FIRE & MOVE

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Rules for a World War Two skirmish wargame

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Introduction

Fire & Move is a platoon level game played on a tabletop with figures and model terrain. Each player commands a force of between 20 and 50 figures. These figures are formed into groups. The players then take turns performing action with these groups, such as moving, firing, rallying etc. Each player will have a deck of 40 action cards unique to the nationality of their force and one time check card. The playing of a card onto a group will allow it to perform the action on the card.

Besides the playing of cards to perform actions, these rules approach movement in a unique way. The distance a group moves is not defined in inches or centimetres, so a ruler is not required to determine how far a group can move. Moreover, how a group performs a move action will determine how vulnerable to fire they will be while moving.

To play this game players will need figures, two (different coloured) eight-sided dice (D8), a D6, a deck of Fire & Move cards for the nationality they command, and a ruler or tape measure to measure fire ranges. Troop cards, showing each figure's statistics, are essential for playing the game.

This game's prime dice mechanism is the D8 and not the D6. When called upon to make a 2D8 dice check a player will rolls two different coloured D8s. Before the roll is made the player nominates one of the coloured D8s as the positive value and the other colour as the negative value. Adding the two results together will give a value ranging from minus 7 to plus 7.

For most 2D8 checks the positive and negative values are applied as they are rolled, adding the positive value, and taking the negative value. At other time the 2D8 check will specify that the result will need to be a positive result, that is 1+. On some occasions the 2D8 check will specify that the result must be within a range from a **negative** to a **positive** value. This means that the positive and negative values rolled are applied but then the numerical sign (+ or -) of the result is ignored and only the numerical value, or range of values, are read. Thus, a result between -*x* and +*x* is what is obtained and read as *x*.

These rules are not intended to be used for competition play. The point system included on the troop cards is merely a guide to aid the balance of games.

This game should be played with a spirit of co-operation between the players who value the enjoyment of the game over winning.

The Battlefield

Great care should be taken with the setting up of the field of play, the tabletop battlefield. All players should have a shared understanding of the limits and limitations of all the terrain on the table at the start of the game or be able to negotiate it during play.

In this game there are two types of terrain - Terrain Features and Borders.

A Terrain Feature is a piece of ground that covers a portion of the table with a single terrain type. For example, a field, a wood, or a building. All terrain features are <u>enclosed</u> on all sides by Borders. Terrain features should not exceed 1.2 m^2 (about 40cm x 30cm), be reasonably regular in shape and have a clear footprint on the table that is understood by both players. They should also not be too small and should be large enough to accommodate eight figures.

Borders define the edges of terrain features. Borders can be walls, ditches, banks, hedges, paths, roads, rows of trees, rivers, creeks, streams, or any linear feature. They can also be simply the point at which two terrain features butt up against each other.

Due to the limitations of some terrain models small areas of the table may cause problems. This is most often true in the areas around buildings where walls or hedges surround the structure. The following rule of thumb should be applied when attempting to move across or into this problematic terrain. If a figure cannot easily stand in the space between two features or borders, then that space and the two features/borders are defined as a <u>single</u> border for movement purposes. That said, the space between the features is what it is for fire purposes.

Hills can also be problematic as other terrain features may overlay them and their steepness may be undefined by the model being used. Players should endeavour to clearly define hill terrain features, and the terrain feature on them, and how they impact movement.

Some terrain can be both a feature and a border depending on how a group traverses it. For example, roads or shallow rivers. Movement along this terrain should be limited by Border Points. Border points function as borders and will halt movement along the feature at that point. Distinctive points along the feature such as bends, intersections, bridges etc make for clear border points. These border points should be clearly defined and understood, at the start of each game.

Roads, and the features that often line the sides of roads, need to be clearly identified as to how much of a block to movement they constitute. A road on its own is a single border. A road lined on one or both sides with terrain that would offer very little resistance to movement, such as bank, low hedges or even rows of tree, should be considered a single border.

For a road lined on one side by a significant barrier to movement such as a hedgerow, wall, fence, or deep ditch, and on the other by terrain that has little or no impact on movement, then the starting position of the group relative to the road will determine how many movement actions will be required to cross it. If the group is immediately adjacent to the road or the significant barrier, then that barrier and the road form a single border and can be crossed together at the start of a move action. If the group is not adjacent to the road, or the barrier, then it must end its move action when it encounters the road or the barrier. If a road is lined on <u>both</u> sides by significant barriers, then the group would need to end its move action when it encounters one of the barriers.

Terrain Features and Borders
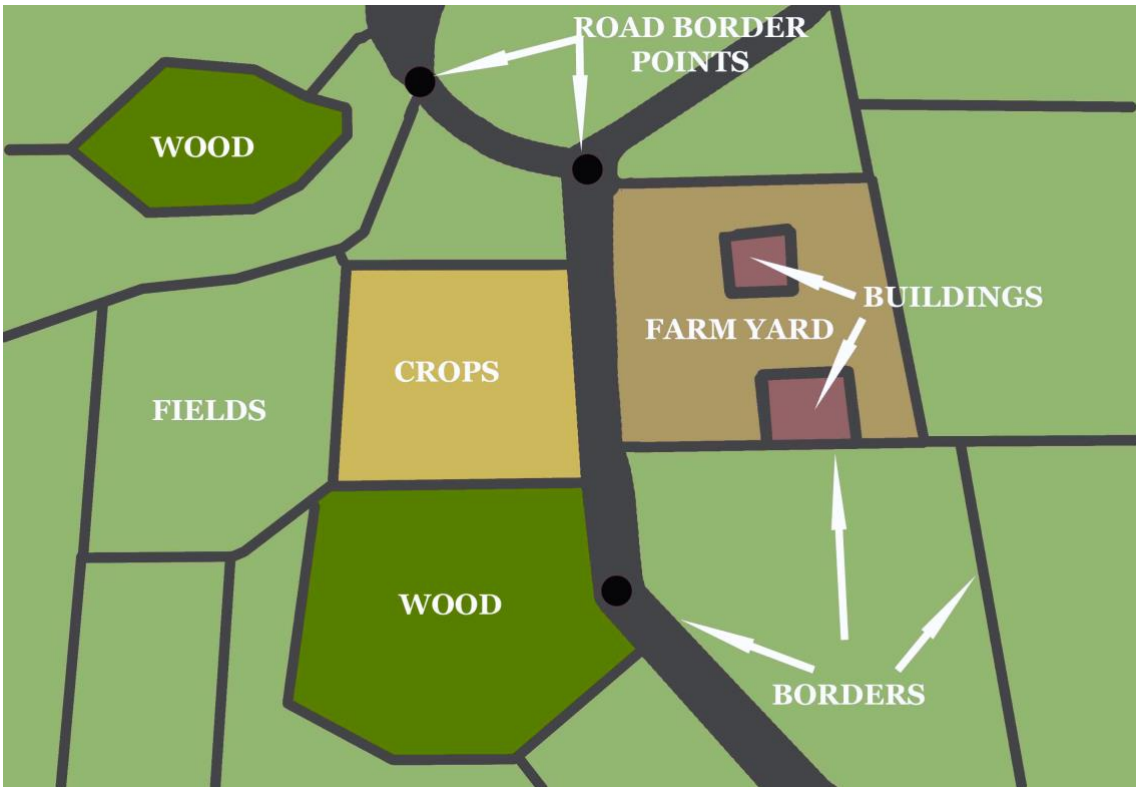
Roads and Barriers
Examples

No terrain barriers

Adjacent to the road cross and move.

Not adjacent to the road end move action at the road.

Insignificant barriers

Adjacent to the road cross and move.

Not adjacent to the road end move action at the road.

One significant barrier.

Cross the road and the barrier and move.

Cross the road and the barrier and move.

End move action here.

Or end move action here.

Two significant barriers.

End move action here.

End move action here.

Cross and move.

Organising Forces

At the start of the game the players will determine the size of the game to be played. A small game would involve two squads or sections on each side, 16 to 30 figures each; a medium size game would have three squad/sections per side, 30 to 40 figures; while a large game would have four squad/sections and perhaps some support weapons, 40 to 50 figures.

When the size of the game has been determined the players select the figures they will use. To do so they should make use of the tables in Appendix 1, "Nationalities", to assist them. Once players have selected their figures, they will divide them into groups for use on the table.

Players then set up their troops on the table as determined by the scenario and decide who will take the first turn. This can be done by mutual agreement; by a dice roll; or the scenario being played may indicate which side will go first.

Forming Groups and Group Cohesion

When players form groups these groups many not be smaller than two figures or larger than eight. Also, a group may not contain more than one LMG or MMG, nor may the group contain both an LMG and an MMG. Squad Leaders (SL) are included in this total. A group can be reduced to less than two figures by taking casualties; by having figures pinned while moving; or by deliberately splitting a group when figures charge into close combat. A group can't be reduced to less than two figures by Reorganization (see below).

A Platoon Leader (PL) is an exception to the group size rule. He can be a group of one and he can be the ninth figure in a group of eight if he is attached to that group.

To remain a group, and thereby be able to have an action card played on them, a group must have cohesion. To have cohesion all figures within the group should be within about 1"/2.5cm of another figure in the group. Should a gap greater than 2"/5cm appear between figures in a group then the group has split, and the figures have formed separate groups.

Figures that are lost due to being KIA or routing should be replaced with a temporary casualty marker. Casualty markers can be used to maintain cohesion within a group but only while that group remains on that ground. Should the group move, it must attempt to re-establish cohesion as they move.

Groups that have become split can reunite by being moving, independently, back into cohesion.

A group can contain different types of weapons. Players need to be aware that some weapons require an assistant crewman to work at full effectiveness. These weapons will start the game fully crewed.

Leaders

There are two types of leaders, Platoon Leaders (PLs) and Squad Leaders (SLs).

A SL is the leader of a particular squad and must be a member of a group belonging to that squad. He can be moved between groups of his squad. A SL enhances the performance of the group he is with by allowing that group to make two fire attacks in a turn or to play two rally cards at the same time.

A PL commands a particular platoon. They can be a single figure on the table (and risk being the target of a sniper card) or they can be attached to a group. When attached to a group they enhance that groups performance by allowing that group to make two fire attacks in a turn or to play two rally cards at the same time. In addition, some PLs have leader modifiers (LM) (+1 or +2*). These values can be added to the fire strength of one fire card played by the group the PL is attached to. The LM can also increase the rally value of one rally card played on the group he is with. A PL attached to a group with a weapon that has a "To Hit" (see page 30) can apply his LM to improve that groups "To Hit" value. The PL's LM is also used during close combat resolutions.

A PL can be attached to a group by moving within cohesion distance of the key figure (see below) of that group and having the player declare that he is attached. Attaching a PL to a group does not violate the maximum group size rule. An attached, unpinned, PL can be nominated as an active member of a group's fire action but if he does then his leader modifier is not added to the fire card. An attached PL is a member of a group for close combat purposes.

SLs and PLs can be moved independently by having movement cards played on them. The playing of a movement card to have a leader leave a group does <u>not count</u> as an action for that group for that turn, but when a SL or PL joins a group that group may not <u>then</u> perform an action that turn.

> * PL +2 are exceptional leaders. Their presence in a game should be restricted to specific historical scenarios.

Title

Nationality

Morale and panic values

Morale Class

Close Combat Values (CCV) in good moral (GM) and when pinned (PIN).

Leader modifier (LM) and the points cost of this figure.

Weapon

Rank
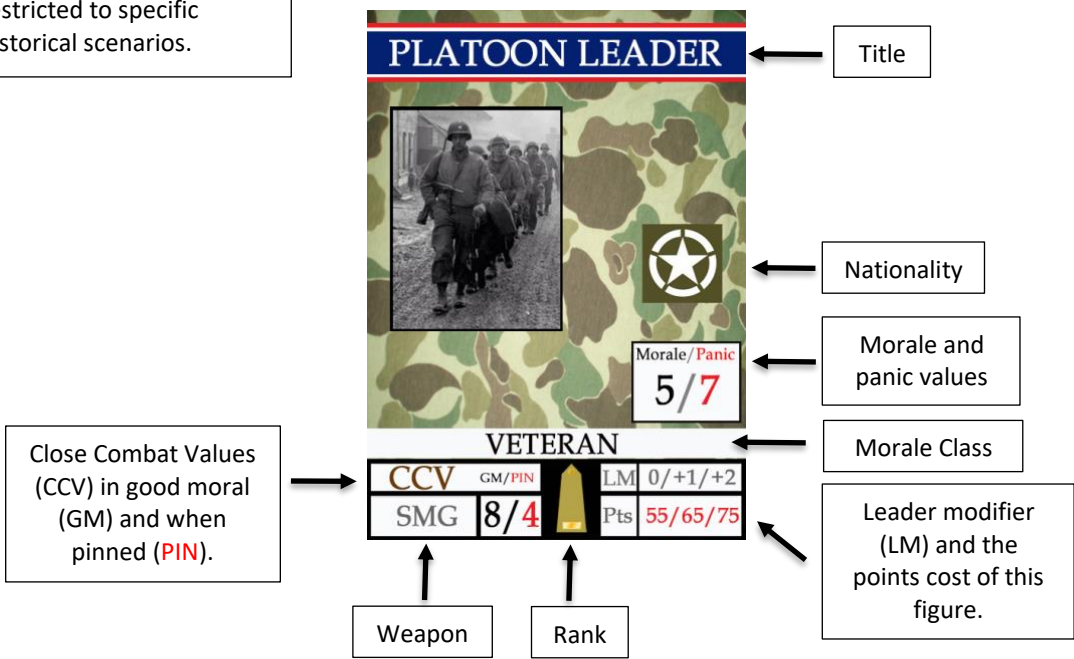
Key Figures

Players will nominate one figure in each group as that group's Key Figure (KF). This figure should be the most significant figure in the group. Usually this will be the SL or PL if one is present with the group. In groups that do not contain a leader then another figure shall be nominated. This other figure should be distinguished in some way. For example, they may have the highest morale value in the group; be carrying the most important weapon; or be the leader of a weapons team.

If the KF is KIA then the next most significant figure will, immediately and automatically, take on that role. If the KF is pinned then the next most significant figure in the group will, temporarily, take on that role. When the KF is rallied he will resume the role. If a pinned KF routs or is KIA, then his temporary replacement will take on the role permanently.

The KF should always be the central figure of his group. If a player needs to move figures within a group to bring this about, they should do so. This shuffling of figures does not require the playing of a movement card, nor is it an action and it will not generate a reaction from the opposing player. It is simply housekeeping.

The KF has several functions.

- Line of sight is traced from the KF when the group fires. If the KF cannot see the target, then the group may not play the fire card. The reverse is not the case, and a firing group need not trace a line of sight to the target group's KF to fire on that group.

- When a group performs a move action the player first moves the KF along the path that the rest of the group will follow. When the KF reaches the end point, or the move is stopped for some reason, then the other figures are moved and placed within cohesion distance around the KF.

- If figures cannot be placed in a particular location due to the limitations of the models involved, then players should endeavour to place the KF there to signify the location of the group.

- The facing of the KF signifies the primary facing for the group when determining enfilade fire (see below).

Player's Turns and Performing Actions

When a player takes their turn, they do so by performing actions with their groups.

Most often a player will perform an action with a group by play a card on that group to signifying what that group will do that turn, i.e., move, fire or rally. When an action is performed by a group that action must be completed before another group can perform an action.

Some actions do not require the playing of cards. The player simply announces the action that the group is doing for that turn and performs it.

Some actions permit the playing of two cards at the same time such as moving and firing or playing smoke and moving.

Some actions require the playing of more than one card to perform that action such as exiting a minefield. These multi-move actions can be performed by setting aside movement cards over a number of turns till the require number of actions is reached. Set aside cards are played one per turn. Set aside cards do not count towards a player's hand limit. They are returned to the discard pile when the action is performed. The group upon which they are played are considered moving while the cards remain set aside.

Move actions may generate a reaction from the non-phasing player that will interrupt that group's move action. These reactions are resolved completely before the phasing player continues that move action if it is possible. When the non-phasing player plays cards during their opponent's turn (to fire or play a minefield card) they may not refill their hand till the end of their own turn.

When a player no longer has any cards to play, or the player no longer wishes to perform another action, the action part of their turn ends. They may then, if permitted, discard a number of cards from their hand. They then refill their hand and play passes to their opponent.

A Russian Movement 2/-1 Card.   A German 3 or 2-man Fire Card.

Movement ☭
2/-1

Two move actions

or

One move action
with -1 concealment.

FIRE ✠

3/2

3/2 men
Close   4/3 (LMG +2 [1]) (MP +1)
Medium 3/2 (LMG +2 [1])
Long   1/0 (LMG +2 [1])
Extreme 2 [1] (LMG)
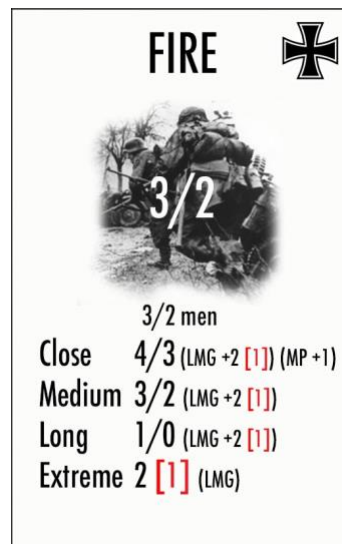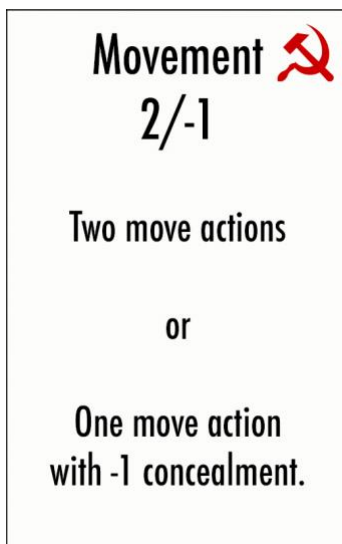
Actions

Move Action

To move a group the player must play a movement card on that group. Each movement card will have a move value from 1 to 3 and may have a concealment value of -1 or -2. These values allow the card to be used in two ways. Either the group may perform that number of move actions (1, 2 or 3) or the group can perform one move action with the concealment value on the card (-1 or -2).

For example, a Movement 2/-1 card would allow a group to make two move actions or one move action with a concealment value of -1.

When a group performs a move action it moves from one point on the table to another point. The group many move in any direction, and change direction any number of times, while performing that move action. The player can elect to end the move action at any time and halt the group, but a move action MUST end when the group encounters a border.

A group adjacent to a border may cross that border at the commencement of their move action as part of that move action. To be adjacent to a border at least one figure in the group must be within 1"/2.5cm of that Border.

Some difficult terrain features or borders may alter the standard move cost to cross or enter, such as very steep hillsides. These features should be clearly identified, and the cost to traverse them, defined at the start of the game. Movement cards can be set aside till the required cost of the move action is achieved.

When moving a group, the player selects the group's key figure. With this figure they then traces out the path the group will take while executing this move action. When the move is complete the other figures of the group are moved to join the KF.

When a group moves, the moving player should clearly indicate to their opponent the path of the movement. The non-phasing player may elect to fire on the moving group at any point along this path provided they have a fire card that can be used and line of sight to the target at that point.

Once a player has announced or shown a move, even a short distance, they may not take back that move, and thereby deny his opponent a valid reaction to that move.

If the non-phasing player declares that they will fire, the moving group is returned to the point at which the fire action took place and that fire action is resolved. At the completion of the fire calculation the moving group can continue the move action with those figures still capable of moving (and thereby possibly splitting the group) or stop in place. Stopping the move action or continuing is the phasing players decision.

Move and Fire Action

A group that performs a move action may <u>also,</u> at the same time, play a fire card and make a move action and a fire action together. A group that performs a move and fire action may not use the concealment value of the movement card. The player must announce when, during the move action, the group is performing the fire attack.

Groups can only perform a move and fire action at close range. The base five value is reduced to 0 and the bonus values are halved with fractions rounded down (FRD).

If ALL the figures in the group are armed with automatic weapons (LMGs, SMGs, MPs, US Carbines, and US M1 Rifles), then the total fire strength of the card is halved, FRD.

Crew served LMGs use their un-crewed (bracketed) fire values during a move and fire action.

Any leader and/or Hero modifiers are added after the FV is modified.

A group that makes a move and fire action may not make a second fire attack (see below).

Going to Ground Action

Movement 1 cards have a second function. Movement 1 cards may be played on a group to allow them to Go to Ground. A group that has gone to ground may double the concealment value of the terrain they are in or behind. A group may play a movement 1 card to go to ground as the sole action by that group for that turn regardless of the circumstances the group is in.

In addition, a group that has just completed a move action, or a move and fire action, may have a movement 1 card played on them to have them to go to ground at the end of that move or move/fire, action. That is, the group can have two (or three if they moved and fired) cards played on them that turn.

Going to ground is not considered a move action and will thus not generate reactive fire or a minefield attack.

A group that had gone to ground loses this status when it moves or fires. The group may perform any other action and still maintain it's gone to ground status.

Rivers and Stream, and Ford Action

Rivers or large streams are significant border barriers and require a special move action to cross. A group that plays a movement 1 Ford card will successfully perform a ford move action, cross the river border/barrier, and then perform a move action. Alternatively, a group may play a non-ford movement card and make a 2D8 check. If the result is positive the ford move action is successful. If the result is zero or less the attempt fails, and the group does not perform that move action. A group adjacent to the river/stream that plays a movement 2 or 3 card may make multiple ford move action attempts to cross equal to the move value of the card.

Fire Action

To perform a fire action with a group the player plays a fire card on that group. A fire card can be played on a group provided that:

- The KF has a line of sight (LoS) to at least one figure in the target group.

- The group has the required number of unpinned, effective figures, and they each have a LoS to at least one figure in the target group.

- The target is in range.

Players can establish range and line of sight prior to playing a fire card. If line of sight is blocked or the target is not within range, then the fire card cannot be played, and no action has been performed by that group.

Fire cards can have two types of fire values on them, the base values and bonus values. The base values are the fire strength of that card at that range for that number of unpinned figures firing.

Bonus values (shown in brackets with a + x value) are added to the base value if the weapon indicated (LMG, MP, SMG, MMG or Flamethrower) is being used by one of the figures in the group and that weapon is fully functional.

The red square bracketed bonus fire value on the fire card is the value used when the weapon is un-crewed.

If the base value of the fire card is a negative value (this is most often the case with Russian and Japanese fire cards at long range), yet the group contains a weapon that has a bonus value of 0 or more at that range, then assume the base value of the card to be equal to 0. That is, negative based FVs do not have a detrimental effect a card's bonus FVs.

To be fully functional a crew-served weapon would require the weapon to not have failed and, the gunner and the assistant gunner in good morale (unpinned). A fully crewed weapon that has failed or has the gunner pinned would make the weapon ineffective and so not eligible to be included in the fire group. If the assistant gunner of a crew-served weapon is pinned, the gunner, if unpinned, would still be effective and the weapon can be fired but only with its bracketed fire value.

Fire Cards and Ranges

There are three types of fire cards. Fire 1 cards allow one figure in a group to fire; Fire 3/2 cards can be used by three or two figures in a group; Fire 5/4 cards by five or four figures.

Fire cards have four ranges: Close, Medium, Long and Extreme. For the card to be used then the weapon/s being fired must have a base value listed for that range. This value can be a negative value. If no value is shown for that weapon at that range, then that weapon cannot be included in the fire action.

Close Range	8"	0-20cm	(0-60 yds)
Medium Range	9"-24"	21-60cm	(61-180 yds)
Long Range	25"-40"	61-100cm	(181-300 yds)
Extreme Range	40" plus	101cm plus	(301+ yds)

The base fire values for two unpinned men.

Number of unpinned men in the firing group required to use this card.

The base fire values for three unpinned men.

Ranges

FIRE

3/2

3/2 men
Close   3/2 (LMG +1)
Medium 2/1 (LMG +1)
Long   -1/-2 (LMG +1)
Extreme -1 (LMG)

The bonuses if the group contained an LMG and/or an SMG. A red value would indicate the LMG's bonus if the weapon was un-crewed.

At long range the base value is negative (-1/-2) but the LMG bonus is ≥ 0 (+1) therefore the base value is assumed to = 0. This will allow the LMG's bonus value to be used and the card's FV will be "1".

LMGs, MMGs and HMGs

LMGs, MMGs and HMGs are crew served weapons. The gunner and the assistant gunner of these weapons are counted as "effective figures" when calculating the number of men firing. The bonus fire value of these weapons is added to the base fire value of the card.

When using a Fire 1 card, if the group contains a fully crewed LMG, then the unbracketed LMG fire value is used. If the gun is un-crewed for any reason, then the bracketed LMG fire value is used. If the group's sole firing weapon is an MMG then that weapon's bonus value is added to the Rifle FV on the fire 1 card.

MMGs and HMGS have an arc of fire of 60^0 (30^0 either side of a central line). It may not be used to target groups outside this arc. The arc of fire of these weapons may be change as the sole action for that group for that turn. No card is required to make this move. This move will not generate a fire or minefield attack.

Some HMGs have an AP value. When these weapons target an AFV not only the vehicle's personnel and passengers are attacked but also the AFV itself. No "To Hit" roll is required.

HMGs have extended ranges that appear on their troop cards.

Flamethrowers

Flamethrowers are only effective at half close range, i.e., 4"/10cm. At that range their bonus value is added to the fire value of the fire card in play. If the group's sole firing weapon is the flamethrower, then only the weapon's bonus value is used. The flamethrower's bonus is not halved in a move and fire action.

At all other ranges a flamethrower figure would be an ineffective figure and so could not be counted when calculating the number of effective figures in the group.

Any fire attack that includes a flamethrower will ignore all terrain concealment modifiers (CVs) for the target group. In addition, any group subjected to a flamethrower attack has a "fear" marker placed on them after the attack is resolved.

A Flamethrower figure has a KIA # of 7 and a pinned KIA # of 8 to reflect the inherent vulnerability of this weapon.

Anti-tank Rifles

Anti-tank rifle figures have an AP value and so function as ordnance weapons (see below). An anti-tank rifle is also a rifle and so an anti-tank rifle figure is counted as an effective member of a fire group. An anti-tank rifle cannot be fired while on the move so in a move and fire action the anti-tank rifle figure would not be classed as an effective figure for firing purposes.

Weapon Failure

All crew served weapons, one-man LMGs, flamethrowers and other important weapons are subject to failing. They may have run-out of ammunition or have malfunctioned. All these weapons have a weapon failure (WF) number on their troop card.

When a group containing such a weapon makes a fire action resolution and the result of a 2D8 check is negative and equal to that WF number then that weapon has failed. If the weapon is not part of the fire action due to the weapon holder being pinned or the weapon has already failed, then the failure is ignored. If it belongs to an active firing figure, then that figure's weapon has failed, and the figure is allocated a WF chit for his weapon. If a weapon fails while a fire attack is being resolved the attack continues but the strength of the attack is recalculated to take account for the absence of the failed weapon's bonus value.

Ordnance weapons have a "To Hit" number. When a "To Hit" 2D8 check is made, and the WF number is rolled, the weapon fails, and the fire attack is not made. The weapon is allocated a WF chit for his weapon.

A figure with a failed weapon cannot contribute to any fire attack till the weapon is repaired; that figure has a reduced Close Combat Value and has their morale and panic values reduced by one while the weapon is inoperable.

Ordnance weapons that have failed may not be used till they have been repaired.

A failed weapon can be repaired as the sole action for that group for that turn. (See Other Player Actions below.)

WEAPON
FAILURE

Fire Process

Each fire card will have a chart showing the fire strength of the card at different ranges. This fire strength value can be reduced by the concealment value of the terrain the target is in; the terrain the fire passes through; and/or the concealment value (CV) on the movement card just played. Add the PL's LM if he is attached to the firing group. A Hero Card will also increase the fire strength of the card.

The fire attack is resolved by making a 2D8 check for each figure, in turn, in the target group in LoS. The result of the 2D8 roll is added to the modified fire strength of the fire card and the result compared to the target figure's Morale, Panic or KIA values.

If the final result is ≥ the figure's KIA value (8) the figure is removed, and his place is marked with a casualty marker. A flamethrowers figure has a KIA value of 7.

If the final result is ≥ the Morale value of the figure, but less than the KIA value of the figure, the figure is Pinned, and marked as such.

If the final result is ≥ a Pinned figure's KIA value (9) the figure is removed, and his place is marked with a casualty marker. A pinned flamethrower figure has a KIA value of 8.

If the final result is ≥ a Pinned figure's Panic value, but less than the KIA value of the pinned figure, the figure will rout and is removed from play. Their place is mark with a casualty marker.

If a figure with a significant weapon (LMG, AT rifle etc) is KIA his weapon remains in play and can be acquired by another figure, (see Acquiring a Weapon Action below).

If a figure, with a significant weapon, routs, then the weapon is removed from play. Some personal weapons, due to their weight, cannot be removed in this way.

Pinned Figures

Pinned figures that are in the act of moving halt in place when they become pinned. Pinned figures cannot join a fire action but their presence in a group does not stop a group from using a fire card. A group that contains a pinned figure cannot play a movement card for any reason except to Go to Ground. Having a figure pinned does not invalidate any movement card currently in play and any unpinned figure in the group may complete that group's move action. Of course, this may split the group. To remove the pinned condition from figures in a group a rally card must be played on that group.

Line of Sight, Terrain, and Concealment Values

A group can only be shot at if the firing group's KF has a clear line of sight to at least one figure in the target group. The other members of the firing group must also be able to see at least one figure in the target to be included in the fire action. Line of sight can be traced through friendly figures of the same group but cannot be traced through other friendly groups.

Only those figures of the target group in line of sight may be targeted.

The following features block line of sight: woods, buildings, high walls, hills, and any other feature defined to do so. Line of sight can be traced through the terrain feature the firing group is in and into a terrain feature that blocks line of sight but not through a feature that does so. Thus, a group in a wood or building can shoot through the terrain feature they are in at a target outside that terrain feature, and they can in turn be shot at. If a line of sight block is between the firing group and the target the target cannot be seen and so cannot be shot at.

Groups with a height advantage (those on hills or in multi-storied buildings) reduce the CV of the terrain the target is in by one level at short and medium range. There is no change at long or extreme range nor does this height advantage impact targets in woods or buildings.

When a group is the target of a fire attack, they may claim the best CV provided by the terrain they are IN or the terrain the fire passes THROUGH whichever is more beneficial. In addition, an extra -1 CV is applied to the fire attack for any, and all, other intervening terrain features that that fire passes THROUGH.

Reactive Fire

When a group performs a move action, or sets aside a movement card, the group is considered to be moving and the non-phasing player may make a fire attack at that group. To do so he will need to play a fire card on a group that has a LoS to the target and have that target in range. When the non-phasing player declares a fire attack on a moving group, he indicates a point along the group's movement path at which that fire attack takes place. The moving group is placed at that point and the fire attack is resolved as normal. Regardless of the actual placement of the target group's figures around the indicated point of fire only the concealment value of the indicated point is used when calculating the fire strength of the attack against each targeted figure.

A given group may only fire once, as a reaction, in a player's turn.

Enfilade Fire

A group should always have a clearly defined Front. This is important for determining Enfilade Fire. Enfilade fire is any direct fire attack that strikes the group from behind its front.

If the group is hit by enfilade fire, the FV of a 5/4 fire card is increased by +3 at close range, +2 at medium and +1 at long. The FV of a 3/2 fire card is increased by +2 at close range and +1 at medium. The FV of a 1 fire card is increased by +1 at close range. Leader, hero, fear, or CV modifiers are then applied.

A group's front is determined by the facing of the majority of the figures in the group regardless of where they stand in the group. If a group has an even number of figures, and an even number are facing in two different directions, then the facing of the KF will determine the group's front. A group may have its figures facing in two directions. They are the group's front (the direction the majority are facing) and one of the group's flanks. If a group's figures are facing in three or more directions, then the group has no front or flank and any fire directed at it will be enfilade fire.

To determine the front of a group, draw a line from the front of the bases of the two outside figures of the group.

Infantry groups may fire in any direction (360^0 arc of fire). When an infantry group fires the player may pivot those figures to face the target they are engaging, they by changing the group's front. This is not a move and fire action and so does not require the playing of a movement card in conjunction with the fire card nor will it generate reactive fire or a minefield attack. As noted above, weapons with an arc of fire (MMG, HMGs etc) may not do this, that is pivot when a fire card is played.
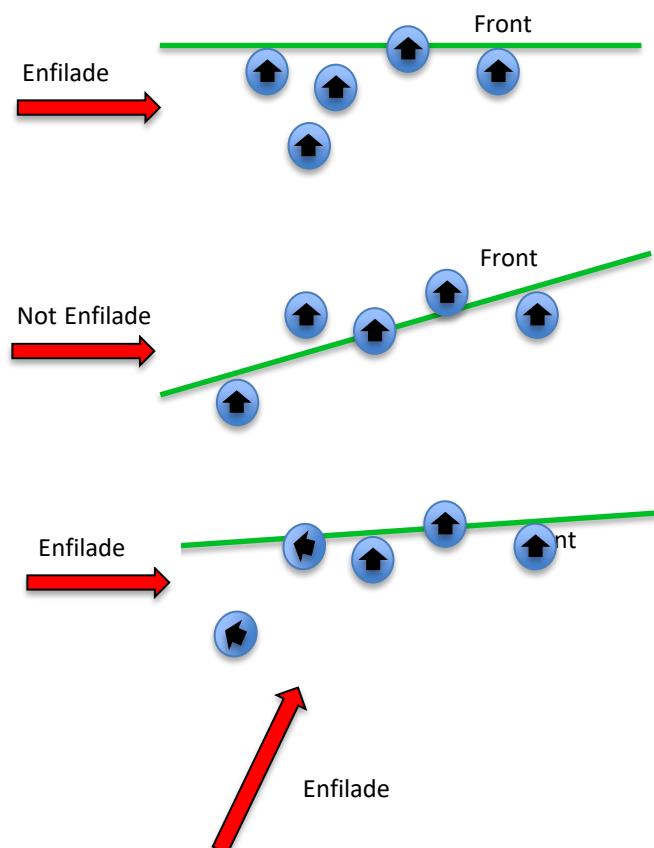
Second Fire Attack

A group that contains an unpinned PL or SL may make a second fire action after the first is resolved. To do so the number of unpinned men in the group must be more than or equal to the maximum number of men as shown on the two cards. (i.e., a group would need eight unpinned men to use both a Fire 3/2 and a Fire 5/4 card.) If a PL is present, he may add his leader modifier to only <u>one</u> of the fire cards played.

This second attack may be at the same or a different target. Bonus values listed on the card from LMGs, BARs, SMGs, MPs, Brens etc and present with the group may only have their bonuses applied to <u>one</u> of the fire cards.

Crew Served Weapons

Crew-served weapons are those weapons that require more than one figure to operate them. Light crew served weapons, such as LMGs and light mortars, are carried and operated by one figure. Crew-served weapon achieves full efficiency when another figure assists the prime operator. When this happens, the weapon is termed "crewed". To signify that a weapon is "crewed" the assistant figure is placed in base-to-base contact with the weapon's prime operator.

If the weapons prime operator is KIA, his assistant will automatically acquire the weapon. If the weapons prime operator routs, he will take the weapon with him with the exception of mortars and MMGs. Some light weapons require more than two figures to operate or move them. These weapons remain in place if the prime operator routs. The section on Nationalities will indicate which weapons these are.

To crew, or un-crew, a weapon will be the sole action for that group for that turn. The exception to this is when crewman leave their group to enter close combat.

MMGs, Mortars, and some other weapons, need to be "broken down" before they can be moved and set up again at the completion of the move before they can fire. Similarly, heavier weapons, such as anti-tank or infantry guns, need to be prepared before they move and set up after they have been moved. These preparatory actions do not require the playing of a movement card if they are the sole action for that group for that turn. Alternatively, a player may play a movement 2 or 3 card on the group and expend one move action to break-down/set up, or prepare, the weapon and use the other move actions to move the weapon.

Crew-served weapon may not be fired in a broken-down state. The German MMG is an exception to this. In its broken-down state this weapon may be used as an un-crewed LMG.

Heavy crew-served weapons that have been prepared for movement cannot be fired.

Weapons groups that have three or more men as crew use movement cards like other groups provided, they have at least two third of the crew present and functioning. If the crew is reduced to less than two-thirds strength the cost of moving the weapon is doubled. If the crew is reduced to less than half the weapon cannot perform a move action. The weapon can still change its arc.

Rally Action

To rally pinned figures rally card/s need to be played on the group as the sole action by that group for that turn.

Rally cards have different values printed on them that show the number of figures that can be rallied by that card. Any rally numbers in excess of the number of pinned figures in a group are lost.

If a SL is with the group, then two rally cards may be played on the group as a single rally action.

If a PL is with the group, then two rally cards may be played on the group as a single rally action and, in addition, that leader's modifier can be added to <u>one</u> of the rally cards.

A pinned leader, SL or PL, can use one rally card on themselves (and others) and then play a second rally card on the other members of their group.

Some rally cards contain the word "Radio". This refers to the using rally cards to call in off-table artillery (see below). A rally card can only be used as a rally card or as a radio card and not both.

Japanese Rally 4 Card
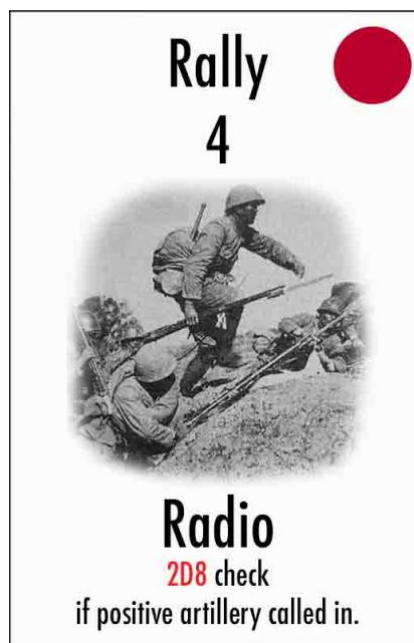
Playing Other Cards

Smoke Cards

To play a Smoke card on a group that group must contain an unpinned SL or have an unpinned PL attached. The card is played on a stationary group as the sole action for that group for that turn. Alternatively, a smoke card can be played in conjunction with a movement card. When a smoke card is played the smoke is placed on the group and is considered to blanket the group on which it is played while it is stationary or in the act of moving.

When smoke is played on a group the player rolls a single D6. The result will be the density/concealment value of the smoke and have a value from -1 CV to -6 CV. Any fire that has a line of fire (LoF) into, through or out of the smoke will be modified by this CV number.

The smoke remains over a stationary group till that group performs a move action, or the smoke dissipates over several turns.

When smoke is played in conjunction with a movement card the smoke remains over the group while it performs <u>one</u> move action and when it halts at the end of that action. If the group performs another move action the smoke is removed.

If the movement card has multiple move actions (Movement 2 or Movement 3) the player must state in which move action the smoke is played. The smoke will remain over the group for the stated move action only and at the end of <u>that</u> move action if the group halts.

At the end of the player's turn (excluding the one in which the smoke card was played) the player rolls a D3. The number rolled is the amount subtracted from the smoke marker. When the CV of the smoke equals "0" the smoke has completely dissipated, and smoke marker is removed.

The CV of smoke effects the "To Hit" number of a weapon by lowering the chance to hit but not the fire strength of a successful attack.

If two or more groups occupy the same terrain feature and one of the groups has a smoke card played on them then the figures of the second group are considered to be concealed by the smoke provided the KFs of the two groups are within 2" (5cms) of each other.

Smoke played on a group in a building will affect all the groups in that building regardless of the floor they are on. Players should apply this rule judiciously and take into consideration the size of the building and the location of the groups in it.

Minefield Cards

The non-phasing player may play a Minefield card on a group that has played a movement card to performing a <u>move</u> action (not one played to perform another action). That group's move action ends immediately at the point indicated by the non-phasing player. Randomly determine a figure in the group and perform an attack fire of strength 4 against that figure. The figure does not get the benefit of the CV of the movement card in play and <u>no</u> terrain CV modifiers are applied to the minefield attack.

Minefields have an anti-armour FV of "1". If the 2D8 check is ≥ the flank "i" # the vehicle is immobilized.

To exit the minefield safely the group must play a movement 2 card. This card will allow the group to exit the minefield safely and perform <u>one</u> move action. Alternatively, the group could play a movement 1 card and perform one move action and exit the minefield, but a second minefield attack is resolved. The group does not get the benefit of the CV of these movement cards and <u>no</u> terrain CV modifiers are applied to this minefield attack.

A group on a minefield may play a Go to Ground card at any time after they have been attacked. This will not trigger a minefield attack.

A group on a minefield may set aside movement cards to acquire the required number to exit the minefield. A group, that has set aside cards in this way, is considered to be moving. When the required number of move actions have been accumulated (1 or 2 as the player wishes) then the group may perform one move action (or more if he has set aside over the amount needed) and exits the minefield.

Hero Cards

A Hero card can be played at <u>any time</u> (even in the opponent's turn) on one figure. This does not count as an action by that figure or the group he is in.

A Hero card will rally that figure. If that figure is part of a single fire action that turn, +1 will be added to the fire strength of a single fire card played. If played on a figure in Close Combat his morale and Close Combat Value (CCV) of that figure are increased by one. If all PLs in a side have been KIA or routed from the table, a Hero card can be played on a SL to promote him to PL status. (In a small game, were no PLs are present, and all SLs have been lost, then a Hero card can be used to promote an ordinary figure to SL rank.)

A Hero card can be played on an ordnance weapon to improve its "To Hit" value by one. When played on an AT rifle the "To Hit" value is unchanged but the AP value is increased by +2. A Hero card can be played on a buttoned-up vehicle to return that vehicle to its crew exposed (CE) status provided the vehicle's commander has not already been killed. These abilities, where possible, are cumulative. Thus, a pinned SL could rally, be promoted to PL status and be part of a fire action, increasing that action's value by +1, all in a single turn.

Reorganise Action

The composition of groups can be changed by performing a reorganise action. The group/s involved must be within cohesion distance, a SL or PL must be present, and a rally card of any value is played on the group/s for that turn. The player must declare what is taking place and what the composition of the new group/s will be.

When two or more groups reorganise, they can be formed into a single group, or multiple groups, or have members of the groups change places. When groups are reorganised, the resulting groups may not be smaller than two figures or larger than eight figures. Weapons can be crewed/un-crewed and abandoned weapons acquired if they are within reach as part of this action.

If figures are required to move during reorganization those moving figure can be targeted for reactive fire as a group. Figures that do not move are not targeted. This movement will not trigger a minefield attack. A transferring figure that is pinned while moving remains in its original group.

Splitting and Reforming a Group

Groups can be split by performing a reorganisation action as explained above. If a rally card and a movement card are played together on the group, then <u>one</u> part of the group may be split off and perform the move actions of the card.

Split groups can recombine during a move action when the separated elements move to within cohesion distance either at the start, during or at the conclusion of the move action.

PL and SLs are free to leave the group they are with and join another simply by playing a movement card. A reorganisation action is not required. (See Leaders page 6.)

Actions That Do Not Require Cards

Crewing or Un-Crewing a Weapon Action

For a crew served weapon to be either crewed or un-crewed the player must announce the action. The group, which the weapon is part of, may perform a second action that turn but they may not move, nor may the members of the weapons team be part of that second action.

Repairing a Failed Weapon Action

When a repair a failed weapon action is taken a 2D8 check is made and the weapon's troops card is consulted to see what repair number is needed to repair the weapon. For example, if the repair number is +2, then any result ≥ 2 will repair the weapon. When this action is taken the group may perform a second action. The group may not move in the turn the weapon is being repaired though the group can reorganise, and figures may join the group or leave it. When a weapon is being repaired all the members of the weapons team are involved in the repair action and so cannot be part of the second action. A pinned weapons team member may not be rallied and repair a weapon in the same turn.

A group in a stream, creek or marsh may not attempt to repair a failed weapon.

Acquiring a Weapon Action

An unpinned assistant gunner will automatically acquire his dead partner's weapon. Alternatively, any figure adjacent to an abandoned weapon may acquire it when the player announces the action. The group this figure is part of may perform a second action that turn but they may not move, nor may that figure be part of that second action.

Break Down/Set Up Weapon Action
Prepare a Weapon to Move/Fire Action

Some weapons cannot be moved without some form of preparation, nor can they be fired after moving without being set up again or prepared. As the sole action for a weapons group, the weapon can be prepared to move, or it can be set up or prepared for firings. Alternatively, a player may play a movement 2 or 3 card on a group and expend one move action to perform this action.

For example: An MMG group that has a movement 3 card played on them may break down the weapon (one move action), perform a move action (one move action) and then set up the weapon (one move action).

Changing the Arc of Fire of a Crew-served Weapon Action

Weapons with an arc of fire may change their arc of fire as the sole action for that group for that turn.

Cards Played as Discards

When a player ends their turn, they can remove cards from their hand. This is called discarding. Some troop types can perform actions and still discard cards; others can only discard cards if they perform no other actions; and some may perform particular actions and still discard. (See Appendix 1, the Nationality section, below for details)

The following cards may only be played as discards.

Sniper Cards

Sniper Cards are played on an enemy group as a discard. When a sniper card is played on a group randomly determined a figure in that group as the target of the sniper attack. A 2D8 check is rolled. If the result is -6/-7 or +6/+7 the figure is killed. If the result is -3/-4/-5 or +3/+4/+5 the figure is pinned. No CV modifiers are used. Any other result is a miss.

On the player's turn following a sniper attack the group targeted may make a Sniper Check as the sole action for that group for that turn provided that group has an armed figure that is not pinned. The player makes a 2D8 check. If the result is positive and greater than Sniper Card's result then the sniper is killed and all subsequent Sniper Cards, for that player, become Cower Cards.

Fear Cards

A Fear card is played on an enemy group as a discard. Mark that group with a Fear marker. A group with a fear marker cannot perform a move or fire action till the marker is removed. They may play a "Go to Ground" card. They may perform a rally action. When the group is the target of a fire attack that fire attack has its fire strength increased by +1. When the group is the target of a close combat attack the Close Combat Value (CCV) of each attacker is increased by +1.

To remove the fear marker, play a movement card on the group as the sole action for that group for that turn. The group remains in place and does not perform the move actions indicated on the card. The card simply removes the fear marker and will not generate reactive fire or a minefield attack.

A group, with a fear marker, that is victorious in close combat may remove that fear marker.

Cower Cards

Cower Cards are dead cards and have no purpose in the game other than to take up space in a player's hand. All a player can do with a Cower Card is to discard it.

Close Combat Action

Close Combat sequence:

- Play a movement card on a group.

- Nominate the figures that will try to move into CC and test their morale.

- Successful nominees are moved into contact. Those that failed are pinned.

- Resolve any reactive fire on the moving figures.

- Test to see if the defenders stand or elect to voluntarily retire.

- Move each unpinned attacker into base-to-base contact with a defender.

- Move any uncontacted defenders into base-to-base contact with any attacker.

- Resolve each individual CC (CCV + 2D8).

- Determine the victor.

- Retire the defeated figures or repeat the CC.

- The victorious group rallies, they may regroup, and they may remove any fear marker.

A group of figures may not move closer than 5cm/2" from an enemy figure unless they attempt to perform a charge action and succeed. This distance restriction is ignored if a border separates the two groups.

Nominate the Attackers

A charge action is part of a move action and can be performed while playing a movement card of any value. The player will nominate which figures from the group that will be attempting to charge. Not all members of the group need be nominated. This may temporarily split the group. Weapons teams may un-crew at this time and groups may split.

A charging group may perform a move and fire action by playing a movement and fire card together.

Attacker's Morale Test

Make a 2D8 check for each nominated attacking figure, modify the result. If the result is ≤ to the figure's morale, whether positive of negative, then the test is successful and the figure is moved straight forwards, towards the non-phasing player's defending group. Place the figure as close as possible to the enemy group as the limitations of terrain permit.

For example, if a figures morale is 3 then 2D8 roll from -3 to +3 will be a pass.

If the figure fails their moral check, they are marked as pinned and not moved.

Morale Modifiers (increase/decrease the figure's morale)

> +/- x: the difference between the number of unpinned figures in the defending group and the number of nominated charging/attacking figures.

> +1: to the figure on which a Hero card was played.

> +x: "x" is the CV of the movement card played if it is used as a single move action.

> +1/+2, -1/-2: PL modifier, the PL tests first without this modifier. If he passes the "+" modifiers apply to all other figures nominated to charge. If he fails the "-" modifiers apply.

Defender's Reaction

The non-phasing player may now perform any reactive fire and/or play a minefield card. If the charging figures are not pinned, KIA or caught in a minefield, then the non-phasing player must test to see how their defending group responds to this attack. They do so by making a single 2D8 check for the whole group. Alternatively, the defending player may elect to voluntarily retire the group. This group will suffer all the negative effects of retiring. (See below for retiring.)

Defender's Check Modifiers

- +/-x: the difference between the number of unpinned figures in the defending group with the number of successful charging/attacking figures.

- + x: the value of a Rally Card played and discarded (this will not rally any figures).

- +1: if the defending group is in a building.

- +3: if the defend group occupies a pillbox, similar concrete emplacement, or field work.

If the result is a negative number, a number of defending figures equal to the negative value will retire. Pinned figure are retired first. (See below for retiring.) The rest stand and a close combat is resolved.

If the result is zero or a positive number, then the non-phasing player's figures stand, and a close combat is resolved.

Close Combat Resolution

The phasing player now moves their figures into base-to-base contact with the non-phasing player's figures. This may require them to cross a border such as a wall, ditch, or fence, or enter a building. No additional move action or card is required for this, and a minefield card cannot be played at this point.

The charging figures are moved one at a time with the phasing player choosing the order in which they move. The following priority order applies.

- If the figure is already in contact with an eligible target they cannot be moved.

- The figure must be moved to make contact with the closest eligible target. If two targets are equidistant the player may choose.

- If the closest eligible target is already in contact with another figure, then the next closest is selected.

- If all eligible targets have already been contacted, then the player may double up but must again adhere to the limitations listed above.

If not all the defending group's figures are contacted then the defender's non-contacted, unpinned figures may move into contact with the attacking figures by employing the rules listed above.

When all the eligible figures have been moved the individual combats are resolved.

Each player makes a 2D8 check using each figure's Close Combat Value (CCV) modified. The figure with the higher result wins that resolution and the enemy figure is KIA. If the result is a tie, repeat the close combat resolution. If an outnumbered figure wins the combat his first opponent is KIA, and a second combat resolution is made against the next figure in contact.

Terrain has no effect on Close Combat.

Close Combat Modifiers

- +2: Each additional figure in that individual combat.

- +1: Hero card, this effect that figure for as long as the Close Combat lasts.

- +1/+2, -1/-2: PL modifier, the PL fights first without this modifier. If he passes the "+" modifiers apply to all other figures in the combat. If he fails the "-" modifiers apply.

- -1: If the group has a "Fear" marker on it.

Determine the Victor

If, after all individual close combats have been resolved, there are figures from the two opposing groups remaining compare the number of unpinned figures in the two groups. The side with the most unpinned figures will win the close combat. If there are the same number of unpinned figures remaining on each side the side that lost the most figures KIA will lose the close combat. In the case of a tie repeat the close combat resolution with players alternating moving their figures into contact with the active player moving first. The rules for moving into contact are again followed.

When a side loses a close combat all the pinned figures in that group will surrender and all unpinned figures will retire. Figures that charged, and were defeated, must retire. They may halt if they re-join the figure of their group that did not charge.

Retire

Figures that retire will make two move actions directly away from the enemy and "Go to Ground". They are marked as pinned. The players may make a fire attack against these moving figures with any stationary group. A retire move does not require a movement card. A minefield card can be played on a retiring group.

Rally and Regroup

When a close combat does conclude, ALL pinned figures belonging to the victorious group, will rally, including those that failed to move into contact. If the charging group wins the close combat any figures from their group that did not charge, or failed to charge, may be moved to re-join the victors. They may be targeted for reactive fire as they move. If a victorious group has a Fear marker on them, it is removed.

Assaulting a Pillbox or Enclosed Fighting Position

A group can move onto a pillbox or enclosed fighting position (EFP) with a normal move action. This move does not require a morale test. If successful, the group is considered to be in the blind spot of the position and therefore out of line of sight of the occupants of the position. Thus, neither the group on the position nor the occupants of the position may fire at each other. The sole exception to this is the flamethrower. A flamethrower, <u>on its own</u>, may be used to attack the position.

A Pillbox or EFP can be attacked by the group on the position in two ways. The group may make <u>one</u> (and only one) grenade attack on the position. The attack is made by playing a fire card of any value. The fire values on the card are ignored and the FV of the grenade attack is calculate at ½ a FV point per figure in the group (FRD). E.g., one figures would have a grenade FV of 0, five figures would have a grenade FV of 2. PL LMs can be applied. The defenders receive no CV.

A group on a pillbox or EFP may close assault by forcing an entrance to the position. This is the only way a position of this type may be close assaulted. The process follows the normal Close Combat rules with the following exceptions. The defenders may only reactive fire with weapons smaller than an LMG. The close assaulting group receives no CV for the pillbox or EFP.

Command and Control

If the PL is pinned at the end of a player's turn the player's hand size is reduced by one. When the PL rallies the player's hand size returns to normal.

If the PL is KIA or routs, the player's hand size, for that turn, is reduced by one. On subsequent turns a second PL, if one is present, will assume the PL's role and the player's hand size will return to normal.

If all PLs of a side are removed from play the player's hand size remains reduce by one from then on or until a SL is promoted. A SL can be promoted to PL status by playing a Hero card on that figure. This can be done at any time and all the benefits of the Hero card can be claimed when it is played.

Off-table Artillery and Radio Cards

Some rally cards are also Radio cards. Radio cards are used to call in Off-table Artillery fire. When used as a radio card the rally value of the card is ignored. To use artillery in the game a radio must be purchased at the start of the game, or a scenario will specify that a side has one. The radio is allocated to a specific figure in a group. It can be represented as a figure with a radio or by a marker placed next to the figure.

A radio card can only be played on a group that has a radio carried by an unpinned radio operator in a group with an unpinned SL or PL. The SL or PL with the group must have a line of sight to the target. When a radio card is played the group may perform another action. The PL, SL or radio operator may not be part of this other action and the leader's modifier may not be applied to that action. The group may not perform a move action or a rally action.

The SL or PL with the group must have a line of sight to the target group.

The player reveals a radio card and announces what they are doing. They then make a 2D8 check. If the result is positive (1+) the fire attack is called in. Each figure in the target group is then attacked in the normal way (a 2D8 check) using the fire strength of the artillery purchased (+4, +5 or +6). Terrain feature and border concealment values are applied except for wood, jungle, and orchards.

The CV of smoke will modify the call-in 2D8 check but not the fire strength of a successfully called in artillery attack.

Whether the call-in check is successful or not the target is marked with a Called-In marker and all subsequent call-in checks on that group will be successful on a call-in roll of 0+. The Called-In marker will remain on the target group until either it moves or the group with the radio moves.

Weapons

Ordnance Weapons

Any weapon that has a "To Hit" table on its troop card is an ordnance weapon. To fire an ordnance weapon a fire card of <u>any</u> value is played on the group. The fire values on the card are ignored. Instead, the player consults the weapon's troop card "To Hit" table and the weapon's fire value (FV) at that range.

To fire an ordnance, weapon a two-step process is followed. First a hit must be obtained and then the effect of that hit is determined. To achieve a hit the player makes a 2D8 check and comparing the result to the "To Hit" numbers for that weapon at that range. If the result is less than or equal to the "To Hit" number whether **positive** or **negative**, then the target is hit.

For example, if the "To Hit" number is 0-1 then any result from -1, 0 or +1 will be a hit.

If the target is moving, or hull down, the result must be a positive number (+1 to +7).

If the ordnance weapon is moving the result must be a positive number (+1 to +7).

If the ordnance weapon is moving and the target is hull down the result must be a positive number (+1 to +7) and the "To Hit" number is reduced by one.

If the "To Hit" check is successful, the target is hit, and the effect of the hit is resolved. All figures in the group are attacked in turn (make a 2D8 check for each figure). Add the value of the "To Hit" number (ignoring the colour) to the FV of the card but only if the "To Hit" number includes a "0".

Once a target has been hit, regardless of the result, it is marked with a Target Acquired (TA) marker. This marker will improve the "To Hit" number by one (+1). If the targeted group moves or the firing weapon moves or is pinned (all figures in the group) the TA marker is removed.

To Hit Numbers

When the "To Hit" number is improved (e.g., +1 or +2) the chances of hitting the target are greater. If the "To Hit" number is reduced (e.g., -1 or -2) the chance of hitting the target are less. Use the table below as a guide to improving or reducing the "To Hit" number. When the "To Hit" number is improved move the column to the right. When it is reduced move it to the left. (The percentages in the second row are an indication of the chances of success.)

"To Hit" #

IMPROVE ➡️

⬅️ REDUCE

To Hit	6	5	4	3	2	1	0-1	0-2	0-3	0-4	0-5	0-6
percentage	6.25%	9.4%	12.5%	15.6%	18.75%	21.9%	34.4%	53%	68.75%	81.25%	90.6%	96.9%

Mortars

Mortars have "To Hit" numbers and so can be fired as ordnance weapons. To fire a mortar the group must be stationary, and the mortar set up. The mortar group's KF, or the PL in <u>another</u> group, must have clear LoS to the target. A mortar cannot fire from a marsh, river, or stream, or be within a pillbox or roofed building. A group subject to a mortar fire attack may apply all terrain CV modifiers except those for groups in woods, orchards, or jungle.

Mortar groups can play fire cards as normal fire attack except that at medium and long range the actual mortarman may <u>not</u> be included in the fire calculation. That is at medium and long range only the other crewmen in the group are effective firing figures.

Infantry Guns and Anti-tank Guns

Infantry Guns and Anti-tank Guns are stand-alone weapons that will need to be purchased separately. They will require crewmen to serve and operate them. Crewmen are purchased individually. These weapons and their crew constitute a group. When combined with a transportation vehicle they form a group.

These weapons require a minimum of three crewmen to operate them at full efficiency. If only two unpinned crewmen are operating the gun, then the "To Hit" number is reduced by one. If only one unpinned crewman is operating the gun, then the "To Hit" number is reduced by two.

When the IG/AT group is fired on with small arms fire only the crew is subject to the attack. If the fire is from an HE attack the weapon itself and the crew are attacked. An AP attack will affect only the gun. A damaged IG/AT gun has its "To Hit" values reduced by -2.

The "front" of this group is defined by the facing of the weapon. If the weapon has an armoured shield, then any fire directed through the front of the group at the crew members (but not the weapon itself) suffers a -1 CV in addition to any CV of the terrain the group is in or behind. Enfilade fire is not subject to this -1 CV penalty.

If the weapon is destroyed any surviving crewmen will function as a rifle armed infantry group.

These weapons can be moved/manhandled by their crew as outlined above (page 18, Crew-served weapons). They can also be moved if they are attached to a transport vehicle.

To attach a weapon to a transport vehicle the vehicle and the weapon must be adjacent, and the weapon must be set up to move. To limber the weapon and board the vehicle the crew must perform a standard move action by playing a movement card. Once the gun is limbered and the crew mounted onto the vehicle the weapon, crew and vehicle become a single group and will be ready to move when a movement card is played on the vehicle. To unlimber the vehicle, and prepare it for firing, the reverse process is gone through.

A transport vehicle is a group on its own. It may be moved before the gun crew goes through the limbering process and it may be moved after the gun has been unlimbered. Movement 2 or 3 cards can be played separately on both the vehicle and the crew in the same turn to have the vehicle move; the crew limber/unlimber the gun; and have the vehicle or crew/gun move again.

Demolition Charges

Demolition Charges (DC) are an extra weapon a man in a group can carry. They are represented by a marker. The scenario being played will determine how many DC will be allocated to a side. Alternatively, a player may purchase DCs in the pre-game phase at a cost of 50 points each.

A figure with a DC must move to within 2"/5cm of an enemy group to place it. To do this the phasing player must declare what the figure is attempting to do; play a movement card on that figure's group as the sole action for that group for that turn; and make a morale check for that figure. If the figure fails the morale check, he is pinned, the attempt fails, and he does not move. If the figure passes the check, they may execute the number of move actions specified by the card or one move action with the concealment value shown on the card. One of the move actions must bring him within 2"/5cm of the target group or location at which point he will place the DC. As part of that same move action, he may move back through the Terrain Feature he was in and cross one border. That is, he may move to his target, place the DC, and re-join his group, as one move action.

A successfully placed DC will explode immediately after the man placing the DC has completed his last move action. The phasing player indicates a single figure in the target group who must be within 2"/5cm of the placed DC. That figure marks the centre of the detonation point. That figure, and all other figures, within 2"/5cm of him are attacked with a FV of 8. All figure within 4"/10cm are attacked with a fire value of 4. The DC will fail and be removed from play if the first attack resolution unmodified roll is a -7. Cover modifiers do apply.

The moving figure with the DC can be targeted for reactive fire as normal. If he is pinned, he halts in place. He may also be subject to a minefield attack.
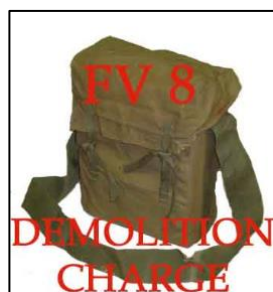
Vehicles

A vehicle forms a group on its own.

Assault Guns and Self-propelled Guns may not move and fire; their "To Hit" number is reduced by one against a moving target.

Groups within close range (8"/20cm) of a friendly AFV have their morale and panic values increased by one. Groups within close range of an enemy AFV have their morale and panic values lowered by one.

Vehicle Movement

A vehicle group is moved in the same way as a normal group.

Some terrain features or borders will require a test to see if the vehicle becomes bogged when moving over that feature. The player first indicates the path the vehicle through the terrain feature and then makes a 2D8 check. Each vehicle has a bog value (see the vehicle troop card). To this value **add** the concealment value of the card (1, 2) if it is being used to perform <u>one</u> move action and **subtract** the bog value of the terrain feature/border being crossed. If the result is ≤ the bog value of the vehicle, whether **positive** or **negative**, the vehicle crosses the terrain feature/border. If the result is > the bog value of the vehicle, whether **positive** or **negative**, the vehicle has become bogged.

When a vehicle becomes bogged roll a D6. On a roll of 1-2 the vehicle is bogged at the point of entry of the terrain feature. If this vehicle becomes un-bogged, they <u>will need</u> to make another bog test to complete the move across the terrain feature. If the vehicle bogs a second time add +2 to the D6 roll. On a roll of 3-5 the vehicle is bogged at the mid-point of the terrain feature. If this vehicle becomes un-bogged, they <u>will not need</u> to make another bog test to complete the move across the terrain feature. On a roll of 6 the vehicle is bogged at the end point of the move.

To free the vehicle, play a movement card of any value and make a 2D8 check. To this value **add** the concealment value of the card (1, 2) if it is being used to perform <u>one</u> move action and **subtract** the bog value of the terrain feature/border. If the result ≥ "0" the vehicle is free and can make a single move action. If the result is -6 or -7 the vehicle is mired and can no longer move. Make a morale test for the crew (2D8 check, a result ≤ the M value of the crew, whether **positive** or **negative** is a pass). If the crew fails the test, they abandon the vehicle and are removed from the table. The vehicle remains but it will have no morale impact on either side.

Turret Movement and Self-Propelled Guns Pivoting

A tank can rotate its turret 180^0 as the sole action for that group for that turn.

A tank can rotate its turret, and an SPG may pivot, up to 20^0 at no cost when it performs a fire action. Turret rotation/SPG pivoting > 20^0 incurs a minus one "To Hit" chance penalty. Turret rotation > 90^0 incurs a minus two "To Hit" chance penalty. An SPG must perform a move action to pivot > 20^0.

Vehicle Attack and Defence

All ordnance weapons have an arc of fire of 60^0 to the front (30^0 either side of a central line).

To have an ordnance weapon make a fire attack a fire card of any value is played. Tanks, Assault Guns, Self-propelled Guns (SP) (as well as AT guns, some infantry guns, and some infantry anti-tank weapons) have two fire values, an armour piercing value (AP) and a high explosive value (HE). When these weapons are fired the player will announce that they are using the AP, or the HE, value of the weapon. Some vehicles have more than one weapon. A vehicle can only fire <u>one</u> weapon per card played. Thus, a vehicle may fire its main weapon with one card and its secondary weapons with another. When the vehicle fires the player must state which weapon is being used.

Armoured Fighting Vehicles (AFVs) have a morale and crew exposed (CE) value, as well as Front and Flank armour values.

AP attacks target the armour values of the AFV. HE or small arms fire attacks target the vehicle's morale/CE values.

AP Attacks

When making an AP attack first make an ordnance "To Hit" roll. If a hit is obtained, make a 2D8 check and add the weapons AP value. Compare the result with the armour value (front or flank) of the vehicle. (See page 42 for the additional effects on vehicle passengers.)

- If the result is ≥ to the K value, the vehicle is destroyed.

- If the result is = to the S value, the vehicle is Stunned. If the vehicle was moving it stops.

- If the result is = to the I value, the vehicle is immobilised. If the vehicle was moving it stops. The crew must test their morale. If they fail, they abandon the vehicle.

- If the result is < the I value, the attack has no effect.

If the S and I values are the same roll a D6. A 1-3 result the vehicle is stunned. A 4-6 result the vehicle is immobilised.

A Stunned vehicle is marked with a Stun 3 marker. It may not move or fire. To remove the Stun 3 marker a rally 3 card must be played on the vehicle. If a player does not have a rally 3 card, then one rally card can be set aside each turn as the sole action for that group for that turn. When the total rally cards played is ≥ 3 the vehicle rallies. Set aside cards do not count towards a player's hand size. If a stunned vehicle is stunned a second time all set aside rally cards are discarded and a Stun 6 marker is placed on the vehicle. To remove the stun 6 marker rally cards to the value of 6 must played on the vehicle. When the set aside cards equal 3 the stun 6 marker is replaced with a stun 3 marker, set aside rally cards equal to 3 are discarded. Any excess rally points are carried over. A vehicle with a stun 6 marker in play that is stunned again is destroyed.
All fire attacks against a stunned vehicle have their FV increased by +1.

An immobilised vehicle may not move for the rest of the scenario. All fire attacks against an immobilised vehicle have their FV increased by +2.

Front and Flank Armour

AFVs have front and flank armour values. The front of the vehicle is determined by an imaginary line drawn parallel with the front of the vehicle. Any AP attack that originates from in front of this line is a front shot and is compared against the vehicle's front armour value. Any AP attack originating behind this line is a flank shot and the attack is compared to the vehicle's flank armour value.
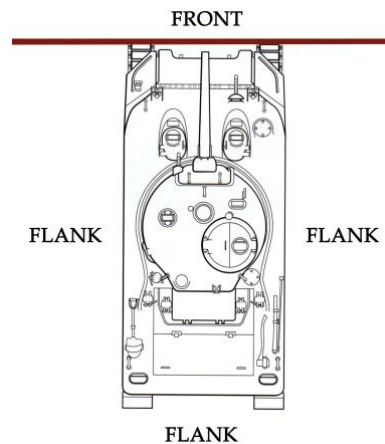
HE and Small Arms Attacks

A HE or small arms attack against a vehicle attacks the morale and CE values of the vehicle. Ordnance weapons require a successful "To Hit" result to hit a vehicle. If a hit is scored make a 2D8 check and add the "To Hit" result. Regardless of the **positive** or **negative** value of the result the number is added to the result. (The "To Hit" number must have a "0-X" value to be added). Compare the result to the CE and morale of the vehicle.

If the result is equal to the CE value, the commander is killed, and the vehicle becomes buttoned up or pinned if it is open-topped. If the result is ≥ to the vehicles morale it becomes "buttoned up" or "pinned" if it is open-topped.

A buttoned-up vehicle's stats are reduced. A buttoned-up vehicle will only become CE again by playing a Hero card on the commander. If the commander is dead this <u>cannot</u> be done. A pinned vehicle may not move or fire. It will need a rally 3 card (or the equivalent value rally cards set aside) to recover. A pinned vehicle pinned a second time is unaffected by the result.

An open-topped vehicle with a killed commander, that has rallied, has their "To Hit" number and MG values reduced by one. If a second commander is killed the crew will abandon the vehicle.

Off-Table Artillery vs AFVs

Off-table artillery usually attacks only an AFVs morale and CE values. The two exceptions to this are a result of +7 will immobilise the AFV and a result of +6 will destroy an Open Topped AFV.

Hull Down

Vehicles can be hull down if they are behind a hill crest or wall. To score a hit on a hull down vehicle the "To Hit" result must be positive. If a hit is scored the CV of the terrain has no impact on the FV of the attack. A hull down vehicle cannot be immobilised. Treat an immobilisation result as a stun result instead.

Close Combat and Vehicles

An infantry group may make a close combat attack against a vehicle as part of a move action. The player plays a movement card and nominates which figures will be involved and makes a morale test for each. Those figures that pass the morale test, and survive any reactive fire, are placed in contact with the vehicle.

The player then resolves each individual figure's attack against the vehicle. The figure's CCV is <u>not</u> used. Instead, a 2D8 check is made and the result modified as follows.

- +1 for each pervious figure's CC attack against the vehicle this CC resolution
- -3 if the figure is Berserk
- +1 if a Hero card was played on the figure and/or the figure is Greek or a Finn
- +4 if the figure has an anti-tank magnetic mine or demolition charge
- +3 if the vehicle is in any type of building
- +1 if the vehicle is in an orchard
- +2 if the vehicle is in a wood
- +3 if the vehicle is in jungle
- +1 if the vehicle is in crops, brush or rubble
- +x if the vehicle, or the attacking group, is in smoke, (x being equal to the CV of the smoke)
- +1 if the vehicle is buttoned up
- +2 if the vehicle's commander is killed
- +2 if the vehicle is immobilised or bogged
- +3 if the vehicle is open topped
- -1 if the vehicle is CE
- -2 if an enemy infantry group is within close range of the vehicle

Results:

≤ 0   the attacker is eliminated
1-5   no result
6   the vehicle is immobilised
≥ 7   the vehicle is destroyed

Armour values for the front and side of the vehicle.

K = Killed/destroyed
S = Stunned
I = Immobilised

OVR: the overrun value when the crew is exposed (CE) or buttoned up (BU)

BOG: the bog number when the crew is exposed (CE) or buttoned up (BU)

Morale: ≥ 5 the vehicle is buttoned up.
CE: ≥ 9 the commander is killed, and the vehicle is button up.

WF: the weapon failure # for the main weapon (-5) and the MG (-7).
Rep: the repair value for both weapons.
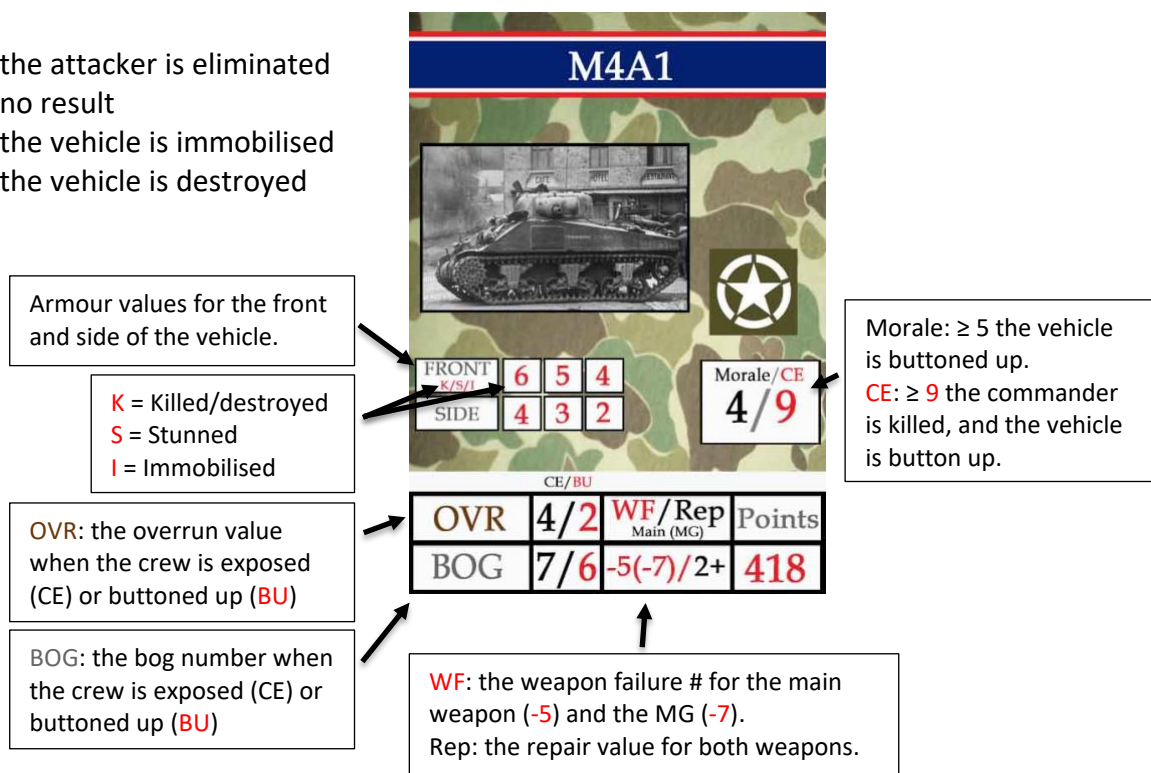
Vehicle Overrun Attacks

Vehicles can make close combat attacks. These are called overrun attacks. A vehicle may make an overrun attack against an infantry group, or infantry gun group, as part of a move action. To be successful the vehicle's move action must take it through the defending group or make contact with the border feature behind which the defending group is sheltering. No morale check is required by the vehicle but if the vehicle's move action requires it to enter a terrain feature, or cross a difficult border, that would require a bog test, then the vehicle must pass this test to execute the attack.

If a vehicle's weapons system has failed (main weapon or MG) it's overrun value is halved (quartered if it is a flamethrower) (FRD). If the vehicle has no functioning weapons or has NA (Not Allowed) on its troop card, the attack is not made though the move action is completed.

To resolve an overrun attack, make a 2D8 check against each individual figure in the defending group and add the vehicle's overrun value and deduct any CV for the terrain feature, or border feature, the defending group is in or behind.

If the defending group is in any terrain feature other than open ground the vehicle is susceptible to immobilisation or elimination as a consequence of the attack.

- If an open topped vehicle's unmodified 2D8 result is -6 the vehicle is destroyed.

- If an open topped vehicle's unmodified 2D8 result is -7 the vehicle is immobilised.

- If a fully enclosed vehicle's unmodified 2D8 result is -7 the vehicle is immobilised.

If a vehicle is immobilised or eliminated the overrun attack resolution is stopped.

If the vehicle is making an overrun attack against a group with an IG/AT gun the gun is also attacked. Make a 2D8 check. Add the vehicles overrun value and subtract the CV of the terrain the gun is in. Compare the result with the gun's Damage/Destroyed values.

If an unpinned defender is armed with an anti-tank magnetic mine (ATMM), and they are not eliminated by the attack, and the defending player wishes, that figure may make a close combat attack against the vehicle. If the figure passes a morale test the defending player makes a close combat attack resolution with that figure. Regardless of the result the ATMM marker is discarded.

If an unpinned defender is armed with a Panzerfaust, and they are not eliminated by the attack, and the defending player has a fire card, that figure may make a fire attack against the vehicle with the Panzerfaust. If the figure passes a morale test the defending player makes a fire attack resolution with the Panzerfaust against the flank values of the vehicle. Regardless of the result the Panzerfaust marker is discarded.

Light Anti-tank Weapons

Bazookas, Panzerschrecks, Panzerfausts, AT rifles, flamethrowers, anti-tank magnetic mines (ATMM) and some ordnance weapons all have an anti-armour ability. Some of them have a HE ability as well. Bazookas, Panzerschrecks, AT rifles and flamethrowers are the personal weapon of a figure. Panzerfausts and ATMM are secondary weapons carried by a figure in addition to their personal weapon. They are represented on the table by a marker placed with that figure. They are single use weapons, and the marker is discarded after the weapon is used regardless of the result.

Bazookas and Panzerschrecks are crew-served weapons and have crewed (bracketed) un-crewed "To Hit" values. When a fire card is played on a group with one of these weapons the figure, whose personal weapon this weapon is, is not an effective firing figure and may not be counted as such. His assistant crewman is and can be included as an effective firing figure.

All these weapons (except Panzerfausts and ATMMs) have a WF number. This number takes effect during the "To Hit" process. Panzerfausts and ATMM markers are discarded after they are used whether they worked or not.

A group containing one of these weapons may make a fire attack with that weapon as the sole action for that group for that turn by playing a fire card of any value. If the group contains a SL or PL this weapon may be used as a second attack. If the PL modifier is applied to this attack, it will affect the "To Hit" number and not the FV of the attack.

Bazookas and Panzerschrecks have a HE FV. Like other ordnance weapons this FV is modified by the "To Hit" number result provided the "To Hit" number contains a "0" value.

Flamethrowers attack the flank value of an AFV. Only "K" results are applied. "I" and "S" results are ignored.

Anti-tank rifles have high "To Hit" values reflecting the limited effectiveness of these weapons against armoured targets. The strength of the AP attack is modified by the result of the "To Hit" roll. Positive "To Hit" results are added to the AP strength and negative ones are subtracted. A flank shot, and the target acquired chit, will each improve the "AP" value by +1 (the "To Hit" value is not changed). The use of a Hero card on a AT rifle improves the "AP" value by +2 (not the "To Hit" value).

Panzerfausts

Panzerfausts are unique in that they have an additional range bracket, 0-2"/0-5cm. This is referred to as Point Blank range (PB). Panzerfausts have an AP value of 5, regardless of the range, and the "To Hit" results, whether **positive** or **negative**, is added to the AP value.

"To Hit" numbers for Panzerfausts are:

     PB   0-3
     C   0-1
     M   1   (Early war Panzerfausts not allowed)
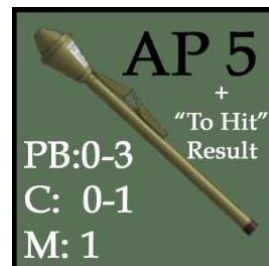
Optional Rules

Team Play

In most games each gamer will command a reinforced platoon and will have one deck. In a large game, one involving multiple platoons, two teams of players will take part and each player will command a platoon and they will each have one deck.

In large games players may elect to nominate one gamer to take the roll of company commander who will direct the other gamers on his side. That is, they will tell the other gamers what they want them to do but they may not tell them how to execute those orders. They will be represented on the table with a Company Leader (CL) figure. This player will be responsible for moving their own figure around the table and will have free and unrestricted access to the hands of their subordinate commanders to enable them to do so. If the CL attaches to a group, they will have control of that group and they will have first choice of the cards in that commanders' hand. Alternatively, if this figure is held well back from the front line, and out of line of sight, they may not be targeted by a sniper card.

This CL must be the highest cost PL available to that nationality.

Time

The 41st card in a nation's deck is the time check card. When a player draws the time check card, they do the following:

- discards the time check card.
- finishes refilling their hand.
- shuffles the draw and discard decks together.
- makes a time check to see if the clock advances (optional).

The form of the time check will be determined prior to the game. Usually, it will be a D6 roll with a pre-determined number of time passages. When that number of time passages has been reached the game will end.

For example: A game might last for five time passages. At each time check a D6 is rolled. On a result of 4-6 time will pass. When time has passed five times the game ends.

In a multi-platoon/deck game the number of time passages should be set to compensate for the more frequent occurrence of time checks.

If time passages are not used the time card should remain in player's decks and be used as indicated above. In this way a player's hand will be refreshed in a random manner making the occurrence of cards less predictable.

If the time check card is drawn by a player when they first fill their hand at the start of the game ignore it. The player should fill their hand to its limit and then shuffle the time check card back into their draw deck.

Night Rules

Groups may only be seen at close and medium ranges except when illuminated.

All groups have an inherent CV of -1 unless illuminated.

All "To Hit" values are reduced by one unless the target is illuminated.

Smoke has no effect at night though Smoke cards are used for illumination (see below).

Illumination Round

Off table artillery may place an illumination round/illumination marker (IM) anywhere on the table after playing a Radio card and making a successful call-in role.

On table mortars may place an IM anywhere on the table in line of sight after playing a Fire card.

A PL or SL may place an IM anywhere on the table in line of sight after playing a Smoke card. In this instance the Smoke card is being employed as a flare.

When an IM is placed roll a D6. Add +1 if the round is from off table artillery (to maximum of 6) and -1 if the IM was placed by a PL or SL (to a minimum of 1).

This number indicates the duration of the illumination. At the start of each subsequent turn the owning player will reduce the IM's die value by one. When the value reaches "0" remove the IM.

All figures within 8" of an IM are clearly seen and can be targeted from any range as if it were daylight.

All figures between 8" and 12" of the IM are seen and can be targeted from any range but with a CV of -1.

Self-Illumination

Any group that fires is marked with an IM. A group marked with an IM can be targeted from any range but with the benefit of the inherent CV of -1 for night. At the start of the player's next turn all group self-illuminate IMs are removed.

Cavalry

Cavalry groups are either mounted or dismounted. A cavalry group that dismounts splits into two groups: an infantry group and a horse group. These dismounted cavalry groups perform as normal infantry. How the horse groups perform will depend upon the state they are left in when their riders dismounted.

When cavalry are mounted they change the nature of the movement cards played on them. The movement value of card is increased by one. Thus, a movement 1 card becomes a movement 2 card, a movement 3 card becomes a movement 4 card etc. Mounted cavalry may never use the concealment value of a movement card.

Any fire attack against a mounted cavalry group, or horse group, will gain a +2 fire modifier. These groups gain all normal terrain CV modifiers. When mounted the figure (horse and rider) are a single target. When dismounted horse figures are targeted individually. Each horse has a defence value of "2" when they are fired on. Any fire result ≥ 2 will remove the horse.

Any border feature that would require the mounted cavalry group to jump the obstacle will require a full movement action to cross. Some border features will be impassable to mounted cavalry groups. These features, and the limits they place on cavalry movement, should be identified before the game.

Mounting and Dismounting

Dismounting is part of a single move action for a cavalry group. The figures dismount and perform a normal move action.

When a cavalry group dismounts the player must declare if the horse group is "tethered/hobbled" or if the group has horse-holders.

To tether or hobble a group of horses would require one full infantry move action by the group after they have dismounted. If the horses are tethered or hobbled the player may leave the horses unattended and move any number of his figures away from this group. A tethered or hobbled group, even with figures attached, may not move.

If the player elects to employ horse-holders, then one figure in four (FRU) must remain with the horses. A horse-holder group may be moved as an infantry group; they may not fire, and they may not go to ground.

To have a dismounted cavalry group mount they must be in contact with their horse group. Mounting is part of a single move action for a cavalry group. The figures perform a normal move action (by playing a movement card) to bring them into contact with the horse group and they mount. A group already adjacent to their horses may mount and move with a cavalry move action. A dismounted group, that has a movement 2 or 3 played on them, may use one move action to move into contact with their horses and mount and then use the balance of the card's movement actions as cavalry move actions. If the horses are tethered or hobbled a full infantry move action will be required to prepare the horses for mounting.

Unarmoured Vehicles

Unarmoured vehicles (UAV) may be subject to fire or minefield attacks. HE and small arms fire attacks on a group with a vehicle will target the figures and the vehicle. An AP attack would only target the vehicle.

UAVs will be damaged if the fire attack result is ≥ 3 and destroyed if the result is ≥ 6.

UAVs will be immobilised if the minefield attack result is ≥ 3. Passengers are unaffected.

An HMG targeting a UAV has its AP value increased by +3.

Anti-tank rifles targeting UAVs have their "To Hit" number increased by +3 but their AP value reduced by -3.

Vehicles and Passengers

Most AFV and other vehicles are capable of transporting infantry groups. To board a vehicle an infantry group immediately adjacent to the vehicle will need to perform a move action by playing a movement card. Once in or on a vehicle the vehicle and the group become a single group. To debus from a vehicle the group must play a movement card and perform a move action - exit/drop off the vehicle and perform a move action. Alternatively, the player may announce that the vehicle is performing a move action without the passengers. In which case the passengers are dropped off from the vehicle before it moves. This "dropped off" group is then free to perform an action that turn.

When a vehicle is targeted by fire then the CE commander, the soft skin vehicle driver and any passengers in or on the vehicle will be subject to the fire effects of the attack.

Small arms fire and HE attacks against vehicles are resolved against the vehicle's crew's Morale/CE values. Any passengers in the vehicle have the attack resolved against their individual Morale/Panic values allowing for any CV of the vehicle. AFVs provide "-1" CV. Soft skin vehicles offer "0" CV. Any passenger on the vehicle receives "0" CV.

Passengers on or in a stationary vehicle may make fire attacks. The number of effective firers in the group is reduced by a third for passengers on the vehicle (one in three FRD) and halved for passengers in the vehicle (one in two FRD) to a minimum of one.

If a vehicle is destroyed by a HE or AP attack, then the crew and any passengers of the vehicle are removed from play. If a vehicle is stunned by an AP attack, then all passengers in a vehicle are pinned in addition to the crew. Any passengers on a vehicle are unaffected by a stun result.

Rally cards played on a stunned AFV will affect the crew and any passenger in the vehicle. They have no effect on passenger on the vehicle.

Pintle Mounted Machineguns

A pintle mounted machinegun (PMMG) may be fired by a CE member of the AFV as the sole action for that AFV group for that turn. The weapon's FV is half the MG value of the vehicle (FRD).

A CE AFV crew member may add the PMMG fire strength (half MG FV) to a fire attack made by an infantry group that are passengers on the vehicle or are paired with the vehicle (see below). The crew member is an effective firer in his own right and is added to the passenger/attached group after the number of effective firers in that group has been determined.

If the AFV is BU, then a passenger on the vehicle may operate the PMMG. If he does, he may add the PMMG's FS (half MG FV) to the BU vehicle's MG fire attack or he may add it to a five attack by the passenger group, but not both.

Vehicles, Infantry Groups and Reorganisation

An AFV and an adjacent infantry group can be paired into a single group by performing a reorganisation action – playing a rally card and declaring the action. A paired AFV/infantry group may perform move actions, and only move actions, together. All other actions are performed independently.

A movement action performed by either the AFV or the infantry group is all that is required to separate the two groups. Once separated they become two individual groups.

Wheeled Vehicles

Players may decide that some wheeled vehicles, with good cross-country performance, will be able to move more quickly across some terrain. For example, if they are moving on a good road or over "good going" in the desert. If this is the case, then the move value of a movement card played on this vehicle is increased by +1. That is a Movement 1 become a Movement 2 card etc.

Ordnance and Smoke

On-table ordnance weapons (AFVs, light guns and mortars) and off-table ordnance weapons (mortars and artillery) may place smoke on any group or on/in a terrain feature. When an on-table weapon is fired the player will nominate whether the weapon is firing smoke or a normal round. For on-table weapons a successful "To Hit" roll will result in smoke being places on the target group (D6) or terrain feature (D4). A failed "To Hit" roll means that the attempt to place smoke was unsuccessful. A negative "To Hit" result will mean the on-table weapon has exhausted its stock of smoke rounds and may no longer employ smoke. The one exception to this is British CS tanks which always have access to smoke rounds. Nations that do not have smoke cards in their decks may not employ on-table ordnance weapons to fire smoke.

When off-table ordnance weapons are called in the owing player will nominate whether the weapon is firing smoke or a normal HE round. The normal process of calling in artillery is followed.

- American (Army/USMC) and Commonwealth groups will succeed on a 2D8 call-in roll of 0+.
- German groups will succeed on a 2D8 call-in roll of 1+.
- All other nations will succeed on a 2D8 call-in roll of 2+.

If the call-in attempt is successful a die is rolled, and a smoke marker of that value is place on the target group. If the weapon firing has a HE FV is ≤ 3 a D4 is rolled; HE FV 4-5 a D6 is rolled; if the weapon's HE FV is 6 a D8 is rolled; and if the HE FV is 7 or more, then a D10 is rolled. This smoke is treated like normal smoke and will be removed if the target group moves, or the smoke dissipates. If the smoke is being place on/in a terrain feature the strength of the smoke is downgraded one level, i.e., a D6 becomes a D4, D10 becomes a D8 etc.

White Phosphorus (WP)

White Phosphorus is available to American and Commonwealth forces from 1943 onwards but the "To Hit" value is reduced by two when firing WP and the call-in number for artillery firing WP is 2+. WP is placed on enemy groups in the same manner as smoke (see above) or as a Demolition Charge if WP grenades are in use by an infantry group and have been purchased or allocated by the scenario. WP generates D4 smoke concealment (half a D8). In addition, when the terrain feature the target group is in is subject to a successful WP attack the controlling player of the target group, or groups, in the feature must elect to have his group/s stay in place or retire (see page 28).

If the group stays in place each figure of that group is subject to a FV attack equal to the smoke value of the WP, no terrain CVs apply. If the group voluntarily retreats, they make two move actions away from all enemy groups and go to ground pinned. Pinned figures rout.

All terrain features have a WP burn number. If the "To Hit" # is positive and equal to the WP burn number of the terrain feature the target group is in; or the call-in # is equal to the WP burn number of the terrain feature the target group is in, then that terrain feature is subject to catching fire. A terrain feature that has caught fire, and continues to burn, it may not be entered and all groups in the feature <u>must</u> retreat. The feature will burn for the length of time the smoke persists. Do not remove the smoke counter marker till it is exhausted – has dissipated - even if the target group exits the feature.

Appendixes

Appendix I

Nationalities

Each Nationality has a different deck of cards; different hand of cards; and different discard ability.

Germans

The Germans have a hand of five cards and may <u>always</u> discard one card. They may not discard more.

German elite units may discard two cards but only if they take one or fewer actions in a turn. Their morale, panic and CCVs are improved by one. German second line units must reveal their discards and they may only discard a Cower card if they take no other action that turn. Their morale, panic and CCVs are reduced by one.

Many late war German formations had a proliferation of automatic rifles distributed at squad level. To accommodate this, the following rule modifications apply. Late war German groups, that contain any number of automatic rifles, may employ the MP bonus modifiers (+1 at close range, +0 at medium range and -1 at long range). In addition, if the majority of a group's weapons are automatic (MP, LMG, FG 42, StG 44/MP 44 or Gewehr 43), and the group performs a move and fire action, then the FV of the card is halved (FRD).

The German deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
4 x Rally 1 cards
3 x Rally 2 cards
1 x Rally 3 card (Radio)
1 x Rally 4 card (Radio)
1 x Rally 5 card (Radio)
6 x Special cards (Smoke, Sniper, Minefield, Hero, Fear and Cower)

Off-table artillery:
FV 5: 42pts
FV 6: 84pts
FV 7: 126pts

Additional German Troop Types

The German forces in World War Two were not homogeneous. The quality of their troops varied over time and between the various branches deployed. The following troop types attempt to provide for that variation.

Fallschirmjagers

Fallschirmjagers were Luftwaffe soldiers intended for use as paratroops. They were employed in this capacity up until the ill-fated landing on Crete after which they were used only as ground troops. The quality of these soldiers, their leadership and the equipment allocated to them marks these troops as elite.

Two sets of troops cards are provided, one for mainland Europe and one for Crete. These cards show them as elite, and the values on the cards have been upgraded accordingly. Late war Fallschirmjagers should be rated as veterans and their values lowered accordingly.

Panzer Lehr

Panzer Lehr was formed in 1943 as a training unit but early in 1944 were deployed as a combat unit. With excellent personnel and equipment, the unit quickly gained a reputation as a formidable fighting formation. Their troop cards values have been upgraded. Whether players choose to allocate them veteran or elite status is up to them.

Luftwaffe Field Divisions (LFD)

Luftwaffe Field Divisions were formed from surplus Luftwaffe ground troops. Initially they were under Luftwaffe control but in 1943 they came under German Army (Heer) command. Due to lack of appropriate training and a shortage of support weapons their battlefield performance was lacklustre. Their troop cards list them as second line troops and their values have been downgraded accordingly.

Volksgrenadiers

After the destruction of Army Group Centre in mid 1944 Germany responded by forming new, defence-oriented divisions. These Volksgrenadier divisions were reduced in strength but allocated a higher proportion of automatic weapons. Their troop cards values have been adjusted to reflect the degraded quality of German troops at this time. Players may deploy them as either veteran or second line troops but without altering their troop card values. The Grenadier MP troop card is included to allow for the use of Volksgrenadier groups that were equipped with all automatic weapons.

SS

The military arm of the SS fought throughout the war and in the process gained an ominous reputation for ferocity fuelled by fanaticism. They were both feared and loathed in equal measure and their record in history is decidedly on the dark side of the ledger. Alongside the divisions of German SS, many other divisions were formed with volunteers from occupied or friendly countries. As a result, the fighting quality of SS formations varied but it was generally good to very good. Therefore, players should rate SS as either veteran or elite without altering the values shown on the troop cards. Standard SS and Latvian SS troop card are provided.

Americans

The Americans have a hand of six cards. They may discard up to two cards but only if they take <u>no other actions</u> that turn.

American elite units may discard one card and take one action that turn. They may still discard two cards and take no action. Their morale, panic and CCVs are improved by one. American second line units may only discard one card and only if they take no action that turn. Their morale, panic and CCVs are reduced by one.

The American deck has:
1 x Movement 1 card
4 x Movement 1 cards (Ford)
2 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
5 x Rally 1 cards
1 x Rally 2 card
1 x Rally 2 card (Radio)
1 x Rally 3 cards (Radio)
1 x Rally 4 card (Radio)
1 x Rally 5 card (Radio)
8 x Special cards (2 x Smoke, Sniper, Minefield, Hero, Fear and 2 x Cower)

Off-table artillery:
FV 5: 50pts
FV 6: 100pts
FV 7: 150pts

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Additional American Troop Types

Paratroopers

The 82nd and 101st Airborne troops were among the best troops the Americans put into the field in the Second World War. Superbly equipped and thoroughly trained these volunteers were led by outstanding leaders such as 1st Lt. Waverly W. Wray, D Co, 505th PIR and 1st Lt. Richard Winters, E Co. 506th PIR.

As a result, American Paratroopers are classed as elite troops. Players may wish to classify less experienced American Paratroopers, such as the 82nd in North Africa or the 101st on D-Day, as veterans and use the standard six cards, two discards provided they take no actions. Whether players use these troops as elite or veterans the values shown on the troop should remain unaltered.

The American Paratrooper PDF contains troop cards for both the 82nd and 101st. Regrettably not all the illustrations on the cards match the divisions shown.

Marines

The United States Marines Corps produced uniformly good troops throughout the war. Initially their equipment lagged behind that being issued to the Army but by the end of the war this situation was reversed.

Marine small unit tactics constantly evolved from '42 to '45. Squad and platoon firepower was progressively increased with more and more automatic and support weapons being pushed further and further down the chain of command. By the end of the war Marine squads had three BARs and their platoons had ready access to MMGs, flamethrowers, bazookas, and demolition charges. Late war Marine companies and platoons were formidable fighting units.

Marines should be deployed as veterans. If players wish to differentiate between veteran, inexperienced, or elite Marines it is suggested that inexperienced Marines use the second line troop restrictions while elite Marines should use the elite advantage.

Two rifleman cards are provided, one for 1942, the Guadalcanal campaign where the men were equipped with Springfield bolt action rifles, and 1943-5 when they were equipped with the M1 Garand.

Russians

The Russians have a hand of four cards. They may discard up to four but only if they take <u>no other actions</u> that turn.

Russian elite units may take one action and discard up to two cards. Their morale, panic and CCVs are improved by one.

Russian second line units may only discard two cards and only if they take no action that turn. Their morale, panic and CCVs are reduced by one.

The Russian deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 2/-2 card
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
6 x Rally 1 cards
1 x Rally 2 card
1 x Rally 3 card
2 x Rally 4 cards (Radio)
5 x Special cards (Sniper, Minefield, Hero, Fear and Cower)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Berserk

A pinned Russian figure, within close range, that routs is <u>not</u> removed. Instead make a 2D8 check. If the roll is positive and less than or equal to the figure's Panic value, the figure goes Berserk. At the start of the next turn, as the player's first action, the Berserk figure will perform a single move action towards the closest enemy group in line of sight. This move does not require a movement card. In fact, no cards of any type may be played on a Berserk figure until he returns to normal. This move is subject to a minefield attack and reactive fire. If the Berserk contacts a figure in the defending group, then a Close Combat is resolved. No morale test is required by the Berserk to move into contact. If they are pinned while moving, they are removed from play as KIA. If they do not contact an enemy group, they will remain Berserk and be moved again in subsequent turns until they make contact or are removed from play. A Berserk that survives a close combat action will revert to their normal state.

Commissars

A Commissar is an alternative, or additional, PL. He must start the game in the largest group. All figures in this group have their Morale and Pinned values improved by 1. At the end of each Russian turn if the Commissar's group contains a pinned figure make a random position check. If the result indicates a pinned figure that figure is executed (removed KIA). This does not count as an action by that group. Commissars DO NOT PANIC. Instead, they become wounded. A wounded Commissar has a KIA number of "6".

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British

The British have a hand of five cards. They may discard up to two cards but only if they take <u>no other actions</u> that turn.

British elite units may take one action and discard one card. They may still discard two cards if they take no action that turn. Their morale, panic and CCVs are improved by one. British second line units may only discard one card and only if they take no action that turn. Their morale, panic and CCVs are reduced by one.

British 2" mortars do not need to be broken down before movement or set up after movement. Moreover, the figure carrying this weapon may be considered an effective firing figure and can be included in a normal fire attack as a rifleman at all ranges.

The British deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
4 x Rally 1 cards
3 x Rally 2 cards
1 x Rally 3 cards (Radio)
1 x Rally 4 card (Radio)
1 x Rally 5 card (Radio)
6 x Special cards (2 x Smoke, Sniper, Minefield, Hero, and Fear)

Off-table artillery:
FV 5: 42pts
FV 6: 84pts
FV 7: 126pts

Additional British Troop Types

Paratroops (Paras)

British paratroopers were excellent soldiers and warrant the status of elite troops. Their troop cards reflect their augmented values.

Australians

Australia deployed two types of soldiers during the war. The 2nd Australian Imperial Force (2nd AIF) was an all-volunteer force that served in the Middle East and the Southwest Pacific. The second force was drawn from the partly conscripted Militia and was only deployed overseas in New Guinea.

From 1941 on the 2nd AIF acquired a reputation for dogged dash and courage, though the French found them lacking in tactical finesse which was probably fair. The 2nd AIF are veterans with enhanced troop card values.

Yet the performance of the 2nd AIF was not uniform. When Australian divisions first entered combat, they were effectively green troops. As a result, it is suggested that these inexperienced 2nd AIF troops should use second line restrictions.

In early 1941 Independent Companies, modelled on the British Army Commandos, were formed. They were deployed in the islands north of Australia. Their performance there warrants their being classed as elite troops though their troop card values should not be upgraded.

The Militia were of mixed quality. Some units performed creditably in New Guinea against the initial Japanese attack while others did not. Usually, the quality of their leaders was the determining factor. Most Militia should be classed as veterans while underperforming Militia troops should employ the second line restrictions without altering the values shown on their troop cards.

Gurkhas

Gurkhas were Nepalese nationals that volunteered to serve in the British Army under British and Nepalese officers. They were uniformly good troops and were greatly feared. They may be employed as either veteran or elite troops as the players think most appropriate without altering the values shown on their troop cards.

Gurkhas also have a +1 to their morale when they test to charge.

South Africans

South African troops fought as part of the British Army in East Africa and North Africa from 1940 to 1943. They also served in Italy though their employment there was controversial as service outside of Africa was unpopular at home. The war itself was not universally supported, in fact, pro-German anti-British feeling existed in portions of the community. As a result, South Africa only deployed volunteers drawn from the very small pre-war regular army and the part-time Active Citizen Forces (ACF). Initially the all-white fighting elements of the army were poorly equipped for modern warfare and only partly trained. Overtime these handicaps were overcome but the unpopularity of the war was always a drag on the performance of South African troops.

Early war South Africans should be rated as second line. Post 1942 forces should be rated as veterans. There should not be any elite South African troops. Whether deployed as second line or veterans the values shown on the troop cards remain unaltered.

Two rifleman cards are supplied, one for 1940-41 and one for 1941-45.

Japanese

The Japanese have a hand of four cards. They may discard up to two cards but only if they take <u>no other actions</u> that turn. The two exceptions to this restriction are that they may always play movement cards for any reason and <u>still discard</u> up to two cards They may also discard any cower cards regardless of the number of actions they have taken or the number of discards they have already made.

Japanese elite units may take one action and still discard up to two cards. Their morale, panic and CCVs are improved by one. Japanese second line units must count the playing of a movement card, for any reason, as a normal action thus forfeiting the ability to discard cards. Their morale, panic and CCVs are reduced by one.

Japanese PLs DO NOT PANIC. Instead, they become wounded. A wounded Japanese PL has a KIA number or "6" not 8/9. A group with a wounded PL has their morale improved by +1.

The Japanese deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 2/-2 card
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
6 x Rally 1 cards
1 x Rally 2 card
1 x Rally 3 card
2 x Rally 4 cards (Radio)
5 x Special cards (Sniper, Minefield, Hero, Fear and Cower)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Banzai

A Japanese group with a SL/PL may declare a Banzai Attack as the sole action for that group for that turn. To do so the player must play a movement card. Any pinned figures in the group will rally. The group will then perform the move actions indicated on the card. The group must move directly towards the closest enemy group by the shortest route. On each subsequent turn the group may only play movement cards. Any figure in the group pinned while moving is KIA instead.

When the Banzai group comes within 2"/5cm of the enemy group it is assaulting they are moved into base-to-base contact and a close combat is resolved. No morale test is required. If the Banzai group drives the enemy group from their position or eliminates them in close combat, they revert to their normal state. A Banzai group subject to a minefield attack will lose its Banzai status after the minefield attack is resolved.

When a group targets a Banzai group +1 is added to the fire strength of the card played.

Japanese Knee Mortars

Japanese knee mortars do not need to be broken down before movement or set up after movement. Moreover, the figure carrying this weapon may be considered an effective firing figure and can be included in a normal fire attack as a rifleman at medium and long range.

Japanese AT rifles and MMGs require two men to move them.

The Japanese player can place up to three Knee Mortar weapons teams in one group. The group can contain up to eight figures but may not include any other weapons (LMG, MMG etc).

The playing of a Fire 1 card on a mortar group will permit that group to fire one mortar. The playing of a Fire 2/3 or 4/5 card on the group will allow the group to fire all their mortars at one target.

Each mortar's attack is resolved separately and sequentially. Thus, a group targeted by three mortars will have each figure in the target group attacked three times.

The target group is marked with a Target Acquired marker after the initial mortar attack regardless of the number of mortars that participated in that attack. Provided at least one mortar-man in the group remains unpinned then the group will retain the TA marker.
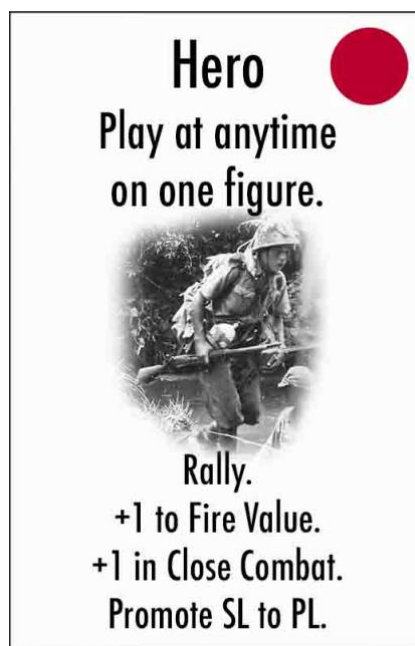
Italians

Italians have a hand of four cards. They may discard up to two cards but only if they take <u>no other actions</u> that turn. The exception to this is that the Italians may discard any number of cower cards and one other card when they discard, provided they reveal the discarded cower cards.

Italian elite units may take one action and still discard one card, and any cower cards. They may still discard two cards, and any cower cards, and perform no action that turn. Their morale, panic and CCVs are improved by one. Italian second line units may only discard one card per turn, and any cower cards. Their morale, panic and CCVs are reduced by one.

Italian AT rifles and MMGs require two men to move them.

An Italian group that has all its members pinned, and is successfully engaged in Close Combat, will surrender.

Fighting Russians:

- May always discard cower cards whether they performed an action or not.

- All Italian panic values are increased by "1".

- Italian groups that have all members pinned do not surrender when engaged in Close Combat. They fight as normal.

The Italian deck has:
2 x Movement 1 card
4 x Movement 1 cards (Ford)
1 x Movement 1/-1 card
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
5 x Rally 1 cards
3 x Rally 2 card
1 x Rally 3 cards (Radio)
1 x Rally 4 card (Radio)
8 x Special cards (Sniper, Minefield, Hero, Fear and 4 x Cower)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Additional Italian Troop Types

Bersaglieri, along with the Folgore Airborne Division, were perhaps the best troops the Italians fielded during the war. The Bersaglieri can be rated as veteran or as elite as the player deems most appropriate. Their troop cards reflect their improved values.

French

The French have a hand of six cards. They may discard one but only if they take <u>no other actions</u> that turn.

French elite units may take one action and still discard one card. Their morale, panic and CCVs are improved by one. French second line units have a hand of five cards. Their morale, panic and CCVs are reduced by one.

The French deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
4 x Rally 1 cards
3 x Rally 2 cards
1 x Rally 3 cards (Radio)
1 x Rally 4 card (Radio)
1 x Rally 5 card (Radio)
6 x Special cards (Smoke, Sniper, Minefield, Hero, Fear and Cower)

Off-table artillery:
FV 5: 42pts
FV 6: 84pts
FV 7: 126pts

Hero
Play at anytime
on one figure.

Rally.
+1 to Fire Value.
+1 in Close Combat.
Promote SL to PL.

Hungarians

Hungarians have a hand of five cards. They may discard one but only if they take <u>no other actions</u> that turn. They may <u>always</u> discard any number of cower cards whether they performed an action or not.

Hungarian elite units may take one action and still discard one card, and/or any number of cower cards. Their morale, panic and CCVs are improved by one. Hungarian second line units may only discard one card and one cower card, per turn and only if they perform no actions. Their morale, panic and CCVs are reduced by one.

Hungarians have two Smoke/Cower cards. These cards can be discarded as normal Cower cards. Alternatively, the player may elect to use them as a Smoke card. If he tries to use them as a Smoke card, he must make a 2D8 check. If the result is > 0 (1+) the attempt succeeds, and smoke is placed as normal. If the attempt fails, the card is discarded but the group has performed an action.

The Hungarian deck has:
3 x Movement 1 card
4 x Movement 1 cards (Ford)
1 x Movement 1/-1 card
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
5 x Rally 1 cards
3 x Rally 2 card
1 x Rally 3 cards (Radio)
1 x Rally 4 card (Radio)
7 x Special cards (Sniper, Minefield, Hero, Fear, 1 x Cower and 2 x Smoke/Cower)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Greeks

The Greeks have a hand of five cards. They may discard up to two cards but only if they take <u>no other actions</u> that turn.

Greek elite units may take one action and discard one card. They may still discard two cards if they take no action that turn. Their morale, panic and CCVs are improved by one. Greek second line units may only discard one card and only if they take no action that turn. Their morale, panic and CCVs are reduced by one.

Aera Attack: Greeks get a +1 to their morale when they charge and +1 to their CCV in close combat when they charge into close combat. They get a +1 in combat against AFVs.

The Greek deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
1 x Movement 2/-1 cards
1 x Movement 2/-2 card
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
4 x Rally 1 cards
3 x Rally 2 cards
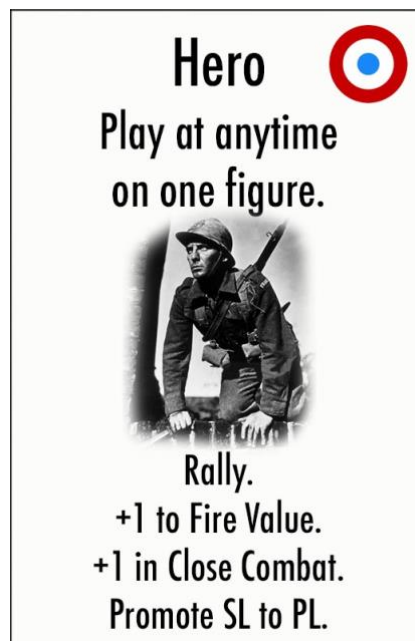1 x Rally 3 cards (Radio)
1 x Rally 4 card (Radio)
1 x Rally 5 card
6 x Special cards (Sniper, Minefield, 2 x Hero, Cower and Fear)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Hero
Play at anytime
on one figure.

Rally.
+1 to Fire Value.
+1 in Close Combat.
Promote SL to PL.
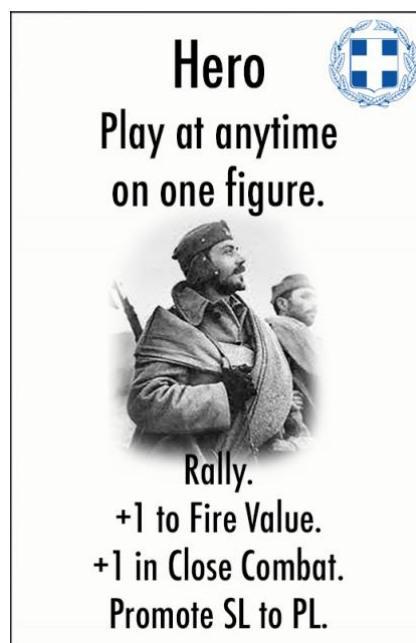
Romanians

The Romanians have a hand of five cards. They may discard one card but only if they take no other actions that turn.

Romanian elite units may take one action and still discard one card. Their morale, and CCVs are improved by one but not their panic value. They may use smoke. Romanian second line units have their morale, panic and CCVs reduced by one. They may not use the fear or the minefield cards. For them they are cower cards.

Romanian troops fought well in 1941-2 but after the defeat at Stalingrad they lost faith in the cause and their fighting quality declined. To represent this their troop cards show two morale/panic values, one for the period 41-42 and another for 43+.

In August 1944 Romania changed sides in the war joining the Allies after a coup lead by King Michael of Romania that deposed the fascist regime of Marshal Ion Antonescu. As a result, from August 44 till the end of the war Romanians should revert to their 41-42 morale/panic values. In addition, when engaging their traditional enemies, the Hungarians, their panic values should be increased by one except for SLs and PLs.

The Romanians have a cower/smoke card. For standard Romanian troops this is a cower card. For elite Romanians it is a smoke card.

The Romanian deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
4 x Rally 1 cards
3 x Rally 2 cards
1 x Rally 3 card
1 x Rally 4 card (Radio)
1 x Rally 5 cards (Radio)
6 x Special cards (Sniper, Minefield, Hero, Fear, Cower and Cower/Smoke)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Finns

The Finns have a hand of five cards. They may discard up to two cards but only if they take <u>no other actions</u> that turn.

Finnish elite units may discard one card and take one action that turn. They may still discard two cards and take no action. Their morale, panic and CCVs are improved by one. Finnish second line units may only discard one card and only if they take no action that turn. Their morale, panic and CCVs are reduced by one.

Finns may always discard a cower card regardless of the number of actions they take or the number of discards they make.

For the Finns a "Sniper Check" does not count as an action for the group making the check, but the group must make the check before they do any other action.

Sankari: A rally 1 card can may be played on a pinned man without counting as an action for that group. Any number of rally 1 cards can be played in this way, but these free rally actions must be performed before the group does any other action.

All Finnish troops have a +1 when engaging in CC with AFVs.

Finnish Ski troops have their movement improved when moving over snow covered terrain features. The move 3/-2 becomes a 4/-2 card; the 2/-2 becomes a 3/-2 card; and the 2/-1 card becomes a 3/-1 card. If the concealment value of these cards is used the group will only perform one move action. The 1/-1 card becomes a 2/-1 with <u>both</u> move actions being made with -1 concealment.

The Finnish deck has:
2 x Movement 1 cards
4 x Movement 1 cards (Ford)
3 x Movement 1/-1 cards
2 x Movement 2/-1 cards
1 x Movement 2/-2 card
1 x Movement 3/-2 card
4 x Fire 1 cards
4 x Fire 3/2 cards
4 x Fire 5/4 cards
6 x Rally 1 cards
1 x Rally 2 card
1 x Rally 3 card
2 x Rally 4 cards (Radio)
5 x Special cards (Sniper, Minefield, Hero, Fear and Cower)

Off-table artillery:
FV 5: 22pts
FV 6: 44pts
FV 7: 66pts

Chinese

The CAI and Y Force

The CAI, the Chinese Army in India, also known as X force, was formed from Chinese units that were operating in Burma in 1941 and were cut off from China when the Japanese occupied that country. They retreated into India and once there they were trained and equipped by the British and Americans. Y Force, or Yunnan Force, were Chinese forces operating from China against the Japanese in Burma. They were also trained and equipped by the Allies.

These units have a five-card hand with an ability to discard two cards provided no action is taken.

Off-table artillery support is limited to FV 5 unless specified by scenario rules.

60mm mortars were a standard platoon level weapon and players may deploy up to two in each of their platoons.

On table support weapons have their weapons MF/Rep values adjusted by one to reflect the limited access to ammunition the Chinese had for these weapons. (See the troop cards.)

CAI are elite troops. They can take one action and still discard one card or take no actions and discard two cards. Their morale, panic and CC values are as they are shown on their troop cards. They may use the radio/rally cards as per the normal rules for off-table artillery.

Y Force troops may only use the runner/rally cards. Artillery may only be called in by a PL (not a SL) and when they do so a figure is removed from the PL's group – this figure is the runner – movement cards are not required to move this figure they are simply removed from play. This figure cannot be targeted for reaction fire when removed. These runners may be returned to the table but only in groups of two or more and only by observing the usual movement rules.

Second line Y Force troops can only discard one card and only when they take no action that turn. Their morale, panic and CC values are reduced by one.

Cards

2 x move 1	1 x cower	
4 x move 1 ford	1 x fear	
3 x move 1/-1	1 x hero	
2 x move 2/-1	1 x minefield	Off-table artillery:
1 x 3/-2	1 x smoke	CAI
12 x fire cards	1 x sniper	FV 5: 22pts
5 x rally 1	1 x time check	
2 x rally 2		Y Force
1 x rally 3 radio		FV 5: 18pts
1 x rally 4 runner/radio		
1 x rally 5 runner/radio		

Nationalist Chinese

The Nationalist Chinese have a four-card hand. They may discard two cards if they take no actions that turn.

The German model divisions (87th and 88th divisions) are Elite troops. They can take one action and still discard one card or take no actions and discard two cards. Their M, P and CC values remain the same. These troops were destroyed in the fighting around Shanghai and may not be deployed post 1937.

Provisional forces are second line troops. They can only discard one card and only when they take no action that turn. Their morale, panic and CC values are reduced by one.

Veteran and second line Nationalist Chinese groups may not be larger than five figures unless a PL or SL is with the group. If a PL or SL with a larger group is pinned or removed the group splits till the PL/SL rallies or another leader joins the group. This large, leaderless, group is still considered a single group when it is targeted and for the purposes of exiting a minefield, going to ground, or removing fear. For moving, firing, or rallying the two parts are considered separate groups.

Veteran and second line Nationalist Chinese SLs may not perform a reorganisation action. They may not direct a second fire action though they may play a second rally card on their group.

Nationalist Chinese do not have radio/rally cards. Instead, they have a single runner/rally card. Off-table artillery may only be called in by a PL (not by a SL) and when they do a figure is removed from the PL's group – this figure is the runner – movement cards are not required to move this figure they are simply removed, and this figure cannot be targeted for reaction fire or minefield attack. Removed runners may be returned to the table but only in groups of two or more and only by observing the usual movement rules.

The Nationalist Chinese have a split action card: the minefield/Gan Si Dui card. This card can be played as either a minefield card as normal or as a Gan Si Dui card (see below).

The Gan Si Dui (dare to die) card. This card can be played on any group with a PL or SL as the sole action for that group for that turn. The player will nominate one figure in the group and that figure will then perform a charge action (single move action) against an enemy group and enter CC with them. A move 1 card may also be play simultaneously with the Gan Si Dui cards and the figure may perform two charge actions. If a move 1/-1 card is used the CV modifier may only apply to one of the move actions. No morale check is required for this action. This figure cannot be pinned. Their KIA value is reduced to 7. When they enter CC with the enemy that group is attacked with a FV strength of 5. If the Gan Si Dui has a demolition charge the FV is 8. The figure is then removed. When close assaulting an AFV the CC modifier is +3 (+1 for being a hero and +2 for the explosive charge he carries). If the Gan Si Dui has a demolition charge the CC modifier vis-a-vis the AFV is +5.

Many Nationalist Chinese troops carried a Dadao (sword). Figure armed with a Dadao may add one to their CC value.

Off-table artillery support is limited to FV 5 unless specified by scenario rules.

On table support weapons have their weapons MF/Rep values adjusted by one to reflect the limited access to ammunition the Chinese had for these weapons. These modified values appear on the troop cards.

Cards

2 x move 1
4 x move 1
3 x move 1/-1
2 x move 2/-1
1 x move 2/-2
1 x 3/-2
12 x fire cards   Off-table artillery:
6 x rally 1   FV 5: 11pts
1 x rally 2
1 x rally 3
1 x rally 4
1 x rally 4 runner

1 x cower
1 x fear
1 x hero
1 x minefield/Gan Si Dui
1 x sniper
1 x time check

Gan Si Gui
(Dare to Die)

Play on one figure in
a group with a PL/SL.

Perform a charge action.
No morale check required.
Attack with a FV 5.
Cannot be pinned.
KIA 7.

The Red Army

The Red Army have a four-card hand. They may discard two cards if they take no actions that turn. The one exception to this is that the Red Army player may always play/discard one or both fear cards and still discard two others.

They have no elite units. Their second line troops are Red Army Militia. They can only discard one card and only when they take no action that turn. Their morale, panic and CC values are reduced. The two fear cards are cower cards for the Militia. They operate as Partisans.

The Red Army does not have radio/rally cards. Instead, they have a single runner/rally card. Off-table artillery may only be called in by a PL (not by a SL) and when they do a figure is removed from the PL's group – this figure is the runner – movement cards are not required to move this figure they are simply removed, and this figure cannot be targeted for reaction fire or minefield attack. Removed runners may be returned to the table but only in groups of two or more and only by observing the usual movement rules.

Off-table artillery support is limited to FV 5 unless specified by scenario rules.

They may only have one LMG for every 15 rifle/SMG men. MMGs are limited to specific scenarios.

On table support weapons have their weapons MF/Rep values adjusted by one to reflect the limited access to ammunition the Red Army had for these weapons. These modified values appear on the troop cards.

Their move 1 and move 1 ford cards are "and go to ground" and not "or go to ground." Thus, a group may move and automatically go to ground, no second movement card is required.

Groups without a PL or SL may perform a reorganisation action when they play a movement card and may split into two or more groups. This action is free and does not require a rally card. One newly formed group may perform all the move actions on the card or a single specified move actions may be performed by each of the groups. Thus, a move one card would allow one group to perform one move action; a move two card would allow two groups to perform one move action each; and a move three card would allow three groups to perform a move action each. When a move card is used in this way all concealment modifiers are lost.

These split groups must adhere to the normal reorganisation rules. In addition, they may only recombine with their original group unless directed to do otherwise by a PL or SL performing a reorganisation action.

Groups not in buildings, or entrenchments of any type, require a 2+ result to stand when they are the target of a close combat attack. They may not play rally cards to modify the die roll.
Groups that voluntarily retreat from a close combat, or fail a stand test, do not become pinned when they withdraw.

The booby trap card is identical to a minefield card except it is not permanent. The target group is attacked once, and a minefield marker is not placed on the group. The FV is 5 against infantry and 1 against armour.

Groups withdrawing in terrain features that have a CV (crops, woods etc) cannot be enfiladed. Many of these troops carried a Dadao (sword). Figures armed with a Dadao may add one to their CC value.

In night scenarios all Red Army movement cards with concealment values have the CV values increased by one. Thus, a move 1/-1 card becomes a 1/-2 card.

Cards

2 x move 1 <u>and</u> go to ground
4 x move 1 ford <u>and</u> go to ground
3 x move 1/-1 or go to ground
2 x move 2/-1
1 x move 2/-2
1 x 3/-2
12 x fire cards   Off-table artillery:
6 x rally 1   FV 5: 11pts
1 x rally 2
1 x rally 3
1 x rally 4
1 x rally 4 runner

1 x sniper
1 x hero
1 x booby trap
2 x fear
1 x time check

Partisans

Partisan may only have one PL and he may only be a PL +0.

Partisan may only have one SL for every 15 figures.

Partisan groups with a PLs or SLs may not play a second rally or fire card.

Partisans may not have IGs or AFVs and their off-table artillery support is limited to 81mm mortars (FV 5).

Movement cards with CVs have this value increased by -1. Thus a 2/-1 movement card becomes a 2/-2 card, a 3/-2 card becomes a 3/-3 card etc. In addition, a Partisan group performing a move action with a movement card with a CV cannot be enfiladed while moving.

All movement 1 cards are Ford cards.

A Partisans group in a terrain feature with a CV of -2 or better, and at medium range from all enemy groups, that have a movement 3/-2 card played on them may become hidden. The group remains in place, but they cannot be seen or fired on till they move or fire or an enemy group comes within 8" of them.

All sniper checks vs Partisans will fail.

The first time Partisans in a terrain feature with a CV of -2 or better fire they ambush their target, and the value of the fire card is increased by +1.

Booby traps: The Partisan play may play a minefield card as a booby trap card. Booby trap cards are played, and they attack, exactly like a minefield card. The attack is the only impact on the targeted group. No minefield marker is placed on the targeted group, and they are free to continue moving. The FV is 5 against infantry and 1 against armour.

Partisans have their panic value reduce by -1 but their morale remains the same, (3/2).

Terrain Features

Exposed Ground
Exposed ground provides no concealment whatsoever. It is flat, open ground with no cover on it. For example, air strips, town squares, elevated roads, wide city streets etc. Exposed ground does not block line of sight.

Open Fields
Open fields provide -1 concealment for stationary troops but 0 concealment for moving troops. They do not block line of sight.

Crops and Brush
Crops and brush provide -2 concealment for stationary troops but 1 concealment for moving troops. They may or may not block line of sight depending on the height of the crop.

Crops and Brush on the forward slope of a hill
Crops and brush on the forward slope of hills provide -1 concealment for stationary troops but 0 concealment for moving troops. They do not block line of sight.

Hills
Hill provide -2 concealment for stationary troops behind a crest line but 1 concealment for moving troops just behind it. In addition to normal borders and terrain features on hills, large hills should be divided into different terrain features. Hills provide elevation and so they reduce the concealment value of lower border and terrain features (except buildings, woods/jungle, rows of trees or features that provide head cover) by 1 at close and medium range. Hills do block line of sight.

Orchards
Orchards provide -2 concealment for stationary troops but -1 concealment for moving troops. They may or may not block line of sight depending on the depth of the feature. They provide 0 concealment from indirect fire.

Rubble or Broken Ground
Rubble and broken ground provide -2 concealment for stationary troops but -1 concealment for moving troops. They do not block line of sight.

Buildings
Buildings can consist of single structures or small clusters of buildings. These small clusters should be treated like single terrain features for fire, movement, line of sight and close combat purposes. Large structures should be broken up by linear obstacles that function as borders, thus, creating multiple terrain features. Building can have levels with each floor being defined as different, adjacent, terrain features. Buildings may provide elevation and so reduce the concealment value of lower Border and Terrain Features (except buildings, woods/jungle, rows of trees or features that provide head cover) by 1 at close and medium range. They do block line of sight.

Wooden Buildings

Wooden buildings provide -3 concealment for all occupants. In wooden buildings the floors between adjacent levels <u>don't</u> block line of sight but they do provide concealment

Stone/Brick Buildings

Stone and brick buildings provide -4 concealment for all troops. In stone or brick buildings the floors between adjacent levels <u>do</u> block line of sight.

Woods, Dense Woods, and Jungle

Wood and jungle Terrain Features provide cover for troops in them. Line of sight can be traced into but not through wood/jungle terrain features. Large areas of wood and jungle should be broken up into distinct terrain features with the use of interior border features. These can be constituted in the usual way with paths, banks, streams etc or they could be shown by the use of flock or similar model making material. When representing dense woods or jungle the individual terrain features should be smaller.

When troops end a movement action in a wood or jungle the owning player should make it clear whether these troops <u>within</u> the wood or on the wood/jungle's border. Troops "in" the wood/jungle gain the benefit of the cover of the wood but will need to move to the border before exiting the wood. Also, their fire, which will be going through the wood, would give their target the CV benefit of the wood. Troops "on" the wood/jungle Border will gain the benefit of the cover of the wood and will be able to exit the wood with a single move action. Their fire out of the wood is not limited by the wood itself.

Woods provide -3 concealment for stationary troops but -2 concealment for moving troops.

Dense woods and jungle provide -4 concealment for stationary troops but -3 concealment for moving troops.

They provide 0 concealment from indirect fire.

Lines of fire in a wood
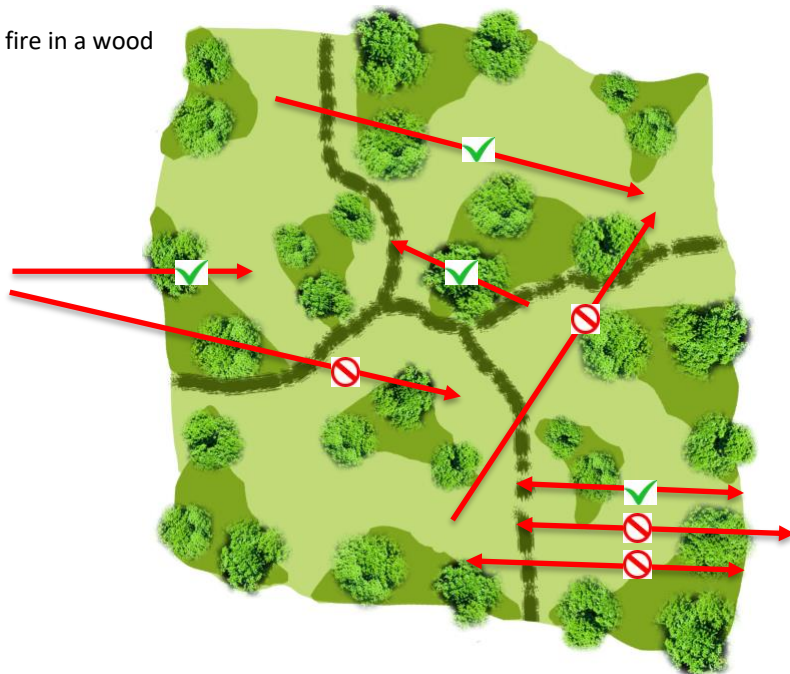
Marsh

Against direct fire marshes provide -1 concealment for stationary troops but no concealment for moving troops. Against off table artillery fire marshes provide -2 concealment for stationary troops and -1 concealment for moving troops. Troops in a marsh have their fire value reduced by one and crew served weapons use their bracketed fire values (). Weapons that have failed may not be repaired while the group is in a marsh. They do not block line of sight.

Pillboxes

Pillboxes provide -5 concealment for all occupants. They have an arc of fire of 120^0 to their front. Fire directed at a pillbox from outside its arc of fire is blocked except for flamethrowers and demolition charges. Pillboxes can be close assaulted from outside their arc of fire thus permitting the assaulting group to not be fired on by the occupants of the pillbox while assaulting the structure. Whether they block line of sight or not should be determined by the nature of the structure places on the table at the start of the game.

Field Works

Field works provide -5 concealment for all occupants. Their arc of fire will be defined at the start of the game. They should be vulnerable to fire from 360^0. They do not block line of sight.

Fox Holes

Fox holes provide -3 concealment to stationary troops. They do not block line of sight.

Borders

Hedges

Hedges provide -2 concealment for stationary troops adjacent to them but -1 concealment for moving troops behind them. Whether hedges block line of sight should be determined by the size of the model placed on the table. They provide -1 concealment from indirect fire.

Fences

Fences provide -1 concealment for stationary troops adjacent to them but no concealment for moving troops behind them. Fences provide 0 concealment at the instant troops go over them. They do not block line of sight. They provide 0 concealment from indirect fire.

Banks

Banks provide -1 concealment for stationary troops adjacent to them but 0 concealment for moving troops behind them. They do not block line of sight. They provide 0 concealment from indirect fire.

Stone Walls

Stone walls provide -2 concealment for stationary troops adjacent to them but -1 concealment for moving troops behind them. Stone walls provide 0 concealment at the instant troops cross them. Whether stone walls block line of sight should be determined by the size of the model placed on the table at the start of the game. They provide -1 concealment from indirect fire.

Ditches: provide -2 concealment for all troops occupying them. They do not block line of sight.

Rivers and Large Steams

Troops usually cross rivers and large streams by making a ford action. They can occupy this feature if are halted by fire while in them. Any fire directed at troops in this terrain is subject to a +1 FV. Any fire from this terrain is subject to a -1FV. They do not block line of sight.

Small Streams or Creeks

Small streams and creeks are narrow water features that do not require ford movement cards to cross. They provide -2 concealment for stationary troops in them but -1 concealment for moving troops along them. Troops in a steam or creek have their fire value reduced by one and crew served weapons use their bracketed fire values (). Weapons that have failed may not be repaired while the group is in a stream or creek. Streams and creeks can be considered Terrain Features in their own right and groups can move through or along them, but the cost of a move action is doubled. In addition, any conjunction of two streams/creeks will be considered a border and will end a move action. Hill Borders contact will do the same. They do not block line of sight.

Trenches

Trenches provide -3 concealment for all troops in them. Trenches, like streams and creeks, can be considered terrain features in their own right and groups can move through or along them, but the cost of a move action is doubled. In addition, any conjunction of two trenches will be considered a border and will end a move action. Hill Borders contacted will do the same. They do not block line of sight.

Roads

Roads provide 0 concealment for troops that are stationary, crossing or moving on them. Like trenches, streams, and creeks they can be considered terrain features in their own right and troops can move along them. Movement along road should not be unlimited and players should divide up road into distinct terrain features. Such border points should be at road intersection, bends or other clearly defined points. They do not block line of sight.

Rows of Trees

Rows of trees can be defined as border. They provide -2 concealment for stationary troops and -1 concealment for troops move behind them. They do not block line of sight. They also negate elevated fire. They provide -1 concealment from indirect fire.

Wire

Wire is a border and an obstacle to movement. There are three levels of wire, +1, +2 and +3. To cross the wire a 2D8 check is made. If the result is ≥ the value of the wire the group successfully crosses the wire border and makes a move action. The player may employ the CV on the movement card to lower the level of the wire, e.g., a 3/-2 movement card would lower the difficulty of by -2, +3 wire would become +1 wire, or +1 wire would become -1.

Alternatively, players may employ movement 2 or 3 cards to make multiple attempts to cross the wire. If he does so, then the CV of the card is not used. Leader modifiers can be used to improve the 2D8 check.

When a group (infantry or AFV) successfully cross a wire obstacle a 1 ½" /4cm gap is made in the wire. That point in the wire then has a wire value of -3.

 +1 wire has a vehicle Bog value of +2; +2 wire a Bog value of +1; and +3 wire a Bog value of +0.

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Move Action Examples

Each arrow indicates a single move action.

Move and stop at the road.

Cross the road and stop at the stream.

Ford the steam and stop at the hedge.

Cross the road and stop at the elevation border.

Cross the hedge and the road. Stop by the hedge and the stream.

Ford the stream, move through the wood and stop by the road.

Cross the road and the hedge. Stop at the wood.

Cross the hedge and the elevation border. Stop by the wall.

Exit the wood, move on the road and stop at the bend.

Cross the hedge and stop by the hedge.

Cross the wall and enter the building

Cross the wall. Stop at the building.

Move on the road. Stop at the intersection.

Exit the building and cross the wall. Stop at the stream.

Ford the stream and stop at the road.

Cross the hedge. Stop at the wood and elevation border.

Cross the wood and elevation border. Stop at the wood edge.

The star denotes where two borders have been crossed at the same time as part of the same action.

Appendix III

Terrain Feature	Stationary	Moving	Bog	WP burn #
Exposed Ground	0	0	-	-
Open Fields	-1	0	(Mud -3)	6
Crops and Brush	-2	-1	-	5
Crops and Brush on forward slope	-1	0	-	5
Orchards *	-2	-1	-0	7
Rubble or Broken Ground	-2	-1	-2	-
Woods *	-3	-2	-3	7
Dense Woods *	-4	-3	-4	7
Marsh	-1 (-2**)	0 (-1**)	No Entry	-
Wooden Buildings *	-3	-3	-3	6
Stone/Brick Buildings *	-4	-4	-4	7
Pillboxes *	-5	-5	No Entry	7
Field works	-5	-5	-3	-
Fox Holes	-3	NA	-	-
* Elevated fire gains no advantage				
** Targeted by off table artillery				

Borders	Stationary	Moving	Bog
Hedges/Bocage	-2/-1#	-1	-1/-2
Fences	-1/-1#	0	-
Banks	-1/-1#	0	-
Stone Walls	-2/-1#	-1/0 *	-1
Roads	0	0	-
Crest Line	-1	-1**	-
Ditches	-2	-2	X★
Trenches	-3	-3	X★
Rows of Trees *	-2/-1#	-1	-
Rivers and Streams	+1/-1★★	+1	-4
Wire +1¹/+2²/+3³	0	0	+2¹/+1²/+0³
# From indirect fire			
* Moving behind/moving over			
** in LoS behind crest			
*** Elevated fire gains no advantage			
★ No test or -1 to -3 depending on the featured			
★★ Firing from this terrain			

Actions/Discards	Requirements
Movement Cards	
Move	Play movement 1/2/3 card
Ford	Play Ford card or movement card and positive 2D8 check
Set aside a card	Set one movement card aside, hand size <u>not</u> reduced
Move and Fire	Play a movement & fire card (base FV = 0, half bonus FV)
Go to Ground	Play a movement 1 card (alone/with another movement card)
Cross Wire	Play movement 1/2/3 card 2D8 check to cross
Remove Fear	Play one movement card
Close Combat	Morale test and a move action
Demolition Charge	Morale test and a move action
Move with Smoke	Play a movement card and a smoke card
Smoke Cards	Play on a group
Fire Cards	
Fire	Play a fire card with # of figures, PL, + LM
Fire a second time	Play a second fire card, need PL/SL and max # of figures
Fire Ordnance Weapon	Play any fire card, 2D8 check To Hit, 2D8 check for effect
Rally	Play one card, PL/SL play two cards, PL plus LM to one card
Call in Artillery	Radio + PL/SL + Rally/Radio card
Reorganisation	Play a rally card, change the composition of a group/groups
Split a Group	Play a rally and movement card, move split off group
Hero	Play at any time
Crew/Un-Crew Weapon	Announce the action
Repair a Weapon	Announce the action, make the 2D8 check
Acquire a Weapon	Announce the action
Break Down/Set up a Weapon	Announce the action or as part of a move 2/3 action
Prepare Weapon to Move/to Fire	Announce the action or as part of a move 2/3 action
Change a Weapon's Arc of Fire	Announce the action or as part of a move 2/3 action

Discards	
Sniper	Play as a discard on an enemy group
Panic	Play as a discard on an enemy group
Cower	Discard unused

Reactive Actions	
Minefield	Play on a moving enemy group
Reactive Fire	Fire on a group playing a movement card, once/firing group

2D8 CHECKS

Firing
Small arms: Fire Strength + 2D8, - terrain CV, - movement card CV
HE attacks: HE FV + 2D8 + To Hit "#", - terrain CV, - movement card CV

> Figures
> ≥ morale = pinned,
> ≥ panic = rout,
> 8/9 = KIA*   (Flamethrowers 7/8 *)
>
> AFVs
> ≥ vehicle morale = Button Up/pinned
> ≥ CE = Commander KIA & Button Up/pinned
>
> Other vehicles/guns
> ≥ 3 unarmoured vehicle/guns = damaged
> ≥ 9 unarmoured vehicle/guns = destroyed

Weapon Repair
2D8 ≥ repair "#" (positive value) = weapon repaired

Ford
2D8 result: +1 to +7 = success

Morale
2D8 + modifiers ≤ moral (positive or negative) = pass, ≥ moral = pinned

CC Defender
2D8 + modifiers < 0 (negative value) = fail (retire # figures <0, pinned first)

Radio
2D8 > 0 (positive value) = Artillery fire call-in successful

To Hit
2D8 = To Hit "#" (positive or negative) = hit,

Target moving/hull down result must be +1 to +7
Firing group moving result must be +1 to +7
Target and firing group moving ditto and reduce "To Hit" by -1

IMPROVE →
← REDUCE
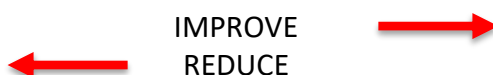
6	5	4	3	2	1	0-1	0-2	0-3	0-4	0-5	0-6
6.25%	9.4%	12.5%	15.6%	18.75%	21.9%	34.4%	53%	68.75%	81.25%	90.6%	96.9%

Wire Check
2D8 ≥ wire value (+1, +2, +3) successfully cross the wire, wire value reduced by CV of movement card, dice value increased by LM, movement 2 or 3 cards allow for multiple attempts but without CV modifier.

* see page 13

AFVs

Bog　　　　　2D8 (positive or negative) ≥ vehicle bog "#" - terrain mod = bogged

　　　　　　　　D6 bogged at: 1-2 entry point, 3-5 mid point, 6 exit point

Un-bog　　　　2D8　terrain bog mod + movement card value (1-3) > 0 (positive value)
　　　　　　　　　　= vehicle un-bogged

AP Attack　　　2D8 + AP strength
　　　　　　　　　　≥ K = vehicle destroyed
　　　　　　　　　　≥ S = vehicle stunned
　　　　　　　　　　≥ I = vehicle immobilised

CC vs AFV　　　2D8 + Modifiers

> Modifiers
> - +1 for each previous figure's CC attack against the vehicle this CC resolution
> - -3 if the figure is Berserk
> - +1 if a Hero card was played on the figure
> - +4 if the figure has an anti-tank magnetic mine or demolition charge
> - +3 if the vehicle is in any type of building
> - +1 if the vehicle is in an orchard
> - +2 if the vehicle is in a wood
> - +3 if the vehicle is in jungle
> - +1 if the vehicle is in crops, brush or rubble
> - +x if the vehicle, or the attacking group, is in smoke, x being equal to the CV of the smoke
> - +1 if the vehicle is buttoned up
> - +2 if the vehicle's commander is killed
> - +2 if the vehicle is immobilised or bogged
> - +3 if the vehicle is open topped
> - -1 if the vehicle is CE
> - -2 if an enemy infantry group is within close range of the vehicle

Results:

　　　　　　　　　≤ 0　　　　　the attacker is eliminated
　　　　　　　　　+1 to +5　　　no result
　　　　　　　　　+6　　　　　the vehicle is immobilised
　　　　　　　　　+7　　　　　the vehicle is destroyed

Overrun　　　　2D8 + vehicle's overrun strength - terrain CV
　　　　　　　　　　≥ morale = pinned,
　　　　　　　　　　≥ panic = rout,
　　　　　　　　　　8/9 = KIA*　　　(* Flamethrowers 7/8)

　　　　　　　　　　-6 open topped AFV destroyed
　　　　　　　　　　-7 AFV immobilised

Anti-tank Rifle　AP & 2D8, + positive "To Hit" # or - negative "To Hit" #

Hand-held ATW *　AP + "To Hit" # (positive or negative)　 * Panzerfaust, Panzerschreck, Bazooka, Piat

Appendix IV

Jungle Terrain

Warfare in the jungle tended to be fought along and around tracks and clearings. This was because actual jungle tended to be exhausting to traverse and all too easy to become lost in. The following rules define the types of terrain features and their qualities that would be expected to be encountered in Southeast Asia and the Southwest Pacific.

Dense Jungle (WP Burn # NA) (Vehicles - No Entry)

Dense jungle terrain features are larger than normal terrain features, that is larger than $1.2m^2$. They are placed along the table edges and can extend into the table up to halfway. These terrain features can be traversed but the usual movement rules are modified to reflect the difficulty this terrain presented.

Dense jungle terrain features are divided into subareas, usually between two and five depending on the size of the feature and the difficulty to movement it presents. Each subarea will be allocated a movement value (MV) of 2 or 3. This is the number of movement cards required to exit that subarea and enter an adjacent one or move to the periphery of that subarea.

When a group enters dense jungle, the player must announce whether the group is occupying the periphery of the terrain feature or whether they are entering the feature proper. Groups on the periphery enjoy the CV of jungle as if that feature were dense woods (CV -4/-3) and can move along the internal periphery of the feature. Their movement actions are governed by the border features of the terrain immediately adjacent to the dense jungle feature and by the interior border feature of the different jungle subareas. Thus, a group moving on the periphery of dense jungle must stop when they encounter an interior or exterior border feature.

Groups that <u>enter</u> the dense jungle feature are attempting to move through it. These groups cannot be seen; they may not be the target of a fire card or an artillery attack; nor may they be subject to a Fear card placement or a minefield attack. A minefield card can be played on a group in dense jungle but only as a "group lost" card (see below).

Movement Through Dense Jungle

When a group enters dense jungle (as opposed to occupying the periphery) all figures are removed save for the KF and a movement chit is placed next to this figure. When a group performs a move action (including the first move action to enter this terrain feature) it is recorded by this movement chit. This Move Action Record (MAR) records the number of move actions the group has performed and thus their progress through the terrain. Movement cards are not set aside by groups in dense jungle instead they are played on the group, placed in the discard pile and a record of how many move actions have been played on the group is recorded by the MAR.

When a group's MAR is ≥ the movement value (MV 2 or 3) of the subarea the group is in then they may do one of three things.

- They may move to the periphery of that dense jungle subarea. If they do, then their MAR is reduced to "1".

- They may exit the subarea they are in and enter an adjacent dense jungle subarea. Their MAR is reduced by the MV of the terrain they have just exited. If this group has MAR points in excess of the MV of the subarea they have just exited they may continue to move expending MAR points as they exit each subarea. While this group has MAR points to spend, they may continue to move from subarea to subarea or to the periphery.

- The group may remain in place and accumulate MAR points. These MAR points can be expended in future turns as the player wishes.

Remember that a movement card must be played on the group (increasing the MAR when doing so) to expend the MAR points accumulated and thus move the group.

Lost Groups

When a group in dense jungle has a movement card played on them an opponent may play a minefield card on that group as a "group lost" card. No minefield attack in made against the group and no minefield marker is placed on the group. The group halts in place and does not move; its MAR is increased by the value of the movement card just played; then the group's total MAR is halved (FRD).

E.g., A group has a MAR of 3. A movement 2 card is played on the group and the player attempts to move from one subarea to another. His opponent plays a minefield card on the group. The group does not move and remains in the subarea they are in. Their MAR is increased to 5 (3 + 2) and then halved to 2.

Swamps (WP Burn # NA) (Vehicles - No Entry)

Swamp terrain features consist of low, wet areas (CV 0) and raised dry features that are the equivalent of wood terrain (CV -3/-2). Swamps block line of sight but can be fired into.

When groups enter or move through swamp terrain features, they do so by employing ford actions. When moving they must move in a straight line from one dry feature to another. Thus, the ford action allows the group to cross the wet area of the swamp (moving in a straight line), enter, and move through the dry feature, or exit the swamp.

Groups in the act of fording have a CV of 0 if they are in line of sight and subject to reactive fire.

Kunai (WP Burn # 5) (Bog 1)

Kunai grass features in all respects are treated as standing crops or brush, (CV -2/-1). Whether or not it is high enough to block line of sight will be determined by the scenario.

Bamboo (WP Burn # 4) (Vehicles - No Entry)

Bamboo has a CV of -2/-1. It blocks line of sight but may be fired into. Thin walls of bamboo are treated like rows of trees. Vehicles may not enter bamboo terrain features, but they may try to cross thin walls of bamboo. Artillery pieces may not deploy in bamboo.

Palm Trees (WP Burn # 7) (Bog 0)

Palm trees are the same manner as orchards except that they do not block line of sight, (CV -2/-1).

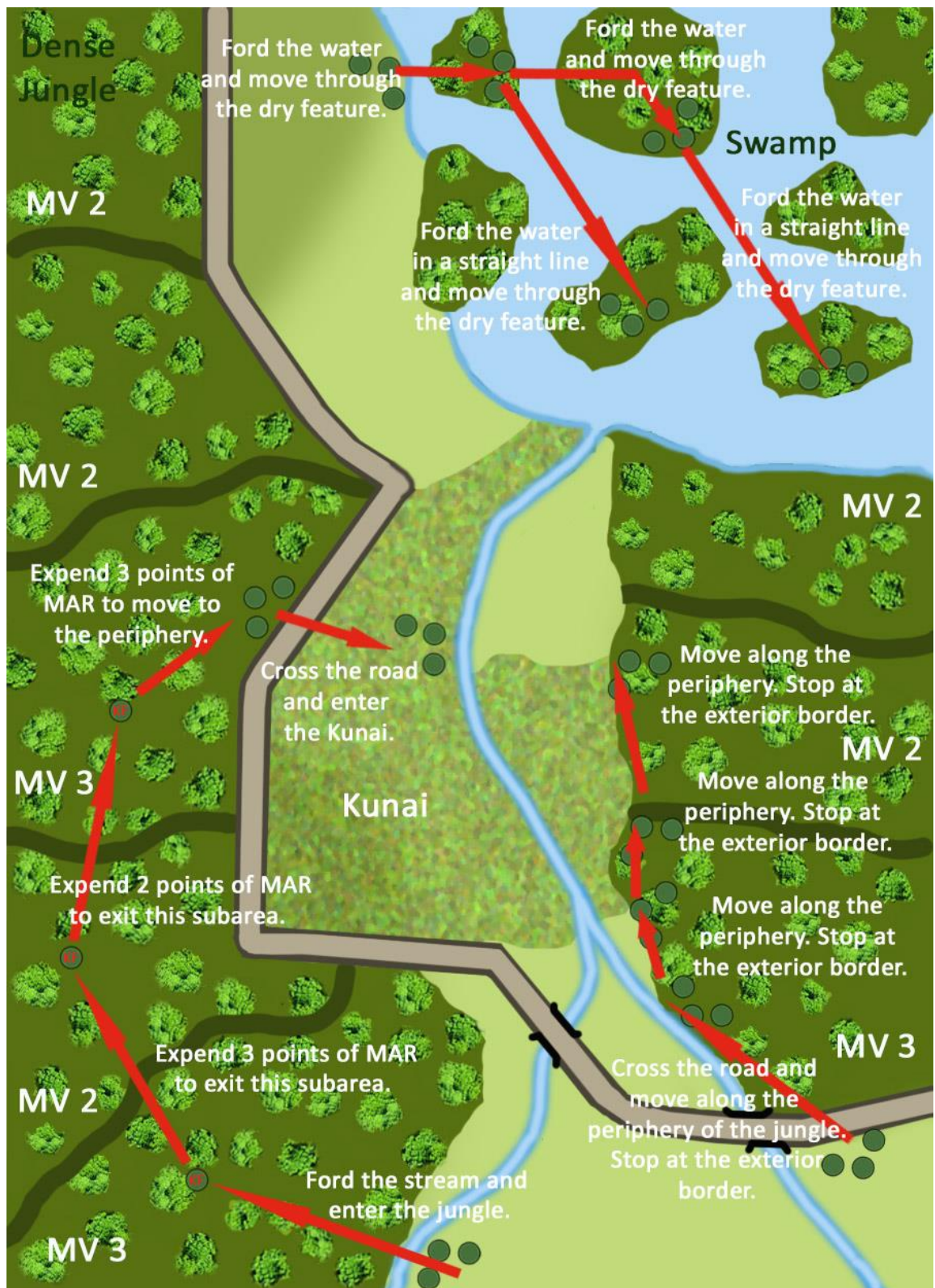## Paddy Fields ((WP Burn # wet NA, dry 6) (Bog wet 5, dry 0)

Paddy fields are open ground and are lined with banks that function as borders for the feature.

Grass Huts (WP Burn # 3) (Bog 1)

Grass huts do not block line of sight and have the CV of fences (-1/0).

Move Action Examples in Jungle Terrain

Each arrow indicates a single move action.

Appendix V

The Dice Matrix

	+1	+2	+3	+4	+5	+6	+7	+8
-1	0	1	2	3	4	5	6	7
-2	-1	0	1	2	3	4	5	6
-3	-2	-1	0	1	2	3	4	5
-4	-3	-2	-1	0	1	2	3	4
-5	-4	-3	-2	-1	0	1	2	3
-6	-5	-4	-3	-2	-1	0	1	2
-7	-6	-5	-4	-3	-2	-1	0	1
-8	-7	-6	-5	-4	-3	-2	-1	0

Positive numbers: +1 to +7. Negative numbers: -1 to -7.

For most 2D8 checks the positive and negative values are applied as they are, adding the positive and taking the negative giving a result between -7 and +7

At other time the 2D8 check will specify that the result will need to be a positive (+1 to +7) or a result of 0 or more (0 to +7).

On some occasions the 2D8 check will specify that the result must be within a range from a negative to a positive result. This means that positive and negative values are applied but then the numerical sign (+ or -) of the result is ignored and only the numerical value, or range of values, are read. Thus, a result between -*x* and +*x* is what is needed.

Appendix VI

House Rules

1. The player that is attacking should start with their troops on the table. Moving troops onto the table is an excessive use of the limited movement cards.

2. At the start of the game the player that is attacking should be permitted to randomly draw movement cards from the deck. When they have drawn an agreed upon number of movement cards – one, two or three – they place those cards in their hand and then fill their hand to the normal limit. This will guarantee that the attacking player will have some movement at the start of the game.

3. Some players find it unacceptable that an attacking player is free to play minefield cards on a defender. If all players agree the attacking player's minefield card may be substituted for either a second sniper card, a move 1 card, a radio card or whatever the players agree is most suitable for the scenario being played.

4. To allow for the use of airpower or naval support, with off table support FVs of 8+, players could agree that the playing of two radio cards together will allow this attack to come in. The number of such possible attacks could be limited.