

# ASSAULT GUN



**MCV-152**

**Operational Miniature Combat Rules 1939-45**

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# Assault Gun v. 1.4

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## Version history:

1.0 = original version

1.1 = after Kasserine Pass scenario played on 16 Dec 2004

1.2 = after Wintergewitter (Relief of Stalingrad) scenario played May-Jun 2005

1.3 = after more Wintergewitter September 2005

1.3.1 = after proof read

1.4 = after Battle of Hannut 1940 scenario played Jun 2006

# A. Overview

This rule set is designed to allow players to simulate large actions of the Second World War using miniature models. Each division is represented by less than 10 bases (regiments and battalions), so players can command several divisions each, and play a recognisable action of the Second World War.

## A 1 Rules Summary

Units are organised into divisions. During a turn units perform reconnaissance on one another, building up attacks in the process. Logistics play a role in controlling attacks.

During combat, units can avail of supporting arms - including artillery, aircraft or local ground units, such as assault guns. Because of the scale of the game, only artillery units have ranges; an initiative system controls the effect of ranges for other units.

After combat, other units may then move to exploit opportunities created.

## A 2 Scales

Ground scale is in kilometres. 2 cm to 1 km works well for 1:300 (6mm) or 1:250 models; 10cm to 1km for 15-25mm models

Figure scale: In most cases, 1 base represents a regiment of infantry/artillery or battalion of Tanks/Support weapons.

Regiment sized units should be based on 1.5km by 1.5km bases. This would allow a division to assault on a frontage of 3km (2 regiments attacking & 1 in reserve), or would allow 3 regiments to spread out and cover up to 20 km (with zones of control). Battalion sized units should have smaller bases – 1km by 1km.

Ranges: Only artillery have ranges. At this scale units have to be adjacent to be in combat. Range is then handled by initiative order.

The game only uses regular six sided dice (D6), numbered 1 to 6.

## B. Army Organisation

Units in a player's army are organised into divisions (occasionally corps where these are division sized, such as USSR tank corps, or brigades, where these are independent). Corps/Army headquarters also contain troops, but these should be assigned to divisions before battles.

Units have several unique characteristics:

1. **Type** – Generic type, e.g Tanks, Infantry.
2. **Equipment/Ability** – Type of vehicle, range of artillery, details of support ability.
3. **Movement** – Movement class the unit uses for movement.
4. **Initiative** – Determines order in which units inflict damage on one another. Higher initiatives hit first.
5. **AT** – Anti-tank effectiveness of unit (optional - see other rules).
6. **Armour** – Armour of unit – Tanks and SP Guns only (optional - see other rules).
7. **HE** – High explosive – the effectiveness of the unit against troops in cover (optional - see other rules).
8. **Recce** – Ability of unit to perform reconnaissance on enemy positions in order to facilitate an attack. All units can perform Recce. A higher recce number is better.
9. **Strength** – Determines number of attack dice a unit can roll in combat. Strength is reduced with combat damage, and the unit is eliminated when it drops below zero (i.e. you can have zero strength units in play).

Divisions have their own Anti-Aircraft strength, and Engineering strength, which apply for all units in the division.

**Divisional AA Strength** is determined as follows:

- 0 = No/few intrinsic AA units in division.
- 1 = Company strength AA unit in division (10 to 20 guns).
- 2 = Battalion strength AA unit in division (~40 guns).
- +1 if AA units are especially numerous, powerful, or self-propelled.

Most divisions will be AA strength 0 or 1

**Divisional Engineering Strength** is determined as follows:

- 0 = No/few engineering units in division.
- 1 = 1-2 companies.
- 2 = 3-4 companies.
- +1 if engineers have specialist equipment/ability or are especially numerous

### B 1 Unit Type

**Infantry** = May be walking, or mobilised by trucks, half-tracks, motorcycles, bicycles or skis.

**Cavalry** = Horses.

**Tanks** = Tracked vehicles, intended to be the primary assault unit of a division.

**A/Car** = Armoured cars.

**Guns** = Towed artillery or AT pieces. Must be stationary to fire.

**SP Guns** = Self propelled weapons that do not fall into the category of "Tank" or "A/Car". Can be artillery or AT, in which case do not need to be stationary to fire.

**LOG** = Supply units, with no combat ability.

**HQ** = Nominal central point of division, with no combat ability (optional - see other rules)

## B 2 Equipment/Ability

Equipment will indicate to the enemy what they are facing (e.g. the general type "tanks" can vary from L3 tankettes to Tiger II). Equipment also contains information on special abilities:

**AT** = Indicates that the unit can provide Combat Support (see below) against the following types: Tanks, A/Car, SP Guns.

**Support** = Indicates that the unit can provide Combat Support (see below) against any unit type.

**Range** = The unit is artillery & requires a spotter/spotters to fire at distance. The spotter unit should be noted in the scenario played. Units with Range automatically have Support ability as well.

**Combat Support.** To provide Combat Support, a unit must be in base to base contact behind the unit it is providing support to. Units with Range do not have to be in base to base contact, but must be within range of the unit they are supporting. Towed guns cannot provide Combat Support if they have moved that turn.

## B 3 Movement

Movement Classes are as follows:

**Leg:** Infantry marching and towed weapons

**Bike:** Bicycle troops

**Cavalry:** Mounted troops

**Truck:** Also cars, vans, tank transporters.

**Halftrack:** Sdkfz 250, 251; US M3 Halftrack

**A/Car:** 4 to 8 wheeled off-road vehicles & motorbikes

**Slow Tank:** e.g. Matilda, KV I, Churchill, M13/40

**Medium Tank:** e.g. Pz IV, Sherman, Su152

**Fast Tank:** e.g. T34, M18, Universal carrier

Movement rates below are in km. They represent the maximum a unit can move in a turn.

<b>Class</b>	<b>Road</b>	<b>Clear</b>	<b>Rough</b>	<b>Woods</b>	<b>Mountain</b>	<b>Swamp</b>
Leg	9	6	6	6	3	3
Bike	12	9	6	6	3	3
Cavalry	9	9	9	6	6	6
Truck	24	12	6	3	3	0
Halftrack	18	18	12	6	3	0
A/Car	21	18	15	3	3	0
Slow Tank	9	9	6	6	3	0
Medium Tank	15	12	9	6	3	0
Fast Tank	18	15	12	6	3	0

Linear obstacles (e.g. rivers, gullies, etc.) are given a rating:

0 = Takes half the units movement points to cross

1 = Unit must remain static beside obstacle & cannot perform any action for 1 turn.

2 = Unit must remain static beside obstacle & cannot perform any action for 2 turns.

3+ = etc.

The rating of a linear obstacle is increased by 1 for vehicles (Truck, Halftrack, A/Car, Tanks, SP Guns)

There are no penalties for a unit pivoting or turning during their move.

Units can freely interpenetrate other friendly units, except along a linear feature (road/track) or crossing a linear obstacle.

To avail of road movement, unit must begin and end turn on the road.

## **B 4 Initiative**

Initiative defines the order in which units fire at each other. It is thus critical for getting a hit in first against an enemy & damaging them before they can damage you.

### **Infantry/Cavalry:**

Swords/Spears = **minus 1**

Cavalry = **0.5**

Rifles = **1**

SMG/MG = **2**

In half Tracks/armoured carriers = **3**

### **Aircraft:**

Initiative = **12**

### **Guns: Artillery:**

Initiative is **0** if in direct contact with enemy, otherwise Initiative = **11**

**Guns: AT:**

Initiative is **0** if in direct contact with enemy, otherwise Initiative = **10**

**Tanks/SP Guns/Armoured Cars:**

MG/HMG = **3** (e.g. most early armoured cars, Pz I, L3)

20mm = **4** (e.g. Later armoured cars, Pz II)

Short 37mm = **4** (e.g. Hotchkiss 35)

Any 21-49mm, UK 2 Pdr = **5** (e.g. Matilda II, Somua 35, T70, Stuart, M13/40, M8, H39)

German 50mm L36 = **5** (e.g. Pz III A)

Short/Assault guns 75mm+ = **5** (e.g. Grant, Pz IV D, SU 76 SU 152, Char B1, T28)

US/UK 75mm, UK 6 Pdr = **6** (e.g. M4A1 Sherman, Cromwell VII)

German 50mm L60 = **6** (Pz III M)

USSR 76mm = **6** (e.g. KV I, T34/76)

US 76mm = **7** (e.g. M10, M4A3 Sherman)

USSR 85mm = **7** (e.g. SU 85, T34/85)

German 75mm L43-48 = **7** (e.g. Pz IV F2 or H, Hetzer)

German 75mm L70 = **8** (e.g. Panther)

German 88mm L56 = **8** (e.g. Tiger I)

Soviet 122mm = **8** (e.g. JS II, ISU 122)

UK 77mm = **8** (e.g. Comet)

UK 17 Pdr = **8** (e.g. Sherman Firefly)

US 90mm = **8** (e.g. M36, Pershing)

German 88mm L71 = **9** (e.g. Nashorn, Jagdpanther)

Soviet 100mm = **9** (e.g. SU 100)

**B 5 Recce**

Recce Rating is determined as follows:

**0:** Most units.

**1:** Units with integral recce company, or else highly mobile (cavalry, light tanks, aircraft).

**2:** Most Recce units, or units with superior integral recce ability.

**3:** Superior Recce units, with advanced armoured cars &/or training/motivation or recce aircraft.

**4:** Specialist recce aircraft.

**B 6 Strength**

Units have strength ratings from 0 to 9. When a unit has its strength reduced to minus one, it is eliminated – i.e. there can be strength zero units, which can only block/intimidate the enemy!

Strengths of units are calculated from a Basic Strength, to which four bonuses are applied: Infantry Regimental bonus, Infantry Size bonus, Equipment bonus, and Troop bonus.

Wherever infantry are organised as regiments/brigades within divisions, that should be the unit size used. For other units, the battalion is the normal size used, but if the basic strength is 1, consider a higher level of organisation.

Common sense should be used – if you feel that a unit is close, but not quite good enough for two bonuses, rather than give them no bonus or +2, give them a compromise bonus of +1.

**Basic Strength:**

- ◆ 1 point per battalion of infantry (1 point per 2 battalions if less than 400 troops in battalion).
- ◆ 1 Point per 15 Tanks, SP Guns, Armoured Cars, Aircraft or Towed Guns.

**Infantry Regimental Bonus:**

+1 point for regimental cohesion (Represents bonus for battalions fighting together under regimental HQ structure, and the usual extra weapons at regimental level). This bonus would apply to most infantry regiments, but not all.

**Infantry Size Bonus:**

+1 for large battalions (over 950 troops)  
-1 for small battalions (under 700 troops)

**Troop Bonus:**

+2 for elite veterans (rangers, commandos, paras etc.)  
+1 for battle hardened/motivated troops (German panzer crew, Soviet/British Guards, US Marines, units with years of experience or regular volunteers)  
-1 for inexperienced conscripts (Most French/Italian/Soviet conscript infantry, Volkssturm)  
-2 for unwilling/unmotivated/unsuitable conscripts (Soviet DNO divisions, Bosnian SS, Luftwaffe field divisions)

**Other Bonuses:**

+1 for significantly better than average equipment that is not reflected in other ratings. E.g. superior equipment carried by special forces. This should be a very rare bonus.  
-1 for significantly worse than average equipment that is not reflected in other ratings. E.g. L3 had major design problems for a tank, in that HMG fire could penetrate it & some armour fell off under sustained infantry fire! Some weaker conscript armies had poor equipment. This bonus is more common.  
+1 for large bore guns – 130mm to 199mm (also SP Guns – such as ISU 152)  
+2 for super-heavy artillery – 200mm+

**Examples:**



1940 Italian infantry regiment = Strength 2  
3 points for 3 battalions  
+1 for regimental cohesion  
-1 for inexperienced conscripts  
-1 for significantly worse than average equipment

1945 US armoured infantry battalion = Strength 3  
1 point for 1 battalion  
+1 for large battalion/good equipment  
+1 for battle hardened/motivated troops

1944 German Panzergrenadier Regiment = Strength 5  
2 points for 2 battalions  
+1 for regimental cohesion  
+1 for large battalion  
+1 for battle hardened/motivated troops

1942 Soviet Rifle Regiment = Strength 2  
3 points for 3 battalions  
+1 for regimental cohesion  
-1 for inexperienced conscripts  
-1 for small battalion

1941 British Brigade = Strength 4  
3 points for 3 battalions  
+1 for regimental cohesion

1943 British Royal Horse Artillery Regiment = Strength 3  
2 point for 24 guns  
+1 for good equipment/good training

## **B 7 Terrain**

Terrain affects certain aspects of the game:

**Movement:** See movement table above.

**Cover:** Terrain may provide cover bonus for units in it. This will be specified in the scenario.

**Initiative:** In close terrain (towns, dense woods), initiative of Tanks, armoured Cars and SP Guns will be reduced to zero. Again, this will be specified in the scenario.

## **C. Playing the game.**

A scenario will consist of a certain number of days. Each day consists of 2-4 turns, as specified in the scenario. The number of turns in a day is a function of the amount of daylight. Northern Europe will have 4 turns per day in Summer and 2 turns per day in Winter. Southern Europe/Africa will have 3 turns per day all year round. Each day is followed by an Overnight turn, in which various organisational tasks are performed. The game is also started with an overnight turn.

### **C 1 Overnight Turn:**

1. Reinforcement
2. Reassignment
3. Determine weather for day ahead
4. Assign air missions

#### **C.1.1 Reinforcement**

In the first turn only (to set up the game), higher Corps/Army troops are assigned to divisions within the Corps/Army. The Corps/Army may also have AA points, Engineering points or LOG that can be assigned to divisions.

Reinforcements will either consist of a division, or elements that can be assigned to a division. Unassigned elements can be assigned to any division. However, if they are not within a normal move of any unit of the division they are assigned to, they can perform no action other than basic movement until they are within a normal move of any unit of the division they are assigned to.

During the Overnight turn, if a division used LOG at all for attack or defence, remove 1 LOG from the division. The scenario will specify if additional LOG is to arrive as reinforcement.

Arriving LOG is assigned to divisions as required, irrespective of where they are, with the exception that surrounded divisions cannot receive LOG.

#### **C.1.2 Reassignment**

During the Overnight turn, army/corps troops may be re-assigned to another division, as long as they are within a normal move of a unit of the division they are re-assigning to. If outside normal move, they cannot be re-assigned. In the case of AA, Engineering or LOG, they can be reassigned if any unit of the division is within normal movement of any unit of the division

they are re-assigning to. If outside normal move, they cannot be re-assigned.

Note that only the Army/Corps level troops can be reassigned & only within the same Army/Corps. Units inherent to the division cannot be reassigned.

### C.1.3 Determine Weather

Roll a D6 on the chart below

	<b>Previous Days weather:</b>		
<b>Dice Roll:</b>	<b>Overcast</b>	Storms	<b>Clear</b>
<b>1 or less</b>	Clear	Clear	Clear
<b>2</b>	Clear	Overcast	Clear
<b>3</b>	Overcast	Overcast	Clear
<b>4</b>	Overcast	Overcast	Clear
<b>5</b>	Overcast	Storms	Overcast
<b>6+</b>	Storms	Storms	Roll Again: <b>1-4 = Overcast</b> <b>5-6 = Storms</b>

Modifiers: -1 in temperate regions/seasons, +1 or more in bad seasons

Clear = No effect

Overcast = No aircraft

Storms = No aircraft, 2/3 movement, -1 to Recce rolls

The scenario should state initial weather and modifiers.

### C.1.4 Assign Air Missions

See section D – Other Rules

## **C 2 Turn Sequence**

Daily turns (2-4 turns per day) are split into the following phases, carried out sequentially:

1. Retreat Movement Phase
2. Recce Phase
3. Combat Phase
4. Other Movement Phase

### **C.2.1 Retreat Movement Phase.**

Before other turns, players state if any divisions are retreating.

This affects entire division. Every unit in the division moves at fastest possible speed PLUS one-half directly away from enemy towards a rear supply point. If a unit cannot move without coming within 2km of an enemy unit (excepting the one(s) it started moving against), it will surrender and will be removed from play.

The 2km limits above do not extend across linear obstacles.

Division must continue to retreat for rest of day. It halts overnight and returns to normal operations the following day (which can be more retreat movement, if required). Division half of its LOG.

If a player wishes to halt any units from retreating, they must make a roll equal to or less than the unit's strength. Only one roll may be made per unit at the start of the retreat turn, before any movement is made.

### **C.2.2 Recce Phase**

Units cannot be attacked unless successfully Recce'd. The scenario will state which player starts recce on the first turn. On subsequent turns, the first player to pass in the previous turn starts recce.

#### **General Process/Rules:**

- ◆ Player 1 performs recce and moves units into combat, until fails a recce roll. Then player 2 does same. Process continues until both players have no more units to perform recce with or both pass.
- ◆ Any unit may perform recce.
- ◆ A unit may only perform recce once per turn.
- ◆ A unit may not perform recce or make a combat move if they are being attacked.

- ◆ Units perform recce on any one enemy unit within normal movement range.
- ◆ Aircraft may only perform recce on an enemy unit that is within normal movement of any friendly unit in the division the aircraft is attached to.

There are 2 types of Recce:

1. **Recce performed by unit moving up to enemy (probing attack).** If successful, the unit will be moved into contact with the enemy & will engage in combat.
2. **Recce performed from a distance (spotting).** Often carried out by artillery units, or other units that do not wish to go into combat themselves, but rather call in another unit. Unit may remain stationary or else move up to half it's movement allowance towards the unit being spotted, but no closer than 2km. If the unit moves, then the other player may announce a counter-recce (see below) if they have a unit within normal movement range of the opponents recce unit.

**Counter Recce:**

Player 1 has moved a unit to do spotting. Player 2 announces a counter-recce before a roll is made. The counter recce unit essentially performs a probing attack on player 1's unit. The probing attack is rolled for (see table below) and, if successful Player 1 cannot make their spotting roll. Initiative has also passed to player 2 who then may attempt to make a recce roll with another unit or pass. Counter Recce cannot itself be countered by another counter recce.

Roll D6 and add modifiers

Dice	Recce Result
Natural 1	Fail – “stewed prune”
2 or less	Fail
3	Attack
4	Attack
5	Attack
6 or more	Attack + Support
Natural 6	Attack + Support

**Modifiers:**

- + Recce strength
- +1 If units are within 1km of each other
- 2 For spotting. Spotting also fails on a Natural 2
- 2 If target unit is not the closest target unit in recce direction
- 1 if target is in built up area or wooded (-2 for aircraft)
- 1 in storms
- Counter Recce only: - opponents Recce strength

A “Natural” 1 or 6 refers to the number rolled on the dice before any modifiers are applied. Therefore if you roll a 1 or a 6 the modifiers are irrelevant. Spotting also fails on a Natural 2.

### Results Description:

- ◆ **Fail:** For probing, move unit to within ½ km from enemy. Unit does not engage in combat (simulates unit going to ground before attack can go in for whatever reason: desultory fire, fear of unknown, confusion, etc.). For spotting, see Fail – “stewed prune” below.
- ◆ **Fail – “stewed prune”:** As for fail, but recce unit does not move, but stays where it is (simulates failure of orders, failure to react to orders, wilful disobedience, overly slow preparation, incompetence, etc.)
- ◆ **Attack:** For probing, move unit next to target. Combat will occur in the next phase. For spotting = 1 unit from same division can be called in to attack target.
- ◆ **Attack + Support:** For probing, move unit next to target. Plus, support units may be called in, if part of same division and unit is capable (in the case of artillery and air) of calling them in. For spotting = 1 unit from same division can be called in to attack target, plus support units.

### Attack process:

1. Defending player must immediately state unit type, equipment, strength (+/- 1) and whether they are going to assign LOG to defending unit.
2. Attacking player may move units to attack. These units may have LOG assigned to them.
3. Defending unit declares any air or ranged artillery support. Ranged artillery must be in range and spotted for by the unit under attack. Artillery may have LOG assigned to it.

If the spotted unit is not attacked, it is free to move or conduct recce itself (unless has already done so this turn). Otherwise it cannot move or perform any actions this turn (Exception: Artillery being attacked just by artillery may counter-battery fire, if in range).

Attacks must be on the single unit that was spotted. Units cannot be placed adjacent to more than one enemy unit.

If an attack is on an opponent’s unit that is being used as support in another combat, the unit can no longer be used in support, but must face it’s attacker (excepting distant artillery and planes).

If the recce result is Attack or Attack + Support, then once the attack process is completed, the player may attempt a recce with any other unit in their army, or pass.

If the recce result is Fail or Fail – “stewed prune”, then the other player may attempt a recce with any unit in their army, or pass.

When both players have passed, the recce phase is over and play proceeds to the combat phase.

***Example of Recce process:***

*A Panzer II battalion with a Recce of 1 performs a probing attack on an isolated French infantry regiment.*

*The Panzer rolls a 5, which with a +1 for the Recce gives a modified roll of 6. This is the result “Attack + Support”.*

*The French player declares the unit to be infantry with a strength of 5 and assigns a LOG.*

*The German player calls in support from a Panzergrenadier regiment to attack alongside the Panzer II it and also artillery support from a 105mm artillery regiment. All these units are from the same division and all are assigned LOG.*

*The French player declares no additional support.*

### **C.2.3 Combat Phase**

Players roll dice to hit the opponents unit. The number of dice rolled is equal to the strength of the unit. To keep the damage secret, players roll damage for themselves. This obviously requires a degree of trust among players, so an umpire could be used as a witness, or the players could agree to roll all dice in the open.

Combat rolls proceed in initiative order:

AT and Artillery have an initiative of 0 if they are being attacked directly by a ground unit.

1. Air combat. If the division has CAP, this can be used to prevent air attack, unless escorted. The ground unit then rolls a number of dice equal to their divisional AA defence. Each roll of 4,5,6 reduces GS strength by 1. Planes then roll to hit the ground unit on 5,6 per remaining GS.
2. Artillery (initiative 11): Artillery in defensive base contact support hits on 5,6. For long range only (i.e. not in base contact with any unit in combat), artillery with LOG assigned to it hits on 5, 6; artillery with no LOG assigned to it hits on 6.
3. AT (initiative 10): AT guns in defensive base contact support hit on 5,6.
4. All other units hit in order of initiative, highest going first. However – defending units with LOG gain +2 initiative bonus

(to a max of 9.5). Attacking units without LOG hit on a 6. Attacking units with LOG, and defending units with or without LOG hit on 5,6. AT and artillery (initiative 0,10,11 units only) always hit on 5,6 if in direct base contact support, or if being attacked themselves – irrespective of LOG.

Attacking units are any units that moved into combat; defending units are any units that did not move into combat.

Units may voluntarily reduce their initiative to zero (not artillery or AT), so that they are attacking together. This can be useful to concentrate an attack if it is feared that the enemy will retreat.

If a unit is attacking, and is subsequently attacked itself, it may split it's strength against targets as it chooses. Equally, if there is more than one unit attacking, then the owner of the units may choose what damage is taken by what unit.

**Retreats:** Neither player may retreat from initiative 12 air or initiative 11 artillery. For other damage, after each initiative damage roll, either or both players may retreat. This means that they effectively only suffer half the number of hits, rounding up. Attacker may advance into vacated space. Units may not retreat if 2 attacking units are on opposite sides of it. If there is a support unit behind, both retreat. Note that initiative is rolled in a group – i.e. if 2 units, initiative 4 and initiative 5 attack an initiative 1 unit, combine the dice of the 2 attacking units and roll them together: this means that the defender must determine the combined damage before deciding whether to retreat.

Supporting units: If the front unit is eliminated, move the attacking unit into the vacated space (priority = move support, if it was attacking). Surplus damage carries through.

If after combat, neither side has retreated, all units that moved into combat are withdrawn ½ km back from the enemy.

### **Example of Combat**

*Using the same units as the recce example.*

*The highest initiative is the artillery, which has an initiative of 11 as it is distant. The strength of the artillery regiment is 2. As it had LOG assigned, it hits on a roll of 5 or 6. Two dice are rolled by the French player who receives 1 hit, reducing their regiment's strength from 4 to 3 (they exaggerated the strength by +1 during the Recce phase!)*

*The next highest initiative is the Panzer II, with an initiative of 5. However, the German player wishes to do all their hits at once and so elects to reduce the initiative of the Panzer II and the Panzergrenadier regiment to initiative 0.*



*The next highest initiative is the French regiment, which has an initiative of 3 (1 + 2 for assigned LOG). The German player rolls 3 dice for the French regiment's strength, each hitting on a 5 or 6, and gets 3 hits (ouch!). The German player takes 1 strength off the Panzer II battalion and 2 strength off the Panzergrenadier regiment.*

*Finally, the German Panzergrenadier regiment with an initiative of 1 hits, along with the Panzer II. The strength of the Panzergrenadier regiment is down to 3 and the strength of the Panzer II battalion is down to 4, so the French player rolls a total of 7 dice.*

*The Panzergrenadier and Panzer II both had LOG assigned, so each dice hits on a roll of 5 or 6. The French player rolls no hits – c'est la guerre.*

*The combat is now over. As no unit retreated, the units that moved into combat (Germans) withdraw back ½ km.*

#### **C.2.4 Other Movement Phase**

Units that did not perform recce, or were involved in combat (attacked, defended, hit by only planes/artillery, or firing artillery) may move normally, but may not move within 2km of any enemy unit. Movement is restricted as in case B3.

If a unit starts within 2km of an enemy unit, it may only move so that it ends outside 2km of all enemy units. It cannot move within 2km of another enemy unit in order to do this move: i.e. units can be surrounded by enemies & be unable to escape.

The 2km limits above do not extend across linear obstacles.

Players take in turns to move **divisions**, starting with the first player to pass in the Recce phase.

## D. Other Rules

### D 1 Cover & Armour

There are four levels of cover

- 1: Basic field entrenchments (unit needs only remain static & not attacked for 1 turn to construct these, by expending 1 EP). Also some rough terrain (e.g. hills), swamp, light woods.
- 2: More permanent trenches, constructed over several days by engineers. Also, dense woods and light urban (suburbs, villages).
- 3: Constructed fortifications with concrete emplacements. Dense urban areas.
- 4: Special cases: Maginot Forts, Monte Casino, Dense factory blockhouses (e.g. Stalingrad)

Linear features may also confer cover to a unit behind the feature (e.g. a stream or embankment). This cover would be additional to any other cover – e.g. if a stream confers a cover value of 1 and a town behind the stream confers a cover of 2, then a unit defending in the town against an attack across the stream would have a cover of 3. Linear features provide no cover versus distant artillery or aircraft.

If the attacking unit has a lower HE than the level of cover, then a roll is made for any hits:

- If the difference between HE and Cover = 1 then each hit is “saved” if a roll of 5 or 6 is made
- If the difference between HE and Cover =2 then two rolls are made to “save” each hit (3 rolls if the difference is 3 etc.).

Tanks and SP Guns often have an armour rating. If the unit rolling against a Tank or SP Gun has a lower AT rating than the armour rating, then a roll is made for any hits:

- If the difference between Armour and AT rating = 1 then each hit is “saved” if a roll of 5 or 6 is made
- If the difference between Armour and AT Cover =2 then two rolls are made to “save” each hit (3 rolls if the difference is 3 etc.).

A higher AT rating than Armour, or a higher HE rating than cover has no effect.

It is possible for a unit to get save rolls for both superior cover to the attacker’s HE and superior armour to the attacker’s AT rating.

Armour has no effect against hits from aircraft. Cover has full effect against hits from aircraft.

#### D.1.1 AT

AT Rating is determined as follows:

**0:** Most early war infantry poor on anti-tank capability. Vehicles armed with MG or 20mm cannon only.

**1:** 25-50mm guns, 2 pdr and 6 pdr. Infantry with AT capability from anti-tank rifles &/or guns.

**2:** German 50mm L60, most guns 75-85mm. Infantry equipped with rocket propelled AT weapons (Bazooka, Panzerfaust).

**3:** Superior AT guns (German 88mm, German 75mm L70, US 90mm, UK 77mm, 17 Pdr). Any guns 95mm+.

For artillery, AT strength is reduced by 2 when firing at distance (e.g. a 105mm gun would have an AT of 3 in base to base contact, but an AT of 1 firing at distance). Heavier artillery (140mm+) has a distance AT rating of 2.

### **D.1.2 Armour**

Armour Rating is determined as follows:

**0:** None/insignificant armour: All armoured cars, all infantry/cavalry, most open-topped SP Guns (Priest, Wespe, Nashorn, SU 76)

**1:** Basic tank armour: Pz I-III, M13/40, Cruisers, Stuart, T26, 28, 70.

**2:** Enhanced armour: T34, Grant, Sherman, Matilda, Valentine, SU 85-152, Stug, Char B1

**3:** Heavy armour: ISU 122-152, KV I, Pershing, Churchill VIII, Tiger, Panther.

### **D.1.3 HE**

HE Rating is determined as follows:

**0:** No heavy weapons. Guns less than 70mm.

**1:** 71-94mm guns and mortars, combat engineers.

**2:** 95-139mm guns and mortars, GB 25 pdr, well equipped combat engineers.

**3:** 140-159mm guns and mortars, most rockets.

**4:** Guns over 160mm

## **D 2 Minefields**

Mines. Units crossing a minefield roll one dice and suffer a hit on a roll of 4, 5 or 6. If the unit only crosses a minefield on part of its frontage, reduce the dice roll by 1.

## **D 3 Using Engineer Points**

During any phase, Divisional Engineer Points (EP) can be allocated to individual units for the following purposes:

1. Crossing Obstacles. Reduce severity of obstacle encountered by one (e.g. severity 3 is reduced to 1 if 2 EP are used). Effective for one turn only.
2. Increasing Movement. Increase movement rate in all terrain (even normally impassable terrain for movement class) by 1km per EP. Effective for one turn only.
3. Mine Laying. Costs 1 EP: If unit remains static and is not attacked by ground units for 1 turn, mines are laid in front of it. These mines are permanent and should be noted on a map. They do not effect friendly units.
4. Mine Clearing. Costs 1 EP: Unit gets a -1 modifier when rolling for damage crossing minefields when moving at normal speed, and is immune from damage if moving at half speed. Effect lasts for whole day.
5. Entrenching. Costs 1 EP. Unit may not move or be involved in combat. Unit gains +1 cover bonus. This cover bonus is lost if unit moves or retreats.

Once used, the engineering point is used for the day. Engineering points are available again after overnight turn.

## **D 4 More about LOG**

LOG is allocated to units as part of the Recce & Combat Move phase.

LOG units are assumed to be located within the division. Use truck counters to keep track of LOG and indicate allocated LOG.

If a unit is beyond either its normal move or a truck move (whichever is greater) from the other units in the division, it cannot receive LOG.

Units that intentionally are sent away from the division may be allocated LOG beforehand.

The LOG allocated during a turn remains with the unit for the rest of the day and continues to affect combat dice rolls. If the unit is eliminated, the LOG is not, but cannot be used by any other unit for the rest of the day.

After the end of the day, during the overnight turn, one LOG is removed from each division for every two LOG that are allocated to units during combat (round fractions up). The remaining LOG is pooled again for the division to freely allocate next day. Further LOG may be allocated to the division during the overnight turn, either from adjacent divisions, or as reinforcements.

Divisions with no LOG at the start of a day can still move, perform recon and combat, but will not be as effective.

Supply restrictions: Some scenarios may determine that LOG usage is handicapped due to terrain/distance/circumstance. For example, units may have to use 2 LOG to gain a combat bonus if they move beyond a certain distance from a supply base. Or else, all LOG used in combat could be removed from play during the overnight turn if a unit is isolated.

Aircraft do not use LOG & are assumed to be outside the scope of LOG usage.

#### **D.4.1 Optional Rule: HQ Movement**

All divisions are allocated an extra unit, with no combat ability, known as the divisional HQ. This unit is notional – it cannot be destroyed by combat and cannot inhibit any units movement – friend or enemy.

The divisional HQ will usually use A/car movement rates. Other units in the division should remain within their own movement or truck movement (whichever is larger) from the HQ. If units move outside this range, they cannot receive LOG (i.e. LOG are assumed to be located at the HQ).

The HQ is given orders for the day during the overnight turn. These orders consist of where to move/halt. They cannot be changed and the division must follow the orders. To change orders during the day, the player must roll equal or less than the HQ's ability rating (only one attempt may be made per division per turn):

- 1 = Least able HQ
- 2 = Typical infantry HQ
- 3 = HQ with decent communications
- 4 = Good HQ
- 5 = Elite HQ

### **D 5 More about Support**

Support units always engage the front enemy unit with the possible exception of AT units in support. AT units in support will engage the front unit if it is Tanks, A/Cars, or SP Guns. If not, it will engage the support unit, if it is Tanks, A/Cars, or SP Guns. If neither unit is Tanks, A/Cars, or SP Guns, the AT unit does not fire.

Units may not support other units of the same type (e.g. SP Guns could support tanks, but tanks could not support tanks).

Normally only one unit may be used in base to base support (any number of planes or artillery may support). However, it is possible to set up 2 units in support, each behind the other, if the front unit is expected to be eliminated. If the front unit is eliminated, the next unit steps into the vacated space and the second support unit can then also step forward to support it. Remember, however, that combat proceeds in initiative order, and if initiative has moved on from the initiative of the second support unit, it cannot fire at all, although it may still suffer damage if the unit in front of it is subsequently eliminated and damage carries through!

## D 6 Aircraft

Aircraft can perform the following missions, and each aircraft will have a strength for whatever mission(s) it is capable of doing:

- Recce
- Ground Support (GS)
- Interdiction (INT)
- Area bombing (AB)
- Combat Air Support (CAP)

At the end of the overnight phase, players take it in turns to allocate aircraft to the above missions.

- For Recce and Ground Support, mission is allocated to a friendly division
- For Interdiction or Area bombing, mission is allocated to an enemy division
- For CAP, mission is allocated to either a friendly division or another friendly mission.

Interdiction and Area bombing are carried out immediately after all missions are allocated. Other missions are carried out during the player's turn.

For each mission, other than CAP, roll a dice on the following table:

Dice Roll	Result
Natural 1	Mission fails to turn up. Remove plane from game
2 or less	Mission fails
3 or more	Mission succeeds
Natural 6	Mission succeeds

There are modifiers to be taken into account before the dice is rolled:

- Subtract AA strength of defending division
- Subtract strength of defensive CAP\*
- Subtract cover of defending unit\*\*

- Subtract additional 1 if in woods or built up area\*\*

\* If the mission has supporting CAP &/or the aircraft have their own CAP rating, then subtract the difference between the CAPs

\*\* For interdiction and area bombing, take cover value of the majority of units in the targeted division

**Mission fails** – return plane to pool to reallocate next day for Interdiction and area bombing missions. For other missions, plane can try again next turn.

**Mission succeeds:**

- Recce. May make recce roll with plane's recce strength
- Ground Support. May include plane in combat
- Interdiction. Division has movement halved OR loses 1 LOG (attacker's choice). Movement can only be halved once, so further interdictions may only remove LOG
- Area bombing. Defender allocates a number of hits among their units equal to the area bombing strength. No unit may have 2 more hits than another. However, LOG can be taken instead of as many hits as desired

**Guide to strengths:**

- Recce. 0-2 for bombers, 1-3 for fighters, 3-4 for reconnaissance planes
- Ground Support. 1 per 15 planes. +/- 1 or 2 depending on aircraft/crew quality
- Interdiction. This is a Yes/No ability. Most aircraft will have this ability
- Area bombing. Only medium/heavy bombers can do this. Strength is 1 per 50 planes with +/- 1 or 2 depending on aircraft/crew quality
- Combat Air Support (CAP). 1 per 15 planes. +/- 1 or 2 depending on aircraft/crew quality

**Example:**

*A Hurricane is sent on an interdiction mission against a German Panzer division. A Spitfire is allocated to the Hurricane mission as CAP. The Panzer division has a Me109 as CAP.*

*The CAP of the Me109 is 4, but the CAP of the Hurricane is 2 and the CAP of the Spitfire is 3. This total of 5 is greater than 4, so there is no modifier to the roll.*

*The division has an AA strength of 2, so 2 is subtracted from the roll. There are no other modifiers, so the mission will succeed on a roll of 5 or 6.*

*The player rolls a 5 and so the mission succeeds. The German player does not have LOG to spare and so elects to have the division's movement rate halved for the turn.*

## D 7 Air Landing

For Parachute/Glider actions, take three counters: 1 representing the unit to be landed and 2 dummies. Mix them up, so they are unknown to either player.

Landing takes place after all movement has been completed.

The landing player places the counters within 2km of each other. The opposing player then moves a number of the counters 2km in any direction: 1 counter if air landing unit is +2 troops (veterans), 2 counters if +1 troops (well trained), all counters for other troops. They may move counters onto terrain features or their own units.

Counters are then revealed and dummies discarded. Landing units take loss rolls as per the following table:

	Number to roll equal or above for each strength point to cause loss. Natural roll of 1 is always no loss.	
<b>Terrain</b>	<b>Parachutes</b>	<b>Gliders</b>
Clear	6	7
Rough	6	5
Woods	4	3
Mountain	5	3
Swamp	6	4
Linear Obstacle	+ obstacle rating to roll	+ obstacle rating to roll PLUS two
Enemy Unit within 2km	+ AA strength to roll	+ AA strength to roll
Overcast weather	+1 to roll	+1 to roll
Storms weather	+2 to roll	+3 to roll
Entirely in water	All eliminated	All eliminated

Units landing on enemy units are placed next to them when landed.

No retreat is allowed by units' air landing on turn they land only.

## D 8 Sea Landing

All units landing must have LOG allocated and are assumed to be making a combat move onto the landing beach. This should be the first move of the Recce & Combat Move phase.

If a defender is within 2 km of an attacker, then defensive unit (plus support in base to base contact) are automatically moved to combat



with one (nearest) attacker within 2 km. The defender counts as static and still avails of entrenchment bonus (if any).

Defenders can perform recce rolls to move into combat with other landing units – but they only fail their recce on a natural roll of 1.

Opposed landings take place as normal combat, but the ground units landing are reduced to an initiative of zero, and all opposing enemy units are in supply (do not need LOG) for the landing turn only. If the landing unit has a base contact support unit (e.g. DD Tanks), these support units have an initiative of zero as well.

Artillery firing at range and air attacks take place at initiative 11 and 12/13 respectively, as normal.

All attacks on the landing units are on dice rolls of +1 for the landing turn only. This includes artillery and aircraft and support units. However, AA fire & Aircraft to Aircraft combat is carried out as normal.

For all landing units, even if unopposed, there is a single roll of a dice. On a roll of 5 or 6, the landing unit suffers 1 strength point loss. Make two such rolls in overcast weather and four such rolls in stormy weather.

No retreat is allowed by units sea landing

## **D 9 Hidden Movement (dummies etc.)**

Movement should be done using counters instead of actual units.

Number of dummy counters per division:

- ◆ Poor infantry = none
- ◆ Average infantry = 1
- ◆ Good infantry = 2
- ◆ Motorised infantry = +1
- ◆ Poor armoured = 1
- ◆ Average armoured = 2
- ◆ Good armoured = 4

There should also be the option for the higher corps/army headquarters to provide 0-3 extra counters as appropriate.

Counters need not be revealed unless:

- ◆ An enemy unit comes within 2km at any point.
- ◆ The unit has a successful recce performed against it (dummies are removed, even if recce roll failed). Note that a strong recce will at least reveal the counter, even if it fails, as it passes within 2km.

Once revealed, counters remain revealed for rest of game.

## **D 10 Special Units**

**Rocket Launchers.** Strength is doubled for combat, but only if LOG is allocated – this LOG is removed immediately after combat is resolved.

**Special Forces** (Rangers, Commandos, SAS, etc.). These elite units do not need LOG allocated and are assumed to always have LOG at all times. They operate independent of any Division.

**Naval Bombardment.** Treat as artillery with a static location. Naval artillery has a certain strength (determined by the scenario – usually HE and AT will both be 3). Naval artillery does not need LOG allocated and is assumed to always have LOG at all times.

## E. AFV CHARACTERISTICS

The table below shows the characteristics of most armoured vehicles:

Country	Type	Equipment	Ability	Move	Init	AT	Arm	HE
Germany	Tank	Panther		Fast Tank	8	3	3	1
Germany	Tank	Pz 35t, 38t		Medium Tank	5	1	1	0
Germany	Tank	Pz I		Medium Tank	3	0	1	0
Germany	Tank	Pz II		Medium Tank	4	0	1	0
Germany	Tank	Pz II Lynx		Fast Tank	4	0	1	0
Germany	Tank	Pz III 37mm		Medium Tank	5	1	1	0
Germany	Tank	Pz III 50mm long		Medium Tank	6	2	1	0
Germany	Tank	Pz III 50mm short		Medium Tank	5	1	1	0
Germany	Tank	Pz III N	Support	Medium Tank	5	2	2	1
Germany	Tank	Pz IV A-E		Medium Tank	5	2	1	1
Germany	Tank	Pz IV F2-G		Medium Tank	7	2	1	1
Germany	Tank	Pz IV H-J		Medium Tank	7	2	2	1
Germany	Tank	Tiger I		Slow Tank	8	3	3	1
Germany	Tank	Tiger II		Slow Tank	9	3	3	1
Germany	SP Gun	Elefant/Ferdinand	AT	Slow Tank	9	3	3	1
Germany	SP Gun	Hetzer	AT	Medium Tank	7	2	2	1
Germany	SP Gun	Hummel	Range 10km	Medium Tank	5	3	0	3
Germany	SP Gun	JgdPanther	AT	Fast Tank	9	3	3	1
Germany	SP Gun	JgdPz IV	AT	Medium Tank	8	3	3	1
Germany	SP Gun	JgdTiger	AT	Slow Tank	9	3	3	2
Germany	SP Gun	Marder 75mm	AT	Medium Tank	7	2	0	1
Germany	SP Gun	Marder 76mm	AT	Medium Tank	6	2	0	1
Germany	SP Gun	Nashorn	AT	Medium Tank	9	3	0	1
Germany	SP Gun	PzJg I	AT	Medium Tank	5	1	1	0
Germany	SP Gun	Stug III G 105mm	Support	Medium Tank	5	3	2	2
Germany	SP Gun	Stug III G 75mm	Support	Medium Tank	7	2	2	1
Germany	SP Gun	Wespe	Range 10km	Medium Tank	5	3	0	2
Italy	Tank	L3		Medium Tank	3	0	0	0
Italy	Tank	L6		Medium Tank	4	0	1	0
Italy	Tank	M11/39		Slow Tank	5	1	1	0
Italy	Tank	M13/40		Slow Tank	5	1	1	0
Italy	SP Gun	Semovente 75mm	Support	Slow Tank	5	2	1	1
UK	Tank	A9, A10, A13		Medium Tank	5	1	1	0
UK	Tank	Churchill III		Slow Tank	6	1	2	0
UK	Tank	Churchill IV	Support	Slow Tank	5	3	2	2
UK	Tank	Churchill VI		Slow Tank	6	2	3	1
UK	Tank	Churchill VIII	Support	Slow Tank	5	3	3	2
UK	Tank	Comet		Fast Tank	8	3	2	1
UK	Tank	Cromwell 75mm		Fast Tank	6	2	2	1
UK	Tank	Crusader 2 pdr		Fast Tank	5	1	1	0
UK	Tank	Crusader 6 pdr		Fast Tank	6	1	1	0
UK	Tank	Matilda I		Slow Tank	3	0	2	0
UK	Tank	Matilda II		Slow Tank	5	1	2	0
UK	Tank	Sherman VC		Medium Tank	8	3	2	1
UK	Tank	Valentine 1-6		Slow Tank	5	1	2	0
UK	Tank	Valentine 7		Slow Tank	6	1	2	0
UK	Tank	Valentine 8		Slow Tank	6	2	2	1
UK	Tank	Vickers		Fast Tank	3	0	1	0

Country	Type	Equipment	Ability	Move	Init	AT	Arm	HE
UK	SP Gun	Achilles	AT	Medium Tank	8	3	0	1
UK	SP Gun	Archer	AT	Slow Tank	8	3	0	1
UK	SP Gun	Bishop	25pdr	Slow Tank	5	3	0	2
UK	SP Gun	Sexton	25pdr	Medium Tank	5	3	0	2
USA	Tank	Chaffee		Fast Tank	6	2	1	1
USA	Tank	Grant/Lee		Medium Tank	5	2	2	1
USA	Tank	M10	AT	Medium Tank	7	2	1	1
USA	Tank	M18	AT	Fast Tank	7	2	1	1
USA	Tank	M36	AT	Medium Tank	8	3	1	1
USA	Tank	Pershing		Medium Tank	8	3	3	1
USA	Tank	Sherman 75mm		Medium Tank	6	2	2	1
USA	Tank	Sherman Jumbo		Slow Tank	6	2	3	1
USA	Tank	Sherman 76mm		Medium Tank	7	2	2	1
USA	Tank	Stuart/Honey		Fast Tank	5	1	1	0
USA	SP Gun	Priest	Range 10km	Medium Tank	5	3	0	2
USSR	Tank	BT		Fast Tank	5	1	1	0
USSR	Tank	IS II		Medium Tank	8	3	3	2
USSR	Tank	KV 1		Slow Tank	6	2	3	1
USSR	Tank	KV 1s		Medium Tank	6	2	3	1
USSR	Tank	KV 85		Medium Tank	7	2	3	1
USSR	Tank	KV II		Slow Tank	5	3	2	3
USSR	Tank	T26		Slow Tank	5	2	1	1
USSR	Tank	T28		Slow Tank	5	2	1	1
USSR	Tank	T34/76		Fast Tank	6	2	2	1
USSR	Tank	T34/85		Fast Tank	7	2	2	1
USSR	Tank	T35		Slow Tank	5	2	2	1
USSR	Tank	T60, T70		Medium Tank	5	1	1	0
USSR	SP Gun	ISU 122	Support	Medium Tank	8	3	3	2
USSR	SP Gun	ISU 152	Support	Medium Tank	5	3	3	3
USSR	SP Gun	SU 100	AT	Fast Tank	9	3	2	2
USSR	SP Gun	SU 122	Support	Fast Tank	5	3	2	2
USSR	SP Gun	SU 152	Support	Medium Tank	5	3	2	3
USSR	SP Gun	SU 76	Support	Medium Tank	5	2	0	1
USSR	SP Gun	SU 85	AT	Fast Tank	7	2	2	1
France	Tank	Hotchkiss 35		Slow Tank	4	1	1	0
France	Tank	Hotchkiss 39		Slow Tank	5	1	1	0
France	Tank	Renault R35		Slow Tank	4	1	1	0
France	Tank	Somua S35		Medium Tank	5	1	2	0
France	Tank	Char B1 bis		Slow Tank	5	2	2	1

## F.Example Organisations:

USA Armoured Division 1944							E=3, AA=1, LOG=8		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Tanks	M4 Sherman	Support	Medium Tank	6	2	2	2	1	5
Tanks	M4 Sherman	Support	Medium Tank	6	2	2	2	1	5
Tanks	M4 Sherman	Support	Medium Tank	6	2	2	2	1	5
Infantry			Half-track	3	1	2	0	2	3
Infantry			Half-track	3	1	2	0	2	3
Infantry			Half-track	3	1	2	0	2	3
SP Guns	Priest	Range 11 km	Medium Tank	0/11	0	3	0	2	2
SP Guns	Priest	Range 11 km	Medium Tank	0/11	0	3	0	2	2
SP Guns	Priest	Range 11 km	Medium Tank	0/11	0	3	0	2	2
A/Car	M8		A/Car	5	3	1	0	0	4
SP Guns	M18	AT	Fast Tank	7	1	2	1	1	3

**Priests spotted for by any unit.  
Usually split into Combat Commands, each of 1 Tank, 1 infantry and 1 Priest SP Gun.  
M18 is allocated from corps.**

The armoured infantry strength is 1 basic (1 battalion) with +1 for large battalions and +1 for good equipment. Both the Priest and M18 SP Guns have had +1 added for good quality troops. No other units have any bonuses applied.

Italian Infantry Division N. Africa 1940							E=1, AA=0, LOG=3		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Infantry			Leg	1	0	0	0	1	2
Infantry			Leg	1	0	0	0	1	2
Guns	75mm L27	Range 9 km	Truck	0/11	0	2	0	1	2
Infantry	MG	Support	Truck	2	0	0	0	0	1
Tanks	L3		Medium Tank	3	1	0	0	0	2

**Guns spotted for by one allocated infantry unit.  
Sometimes guns are 100mm L17, in which case, HE is increased to 2.**

The 2 infantry regiments have a base strength of 3 with +1 for regimental cohesion, -1 for troop quality and -1 for poor equipment. The L3 has -1 for poor equipment. No other units have any bonuses applied.

<b>USSR Infantry Division August 1941</b>							<b>E=1, AA=0, LOG=2</b>		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Infantry			Leg	1	0	0	0	0	2
Infantry			Leg	1	0	0	0	0	2
Infantry			Leg	1	0	0	0	0	2
Guns	76mm	Range 4km	Leg	0/11	0	2	0	1	2
<b>Guns spotted for by one allocated infantry unit.</b>									

The 3 infantry regiments have a base strength of 3 with +1 for regimental cohesion, -1 for battalion size and -1 for troop quality. The guns do not have any bonuses applied.

<b>UK Armoured Division 1942</b>							<b>E=3, AA=2, LOG=8</b>		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Tanks	Crusader II		Fast Tank	5	2	1	1	0	3
Tanks	Grant		Medium Tank	5	2	2	2	1	3
Tanks	Stuart		Fast Tank	5	2	1	1	0	3
Infantry	Universal Carriers	Support Tanks	Fast Tank	3	2	1	0	0	1
Infantry			Truck	1	1	1	0	1	4
Guns	25 Pdr	Range 12 km	Truck	0/11	0	3	0	2	2
Guns	25 Pdr	Range 12 km	Truck	0/11	0	3	0	2	2
Guns	25 Pdr	Range 12 km	Truck	0/11	0	3	0	2	2
Guns	6 Pdr	AT	Truck	0/10	0	1	0	0	3
A/Car	Humber		A/Car	3	3	0	0	0	3
<b>Guns spotted for by any infantry or Tank unit.</b>									

Infantry regiment is base strength 3 with +1 for regimental cohesion. No other units have any bonuses applied.

<b>German Volksgrenadier Division 1944</b>							<b>E=0, AA=1, LOG=2</b>		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Infantry	SMG		Leg	2	1	2	0	0	3
Infantry	SMG		Leg	2	0	2	0	0	2
Infantry	SMG		Leg	2	0	2	0	0	2
SP Gun	Stug III	Support	Medium Tank	7	0	2	2	1	3
Guns	105mm	Range 10 km	Leg	0/11	0	3	0	2	3
<b>Guns spotted for by any other unit.</b>									

SP Guns and Guns have +1 for troop quality. Infantry is base strength 2 with +1 for regimental cohesion and -1 for either troop quality or battalion size. The first unit is base strength 3 and has a Recce of 1 due to the fusilier battalion (bicycle troops)

## G. Scenarios

Scenario should state the following:

- ◆ Background description
- ◆ Victory conditions
- ◆ Number of days
- ◆ Number of turns per day
- ◆ Previous Weather
- ◆ Aircraft turnaround times
- ◆ Special scenario conditions (e.g. restricted supply in certain areas)
- ◆ Map
- ◆ Initial armies and dispositions
- ◆ Reinforcements (including daily LOG)

### G 1 Example Scenario: Take the hill!

This is a hypothetical attack by a Soviet cavalry mechanised group on a Volksgrenadier division tasked with holding a critical hill, somewhere in Eastern Germany, March 1945. A straightforward task, if it weren't for an unexpected counterattack by a Panzer Brigade...

Victory Conditions: Have the most Strength points on the hill at the end

Number of days: 4

Turns per day: 3

Previous Weather: Overcast

Aircraft turnaround time: None

Special conditions: Hill gives automatic 1 cover bonus, if static

Map: 50km by 50km, clear apart from a 10km diameter circular hill in the middle, which counts as rough terrain.

**Soviet Forces:**

Units enter on eastern side.

Army LOG is reinforced at a rate of 1 LOG per day.

Aircraft: None

USSR Tank Corps							E=3, AA=2, LOG=7		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Tank	T34/85	Support SMG	Fast Tank	7	1	2	2	1	4
Tank	T34/76	Support SMG	Fast Tank	6	1	2	2	1	4
Tank	T34/76	Support SMG	Fast Tank	6	1	2	2	1	4
Infantry	SMG		Truck *	2	0	0	0	0	1
Infantry	SMG		Truck *	2	0	0	0	0	1
Infantry	SMG		Truck *	2	0	0	0	0	1
Infantry			Truck	1	1	1	0	1	4
A/Car			A/Car	5	2	1	0	0	2
SP Guns	ISU 152	Support	Medium Tank	6	0	3	3	3	2
Guns	120mm mortar	Range 5km	Truck	0/11	0	2	0	2	2
SP Guns	ISU 122	Support	Medium Tank	8	0	3	3	2	2
SP Guns	SU 76	Support	Medium Tank	5	0	2	0	1	2
Guns	76mm Zis3	Range 13km	Truck	0/11	0	2	0	1	1
* May use Fast Tank movement class if supported by Tank (tank riders!) Guns are spotted for by STR 4 Infantry or A/Car									

USSR Cavalry Corps							E=0, AA=1, LOG=5		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Tank	T34/76		Fast Tank	6	1	2	2	1	3
Tank	T34/76		Fast Tank	6	1	2	2	1	3
Tank	T34/76		Fast Tank	6	1	2	2	1	3
Cavalry	SMG		Cavalry	2	2	1	0	1	2
Cavalry	SMG		Cavalry	2	2	1	0	1	2
Cavalry	SMG		Cavalry	2	2	1	0	1	2
Guns	120mm mortar	Range 5km	Truck	0/11	0	2	0	2	2
SP Guns	SU 76	Support	Fast Tank	5	0	2	0	1	2
Guns	85mm	AT	Truck	0/10	0	2	0	1	1
Guns	Katyusha Rockets	Range 8km	Truck	0/11	0	2	0	3	2
Guns are spotted for by any Cavalry									



**German Forces:**

1 LOG replacement arrives on a roll of D6 = 1,2 during overnight turn

Aircraft: None

The Volksgrenadiers deploy on the hill and start entrenched with a cover bonus of 1 (so total cover of 2 including the hill's cover of 1). They lose the entrenchment bonus if they move.

<b>Volksgrenadier Division</b>							<b>E=1, AA=1, LOG=3</b>		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Infantry	SMG		Leg	2	0	2	0	0	<b>2</b>
Infantry	SMG		Leg	2	0	2	0	0	<b>2</b>
Infantry	SMG, Bicycles		Bike	2	1	2	0	0	<b>3</b>
Guns	105mm	Range 10km	Leg	0/11	0	3	0	2	<b>2</b>
Guns	75mm	AT	Leg	0/10	0	2	0	1	<b>2</b>
SP Guns	Stug III G	Support	Medium Tank	7	0	2	2	1	<b>2</b>
<b>Guns are spotted for by any other unit</b>									

**Reinforcements:** At start of Day 2, roll a dice each turn. On a roll of 5 or 6, the Panzer brigade arrives on ANY edge of the map. If the brigade doesn't arrive sooner, it automatically arrives on the last turn of day 3.

<b>Panzer Brigade</b>							<b>E=0, AA=1, LOG=5</b>		
Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Tanks	Pz IV H	Support	Medium Tank	7	1	2	2	1	<b>5</b>
Tanks	Panthers	Support	Fast Tank	8	1	3	3	1	<b>6</b>
A/Car	Puma		A/Car	6	3	2	0	0	<b>2</b>
Infantry	Half-track		Half- track	3	0	2	0	1	<b>4</b>