



TAKTYKA I STRATEGIA
HISTORIA I WOJENNE GRY PLANSZOWE



Great Battles 1939–45 (WB-95)

Regimental/Division Scale

SYSTEM RULES

ENGLISH

With fairly easy rules, players may attempt to change the course of history on the most important battlefields of World War II, like Stalingrad, Normandy, Kursk, Korsun or Moscow. The most important idea of this system is to give players a feel for the maneuverability of these battles and show the uneasiness of the decisions they have to make. They may use their armored forces to break through the enemy lines, use air forces to slow down enemy movement or use strategic movement to effectively exploit successes of the attacks. Along with historical scenarios, some games contain hypothetical scenarios as well, showing what might have happened, if...

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1.0 BASIC INFO



[1.1] Counters

The games provide three types of counters:



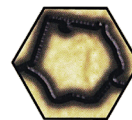
Combat Units



Auxiliary Markers



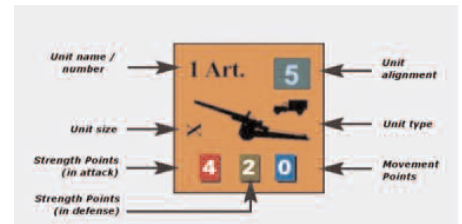
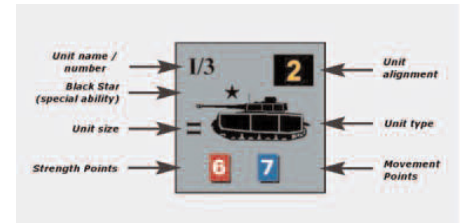
Field Fortifications



Fixed Positions

Each combat unit counter shows characteristics relevant for game play. At the top, there is the Unit Name/Number (on the left) and Unit's Alignment (division, corps or army) Name/Number (on the right). In the middle there is the Unit-Size and an icon representing Unit-Type. At the bottom there are Strength Points (in case of artillery units, there are two values) and the Movement Points value. Most counters in the game are printed on two sides. If a unit has its full strength printed on the top-side with a weaker strength on the reverse, then it has two Combat Efficiency Levels (CEL – see 1.3 Definitions). A unit counter that is only printed on its top-side has 1 CEL only.

Unit-Size Symbols for Identification
XX - Division **X** - Brigade
III - Regiment **II** - Battalion
I - Company



Artillery units have only one CEL (except Mechanized Artillery)—even though there is often an image on the reverse side of its counter. This is due to the fact that artillery counters can display either the transport or combat state of the unit (see 6.2.2). Mechanized Artillery units, due to their inherent maneuverability, have some characteristics of regular units, and so usually have 2 CELs. Reducing a unit (losing 1 CEL) means flipping a full-strength unit's counter over to its weaker side. If it loses another 1 CEL, it is then eliminated from the game.

[1.2] Types of Units

Some scenarios may contain different types of counters. They are described in the scenario's notes.

For movement purposes units are divided into:

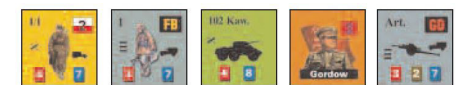
Motorized Units

Mechanized:



(tracked or half-tracked vehicles)

Trucked:



(units equipped with wheeled vehicles)

Note that each **Non-Mechanized Artillery Unit** is treated as a Motorized (Trucked) Unit—even if there is no truck symbol on the counter.

Non Motorized Units



Air Units



In scenario setups, units are described by their type and size (INF-R, ARM-BR). In obvious cases (complete infantry divisions or complete Soviet corps) a size-appendix is omitted (e.g., INF for all division units or CAV for all Soviet cavalry corps units).

[1.3] Definitions

Strength Point (SP)

Reflects the unit's strength/morale/training/experience and other factors influencing the unit's combat power.

Movement Point (MP)

Reflects the unit's maneuverability. It also limits a unit's movement range.

Zone of Control (ZOC)

Marks unit's ability to influence its neighborhood

Combat Efficiency Level (CEL)

Marks unit's hardness — ability to fight and sustain losses.

Out of Supply (OoS)

Marks unit's supply level and its influence on unit's morale. The higher the OoS level, the greater chance for that unit's surrender.

[1.4] Combat Ratios

Combat Ratio (CR) is the column on the **Combat Table** where a combat result is to be looked up after a two-dice (2D6) roll.

CR is calculated as follows:

1. Attacking Player units' SPs are divided by the defending Player units' SPs, which, after rounding, yields an **Initial Combat Ratio**. (see 1.6 for rounding)
2. Initial Combat Ratio is then modified by both players' Combat Modifiers in order to calculate the **Final Combat Ratio**. (see 1.6 for rounding)

Example: Initial Combat Ratio

Two infantry units—having 4 SPs each—attack an enemy infantry unit with 5 SPs. Total attacker's strength is 8; Total defender's strength is 5. Actual combat ratio is 1.6:1, ...but after rounding, it is 2:1.

[1.5] Combat Modifiers

Combat Modifier (CM) is the column shift applied on the **Initial CR** in order to obtain the **Final Combat Ratio**. Both attacking and defending units can gain CMs through various factors like terrain, fortifications, unit special abilities and tactical concentration.

In effect, the Defender's CMs *reduce* the **Initial Combat Ratio** (by shifting the CR column to the left), while the attacker's CMs *increase* the initial Combat Ratio (by shifting the initial CR column in to the right).

Note that the maximum and minimum Combat Ratio columns on the Combat Table can never be exceeded.

Examples:

- Attacker units' total strength is 8 and they have 3 combat modifiers. Defending units' total strength is 3 and they have 1 combat modifier. **Initial Combat Ratio** is 8:3 => 2.67:1 => **3:1**. When attacker's CMs are applied, the combat ratio temporarily increases to 6:1; After the defender's CMs are applied, the **Final Combat Ratio** is set to 5:1.
- Attacker units' total strength is 18, and they have seven combat modifiers. Defending unit strength is 4, and it has two combat modifiers. **Initial Combat Ratio** is 5:1. After attacker CMs are applied, **Final Combat Ratio** is 8:1 (see below)
- Because the Combat Ratio cannot exceed the maximum on the Combat Table (10:1) it is therefore *immediately* reduced to 10:1; Then the defender's CMs are applied, so the **Final Combat Ratio** is set to 8:1.

Players *must* use all combat modifiers gained from Terrain, Fortifications, and Tactical Concentration. Whilst use of a unit's Special Abilities is voluntary. (see 15.1.6)

[1.6] Rounding Odds

Ratios are rounded up at the halfway mark; any ".5" result rounds up to the next number.

Examples:

- Attacker has 3 SPs; Defender has 2 SPs. Initial CR is 3:2 => 1.5:1 => **2:1**
- 5 divided by 2 is 2.5; so again, round up to 3. Initial CR is 5:2 => 2.5:1 => **3:1**
- An initial calculation of 6.49:1 or less would be rounded *down* to **6:1**.
- A unit with a strength of only 1 SP is always counted as 1, even if its strength is halved.

[1.7] Die Rolls

In this WB-95 System, players use 6-sided dice and throughout game play may be required to roll one or more at a time. Also, players may be required to roll more than one time to complete a given process.

- One 6-sided die roll is written as **1D6**
- Rolling two 6-sided dice at once (and summing the results) is written as **2D6**
- And so on...

2.0 PHASES & TURNS

[2.1] General

2.1.1 Play in the WB-95 System is divided into **Game Turns**. Every turn allows or obliges players to take certain actions (Movement, Attack, Supply Check, etc.).

2.1.2 All actions in a turn are grouped into **Phases**. Every phase allows for given set of actions only. Performing an action outside the correct phase is prohibited.

2.1.3 Each Game Turn is finished only after all Phases have been completed.

2.1.4 Players cannot change the order of the phases. A phase can be omitted if there are no mandatory actions — and both players choose not to perform any voluntary ones.

2.1.5 After a Game Turn has been completed, players advance the Turn Marker ("Etapy") by one position and then repeat the phases.

2.1.6 One turn represents one day of a battle.

COMBAT RESULT EXAMPLES

- 1 / -1 => both Players lose 1 SP
- D2 -1 => Defender must Retreat by 2 hexes and loses 1 SP.
- 1 / D2 -1 => Attacker loses 1 SP, Defender Retreats 2 hexes and loses 1 SP.
- 1 / D4D => Attacker loses 1 SP, Defender Retreats 4 hexes and Disorganized.
- A1D => Attacker Retreats by 1 hex and Disorganized.
- => Roll for possible Disorganization

2 Combat Modifiers for Defender

2 Combat Modifiers for Attacker

COMBAT TABLE

COMBAT RATIO Attacker/Defender		1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	7 : 1	8 : 1	9 : 1	10 : 1
2 x D6	2	-1/-1D	-1/D1D	-1/D1D	-1/D2D	-1/D3D	-1/D3D	-1/D3D	-1/D4D	-1/D4D	-1/D4D	-1/D4D	-1/D5D	-1/D5D
	3	-1/-	-1/D1	●/D1	●/D2	●/D2-1	●/D3-1	●/D3-1	●/D3-1	●/D4-1	●/D4-1	●/D4-1	●/D4-1	●/D5-1
	4	A1●/-	●/-1	●/D1	●/D1	●/D2	●/D3	●/D3	●/D3	●/D3	●/D4-1	●/D4-1	●/D4-1	●/D4-1
	5	A1-1/-	-1/-	-1/-1	●/D1	●/D2	●/D2	-/D3	-/D3	-/D3	-/D3	-/D4	/D4	/D4-1
	6	A1-1/-	A1●/-	-1/-1	-/D1	-/D2	-/D2	-/D2	-/D3	-/D3	-/D3	-/D3	-/D4	-/D4-1
	7	A2-1/-	A1/-	A1/-	-1/-1	-/D1	-/D2	-/D2	-/D2	-/D3	-/D3	●/D3-1	●/D3-1	-/D4
	8	A2-2/-1	A1-1/-	A1/-	-1/-1	-/D1	-/D2	-/D2	-/D2	-/D2-1	●/D3-1	-/D3	-/D3	-/D3
	9	A2-2/-	A2-1/-1	A1-1/-	-1/-	-1/D1	-/D1	-/D2-1	-/D2-1	●/D2	-/D2	-/D3	-/D3	-/D3
	10	A2-2/-	A2-2/-	A2-1/-1	A1/-	-1/D1-1	-1/D1-1	-1/D2	-/D2	-/D2	-/D2	-/D2	●/D3	-/D3
	11	A2-2/-	A2-2/-	A2-2/-	A1-1/-	-1/-1	-1/-1	-1/D1	-1/D2	-1/D2	-1/D2	-1/D2	-1/D2	●/D3
	12	DA2-2/-1	DA2-2/-1	DA2-2/-1	DA2-1/-1	D-1/-1	D-1/-1	D-1/-1	D-1/D2	D-1/D2	D-1/D2	D-1/D2	D-1/D2	D-1/D2

[2.2] Phases

Individual games and scenarios will declare which side has the Initiative, and therefore starts first.

Phase 1 – Air Phase

During this phase **both players** can assign missions for their air units (see 8.0). Players should choose airstrike locations secretly in order to reduce the chance of deliberate enemy defensive actions. (see 8.1.8)

Phase 2 – Artillery Barrage

If the scenario allows, artillery barrages may now be conducted on enemy units. (see 6.5)

Phase 3 – Movement

Player may move units or build Field Fortifications (see 3.0). Reinforcements may be entered onto the map. (see 11.0) Instead of normal movement, units can be selected for future Strategic Movement by placing markers on them. (see 12.0)

Phase 4 – Attack Combat

Carry out obligatory and voluntary attacks. Order of individual combat resolutions is determined by owning player. Phase can end only after all **mandatory** attacks have been completed. (see 5.1)

Phase 5 – Strategic Movement

All units with a Strategic Movement Marker placed on them in Phase 3 may now move strategically. Also—player may enter any reinforcements still available onto the map. (see 12.0 & 11.0)

Phase 6 – Supply

Follow these actions:

- 1) Player must attempt to trace lines of supply to all units. Units that cannot be supplied must be covered with a marker reflecting they are **Out of Supply**. (OoS, see 10.0)
- 2) Any unit that is **OoS** must undergo a **Surrender Test**. (see 10.2.5)
- 3) Supplied units establish **Control** over uncontested hexes within their **Zone of Control**. (see 4.3)
- 4) HQs may begin building a bridges. (see 14.3)

REPEAT PHASES 1 – 6

Player **without** Initiative follows the same series of Phases as above, in the same order as the Initiative Player did.

ADVANCE GAME-TURN MARKER

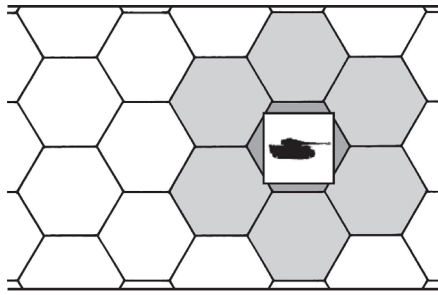
A full day of Battle has passed. Time to start the next day's Phases, or possibly end the game and check Victory Conditions?

3.0 MOVEMENT

[3.1] The Basics

3.1.1 Players can move their units during Movement Phases (Regular Movement – Phase 3; Strategic Movement – Phase 5) and the Combat Phase (Pursuit And Retreat – Phase 4).

3.1.2 Retreat and Pursuit have additional limitations. (see 5.4 and 5.5)



3.1.3 Order of units moved during any Movement Phase is owning player's choice.

3.1.4 Units cannot 'overleap' a hex during movement. There must be a continuous path of hexes between a unit's start-hex and unit's destination-hex.

3.1.5 Players' unit movements and/or maneuvers during Movement Phases are limited by each individual unit's MPs.

3.1.6 Units do not need to use all their MPs — but any unused MPs do **not** carry over into the next turn.

3.1.7 Units cannot 'pass' their MPs to other units.

3.1.8 Units cannot enter hexes occupied by enemy units.

3.1.9 Any number of units can move through a hex.

3.1.10 Units can move through a hex occupied by friendly units, regardless of stacking limits.

3.1.11 Cost of entering a hex for each unit depends upon its unit-type and the terrain in the hex. (All modifications are listed on the **Terrain Influence Table**.)

3.1.12 Terrain costs are **cumulative**.

Example:

If, for a mechanized unit, the cost of entering a forest hex is **+1**, cost of crossing a stream is **+2** and base-cost of clear-terrain entry is **2 MPs**—then it will pay **5 MPs** for entering this hex with forest across a stream hexside.

3.1.13 Maximum cost to enter a hex cannot be higher than a unit's initial total MPs. (That is, the number of MPs it has at the beginning of the Movement Phase.)

Examples:

- Mechanized unit starts Movement Phase with **7 MPs**. Unit can always enter an adjacent hex, even if the cumulative cost is higher than 7. So, even if the cost to enter an adjacent hex is **9 MPs**, the unit can still enter the hex.
- Infantry unit with **4 MPs** starts its Movement Phase out of supply (OoS), and so has only **2 MPs**. If the cost to enter an adjacent hex is **3 MPs**, this unit can still enter the hex—and without increasing its OoS Level. **Note:** Intention of this rule is that any unit is always able to move at least one hex, unless it is into a normally prohibited one.

[3.2] Stacking

3.2.1 At the end of any phase, there **cannot** be more than **8 CELs** in one hex.

3.2.2 Each Headquarters is counted as **1 CEL** for stacking-limit purposes.

4.0 ZONES of CONTROL

[4.1] The Basics

The **Zone of Control** reflects a combat unit's ability to influence its surroundings in such a way that it denies the enemy freedom of movement through that area.

4.1.1 ZoC spans out into all six of a unit's adjacent accessible hexes.

4.1.2 All regular units have a ZoC. (Artillery and HQs do not.)

4.1.3 ZoCs do not extend through or across big rivers (see **TEC**).

4.1.4 ZoCs do not extend into terrain that is impassable for the given unit-type.

Exemption Example:

Motorized units do not have controlling influence over adjacent Swamp hexes. Their ZoCs do not extend into such prohibited hexes.

4.1.5 There can be any number of ZoCs extending into any one single hex (from friendly and/or enemy units). Having more than one ZoC on a hex has no additional effects.

4.1.6 ZoCs allow and can establish hex control.

[4.2] Movement Influence

4.2.1 Units that entered an enemy ZoC **must stop**. (They cannot use any more MPs in this Movement Phase.)

4.2.2 Entering an enemy ZoC does not cost any additional MPs.

4.2.3 Leaving an enemy ZoC costs **+1 MP**.

4.2.4 During the Movement Phase, a unit may **leave an enemy ZoC (+1 MP)** and then later enter a different unit's ZoC — or turn back and reenter that same enemy unit's ZoC (in another hex, presumably).

4.2.5 A unit may only move **directly** from one enemy ZoC to another when moving into a **different enemy unit's ZoC (+1 MP)**

Exception: Moving directly into another hex of the **same unit's ZoC** is only made possible by **Pursuit** (i.e., advance after combat).



[4.3] Hex Control

Hex-control allows capturing of game-scenario objectives, like towns or other important hexes.

4.3.1 At the start of the game, players control all the hexes within their own 'territory' (that is, behind their frontlines).

4.3.2 Players gain control of an enemy hex when one of their units is in the hex at the end of the player's Supply Phase. — **OR**

4.3.3 Players gain control of a hex if one of their unit's ZoC is influencing the hex and there are no enemy ZoCs simultaneously influencing that hex at the end of the player's Supply Phase.

4.3.4 Note that Units that have surrendered during a given Supply Phase cannot provide control over any hexes that Game Turn.

4.3.5 Only units in Supply can fully control adjacent hexes with their ZoCs.

4.3.6 Enemy ZoCs, however, do deny control of an unoccupied hex to friendly units — *even if that enemy unit is OoS (see 10.2)*. So, if a hex is unoccupied but in the ZoC of an opposing unit, then neither player controls it; it remains contested.

5.0 COMBAT

Direct combat between units is resolved during the Combat Phase. In this phase, units can be attacked by regular units supported by aircraft and artillery. Attacks carried out solely by air units are targeted and resolved in the Air Phase.

[5.1] General

5.1.1 Attacking Player chooses the order of their own attacks.

5.1.2 Attacking Player chooses when the Combat Phase finishes (that is, decides whether to make any voluntary attacks), but not sooner than 5.2.1 and 5.2.2 are satisfied.

5.1.3 Owning player chooses which of his units take any losses inflicted as a result of Combat.

5.1.4 Units in Tow (Artillery, Anti-Tank [AT], Anti-Aircraft [AA] guns, etc.) cannot attack in direct combat while limbered.

5.1.5 A unit can fight only once during a single Combat Phase.

5.1.6 Regular units can attack enemy units in adjacent hexes only.

5.1.7 Attack on an HQ alone in hex is always resolved at maximum **Combat Ratio** (right-most column) on the Combat Table. HQs cannot retreat in such combat and they therefore sustain losses. (see 5.4.6)

[5.2] ZoC & Combat

5.2.1 Units in enemy ZoCs must attack — unless they are in Fortifications. (see 7.1.11 and 7.2.5)

5.2.2 Enemy units with *any* attacking friendly units in their ZoCs **must all** be attacked.

5.2.3 For single combats, either the attacker or the defender must be in one hex only.

Examples:

- An American armored regiment unit enters the ZoC of a German infantry unit. In the following Combat Phase, the American unit must attack (*but not necessarily the above mentioned German infantry*) and that German unit must be attacked (*but not necessarily by this American armored regiment*).

- A Soviet mechanized brigade enters a hex adjacent to a Romanian cavalry unit, which is in a swamp hex. This Soviet unit's ZoC does not extend into swamps, but since the Soviets are in the Romanian's ZoC, that cavalry unit must be attacked. Conversely, this Romanian cavalry unit *would not be forced to attack* the mechanized unit — as its ZoC does not influence the swamp hex.

Illustrated Example:

Unit A has three enemy units (1, 2, and 3) on three adjacent hexes in its ZoC. Units 2 and 3 are entrenched (yellow markers underneath), while Unit 1 is not. Unit 1 is in the ZoC of another enemy unit B. In this case, only Unit 1 must attack (5.2.1), which means that both units A and B must be attacked. (5.2.2)



The following situations/solutions are possible:

- Unit 1 attacks both Units A and B. Then Units 2 and 3 cannot participate in attack (because one side of a combat must always be constrained to one hex).
- Unit 1 attacks unit B only — then there must be an attack made on unit A made by either Unit 2 or 3, or both (*even though they are entrenched and thus not normally subject to making mandatory attacks*).

[5.3] Combat Procedure

5.3.1 *Combat procedure is as follows:*

- Attacker selects and announces attacking unit(s) and their target(s).
- Total SPs and Combat Modifiers are counted for both sides.
- Initial Combat Ratio is calculated (see 1.4)
- Combat Modifiers are applied (see 1.4)
- Two dice (2D6) are rolled.
- Intersection of Final-Combat-Ratio column with dice-roll row provides **Combat Result**. It should be applied before next step (g) in following order: loss of SPs, then Retreats and Pursuits, if any.
- Any rolls for Disorganization are made.

Example:

German armored division attacks two Soviet cavalry brigades that are in the woods (*not Fortified*). German total strength is **17 SPs**. Total Soviet strength is **8 SPs**. Germans have **1 CM** for Tactical Concentration and **1 CM** for Black-Star Modifier (*two total*). Soviets have only **1 CM** for woods.

The initial combat ratio is therefore 17:8, rounds to => 2:1. Applying both Players' CMs brings the **Final Combat Ratio to 3:1**. If the combat result is **D2/-1**, then Germans must lose **1 CEL** (in a unit that used Black-Star Modifier) and Soviets must:

- Lose **2 CEL** with no retreat;
- Lose **1 CEL** and retreat by one hex; or
- Retreat** two hexes.

(with one **Disorganization Test**)

Note: *more Combat Results examples below, next to the Combat Table.*

[5.4] Retreat

5.4.1 Units retreat when the combat result is **Dx** or **Ax** (*x marks number of hexes a unit is to retreat*).

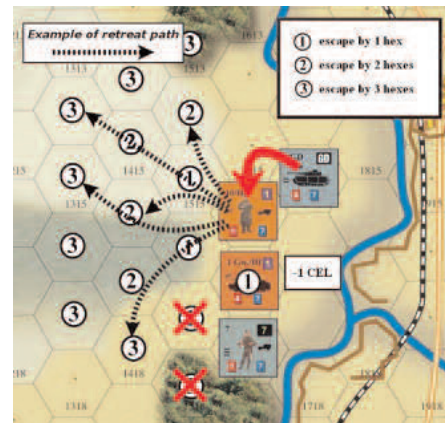
5.4.2 Units retreat by given number of hexes from the hex in which they battled.

5.4.3 During a retreat, units cannot enter enemy ZoCs, impassable terrain, or leave the map.

5.4.4 Units can retreat through hexes in enemy ZoCs if they are occupied by a friendly unit(s). For each hex of such a retreat, the unit loses additional **1 CEL**.

Example:

Graphic below shows retreat hexes available for the Soviet infantry unit after a successful attack by the German armored battalion.



Note: *if the Soviet Player decides to retreat onto the friendly armored unit, then the retreating unit must pay an additional **1 CEL**.*

5.4.5 During a retreat, a unit can only cross a big river over a bridge hexside.

5.4.6 Units cannot finish retreating into a hex in which the stacking limit would then be exceeded. However, units can retreat *through* such hexes. Units can also choose *not to retreat*: trading **-1 CEL** for each hex not retreated (as called for by the Combat Result).

Example: Combat Result is **D3**. Player has four options:

- Retreat by the full three hexes;
- Retreat by two hexes and suffer additional loss of **1 CEL**;
- Retreat by one hex and suffer additional loss of **2 CELs**; or
- Stay in location hex and lose **3 CELs**.

5.4.7 Additional losses due to sustained retreat are taken regardless of the number of hexes units occupied before the combat.

Example:

Soviet guard division is attacked by three German armored battalions (from three different hexes). If attacking Germans receive a combat result **A1**, and German player wants to keep positions—he must lose **1 CEL** from one of three units that took part in this attack. If the German player does not want to lose that **1 CEL** — then he must retreat all three units by **1 hex**. The German player also has the option to leave some units (e.g., two of the three attacking) and retreat the rest. In this case he must still suffer the loss of **1 CEL** from unit(s) that remained in their original position(s).

5.4.8 Retreats oblige the player to conduct Disorganization Tests (see 5.7.2). Players must perform a test for each hex of the retreat path (except for the first one).

Examples:

- Attacker receives a combat result of **A2** and chose to retreat the full two hexes. The unit(s) must take one Disorganization Test.
- Defender receives a **D4** and retreats three hexes — **two** Disorganization Tests must be made. (**-1 CEL**)
- Defender receives a **D3** and retreats only one hex — this does not require taking a Disorganization Test. (**-2 CELs**)

5.4.9 After a Retreat, a unit *cannot* build Field Fortifications in the following Movement Phase.

[5.5] Pursuit

5.5.1 If enemy units retreat as a result of combat, then opposing units can pursue. (This is often called *Advance After Combat*.)

Important Note: Defender(s) can also Pursue — if attacker retreats after an unsuccessful combat and leaves hex empty (result of **Ax**).

5.5.2 Pursuit must follow the retreat path, *but may diverge by one hex only*.

5.5.3 If several units retreat along different paths, then the Pursuing units can choose any one of them.

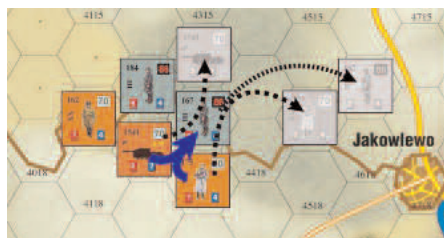
5.5.4 The first hex of any Pursuit *must* be the hex emptied by retreating unit(s).

5.5.5 Important: enemy ZoCs are *ignored* during a Pursuit.

5.5.6 Pursuing units can only move the number of hexes retreated by the enemy unit(s).

Example:

Defending German 167th Regiment receives a Combat Result of **D4**. It chooses to retreat by only three hexes. In this situation, Pursuit can be made by up to three hexes and the first hex must be the one emptied by defender.



5.5.7 Pursuit is not limited by MPs in any way, but it *cannot enter impassable terrain* or leave the map.

5.5.8 Pursuing units must stop after crossing a big river hexside.

5.5.9 Towed units cannot Pursue.

5.5.10 If an enemy unit is eliminated in combat, then the victorious unit(s) can enter the vacated hex, plus move into one more additional adjacent hex. (Note: *enemy ZoCs do apply in this case, see below.*)



[5.6] Terrain Influence

5.6.1 The effects (CMs) of terrain on combat are described in the **Terrain Effects Table**.

5.6.2 Effects (CMs) on combat are cumulative.

Example:

If the defending unit(s) is in woods (**+1 CM**) and is attacked across a river hexside (**+1 CM**), then defending player gains **+2 CMs** for this fight.

5.6.3 If defender fights on multiple hexes, the unit with the most SPs is used as the basis for any CMs gained by defender.

5.6.4 Rivers and/or streams influence combat only when *more than half* of the total SPs of the attacking units are assaulting through this obstacle.

[5.7] Disorganization

5.7.1 Units becomes Disorganized during combat (direct combat, artillery attack, or air attack) in three cases:

- Combat Result indicates Disorganization (e.g., result **D3D** means that defender retreats by three hexes and becomes Disorganized)
- Attacking player fails Disorganization Test (marked by a black dot in a combat result).
- Defender fails Disorganization Test after a retreat.

5.7.2 Disorganization test requires Player to throw two dice (**2D6**). If the result is equal-to or greater (**≥**) than the unit's **Morale Limit (ML)**, then it becomes Disorganized.

5.7.3 Artillery can only be Disorganized if it fights on a hex adjacent to an enemy unit.

Example:

An artillery unit supports an infantry attack from a distance of two hexes. If attacking units become Disorganized as a result of the attack, supporting artillery does not. If artillery supported an attack from a hex adjacent to the defending unit(s) then it would Disorganize together with those regular units.

NATION	UNIT TYPE	ML
Axis	SS Units	12
	Wehrmacht	11
	Volkssturm	9
	Romanians/Hungarians	9
Allies	Italians	7
	Americans/British/Poles	11
	French	9
Soviets	Belgians/Dutch	8
	Guards	11
	(all others)	9

5.7.4 Disorganized units have their strength (both in attack and defense) halved.

5.7.5 In order to recover, a Disorganized unit must remain inactive for a full turn.

Examples:

- Unit becomes Disorganized during the Combat Phase. If the unit remains inactive until the end of its next Combat Phase, then it regains full strength (*after* its next Combat Phase). In order to do this unit cannot move, attack, nor be attacked.
- Unit becomes Disorganized as a result of an air attack (Phase 7). If the unit does not move, attack, or suffer an attack—then it regains full strength at the end of the following Phase 7.

5.7.6 Disorganized units should be covered with a Disorganization Marker until recovered.



6.0 ARTILLERY

Artillery (as well as air units) can fight indirectly by supporting friendly regular units' attacks or defenses from remote hex(es).

[6.1] Basics

6.1.1 Artillery is divided into two types:



Towed Artillery



Self-Propelled Artillery

6.1.2 Artillery unit range is three(3) hexes.

6.1.3 Artillery units can only use their ranged fire when in combat setup. (see 6.2)

6.1.4 Artillery units can fire twice in one turn — once in each Combat Phase.

6.1.5 Artillery units do not have ZoCs. (LoS Tracing Exception: see 10.1.11)

6.1.6 Towed artillery always has **1 CEL**.

6.1.7 Towed artillery can be eliminated by an enemy regular unit entering its hex during the Movement Phase. Such an action costs **+1 MP** — if artillery unit is in a Fortification, then the entrance cost increases by **+1 MP**.

Example:

Three artillery units alone in one hex can be eliminated if an enemy regular unit enters the hex and spends **3 MPs**. If the artillery units are Fortified, then the cost for such an action would be **4 MPs** total.

[6.2] Artillery Movement

6.2.1 Towed artillery is always treated as trucked units.

6.2.2 Towed artillery counters have an icon of a gun at the front (combat setup) and icon of a truck on the reverse side (transport setup).



Combat Setup



Transport Setup

NOTE: Some (older) games do not have this combat/transport setup printed on the counters. Instead, they have an icon of a gun on the front and an empty reverse-side. In those cases, the empty reverse should be treated as the transport setup, with MPs printed on the front of the counter. *These towed artillery units should still be treated as trucked units.*



Combat Setup



Transport Setup
(empty reverse)

6.2.3 Towed artillery units can only be moved when in transport setup.

6.2.4 Change of setup is possible only during Movement Phase, at a cost of **+1 MP**.

Note: The above two points make it impossible for artillery units in combat setup to retreat after a direct attack. In such a situation, artillery units must suffer losses and/or be eliminated by enemy units entering the hex during Pursuit.

Example: An infantry unit (2 CELs) and a towed artillery unit (*in combat setup*), both in the same hex, are attacked. If the Combat Result is **D2**, then the following resolutions are available to the defender:

- Infantry retreats by two hexes (and an attacking unit can then eliminate the artillery unit through Pursuit into its hex.)
- Artillery is eliminated (loss of **1 CEL**) which allows the infantry unit to retreat by one hex only.
- Both the artillery and infantry units suffer loss of **1 CEL**. Artillery is eliminated — but this allows the infantry unit to keep position. (Note that full elimination of the infantry unit [**-2 CELs**] would *not* save the remaining artillery — attacking Player can enter its hex in Pursuit and thus eliminate it. If artillery is in transport setup, it can retreat without taking losses, but of course is weaker in defensive SPs.)

[6.3] Support Fire

6.3.1 Only artillery units in combat setup can support friendly regular units in combat, adding their attack/defense strength to the SPs of the fighting units.

6.3.2 For attacks, any one of the attackers' hexes must be within artillery unit's range.

6.3.3 For defense, any of the defending hexes must be within artillery unit's range.

6.3.4 Artillery providing support fire does not suffer any combat results (*i.e.*, cannot Pursue or Retreat, cannot be Disorganized, etc.)

6.3.5 Support fire can be targeted on adjacent hexes. In such situations, the artillery unit(s) suffer all combat effects.

[6.4] Ranged Attacks

6.4.1 Only artillery units in combat setup can fire directly upon enemy units in remote hexes—in this case offensive SPs are used.

6.4.2 Procedure of a Ranged Attack is as follows:

- Player declares number of units carrying out the attack and selects target (one hex) that must be within range of *all* attacking units.
- Player sums total SPs of attacking artillery units and subtracts Terrain Modifiers(x2) of the defending hex.
- Player rolls two dice (2D6).
- Bombardment result is looked up on the **Artillery Fire Table**.

6.4.3 Ranged attacks *cannot* be made on adjacent hexes.

6.4.4 Ranged attacks can be supported by air units.

6.4.5 Units that are targeted by a Ranged Attack cannot be attacked directly in the given Combat Phase. If, for some reason, they must be attacked (*e.g.*, due to 5.2.1), then the ranged attack cannot be carried out.

6.4.6 Artillery units subjected to a Ranged Attack, after applying the results, can—in the same phase—support in the defense of friendly regular units.

Example:

Artillery unit is attacked by enemy artillery Ranged Fire. As a result, artillery unit becomes Disorganized. The unit can now support in the defense of friendly units in the same Combat Phase, however using only half its defensive SPs.

6.4.7 Artillery can target **objects** for Ranged Fire. (In this case, adjacent hexes are allowed.) Attack procedure is analogous to that in 6.4.2. However, no terrain modifiers are taken into account. The result is looked up on the **Attacks On Objects Table**.

[6.5] Barrage

6.5.1 Some scenarios allow for making an Artillery Barrage — players can execute this only when it is *explicitly* described in the game scenario description.

6.5.2 Barrages are executed in the Barrage Phase.

6.5.3 Barrages are analogous to 6.4 — with firing artillery unit-strengths doubled.

6.5.4 Any Barrage fire targeting any one hex must be made by at least two artillery units.

6.5.5 Artillery units firing Barrage cannot move in the Movement Phase of the same Game Turn.

6.5.6 Artillery units firing Barrage cannot support friendly units during next **TWO** Combat Phases (player's attack and defense).

6.5.7 Barrage is limited by Ammo Units (AUs) — every artillery unit firing in a Barrage must spend **1 AU**. (*Number of AUs available will vary by scenario.*)

6.5.8 Players are not required to execute Barrages, nor use up all available AUs.

Example:

A scenario allows for Barrage during the first two turns and provides **8 AUs** for them. The player may choose, for example, to:

- use all available AUs in the first turn. (*That is, if there are enough artillery units to do so.*)
- Fire with three artillery units (spending **3 AUs**) in the first turn and then firing with five artillery units (using the remaining **5 AUs**) in the second turn.

[6.6] Direct Combat

6.6.1 Artillery units attacked directly can support a defense only when stacked with at least one regular unit. (*according to 6.3*)

6.6.2 However, an artillery unit can support an attack on an adjacent hex without being stacked with a regular unit. (*according to 6.3*)

Note: This effectively means that artillery units can support attacks using their offensive SPs in almost all instances. (*Just keep in mind that artillery attacking into an adjacent hex are subject to Disorganization.*)

6.6.3 Towed artillery in **combat setup**, alone in a hex, always defends with **1 SP** when attacked directly. Further: **1 SP** is the limit, no matter how many artillery units are in this same hex, they all defend with **1 SP** total.

Example:

Enemy attacks two hexes: one hex is occupied by a cavalry unit (regular unit) with **5 SPs** and the second hex is occupied by two artillery units (in combat setup) having **5/3 SPs** each.

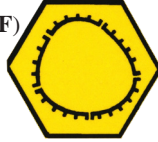
- In such a case, defending units have **6 SPs**.
- (If the units were attacking they would combine for **15 SPs**.)
- If there was another regular unit stacked with the two artillery units in the hex — they could then use their **6** (defensive) SPs.



7.0 FORTIFICATIONS

[7.1] Field Fortifications

7.1.1 Field Fortifications (FF) are marked by putting the respective auxiliary marker under the unit on the hex.



7.1.2 FF are built in the Movement Phase by a regular unit that:

- a) will not be moved; AND
- b) did not retreat in the last Combat Phase.
(allowed to have avoided retreat by taking CEL losses instead, however)

7.1.3 Exception: Units that retreated but are unable to leave all enemy ZoCs may build FF. (7.1.2 b can be ignored in this special case.)

7.1.4 Building FF costs all the MPs the unit had at the beginning of Movement Phase.

7.1.5 FF are removed from the map if there is no unit occupying the hex at the end of the Movement Phase.

Note: This means that all units may leave a Field Fortifications hex and if at least one friendly unit moves in and occupies the hex in that same phase — the FF remains intact.

7.1.6 FF are removed when an enemy unit enters the hex. The same FF cannot be used by opposite Players.

7.1.7 FF can be rebuilt in the same hex by either side.

7.1.8 FF can be built in any terrain except swamps.

7.1.9 FF cannot be built in hexes with **Fixed Positions**. (see 7.2 below)

7.1.10 FF provide +2 CMs for defending unit(s).

7.1.11 Units in hex with FF are not forced to attack adjacent units. (see 5.2)

7.1.12 FF does not add or increase the movement-point cost to enter the hex.

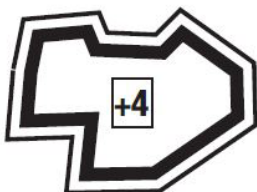
[7.2] Fixed Postions



7.2.1 Fixed Positions (FP) are marked on the map in the form of black-red lines or areas. (“Ziegfried Line” in the Ardennes or Normandy Beach fortifications.)

7.2.2 FP halves total SPs (including artillery and air support) of attacking units and provides an additional +3 CMs for defender.

7.2.3 (Some hexes in some games may be assigned or manned by an independent **FP Group** that provides a special CM bonus for defenders.)



7.2.4 FP only remains effective for the defender if enough SPs in a combined attack on the **Fixed Position** hex are approaching from the front.

Determination Procedure:

- a) Identify whether combat involves both frontal and rear attacks in combination.
- b) If so, then total SPs of **non-frontal** attackers.
- c) Total the number of frontal-attacker **face-value** SPs.
- d) Compare the two sums — if frontal is greater than or equal to ($\geq$) rear, then defender retains FP benefits. But if frontal is less than ($<$) rear, then defense bonuses are reduced to **Field Fortification** level.



Example:

Infantry division is defending in a **Fixed Positions Line** hex. It is attacked by three units: A, B and C. Attack by unit A is “into” the FP line, whilst the attacks by units B and C are not subject to the FP. Face-value strengths of the attacking units are 15, 5, and 10 SPs, respectively. (see above)

In this case, the defender receives all bonuses provided by the **Fixed Position** line (as half the sum of the enemy unit SPs attacking from the rear is equal to those attacking frontally). In other words, the number of attack SPs of unit A is halved (7.5), which is the same as half the total rearguard attack (7.5).

If the attacker had been able to put even one more SP on either hex B or C, then the defender would **not** then have received the full FP bonuses and would be treated as if it was in **Field Fortifications** only.

Note that unit A’s current number of SPs is **always** halved (same as artillery and air support) — even if no FP bonus is ultimately gained by the defending unit. What **does** change is the number of +CMs received by the defender: fewer.

7.2.5 Units in FP are never required to attack. (see 5.2.1)

7.2.6 Losses due to a partial retreat, trading hexes for CELs — for units in a **Fixed Position** — are reduced by one.

Example: with a combat result of D1 — if the defender wants to keep a unit’s position (stay in the hex), there would be no loss of CEL; for D2 would need to suffer loss of –1 CEL, for D3 would need to suffer loss of –2 CELs, and so on...

8.0 AIR UNITS

For the sake of simplicity, this system only reflects air operations that influence main ground forces. Therefore, only bombers and offensive air support are represented, while most aspects of air-to-air fighter combat are omitted. The air units here are assumed to have integrated fighter cover, thus allowing for a simplified air-combat procedure — if both players happen to place them near enough to one another.

[8.1] General

8.1.1 In most games, air units are grouped abstractly, and represented by air counters with a printed strength in SPs.

Note:

- Some scenarios provide only the number of **Air SPs** available for Player. In such situations, the player can freely divide them into separate air missions.
- Some (older) games provide only the number of air counters available (without strength printed). In such cases, players should assume each counter is equivalent to 5 SPs (4 SPs for Soviet counters).

8.1.2 Air Missions are carried out by placing air counters on the map during the Air Phase.

8.1.3 Each air counter can be used for only one Air Mission per Air Phase.

8.1.4 Players can carry out Air Missions during any Air Phase.

8.1.5 Each air counter can be used only once per Game Turn.

8.1.6 There is no stacking limit on the number of air counters placed on the same hex.

8.1.7 Air Missions should be planned secretly by each player during each Air Phase.

8.1.8 If enemy air units carry out missions on the same or adjacent hexes — then Air Combat takes place.

8.1.9 Air units that are forced to retreat (removed) by Air Combat cannot be reused in that same Game Turn.

Air Combat Procedure:

Each Player sums the SPs used on a hex and then adds the result of a single die roll (1D6). Player with lower final result loses the air combat and removes the air counters involved in this combat from the map. Ties are rerolled until winning side is determined.

[8.2] Air Missions

8.2.1 These are the possible missions available: Offensive Support; Defensive Support; Air Attack; Object Destruction; Soviet Movement Disorganization; River Crossing Disorganization; Supply Mission.

Offensive Support

8.2.2 Air units support by adding their SPs to an attacking ground-unit total.

8.2.3 Support artillery in a Ranged Attack by adding SPs to those of the firing artillery.

Defensive Support

8.2.4 Air units supporting the defense of ground units add *half* their strength to SPs of defending units.

Example:

Player chooses three air units (**13 SPs** in total) to support in the defense of a friendly infantry regiment. In this case, **+7 SPs** are added.

8.2.5 Important Exception: Soviet air units cannot be used for defensive support.

Air Attack

8.2.6 Air units can attack enemy ground units. Effects of an attack are determined on the **Air Attack Table**.

8.2.7 Air Attacks are subject to double the defender's number of terrain modifiers subtracted from the total attacking air **SPs**.

Example:

A player chooses **20 SPs** of air units to attack a German armored battalion in a hills hex (**+2 CMs**) — so **4 SPs** (2 x 2 CMs) are subtracted from the initial **SP** total of attacking air units. As a result, the attack is carried out with **16 SPs**.

Object Destruction

(System Note: currently the only Object that an air unit can target is bridge.)

8.2.8 Results of air attack on an object are resolved on the **Attacks on Objects Table**.

8.2.9 Terrain Modifiers are *not* counted in attacks on Objects.

8.2.10 A minimum of **4 SPs** must be committed in any one air attack on an Object.

Soviet Movement Disorganization

8.2.11 Air units can Disorganize the movement of Soviet (*only*) ground units.

8.2.12 Minimum of **7 SPs** must be committed to any one mission targeting the Disorganization of Soviet movement.

8.2.13 A Movement Disorganization mission adds **+1 MP** movement cost to the central target hex and to all six adjacent hexes.

8.2.14 Units beginning their Movement Phase under a Movement Disorganization mission lose **-1 MP** (per each mission).

8.2.15 Effects of air counters in movement disorganization missions are cumulative.

Example:

German player executes one Disorganization Mission. If the Soviet Player moves the 57th Armored Brigade along the road, then he must pay additional **+1 MP** per each hex influenced by the German air counter. The 294th Infantry Division that starts movement on a hex influenced by the German air mission has its MPs reduced by **-1**. It still needs to pay additional **+1 MP** (2 MPs in total/hex) for movement within the influenced area. If the German Player had carried out two missions, then Soviet units would have to spend **+2 MPs** per hex influenced by those missions and/or lose **2 MPs** if they begin movement on such hexes.

River Crossing Disorganization

8.2.16 Air units can attack enemy units crossing big rivers in both the Movement Phase and the Strategic Movement Phase.

8.2.17 During river-crossing attack missions, player receives number of air attacks equal to doubled value of air **SPs** used.

8.2.18 A player can assign any number of attacks to a given hex or hexes. If more than one hex is chosen, then they must be connected. (Note: This is not quite the same thing as all being adjacent.)

8.2.19 Each enemy unit crossing a river subject to a Disorganization attack must roll 1 die (**1D6**) for each such air attack assigned to the hex: result of **1–5** means no losses; a result of **6** means the loss of **1 CEL**.

Note: River-crossing attacks target the hex a unit enters *after it crosses* a big river hexside.

Example:

A unit must roll twice if two air attacks are assigned to the hex it crosses into.

8.2.20 An unlimited number of units can be subject to a river-crossing air attack in the same Game Turn.

8.2.21 Ground units crossing a river on a bridge are *not* subject to river-crossing Disorganization missions. (see Object Destruction 8.2.8 & 8.2.10 for a remedy to this immunity)

Supply Mission

8.2.22 Allied air units (American and British) can supply friendly ground units.

8.2.23 Allied player must spend at least **7 SPs** of air units to carry out a supply mission.

8.2.24 Player must roll 1 die (**1D6**) for each air unit carrying out the supply mission — on a result of **6**, the mission is unsuccessful.

8.2.25 Each successful Supply Mission lowers the **OoS Level** of the units in the target hex by **1**.

Example:

Player assigns three Air Supply missions in support of an infantry division—three units, each with an OoS Level of **4**. (Suggest placing the three air units on the hex.) Three dice are rolled, with a result of **1, 4, and 6**. This means that only two missions are successful. All three of the division's regiments in the hex then have their **OoS** reduced by **2**.

9.0 HEADQUARTERS

[9.1] Basics

9.1.1 HQs units do not have a ZoCs.

9.1.2 HQs counters have **10 MPs** and move as trucked units.

9.1.3 HQs counters can, however, enter hexes normally inaccessible to trucked units (e.g., swamps, mountains) at a cost of **5 MPs**.

9.1.4 HQs have **1 CEL**.

Note: As a consequence, players can eliminate HQs instead of regular units when a Combat Result calls for losses.

9.1.5 HQs are eliminated when an enemy regular unit enters its hex, but only if it is alone in the hex.

9.1.6 An elimination of a HQs unit awards the opposing player **5 CMs** — which must be applied sometime in the following two Combat Phases, or they will be lost.

Example:

One player loses an HQ as a result of combat (say in Phase 4, Turn 5). Opposing Player gains **5 CMs** that can then be used in Phase 10 on Turn 5 and/or Phase 4 on Turn 6. (All **5 CMs** can be used in one combat, or they can be divided up into multiple combats.)

9.1.7 Important Condition: CMs gained due to a particular HQ's elimination can only be applied to combats *within eight(8) hexes* of the hex-location in which the HQs was eliminated. (See 5.1.9)

[9.2] Combat Influence

9.2.1 If all units in a given combat are within friendly HQs range, then that player can add one (**+1** if defending) or subtract one (**-1** if attacking) from the dice roll (**2D6**) for the Combat Result. (see 5.3.1 pt. f)

9.2.2 HQs ranges are as follows:
Americans, British, and Germans — **4 hexes**
Soviets and other nations — **3 hexes**

9.2.3 HQs influence is *not cumulative* — players can never add or subtract more than one from any one **2D6** combat dice roll.

9.2.4 Both attacking and defending players can gain this HQs combat modifier in the same combat. (In which case, they would cancel each other out.)

10.0 SUPPLY

[10.1] Basics

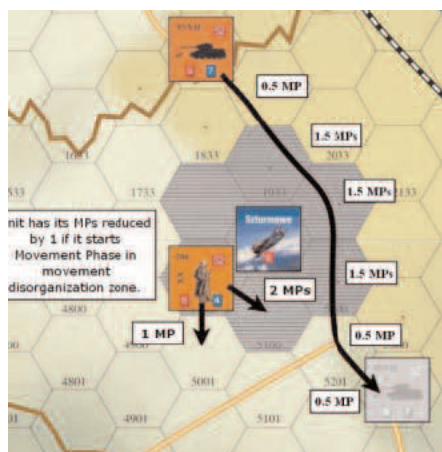
10.1.1 Line of Supply (**LoS**) is a path of hexes connecting a unit with its Supply Base.

10.1.2 LoS for all units is checked in the active player's Supply Phase.

10.1.3 Each unit traces its LoS independently. The LoS of one unit is not limited in any way by the LoS of other friendly units.

10.1.4 Supply Bases are designated in the scenario setup. (Typically a map-edge, a town, or a given HQs unit.)

10.1.5 LoS can be traced along roads without range or distance limits.



Example:

Line of Supply is traced from western edge of the map to units of the GrossDeutschland Division. Due to presence of enemy units blocking the roads, Germans must trace supply line through off-road hexes. The limit of **10 MPs** German Player can use allows reaching the two armored battalions but only because two motorized infantry units extend the line by one hex. Even then, the assault gun brigade (on hex 4106) and Tiger company (on hex 4404) are out of supply. In order to supply the assault gun brigade, there would have to be a friendly unit between it and the supplied armored battalions. (After reaching the road on hex 4206, Germans have no more supply MPs to spend and therefore cannot supply further off-road units.) To supply the Tiger company, the German player could move an additional unit into hex 4303 and allow to trace supply line through ZoC of Soviet 18th Infantry Division, or could move a unit into hex 4406 to allow the tracing of LoS on road through ZoC of Soviet 50th Cavalry Division.



10.1.6 LoS can be traced through off-road hexes for the distance allowed by the **Supply MP Limit**.

10.1.7 Number of off-road supply MPs is specific for each nation:

Americans, British	—	12 MPs
Germans	—	10 MPs
Soviets	—	8 MPs
Axis Allies	—	7 MPs

10.1.8 LoS must connect contiguously in order to provide; apply Truck costs to Terrain Effects in tracing the path, road and off-road. (*Analogously, Supply cannot be traced through swamp or mountain hexes.*)

10.1.9 Supply MPs do not need to be spent when tracing off-road LoS between friendly units on adjacent hexes. (*They “hand it on.”*)

10.1.10 LoS cannot be traced through enemy units and/or their ZoCs unless the hex is occupied by friendly regular unit.

10.1.11 For LoS tracing, it is assumed that all enemy units and all **enemy towns** have ZoCs (*excluding artillery in transport setup and HQs*).

[10.2] Out of Supply

10.2.1 Unit's that are unable to trace LoS during a player's Supply Phase are considered Out of Supply (**OoS**). (*Place an OoS Level 1 Marker on it.*) They have their **Movement** and **Attack** strengths halved — but they still have *full strength* in **Defense**.

10.2.2 Players can voluntarily increase a unit's **OoS Level** by **+1** in order to be able to move their full **MP** limit and attack at full strength for that Game Turn.

Example:

If a player deliberately moves a unit out of supply using its full Movement Points limit and then attacks using its full strength — it automatically incurs an increase of **+2 OoS Levels**.

10.2.3 A previously Out of Supply unit will have its **OoS Level** increased by **+1** if and when:

- the unit suffers a successful attack by the enemy. (*any Dx result*)
- the unit experiences a failure in an attack. (*any Dx result*)

Example:

If an **OoS** unit moves with its full Movement Points Limit, and then unsuccessfully attacks using its full strength, then its **OoS Level** increases by **+3**. If, in a subsequent Combat Phase, this unit is successfully attacked by the enemy, then its **OoS Level** increases by an additional by **+1**.

10.2.4 **OoS** modifications are applied immediately, just after any action (*movement or combat*) that changes its level.

10.2.5 Every **OoS** unit undergoes a surrender procedure during the Supply Phase:

Surrender Procedure:

The player rolls two dice (**2D6**) and then subtracts the result from the unit's current **OoS Level**. If the arithmetic result is this greater than (**>**) **zero(0)**, then that unit has surrendered. It is considered eliminated and its counter is removed from the map.

10.2.6 If an **OoS** unit regains a full, normal supply state — that is, it can trace a valid **LoS** to at the beginning of a Supply Phase — then its **OoS Level** is reduced by a maximum of **four(-4)**.

10.2.7 Units which regain an **OoS Level** of **zero(0)** regain all their base combat factors (**SPs** and **MPs**).

Example:

Thus, it would take **two(2)** Game Turns in *full supply* for a unit with an **OoS Level** of **five(5)** to regain its full combat abilities.

11.0 REINFORCEMENTS

[11.1] Basics

11.1.1 Reinforcements for each player are listed and scheduled in the game scenarios.

11.1.2 Reinforcements can enter the map from entry zones (or hexes), which are also designated and described in game scenarios.

11.1.3 Reinforcements can enter the map during Movement Phases and/or Strategic Movement Phases.

11.1.4 Reinforcements *cannot* enter the map from entry zones controlled by the enemy.

11.1.5 Reinforcement units must follow all stacking limits and movement constrictions. Stacks or units on a road or entering into the same hex should count imaginary off-board hexes. This effect is cumulative for subsequent entering units (*i.e., realistic columns*).

Example:

A player has ten full-strength infantry units (**2 CELs** each) and decides that they will enter the map into the same hex. Therefore, they must be grouped into no less than three stacks. If the entry hex is woods (**2 MPs**), the costs of entry are as follows:

- First stack pay **2 MPs** to enter the hex.
- Second stack pays **4 MPs** to enter the hex.
- Third stack would need to pay **6 MPs**.

(*But since infantry units are not likely to have 6 MPs, they would have to wait until the next Movement Phase to enter the map — or change entry zone.*)

If these units were to enter on a road (**0.5 MPs**):

- First stack would pay **0.5 MP** to enter the hex.
- Second stack would pay **1 MP** to enter the hex.
- Third stack would pay **1.5 MPs** to enter the hex.

[11.2] Changing Entry Zone

A player may choose to change the entry-hex or zone, or may even be forced to change because enemy ZoCs control and therefore block the primary, designated entry zone.

11.2.1 A player can change and enter an adjacent entry zone in the same Movement Phase — at a cost of **half** of unit's MPs.

Example:

The 2nd Armored Division (7 MPs) was scheduled to enter the map from Entry Zone C on Game Turn 3. The controlling player can switch to Entry Zone B or D in this same Movement Phase, but this unit will only have **3.5 MPs** to enter the map with.

11.2.2 A player can shift or move a unit's zone of entry by three places in exchange for losing a full turn. They then enter on the following Movement Phase with their full, normal number of Movement Points.



Examples:

A particular game map provides ten Entry Zones: A, B, C, D, E, F, G, H, I, and J. According to the chosen scenario, the player can enter his reinforcements in Zone C.

- Units can enter from Zone C in their scheduled Game Turn with full MPs.
- Units can enter from Zones B or D with half their normal MPs.
- Units can enter from Zones A, B, C, D, E, and/or F with their full MPs.
- In order to enter from Zones G, H, and/or I — the player would need to delay entry of his units by **two(2) Game Turns**.
- To enter from Zone J — player would need to delay entry for **three(3) Game Turns**.

11.2.3 Units can safely leave the map through Entry Zones during either the Movement Phase or the Strategic Movement Phase. In the following Movement Phase, these units are treated as Reinforcements that can enter the map back from that same Entry Zone — or move to different Entry Zone, subject to the same penalties and/or delays as above.

11.2.4 Exception/Clarification: if there are no Entry Zones printed on a game's map and the scenario calls for entering units from one of the map-edges, players should treat each road that leaves the edge of the map as a separate Entry Zone.

12.0 STRATEGIC MOVEMENT

[12.1] Basics

Strategic movement allows players to relocate units after all attacks have been completed. *Useful for exploiting any gaps created as a result of combats.*



12.1.1 The Strategic Movement Phase (#5) allows players to move units again *after* the Combat Phase.

12.1.2 Strategic Movement (SM) can only be used by units that were *not* activated during the previous Movement Phase *and* did not fight during the ensuing Combat Phase.

12.1.3 All normal movement rules apply to Strategic Movement. (see 3.0)

12.1.4 Units to be moved in SM should be receive a Strategic Movement Marker.

[12.2] SM Details

12.2.1 Units in a ZoC cannot use SM.

12.2.2 Units can never enter an enemy ZoC during SM.

12.2.3 Total starting unit MPs are reduced by **two(-2)**.

Example:

A motorized infantry regiment normally has 7 MPs. For Strategic Movement, this unit's **Movement Points** are reduced to 5 MPs.

13.0 TACTICAL CONCENTRATION

Tactical Concentration (TC) applies to German and Allied divisions or Soviet armored/mechanized corps.

[13.1] Basics

13.1.1 If three units of the same division or corps take part in the same combat (*in either attack or defense*), then the commanding player gains **+1 CM**.

13.1.2 These units are not required to all be in the same hex.

13.1.3 The TC effect is cumulative with itself and other CMs.

Example:

If nine units from three *different* divisions (three of each) take part in the same combat, then the player gains **+3 CMs**. Interestingly — if six units of a single division take part in a combat then the player gains **+2 CMs**.

13.1.4 Important Note: a formation's organic artillery — such as the artillery units of an armored or motorized division — count toward the increments of three that grant **Tactical Concentration**, even if the artillery uses ranged fire to support its regular units.

14.0 BRIDGES

[14.1] Basics

14.1.1 All bridges are objects. (Hence, they can be destroyed by artillery and/or aircraft.)

14.1.2 Destroyed bridges can be covered with a Destroyed Bridge Marker, or conversely, by the removal of a Bridge Marker.

14.1.3 Bridges are controlled by ZoCs or last to pass through, just like scenario objectives. If opposing units are on each side of a bridge at the same time, the player whose unit arrived first is considered to control it.

14.1.4 Bridges can be “blown” (voluntarily destroyed) only by the player who controls it.

Example:

Bridge connects hexes A and B, and there is a German garrison on hex B so the bridge is owned by the German side. Then some Allied units move to hex A and attack the German garrison, forcing it to retreat from hex B. Now the bridge is controlled by the Allies. Even if the Germans reenter hex B, the bridge will still be considered in Allied control. *Which means only they can blow that bridge (i.e., voluntarily destroy it), at least for now.* If the Allies should decide to move away from hex A, or are forced to by a Combat Result, then a German unit in hex B would reassert their control.

[14.2] Rivers & Streams

14.2.1 Bridges on a river or stream can be voluntarily destroyed by any regular or HQs unit, at cost of **1 MP**. (Unit can be on either side of the bridge.)

14.2.2 Bridges on a river or stream can be repaired & rebuilt by any non-artillery unit within HQs range at a cost of **3 MPs**. (HQs themselves can also rebuild a bridge.)

14.2.3 Bridges on rivers or streams can only be rebuilt. That is, a player cannot build a new bridge where there is no bridge printed on the map.

[14.3] Big Rivers

14.3.1 Bridges on a Big River can be voluntarily destroyed by any regular or HQ unit at a cost of **3 MPs**. (Unit must be on at least one side of the bridge.)

14.3.2 Bridges on Big Rivers (only) can be built or rebuilt by a HQs unit, according to following procedure:

a) HQs unit must be located on one of the river at the end of its Supply Phase.



b) In the following Movement Phase, player declares the bridge building and secretly notes hexes connected. (HQs uses all its MPs for bridge building.)



c) If the other hex of the river (that bridge is going to connecting to) continues to be friendly-controlled (i.e., neither side in an enemy ZoC — or, alternatively, friendly regular units occupy *both* hexes) until the next turn's Movement Phase, then the bridge is successfully finished and can be used in that Movement Phase (*HQs uses all its MPs again to finish building bridge.*)



Example:

In Turn 5, a HQs unit takes part in a Pursuit that ends at the bank of a Big River (*hex A*). In Turn 6, during Movement Phase, player can declare bridge building (*to connect hex A with hex B*). If the player manages to control hex B through the Movement Phase on Turn 7, then it is built and can be used from this phase.

14.3.3 One bridge can be built or rebuilt by one HQ (only).

14.3.4 During the entire bridge-building process, the HQs unit cannot move.

15.0 SPECIAL UNITS

Some units have special combat abilities that are not included in their basic Strength Point factor (SPs). Such units may have either a positive or anegative influence on calculat- ing the Final Combat Ratio.

[15.1] Starred Units

15.1.1 Units that have a considerable advantage during a fight are marked by stars of different colors. These signify a particular special strength or capability.

15.1.2 Special abilities are described in the Special Unit Influence Table. (*below*)

15.1.3 Each star provides **+1 CM** in combat.

15.1.4 Star influence is cumulative, but no more than three star-influence CMs can be applied in one hex by the same side.

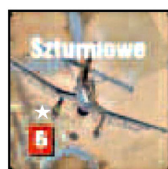
15.1.5 Towed units (*e.g.*, towed anti-tank guns) can only apply their special-ability star on the defensive.

15.1.6 Players are never forced to invoke a unit's special ability. (*see 15.1.7 below*)

15.1.7 When a player invokes any special abilities in a Combat Resolution — if he suffers any losses — then *at least 1 CEL* must be taken from a unit that used its star-ability in that combat.

15.1.8 Special Unit ability-stars cannot be applied in an attack across a Big River.

[15.2] Special Air Units



15.2.1 Out of the six total Air Unit counters currently in the game system, only two have white stars. They are treated similarly to white-star ground units. They provide a **+1 CM** column shift for ground attack support, plus and a **+1 Row Shift (DRM)** for Air Attacks. (*see 15.1*)

15.2.2 There is a limit of **two(2)** Air Unit counters for each air mission carried out against a single hex.



16.0 UNIT MASKING

(Fog of War)

16.2.1 Players cannot examine enemy stacks. (*This effectively means that only the top counter remains visible to the opposition.*)



16.2.2 Players may also choose to cover their units with Nationality Markers to further enhance fog of war and limited enemy intelligence of units and strengths. (*Cannot see even the top unit anymore.*)

16.2.3 However, during and after any combat in the Combat Phase (only) — both players can examine the enemy stacks directly involved in the impending and/or previously resolved combats — *until the end of that Combat Phase*.

16.2.4 When enemy units are on **adjacent hexes**, then the following information and only this information must be provided to the opponent upon request:

- FORTIFIED — unit-type of each counter.
- Not Fortified — unit-type and number of **CELs** (*only*) of each counter.

SPECIAL UNIT INFLUENCE TABLE

Counter	Color	Influence	Attack	Defense
	BLACK STAR	+1 CM against Unfortified Units <i>Disabled against White Stars</i> <i>Disables Yellow Stars</i>	YES (if enemy is not fortified)	YES
	WHITE STAR	+1 CM against Mech Units (and Armored Cars) <i>Disables Black & Yellow Stars</i>	YES (see 15.1.5)	YES
	YELLOW STAR	+1 CM in any Attack <i>Disabled against Black or White Stars</i>	YES	NO
	BLUE STAR	+1 CM in any Combat <i>Cannot be Disabled</i>	YES	

ARTILLERY FIRE TABLE

(Defender's Terrain Modifiers Doubled, then Subtracted from Total Attacker SPs)

# SPs (committed)	2D6 (Two-Dice-Roll Result)											
	2	3	4	5	6	7	8	9	10	11	12	
1-2	-1	-	-	-	-	-	-	-	-	-	•	
3-5	-1	D	•	-	-	-	-	-	-	•	D	
6-8	-1•	-1	D	•	-	-	-	-	•	D	-1	
9-12	-1D	-1•	D	•	-	-	-	•	D	-1•	-1D	
13-16	-	-1D	-1•	D	•	-	•	D	-1•	-1•	-	
17+	-	-1D	-1D	-1•	-1	D	D	-1	-1•	-1D	-	

- = no effect

D = All Units in hex become **Disorganized**

• = All Units in hex must **Disorganize Test**

-1 = Defender loses (-1 CEL)

AIR ATTACK TABLE

(Defender's Terrain Modifiers Doubled, then Subtracted from Total Attacker SPs)

# SPs (assigned)	2D6 (Two-Dice-Roll Result)											
	2	3	4	5	6	7	8	9	10	11	12	
1-2	-	-	-	-	-	-	-	-	-	-	-1	
3-5	-1	-	-	-	-	-	-	-	-	-1	-1	
6-8	-1D	-1	-	-	-	-	-	-	-1	-1	-1D	
9-12	-1D	-1D	-1	-1	-	-	-	-1	-1	-1D	-1D	
13-16	-	-1D	-1D	-1	-1	-1	-1	-1	-1	-1D	-	
17+	-2D	-	-1D	-1	-1	-1	-1	-1	-1D	-	-2D	

- = no effect

D = All Units in hex become **Disorganized**

• = All Units in hex must **Disorganize Test**

-1 = Defender loses (-1 CEL)

OBJECT ATTACK TABLE

- = no effect

Z = Target Object is **Destroyed**

# SPs (assigned)	2D6 (Two-Dice-Roll Result)											
	2	3	4	5	6	7	8	9	10	11	12	
1-2	Z	-	-	-	-	-	-	-	-	-	-	
3-5	Z	Z	-	-	-	-	-	-	-	Z	Z	
6-8	Z	Z	Z	-	-	-	-	-	Z	Z	Z	
9-12	-	Z	Z	Z	-	-	-	Z	Z	Z	-	
13-16	-	-	Z	Z	Z	-	Z	Z	Z	-	-	
17+	-	-	Z	Z	Z	Z	Z	Z	Z	Z	-	

BOMBER ATTACK TABLE

(Defender's Terrain Modifiers Doubled, then Subtracted from Total Attacker SPs)

# SPs (committed)	2D6 (Two-Dice-Roll Result)											
	2	3	4	5	6	7	8	9	10	11	12	
1-2	-1	-1	-	-	-	-	-	-	-	D	-1	
3-5	-1	-1	D	-	-	-	-	-	D	-1	-1	
6-8	-1D	-1	-1	D	-	-	--	D	-1	-1	-1D	
9-12	-1D	-1D	-1	-1	D	-	D	-1	-1	-1D	-1D	
13-16	-	-1D	-1D	-1	-1	D	-1	-1	-1D	-1D	-	
17+	-	-2D	-1D	-1D	-1	D	-1D	-1D	-1D	-2D	-	

- = no effect

D = All Units in hex become **Disorganized**

• = All Units in hex must **Disorganize Test**

-1 = Defender loses (-1 CEL)

COMBAT TABLE

COMBAT RATIO Attacker/Defender		1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	7 : 1	8 : 1	9 : 1	10 : 1
2 x D6	2	-1/-1D	-1/D1D	-1/D1D	-1/D2D	-1/D3D	-1/D3D	-1/D3D	-1/D4D	-1/D4D	-1/D4D	-1/D4D	-1/D5D	-1/D5D
	3	-1/-	-1/D1	•/D1	•/D2	•/D2-1	•/D3-1	•/D3-1	•/D3-1	•/D4-1	•/D4-1	•/D4-1	•/D4-1	•/D5-1
	4	A1•/-	•/-1	•/D1	•/D1	•/D2	•/D3	•/D3	•/D3	•/D3	•/D4-1	•/D4-1	•/D4-1	•/D4-1
	5	A1-1/-	-1/-	-1/-1	•/D1	•/D2	•/D2	-/D3	-/D3	-/D3	-/D3	-/D4	/D4	/D4-1
	6	A1-1/-	A1•/-	-1/-1	-/D1	-/D2	-/D2	-/D2	-/D3	-/D3	-/D3	-/D3	-/D4	-/D4-1
	7	A2-1/-	A1/-	A1/-	-1/-1	-/D1	-/D2	-/D2	-/D2	-/D3	-/D3	•/D3-1	•/D3-1	-/D4
	8	A2-2/-1	A1-1/-	A1/-	-1/-1	-/D1	-/D2	-/D2	-/D2	-/D2-1	•/D3-1	-/D3	-/D3	-/D3
	9	A2-2/-	A2-1/-1	A1-1/-	-1/-	-1/D1	-/D1	-/D2-1	-/D2-1	•/D2	-/D2	-/D3	-/D3	-/D3
	10	A2-2/-	A2-2/-	A2-1/-1	A1/-	-1/D1-1	-1/D1-1	-1/D2	-/D2	-/D2	-/D2	-/D2	•/D3	-/D3
	11	A2-2/-	A2-2/-	A2-2/-	A1-1/-	-1/-1	-1/-1	-1/D1	-1/D2	-1/D2	-1/D2	-1/D2	-1/D2	•/D3
	12	DA2-2/-1	DA2-2/-1	DA2-2/-1	DA2-1/-1	D-1/-1	D-1/-1	D-1/-1	D-1/D2	D-1/D2	D-1/D2	D-1/D2	D-1/D2	D-1/D2

Combat Modifications (+ or – CMs): Influenced by Terrain, HQs, Tactical Concentration, and/or Special Units

Combat Results

Example Explanations:

-/D2 = Attacker *no effect*/ Defender retreat **2 hexes**

A1D/- = Attacker retreats **1 hex** and is **Disorganized**/
Defender *no effect*

-1 / -1 = *Both* players **lose 1 CEL**

•/D2-1 = Attacker must **Disorganization Test**/
Defender must retreat **2 hexes** and lose **1 CEL**

-1/D2-1 = Attacker loses **1 CEL** /
Defender retreats **2 hexes** and loses **1 CEL**

-1/D4D = Attacker loses **1 CEL** /
Defender retreats **4 hexes** and is **Disorganized**

• = Roll **2D6** for **Disorganization Test** (*see table at right*)

• DISORGANIZATION TEST

FACTION	NATIONALITY/UNIT TYPE	ML	2D6 Roll
Axis	SS Units	12	12
	Wehrmacht	11	11-12
	Volkssturm	9	9-12
	Romanians/Hungarians	9	9-12
	Italians	7	7-12
Allies	Americans/British/Poles	11	11-12
	French	9	9-12
	Belgians/Dutch	8	8-12
Soviets	Guards	11	11-12
	(all others)	9	9-12

TERRAIN INFLUENCE

Terrain:	Movement		combat effect
	motorized (track or half-track)	non-motorized	
clear	2(1)	1	-
hills	3(2)	1	+1
forest	4(3)	+1	+1
city	3	+1	+2
town	2	(other terrain in hex)	+1
main route (road)	1/3 (1/2)	1/2	-
secondary route (road)	1/2 (1 ¹)	1 ¹	-
river	+2	+1	+1
big river	(only across a bridge)	3	(Attacker SPs are halved across)

*1) If unit's entire movement is along a secondary route/road, then they can move one(+1) additional hex on that road.