

6.1 – Order of a Game Turn

- 1 Roll d6 for each Smoke Marker on the table. On a score of 1 or 2 it is removed.
- 2 Resolve Pre-planned Artillery attacks due this Game Turn.
- 3 Determines the number of Orders.
- 4 Roll for initiative: d10 ± Total TQ of Unpinned Officers. The winner decides which side will Activate a Unit first. If the dice score is the same the wind direction changes.
From Game Turn 7, the Winner of Initiative determines whether the game continues, if one side has won, or if it is a draw.
- 5 Play alternates between the two sides, each Activating one Unit at a time.
 - A Player may 'Defer' Activation of a Unit. If both sides 'Defer', one immediately after the other, the Game Turn ends.
 - When both Players have run out of Orders the Game Turn ends.
- 6 At the end of the Turn, remove all Activated and Fatigue Markers, or Overwatch Tokens.
Has anyone lost yet ?

3.5 – Spot a Contact Marker

<i>Spot a Contact Marker (d10)</i>	
Base Modifier	± TQ
Officer Attached to the Unit	+ 1
Spotter is a Reconnaissance Unit	+ 2
Contact Marker is Concealed	- 1
Fatigue on Spotter	- 1 per Fatigue Marker
Spotter is a fully enclosed Armoured Vehicle or being conveyed in such	- 2 (not applied to Reconnaissance, Officers and OP Units)
Final Score	Effect
6 or greater	Contact Marker must be revealed
5 or lower	No effect

6.6 – Digging In

Infantry, Anti-tank Guns and Towed Artillery may attempt to 'Dig-In'; Cavalry, Vehicles and Bunkers may not. You can only attempt to 'Dig-In' in the following types of Terrain:

Open Ground; Scrub; Fields; Rocky; High Ground (Difficult and Gentle); Ruins; Soft Sand

<i>'Dig-In' (d10)</i>	
Base Modifier	± TQ
Officer Attached to the Unit	+ 1
Unit is Reconnaissance or Observer	+ 1
Unit is Combat Engineers	+ 2
Unit is within 10cm of one or more friendly Combat Engineers	+ 1 (not applied to Combat Engineers)
Fatigue on Unit	- 1 per Fatigue Marker
Attempting to 'Dig-In' in Soft Sand or Ruins	- 1
Towed Weapons	- Size
Final Score	Effect
6 or greater	Success – please refer to rules
5 or lower	No effect – Dig a bit faster !

6.2 – Number of Orders

<i>Orders per Officer (d6)</i>	
Modifier	± TQ of Officer
Final Score	# of Orders
3 or less	1
4 or 5	2
6 or more	3

5.5 – Visibility

<i>Table of Visibility Distances to Concealed Bases</i>	
Target Base Size	Distance
0	30cm
1	40cm
2	50cm
3	60cm
4	70cm

Morale

11.3 – Rally

<i>Rally Order (d10)</i>	
Base Modifier	± Unit Morale Rating
Any Base in the Unit within 10cm of one or more Officers	± Morale Ratings of ALL such Officers (neither Pinned nor Shaken)
Fatigue on Unit	- 1 per Fatigue Marker
Unit is Weakened	- 2
Final Score	Effect
6 or greater	Success – please refer to rules
5 or lower	No effect

11.4 – Motivate Troops

<i>Motivate Order (d10)</i>	
Base Modifier	± TQ of Officer
Fatigue on Officer	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – see please refer to rules
5 or lower	No effect

11.5 – Unit Morale

<i>Morale Test (d10)</i>	
Base Modifier	± Unit Morale Rating
Any Base in the Unit within 10cm of one or more Officers	± Morale Ratings of ALL such Officers (neither Pinned nor Shaken)
Unit is Weakened	- 2
Final Score	Effect
6 or greater	Success – The Unit passes the test and carries on
2 to 5 Infantry, Cavalry, Vehicles, Artillery and Anti-tank Guns Bunkers	Retire See Option A below See Option B below
1 or lower	The Unit routs or surrenders.

8.1 – Movement Rates

Unit Type	Road	Cross Country	Bad Going
Officers, Observers “On Foot”	40cm	30cm	20cm
Infantry	15cm	15cm	15cm
Man-handled Weapons	15cm	15cm	15cm
Cavalry	30cm	30cm	15cm
All Vehicles	See <i>National Data Tables</i> Generic soft-skin transport vehicles appear below		
... Amphibious vehicles	<i>Move at Bad Going Speed on water</i>		
Contact Markers	15cm		

4.8 – Generic soft-skin transports

<i>Unarmoured Wheeled Transport and Towing Vehicles</i>							
Type	Movement in cm			Size	Capacity		Cost
	RR	CC	BG		Bases	Gun Size	
Motorcycle	60	30	20	0	1	—	15
Small	55	25	15	1	1	1	20
... Amphibious	15 on water					—	24
Medium	50	20	10	1	2	2	25
Large	45	15	5	2	3	3	40
Horse Drawn	30	20	10	1	1	1	15

HC Weapons

Weapon	Range	Penetration
Bazooka	20cm	2d6
Panzerfaust 30 (early)	10cm	2d6+2
Panzerfaust 30 (late), 60 and 100	10cm	2d6+4
Panzerschreck	20cm	2d6+2
Stielgranat 41 (for 37mm Pak)	25cm	2d6+5
‘Faustnika’	10cm	2d6+2
PIAT	15cm	2d6+1
Guns up to 67mm	n/a	2d6
Guns 68mm to 86mm	n/a	2d6+1
Guns 87mm to 104mm	n/a	2d6+2
Guns 105mm to 126mm	n/a	2d6+3
Guns 127mm to 149mm	n/a	2d6+4
Guns 150mm and over	n/a	2d6+5
Infantry Tank Assault weapons	Close Assault ONLY	2d6+2

Vehicle Machine Gun ranges

Ball mounted Machine Guns (i.e. in the front of a Tank’s hull)	20cm
Co-axial Machine Guns	35cm
Machine Guns in Deck-mounted turrets	35cm
Flexible Machine Guns (such as on the top of a Half-track (SdKfz 250 or 251, M3 etc.)	35cm

8.3 – Moving Weapons

<i>Man-handling Weapons (d10)</i>	
Base Modifier	± TQ
Officer Attached to the Unit	+ 1
All movement will be on a road	+ 1
Any movement will be in Bad Going	- 1
Any movement will be in Ruins, Soft Sand, Marsh or Bog	- 1 (in addition to Bad Going modifier above)
Fatigue on Unit	- 1 per Fatigue Marker
Weapon	- Size
<i>Final Score</i>	<i>Effect</i>
6 or greater	Success – please refer to rules
5 or lower	No effect

4.6 – Destroyed Transport and Towing Vehicles

<i>Saving Throw for Passengers or Towed Weapons (d10)</i>	
Base Modifier	± TQ
Infantry and Towed Weapons	+ Size
Vehicle was destroyed during a Close Assault	- 2 <i>(added 31/10/2017)</i>
<i>Final Score</i>	<i>Effect</i>
6 or greater	The Base passes the test and disembarks or is unlimbered.
2 – 5	The Base disembarks or is unlimbered and is then Pinned
1 or lower	The Base is Knocked Out.

5.3 – Crossing Defensive Obstacles

<i>Saving Throw when crossing Minefields and Barbed Wire (d10)</i>	
Base Modifier	± TQ
Infantry, Cavalry, Man-handled Weapon of Size 0	+ Size
Strength of attack	- HE# (Minefields 3, Barbed Wire 0)
<i>Final Score</i>	<i>Effect</i>
6 or greater	No effect. The Base continues with its current Move Order
2 – 5	The Base is Pinned and does not enter the area
1 or lower	The Base is Knocked Out.

2.1 – Risk to Command Bases

<i>Command Base Saving Throw (d10)</i>	
Base Modifier	± TQ
<i>Final Score</i>	<i>Effect</i>
6 or greater	Success. The Base is unaffected
2 – 5	The Base is Pinned
1 or lower	The Base is killed or captured

Terrain Effects Table						
Type	Movement Rate	LOS	Concealed	CSB	Can I Shoot ?	Remarks
Scrub, Fields, Rocky, Ruins (A)	Bad Going	1: Obscured 2: Clear 3: Clear	In (Note 1)	1 (DA)	D: Yes A: Yes	
Hedges, Fences, Walls, Road Blocks (L)	Bad Going	1: Obscured 2: Clear 3: Clear	Behind and in contact (Note 1)	1 (D) (Note 4)	D: Yes A: Yes	Road Blocks have Toughness 2
Woods, Towns (A)	Bad Going	1: Blocked 2: DZ 3: Clear	In (Note 1)	Woods: 2 (DA) Towns: 3 (DA)	D: Yes (Note 2) A: No (Note 3)	(Note 5) Toughness 3 (can be 2 to 4 which is also their CSB)
Woods, Towns on any High Ground (A)	Bad Going	1: Blocked 2: DZ 3: Blocked	In (Note 1)	Woods: 2 (DA) Towns: 3 (DA)	D: Yes (Note 2) A: No (Note 3)	(Note 5)
High Ground (Difficult) (A)	Bad Going	1: Blocked 2: DZ 3: Blocked	On (Note 1)	1 (DA)	D: Yes A: Yes	
High Ground (Gentle) (A)	Cross Country	1: Blocked 2: DZ 3: Blocked	No	No	D: Yes A: Yes	
Soft Sand, Marsh, Bog (A); Stream (L) Ford (O)	Bad Going	1: Clear 2: Clear 3: Clear	No	No	D: Yes at – 1 A: No	Ranging Rounds are ineffective; targets in this terrain are more difficult to hit.
Bridges (A)	Intact: Road or Cross Country Damaged: Bad Going Destroyed: Impassable	1: Obscured 2: Clear 3: Clear	On (Note 1)	3 (DA)	D: Yes A: No (Note 3)	Toughness 3 (can be 2 to 4 which is also their CSB)
Trench Lines, Emplacements (A)	Bad Going	1: Clear 2: Clear 3: Clear	In (Note 1)	3 (DA)	D: Yes A: Yes	
Lake (A) River, Canal (L)	Amphibious Vehicles: Bad Going Troops in Boats: 15cm All others: Impassable	1: Clear 2: Clear 3: Clear	No	No	D: Yes at – 1 A: No	Ranging Rounds are ineffective; targets in this terrain are more difficult to hit.
Bocage (O)	Impassable	1: Blocked 2: DZ 3: Clear	Blocked	No	D: No A: No (Note 3)	Toughness 3
Anti-tank Obstacles (L)	Infantry, Cavalry, Man-handled Weapons of Size 0: Bad Going All others: Impassable	1: Clear 2: Clear 3: Clear	No	No	D: Yes A: Yes	Toughness 8
Barbed Wire (L)	Fully-tracked Vehicle, Infantry, Cavalry, Man-handled Weapons of Size 0: Bad Going All others: Impassable	1: Clear 2: Clear 3: Clear	No	No	D: No A: No	Toughness 2 (Note 6) You cannot stop on this area
Minefields (L)	Bad Going	1: Clear 2: Clear 3: Clear	No	No	D: No A: No	Toughness 5 (Note 7) You cannot stop on this area
Dug In	n/a	1: Clear 2: Clear 3: Clear	In (Note 1)	2 (DA)	D: Yes A: Yes	
Smoke (O)	Bad Going	1: Blocked 2: Blocked 3: Blocked	Blocked	No	n/a	Area Fire can be conducted across Smoke as long as the Observer can see the Aim Point Token.
Destroyed Tank or Fighting Vehicle (O)	Bad Going	1: Obscured 2: Clear 3: Clear	– 1 to hit	No	n/a	You cannot stop on this area
Intact Bunker (O)	Impassable	1: Obscured 2: Clear 3: Clear	– 1 to hit	No	n/a	You cannot stop on this area

Note 1: Bases in or Behind this terrain can only be seen at the distance shown in the **Table of Visibility Distances to Concealed Bases**.
 Note 2: Bases in this terrain can only see out or be seen if the LOS drawn within the terrain is no greater than 10cm.
 Note 3: Area Fire cannot be conducted over this terrain if the firing base is outside and within 10 of the edge of the terrain.
 Note 4: The CSB is only applied if the LOS is traced across the Feature.
 Note 5: Using Area Fire a Call for Fire or Aim Point Token can be placed in the terrain if the LOS drawn within the terrain is no greater than 10cm.
 Note 6: Infantry, Cavalry, Man-handled Weapons of Size 0 crossing will be attacked.
 Note 7: All Bases crossing will be attacked.

9.8 – To Hit with Direct Fire

To Hit with Direct Fire (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	+ 1
Target is Town or Bridge	+ 2
Target is Bunker	+ 1
Sniper Shooting	+ 1
Base is shooting using FPF	+ 0
AP or HC rounds fired against Armoured Vehicles	± Range Modifier (+1/+0/-1/-2) <i>(changed 31/10/2017)</i>
This includes all Anti-tank Rifles, Panzerschreck, Panzerfaust, 'Faustnika', Bazooka, PIAT	
HE fired direct against a target Base at all ranges	+ 0 (No Range Modifier is applied)
Target is Concealed	- 1
LOS to target is Obscured	- 1
Firing Base is in Marsh, Bog, Soft Sand, River, Lake, Canal	- 1
Fatigue on Unit	- 1 per Fatigue Marker
Target is Tank Rider or Infantry riding on an Armoured Vehicle	- 1
Final Score	Effect
6 or greater	Target is hit
5 or lower	Missed !

Shooting Saving Throw for Combat Units(d10)	
Base Modifier	± TQ
Infantry, Cavalry, Tank Riders, Deployed Weapons	+ Size
Armoured Vehicles attacked by... ... Direct Fire using AP or HC ... Direct and Area Fire using HE or Close Air Support	+ Front or Side armour + Side Armour
Infantry, Cavalry or Deployed Weapons	+ CSB
Target in Soft Sand, Marsh or Bog ... attacked by Direct Fire ... attacked by Area Fire	n/a + 2
Infantry, Cavalry, Tank Riders, Combat or Transport Vehicles or deployed Weapons attacked by Small Arms, Machine Guns or Aircraft Strafing	- FPF
Armoured Vehicle attacked with AP or HC Rounds including HC Rockets and Airborne A/Tk Guns	- Penetration Value
Any target attacked by HE, Bombs and HE Rockets	- HE#
Final Score	Effect
6 or greater	Success. The Base is unaffected
2 – 5	The Base is Pinned
1 or lower	The Base is Knocked Out.

Shooting Saving Throw for Structures (d10)	
Base Modifier	± TQ (Bunkers only)
Structure	+ Toughness
Attacked by HE, Bombs and HE Rockets	- HE#
Current level of damage	- 1 per Damage Marker
Final Score	Effect
6 or greater	Success. The Base is unaffected
2 – 5	Place 1 Damage Marker on Target
1 or lower	The Target is Demolished.

Saving Throw for Occupants (of destroyed Towns) (d10)	
Base Modifier	± TQ
All troop types	+ Size
Final Score	Effect
6 or greater	Success. The Base is unaffected
2 – 5	The Base is Pinned
1 or lower	The Base is Knocked Out

Summarised Sequence of resolution of Shooting.

- 1 Determine the number of hits on Combat Units.
- 2 Hits with Direct HE on Bases in Towns, on Bridges or behind Road Blocks also hit these structures or features.
- 3 Determine hits on Structures.
- 4 Roll Saving Throws for Bases hit.
- 5 Roll Passenger Saving Throws if transports are destroyed.
- 6 Roll Saving Throws for Structures using cumulative hits against current Toughness.
- 7 If a Town collapses, roll Saving Throws for Occupants. If a Transport is destroyed at this stage, Passengers roll Saving Throws but survivors do not have to roll Saving Throws for Occupants.
- 8 If the Unit lost any Bases, then it must take a Morale Test when the current Order is completed.

Area Fire

Calling for Fire using an Observer (d10)	
Base Modifier	± TQ
Officer Attached to the Observer	+ 1
Communications Modifier or Observer is an American Unit linked to a Fire Direction Centre	+ 0 / + 1 / + 2 + 0 (from 1943)
Observer is in an Artillery OP vehicle	+ 1 (has the benefit of higher powered and better radios)
Fatigue on Observer	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – Place a Call for Fire Token on the target location
5 or lower	No effect – You did not get through

Firing Ranging Rounds (d10)	
Base Modifier	± TQ
Officer Attached to the Battery	+ 1
Firing Battery can trace a Line of Sight to the Call for Fire Token	+ 1
Fatigue on Battery	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – Rounds are on target
5 or lower	Whoops! – The Ranging Round deviates (see below)

'Adjusting' an Aim point (d10)	
Base Modifier	± TQ
Officer Attached to the Observer	+ 1
Observer is in an Artillery OP vehicle	+ 1 (has the benefit of higher powered and better radios)
Firing Battery can see the Aim Point Token	+ 1
Communications Modifier or Observer is an American Unit linked to a Fire Direction Centre	+ 0 / + 1 / + 2 + 0 (from 1943)
Fatigue on Observer	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – Move the Aim Point Token 10cm
5 or lower	No effect

To Hit with Artillery (Area) Fire (d10)	
Base Modifier	± TQ
Officer Attached to the Battery	+ 1
Mortar Battery firing	+ 1
Target is Town or Bridge	+ 2
Target is Bunker	+ 1
US Artillery conducting Time on Target attack using Guns	+ 0 to + 4 (depending on overall number of Guns firing)
Target is Concealed	- 1
Target is in Soft Sand, Marsh, Bog, Lake, Canal, River or Stream	- 1
Fatigue on Battery (Not used with Pre-Planned Artillery fire)	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Target is hit
5 or lower	No effect

Close Assault

To Hit with Close Assault (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	+ 1
Target is Bunker	+ 1
Flamethrower attack	+ 1
Fatigue on Attacking Unit (Not used when 'Fighting Back')	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Target is hit
5 or lower	No effect

Close Assault Saving Throws – Combat Units (d10)	
Base Modifier	± TQ
Infantry, Cavalry, Deployed Weapon, Combat or Transport Vehicles	+ Size
Armoured Vehicles	+ Side armour
Pinned Marker on testing Base	- 1 per Pinned Marker
Testing Base is part of a Shaken Unit	- 1 per Shaken Marker
Target attacked by Base using ... Small Arms ... AP or HC or other weapon with PEN ... HE weapon	- CAF - PEN - HE#
Target attacked by Armoured or Combat Vehicle	- 'Squish' Factor
Bunker, or Defender in Trench, Emplacement or 'Dug-In'	- DF (if attacker so equipped)
Final Score	Effect
6 or greater	Success. The Base is unaffected
5 or lower	The Base is Knocked Out

Close Assault Saving Throws – Bunkers (d10)	
Base Modifier	± TQ
Structure	+ Toughness
Attacking Factor	- CAF or - DF - HE# (if attacked by a Flamethrower or Spigot Mortar)
Pinned Marker on Bunker	- 1 per Pinned Marker
Bunker Unit is Shaken	- 1 per Shaken Marker
Current level of damage	- 1 per Damage Marker
Final Score	Effect
6 or greater	Success. The Base is unaffected
5 or lower	The Bunker is Demolished.

Fire for Effect Area (Radius)	
1 or 2 Bases	5cm (Rockets 10cm)
3 to 6 Bases	10cm (Rockets 20cm)
7 to 12 Bases	15cm (Rockets 30cm)
13 to 20 Bases	20cm
21 to 30 Bases	25cm
More than 30 Bases	30cm

Air Attacks

Calling in Air Attacks (d10)	
Base Modifier	± TQ of FAC
Officer Attached to the FAC	+ 1
Communications Modifier	+ 0 / + 1 / + 2
Target location cannot be seen by FAC or no FAC remaining	- 1
Fatigue on FAC	- 1 per Fatigue Marker
Repeated attempt if no FAC available	- 1 per additional attempt
Final Score	Effect
6 or greater	Success – Place an Air Attack Token on the target location
5 or lower	No effect

Accuracy of an Air Attack (d10)	
Base Modifier	± TQ of aircraft
Air Attack Token is within a Town or Wood	- 2
Air Attack Token is within 10cm of, but outside, a Town or Wood	- 1
Final Score	Effect
6 or greater	Success – Resolve the attack
5 or lower	Attack inaccurate – Resolve at new location

To Hit with an Air Attack (d10)	
Base Modifier	± TQ of aircraft
Target is Town or Bridge	+ 2
Target is Bunker	+ 1
Target is in Soft Sand, Marsh, Bog, Lake, Canal, River or Stream	- 1
Target is Concealed	- 1
Final Score	Effect
6 or greater	Target is hit
5 or lower	No effect

Anti-aircraft Fire (d10)	
Base Modifier	± TQ
Fatigue on Unit	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	A Hit – see below
5 or lower	No effect

Aircraft Saving Throw (d10)	
Base Modifier	± TQ
Armoured Airframe	+ 2
Tougher Airframe	+ 1
Weaker Airframe	- 1
Enemy Anti Aircraft Fire	- HE#
Final Score	Effect
6 or greater	Success (see below)
2 – 5	Driven off (see below)
1 or lower	The aircraft is destroyed

15.6 – Controlling Objectives

An Objective Marker is controlled by the Player who last had a Base that ended an Order within 10cm of it, with no enemy Base within 10cm of it. You can only control an objective with Unpinned Bases of the following types:

- Armoured Vehicles, including Self-propelled Guns and Armoured transport vehicles (with or without Passengers)
- Combat Vehicles
- Infantry or Combat Engineers
- Cavalry
- Deployed Artillery
- Bunkers

Units do not have to stay by an Objective, they can move away, but that also means that it can be seized by the enemy, or regained by its previous controller if he has assets available who can dash up and reclaim 'their property'.

The following Units cannot control an Objective:

- Command Bases (even if they are in a tank or other vehicle)
- Aircraft
- Unarmoured Transports with or without Passengers

15.7 – Determining who has LOST

At the END of every Game Turn each Player checks to see whether he has lost. This happens if:

- He has no combat Units deployed on the table as models. Off-table Artillery, Close Air Support and Units in Reserve are ignored for this purpose.
- In an Amphibious Assault game Units that fail to be deployed in their Assault Waves in Game Turns 1 to 3 because there were no Orders available are treated as LOST.
- He has reached his Break Point through losing Units and Objectives.
 - 1 A lost or Weakened Unit counts as 1 point towards the army's Break Point.
 - 2 A lost objective which belonged to the Player at the start of the game counts as 1 point towards the army's Break Point.
- If both forces have reached their Break Point the result is declared to be a draw.

If Turn 6 has just been completed and neither side has lost, it is now uncertain whether the Game will continue. From Game Turn 7 onwards the winner of the Initiative roll can, if he wishes, declare the game to be over.

- In an Encounter Game, the result is declared to be a draw.
- In all other games, the effect of winning the Initiative roll is as follows. If he is...
 - ... the Defender, he can claim victory at this point and the game ends.
 - ... the Attacker, he can EITHER force the Game to continue for another Turn, after which the process is repeated OR he can declare the result to be a draw.