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WORLD WAR II BARBAROSSA 1941

GAME RULES (THE SECOND EDITION)

THE BASICS

These are the basic concepts of the Art of Tactic system. Master these, and you will master the game!

1. Players act simultaneously during each game phase. They give orders to their troops at the same time and then resolve similar orders simultaneously. Some player actions are naturally done in turn, such as rolling dice when two units are engaged in battle, but it is assumed that both units fire simultaneously. If two units are given orders to move in the same turn, they move simultaneously, one hex at a time.
2. Each unit has a matching Unit Card, where all the abilities, statuses, and available orders for that unit are shown. The unit cannot be given an order that is not shown on its Unit Card. For example, if the card does not have the Fire and Movement order symbol, that unit cannot be given the Fire and Movement order.
3. The game is based on the realistic representation of a battle on the game board. It is impossible to take into consideration all of the details and nuances of battle in a board game. But in this game, just like a real battle, the same goals apply, which can be considered as tactical advice for the players:
 - Try to foresee the actions of your opponent.
 - Bluff: try to mislead your opponent.
 - Launch reconnaissance missions to uncover your opponent's plans.
 - Take advantage of the terrain.
 - Focus your fire to destroy your main targets.
 - Spare your troops: don't expose them to enemy fire needlessly.
4. This World War II game is part of an extendable game system. Starter sets include a variety of units to help players learn the game rules and play different scenarios. Additional infantry, artillery, tank, and air units are being added

to the game system constantly, and may be purchased separately. Each set includes the Unit Card you will need to play with that unit in the game. You can find information about new units and game expansions on our website: www.art-of-tactic.com.

5. You can design your own scenarios, or download them from the www.art-of-tactic.com website. New scenarios are added all the time. You can even take part in the scenario creation process!

PREPARATION FOR PLAY

Before you can begin the game, you will need to carefully separate the pieces from the frame and assemble the units as shown in the diagrams.

When you are ready, choose a scenario to play. Each scenario lists the objectives and units for both sides. It also shows a map of the battleground. Set up the game board and units as shown in the scenario diagram. After your first few games, you can even design your own scenarios!

These rules assume that you are playing with two players. Each player commands one of the two armies: the Germans or the Soviets. If more than two are playing, the units of one or both armies are divided among the players, in any manner they agree on. Regardless of the number of players in each army, they always fight as a team—Germans against Soviets.

UNITS AND UNIT CARDS

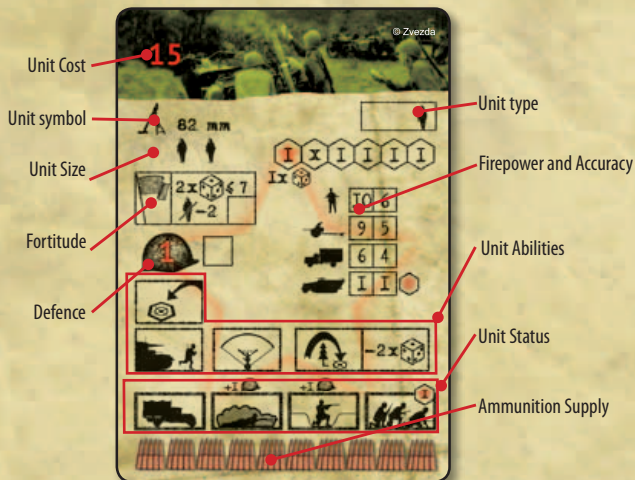


Before you can command your army in battle, you will need to understand a few basics. Your army is made of "units." Each unit is represented on the game board by a model, and has a matching Unit Card with all the abilities, characteristics, and available orders for that unit.
Example: Here is a Soviet infantry unit its matching Unit Card.

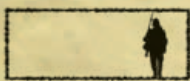
THE UNIT CARD

THE FRONT SIDE OF A CARD

The front side of a Unit Card shows all of the abilities and characteristics of the unit:



1. UNIT TYPE



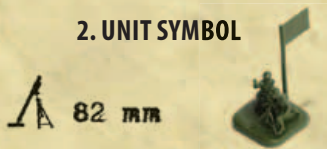
The symbol in this box tells you which type of unit it represents. Different types of units are affected by terrain and enemy attacks in different ways.

There are eight different types of units in the game:

| | | |
|------------------|--|--|
| Infantry | | |
| Artillery | | |
| Vehicles | | |
| Armored vehicles | | |
| Light tanks | | |
| Medium tanks | | |
| Heavy tanks | | |
| Combat Aircraft | | |

When a unit model is assembled, a flag is placed on the base. You must write the same number on both the unit flag and the Unit Type Box on the matching Unit Card, so it is always clear which card belongs to which unit.

2. UNIT SYMBOL



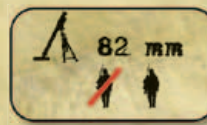
The Unit Symbol helps you match a model to the correct Unit Card.

3. UNIT SIZE



This shows the maximum size for a unit. All units begin the game full size. When this unit suffers a casualty, one symbol in this row is crossed out (see "Fire Tests").

When the last symbol is crossed out, the unit has been destroyed and the unit model is removed from the game board.

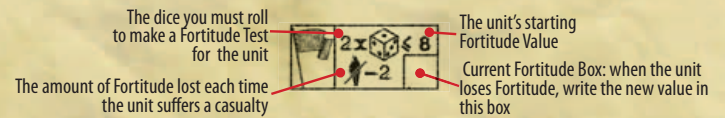


Example: This unit has suffered one casualty. If another casualty is inflicted on this unit, it will be destroyed. If another casualty is inflicted on this unit, it will be destroyed.

4. FORTITUDE

Each unit is given a numeric value to represent the unit's overall fighting spirit: its training, the experience of the unit commander, and the ability of the soldiers to work together. This value is called "Fortitude." The unit's Fortitude Value tells you how the unit reacts to stressful situations (see "Fortitude Tests").

A unit receives a bonus to its Fortitude Value if it is located in the Command Area.



5. DEFENSE VALUE

Each unit has a Defense Value. This number represents the ability of the unit to avoid taking damage when an enemy attacks. It includes not only defensive equipment (such as tank armor), but also the level of training and preparation the unit has. For example, a unit of T-34 tanks with an ordinary crew will have a lower Defense Value than a unit of identical tanks with a highly trained elite Guards crew.



Defense Value is used to determine if the unit suffers casualties when it is attacked. Each time a unit is hit by enemy fire, the current Defense Value goes down one. If the unit has a Defense Value of zero when it is hit, the unit suffers a casualty instead.

Important: The Current Defense Value of all units returns to the base Defense Value at the start of each turn.

Some types of orders, battlefield fortifications, and terrain types can increase (or decrease) a unit's Defense Value. Add (or subtract) all these modifiers to the unit's current Defense Value.

Example: In a single turn, a unit of T-34 tanks is the target of four attacks: Suppression Fire from a Pz. II tank platoon, Open Fire from a Pz. III tank platoon, Bombing Run from a Ju-87, and Fire and Movement from another Pz. III tank platoon. The T-34 platoon has a Defense Value of 3, and receives an additional +1 because it is in a light woods hex. So, its Defense Value starts the turn at 4.

Carrying out Orders:

Suppression Fire. The Pz. II tank platoon scores 1 hit, which reduces the T-34s Defense Value to 3 (2 + 1 terrain). There are no casualties (but the T-34s must make a Fortitude Test to resist being pinned by the Suppression Fire).

Open Fire. The Pz. III platoon scores 2 hits. The T-34s Defense Value is reduced to 1 (0 + 1 terrain). There are still no casualties.

Bombing Run. The Ju-87 scores 1 hit. The T-34s now have a Defense Value of 0 (the terrain bonus no longer helps). If the unit is hit again, it will suffer casualties. Even though the T-34s did not suffer casualties from the Bombing Run, they must make a Fortitude Test because of the aerial bombardment.

Fire and Movement. The second Pz. III platoon fires on the T-34s and scores 2 hits! Since their Defense Value is 0, both hits cause casualties (2 symbols on the Unit Size chart are crossed off). The T-34s must make a Fortitude Test because of the casualties, and they are suppressed. As long as they are suppressed, they cannot be given any orders and they lose the +1 Defense Bonus for the light woods terrain. But, next turn the unit recovers its full base Defense Value of 3.

6. UNIT ABILITIES



Some units have one or more special abilities that they can use on the battlefield. Complete rules for these abilities can be found in the "Unit Abilities" section of the rules.

7. UNIT STATUS



Conditions on the battlefield can cause a unit to assume a special Status. For example, an infantry unit may mount a transport to gain the Mounted Status, or a unit might be pinned by enemy fire and gain the Suppressed Status. When a unit assumes a new Status, mark the matching Status Box on the Unit Card. When the unit no longer has that Status, remove the mark from the box. A unit normally remains in the marked Status until its Status changes again. A unit's Status may change some of its abilities, such as Defense Value or Firepower.

8. AMMUNITION SUPPLY



The row of ammunition icons at the bottom of the Unit Card shows the maximum amount of ammo the unit can carry. Units begin the game with the full, maximum amount of ammunition.

Each icon shown on the card is one Ammunition Point. Many orders require a unit to spend one or more Ammunition Points (see "Orders").

When a unit executes one of these orders, you must mark off the correct number of Ammunition Points listed in the order description.

If a unit does not have any Ammunition Points left, it cannot make any attacks (including in Close Combat).

If a unit receives additional ammunition, erase the marks on the card to show the Ammunition Points received.

Some units also have a limited supply of special ammunition, such as smoke. This supply is also shown on the Unit Card.

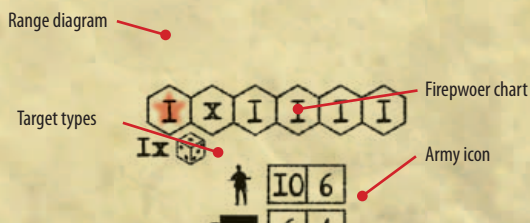
For some units, you must choose an ammunition type before the start of the game. Cross out the ammunition type which will not be used during the current game.

9. UNIT COST



This value shows the relative power of a unit in the game. You must spend a number of "Force Points" equal to this value in order to add the unit to your army. Many scenarios allow you to choose your own forces for the battle, by giving you Force Points to purchase your units.

10. FIREPOWER AND ACCURACY



1 – TARGET TYPES

Few units carry weapons that can harm every enemy unit. Each type of enemy that can be damaged by the unit when it attacks is shown on this chart.

A unit cannot attack an enemy of a type not shown on the Unit Card. A unit type marked with an army icon (☒ or ☒) can only be attacked in Close Combat.

In the example above, this unit can fire on infantry and unarmored vehicles normally. It can attack armored vehicles only in close combat, and it cannot attack any type of tank or airplane.

2 – FIREPOWER CHART

When a unit attacks, you must determine how much Firepower the unit can bring to bear. Firepower is the number of dice you roll when the unit attacks an enemy. The chart on the Unit Card shows the Firepower the unit will use when it attacks each type of enemy unit. The first column of the chart shows the Firepower if the unit is at full strength. If the unit suffers casualties, it uses the other columns on the chart. Shift one column to the right for each casualty suffered.

In the example above, this unit would roll 10 dice when attacking an enemy infantry unit, if it was still at full strength. If the unit has suffered one casualty (i.e., one of the Unit Size symbols is crossed off), it would roll only 6 dice.

A larger unit with a size of 3 would have 3 columns on the Firepower chart.

The left column is used when the unit is at full strength, the middle if the unit has suffered only 1 casualty, and the right column used if two casualties have been lost.

3 – RANGE DIAGRAM

This diagram shows how far a unit can attack an enemy, and how accurate the unit is at different ranges. The army symbol in the first space of the diagram shows the hex where the unit is located when it fires. The value in this space is only used in Close Combat.

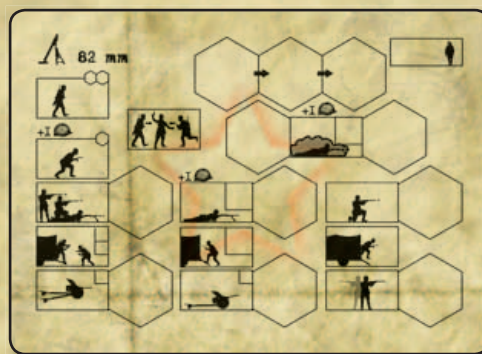
The number in each space on the diagram is the Accuracy of the unit when it attacks an enemy at this range. In order to hit the enemy, you must roll the Accuracy or less on the dice when you attack (see "Fire Tests"). In the example above, only dice that show the number "1" when rolled will hit.

The die icon below the first space on the Range Diagram shows the Close Combat Ability of the unit. This is the number of dice the unit rolls when it fights the enemy hand-to-hand (see "Close Combat").

Some units, often Artillery, cannot effectively attack enemies that are too close. If an "x" appears in a hex on the Range Diagram, you cannot attack any enemy units at that range.

Note: When a unit fires from a higher elevation, its maximum range increases (see "Terrain").

THE BACK SIDE OF A CARD



The back of each Unit Card shows the unit type and symbol (just like the front). Beneath these symbols are a series of "Order Boxes" that show every order you can issue to this unit. You can only give an order to a unit if the right kind of Order Box is on the back of the Unit Card. Detailed descriptions of every order can be found in the "Orders" section.

THE COURSE OF THE BATTLE

A game of WORLD WAR II: Barbarossa 1941 is played over a series of turns. The number of turns played is determined by the scenario chosen before the game begins.

Each turn is divided into four phases. You must complete each phase in order. A phase is complete when all players have completed all their actions for that phase. No player can begin the next phase until ALL players have finished the current phase.

When the Fortitude Tests phase is complete, the game turn ends and the next turn begins with a new Planning Phase.

EACH TURN CONSISTS OF FOUR PHASES:

1. The Planning Phase;
2. The Radio Interception;
3. The Execution Phase;
4. The Fortitude Tests.

At the end of each game turn make a mark in a Turn Card to show that one turn of the game is completed.

THE PLANNING PHASE: ISSUING ORDERS TO UNITS

All players must secretly give orders to all of their units. Do not reveal your orders to your opponent during this phase!

You may only issue one order to each unit during a turn.

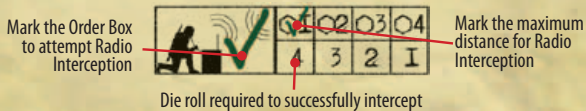
To issue an order, mark the Order Box on the back of the Unit Card that matches the order you want the unit to carry out. Some orders also require you to write in additional information, such as the target of an attack. After you have written the unit's orders, place the card on the table front side up.

When all players have issued orders to all their units, the Planning Phase ends. If a player did not issue an order to his unit, that unit automatically executes the Wait order for the current game turn.

INTERRUPTION OF A LONG-TERM ORDER EXECUTION

Some orders require more than 1 turn to complete. You may interrupt these orders during a later turn. During the Planning Phase, you can issue new orders to your unit instead of continuing the long-term orders. Any marks on the interrupted order are not erased—the unit can continue the interrupted order later!

THE RADIO INTERCEPTION



A unit with Radio Interception orders can attempt to intercept the orders issued to enemy units.

Roll 1 die for each enemy unit located within the maximum interception distance marked on the order. You must roll separately for each enemy unit within that distance. If the die roll is less than or equal to the value on the chart, you successfully intercept the orders.

Example: A unit is given Radio Interception orders with a maximum distance of 3 hexes, which has a value of 2. There is 1 enemy unit within 3 hexes, so the player rolls 1 die. If the result is 1 or 2, the attempt succeeds. If it is 3, 4, 5, or 6, the attempt fails.

If the Radio Interception attempt succeeds, your opponent must turn over the matching unit card for that unit and reveal the orders given.

If the Radio Interception attempt fails, there is no effect.

COORDINATION WITH A GENERAL STAFF

If your Radio Interception attempt succeeds, you may change the orders given to any of your units. First, roll 1 die: the result is the maximum number of units that can change orders.

You may not change any orders unless you have a General Staff unit on the game board and the General Staff is not engaged in Close Combat and is not suppressed.

After both players change orders (if possible), this phase ends.

THE EXECUTION PHASE: CARRYING OUT ORDERS

Now you must turn over all your Unit Cards so your opponent can see all the orders given. After this moment, no orders can be cancelled or replaced!

All units now execute their orders, following the steps listed below. All units with the first order ("Defend") execute their orders before any units with the second order ("Suppression Fire") execute theirs, and so on. Orders of the same type always occur at the same time. To simplify play, the players may complete their orders by taking turns, but the effects of these actions are always considered to be simultaneous.

Example: Two opposing units are both issued "Open Fire" orders against each other. Since both attacks occur at the same time, any damage either unit suffers will not reduce its Firepower until after both attacks have been completed.

EXECUTION PHASE SEQUENCE

The Execution Phase is divided into 9 steps. Each step must be completed before the next step begins:

1. Defend: All units with Defend orders take actions.
2. Suppression Fire: All units with Suppression Fire orders take actions.
3. Open Fire: All units with Open Fire orders take actions.
4. Air Missions: Air units launch missions and air-to-air combat is resolved.
5. Assault: All units with Assault orders take actions.
6. Ambush: All units with Ambush orders take actions.
7. Special Orders: Any Special orders are resolved.
8. Move Out: All units with Movement orders take actions.
9. Update Status: Mark Time Boxes and remove marks from Order Boxes.

FORTITUDE TEST

Units that were suppressed for the entire turn must now make a Fortitude Test. These units will have a mark on the flag in the Fortitude Box of the Unit Card. If the unit passes this test, it is no longer suppressed and may be issued orders next turn.

If the unit fails this test, it remains suppressed and must make another check during the next Fortitude Tests phase.

If a unit became suppressed during the current turn, it does not make a Fortitude Test until the end of next turn.

If a unit is located within the Command Area of a General Staff unit, it receives a +2 bonus to its Fortitude.

RULES OF ENGAGEMENT

These general rules apply at all times during the game, and cover how unit actions are resolved during the Execution Phase:

FIRE TESTS

When a unit attacks an enemy, it must make a Fire Test. Follow these steps:

1. Determine Line of Sight and range to target.
2. Determine the type of target.
3. Determine the Firepower of the attacking unit (the number of dice to roll as shown on the Unit Card).
4. Roll the dice.
5. Compare the dice roll to the Accuracy value shown on the unit's Range Diagram, based on the range to the target.
6. Remove any dice that roll higher than the Accuracy.
7. The remaining dice are "hits."
8. Reduce the Defense Value of the target unit one point for each hit, until it reaches zero.
9. Any remaining hits inflict casualties (mark off one Unit Size icon for each remaining hit).

Note: If several units shoot at the same target, all hits are added together. Roll and count all hits before you reduce the unit's Defense Value and/or inflict casualties.

Important: At the beginning of each turn, the Defense Value of all units returns to its full value, but any casualties suffered are permanent!



Example: The Soviet T-26 tank platoon has opened fire on a German Pz. II tank platoon moving across an open field. The Fire Test follows these steps:

1. The German Pz. II tank platoon is two hexes away from the Soviet tanks, so the range is 2.

- The Unit Type of the target unit is a light tank, so the tanks use the Firepower Value from the fourth row of the chart.
- Since the tank platoon is at full strength, it will roll 7 dice.
- The Soviet player rolls the dice. The values on the dice are: 1, 1, 2, 4, 4, 5 and 5.
- The Range Diagram gives an Accuracy of 2 for a target two hexes away.
- All dice that rolled higher than 2 are discarded. This leaves 3 dice (1, 1, and 2).
- Since there are 3 dice left, the tanks have scored 3 hits.
- The current Defense Value of the German Pz. II tank platoon is 2 (the number in the helmet). 2 of the 3 hits reduce this value to zero, so a 0 is written in the Current Defense Value Box.
- The third hit inflicts one casualty: cross off one of the German Pz. II tank platoon icons in the Unit Size section of the Unit Card.

LINE OF SIGHT

In order to fire on an enemy unit, you must be able to see the target. This is called "Line of Sight."

The Line of Sight is an imaginary straight line running from the center of the firing unit's hex to the center of the hex where the enemy target is located. In order to see the target, the Line of Sight cannot pass through any hexes showing terrain that blocks Line of Sight, such as buildings or hills. The terrain descriptions show which hexes block Line of Sight.

It is recommended that you use a piece of string or a similar straight object stretched between the centers of the two hexes to determine if a unit can see the target.

Friendly and enemy units do NOT block Line of Sight.

All units can normally see a maximum of 6 hexes. Any target that is more than 6 hexes away is automatically out of Line of Sight.

If a unit is hidden, it can see a maximum of 8 hexes.

If a unit is on a hill, the maximum Line of Sight distance increases by 1 hex for each level of height.

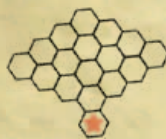
The maximum Line of Sight for a suppressed unit is always 1 hex.

The maximum Line of Sight for all units engaged in Close Combat is always 1 hex.



Example: This German machinegun unit is surrounded by a number of enemies. The white arrows show where the Line of Sight is clear (and they can fire on the enemy). The black arrows show where the Line of Sight is blocked by the terrain (they cannot fire at those units). If the Line of Sight passes along the edge of two hexes with blocking terrain, that Line of Sight is blocked.

KILL ZONES



Some units have a limited area where its guns can fire. This is called a "Kill Zone," and it is shown on the Unit Card as a Unit Ability. Some orders also create a Kill Zone for the unit that executes them, such as the Defend order.

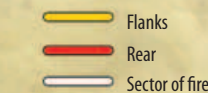
The Kill Zone is a cone of hexes emerging from the "front" of the unit on the game board. The unit can only fire on an enemy if it is located in a hex that is part of the Kill Zone. The unit cannot fire into any hexes that are outside of the Kill Zone. If a unit has the Kill Zone ability, that unit must be positioned on the game board "facing" one side of the hex where the unit is located. This determines the direction of the unit's Kill Zone.



Example: This machinegun unit has a limited Kill Zone. It can only shoot at units in front of it. The unit must be pointed towards a single side of its hex. The unit's Kill Zone (the colored hexes in the diagram) begins from this front hex side.

Note: If a unit does not have the Kill Zone Ability, this unit does not have a Kill Zone, and can fire on the enemy in all directions.

FLANKS AND REAR



The hex side directly opposite the one the unit is facing is the unit's "rear." All other sides are "flanks."

If a unit is assaulted by an enemy coming from the rear or one of its flanks, the unit must pass a Fortitude Test before the Close Combat begins or it becomes suppressed. Also, if a unit is assaulted from the flanks or rear, it does not receive any defensive benefit from trenches.

Any unit that does not have the Kill Zone Ability is assumed to be facing in all directions at once. It does not have any flanks or rear, and all assaults attack the unit's "front."

If a unit with a Kill Zone shares a hex with a unit that has no Kill Zones, the second unit is assumed to be "covering" the first unit's flanks and rear. Neither unit needs to make Fortitude Tests during an assault, and the Close Combat follows the normal rules.

FIRING ON A GROUP OF UNITS

Due to the high concentration of targets, if three or more enemy units are located in the same hex when a unit attacks them, it is possible to hit more than one enemy unit at the same time, but only if they are the same type of unit (for example, multiple infantry units). Follow these steps when firing on a group of enemy units:

- Choose one unit as the primary target.
- Carry out a Fire Test against that target.
- When you reach step 6, take half of the dice set aside (rounded up). These dice are the Firepower value for a free attack on the next target unit (of the same type as the primary target).
- Carry out a Fire Test on the next unit (using these dice).
- When you reach step 6 of this Fire Test, again take half of the dice set aside, and use them for a free attack on the next target unit.

6. And so on, until all units of that type have been fired upon, or you run out of dice that miss the current target unit. If you roll only one die on an attack, whatever the result of the roll is (hit or miss), this is the last free attack. Do not continue attacking other units in this hex.

Example: A Soviet machinegun fires on a hex occupied by four German infantry units with a Firepower of 10. The Soviets resolve an attack against the first unit and roll 6 hits, setting aside 4 dice. After that attack against this primary target is complete, the Soviet player takes half of the dice set aside (2 dice) and rolls an attack against another German unit. This time he rolls 0 hits and sets aside both dice. He now makes a third attack against a different German unit, but only using half the set aside dice (1 die). Regardless of whether he hits or misses with the third attack, he will not be able to make a free attack against the last German unit.

CLOSE COMBAT


Close Combat is a fight between enemy units that occupy the same hex. A unit can only enter an enemy's hex and start Close Combat if it has the Assault order. The defending unit does not have to have the Assault order to fight back. A unit defending against an assault chooses which of the assaulting units to attack during the Close Combat.

You must follow these steps to resolve the Close Combat:

1. Each unit in the Close Combat must expend one Ammunition Point.
2. Each unit in the Close Combat makes a Fire Test against the enemy unit. If there are still enemy units together in the same hex at the end of the turn, they are "engaged" in Close Combat for the next turn also. These units will continue to fight during the next Assault Step, unless they retreat from the Close Combat.

UNITS IN CLOSE COMBAT

Units engaged in Close Combat can only be given Assault or Movement orders. Mark each unit's card and write down the number of the enemy unit to attack. All units of the same type engaged in the Close Combat receive the same terrain effects, regardless of when they entered they hex or the direction they came from. Units in Close Combat cannot be the target of fire, even by enemy units with Ambush or Defend orders. Units in Close Combat CAN be the target of an Assault order.

Infantry can only attack Armored Vehicles and Tanks (Light, Medium, or Heavy) in Close Combat if they are in light woods, village, or city terrain. Artillery units in Close Combat only roll 1 die for each unmarked Unit Size icon on the Unit Card, even if the unit card does not show this symbol: . All units in Close Combat have a maximum Line of Sight of 1 hex. If a General Staff unit is engaged in Close Combat, it cannot use the Call Airstrikes or Adjusting Fire abilities.

INFANTRY'S TANK PANIC

If a Light, Medium, or Heavy Tank unit attacks an Infantry unit with the Tank Panic ability, the Infantry must make a Fortitude Test before resolving the Close Combat.

RETREATING FROM CLOSE COMBAT

Units in Close Combat can retreat from the fight. You must give the unit a Movement order. The retreating unit cannot move more than 1 hex. When it retreats, the enemy unit makes its Close Combat Fire Test normally. The retreating unit does not make a Close Combat Fire Test on the turn that it retreats. If the retreating unit suffers any casualties, it must make a Fortitude Test. If the unit fails the test, it still retreats to the adjacent hex, but it becomes suppressed.

COUNTERASSAULT

It is possible that two enemy units will both be ordered to assault each other at the same time. Both units make the charge move normally until they are in adjacent hexes. Then each unit rolls 1 die: the unit with the higher result moves into the enemy's hex and the Close Combat begins (re-roll if there is a tie).

FIRE ON LOCATION

A unit with the Fire on Location ability may target a unit in Close Combat with Open Fire or Suppression Fire orders. But, ALL units in the hex come under fire (friend and foe). A separate Fire Test is made against each unit.

BOMBING RUNS

It is possible that a unit was chosen as the target of a Bombing Run before it moves into Close Combat. The air strike still takes place normally, but ALL units in the same hex must make a Fortitude Test to avoid being suppressed.

LACK OF SUPPLIES

If a unit engaged in Close Combat has no Ammunition Points to spend, that unit is assumed to be taken prisoner: remove the unit model from the game board and treat it as if it was destroyed.

FORTITUDE TESTS

Soldiers are not robots. As human beings, they are affected by fear, panic, and a strong will to survive, even on the battlefield. These instincts are depicted in the game by Fortitude Tests. There are a number of cases where a unit will have to make a Fortitude Test:

1. When the unit is the target of Suppression Fire.
2. When the unit suffers casualties.
3. When a unit with the Tank Panic ability is assaulted by a Tank unit.
4. When the unit is the target of aerial bombardment.
5. When the unit is assaulted from the rear or flank.
6. When the unit is the target of a Powerful Assault order, from a unit such as Soviet Marines or German Elite Infantry.

To make a Fortitude Test, roll 2 dice. If the total value on the dice is less than or equal to the unit's current Fortitude value, the unit passes. Otherwise, the unit fails the test.

Example: The German Sd.Kfz. 251/I halftrack unit has suffered one casualty from enemy fire, so it must make a Fortitude Test. The German player rolls 2 dice and adds the results together. The current Fortitude of the unit is 7. If the result of the roll is 7 or less, the unit passes. If the total is 8 or more, the unit fails.

FAILING A FORTITUDE TEST

If a unit fails a Fortitude Test for any reason, it immediately becomes "suppressed."

When a unit fails a Fortitude Test, mark the Suppressed Status Box



If a suppressed unit is in Close Combat, the Accuracy value for its Fire Test is the value shown in the Suppressed Status Box instead of the value in the Range Diagram.

1. Mark the Suppressed Status box on the Unit Card.
2. All orders for that unit are immediately cancelled for the rest of the turn (remove the marks in the Order Boxes).
3. Any bonus to the unit's Defense Value (from orders, terrain, battlefield fortifications, etc.) is lost.

As long as the unit is still suppressed, it cannot make any normal attacks. It can still defend itself in Close Combat if an enemy assaults it, but the accuracy of the Fire Test is reduced to the value shown in the Suppressed Status Box on the Unit Card instead of the value in the Range Diagram.

At the start of the next turn (before the Planning Phase):

1. Mark the flag in the Fortitude Box of the Unit Card.
2. That unit cannot be given any orders this turn.

During the Fortitude Checks phase at the end of the turn, all units that have a mark on the Fortitude box flag must make a Fortitude Test. If the unit passes, it is no longer suppressed: erase the marks from the Fortitude Box and the Suppressed Status Box. If the unit fails the test, it remains suppressed for another turn.

HIDDEN UNITS

Any unit with a mark in the Ambush Status Box is said to be "hidden." Models for hidden units are not placed on the board. Instead, they are placed on the unit's card and the hex the unit occupies is written down. The unit can stay hidden (and keep the Ambush Status) as long as you wish, simply by giving the unit the Ambush order every turn. If you issue any other type of order to a hidden unit (including Movement), the unit is no longer hidden. Remove the mark from the Ambush Status Box.

SPECIAL ORDERS FOR HIDDEN UNITS

Hidden units can perform either of these two Special Orders without being revealed:

Change Kill Zone: A hidden unit may perform the Change Kill Zone order normally, but remains hidden. The range of the Kill Zone does not change, only its direction.

Change the Range of the Kill Zone: A hidden unit may change the maximum range for its Kill Zone. Simply write the new range on the Ambush order. The direction of the Kill Zone does not change, and the unit remains hidden.

ATTACKING HIDDEN UNITS

Hidden units cannot be the target of any Open Fire, Suppression Fire, or Assault orders. A unit with the Fire on Location ability (such as some artillery) can make a Suppression Fire attack into a hex occupied by a Hidden unit, and it makes a Fire Test against the Hidden unit normally. The unit remains hidden unless it becomes suppressed as a result of the attack. Similarly, an artillery unit such as the BM-13 can attack a large area. If the hidden unit is in that area, it must make a Fortitude Test. If it fails the test, the unit is revealed.

FIRING WHILE HIDDEN

During Step 8 of the Execution Phase (Ambush), a hidden unit can fire on any enemy unit moving within the Kill Zone (this is very similar to units with the Defend order). If several enemy units are moving in the Kill Zone, you must choose which single enemy unit to fire on.

The ambushing unit must expend one Ammunition Point in order to attack. The ambushing unit makes a normal Fire Test when attacking, with a +1 bonus to Firepower. If the target unit is hit (even if it suffers no casualties), it must make a Fortitude Test. If it succeeds, it must continue moving. If it fails the test, it gains the suppressed status and cannot move any further this turn. If a hidden unit fires, it is automatically revealed: return the unit model to the board and remove the mark from the Ambush Status Box.

REVEALING HIDDEN UNITS

There are a number of ways that a hidden unit can be revealed:

1. When an enemy air unit executes the Aerial Reconnaissance order to locate and identify enemy units that are hidden.
2. When the path of an enemy unit crosses the hidden unit's hex: The enemy unit must stop moving when it enters the hex, and Close Combat immediately occurs. Even though the hidden unit is revealed, it still receives the +1 Firepower bonus during the Close Combat. But, if the enemy enters the hex from a direction that is not covered by the hidden unit's Kill Zone, the hidden unit is assaulted from the flanks, and does not receive the +1 bonus.
3. If the hidden unit's hex is the target of a Fire on Location attack, such as a BM-12 attack against an adjacent hex, and it fails its Fortitude Test.
4. If the hidden unit fires on any enemy unit.
5. If the hidden unit is within the Search Radius of an enemy executing the Reconnaissance order.
6. If the hidden unit is the target of a Suppression Fire attack from a unit with the Fire on Location ability, and it fails its Fortitude Test. Fire on Location attacks can only target a hidden unit's hex if it is a Suppression Fire attack. If a unit is revealed, it is no longer hidden: return the unit model to the map and remove the mark from the Ambush Status Box.

FIRE

A settlement can be set on fire by the following:

- An Arson order executed by Engineers or flamethrower Tanks.
- A Bombing Run by an Air Unit with incendiary bombs.
- Flamethrower Tanks fighting in Close Combat.

A fire in a settlement will last for several turns, depending on the type of settlement. The effects of the fire are resolved during the Special Orders step of each Execution Phase:

FIRE IN A VILLAGE OR RAILWAY STATION (LASTS 6 TURNS):

Turn 1: Place 1 Fire model with 3 Fire markers in the hex.

Turn 2: The unit that set the fire must be given a Movement order and leave the hex this turn. Place a Smoke model in the hex.

Turn 3: Remove 1 Fire marker. Place a second Smoke model in the adjacent hex in the direction of the wind.

Turn 4: Remove 1 Fire marker. Place a third Smoke model in the next adjacent hex in the direction of the wind (forming a line 3 hexes long).

Turn 5: Remove the last Fire marker.

Turn 6: Remove the Fire model and all 3 Smoke models.

FIRE IN A TOWN (LASTS 9 TURNS):

Turn 1: Place 1 Fire model with 6 Fire markers in the hex.

Turn 2: The unit that set the fire must be given a Movement order and leave the hex this turn. Place a Smoke model in the hex.

Turn 3: Remove 1 Fire marker. Place a second Smoke model in the adjacent hex in the direction of the wind.

Turn 4: Remove 1 Fire marker. Place a third Smoke model in the next adjacent hex in the direction of the wind (forming a line 3 hexes long).

Turn 5: Remove 1 Fire marker.

Turn 6: Remove 1 Fire marker.

Turn 7: Remove 1 Fire marker.

Turn 8: Remove the last Fire marker.

Turn 9: Remove the Fire model and all 3 Smoke models.



Smoke models block Line of Sight for all units. All units in a hex with Smoke cannot execute Assault, Ambush, or any type of Special or Movement orders for the rest of the turn. These units also cannot be given any of these orders. Units cannot move through a hex with Smoke. Any unit ordered to enter such a hex must stop before entering the hex. Units cannot enter settlements on fire.

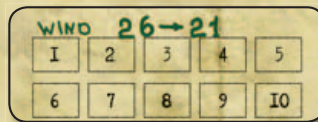
STRONG WINDS

Some scenarios indicate that there are Strong Winds during the battle. If both players agree, Strong Winds can be added to any scenario. Before the game begins, you must determine the wind direction:

1. Choose any hex on the game board.
2. Place a die with value 1 on any side of the hex.
3. Place dice with values 2 through 6 on the other sides of the hex clockwise in numerical order.
4. Roll 1 die.
5. The value of this die shows the wind direction from the chosen hex.



This wind direction is valid until the end of the game. It will modify certain orders, such as Airborne Assault, Airdrop Supplies, Arson, and Smoke Screens. See those sections for the exact rules for how Strong Winds affect them.



You should write the wind direction for the game on the **Turn Card**.

TIME BOXES

Some orders can be executed almost instantly, such as firing a weapon. But others require a lot more time to complete. These longer orders have a number of Time Boxes in the Order Box.



An order that has Time Boxes is not completed immediately when it is first resolved in the Execution Phase. Instead, during Step 9 one of the Time Boxes for that order is marked. When the last Time Box is marked, the unit has completed the order.

If a unit is given an order with Time Boxes, you can interrupt its action during a later turn by removing all marks from that Order Box (including all Time Boxes) and issuing a new order to that unit. But, any progress the unit made towards completing the order is lost. If you later want to attempt that order again, the unit will have to start over (with all Time Boxes empty).

ORDERS


During the Planning Phase, you will assign orders to each of your units. These orders will determine how the unit will act during the Execution Phase. Each unit can be assigned only one order per turn.

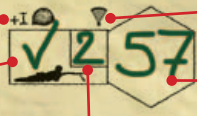
ATTACK ORDERS


These orders instruct your units to try to destroy the enemy units. Attack orders are resolved first during the Execution Phase.

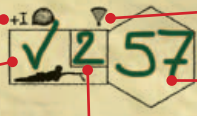
DEFEND

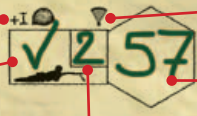
This order instructs a unit to defend an area of the battlefield. If any enemy unit moves in the area, the defending unit will attack. The defending unit can only fire once during the Execution Phase.

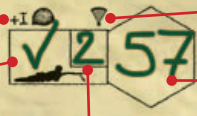
A Unit with the Defend order must expend one Ammunition Point . The unit gains a Kill Zone. You must assign a direction and maximum range for the Kill Zone. The range of the unit's Kill Zone must be at least 1 hex: the Kill Zone cannot have a range of 0.

A unit with the Defend Order increases its Defense Value by the number shown 

Mark the Order Box to show that this unit has been ordered to defend 

A unit with the Defend Order receives a Kill Zone (if it did not have one already) 

Write the hex number for the hex the unit will be facing (this determines where the Kill Zone will be) 

Write the maximum range you want the unit to fire (up to the unit's normal maximum range)—the unit will only attack if an enemy unit approaches to within this distance 


During Step 8 of the Execution Phase ("Move Out"), the defending unit can attack any enemy unit that moves inside the defender's Kill Zone, up to the maximum range chosen in the order. The defending unit makes a Fire Test as normal. If there are several enemy units with orders to move in the Kill Zone, you must choose which single enemy unit to attack. If the target unit is hit (even if it suffers no casualties), it must make a Fortitude Test. If it succeeds, it must continue moving. If it fails the test, it gains the suppressed status and cannot move any further this turn.



Example: This Soviet infantry unit has been ordered to defend this section of the battlefield. It now has a limited Kill Zone (the colored hexes on the map). When the German truck in the Kill Zone moves during Step 8 of the Execution Phase, the Soviets will automatically open fire.

SUPPRESSION FIRE

This order instructs a unit to attack an enemy unit in the hope of forcing the enemy to "take cover." If the attack succeeds, the enemy will be too disorganized to execute its orders this turn.

 A Unit with the Suppression Fire order must expend three Ammunition Points.

Mark the Order Box to show that this unit has been ordered to suppress the enemy 

Write the flag number of the enemy unit that will be the target of the attack, or the target hex if the unit has Fire on Location 

You can only give this order to a unit if there is an enemy unit in Line of Sight and within range. The firing unit increases its Firepower by one half (multiply by 1.5). Then, make a Fire Test as normal.

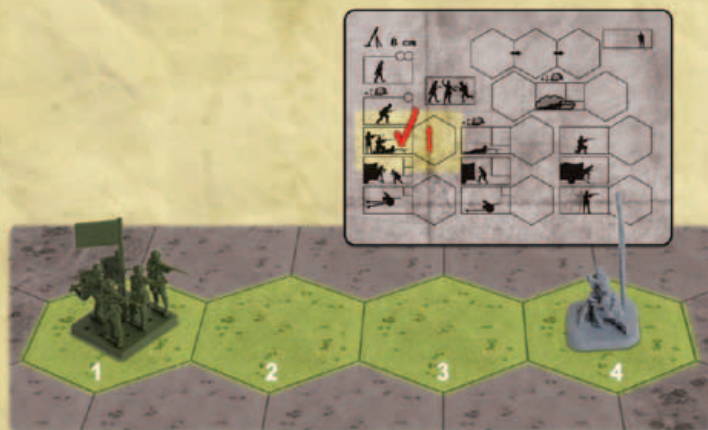
After firing, the target unit must make a Fortitude Test, even if it did not suffer any casualties. If it succeeds, there is no additional effect, but if it fails, then the unit cannot execute any orders for the rest of the turn (including any Open Fire orders) and becomes suppressed.

Note: Losses are not applied until all players have completed all Suppression Fire orders. This means that it is possible for two units to make Suppression Fire attacks against each other at the same time.

Example: This German mortar team has been ordered to lay suppression fire on the Soviet infantry across the field. The normal Firepower for the mortar team against infantry is 8, so the German player rolls 12 dice


$$8 \text{ dice} \times 1.5 = 12 \text{ dice}$$


After the attack is rolled, the Soviets must pass a Fortitude Test (even if they suffer no casualties) or lose their orders for the turn.




OPEN FIRE

This order instructs a unit to attack an enemy unit.

A Unit with the Open Fire order must expend one Ammunition Point. 

Mark the Order Box to show that this unit has been ordered to attack the enemy. For units with Fire on Location ability—the number of hex. 

Write the flag number of the enemy unit that will be the target of the attack 

You can only give this order to a unit if there is an enemy unit in Line of Sight and within range. The attacking unit makes a Fire Test against the target unit.

Note: Losses are not applied until all players have completed all Open Fire orders. This means that it is possible for two units to make Open Fire attacks against each other at the same time.



Example: A Soviet infantry unit has been ordered to open fire on a German Sturmpanziere unit. Since the target is infantry, the Soviet player will roll 10 dice in the attack. If the Sturmpanziere has also been ordered to open fire, they will make their attack simultaneously with the Soviet attack.

SMOKE SCREENS

A smoke screen is a special kind of attack that some units (usually artillery) can make. Smoke screen attacks are made at the same time as Open Fire orders.

This order is executed at the same time as Open Fire orders.

A Unit with the Smoke Screen order must expend one point of Smoke Ammunition.

Mark the Order Box to show that this unit has been ordered to create a smoke screen



Write the number of the hex that will be the target of the attack. This order can be issued only if the target hex is in range and Line of Sight.

In order to make a Smoke Screen, you must have an "observer." An observer is any friendly unit that has Line of Sight to the target hex.

A unit with the Smoke Screen order does not make a Fire Test. Instead, a Smoke marker is placed on the target hex, and on one additional adjacent hex of the firing player's choice.

Any units in a hex marked with a Smoke marker cannot execute any orders for the rest of the turn. This unit also cannot be given any orders next turn. Units cannot move through a hex with a Smoke marker. Any unit ordered to enter such a hex does not move.

A Smoke marker blocks Line of Sight for all units.

The Smoke markers are removed from the board at the end of the third turn after they are placed (in Step 9).

If you are using the Strong Winds rules, the Smoke Screen spreads in the direction of the wind instead, as follows:

Turn 1: Place 1 Smoke model in the target hex.

Turn 2: Before the Planning Phase, place a second Smoke model in the adjacent hex in the direction of the wind.

Turn 3: Before the Planning Phase, place a third Smoke model in the next adjacent hex in the direction of the wind (forming a line 3 hexes long).

Turn 4: Before the Planning Phase, remove all 3 Smoke models.

ASSAULT

Only units with Assault orders can enter a hex occupied by enemy units. Use this order to have your unit enter Close Combat with the enemy.

Exception: A unit may enter a hex with a hidden enemy unit.

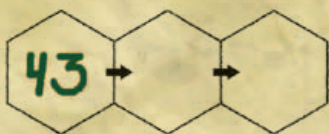
Mark the Order Box to show that this unit has been ordered to assault the enemy



Charge Distance: This is the maximum number of hexes the unit can move before the assault

Write the flag number of the enemy unit that will be the target of the attack

When you give a unit Assault orders, you must write down the exact path the unit will take:



See "Close Combat" for an explanation of how the assault combat is resolved.

HEAVY ASSAULT

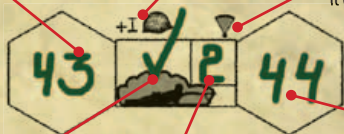


Can be used only by Special units. Has the same effect as Assault order but enemy unit must pass the Fortitude test before the assault combat is resolved.

AMBUSH

The Ambush order allows you to command troops to hide so the enemy does not know their exact location.

Write the number of the hex that the unit occupies



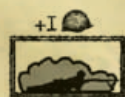
A unit with the Ambush Order increases its Defense Value by the number shown

A unit with the Ambush Order receives a Kill Zone (if it did not have one already)

Mark the Order Box to show that this unit has been ordered to create an ambush

Write the maximum range you want the unit to fire (up to the unit's normal maximum range) -the unit will only attack if an enemy unit approaches to within this distance

Write the number of the hex the unit will be facing (this determines where the Kill Zone will be)



When you give a unit the Ambush order, you must mark the Ambush Status Box on the Unit Card. Remove the unit model from the game board and place it on the Unit Card. The unit is still in the game, but it is now Hidden.

The unit can stay hidden (and keep the Ambush Status) as long as you wish, simply by giving the unit the Ambush order every turn. If you issue any other type of order to a hidden unit (including movement), the unit is no longer hidden. Remove the mark from the Ambush Status Box.

Units with the Kill Zone ability can be given the Ambush order only if they are deployed.

Armored Vehicles, Light, Medium, and Heavy Tanks all need two turns to execute an Ambush order. The unit gains the Ambush Status only after the second turn, during Step 9.

If you give the Ambush order with a Kill Zone range of 0, the hidden unit will not fire on any enemies. The unit can still fight in Close Combat, and it receives the +1 Firepower bonus if it does.

If a unit that does not have the Open Fire order on its Unit Card (such as the BM-13 launcher) is issued an Ambush order, it must execute a Suppression Fire order when it makes its Ambush attack instead of a normal attack.

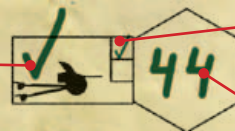
SPECIAL ORDERS

Special Orders are usually available only to certain units. You can only assign a Special Order to a unit if that order appears on the Unit Card.

DEPLOY

Some units, such as artillery, require time to prepare their weapons before they will be able to attack the enemy. These units must execute a Deploy order before they can fire their weapons.

Mark the Order Box to show that this unit has been ordered to deploy



Write the number of the hex the unit will move to when it deploys (this can be the hex the unit currently occupies or an adjacent hex)

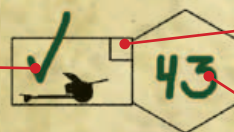
Time Boxes: at the end of each turn, place a mark in one of these boxes. When all boxes are full, the unit has finished the Deploy Order

Note: If a unit has Deploy as an order option, you cannot issue any attack orders (Defend, Suppression Fire, Open Fire, or Ambush) to that unit until it has completed the Deploy order. If you later issue Withdraw orders to the unit, it can no longer execute any attack orders (until the unit again completes a Deploy order).

WITHDRAW

Some units, such as artillery, cannot move quickly from one firing position to another. Before this type of unit can move, it must execute a Withdraw order.

Mark the Order Box to show that this unit has been ordered to withdraw



Write the number of the hex the unit will move to when it withdraws (this can be the hex the unit currently occupies or an adjacent hex)

Time Boxes: at the end of each turn, place a mark in one of these boxes. When all boxes are full, the unit has finished the Withdraw Order.

Note: If a unit has Withdraw as an order option, you cannot issue any movement orders to that unit until it has completed the Withdraw order. If you later issue Deploy orders to the unit, it can no longer execute movement orders (until the unit again completes a Withdraw order).

CHANGE KILL ZONE

Any unit which is not in a trench that has a Kill Zone can use this order to change facing so that the Kill Zone covers a different part of the battlefield.

Mark the Order Box to show that this unit has been ordered to change its Kill Zone



Write the number of the hex the unit will now be facing (this will determine where the new Kill Zone is).

Artillery does not have to execute a Withdraw order before it can change Kill Zones.

A hidden unit may execute a Change Kill Zone order and remain hidden. Deployed units in a trench cannot execute a Change Kill Zone order.

JOIN UP

This order instructs your units in the same hex to join together. This can be done to reinforce a damaged unit.



Mark the Order Box on both units to show that they have been ordered to join together.

You can only give the Join Up order to units that are in the same hex. Only units of the same type (i.e., Infantry, etc.) can be joined. The total current size of both units cannot be higher than the starting size of one unit of this type. Remove the model for one of the joining units from the gameboard, and remove its Unit Card from the game. Add the current size of the removed unit to the current size of the unit that remains on the board (erase the correct number of casualty marks). Also, recalculate the Fortitude for the new unit, based on its new size.



Example: Two damaged Soviet infantry units are sharing a village hex when they are given the Join Up order. Unit 2 has a current size of 3, and Unit 4 has a current size of 2. Since their combined size is not higher than Unit 2's starting size (5), the units can join together. Unit 4 is removed from the game, and its size is added to Unit 2 (the two casualties marked on Unit 2's card are erased). Since Unit 2 is now at full strength, its Fortitude also returns to the starting value (8).

PLACE LAND MINES

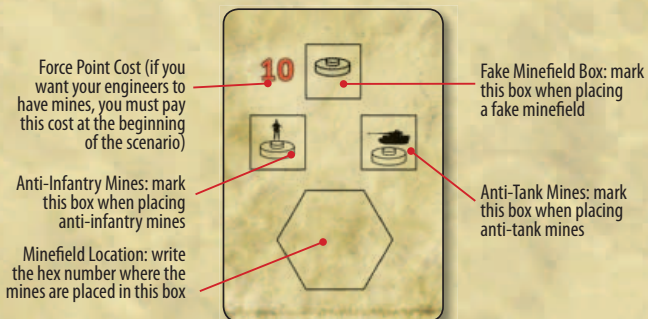
Land mines are used to prevent the enemy from moving through part of the battlefield. Engineer units can place land mines in the hex they occupy.

Mark the Order Box to show that this unit has been ordered to place land mines



Time Boxes: at the end of each turn, place a mark in one of these boxes

Only engineer units can place land mines. The mines must be placed in the hex the engineers currently occupy. It takes time to place land mines. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, you must fill out a Minefield Card:



When you place a minefield, you must decide if the mines are designed to destroy vehicles or infantry, or if you want to bluff your opponent by placing a fake minefield.

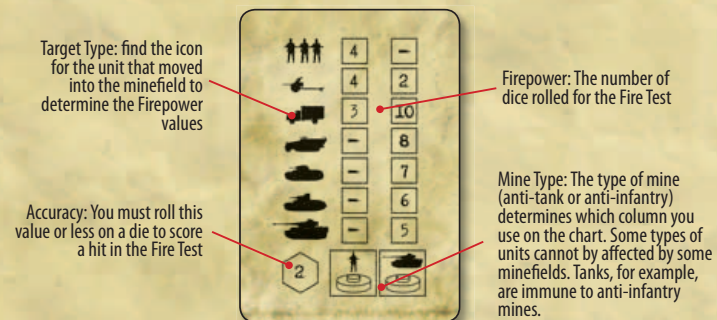
Each engineer unit only has enough mines to place land mines in one hex during the entire game. But, the engineers can place any number of fake minefields. When placing fake mines, check the Fake Minefield Box on the matching Minefield Card.

MINE DETONATION

If any unit that is not an engineer enters or moves through a hex with a minefield, the unit must immediately stop moving (any leftover movement is lost). Then the Minefield Card for that hex is turned over. It is assumed that the mines explode and cause damage to the moving unit. When an engineer unit moves into a hex with a minefield, it also must stop moving. The minefield card is turned over, but the mines do not detonate.

If it is a fake minefield, there is no further effect, and the Minefield Card is discarded. If it is not a fake, the minefield makes a normal Fire Test against the unit when it detonates. After the mine attack, the minefield remains in play, and can affect other units that enter that hex.

The minefield card shows the Firepower and Accuracy values for the minefield Fire Test:



If a unit begins movement in a mined hex, it can only move one hex that turn (regardless of the orders received) and it detonates the mines again before it leaves.

Note: Mines don't care who you are. Any unit that enters a minefield—friend or foe—is in danger from the mines!

DETECTING MINES

An engineer unit can detect the presence of enemy minefields. If an engineer unit has orders to move into a hex with your minefield, you must inform your opponent. The engineer unit stops moving (any other movement is lost) and the Minefield Card is turned over (and discarded if it is a fake). The mines do not detonate. On the next turn, the engineer unit can be given the Clear Mines order. If an engineer unit in a minefield hex is given any other type of order, the mines detonate and attack the engineer unit normally.

CLEAR MINES

An engineer unit can remove mines from the battlefield, making the area safe to enter again.

Mark the Order Box to show that this unit has been ordered to clear land mines



Time Boxes: at the end of each turn, place a mark in one of these boxes

This order can only be given to an engineer unit in the same hex as a minefield.

Clearing mines takes time. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is full, the minefield is removed from the board (discard the Minefield Card).

If the engineer unit is given any other order before the last box is full, the mines detonate (and attack the engineer unit).

SET CHARGES

Engineers can use explosives to destroy structures on the battlefield.

Mark the Order Box to show that this unit has been ordered to set charges



Time Boxes: at the end of each turn, place a mark in one of these boxes

Only engineer units can set charges. The engineer must be in the same hex as the structure you want to destroy. The following types of structures can be destroyed in this way:

- Bridges
- Pontoon Bridges
- Permanent Fire Positions (such as bunkers)
- Railways

- Railway bridges
- Ammunition depots

The unit must expend 1 unit of explosives or 1 unit of mines. It takes time to set charges. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the charges explode.

When the charges explode, the structure is automatically destroyed. All units inside the structure are also destroyed. Remove the structure and any units inside it from the game. If there is a destroyed version of the structure (such as a bridge), place the destroyed structure on the game board.

The unit that set the charges is not damaged by the explosion. Each engineer unit only has enough explosives to set charges once during the entire game.

ARSON

This order is used to set fire to a settlement, which will create obscuring smoke and limit the movement of units.

Mark the Order Box to show that this unit has been ordered to set fires. The Arson order can be executed only in a hex with a settlement (town, railway station, or village). The unit must be in the same hex as the settlement.

TOWING

Some units, such as artillery, cannot move around the battlefield on their own. They must be towed by transport units.



Mark the Order Box to show that this unit has been ordered to tow another unit



Mark the Towed Status Box on the unit being towed

A unit that is being towed cannot be given any orders. The transporting unit must be given all movement orders for the pair.

Only a unit that has withdrawn can be towed by another unit. Units that have deployed cannot be towed.

Both the transport and the towed unit must be in the same hex when the Towing order is given. Remove the towed unit model from the gameboard and place it on the towing unit's card to show which unit is being towed.

When you want to stop towing a unit, give the Deploy order to the towed unit. Special rules apply to transports and their cargo.

Note: All reinforcement units with the Towed Status Box can enter the battlefield only in Towed Status and only with a transport unit that will tow it.

REMOVE BARBED WIRE

Engineer units can remove barbed wire from the battlefield.



Mark the Order Box to show that this unit has been ordered to remove barbed wire

The unit must be in the same hex as the barbed wire, or in an adjacent hex if the barbed wire is placed on the shared edge between two hexes. Remove the barbed wire model from the game board.

REMOVE ANTI-TANK BARRIERS

Engineer units can remove anti-tank barriers from the battlefield.

Mark the Order Box to show that this unit has been ordered to remove anti-tank barriers



Time Boxes: at the end of each turn, place a mark in one of these boxes.

The unit must be in the same hex as the anti-tank barrier, or in an adjacent hex if the anti-tank barrier is placed on the shared edge between two hexes. It takes time to remove anti-tank barriers. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the barrier is removed from the gameboard.

SET UP PONTOON BRIDGE

Engineers can set up a pontoon bridge to cross a river on the battlefield.

Manpower Requirement: You must give this order to at least this many units to set up the pontoon bridge



Time Boxes: at the end of each turn, place a mark in one of these boxes. When all boxes are full, the bridge is complete

Mark the Order Box to show that this unit has been ordered to set up a pontoon bridge

You can only give this order to a unit that is in a hex adjacent to a river. You must assign this order to a number of units equal to the Manpower Requirement. All participating units must be adjacent to the hex where the bridge is being built.

It takes time to set up a pontoon bridge. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the pontoon bridge is placed on the game board, crossing over the river.

RECEIVE SUPPLIES

Soldiers need ammunition to fight the enemy. Transport vehicles can carry extra ammunition to re-supply units in the field.

Mark the Order Box to show that this unit has been ordered to receive supplies



Time Boxes: at the end of each turn, place a mark in one of these boxes

A unit can only receive supplies if it is in the same hex as a friendly transport vehicle. You must issue this order to both the unit receiving supplies and the transport unit that will deliver the ammunition.

It takes time to receive supplies. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the unit receives its ammunition. Erase the marks from the Unit Card's Ammunition Supply, then mark off an equal number of Ammunition Points from the transport unit. You do not have to take all the ammunition you can. You may choose to erase fewer marks from the Unit Card to save the Ammunition Points on the transport for a different unit to use later.

A unit cannot take more Ammunition than the points shown on the Unit Card. Multiple units can receive supplies from the same transport unit at the same time, if they are all in the same hex.

RECEIVE SUPPLIES FROM A DEPOT

Instead of receiving supplies from a transport vehicle, a unit may take them from a Supply Depot in the same hex. The unit follows all of the rules listed above.

LOAD SUPPLIES

You can load Ammunition onto a transport unit so other units can receive those supplies.

Mark the Order Box to show that this unit has been ordered to load supplies



Time Boxes: at the end of each turn, place a mark in one of these boxes

If a transport unit runs out of ammunition to re-supply other units, you can reload the transport at a Supply Depot. The transport unit must be in the same hex as the Supply Depot.

It takes time to load supplies. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the unit loads the ammunition. Erase the marks from the Unit Card's Ammunition Supply, then mark off an equal number of Ammunition Points from the Supply Depot. You do not have to take all the ammunition you can. You may choose to erase fewer marks from the Unit Card to save the Ammunition Points in the Supply Depot for a different unit to use later.

A unit cannot take more Ammunition than the points shown on the Unit Card. Special rules apply to transports and their cargo.

DIG IN

A unit can dig trenches on the battlefield to protect itself from enemy fire.

Manpower Requirement: You must give this order to at least this many units to dig trenches. The units must all be in the same hex



Time Boxes: at the end of each turn, place a mark in one of these boxes

Mark the Order Box to show that this unit has been ordered to dig in

Write the number of the hex the unit will now be facing (this will determine the direction the trenches will face)

A unit can only dig trenches in the hex the unit is in. You must choose which direction the trenches will face when you give the order. It takes time to dig in. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the trenches are complete. Place the trench model on the game board.

A unit is dangerously exposed to enemy fire when it digs in. The Defense Value of all units with the Dig In order is reduced to zero, regardless of the terrain.

CLEAR A PATH

An engineer unit can cut an opening through a forest to allow heavy equipment to pass through.

Mark the Order Box to show that this unit has been ordered to clear a path



Time Boxes: at the end of each turn, place a mark in one of these boxes

You can only give this order to a unit that is in a forest hex. It takes time to clear a path. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the path is complete. Place a Forest Path Tile on the hex. Units of both sides can now use the forest path to move through this hex.

RECONNAISSANCE

Units can attempt to detect and reveal hidden enemy units.

Mark the Order Box to show that this unit has been ordered to search for the enemy



Reconnaissance distance

All hidden enemy units which are in Line of Sight of the unit executing the Reconnaissance order are revealed.

ADJUSTING FIRE

A unit can help a friendly artillery unit fire more accurately.

Mark the Order Box to show that this unit has been ordered to adjust artillery fire



Write the flag number of the artillery unit being adjusted

Once during the turn, the chosen artillery unit may re-roll all Firepower dice that did not score a hit during a single Fire Test. The target of the artillery attack must be in Line of Sight of the unit with the Adjust Artillery Fire order. This order can only be used to assist one artillery unit, and only against one target enemy indicated on the artillery unit's orders for the turn.

Adjust Artillery Fire cannot be used by anti-aircraft weapons that are firing on enemy air units, but may be used by anti-aircraft weapons that are firing at a ground unit.

Adjust Artillery Fire cannot be used to assist an artillery unit executing a Suppression Fire order.

REPAIR RAILWAY

An engineer unit can repair a damaged railway to make it safe for trains again.

Mark the Order Box to show that this unit has been ordered to repair damage rails



Time Boxes: at the end of each turn, place a mark in one of these boxes

The unit must be in the same hex as the damaged railway.

It takes time to repair damage railways. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the repair is complete. Replace the damaged railway with a new one, running in the same direction.

MOVE OUT

Movement orders are used to move units or groups of units around the battlefield. When you give a movement order to a unit, you must write down the exact path the unit will follow when it moves, on the Unit Card. During Step 8 of the Execution Phase, the units with movement orders will take their actions.

All units with movement orders move one hex at a time, following the route written on the Unit Card. Once all moving units have moved one hex, all units that still have moves to make move a second hex, and so on.

ENCOUNTERS

During movement, enemy units cannot end up in the same space (that requires an Assault order). If enemy units attempt to enter the same hex, they have an "encounter." To determine where these encounters occur, all units with movement orders must move one hex at a time: All units move one hex, then all units move a second hex, etc.

If the paths of enemy units cross, both units must stop in the last space they occupied before entering the same hex:



If the paths of enemy units meet, the units stop moving in adjacent hexes:



If the enemy units have the exact same ending hex for their movement, each player rolls 1 die for his unit, and adds its Fortitude value. The unit with the higher total gets to enter the hex. The other unit stops moving. If both totals are equal, neither unit may enter the contested hex.

If you have more than 1 unit trying to enter the contested hex, you must roll separately for each unit. Only units that get a higher total may move into that hex. Units with a lower total than the enemy unit must stop in the adjacent hex.

Example: 2 Soviet units and 3 German units all have the same ending hex planned for their movement. The two sides must roll 1 die for each unit and add their Fortitude values. The Soviet units get the following results: $5 + 7 = 12$ and $3 + 7 = 10$. The Germans get: $2 + 8 = 10$, $3 + 5 = 8$, and $4 + 7 = 11$. Only the first Soviet unit is able to enter the hex. The Soviet unit with the lower total cannot move into the hex because it did not roll higher than the German unit with the total of 11. All the German units have lower totals than the highest Soviet unit, so none of them enter the hex.

GROUP CARDS

A group card represents a number of units that are moving together:



If you have multiple units in the same hex, you can combine them into a single group to make it easier to move them on the game board. Remove all the unit models from the hex and place them on a Group Card. Place the matching group flag on the game board in that hex. Use the Group Card to record which units are included in the group.

Units can be added to or removed from a Group Card at any time. Simply add or remove the unit flag numbers from the Group Card, and move the unit model to or from the game board.

Each group can include a maximum of 3 vehicle units and 6 infantry or artillery units.

When a unit is part of a group, you must still give orders to the unit individually. You cannot give orders to the entire group as a whole.

An entire group can never be the target of an attack. The attacker must choose a specific unit that is part of that group instead. If the enemy assaults a unit in a group, all units in that group take part in the Close Combat, but the assaulting enemy only inflicts damage on the unit which was the target of the assault.

MOVEMENT ORDERS

Different types of units can be given different movement orders. Each type of movement order has its own rules:

CAREFUL MOVEMENT

In order to avoid exposing themselves to enemy fire, soldiers prefer to use as much cover as they can when they move. This causes the unit to move more slowly.

Move Distance: This is the maximum number of hexes the unit can move in one turn

Defense Value increases: the defense value of the unit increases by the value shown



Mark the Order Box to show that this unit has been ordered to move carefully



When you give a unit Careful Movement orders, you must write down the exact path the unit will take.

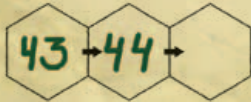
MARCH

Units can be given a March order to move quickly along a road, through villages and towns, or across an open plain.

Move Distance: This is the maximum number of hexes the unit can move in one turn



Mark the Order Box to show that this unit has been ordered to move



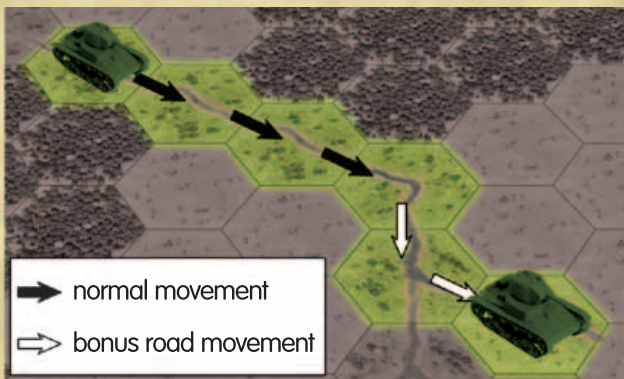
When you give a unit March orders, you must write down the exact path the unit will take.

The route you choose can only include hexes that follow a road, village and town hexes, and/or hexes that show open plains. You cannot order a march movement through any other type of terrain.

If you give a unit March orders, and all of the movement follows the route of a road (including bridges) as it is printed on the game board, the unit can move further than normal. The number of extra spaces the unit can move is determined by the type of unit:

| | |
|--------------|----------|
| Infantry | +1 Hex |
| Trucks | +3 Hexes |
| Armored Cars | +2 Hexes |
| Light Tanks | +2 Hexes |
| Medium Tanks | +2 Hexes |
| Heavy Tanks | +1 Hex. |

If a unit with March orders moves only along a road or through a town, it receives the bonus movement listed. You only need to write down the first and last hexes of the route moved.



Example: This T-34 unit has received March orders and is moving along the road. After it completes the normal movement, the unit will continue moving along the road for two additional hexes.

WAIT

A unit may remain in the same hex for the full turn without moving or performing any actions.



Mark the Order Box to show that this unit has been ordered to wait

Important: Any unit can execute this order, even if it is not listed on the Unit Card. If no order is marked on the Unit Card for any reason, that unit automatically executes the Wait order.

FIRE AND MOVEMENT

Some vehicles, such as tanks, can be ordered to fire on the enemy while moving.

A Unit with the Fire and Movement order must expend one Ammunition Point.



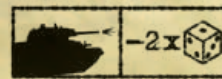
Mark the Order Box to show that this unit has been ordered to move and fire



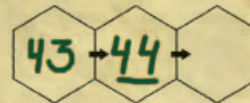
Move Distance: This is the maximum number of hexes the unit can move in one turn

Write the flag number of the target unit in this box

When you give a Fire and Movement order to a unit, you must choose a target enemy unit that is in Line of Sight when the order is given.



The attack requires a normal Fire Test. But, because the unit is moving, the Firepower is reduced by the amount shown on the Unit Card. The attack is made during Step 8 of the Execution Phase.



When you give a unit Fire and Movement orders, you must write down the exact path the unit will take.

The hex that the moving unit will fire from must be underlined on the movement chart. The target must still be in Line of Sight and range when the moving unit fires.

BOARD TRANSPORTS

Some units have the ability to board transports, such as trucks, to move across the battlefield more quickly.

Mark the Order Box to show that this unit has been ordered to board transports



Write the flag number of the transport unit in this box

A unit can only board a transport that is in the same hex. You must give this order to both units.

When a unit boards a transport, remove the unit model from the board and place it on the transport unit's card.



Mark the Transported Status Box on the Unit Card

As long as a unit is on board a transport vehicle, it cannot be given any orders. Only the transport unit can be given orders each turn.

Special rules apply to transports and their cargo.

DEBARK FROM TRANSPORTS

Units that are on board a transport vehicle can leave the vehicle with this order.



Mark the Order Box to show that this unit has been ordered to debark from the transports

You must give this order to both units. Take the unit model for the units being transported and place them on the same hex as the transport unit. Erase the marks from the Transported Status Box of all units that debark from transports.

LOAD PLATFORM CARS

Trucks, Armored vehicles, and Tanks can be transported by train with this order.

Mark the Order Box to show that the train has been ordered to load cargo



Time Boxes: at the end of each turn, place a mark in one of these boxes

A unit can only board a train that is in the same hex. You must give this order to the train. You can give any movement order to the boarding unit. Write down the number of the train in the first space of the movement path. It takes time to load platform cars. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the unit has been loaded onto the train. Remove the unit model from the game board and place it on its Unit Card. It takes half as long to load a train that is in the same hex as a Railway Station. Mark off 2 Time Boxes each turn. As long as the unit is onboard the train, it cannot be given any orders. Only the train can be given orders each turn. The total combined size of all units being transported cannot exceed the number of platform cars on the train.

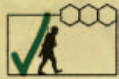
UNLOAD PLATFORM CARS

This order instructs units onboard a train to disembark.

Mark the Order Box to show that the train has been ordered to unload cargo



Time Boxes: at the end of each turn, place a mark in one of these boxes



You must give this order to the train. You can give any movement order to the boarding unit. Write down the number of the hex where the train is located in the first space of the movement path.



It takes time to unload platform cars. The Order Box shows a number of Time Boxes. Each turn, one of these boxes is marked. When the last box is filled, the unit has been unloaded the

train. Return the unit model to the game board in the train's hex.

It takes half as long to unload a train that is in the same hex as a Railway Station. Mark off 2 Time Boxes each turn.

COMBAT AIRCRAFT

Air power can have a huge impact on the battlefield. In the game, all combat aircraft follow these special rules:

AIR UNITS

The back side of an air unit's card shows a series of "Preparation Boxes," each marked with a Roman numeral (I, II, III, IV). The preparation boxes are used when the unit is at the airfield getting ready to launch a new mission against the enemy.

There are also symbols for the orders that can be given to the unit. Like other units, air units can only be given orders which are on the back side of the Unit Card.



BEFORE THE BATTLE

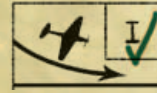
At the beginning of the game, all air units are placed on their matching Unit Cards instead of the game board. These cards represent the airfield. All of a player's air units are assumed to use a single airfield, with each card representing the parking area for the matching air unit.

All air units begin the game in "standby mode," unless the scenario states otherwise. Mark the Standby Preparation Box on the back of each Unit Card (the box with Roman numeral IV).

PREPARATIONS AT THE AIRFIELD

Air units at the airfield must be prepared before they can launch a new mission. Whenever an air unit returns to the airfield, take the model off the game

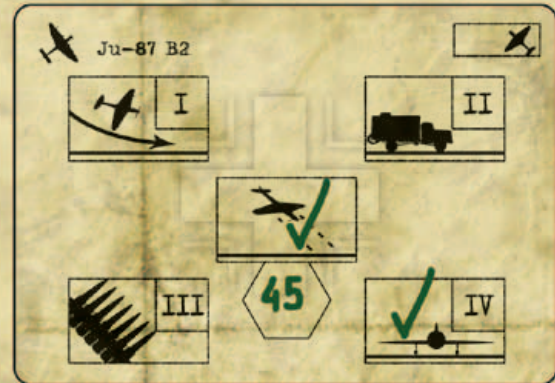
board and return it to the card. Place a mark in the Landed Preparation Box on the Unit Card (Roman numeral I).



In Step 9 of the Execution Phase, place a mark in the next Preparation Box on the Unit Card (Roman numeral II). This is the only action that the air unit can take that turn.

Repeat this process at the end of each turn. Repeat this process at the end of each turn.

You can only add one mark to a Preparation Box each turn, and you must place the marks in the correct order as shown on the card. The Standby Preparation Box is always the last box marked. You can only give orders to an air unit if the Standby Preparation Box is marked.



I – Landed Box: this box is marked when the air unit leaves the game board.

II – Refueling Box: this box is marked at the end of the first turn.

III – Rearmed Box: this box is marked at the end of the second turn.

IV – Standby Box: this box is marked at the end of the third turn.

If there is a mark in the Standby Box, the air unit can be given orders normally. This means that the air unit will need to spend at least two full turns at the airfield before it will be ready to launch a new mission.

COMBINING DAMAGED AIR UNITS

You can combine multiple air units of the same type that have become damaged. Only units with identical Unit Cards can be combined. The total current size of all units combined cannot be greater than the starting unit size for a unit of this type.

You do not need to issue a special order to combine air units. Air units can be combined any time the units are at the airfield. You must combine the units onto the Unit Card with the lowest numbered Preparation Box checked.

AIR MISSIONS

Air units can perform a variety of missions, depending on the orders listed on their Unit Cards. All air missions are resolved during Step 4 of the Execution Phase (Air Missions). Air Missions are divided into four parts:

1 – Launch Aircraft

Only air units in Standby Mode are eligible for missions. When an air unit is sent on a mission, you must mark the Mission Box on the Unit Card.



When the air unit is launched, you must place the unit model on the board. You can place your air unit model on any partial hex on any side of the game board (you do not have to place them on your edge of the board—it is assumed that the aircraft are fast enough to fly over

the battlefield from any direction). You should place the matching Unit Card near the air unit model, as a reminder of what mission that unit is attempting.

2 – Plot Flight Path

Each Air Mission has a target hex. It may be the center of a patrol area, or a target for a bombing run. You must imagine a straight line from the partial hex the air unit occupies and the target hex. This straight line is called the Flight Path.

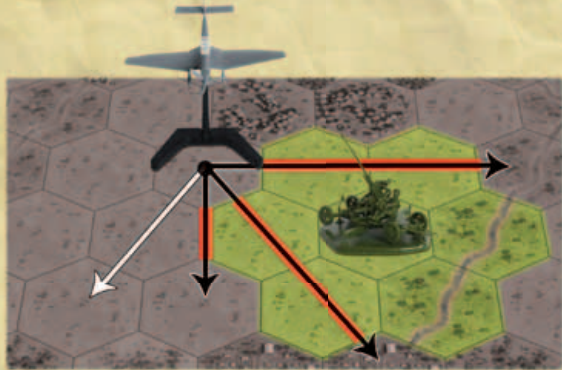
3 – Approach

Once the Flight Path has been determined, the air unit moves across the gameboard, space-by-space, until it reaches the target hex. The air unit must follow a straight Flight Path.

If the Flight Path runs through the anti-aircraft Range of any enemy anti-aircraft artillery that has been given the Defend order, the artillery unit gets to shoot at the air unit. The artillery makes a normal Fire Test when the air unit first enters a hex within range.

Attacking an area occupied by anti-aircraft artillery is exceptionally dangerous.

If an anti-aircraft unit with the Defend order is the target of an Air Mission, or if it occupies the target hex for the mission, the artillery gets to attack the incoming air unit twice: once when it first enters range, and again when it reaches the target hex. Also, if the Flight Path passes through an area of the game board that is protected by an air unit with the Combat Air Patrol order, the defending unit will be able to attack the moving air unit when it first enters the patrol zone. Note: If the Flight Path passes along the edge of the artillery shooting range or patrol zone, the air unit is still attacked by the defending unit.



Example: The Soviet anti-aircraft artillery has been given the Defend order when the German Stuka flies overhead. If the Stuka Flight Path follows any of the black and red arrows, the artillery will be able to attack. If the Stuka takes the white Flight Path, it will not enter the artillery's range and the Soviets won't be able to attack. See "Air-to-Air Combat" for an explanation of how combat between air units is resolved.

If an air unit suffers any casualties, the unit must make a Fortitude Test. If it succeeds, the unit continues its mission. But if it fails, the unit must immediately abort its mission and return to the airfield. The Flight Path has no effect on an air unit returning to the airfield, and defending units cannot attack the retreating air unit.

4 – Resolve Air Mission

Once the air unit has reached the target hex, it can complete its mission. After the mission is complete, the air unit model remains on the target hex until the following turn. During Step 4 of the next Execution Phase, the air unit must return to the airfield. There is no Flight Path for this move, and the enemy cannot attack the retreating unit.

Exception: An air unit with the Intercept order executes its order and attacks enemy aircraft before aircraft on the game board return to the airfield. When an air unit returns to the airfield, for any reason, place a mark in the Landed Box of the Unit Card.

Important: You can only issue orders to an air unit (to begin a mission) if you have an HQ unit on the game board. The HQ unit must not have the Suppressed Status Box marked on its Unit Card. Most air missions require you to choose a target hex for the mission. You can only choose a target hex that is in Line of Sight of at least one of your ground units (any unit will do).

AIR-TO-AIR COMBAT

Air-to-air combat takes place between opposing air units during Step 4 of the Execution Phase (after all air units have moved onto the board, but before any return to the airfield). The air units involved in the combat will continue fighting until one side or the other is eliminated or forced to return to the airfield.

Time Boxes: mark one of these boxes after each round of air-to-air combat



Write the number of the enemy air unit in this box

Mark the Air-to-Air Combat Status Box when the air unit enters combat

Write the hex number where the air-to-air combat takes place

Air-to-air combat takes place between opposing air units during Step 4 of the Execution Phase (after all air units have moved onto the board, but before any return to the airfield). The air units involved in the combat will continue fighting until one side or the other is eliminated or forced to return to the airfield.

AIR-TO-AIR COMBAT TAKES PLACE WHEN:

An air unit is given Intercept orders

Air-to-Air combat takes place between the air unit on Intercept orders and the air unit marked as the target of the order, along with any escorts. The units fight in the target hex of the intercepted unit's mission.

The Flight Paths of opposing air units overlap

If the Flight Paths of two or more opposing air units overlap, all of them fight air-to-air combat. If one of the units is escorted, it may avoid entering this air-to-air combat (player's choice), but only if ALL the opposing air units are engaged in combat. Air-to-air combat takes place in the hex where the Flight Paths overlap.

An enemy air unit enters the Patrol Radius of a unit with Combat Air Patrol order.

Air-to-air combat takes place in the first hex of the unit's Patrol Radius that the Flight Path enters.

If more than two air units are involved in the air-to-air combat, you may find it easier to set the air unit models off to the side of the game board, and mark the hex where the air-to-air combat will take place with a token or piece of paper.

Important: If an air unit is attacked by an enemy air unit, the air-to-air combat cancels its orders for the turn.

Air-to-air combat takes place after any anti-aircraft artillery is done shooting (and losses are applied).

Follow these steps to resolve a round of air-to-air combat:

Assign Dueling Pairs: The air units involved in the combat are paired off, one on one, into separate "duels." The unit with the highest Fortitude value chooses which enemy unit to fight first. If there is a tie, the right to choose is decided by rolling dice.

All fighters must be engaged before any bombers, reconnaissance, or transport planes can be attacked. If you have more fighters than your opponent, you can assign your extra fighters to attack these air units.

If all enemy air units have been assigned to duels, you may use your remaining fighters to "double up" on enemy units. A unit CANNOT be assigned to attack an enemy that is already engaged if there are any enemy units that have not been engaged yet.

Make Fire Tests: Each air unit in every duel makes a Fire Test, following the same rules as ground forces, but without checking Line of Sight or range. All attacks are simultaneous, so the effects are not applied until all units have fired.

Make Fortitude Tests: If an air unit suffers any casualties, it must make a Fortitude Test as normal. Headquarters units do not affect the Fortitude of air units. If the unit fails the test, it must immediately abandon its mission and return to the airfield (no Flight Path is used for retreating aircraft).

Mark Time Boxes: If an air unit survives the round of combat, place a mark in a Time Box on that Unit Card. If all of the Time Boxes on the Unit Card are full, the unit is low on fuel. It must abandon its mission and return to the airfield, after the air-to-air combat is finished (without indicating any Flight Path).

Resolve Next Round: If air units from both sides survive the round of combat, you must immediately resolve another round (starting by assigning dueling pairs again). If one side (or both) are completely eliminated or forced to return to the airfield, the air-to-air combat in that hex ends.

Expend Ammunition: Each air unit involved in air-to-air combat must expend one Ammunition Point.

Once all air-to-air combat triggered by the current move is complete, the next movement step can begin.

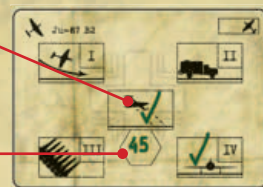
The total duration of an air unit's mission, including any rounds of air-to-air combat and turns spent on patrol, escort, or reconnaissance duty, cannot exceed the maximum number of Time Boxes shown on the air Unit Card. If a unit reaches the maximum duration of its flight, it must immediately leave combat and return to the airfield.

AIR UNIT ORDERS

BOMBING RUN (AIR STRIKE)

This order instructs the air unit to attack the enemy's ground forces.

Mark the Order Box to show that this unit has been ordered to make an airstrike



Write the number of the hex that will be the target of the attack

In order to make an Air Strike, you must have an "observer". An observer is any friendly unit that has Line of Sight to the target hex. You may target a hex even if it has no visible enemy units.

If you target a hex with a Bombing Run, move the air unit to the target hex (following the Flight Path). The Bombing Run attacks all units, installations, and fortifications located in that hex.

If you target an enemy unit with a Bombing Run, move the air unit to the same hex as the target unit. If the unit has moved, it will be attacked in its current hex. If the unit has entered Close Combat, the Bombing Run will attack all units, installations, and fortifications in that hex (including friendly units). All units that are in the target hex must make a Fortitude Test after the Bombing Run, even if no casualties are inflicted.

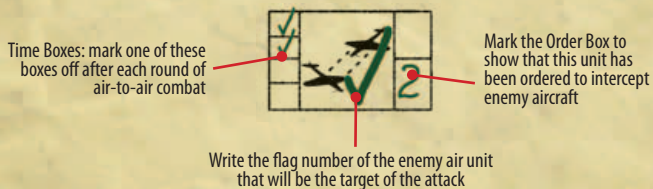
COUNTERFIRE

Units that are attacked by an air unit making a Bombing Run can attempt to shoot back, unless they have the Kill Zone ability. The units can execute any type of attack order. Units with a Kill Zone are instead forced to withdraw (as per the Withdraw order).

Any counterfire against the air unit is made at the same time as the Bombing Run. Losses are not applied until all units have completed their attacks (much like Close Combat).

INTERCEPT

This order instructs the air unit to attempt to shoot down an enemy air unit.

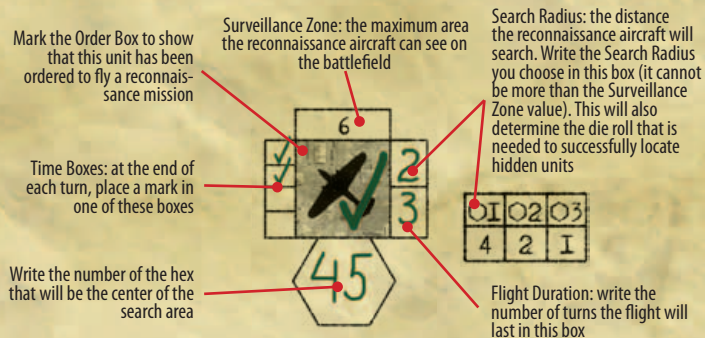


Air-to-air combat is fought during Step 4 of the Execution Phase. See "Air-to-Air Combat" for a complete description.

The air unit continues to carry out this order until it wins or loses the air-to-air combat, or until all of the Time Boxes are full (and the unit must return to the airfield).

RECONNAISSANCE

Reconnaissance missions are used to locate and identify enemy units that are hidden on the battlefield, and to help guide artillery fire against them.



Note: Unlike other air unit orders, you do not have to have an "observer" that has Line of Sight to the target hex for a Reconnaissance order.

Reconnaissance missions offer two benefits:

Locate Hidden Enemies: camouflaged and hidden enemy units can be revealed.

Artillery Tracking: units that are out of Line of Sight of your artillery can be attacked if they are spotted by a reconnaissance airplane.

When you give this order, you must determine which hex will be the center of your air unit's search. During Step 4 of the Execution Phase, move the air unit to the target hex.

You must also decide what the Search Radius will be. It cannot be more than the Surveillance Zone value of the air unit. The air unit will search all hexes that are within the chosen radius of the center hex you chose for the order. The smaller the Search Radius, the more effective the search will be. The chart to the right of the Order Box shows the number (or less) you must roll on one die in order to spot a hidden enemy unit. Find the column that matches the chosen Search Radius to determine which die value you need to roll.

Lastly, you must decide how long the flight will last. You cannot choose a higher value than the number of Time Boxes on the Reconnaissance order Box. At the end of each turn, you must check one Time Box. When a number of boxes equal to the Flight Duration you chose have been marked, the air unit must return to the airfield.

LOCATE HIDDEN ENEMIES

During Step 4 of each Execution Phase, an air unit with the Reconnaissance order will attempt to locate any hidden enemy units within its Search Radius. Roll one die and compare it to the Search Radius Chart. If you roll less than or equal to the value shown, the air unit has located the enemy. All enemy units with the Ambush Status in that part of the battlefield are revealed and must be placed on the game board.

ARTILLERY TRACKING

In addition to (or instead of) locating hidden enemies, an air unit on a reconnaissance mission can also "spot" enemy targets for your artillery. Normally, artillery cannot attack an enemy unit that is not in Line of Sight. Any enemy units that are in the Surveillance Zone of your reconnaissance unit can be targeted by your artillery, even if the artillery does not have Line of Sight.

Note: All enemies in the entire Surveillance Zone can be targeted by Artillery Tracking, even if they are outside of the Search Radius of the current mission.

AIRBORNE ASSAULT

Transport air units can be used to "airdrop" your forces anywhere on the battlefield. This requires the Airborne Assault order.

Note: Unlike other air unit missions, you do not have to have an "observer" that has Line of Sight to the target hex for an Airborne Assault order. You must give this order to both the air unit and a ground unit with the Airborne Assault ability at your airfield.

RESOLVING AN AIRBORNE ASSAULT:

An Airborne Assault requires more than 1 turn:

1 TURN. DEPARTURE



Air unit:

Transport air unit must be in Standby Mode.



Mark the number of paratrooper unit and the number of target hex in the Airborne Assault Order Box.



Mark the Mission Box on the air unit's Unit Card.

Place the air unit model on a partial hex on any side of the game board.



Paratrooper unit:

Mark the "Onboard Planes" Status Box on the Unit Card. The unit must be off the game board, at your airfield. The paratrooper unit cannot be larger than the size of the transport air unit. If the unit size of the paratrooper is larger (if the transport air unit suffered casualties on an earlier mission, for example), you must reduce the unit size of the paratrooper unit so that it is equal to the unit size of the transport air unit. Cross off the excess symbols in the Unit Size Box of the paratrooper unit (as if it also suffered casualties).

2 TURN. LANDING

If the air unit suffers casualties before it reaches the target hex, the paratrooper unit also suffers the same number of casualties.

Air Unit:

The air unit moves to the target hex, following a Flight Path as normal.

Paratrooper Unit:

If you use the Strong Winds rules during the game, you must make a Drift Test during the landing. Roll 1 die to make the Test:

If the result of the roll is 1, 2, or 3: the unit has drifted 1, 2, or 3 hexes away, respectively, in the direction of the wind.

If the result of the roll is 4, 5, or 6: the unit lands in the target hex.

If the paratrooper unit drifts off the edge of the game board, the unit is assumed to be destroyed in landing (lost, deserted, started to pillage, captured, etc.).

If you are not using the Strong Winds rules, you do not need to make a Drift Test—the unit always lands in the target hex. Place the paratrooper unit on the game board, and remove the mark from the “Onboard Planes” Box. Depending on the type of terrain in the hex, you may need to make a Landing Test.

LANDING TEST

A Landing Test may be required when a unit executes an Airborne Assault Mission, during Step 4 of the Execution Phase. First, you must determine the difficulty of the terrain in the landing hex. There are 3 categories of terrain:

Easy

Plains, Brush, or Plowed Fields

No Landing Test is required. The unit lands safely.

Medium

Light Woods, Village, Town, Ravine, Ford, or Rocks

Roll 1 die: If the result is 1, the unit suffers 1 casualty. The unit's Defense Value has no effect. The unit does not make a Fortitude Test due to this casualty (paratrooper units are trained to expect casualties during a drop).

Difficult

Forest, Swamp, River, or Lake

The following installations are also difficult terrain:

Bridge, Destroyed bridge, Pontoon Bridge, Railway bridge, or Destroyed railway bridge.

Roll 1 die: If the result is 1 or 2, the unit suffers 1 or 2 casualties, respectively. The unit's Defense Value has no effect. The unit does not make a Fortitude Test due to this casualty (paratrooper units are trained to expect casualties during a drop).

If unit has landed in a river, swamp, or lake hex, it can only be given the Careful Movement order on the turn after Equipping.

Landing on a hex occupied by enemy

If the unit lands in a hex occupied by enemy units, they automatically enter Close Combat during the Assault Step. The Defense and Firepower Values of the paratrooper unit are halved (round up). On the next turn, the unit must follow the steps described for Equipping (if it has an Equipping Status Box), even if the Close Combat continues. The unit must continue to fight with halved Defense and Firepower values.

3 TURN. EQUIPPING



Air Unit:

At the end of the Air Missions Step the air unit must return to the airfield (no Flight Path is required). Place a mark in the Landed Preparation Box on the Unit Card.



Paratrooper unit (if the Unit Card has an Equipping Status Box):

Mark the Equipping Box on the paratrooper's Unit Card.

During this turn, the unit cannot be given orders. It spends the entire turn equipping itself. During this turn, the unit's Defense and Firepower Values are halved (round up). On the next turn, the unit may be assigned orders as normal, and uses its full Defense and Firepower Values.

If the paratrooper unit does not have an Equipping Status Box on its Unit Card, the unit may be given orders during Turn 3 of the Airborne Assault normally, using its full Defense and Firepower Values (the unit has no heavy weapons or equipment that have to be collected before they can fight at full strength).

Example: A German paratrooper platoon normally has a Defense Value of 2 and a full strength Firepower of 8 against infantry. Until the end of the Equipping turn, the unit must fight at half strength. If it is attacked in Close Combat, it will only have a Defense Value of 1 and Firepower 4.

AIRDROP SUPPLIES

Transport air units can be used to deliver ammunition to your units with this order.



If you use the Strong Winds rules during the game, you must make a Drift Test during the drop. Roll 1 die to make the Test:

If the result of the roll is 1, 2, or 3: the supplies have drifted 1, 2, or 3 hexes away, respectively, in the direction of the wind.

If the result of the roll is 4, 5, or 6: the supplies land in the target hex.

If the supplies land in a swamp, river, rocks, bridge, ford, or lake hex, they are destroyed.

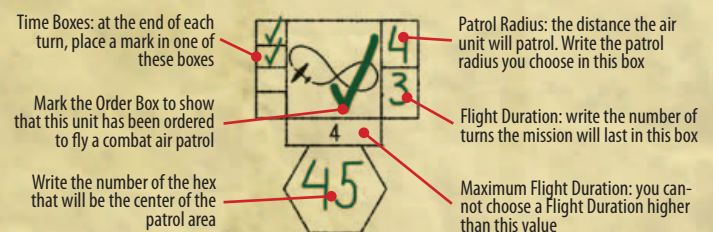
If the supplies drift off the edge of the game board, they are assumed to be destroyed in landing (lost, captured by the enemy, etc.).

If you are not using the Strong Winds rules, you do not need to make a Drift Test—the supplies always land in the target hex.

The supplies create a Supply Depot in the hex where they land. Write the hex number on a Supply Depot Card.

COMBAT AIR PATROL (“CAP”)

Fighter air units can be assigned to patrol a certain area of the battlefield and attempt to intercept and destroy any enemy aircraft that enter the area.



Note: Unlike other air unit orders, you do not have to have an “observer” that has Line of Sight to the target hex for a Combat Air Patrol order.

When you give this order, you must determine which hex will be the center of your air unit's patrol. During Step 4 of the Execution Phase, move the air unit to the hex marked.

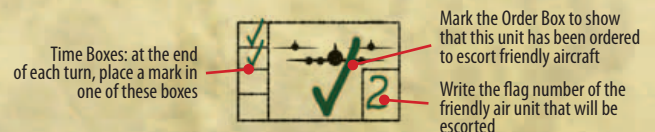
You must also decide what the Patrol Radius will be. The air unit will patrol all hexes within the chosen radius from the center hex you chose for the order.

Lastly, you must decide how long the mission will last. You may choose the number of turns the patrol will last, but you cannot choose a higher value than the Maximum Flight Duration. At the end of each turn, you must check one Time Box. When a number of boxes equal to the Flight Duration you chose have been marked, the air unit must return to the airfield.

If any enemy air unit moves through or executes an order within the area being patrolled by your air unit, they will automatically fight air-to-air combat.

ESCORT A FRIENDLY AIR UNIT

Fighter aircraft can be assigned to protect more vulnerable aircraft with this order.



If the escorted unit has to enter air-to-air combat, the escort air unit fights instead. If all enemy air units are engaged by escorts, the unit being escorted can avoid the combat completely and continue its mission unharmed (even if the escorts are shot down or forced to return to base).

Escort air units always move exactly the same way as the unit being escorted. If the air units are in range of any enemy anti-aircraft artillery with the Defend order, both the escort and the other air units are attacked at the same time (but the defending artillery still spends only one point of Ammunition).

The Flight Duration for the escort air unit cannot be more than the Flight Duration of the unit being escorted. When the escorted unit completes its mission, or when the end of the Flight Duration has been reached, the escort unit must also return to the airfield.

TRANSPORTS

Transports are vehicles that have the space to carry troops or equipment, and which have the ability to tow weapons such as artillery. These vehicles can be a valuable way to move units across the battlefield quickly. There are a number of special rules that apply to Transports that are carrying cargo.

TRANSPORT LIMITS

A transport unit can only carry so much material at one time. The Unit Size of the transport unit determines the number of trucks in the unit (for example, Unit Size 5 = 5 trucks). The unit can transport or tow several units, but the total combined Unit Size of all units being transported or towed cannot be greater than the transport's current Unit Size (number of trucks). If the unit suffers casualties, the maximum size of units it can transport will be reduced. Transports may also carry ammunition. Each truck can carry a maximum of 6 Ammunition Points. Each mine or explosive counts as two Ammunition Points. If a transport unit suffers casualties, the amount of ammunition it can carry is also reduced by 6 Ammunition Points for each truck destroyed.

A transport unit can mix and match different types of cargo, as long as the total amount carried does not exceed the number of trucks.

Example: A full-strength convoy of Soviet Zis 5 trucks has a Unit Size of 6. It can carry a full 82mm Mortar Platoon (Unit Size 2), tow a full 52-k 45mm cannon battery (Unit Size 3), and still have room for 6 Ammunition Points ("Unit Size" 1).

FIRING ON TRANSPORTS

Enemy attacks against loaded transports are always resolved against the transports directly, using Firepower values for that type of vehicle. The Defense Values and Unit Types of all cargo are ignored during the attack.

If the transport unit suffers any casualties, any units being transported or towed also suffer the same number of casualties. The units being transported or towed suffer these casualties even if the Unit Size of the transport unit is greater. The Defense Value of the transported or towed units do not reduce these casualties. If there is more than 1 unit being transported, the defender chooses how to assign the casualties.

Only the transport unit makes the Fortitude Test if any casualties are suffered. But, the results of that test also affect all units being transported or towed. If the transport unit fails the Fortitude Test, all transported units automatically debark immediately in that hex, and become suppressed.

If a transport unit carrying only ammunition suffers casualties, 6 Ammunition Points are destroyed for each casualty suffered (even if some of the trucks are "empty").

Example: The Zis-5 convoy is towing a 45mm gun battery and a 82mm mortar platoon when it comes under fire from a German Pz.Kpfw.II platoon. The Germans inflict 2 casualties. The Unit Size of the Zis-5 unit is reduced by 2 trucks. Since the convoy suffered 2 casualties, the units being transported must also suffer 2 casualties (ignoring any Defense Value those units may have). The Soviet player decides to assign 1 casualty to the gun battery (reducing its Unit Size to 2) and the other to the mortar platoon (reducing its Unit Size to 1). He could have assigned both casualties to either of the units, instead. Even though all 3 units have suffered casualties, only the Zis-5 unit makes a Fortitude Test. Unfortunately, it fails the test and becomes suppressed. The 45mm gun battery and the mortar platoon are also suppressed (and are no longer being towed and transported—return the models to the game board). Any further attacks against these units will target each unit separately, and each unit must make their own Fortitude Tests, if any are needed.

TRAINS



Trains are a special type of transport unit that may be available for a scenario. Like transport units, trains can carry units around the battlefield very quickly.

MOVING TRAINS

Trains can only move by following the rail lines that are on the game board. Trains cannot enter any other kind of terrain, and must follow the exact route of the tracks. Trains do not receive bonus movement points for executing a March order. Trains can move either direction along the tracks, and may freely change direction from turn to turn.

A train that is executing a Repair Railway order can also execute any other order assigned to it that is not a Movement order, at the same time.

LOADING AND UNLOADING TRAINS

Each train has a number of cars, which fall into 3 categories: Engines, Transport Cars, and Platform Cars. Units can board and debark Transport Cars using the same process as other transport units. In addition, vehicle units that cannot normally use transports may load or unload onto Platform Cars. The total Unit Size of infantry units being transported cannot exceed the Unit Size of the Transport Cars, and the total Unit Size of vehicle units cannot exceed the Unit Size of the Platform Cars.

It takes half as long to load or unload a train that is in the same hex as a Railway Station. Mark off 2 Time Boxes each turn.

FIRE ON A TRAIN

If a train comes under enemy attack, the attack is resolved only against the train. Any units being carried have no effect on the attack. A separate Fire Test is made for the Engines, Transport Cars, and Platform Cars. When attacking a train, you always must use the Firepower Value for attacking Armored Vehicles.

The effects of casualties depends on the type of train car that was attacked:



Engines: The train cannot be given any Movement orders for the rest of the game.



Transport Cars: Any infantry units being transported suffer the same number of casualties.



Platform Cars: Any vehicle units being transported suffer the same number of casualties.

The Defense Value of any units being transported has no effect on the number of casualties suffered. Each unit that suffers casualties must make its own Fortitude Test. Units that do not suffer casualties do not make Fortitude Tests.

Example: A train is carrying an infantry platoon (Unit Size 4) and an armored vehicle squadron (Unit Size 2) when it comes under fire from a German Pak-35/36 gun battery at full strength. The range is 3 hexes, so the battery has an Accuracy of 1 (it must roll a 1 on a Firepower die to score a hit). Since the target is a train, the Germans use the Firepower value for Armored Vehicles (7 dice).

Fire on the Engines: The result of the Fire Test is 2, 2, 3, 4, 4, 5, 5. The Engines do not suffer any casualties, so the train can continue to move next turn.

Fire on the Transport Cars: The result of the Fire Test is 1, 1, 2, 3, 3, 4, 5. 2 Transport Cars are destroyed. The infantry unit onboard must also suffer 2 casualties, and it must make a Fortitude Test.

Fire on the Platform Cars: The result of the Fire Test is 1, 1, 1, 2, 3, 5, 6. 3 Platform Cars are destroyed. The entire armored vehicle squadron is also destroyed (and removed from the game).

ANTI-AIRCRAFT DEFENSES

A train may include up to 2 units of anti-aircraft artillery to protect it from enemy aircraft. This artillery is carried on its own special Platform Cars. The number of Platform Cars equals the total Unit Size of the anti-aircraft units carried. The anti-aircraft unit models are not placed on the game board. Instead, they should be placed on their Unit Cards.

These special platforms are attacked in the same way as other cars on the train.

These anti-aircraft units can only execute Suppression Fire, Open Fire, and Defend orders. The Defend order can be used to attack enemy ground units only if the train did not receive Movement orders this turn. However, it may be used to attack enemy air units whether the train is moving or not.

UNIT ABILITIES

Many units have special abilities that they can use during the game, or special rules that apply only in some cases. These abilities are part of the unit, and are shown in the Unit Abilities section of the Unit Card.

TANK UNITS

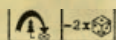
Tanks are large, heavily-armed, and armored vehicles with treads that allow them to operate in a variety of terrain. Tanks fall into three categories: light, medium, and heavy. All tanks have this special ability:

BREAK THROUGH BARBED WIRE



Tanks are far too powerful to be slowed by simple barbed wire. When a tank unit passes over a hexside with barbed wire, the barbed wire is automatically destroyed and removed from the game board. The movement of the tank is not affected in any way.

INDIRECT FIRE

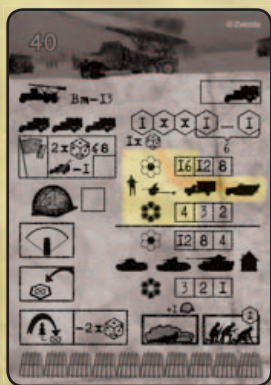


Some units are equipped with powerful cannons that are able to fire explosive shells over obstacles and attack enemies that the unit cannot even see.

If an enemy unit is not in Line of Sight, but is in the unit's Kill Zone, you can still fire at the enemy unit. The Firepower is reduced by the value shown on the Unit Card because of the difficulty of attacking a target that you cannot see. In order to make an indirect fire attack, you must have an "observer". An observer is any friendly unit that has Line of Sight to the target unit. You may only use indirect fire if you have an HQ unit on the board and the HQ does not have the Suppressed Status Box marked. When you make an indirect fire attack, you must expend one Ammunition Point, as normal.

FIRE ON LOCATION

This attack allows a unit to target an entire hex, instead of a specific enemy unit. When you give this order, you must write the exact hex number you wish to target. A separate Fire Test is made against each enemy unit in the target hex. Some artillery can affect a large area with a single attack. These units will show two sets of Firepower Values on their Unit Cards. The first row shows the Firepower used against units in the target hex. The second row shows the Firepower used against any units in all hexes adjacent to the target hex.



Example: This Soviet rocket launcher fires a lot of ammunition very quickly. It can affect a large area of the battlefield. If an infantry unit is in the main target hex, the Soviets use a Firepower of 16. If that infantry unit was in an adjacent hex, the Soviet Firepower would only be 4.

DESTROY BARBED WIRE



If a unit with this ability fires on a hex with barbed wire, the barbed wire is destroyed. Remove the barbed wire from the game board. All barbed wire located on the target hex is destroyed with a single attack.

FIRE SMOKE SCREENS



This unit may fire smoke ammunition into a target hex.

KILL ZONE



This unit can only fire at targets in its Kill Zone.

AIRBORNE ASSAULT



This unit can execute an Airborne Assault mission.

MOVE THROUGH SWAMPS



This unit can enter a swamp hex. The maximum number of hexes this unit can move when entering a swamp hex is 1 hex per turn.

MOUNTAINEER



This unit can move up or down a steep slope. The maximum number of hexes this unit can move when crossing a steep slope is 1 hex per turn.

AMPHIBIOUS



This unit can enter river and lake hexes. The maximum number of hexes this unit can move when entering a river or lake hex is 1 hex per turn.

CONCEALMENT



This unit begins the game "concealed". Your opponent cannot target your concealed unit with any attack unless he first takes one of the following actions:



Detect the unit following the rules for revealing hidden units. Encounter the unit by moving a unit into an adjacent hex.

If this unit is detected, but moves to any other hex, it becomes concealed again during Step 9 of the Execution Phase, unless it is still adjacent to an enemy unit.

If this unit executes a March order, it loses the concealment ability until the end of the following turn (Step 9).

If a concealed unit is in a hex that is attacked (such as by a Bombing Run or Fire on Location attack), it is affected in the same way as any other unit.

Unlike hidden units, a concealed unit's model is always located on the game board (unless it executes an Ambush order).

Note: All General Staff HQ units have the concealment ability, but some other units have this ability as well, and receive all of the benefits described above.

COMMAND AREA

Each HQ unit has Command Area shown on the Unit Card. This tells you how large of an area the HQ unit can affect.

Example: This HQ unit has an Command Area rating of 2. All units within two hexes of the HQ unit receive benefits. The affected hexes are highlighted in the illustration.

All of your units that are located in a hex that is within the Command Area can use any of the following special abilities:



ADJUSTING FIRE

Once each turn, any artillery unit in the Command Area can re-roll all dice which failed to score a hit during any Fire Test.

You can only use this ability if the target of the artillery attack is also in Line of Sight of the unit with the Adjusting Fire ability (such as the HQ unit). This unit must have been given the Defend order this turn, and must be within 8 hexes of the target unit. It must not be suppressed or be in Close Combat.

Adjusting Fire cannot be used to assist an anti-aircraft weapon that is firing at enemy air units. It can be used on an anti-aircraft unit that is targeting enemy ground units.

A unit may only use Adjusting Fire against a single enemy target each turn. Adjusting Fire cannot benefit artillery units executing the Suppression Fire order.

FIGHTING SPIRIT

All friendly units in the Command Area and in Line of Sight of the HQ unit receive the bonus indicated to their Fortitude.

CALL AIRSTRIKES

Air units can only take off from the airfield if there is a friendly HQ unit on the game board. The HQ unit must not have the Suppressed Status Box marked on its Unit Card.

If your HQ unit is destroyed during the game, you cannot launch any more air missions.

INFANTRY UNITS

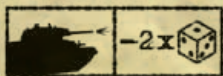
Infantry units are made up of groups of men fighting on foot. Some infantry units have this special rule:

TANK PANIC



If a tank unit assaults an infantry unit that has the Tank Panic ability, before the Close Combat begins the infantry unit must pass a Fortitude Test.

FIRE AND MOVEMENT



This unit has sophisticated targeting equipment that allows it to fire its weapons while moving. When executing this order, the unit's Firepower is reduced by the value indicated.

WATER UNITS



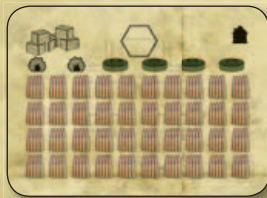
These units can only move into or through river and lake hexes. It may enter or cross hexes with bridges or railway bridges, but may not enter a hex with a ford or completed pontoon bridge.

Most water units can act as transports. Units or supplies that are loaded or unloaded must be in a hex adjacent to the water hex occupied by the water unit. Water units must follow the river ways when moving. If the unit is moving downstream, it moves normally. If it is moving upstream, the maximum distance it can move that turn is reduced by 1 hex.

INSTALLATIONS AND FORTIFICATIONS

A battlefield can be home to any number of constructed installations or fortifications. Special rules apply to each type of installation:

SUPPLY DEPOT



A Supply Depot is an area that can hold ammunition until it is needed. A Supply Depot does not block Line of Sight. A Supply Depot can be destroyed by a Set Charges order, or by units that can target installations. Only 1 hit is required to destroy a Supply Depot.

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When a Supply Depot is created, take a Depot card and write the number of the hex it is located in on the card. The Depot Card must be visible to all players at all times.

A Supply Depot can only hold ammunition for one army. The opposing side cannot seize or use a Supply Depot (though they may destroy it).

RECEIVING SUPPLIES FROM A DEPOT



Units in the same hex as a Supply Depot may execute the Receive Supplies order. When the order is complete, erase the marks from the unit's Ammunition Supply and mark off an equal amount of ammunition from the Depot Card. Follow the normal process for the Receive Supplies order. Multiple units may receive supplies from the same Supply Depot at the same time.

REPLENISHING DEPOT SUPPLIES



A transport unit that is carrying ammunition may replenish a Supply Depot in the same hex, using the Receive Supplies order. Erase the marks from the Depot Card, and mark off an equal amount of ammunition from the transport unit.

STORING AMMUNITION



A transport unit that is carrying ammunition can store its cargo anywhere by creating a Supply Depot. The transport must be given the Receive Supplies order. Place a Supply Depot in the same hex and fill out a Depot Card. Mark off the number of Ammunition Points being stored from the transport's Unit Card. Mark off the excess Ammunition Points on the Depot Card. There can only be one Supply Depot per hex.

BRIDGE



Bridges are used to allow units to cross rivers.

Bridges do not block Line of Sight.

Water units can enter a bridge hex.

When a unit uses a March order to cross a bridge, it can move farther than normal. The number of extra hexes the unit can move depends on the type of unit: infantry

+1, trucks +3, armored vehicles +2, light tanks +2, medium tanks +2, heavy tanks +1.

Bridges can be destroyed by engineer units with the Set Charges order, or by other units that can target installations with an attack. Only 1 hit is required to destroy the bridge.

You may not build trenches on a bridge hex.

No units may be given Ambush orders when on a bridge hex.

Artillery units may not be ordered to deploy onto a bridge hex.

DESTROYED BRIDGE



If a bridge is destroyed, turn the bridge tile over to the destroyed side. Units cannot use a destroyed bridge to cross a river. All units on the bridge when it is destroyed are also destroyed.

Destroyed bridges do not block Line of Sight.

Water units can enter a destroyed bridge hex.

An engineer unit can repair a destroyed bridge, using the same rules as setting up a pontoon bridge.

RAILWAY BRIDGE



Railway bridges can be used to allow units to cross rivers.

Railway bridges do not block Line of Sight.

Water units can enter a railway bridge hex.

When a unit uses a March order to cross a railway bridge, it can move farther than normal. The number of extra hexes the unit can move depends on the type of unit:

infantry +1, trucks +3, armored vehicles +2, light tanks +2, medium tanks +2, heavy tanks +1.

Railway bridges can be destroyed by engineer units with the Set Charges order, or by other units that can target installations with an attack. Only 1 hit is required to destroy the railway bridge.

You may not build trenches on a railway bridge hex.

You may not place a pillbox on a railway bridge hex.

No units may be given Ambush orders when on a railway bridge hex.

Artillery units may not be ordered to deploy onto a bridge hex.

Trains cannot be issued Load Platform Cars or Unload Platform Cars orders when on a railway bridge.

DESTROYED RAILWAY BRIDGE



If a railway bridge is destroyed, turn the railway bridge tile over to the destroyed side. Units cannot use a destroyed railway bridge to cross a river. All units on the railway bridge when it is destroyed are also destroyed.

Destroyed railway bridges do not block Line of Sight.

Water units can enter a destroyed railway bridge hex.

Destroyed railway bridges cannot be repaired.

BARBED WIRE



The cost of 1 piece of barbed wire is 6 Force Points.

Barbed wire must be placed along one side of a hex. Trucks and infantry units cannot cross the hexside that is blocked by the barbed wire.

Barbed wire can be destroyed in 3 ways:

- If a unit with the Destroy Barbed Wire ability fires on a hex with barbed wire, the wire is destroyed. Remove it from the game board.
- If a unit with the Breaks Through Barbed Wire ability passes through the side of a hex that has barbed wire, the wire is destroyed. Remove it from the game board.
- If a unit executes the Remove Barbed Wire order.

DRAGON`S TEETH



The cost of 1 trench piece is 5 Force Points.

Trenches must be placed along one side of a hex. Trenches cannot be removed during the game, but can be built using the Dig In order. Trenches cannot be placed or built in river, swamp, lake, ford, rocks, bridge, or railway bridge hexes.

Defense Value +2: Some units receive a bonus when they are entrenched (as shown on the Unit Card). These units receive an additional +2 Defense Value if they are in a trench.

A unit can only occupy a trench if it has the Defend order. When a unit occupies a trench, you must mark the Entrenched Status Box on the Unit Card:

Defense Value of the unit is increased by the value shown

Mark the Entrenched Status Box to show that the unit has occupied the trench

Artillery units can be given the Defend order to occupy a trench only when they are deployed.

Artillery units must execute the Withdraw order before they can leave a trench.

Note: A unit in a trench receives a total of +2 to its Defense Value: +1 for the trench, and +1 for the Defend order. The unit may also benefit from other terrain in the same hex, or a Defense Value bonus for being entrenched. When a unit occupies a trench, it gains a Kill Zone, flanks, and a rear facing. If a unit in a trench is given any type of order besides Defend, it must leave the trench and lose all benefits.

TRENCH



The cost of 1 trench piece is 5 Force Points.

Trenches must be placed along one side of a hex. Trenches cannot be removed during the game, but can be built using the Dig In Order.

Defense Value: +2 This rule is applied to all units in a trench.

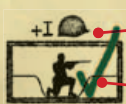
Some cards can contain a Defense bonus +1 (written in unit status), in that case a trench gives additional +2 Defense bonus.

A unit can occupy a trench only if it has the Defend Order.

An artillery unit can occupy a trench only if it is deployed.

A trench cannot be installed on the following hexes: River; Swamp; Lake; Ford; Rock; Bridge; Railway bridge.

A unit can only occupy a trench if it has the Defend Order. When a unit occupies a trench, you must mark the Entrenched Status Box on the Unit Card:



Defense Value of the unit is increased by the value shown

Mark the Entrenched Status Box to show that the unit has occupied the trench

Artillery units can be given the Defend Order to occupy a trench only when they are deployed.

Artillery must execute the Withdraw Order before it can leave a trench.

Note: A unit in a trench receives a total of +2 to its Defense Value: +1 for the trench, and +1 for the Defend Order. The unit may also benefit from other terrain in the same hex.

When a unit occupies a trench, it gains a Kill Zone, flanks, and a rear facing. If a unit in a trench is given any other type of order (besides Defend), it must leave the trench and lose all benefits.

Artillery must execute the Withdraw order before it can leave a trench.

A trench can be installed on the game board using a Dig In Order.

PILLBOX



The cost of 1 pillbox is 20 Force Points.

A pillbox is an armored building that infantry can use as a permanent fire position. Pillboxes cannot be built during the game. If you have a pillbox in the game, the scenario will tell you. A pillbox cannot be placed in forest, swamp, river, lake, ravine, ford, or railway hexes. There can only be 1 pillbox in each hex.

Defense Value +3

A pillbox can be destroyed with the Set Charges order, or by units that can target installations. A single Set Charges order will destroy the pillbox, but it requires 2 hits to destroy the pillbox when a unit attacks it. When the pillbox suffers the first hit, remove the flag from the model. When it suffers a second hit, it is destroyed and removed from the game board. If the pillbox is destroyed, all units inside are also destroyed.

Fire Tests against a pillbox hex are made separately for the pillbox and any units inside it.

Up to 2 infantry units can occupy a pillbox. Units with Withdraw and Deploy orders cannot occupy a pillbox unless they are machinegun units. Machinegun units can occupy a pillbox just like regular infantry. If a unit in a pillbox is given any type of order besides Defend, it must leave the pillbox and lose all benefits.

Units in a pillbox receive a larger Kill Zone, as shown in the illustration below.



PONTOON BRIDGE



A pontoon bridge is a light but sturdy bridge that can be assembled quickly during a battle.

Engineer units can set up pontoon bridges using the right order. When a pontoon bridge has been completed, it can be used by any unit. It is treated as an open plain space for movement purposes.

Pontoon bridges can be destroyed by engineer units with the Set Charges order, or by other units that can target installations with an attack.

TERRAIN

The battlefields of World War II were not empty featureless open spaces. Clever use of the terrain on the battlefield could often be the difference between victory and defeat. In the game, each type of terrain has its own special rules:

PLAIN

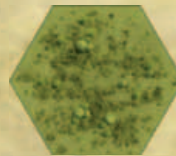


Plain hexes are mostly open and have little cover. Plain hexes do not block Line of Sight.

You cannot issue the Ambush order to any unit in a plain hex.

Infantry units on a plain hex cannot be ordered to assault armored vehicles or any type of tanks.

BRUSH



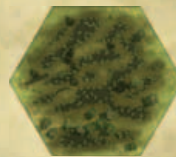
Brush hexes are generally flat, and have many small trees or shrubs that can be used for cover.

Brush hexes block Line of Sight.

Infantry and artillery units (only) can receive the Ambush order in a brush hex.

Infantry units on a brush hex cannot be ordered to assault armored vehicles or any type of tanks.

SWAMP



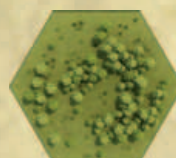
Swamp hexes are wet, marshy areas that restrict the movement of ground units.

Swamp hexes do not block Line of Sight.

Pillboxes and trenches cannot be placed in swamp hexes. You cannot issue the Ambush order to any unit in a swamp hex.

Only units with the Move Through Swamps ability may enter a swamp hex.

LIGHT WOODS



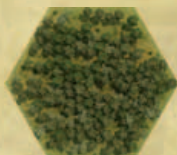
Light woods hexes are areas with small or scattered trees. Light woods hexes block Line of Sight.

All units in a light woods hex can receive Ambush orders. Trucks and armored vehicles cannot enter a light woods hex (unless following a road).

All tank units lose one hex of movement when entering a light woods hex (unless following a road). The minimum movement value for a tank unit moving through light woods is always one hex.

A unit can create a forest glade in a light woods hex by executing the Cut Down Forest Glade order.

FOREST



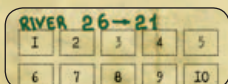
Forest hexes are densely covered with trees. Forest hexes block Line of Sight. A pillbox cannot be placed in a forest hex. Defense Value + 2. Infantry units (only) can receive the Ambush order in a forest hex.

Only infantry units can enter a forest hex (unless following a road). The maximum movement speed for an infantry unit in a forest is one hex per turn. Normal attacks are not allowed into or out of forest hexes. Only Close Combat and Bombing Runs are allowed. Units with the Indirect Fire ability cannot attack from a forest hex. Units in a forest cannot fire at air units. A unit can create a forest glade in a forest hex by executing the Cut Down Forest Glade order.

RIVER



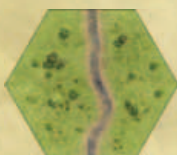
Rivers are deep, flowing bodies of water that block movement. River hexes do not block Line of Sight.



Depending on the scenario being played, or by agreement of both players, the direction of the river stream can be set before the game begins. Write down the source and direction of the river on the Turn Card.

Water units move at their full speed when moving downstream. If they move upstream, their movement is reduced by 1 hex. Only water units and units with the Amphibious ability can enter a river hex. Engineer units can build a pontoon bridge across a river hex to allow units to cross.

ROAD



Roads are artificial level routes that allow units to travel quickly across the battlefield. Roads are in addition to other terrain elements in a hex. If a unit with the March order is moving along a road (from road hex to road hex following the route of the road printed on the gameboard), it receives a bonus to its total

movement for the turn: infantry +1, trucks +3, armored vehicles +2, light tanks +2, medium tanks +2, heavy tanks +1.

Roads can run through any type of terrain. Units that are not following the road must use all the normal rules for the rest of the terrain in that hex.

Example: This road runs through a forest hex. A unit moving along the road can move through this hex, even if it cannot normally enter a forest (such as a truck). The unit also receives the marching bonus for following the road. If a unit occupies this hex when it is attacked, it receives all the normal bonuses for being in a forest hex (such as +2 Defense Value).

PLOWED FIELDS



Many battles take place in farmland. Plowed fields offer little cover, and the soft earth is difficult to maneuver across. Plowed Fields hexes do not block Line of Sight. You cannot issue the Ambush order to any unit in a plowed fields hex.

Infantry units on a plowed fields hex cannot be ordered to assault armored vehicles or any type of tanks.

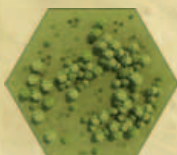
When a unit moves through a plowed field hex, it loses hexes of movement for the turn: Infantry -1, Trucks -2, Armored vehicles -1, Light tanks -1, Medium tanks -2, Heavy tanks -2. The minimum movement value for a unit moving through plowed fields is always one hex.

FORD



A ford is a shallow part of a river that ground units can cross. A ford does not block Line of Sight. Pillboxes and trenches cannot be placed on ford hexes. You cannot issue the Ambush order to any unit in a ford hex. Water units cannot enter a ford hex.

FOREST GLADE



A forest glade is an open area inside a denser forest. A forest glade blocks Line of Sight. Pillboxes cannot be placed on ford hexes. Defense Value in a Forest +2. Defense Value in a Light Wood +1. All units except artillery can execute an Ambush order in a forest glade.

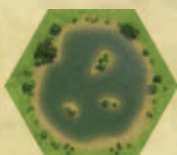
All units can enter or exit a forest glade through one of the exits.

Artillery units cannot deploy in a forest glade.

All units except infantry can only fire in the direction of the forest glade exits. Line of Sight for all units except infantry can be drawn only through the forest glade exits.

Units with Indirect Fire cannot fire from a forest glade.

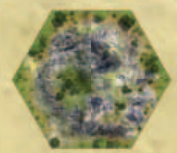
LAKE



A lake is a deep, broad body of water. A lake does not block Line of Sight. Pillboxes and trenches cannot be placed on lake hexes. You cannot issue the Ambush order to any unit in a lake hex.

Only water units and units with the Amphibious ability can enter a lake hex.

ROCKS



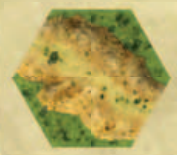
Rocks are an area that is covered in large boulders or similar difficult terrain.

A rocks hex does not block Line of Sight. You cannot issue the Ambush order to any unit in a rocks hex.

You cannot issue the Dig In order to any unit in a rocks hex.

When a unit moves through a rocks hex, it may lose hexes of movement for the turn: Trucks -2, Armored Vehicles -1. The minimum movement value for a unit moving through rocks is always one hex.

RAVINE



A ravine is a deep narrow cut in the land, often with steep sides.

A ravine does not block Line of Sight. You cannot issue the Ambush order to any unit in a ravine.

Trucks and Armored Vehicles cannot enter a ravine. Other units can enter or leave a ravine without penalty if they move through a ravine exit.

Units in a ravine are out of Line of Sight to and from all units except units in adjacent hexes and air units.

If a hill with a gentle slope is located in a hex adjacent to a ravine, that slope is treated as abrupt for all purposes. If the hill has an abrupt slope next to the ravine, it is treated as a steep slope for all purposes.

SETTLEMENTS

A settlement is composed of one or more artificial structures, which units can use for cover.

VILLAGE



A village is an area with a few buildings. Village hexes block Line of Sight. All units in a village hex can receive Ambush orders. Defense Value for infantry +2. Defense Value for other units +1. Units moving through a village hex follow the rules for

movement along roads.

Infantry units in a village hex receive a +1 bonus to their Accuracy in Close Combat against trucks, armored vehicles, and tanks.

A village can be set on fire by a unit executing the Arson order.

TOWN



A town is a dense area of buildings. Town hexes block Line of Sight. All units in a town hex can receive Ambush orders. Defense Value for infantry +3. Defense Value for other units +2. Units moving through a town hex follow the rules for movement along roads.

Infantry units in a town hex receive a +1 bonus to their Accuracy in Close Combat against trucks, armored vehicles, and tanks.
A town can be set on fire by a unit executing the Arson order.

RAILWAY STATION



A railway station has special equipment to help load and unload trains.
Railway station hexes block Line of Sight.
All units in a railway station can receive Ambush orders.
Defense Value for infantry +2.

Defense Value for other units +1.

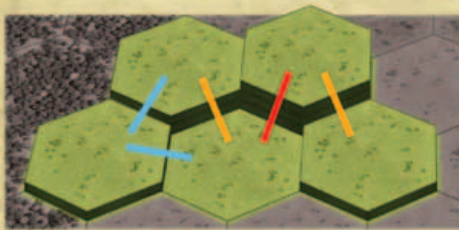
All truck, armored vehicle, or tank units lose 1 hex of movement for the turn if they enter a railway station hex.

Infantry units in a railway station hex receive a +1 bonus to their Accuracy in Close Combat against trucks, armored vehicles, and tanks.

A railway station can be set on fire by a unit executing the Arson order.

Load Platform Car and Unload Platform Car orders take half as long to execute at a railway station.

HILL



- Gentle Slope
- Abrupt Slope
- Steep Slope

A hill is any part of a battlefield that is higher than the surrounding area. On the gameboard, hills are formed by stacking one or more hill tiles on a hex. The number of tiles in the stack determines the height of the hill in that hex. All hill hexes block Line of Sight that passes through them, but see below. The effect of a hill on movement is determined by how steep the slope is on that hexside. The slope for a hill hexside is found by subtracting the height of the hill hex from the adjacent hex.

GENTLE SLOPE

Height difference = 1

When a unit moves up a gentle slope, it can only move 1 hex that turn.

Maximum Line of Sight distance increases by 1 hex.

ABRUPT SLOPE

Height difference = 2

Only infantry units can move up or down an abrupt slope.

When a unit moves up or down an abrupt slope, it can only move 1 hex that turn.

Maximum Line of Sight distance increases by 2 hexes.

STEEP SLOPE

Height difference = 3 or more

Only units with the Mountaineer ability can move up or down a steep slope.

When a unit moves up or down an abrupt slope, it can only move 1 hex that turn.

Maximum Line of Sight distance increases by 3 hexes.

HILLS AND LINE OF SIGHT

Any line of sight that passes through a hill hex that is higher than either the attacker or the target unit is blocked. If the firing unit is on a hill hex, the Line of Sight is blocked for 1 hex behind any terrain that blocks Line of Sight, but not any hexes farther away.

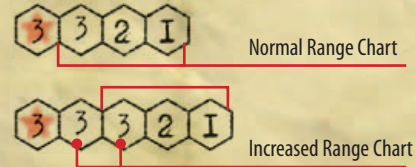
Example: When the infantry unit on the hill fires, it cannot see into the forest hex or the hex immediately behind the forest. But it can see over the forest to the road two hexes behind it.

EFFECT OF HILLS ON COMBAT

If a unit on a hill is assaulted (or engaged in Close Combat), it gains a +1 bonus to its Defense Value.

If a unit assaults an enemy on a hill in Close Combat, it suffers a -1 penalty to Accuracy.

When a unit shoots from a hill hex to a non-hill hex, the unit's Accuracy ranges all increase by one hex:



1 – The normal Range Chart for a unit.

2 – The Range Chart for the same unit when firing from a hill.

The Range Chart for the same unit when firing from a hill.

The Accuracy of all attacks from a unit on a hill are shifted one space to the right on the unit's Range Chart.



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