

## Sequence of Play

### A. Support Phase

1. Resolve air and artillery missions.
2. Secretly record next turn's artillery target hexes and demand for air support.

### B. Command Phase

Check that units are in command. Units not in command receive an NC marker. Units may be attached.

### C. Operations Phase

1. Initiative
2. Operations segment
  - attempt to activate a formation [1st & reinforcements are free]
  - pass [phase ends on 2 consec. passes or on activation. roll = 10 if 1 side done]

### D. Administrative Phase

1. Remove artillery markers, relocate units in Blaze to adjacent hex..
2. Remove or reduce smoke
3. Remove Fire, Move, Shut Down, and Stopped Markers  
[vehicles may retain Move markers]
4. CP units are returned to their not yet activated sides, killed leaders are replaced
5. Neutralized units may attempt to remove their markers or retreat 1 hex
6. Determine if formations have become hesitant; check demoralization
7. Repair checks for jammed weapons
8. Camouflage units, check immobilized vehicle abandonment.

Command Range	hexes
Company CP to Platoon CP	5
Platoon CP to his units	3
Vehicle CP to other AFVs	5

### Modifiers to Activation

#### Formations:

CP not in command: M - I

Formation hesitant: M - I

CP stopped/neutralized/destroyed: M - I/M - 2/M - 3

#### Isolated Units:

Unit not in command/isolated: M - I

Formation hesitant: M - I

If stopped: M - I

### Inactive Unit responses

--**Opportunity Fire:** By an inactive unit must not have a No More Fire marker. It is limited to Direct Fire only (including mortars, which may use an observer to sight) against a unit, once per hex moved/per fire.

--**Retreat before Assault** (once per turn--mark Moved & activated). Move to an adjacent hex. May not be used by set-up heavy weapons, cannons, armored vehicles, previously activated units, neutralized or stopped units.

## Unit Actions

### Infantry

- fire may be used by out-of-command infantry units
- move (four MPs)
- move 1/2 MPs and fire 1/2 strength (in either order)
- tactical movement (one hex--may assault adjacent hex)
- rapid movement (six MPs)
- move 1/2 MPs and place smoke (in either order)
- move 1/2 MPs and assault (NOT marked Fired)
- entrench (need 2 turns)
- move 1/2 MPs and set-up (for dismantled hvy. weap.)

### Set-up Heavy Weapons

- fire
- dismantle and move 1/2 MPs (for set-up hvy. weap.)

### Light cannons:

- fire
- move one hex

### Vehicles

- fire
- move (may assault--mark Fired)
- move 1/2 MPs and fire 1/2 strength (in either order; may assault)
- move 1/2 MPs and place smoke (in either order)

**CPs** (non-vehicle, not stopped or neutralized)

### command action

- reactivate one unit that does not yet have any fire marker
- remove a Fire=Check marker
- flip a No More Fire marker to Fire=Check
- remove a Stopped marker from one unit (it may be activated if it

has not already been)

--observe for an adjacent mortar

Apply command action only to unit stacked with or adjacent to CP. A company CP may perform a command action on any unit below it in the chain of command (stacked or adjacent).

### Actions Notes

--**Neutralized:** may not undertake any actions or attack.

--**Stopped:** may fire at half-strength but not perform any other actions. When its formation is activated, it may take a step loss to remove the stopped marker.

--**Shut down tank** is considered stopped and may no longer fire that turn.

--A movement marker is placed on an active unit that performs a movement action, no matter what type of movement it is.

--A unit that possesses a Fire=Check or No More Fire marker may not move during its own activation. A unit that possess a Movement marker fires at half strength.

Combat Table																			
		FINAL ATTACK FACTOR																	
DICE	1	2	3	4	5	6	7	8	9	10	12	14	16	20	24	28	34	40	DICE
0	N1	N2	N3	I	I	I	I	I	I	E	E	E	E	E	E	E	E	E	0
1	N	N1	N2	N3	I	I	I	I	I	I	E	E	E	E	E	E	E	E	1
2	N	N	N1	N2	N3	N3	I	I	I	I	I	I	I	E	E	E	E	E	2
3	S2	S2	N	N1	N2	N2	N3	N3	I	I	I	I	I	I	E	E	E	E	3
4	S1	S1	S2	N	N1	N2	N2	N3	N3	N3	I	I	I	I	I	I	E	E	4
5	S1	S1	S2	N	N1	N2	N2	N3	N3	N3	I	I	I	I	I	I	E	E	5
6	-	-	S	S1	S2	N	N	N1	N1	N2	N3	N3	I	I	I	I	I	I	6
7	-	-	-	S	S1	S1	S2	N	N	N1	N2	N3	N3	I	I	I	I	I	7
8	-	-	-	-	S	S	S1	S1	S2	N	N1	N2	N2	N3	N3	I	I	I	8
9	-	-	-	-	-	-	-	S	S1	S2	N	N1	N1	N2	N2	N3	I	I	9
10	-	-	-	-	-	-	-	-	-	S1	S1	N	N	N1	N1	N2	N3	I	10
11	-	-	-	-	-	-	-	-	-	-	-	S1	S2	N	N	N1	N2	N3	11
12	-	-	-	-	-	-	-	-	-	-	-	-	-	S	S1	N	N1	N2	12
13	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	S1	N	N1	13
14	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	S1	N	14
15+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	S1	15

Result: S =stoppage test; N =neutralisation test; I =lose a step+neutralised; E =Eliminated

Any I or E result against a wooden building creates ruins & starts a fire on a 1d6=<2. Same result for stone buildings if fire from med/hvy artillery.

### Fire Strength Modifiers

- Distance: against adjacent hex: x 2  
against hex between normal range and up to double this range: x 1/2
- Moving and firing: x 1/2
- Firer stopped: x 1/2
- Firer in smoke: x 1/2
- Target hidden: x 1/2

### Dice Roll Modifiers

- Target movement:
  - target in tactical movement: -1
  - target in normal movement: -2
  - target in rapid movement: -3
- AT or Inf. gun taking fire from its front: +1
- Terrain:
  - light protection: +1
  - medium protection: +2
  - strong protection: +3
- Target in smoke: +1
- Visual hindrance: +1 per hex traversed (max.= 3)

### Anti-personnel Fire by a Vehicle

	RANGE		
	7-10 hexes	11-16 hexes	17+ hexes
<b>Modifier to AP value</b>	-2	-3	-4

**Stoppage Check:** roll 2d6 >M =Stopped; 2d6 >Mx2 =Neutralized.

**Effect:** 1/2 Fire but no other actions. Fire Check +1.

**Removal:** Remove & take step loss when formation activated OR  
remove via CP action OR  
remove automatically at end of turn.

**Note:** a unit in Blaze becomes stopped.

**Neutralization Check:** roll 2d6 >M =Neutralized; 2d6 >Mx2 =Neut.+step loss.

**Effect:** No actions.

**Removal:** Check in Administrative Phase (or retreat).

**Note:** another N = step loss.

### Group Fire

Units in the same formation that are stacked or adjacent may combine their fire on the same target except units performing a Move and Fire action.

### Fire Check:

Unit stopped/hesitant: +1 (cumulative)

### Anti-tank To Hit Table

To Hit #	RANGE		
	1-10 hexes	11-20 hexes	21+ hexes
	8	7	6

#### Dice Roll Modifiers:

- Moving target: +2
- Moving firer: +2
- Recruit firer: +1
- Veteran firer: -1
- Target size: Large: -1  
Small: +1  
Very small: +2
- Firing to the flank or rear: according to the turret speed
- Light cannon firing to flank/rear: +1/+1
- Protection of terrain and visual hindrances (see table)
- Range Modification according to barrel length of gun:
 

	11-20 hexes	21+ hexes
Short	+1	+2
Medium	--	+1
Long	--	--
- 6 pounders and PAK 40 have Long calibre



### Anti-tank Fire

DICE	DIFFERENTIAL							
	<= 0	1	2	3	4	5	6	7+
2	D	D	D	D	D	D	D	D
3	I	D	D	D	D	D	D	D
4	S	I	I	D	D	D	D	D
5	S	S	I	D	D	D	D	D
6	-	-	S	I	D	D	D	D
7	-	-	-	S	I	D	D	D
8	-	-	-	-	S	I	D	D
9	-	-	-	-	-	S	I	D
10	-	-	-	-	-	-	S	I
11	-	-	-	-	-	-	-	S
12	-	-	-	-	-	-	-	-

D =Destroyed; I =Immobilised, S =Shut Down  
 Natural 12 =miss  
 2 immobilized =D  
 Shut Down =no fire or move

#### Dice Roll Modifiers::

- Differential less than 0: +1 to the dice per column of negative differential.
- Differential greater than 7: -1 to the dice per column of greater differential.
- Fire to the rear: -1 to the value of side armour.
- Range Modification according to barrel length of the gun:
 

	7-10 hexes	11-15 hexes	16+ hexes
Short	+1	+2	+3
Medium	--	+1	+2
Long	--	+1	+2

Heavy MGs may use this table vs. Armor 1 or less vehicles.  
 AT value is zero, and no To Hit roll required.

### Fire of Portable Antitank Weapons

- Panzerschreck: 7
- Panzerfaust; Bazooka: 6
- PIAT: 5
- Roll less with 2d6 [roll less =destroyed; roll equal =immobilised]  
 Maximum Distance: 2 hexagons (Panzerfaust =1)

#### Dice Roll Modifiers:

- Target size: Large: -1  
Small: +1  
Very small: +2
- Firer has movement marker: +2
- Target has movement marker: +2
- Recruit: +1
- Veteran: -1
- Schurzen (against flank shot): +1
- At 2 hexes range: +1

Panzerfaust Availability: unmodified coloured die =< to the availability for the scenario [2 for Normandy]. Not considered Fired if it fails. Must also pass Fire Check if so marked.

### Jamming

Heavy machineguns and vehicle machineguns (if the main weapon) jam on unmodified 11 or 12 fire check. May be repaired during Administrative Phase on roll of 8 or less.

### Ammo depletion

Mortars, tanks, cannons become ammo depleted on unmodified roll of 12 fire check. Roll 1d6 = number of fires left. Remove unit from game when last fire used. Bazookas, panzerschrecks, PIATs are removed on a fire check roll of 10+.

### Neutralization Test Table [RALLY]

To remove, roll =< Morale -1

#### Modifiers to dice:

CP (non-neutralized) in hex: -2

CP (non-neutralized) adjacent: -1

Enemy unit adjacent (non-neutralized): +1 max.  
(highest morale may choose to go last)

An unmodified 12 causes a step loss.

Instead of a Rally Check, the unit may move to one hex not adjacent to enemy.

### Formation Morale

**Hesitant:** When step losses = number preceding the slash, all units of the formation receive -1 morale, even for activation.

**Demoralized:** When step losses = number following the slash, the formation must check with 2d6 during Administrative Phase. If roll > M-1 of CP, all units removed from map. This check must be done at the end of any turn the demoralized formation loses a step.

### Subordinates [CP Replacement]

Die	Bonus
0	+1
1	0
2	0
3	-1
4	-1
5	-1
6	-2
7	-2

Modifiers (die)

Shock: -1

Recruit: +1

### Vehicle Data Cards

canon = gun

mitrailleuse = machine gun

AC = anti-tank

AP = anti-personnel

portee = range

cadence = rate of fire

blindage = armour

taille = size

grande = large

normale = normal

moyenne = medium

petite = small

tres petite = very small

tourelle normale = normal turret

tourelle rapide = fast turret

tourelle lente = slow turret

toit ouvert = open topped

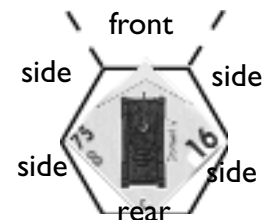
pots fumigenes = smoke pots

fumigenes = smoke [ammo]

lat = side

PC et armes lourdes seulement = CPs and heavy weapons only

### Fire Arc



Vehicle Movement:

1 MP per facing change.

2 MP to move backwards.

May change facing when activated to Fire.

### Transport

Vehicles labeled Transport on their data card may transport:

--one squad or gun;

--one AT team (or dismantled heavy weapon) and a leader.

Jeeps, Bren carriers (or similar) may only transport a CP, an AT team or dismantled heavy weapon, or a light cannon.

--Costs 2 MPs for infantry and 1/2 MPs for vehicle.

--A unit may move & mount or move & dismount in same turn. A unit may not mount and dismount in the same turn.

--A cannon may not move in the same turn it mounts or dismounts. A vehicle that tows a gun spends +1 MP per hex.

--A vehicle that has infantry mount or dismount may not fire during its activation.

--An active infantry unit that mounts an inactive vehicle automatically activates it. The vehicle may then move. Similarly, an active vehicle that mounts an inactive infantry unit automatically activates it. The vehicle may then continue its movement.

--Armored movement: infantry & tank may move together, gaining a net -1 modifier.

--Passengers in a destroyed vehicle roll 2d6 =< 7 = step loss. Otherwise also destroyed.

--Passengers evacuating an immobilized or shut down vehicle become stopped.

Artillery arrives one turn after it is requested. LOS required to call.

→ may cancel

### Delay of Artillery Fire

Artillery: base value 7  
 German: -1  
 Pre-registered bombardment: -1  
 Per additional turn of delay so far : -1

↓ Place impact marker.

### Artillery Scatter

1d6 = direction  
 1d6 = distance away of impact:  
 0,1,2 = in the hex.  
 3,4 = one hex.  
 5,6 = two hexes.  
 7 = three hexes.

#### Dice Roll Modifiers for distance away of impact:

- Second fire without correction: -1
- Third fire without correction: -2
- Distance away of the artillery observer:
  - less than 10 hexes: -1
  - 21-29 hexes: +1
  - more than 30 hexes: +2
- No observer, or out of LOS: +3
- weather: according to the visibility level.

↓

### Artillery/Bombs [Attack Factor Determination]

Type	Distance away from impact			
	0	1	2	3
Light	10(2)	4(1)	-	-
Medium	12(2)	7(2)	4(1)	-
Heavy	16(2)	10(2)	6(2)	4(1)
Bomb	14	8	5	-

( ): value of the Smoke marker (smoke missions only).

↓

### Indirect Fire Modifiers for Combat Table

- terrain: sum of the modifiers for terrain in the target hex minus 1 (to a minimum of 0)
  - target unit hidden: strength x 1/2 (mortars only)
  - target unit in normal or rapid movement: -1
- No other terrain modifiers are applicable. The modifiers normal to movement do not apply.

↳ Resolve on Combat Table (for non-vehicles)

### Indirect Fire Against Vehicles

TARGET	TYPE OF FIRE				
	Hvy Art.	Med .Art.	Light Art.	Mo 80	Mo 60
Armoured	5	4	3	2	1
Non-armoured	10	9	8	7	6

#### Dice Roll Modifiers:

- Open-topped: -2 (armoured targets only)
- Target's front armour is 11+ : +1

Test Result: <X: Destroyed, =X: Immobilised, =X +1: Shut Down

### Assault

#### Modifiers to the Initiative Test:

- Attacker: +1 (1st phase only)
- Unit stopped: -1
- Unit neutralised: -2
- Formation hesitant: -1
- Unit hidden: +2
- Parachuted unit: -2

Type	Step loss	Elim.	Vehicle
Shock	9	6	7
Veteran	8	5	6
Line*	7	4	5
Recruit	6	3	4

Roll with 2d6 less than or equal to the figure indicated. Vehicles immobilized if 2d6 = number, eliminated if < number.

#### Dice Roll Modifiers:

- crew or CP: +2
  - stopped: +1
  - hesitant: +1
  - neutralised: +3
  - step loss: +1
  - coming from a lower level: +1
  - coming from a higher level: -1
  - defender in strong protection: +1
  - target infantry have movement marker: -1
  - against parachuted unit: -1
- Against vehicle:
- against armoured assault: +2
  - Panzerfaust: -2
  - German: -1
  - against an open-topped or non-armoured vehicle: -2
  - against an immobilised or shut down vehicle: -2

Infantry assaulting vehicles attack first. Vehicles not shut down attack using Line, unless equipped with Nw (use Veteran). Infantry return to original hex if vehicle not destroyed.

Assault may not be conducted by unit with Fire marker, Stopped, Neutralized, or Hesitant.





### Armored Assault [Overrun] Tanks and Halftracks only

- +1 MP to enter
- 1) Attack with 1/2 AP value against each unit
- 2) All units in hex must make Stoppage check after attack
- 3) AFV receives Fire Check marker after assault
- 4) Defending units then make assault.

--AFV immobilized or shut down due to opportunity fire at one hex range does not attack and is subject to infantry assault without the armored assault modifier in the hex.

--Opportunity fire into the assault hex is allowed from units outside the hex.

--May overrun again but must leave hex first.

Terrain Table						Protection
	Inf.	Tracked	Halftrack	4x4	Wheeled	
Clear terrain	1	2	3	4	5	0
Forest	2	4	6	6	--	+2
Orchard*	1	3	4	5	6	+1
Brush*	1.5	2	4	5	6	+1
Field*	1.5	2	3	4	6	+1
Marsh*	2	-----Prohibited-----				+1
Cemetery*	2	4	6	6	--	+1
Water body		-----Prohibited-----				
Watercourse	2	3	4	3	6	0
Bridge	1	1	1	1	1	0
Road	1	1	1	1	1	0
Hedge	+0.5	+0.5	+3	Prohibited		+1
Bocage	+0.5	-----Prohibited-----				+2
Wall	+0.5	+1	-----Prohibited-----			+1
Wood Building	1	-----Prohibited-----				+2
Stone Building	1	-----Prohibited-----				+3
Higher Level	+1	+2	+2	+2	+4	(+1)

\*Visual hindrance [LOS blocked if sum of hindrances > +3

- Changing level within a building costs 2 MP (5.2);
- vehicles may cross bocage via an opening at +2 MP (5.4);
- smoke/blaze/vehicles/wrecks provide +1 protection (5.3, 16.4);
- entrenchments provide +2 protection (18.1);
- prepared position +3 (5.1);
- infantry that moves on a road (only) receives +2 MPs (9.4).
- Bren carriers, jeeps & trucks don't leave wrecks
- Hindrances occupy entire hex, Obstacles do not.

### Observation

Protection	+0	+1	+2	+3
Clear (day/other) unlim.	16 / 8	8 / 4	4 / 2	
Level 1 weather	16	12 / 8	6 / 4	2 / 1
Level 2 weather	9	6	3	1
Level 3 weather	3	2	1	1

These observation distances only apply to infantry in normal movement. At more than the indicated distance, a unit does not lose its camouflage.

### Stacking

- Maximum 3 squads + 2 vehicles at end of movement
- CPs, heavy weapons and cannons count as 1/2 squad.

### Smoke

- Artillery place 1 or 2 type markers depending on size, infantry, tanks & mortars all place type 1 markers.
- When active, an infantry unit, or tank equipped with smoke pots, may place smoke in its own or any one adjacent hex. A tank with smoke shells may place smoke in any hex in their LOS in accordance with the rate of fire rules. The unit or tank may also move 1/2 MPs before or after.
- Type 2 smoke blocks LOS on its level and one higher, while type 1 smoke only blocks its own elevation.

### Revealing Hidden Units

- fires while in enemy LOS
- assault in open terrain
- assault in terrain with protection of at least +1 (exc: walls/hedges); remove after initiative check of first round of assault
- move within enemy LOS within observation range
- move rapidly
- suffer fire result other than No Effect

**Tactical movement:** Hidden marker lost only in open at <9 hexes

**Vehicles:** May be camouflaged if remains stationary and does not fire at >16 hexes

**Infantry:** May be camouflaged if out of LOS or observation range of enemy.

**CPs:** Hidden CPs may be indicated activated by placing Activated marker near any unit of that formation.