benefits when fired upon, as for Direct Fire.

Apply the results to the Defender.

If there are no Defenders remaining, advance the Attacking Units into the hex and the Assault is over.

If there are still Units Assaulting in Column, any of these Units may leave Column for the cost of one Cohesion Hit

If there are still any Defending Units in Column remaining in the Assault, any of these Units may leave Column for the cost of one Cohesion Hit.

**5F. The Attacker may choose to continue the Assault (if he did not elect to charge) or withdraw.**

If he withdraws, the Assault is over. If he continues, repeat 5b through 5f.

After this is concluded, the Assault is over.

## 19.0   Combat results

### 19.1.   The combat results are:

1. "S"?          Possible Suppression
2. "S"           Suppression
3. "C"           Cohesion Hit
4. "1"           Step Loss
5. "E"           Elimination

### 19.2.   What the combat results mean:

#### 19.2.1.   S?   Possible Suppression:

What does it simulate?

Your Unit is starting to crack under the strain of combat and its leaders are working hard to keep things under control. Will they succeed? It will depend on the quality of the Unit and, of course, some luck.

What do you do?

Make a Troop Quality Check. If the Unit passes the check, it is fine; there is no effect, and you can move on. If it fails, it is as if your Unit received a Suppression result and follow the Suppression rules below. Before performing this Troop Quality Check, you may spend an available Command Point on In Command Unit to guarantee passing this check.

#### 19.2.2.   Suppression:

What does it simulate?

Suppression means your Unit is pinned and nervous. It doesn't want to do anything and has to be Rallied.

What do you do?

First, decide whether you want to try to convert the Suppression result into a Cohesion Hit. If you don't want to try to convert the Suppression result into a Cohesion Hit, just place a Suppressed marker on your Unit and move on. If you think it is a good idea to convert the Suppression result to a Cohesion Hit, make a Troop Quality Check for the Unit. If it passes the check, give the Unit a Cohesion Hit instead of the Suppression result; if you fail the check, your Unit takes the Suppression result. Before performing this Troop Quality Check, you may spend an available Command Point on an In Command Unit to guarantee passing this check.

Play Note: Anytime a Unit takes a Suppression result, except as a result of running away from an Assault, you have the option to try to convert the Suppression result into a Cohesion Hit instead even if this eliminates the Unit.

What happens to your Unit?

A Suppressed Unit can do nothing except try to Rally itself out of the Suppression and defend in an Assault (including Assault Fire). The Unit's Assault Rating is reduced by two and its Troop Quality Rating is reduced by one.

Suppressed Units do not project any Fire Zones.

If a Suppressed Unit receives another Suppression, it takes a Cohesion Hit and remains Suppressed.

If a Suppressed Unit receives a Cohesion Hit or a Step Loss, it takes the Cohesion Hit or the Step Loss and remains Suppressed.

An Indirect Fire Unit loses any radio contact it has with a spotter Formation.

Rules Note: Let's emphasize that unless we say otherwise, a Suppressed Unit can't do anything other than what we just said above. Suppressed Units can only do two things—rally and defend in an Assault. Please assume in all the rules that follow that this holds true even if we don't say "unsuppressed units can..." We will note any exceptions to this in the rules.

### 19.2.3. Cohesion Hit:

What does it simulate?

A Cohesion Hit represents casualties and the beginning of loss of unit cohesion or effectiveness. The Unit is still functioning, but it is fragile. It can be Rallied. More Cohesion Hits lead to a Step Loss.

What do you do?

If your Unit has no Cohesion Hit marker on it, put a one Cohesion Hit marker on the Unit. A zero-Step Unit is eliminated if it takes a Cohesion Hit.

If your Unit with a one Cohesion Hit marker takes another Cohesion Hit, you remove the one Cohesion Hit marker and replace it with a two Cohesion Hits marker.

If your Unit with a two Cohesion Hits marker takes another Cohesion Hit, it takes a Step Loss. So if it is a one-Step Unit, or a two-Step Unit that is down to its last Step, it is eliminated; if it is a two-Step Unit that has not already taken a Step Loss, flip it over, but don't remove the two Cohesion Hits marker. (Note: If it is a two-Step Unit whose reverse side is an Organic Transport side with a vehicle silhouette, you will have to use a Step Loss marker for the Unit.)

What happens to your Unit?

A Unit with one Cohesion Hit has its Assault Rating and Fire Rating each reduced by one.

A Unit with two Cohesion Hits has its Assault Rating and Fire Rating each reduced by two and its Troop Quality Rating reduced by one.

A Unit already marked with one or two Cohesion Hits that takes a Suppression can still try to convert the Suppression into another Cohesion Hit (see Rule 19.2.2).

A Unit with one or two Cohesion Hits that takes a Step Loss still keeps its Cohesion Hits.

A Unit with one or two Cohesion Hits can still perform Actions.

An Indirect Fire Unit loses any radio contact it has with a spotter Formation when the Indirect Fire Unit takes a Cohesion Hit.

### 19.2.4. Step Loss:

What does it simulate?

Fear and loss of combat effectiveness as well as dead, wounded, and missing.

What do you do?

Eliminate zero-Step and one-Step Units (including two-Step Units down to one Step).

Flip over two-Step Units or place a Step Loss marker on them if their flip side is an Organic Transport side with a vehicle silhouette.

What happens to your unit?

For two-Step Units that are now down to one Step, their Fire Rating, Assault Rating and Troop Quality Rating are reduced by one, and they can no longer receive the Company Bonus modifier.

An Indirect Fire Unit loses any radio contact it has with a spotter Formation when the Indirect Fire Unit takes a Step Loss.

### 19.2.5. Elimination:

What does it simulate?

High casualties and low morale have finished the Unit as an effective fighting force for this campaign.

What do you do?

Take your Unit off the map.

What happens to your Unit?

It goes to that great counter tray in the sky.

## 20.0   Rally

You can try to remove Suppressed or Cohesion Hit markers from your Units by Rallying them.

Rally is an Action.

If a Unit is In Command, a Rally action is automatically successful (i.e., the Unit does not need to pass a Troop Quality Check).

Out of Command Units, however, must pass a Troop Quality Check to Rally. Remember that Suppressed markers and two Cohesion Hit markers, as well as being Out of Command, reduce a Unit's Troop Quality Rating. Every time a Unit fails a Troop Quality Check on a Rally Action, it receives a Men Rallying +1 marker. Each Men Rallying marker adds one to the Unit's Troop Quality Rating for any Rally attempt. There is no limit to the number of these markers a Unit can accumulate. The markers are removed if the Unit Rallies successfully or performs any Action other than Rally.

A successful Rally allows the Unit to either recover from Suppression, or to recover from one Cohesion Hit. If a Unit is Suppressed and has one or two Cohesion Hits, you must remove the Suppression first; that is, you must Rally from Suppression before you can Rally from a Cohesion Hit.

A Unit may never Rally to remove Cohesion Hits (but it may Rally from Suppression) if it is in an enemy Fire Zone during a daylight turn. A unit may remove Cohesion Hits at night regardless of whether it's in an enemy Fire Zone or not.

## 21.0   Leaders and Command

### 21.1.   What are Leaders and what do they do?

In the game, Leaders are those counters with someone's picture on them. We used the real portraits if available.

Leaders are not Units.

### 21.2.   How do I move my Leaders?

Leaders don't have movement allowances, but they do transfer.

You get to transfer a Leader at the end of his Formation's activation and also at the end of his Division's activation. At the end of the activation, after the Active Units have finished activating, you may transfer the Leader from where he is to any hex that contains a Unit of his Formation or any independent (Black- or White-striped) Unit of his Division.

If at the end of the activation the Leader is in a hex that does not contain a Unit of his Formation, you must transfer him to a hex that contains a Unit of his Formation. Note that only a Unit of the Leader's Formation is used here—not a Black- or White-striped Unit. The transfer of Leaders of the Active Formation (or Division) is the last thing that happens in any activation.

Leaders never count against stacking limits.

If a Leader is stacked with a Unit that moves or Assaults with a Command Point as a Direct Command Chit is in play, or as a Second Action, the Leader must remain stacked with a Unit of his Formation. If stacked with multiple Units, some that move and some that remain in their current hex, the Leader may move with the activated Units that leave the hex, or he may remain behind but only if there is another Unit of his Formation still in the hex. Thus a Leader moves differently when a Direct Command Chit is in play, or when Second Actions are purchased. It must stay with a friendly Unit it is currently stacked with at all times during this chit play, and cannot transfer at the end of the activation during a Direct Command.

If Units stacked with a Leader run away during an Assault, the Leader must run away with those Units.

The reverse side of each Leader counter is marked "Active."

### Leader Movement Example

In the situation shown below, the two German Units and their Leader have been activated by a Formation Activation Chit being drawn. Both Units are In Command as they are within five hexes of the Leader. The 10/3 Orpo. Unit gets into Column (one movement point) and then moves along the road a total of six hexes using up all its movement allowance. As it comes to a stop, it is now six hexes away from the Leader and is now Out of Command. This means the Unit cannot perform a Second Action.
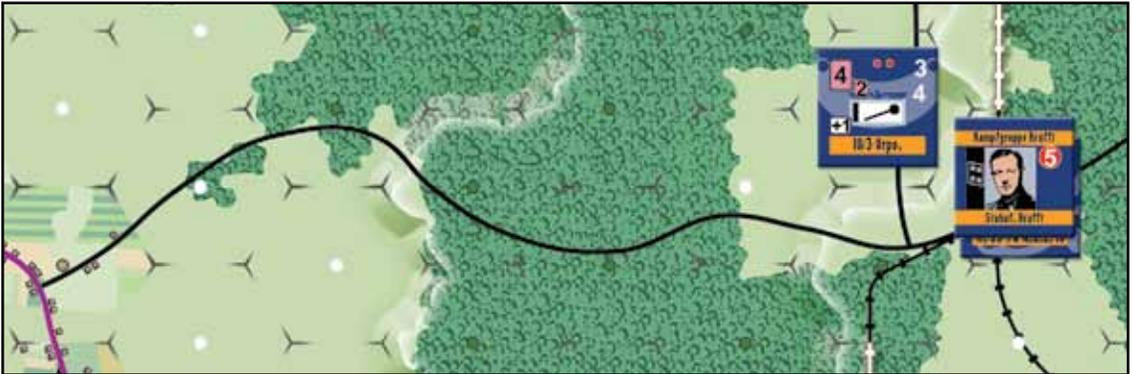
The other German Unit gets into Column and moves along the road, stopping before it enters the same hex as the first Unit (stacking Units in Column is always forbidden). This Unit is five hexes from the Leader, so it is still In Command and can therefore perform a Second Action if it wishes. The situation is as shown.

Now that all the Units in the Formation have been activated, the Leader must transfer to be stacked with one of his Units. The Leader transfers to stack with the 10/3 Orpo. Unit, now placing both German Units back In Command. The final situation is shown.
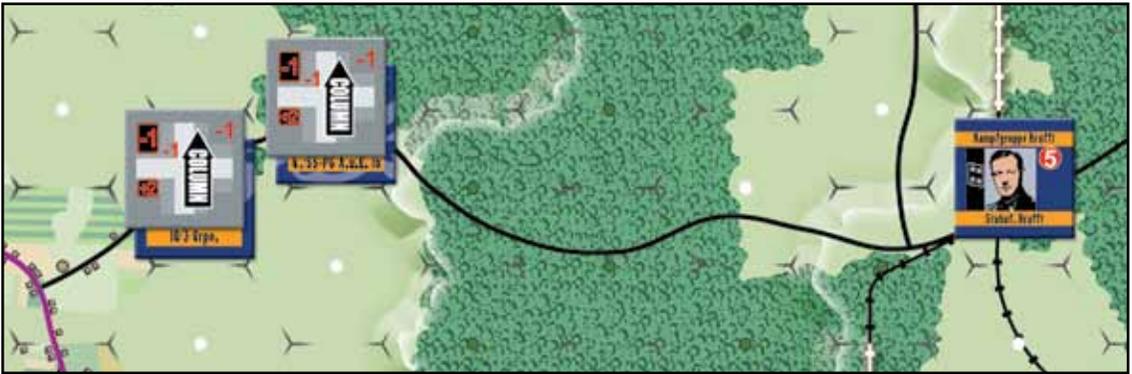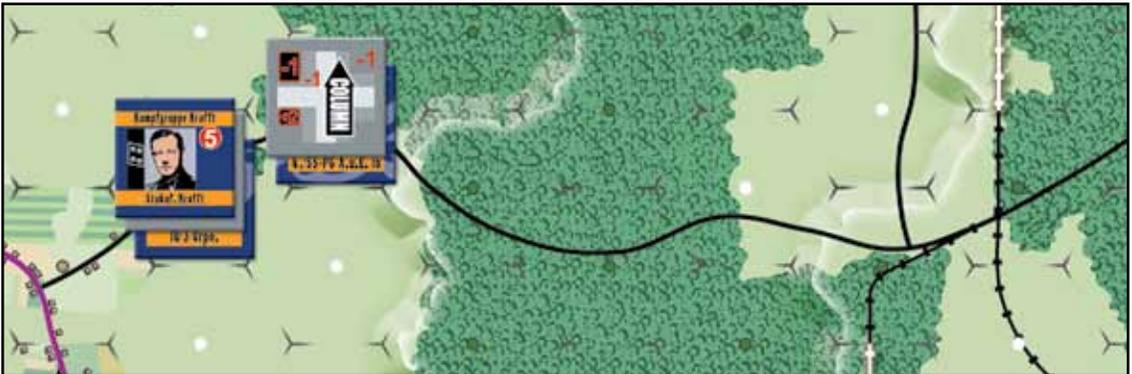
Note that if a Leader is stacked with a Unit that moves due to a Command Point being spent (either by Direct Command or Second Action), the Leader moves with the Unit.

Note that command is always determined "at that instant" and proper sequencing to your benefit is not considered "gamey" and is encouraged.

You can use this as a memory aid during a Division Activation to help remember which Formations have not yet completed their activation.

## 21.3. Can my Leaders die?

No. If a Leader is ever in a hex with no Units of his Formation (other than during his Formation's or Division's activation), just move the Leader to the nearest Unit in his Formation (owner's choice if more than one Unit qualifies).

The Formation is wiped out? Remove him from play, since there is now no legal place to put him. If Units of the Formation come in as reinforcements, then the Leader returns and is placed with them.

## 21.4. How do I know if a Unit is In Command?

Every Leader has a Command Range printed on its counter. The Command Range is the maximum number of hexes (not movement points—we're talking radios here) that a Unit can be away from its Leader and still be In Command. Enemy Units and terrain do not interfere with this range in any way.

Command is checked for a Unit at the instant before the Unit does something: (i) that requires it to be In Command (e.g., perform a Second Action, spend a Command Point to pass a Troop Quality Check), or (ii) that would be affected if the Unit was Out of Command (e.g., pass a Troop Quality Check).

Independent Formations have no Leaders. Units from these Formations are In Command if they are within Command Range of any Leader from the same Division.

Reinforcement Units in reinforcement entry hexes are considered Out of Command. Leaders in reinforcement entry hexes may not command Units.

### 21.4.1 Command for Independent Units

A White- or Black-Striped Unit is considered In Command for purposes other than Activation if it is within Command range of any Leader of its Parent Division. Indirect HE units are automatically In Command when in an Artillery Park. An Emplaced Artillery Unit must be in Command of the Leader it is In Contact with.

Note that if a White- or Black-Striped Unit is being used as a spotter for Artillery, it must be in Command of the Leader (or part of the Formation if Brown or Green Fire Value Units) to whom the Artillery is attached.

Independent Units never activate when the Direct Command chit is in play—they only activate when either the appropriate DivAct or Formation Chit is in play.

## 21.5. Leaders and Attachment

Each Leader has an Attachment Rating below his Range, which is the number of Independent Units that the Leader may activate in addition to Units of his own Formation. All attachments are determined at the beginning of the formation's activation.

White-Striped Artillery in contact with a leader is automatically considered as attached. Should this number be greater than the Leader's Attachment rating, the owning player may choose which artillery is active but no additional White-Striped Units may be attached.

Note that a few Attachment markers have been provided to ease the tracking of which Units have been attached in an Activation. These markers have no additional effect on play and are merely a memory aid.

## 21.6. Independent Units (White- and Black-. Striped)

### 21.6.1 White-Striped Units Are Attachable to Multiple Formations

White-Striped Units are "attachable" Units, and are eligible to be Activated along with any Active Formation within their Division pursuant to 21.6.2. In addition, any White-Striped Indirect HE Artillery that is in an Artillery Park and all White-Striped Emplaced Artillery Units are also "attachable" under 21.6.2, even if they belong to a Division other than that of the Active Leader.

### 21.6.2 Activating White-Striped Units

When a Leader's Formation is Active, the Leader can Activate any number of In Command, White-Striped Units up to his Attachment Rating subject to the limitations of 21.6.1. The Units are In Command if they are within the Leader's Range. White-Striped Units Activated in this way are treated exactly as Units of the Active Formation for the entire Activation (including spending a Command Point for a second action if the Units remain within Command Range). Any White-Striped Artillery Unit that is currently "In Contact" with a Leader automatically counts against that Leader's Attachment Rating.

### 21.6.3 Artillery Units Are Attachable to Multiple Formations

Artillery Units are now "attachable" Units, and are eligible to be Activated along with any Active Formation within their Division, or, with a negative modifier to their Contact Pending number, they may attach to Leaders of other Divisions.

### 21.6.4 Activating Black-Striped Units

Black-Striped Units Activate exactly the same way as White-Striped Units under 21.6.2, with the major exception that Black-Striped Units do not count against a Leader's Attachment Rating.

### 21.6.5   Multiple Activations of White- and Black-Striped Units

Yes! White- and Black-Striped Units may be activated more than once in the same turn if they are eligible.

Note: Independent Units in Command by an Active Formation leader may only be in Command by that Leader during that Formation Activation. If, for example, the Independent Unit moves out of range of the currently active Leader, another Leader may not provide command during that Activation Phase in which that Independent Unit was attached to the active Leader.

## 21.7.   What happens to a Unit that is Out of Command?

If a Unit is Out of Command, you can't spend a Command Point on it.

Out of Command Units have their Troop Quality Rating reduced by one.

Out of Command Units cannot spot for an Indirect Fire mission.

Out of Command Indirect HE, Emplaced Artillery, Organic Artillery, or Mortar Units cannot fire a spotted Indirect Fire Mission.

# 22.0   Improved positions and entrenchments

## 22.1.   What are improved positions and entrenchments?

Foxholes, bunkers, interconnected fields of fire, you know. These do good things to the attack and defense capabilities of the Units in them. Improved positions represent an area that has been quickly set up as a defensive position, whereas an entrenchment has had more time spent upon it to set up greater camouflage and interlocking fire lanes. Multiple improved positions and entrenchments can be built in a single hex but a Unit can only benefit from one of them.

## 22.2.   Improved positions

### 22.2.1.   Who can build an improved position and how?

Any Leg Infantry Unit not in Column may build an improved position for itself as an Action if it passes a Troop Quality Check (no Command Point for an automatic pass here). If it passes, just place an improved position marker on the Unit.

An engineer Unit not in Column can build an improved position for itself or any other Unit that is not in Column in the same hex. It just places an improved position marker as its Action (no Troop Quality Check needed).

Building an improved position is an Engineer Action and therefore triggers Opportunity Fire, and a Command Point cannot be spent to activate a Unit to perform the Action.

### 22.2.2.   Who cannot build an improved position?

Gun and Vehicle Units may not build improved positions, but an engineer Unit not in Column in the same hex as a Gun or Vehicle Unit can build an improved position for that Unit if that Unit is also not in Column. An Immobile Unit cannot build an improved position, but an engineer Unit not in Column in the same hex can build an improved position for it.

### 22.2.3.   Who benefits from an improved position?

An improved position only benefits the Unit that built it or for which it was built, i.e., a Unit cannot "take over" an improved position from another Unit. Place the Unit underneath the improved position marker to remind you of this.

A Unit leaving an improved position that receives Opportunity Fire does not benefit from the improved position, even though it takes the Opportunity Fire in the same hex as the improved position.

### 22.2.4.   What Is the benefit of an improved position?

A Unit under an improved position marker receives a minus one modifier to its Defense Rating and a plus one modifier to its Troop Quality Rating.

### 22.2.5.   How do you destroy an improved position?

As soon as a Unit in an improved position leaves the hex, gets in Column, mounts up (see Rule 14.10), or launches an Assault from the hex, the Unit leaves the improved position and the improved position marker is removed from the map.

## 22.3.   Entrenchments

### 22.3.1.   Who can build an entrenchment and how?

Only engineer Units not in Column can build entrenchments.
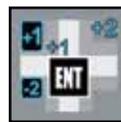
To build an entrenchment, an engineer Unit must begin its activation in the same hex as an improved position that is occupied by a Unit. The engineer Unit must pass a Troop Quality Check (no Command Point for an automatic pass here); a Men at Work marker may be placed in case of failure (see Rule 25.0). If it passes, replace the improved position marker with an entrenchment marker. The Unit that was in the improved position immediately benefits from the entrenchment (i.e., the Unit is in the entrenchment). Building an entrenchment is an Engineer Action and can trigger

Opportunity Fire, and a Command Point cannot be spent to perform this Action.

Play Note: An engineer Unit that is alone in a hex can spend an Action to build an improved position for itself and spend a subsequent Action (not a Second Action, though) to convert the improved position into an entrenchment. Similarly, a Unit can't build an IP for itself and then have an engineer attempt to convert it to an entrenchment in the same activation.

### 22.3.2.   Who cannot build an entrenchment?

Non-engineer Units are not permitted to build entrenchments.

### 22.3.3.   How do you enter or leave an entrenchment?

Entering or leaving an entrenchment counts as a Movement Action, and triggers Opportunity Fire. The Unit must start the action not in Column to enter an entrenchment. This means it takes an entire Action to enter or leave an entrenchment. The only exception to this is if a Unit in an entrenchment has to run away from an Assault, then it can leave the entrenchment immediately, and this does not trigger Opportunity Fire (though the running away may still trigger Opportunity Fire). A Unit in an entrenchment may not Assault.

### 22.3.4.   Who benefits from an entrenchment?

Only the Unit in the entrenchment gets the benefit. And only one Unit, not in Column, can occupy an entrenchment. Place the Unit underneath the entrenchment marker to remind you of this. Only the side (German, Western Allied, etc.) that made the entrenchment may occupy it.

A Unit entering or leaving an entrenchment that receives Opportunity Fire does not benefit from the entrenchment, even though it takes the Opportunity Fire in the same hex as the entrenchment.

Note: An entrenchment must be "entered" by a Unit unless it was actually occupying the improved position that was "improved" by an engineer Unit. Entering an entrenchment requires an entire Action and may cause Opportunity Fire if done in a Fire Zone.

### 22.3.5.   How do you destroy an entrenchment?

You don't; an entrenchment just stays where it is even if abandoned. It benefits any friendly Unit that moves into the hex and chooses to occupy it.

### 22.3.6.   What is the benefit of an entrenchment?

A Unit under an entrenchment marker receives a plus one modifier to its Fire Rating and Assault Rating, a minus two modifier to its Defense Rating, and a plus two modifier to its Troop Quality Rating. If a defending hex with at least one occupied entrenchment is Assaulted, every Assaulting Unit must make a Bravery Check with a minus two modifier to its Troop Quality Rating.

When fired at, a Unit in an entrenchment uses the Armored Target part of the Combat Results Table.

## 23.0   Road blocks

### 23.1.   Who can build a road block and how?

Only engineer Units not in Column can build road blocks. Sperre is German for road block.

A road block can only be built in a hex that contains a Road (i.e., roads, railroads, trails, tracks and paths).

To build a road block as its Action an engineer Unit must pass a Troop Quality Check (no Command Point for an automatic pass here); a Men at Work marker may be placed in case of failure (see Rule 25.0). Building a road block is an Engineer Action and triggers Opportunity Fire, and a Command Point cannot be spent to perform this Action.

Each Army has a limit to the number of road blocks that it can have in play at any one time. This is given in the exclusive rules, and each counter indicates the Division that the road block belongs to.

Once a road block is removed, the counter is once again available to be placed.

### 23.2.   What are the effects of a road block?

A road block negates all the Roads in that hex for all enemy Units and also for all friendly Units that do not belong to the same Division as the Unit that built the road block. Road block counters are color-coded to show which Army and Division placed them.

### 23.3.   How do you remove a road block?

An engineer Unit not in Column can spend an Action to remove any road block in the same hex. The engineer Unit does not have to pass a Troop Quality Check: removal is automatic.

Leg Infantry Units not in Column in a hex with a road block can spend an Action to remove it if they also pass a Troop Quality Check.

Removing or attempting to remove a road block is an Engineer Action, so it triggers Opportunity Fire, and a Command Point cannot be spent to perform the Action or to pass the required Troop Quality Check.

## 24.0    Rearguards

### 24.1.    What are Rearguards?

Rearguards are Units that break off from an Infantry Unit not in Column. They are represented by generic Rearguard counters.

All Rearguards have zero Steps, and a Troop Quality Rating, Fire Rating, and Defense Rating as given on the counter. They may not perform any Actions during the Activation in which they are created.

Rearguards belong to their Formation and may spot for Indirect Fire like other Units in the Formation.

### 24.2.    How do I create a Rearguard?

Any Infantry Unit not in Column can create a Rearguard by spending an Action and passing a Troop Quality Check.

Creating a Rearguard is an Engineer Action. Therefore, a Command Point cannot be spent to perform this Action or to pass the required Troop Quality Check.

Each Army has a limit to the number of Rearguards that it can have in play at any one time. This is given in the exclusive rules.

Creating a Rearguard triggers Opportunity Fire against the Infantry Unit.

### 24.3.    Where can I place Rearguards?

You can place a Rearguard in any hex empty of friendly units that is: (i) not in an enemy Fire Zone, (ii) within two hexes of the Infantry Unit creating it, and (iii) not more than one activation's non-forced march move from the Infantry Unit creating it (calculated from the Unit to the Rearguard).

### 24.4.    How are Rearguards removed?

Rearguards can be attacked by enemy Units and suffer combat results like any other Unit.

A Rearguard can be removed from the map as an Action.

Note that the Rearguard is not removed from the map simply because the Unit that created it moves away.

### 24.5.    How many Rearguards can I build?

The exclusive rules provide limits on the number of Rearguards that you can create or have in play.

Once a Rearguard is removed or eliminated, the counter is once again available to be placed.

## 25.0    Special engineer rule (men at work)

Any time a Unit tries and fails to perform an Engineer Action (e.g., build a road block or an entrenchment), it receives a Men at Work +1 marker. The next time that Unit makes a Troop Quality Check to build the same thing in the same hex, each Men at Work marker adds one to the Unit's Troop Quality Rating. There is no limit to the number of these markers the Unit can accumulate. The markers are removed as soon as the Action is completed or the Unit performs a different Action.

## 26.0    Weather

Before the first daylight turn of each day, during the weather and airpower availability phase, one of the players rolls on the Weather Table to see what the weather is for the upcoming day; in subsequent daylight turns, one of the players rolls for changes in the weather, if necessary. The instructions on the table will tell you how to roll for the weather and also what effects the weather has.

There are four types of weather:

| | |
|---|---|
| Clear | No effect on play |
| Fog | Minus one Fire Rating and Assault Rating modifier for all Units; maximum Line of Sight distance is two hexes; all movement costs are increased by one; no air strikes |
| Overcast | No air strikes |
| Rain | Minus two Fire Rating and Assault Rating modifier for all Units; maximum Line of Sight distance is two hexes; movement cost to enter a hex is increased by one if a Unit is not In Column and moving on a Road; no air strikes |

Note: If the fog has not lifted after the weather roll of the 1100 turn, the weather in subsequent turns is overcast for the remainder of the day.

## 27.0    Airpower

Before the first daylight turn of each day, during the weather and airpower availability phase, both players check to see how much air support they get for the upcoming day (that is, until the end of the last daylight turn of that day).

The exclusive rules for each game will tell you how many air Units you get on each clear weather daylight turn of the day. You can only use air Units on clear weather turns. If there is no clear weather, you don't get any air Units.

The exclusive rules for each game will also tell you when in the Sequence of Play you perform air strikes.

Air Units can be used to launch air strikes against enemy Units. Just place an air Unit on the enemy Unit you want to attack. Once all the air Units have been placed, you can start to resolve the attacks. You may attack the same Unit with multiple air Units, but must resolve each attack separately. When an air Unit attacks an enemy Unit, roll on the appropriate row on the Combat Results Table as determined by the color of the Fire Rating on the air Unit; the only modifiers considered are the Direct Fire modifiers with positive values (that's right--no negative modifiers, even for entrenchments or Defense Rating!). Do not place barrage markers, however, whatever the Fire Rating color.

## 28.0   Night

The following modifications are made during night turns:

1.   The maximum Line of Sight distance is reduced to a maximum of three hexes.

2.   A Unit that successfully Rallies may remove a Suppression or Cohesion Hit.

## 29.0   Glossary

### 29.1.   Action

Something that an Active Unit can perform. Depending on the type of Unit being activated, it can include moving, firing, Assaulting, Rallying, and performing an Engineer Action. See also Second Action.

### 29.2.   Activation Chit

A counter you randomly draw to see what Division or Formation gets activated. Each Activation Chit represents one Division or one Formation.

### 29.3.   Active Formation; Active Player; Active Unit

The Active Formation is the Division (and all its subordinate Formations) or the single Formation whose Activation Chit is the one currently in play. The Active Player is the player who controls the Active Formation. An Active Unit is a Unit in the Active Formation. If a Direct Command Chit is drawn, the player who owns it is considered the Active Player as is any Unit on which the Active Player spends a Command Point.

### 29.4.   Armored Unit

A Unit that has its Defense Rating in a black box.

### 29.5.   Army

The largest grouping of Units in the game, one above the Division, distinguishing the Units of each nation, e.g., British or German.

### 29.6.   Artillery Unit

A Unit with a Fire Rating that is either orange, brown, or black.

### 29.7.   Artillery Park

An Indirect HE (Orange Fire Rating) Artillery Unit must be in an Artillery Park to perform spotted Indirect Fire. Such a unit in an Artillery Park cannot perform self-spotted Indirect Fire but may Direct Fire (as a yellow, Direct HE, Unit).

### 29.8.   Assault

The game mechanism that represents an attacking force advancing on a defending force to dislodge the defenders from their position. Assault is an Action.

### 29.9.   Assault Fire

A type of Direct Fire between Assaulting Units and Units defending against an Assault. Assault Fire only occurs during an Assault. With certain exceptions, including some of the modifiers, the Direct Fire rules govern Assault Fire. Assault Fire is not an Action.

### 29.10.   Assault Rating

The number that appears in the upper left of the counter next to the Fire Rating in a colored box. The colored box shows the Weapons Class. The higher the number, the better the Assault Rating. Note that a rating of zero is a valid Assault Rating. If the Assault Rating is in colored (different from white or black) then the Unit uses this value twice when it Assault Fires when defending; if the Assault Rating is in black or white, then the Unit Assault Fires once with its Assault Rating and once with its Fire Rating. A Unit with a blank Assault Rating has no Assault Rating and cannot Assault or Assault Fire.

### 29.11   Attachment Rating

Printed on each Leader counter, this is the number of White-Striped Independent Units that the Leader may activate in addition to the Units of his own Formation.

### 29.12.   Blocking Terrain

Terrain that blocks Line of Sight if the Line of Sight passes through it. Blocking Terrain is listed on the Terrain Effects Chart. A Line of Sight traced along the hexside of a hex with Blocking Terrain and another without it is not blocked.

### 29.13.   Bravery Check

When a Unit has to perform an Assault each Assaulting Unit must pass a Troop Quality Check as its Bravery Check. If a Unit fails its Bravery Check, the Unit does not perform the Assault. A Command Point cannot be used to pass a Bravery Check.  Note thet a Bravery Check is performed like a Troop Quality Check but is not the same thing regarding the rules. A Bravery Check will always fail on a roll of 9.

## 29.14. Cohesion Hit

A combat result that represents minor damage or casualties and disruption to a Unit.

## 29.15. Column

Units can pay movement points to enter Column formation and take advantage of faster Road movement rates, but suffer bad effects if attacked. Entering or exiting Column is part of a move and triggers Opportunity Fire, but a Unit can exit Column by taking a Cohesion Hit instead of expending movement points and thereby not trigger Opportunity Fire. A Unit in Column cannot stack or move through a hex with another Unit in Column.

Units in Column cannot perform Engineer Actions.

## 29.16. Command Points

Used:

1. to activate Units after a Direct Command Chit is drawn;

2. to activate Units to perform a Second Action;

3. to allow a Unit to automatically pass certain Troop Quality Checks, but not for Bravery Checks, Engineer Actions and Opportunity Fire (and others defined by the exclusive rules).

Command Points for a Division are gained when the Division Activation Chit is drawn, and they may only be spent on Units of that Division.

Command Points can only be used on Units that are In Command.

## 29.17. Command Range

Printed on each Leader counter, this is the number of hexes a Unit can be from its Leader and still be In Command.

## 29.18. Command Rating

Used to determine how many Command Points a Division gets. Command Ratings are listed on the division player aids and are listed in the exclusive rules to each game.

## 29.19. Company Bonus

A positive Fire Rating and Assault Rating modifier available to full strength two-step Units that pass a Troop Quality Check prior to firing (a nine always fails and a zero always succeeds). The Unit is not eligible if it has taken a Step Loss. A Command Point may not be spent to automatically pass the Troop Quality Check. Units Opportunity Firing cannot receive the Company Bonus.

## 29.20. Defense Rating

A measure of a Unit's vulnerability to firepower. The lower the number the better the protection. Unarmored Units such as infantry usually have Defense Ratings of zero or more.

Armored Units such as tanks usually have Defense Ratings of minus one or less. A target Unit's Defense Rating is added to the Fire Rating of any Unit that fires on the target Unit. The Defense Rating of an Armored Unit is a white number in a black box, while that of an Unarmored Unit is a black number in a white box.

## 29.21. Direct Command Chit

Allows the activation of any and all of a player's Units, but only at the expense of Command Points. A Unit (or stack) may not perform a Second Action if it was activated pursuant to a Direct Command Chit.

## 29.22. Direct Fire

Ranged fire combat using the Direct Fire modifiers of the Combat Results Table; a Line of Sight is necessary for Direct Fire. Direct Fire is an Action.

## 29.23. Dispatch Points

Used to "buy" Formation Activation Chits at the beginning of a turn for use either that turn or the next turn (an Activation Chit costs fewer Dispatch Points if you buy it for the next turn). Dispatch Points for a Division are gained when the Division Activation Chit is drawn, and they may only be spent on Formations of that Division.

## 29.24. Dispatch Rating

Used to determine how many Dispatch Points a Division gets. Dispatch Ratings are printed on the division player aids and are also listed in the exclusive rules that come with each game.

## 29.25. Division

A Division is a grouping of Formations and is represented in the game by a Division Activation Chit. Command Points and Dispatch Points belong to Divisions and a Division's Command and Dispatch Points may only be spent on Units and Formations of that Division.

## 29.26. Engineer Action

Engineer Actions are: building an improved position, building an entrenchment, creating a Rearguard, building a road block, removing a road block, and other actions defined in the exclusive rules. Units in Column cannot perform Engineer Actions.

A player may not spend Command Points to perform an Engineer Action, and this restriction includes Troop Quality Checks for the completion of an Engineer Action. (This also means that Engineer Actions cannot be done as Second Actions.) Note that this restriction applies to all Engineer Actions, no matter what type of Unit is performing the Engineer Action. Engineer Actions are Actions, and thus trigger Opportunity Fire.

## 29.27. Fire Range

The maximum number of consecutive hexes that a target can be away from a firing Unit. The Fire Range is printed on the

counter to the right of the Fire Rating. If no Fire Range appears, it means that a Unit has a Fire Range of one. Range is determined by counting the target hex but not the firing Unit's hex.

A Unit's Fire Range is reduced to one hex if it is adjacent to an enemy Unit, or if it is in a hex with a barrage marker. Exception: An artillery Unit in an Artillery Park may still perform spotted Indirect Fire even if there is a barrage marker in its hex.

## 29.28. Fire Rating

The number that appears in the upper left of the counter in a colored box. The color of the box shows the Weapons Class. The higher the number, the better the Fire Rating. Note that a rating of zero is a valid Fire Rating. A Unit with a "No" Fire Rating means that the Unit has no fire capability and cannot fire.

## 29.29. Fire Zone

A hex to which a Unit has a Line of Sight and that is within the Unit's Fire Range, except:

1.  if a Unit has one or more enemy Units adjacent to it, the Unit's Fire Range is reduced to one hex, and therefore its Fire Zone is reduced to its six surrounding hexes;

2.  if a Unit is in a hex with a barrage marker, its Fire Range is reduced to one hex and therefore its Fire Zone is reduced to its six surrounding hexes (except for a Unit in an Artillery Park; see 29.26);

3.  Indirect HE, Emplaced Artillery, and Organic Artillery Units have a Fire Zone with a range of three hexes; and

4.  Mortar Units do not have Fire Zones.

## 29.30. In Command

Units within the Command Range of their Leader are considered to be In Command. Command is checked for a Unit at the instant before the Unit does something: (i) that requires it to be In Command (e.g., perform a Second Action, spend a Command Point to pass a Troop Quality Check), or (ii) that would be affected if the Unit was Out of Command (e.g., pass a Troop Quality Check). Independent Units are In Command if in range of any Leader of the same Division. Reinforcement Units in reinforcement entry hexes are considered Out of Command.

## 29.31. Indirect Fire

Ranged fire combat using the Indirect Fire modifiers of the Combat Results Table; a Line of Sight between the firing Unit and its target is not necessary for Indirect Fire. In order to perform Indirect Fire without a Line of Sight, another Unit must act as a spotter.

## 29.32. Leader

For each Formation there is a Leader counter. A Leader is not a Unit, and does not count toward stacking limits. A Leader must always be stacked with a Unit of his Formation or an independent Unit of his Division, and is removed if his entire Formation is eliminated. Leaders do not have movement allowances, nor do they have Fire Ratings. Leaders are used to determine if a Unit is In Command.

## 29.33. Line of Sight (LOS)

A Line of Sight is a straight, unblocked line between the center dot of a hex containing a firing or spotting Unit and the center dot of the target hex. A Line of Sight may enter or exit a hex containing Blocking Terrain as long as it does not pass through such a hex. The maximum Line of Sight distance during a clear daylight turn is eight hexes. The maximum Line of Sight distance during a daylight turn with fog or rain, or a night turn, is two hexes. Observation posts and strongpoints are exceptions to these Line of Sight rules.

## 29.34. Movement Action

The following actions are considered Movement Actions: moving from hex to hex (including entering/exiting Column, and exiting Transport Mode), entering Transport Mode, and entering or leaving an entrenchment. These Actions all trigger Opportunity Fire, except the option to take a Cohesion Hit to leave Column. If a Unit performs a Movement Action as its first Action, a Second Action may not also be a Movement Action.

## 29.35. Movement Class

There are four Movement Classes: Wheeled, Tracked, Leg, and Immobile.

Movement Class is shown on the Unit counters as follows:

Movement allowance in black = Wheeled (W)

Movement allowance in red = Tracked (T)

Movement allowance in white = Leg (L)

No movement allowance = Immobile (I)

## 29.36. Non-Active Player; Non-Active Unit

The Non-Active Player is the player who does not control the Active Formation. Any Unit that does not belong to the currently Active Formation or is not an Independent Unit attached to a Leader, is a Non-Active Unit (this can include Units of both sides).

## 29.37. Opportunity Fire

Opportunity Fire is a type of Direct Fire from a Non-Active Unit that may be triggered, usually when an Active Unit performs an Action in the Non-Active Unit's Fire Zone. The

Non-Active Unit must pass a Troop Quality Check to Opportunity Fire. With the exception of differences in some of the modifiers, the Direct Fire rules govern Opportunity Fire. Opportunity Fire is not an Action.

### 29.38.  Organic Transport

An Infantry or Gun Unit that has a vehicle silhouette on its flip side has Organic Transport, representing the vehicles that this Unit possesses. The front of the counter has a black rectangle around the Step dots to indicate that the Unit has vehicles for Organic Transport.

### 29.39.  Out of Command

A Unit is Out of Command when it is out of its Leader's Command Range. Units that are Out of Command may not have Command Points spent on them for any purpose and have their Troop Quality Rating reduced by one. Additionally, they cannot spot for Indirect Fire missions, or make use of spotters if they are Indirect HE, Emplaced Artillery, Organic Artillery, or Mortar Units.

### 29.40.  Rally

An Action that a Unit performs to recover from Suppression or Cohesion Hits. Step Losses may never be recovered.

### 29.41.  Rearguard

A Unit, represented by a generic counter, that is broken off from an Infantry Unit.

Rearguards have Fire and Defense Ratings of zero, zero Steps, and no Assault Rating, and a Troop Quality Rating as given on the counter.

### 29.42.  Road

Any terrain feature designated as a road, railroad, trail, track, or path.

### 29.43.  Second Action

An In Command Unit (or stack of Units) that has just performed an Action pursuant to a Formation Activation Chit or a Division Activation Chit (but not pursuant to a Direct Command Chit) may perform a Second Action immediately by spending a Command Point (or, for a stack of Units, one Command Point for each Unit in the stack).

The Second Action must be of a different type from the Action that the Unit (or stack) just performed. The Second Action may not be an Engineer Action. All Units in a stack must perform the same Second Action.

The decision to perform a Second Action must be made before the next Unit performs an Action (and before the next chit is drawn).

A Second Action during a Division activation is not subject to the Division activation restrictions.

### 29.44.  Step

A measure of a Unit's size. A Unit may have zero, one or two Steps. A zero-Step Unit has no dots in the top center of its counter, a one-Step Unit has a single dot, and a two-Step Unit has two dots. A black box around the Step dots indicates that the Unit has Organic Transport.

Steps are also used for stacking: a maximum of 8 steps plus one Unit in Column can be in a hex without it being considered overstacked.

Steps are important in determining mass modifiers for fire combat, and the losses a Unit can absorb.

In some cases, the flip side of a two-Step Unit is its reduced (i.e., one-Step) side. But if a Unit has Organic Transport, the flip side of the counter is its Transport Mode side. If a two-Step Unit with Organic Transport loses a Step, you must put a generic Step Loss counter on the Unit to remind yourself that it has taken a Step Loss.

### 29.45.  Suppression

A combat result that severely restricts a Unit's ability to function. All a Suppressed Unit can do is try to Rally or defend against an Assault. A Unit must Rally to recover from Suppression.

### 29.46.  Transport Mode

The state of an Infantry or Gun Unit that has "mounted up" on vehicles. Units in Transport Mode move much faster and use the Transport Mode side to determine all game values.

### 29.47.  Troop Quality Check

A test a Unit must pass before it can do various things such as Rally when not in command or Opportunity Fire. To make a Troop Quality Check, you roll a die for the Unit. The Unit passes if the die roll is equal to or less than its Troop Quality Rating (as modified by any applicable modifiers). A nine always fails and a zero always succeeds. A Unit may be able to spend a Command Point instead of rolling a die to pass a Troop Quality Check, but a player may not do both (roll, and then spend a Command Point).

### 29.48.  Troop Quality Rating

The measure of a Unit's morale, supply and training. This number is used for Troop Quality Checks. A roll equal to or less than the modified Troop Quality Rating passes the check. So the higher the number, the better the Unit. A Unit's Troop Quality Rating is modified, amongst other things, if the Unit is Out of Command, is in Column, is Suppressed, has taken a Step Loss, is under a barrage marker, is in an improved position or an entrenchment, or has two Cohesion Hits. The exclusive rule may also specify other modifiers. A Command Point may not be spent to pass the Troop Quality Check required for a Bravery Check, Opportunity Fire and Engineer Actions.

#### 29.49. Unarmored Unit

A Unit that has its Defense Rating in a white box.

#### 29.50. Unit

An individual counter representing an actual unit that fought or could have fought in a scenario. Each Unit belongs to a Formation which in turn belongs to a Division. Most Units in the game are company-sized. Leaders are not Units.

#### 29.51. Unit Class

Each Unit belongs to one of three Unit Classes:

Infantry: Counters use each nation's specific army symbology. The exclusive rules provide a list of symbols.

Gun: Counters use each nation's specific army symbology. The exclusive rules provide a list of symbols.

Vehicle: Counters have vehicle silhouettes along with a white stripe across the silhouette for easy identification. Note that the silhouettes may be different on the fronts and backs of some counters. The image on the fronts shows either the most powerful or most numerous vehicle a Unit has, and the back shows the second most powerful or second most numerous vehicle within the Unit.

All the Unit symbols are defined in the exclusive rules.

#### 29.52. Unit Designation

Provided for historical interest, but the color of the box itself identifies the Formation that the Unit belongs to. A Unit is activated (and subject to the activation rules) when the Formation with this color is the Active Formation.

#### 29.53. Weapons Class

There are nine Weapons Classes and they are color-coded on the counters. Don't worry about memorizing the colors because the Combat Results Table is similarly color-coded for ease of use. The color codes make up the background for the Fire Rating.

- "DP" = Dual Purpose (AP and HE)—White (Direct Fire only)

- "SA" = Small Arms—Pink (Direct Fire only)

- "AP" = Armor Piercing—Blue (Direct Fire only)

- "LM" = Light Mortars—Purple (Direct Fire only)

- "HE" = High Explosive (five subclasses):

  (i) Mortar—Green (Mortar Units, Indirect Fire only, cannot use Opportunity Fire)

  (ii) Indirect HE—Orange (artillery Units, Direct or Indirect Fire (use Yellow for Direct Fire))

  (iii) Direct HE—Yellow (Direct Fire only) or Artillery using Direct Fire

  (iv) Emplaced Artillery—Black (Direct or Indirect Fire (use Yellow for Direct Fire))

  (v) Organic Artillery—Brown (artillery units, Direct or Indirect Fire (use Yellow for Direct Fire))

Note that the "SA", "AP", "LM", and "DP" classes can only use Direct Fire. Of the "HE" class, one subclass uses Direct Fire, and the other subclasses use Indirect Fire.

## 30.0 Series Credits

Designer: Adam Starkweather

Developer: Nick Richardson

Graphic Artist: Niko Eskubi

Rules Writer: Jon Gautier

Original System Design: Eric Lee Smith