

COMBAT RESULTS TABLE

Combat Differential

2d6 Die Roll	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
19												S	19	
18												S	S	18
17												S	S	(S) 17
16												S	S	(S) (S) 16
15												S	S	(S) (S) D 15
14												S	(S) (S) D D	D 14
13												S	(S) D D D D	D 13
12												S	S (S) D D D D D	D 12
11												S	S (S) D D D D D E	E 11
10												S	S (S) (S) D D D D E E	E 10
9												S	(S) D D D D E E E	E 9
8												S	(S) D D D D E E E E	E 8
7												S	S (S) D D D E E E E E	E 7
6												S	S (S) D D D D E E E E E	E 6
5	S	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E 5
4	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E 4
3	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E	E 3
2	(S)	D	D	D	E	E	E	E	E	E	E	E	E	E 2
1	D	D	D	D	E	E	E	E	E	E	E	E	E	E 1
0	D	D	D	E	E	E	E	E	E	E	E	E	E	E 0
	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	

The Terrain Effects and Range Effects charts display modifiers to this roll

RANGE EFFECTS CHART

Range:	1" or less	2" to 5"	6" to 10"	11" to 15"	each additional 5"
Die Roll Modifier:	-1	0	+1	+2	+1

MOVEMENT ORDERS TABLE

2d6 Die Roll:	≤3	4	5	6	7	8	9	10	11	12	13≥
# of Orders:	0	1	1	1	2	2	3	3	4	4	5

Apply the GHQ's Quality value to this die roll

Results:

blank = no effect

If attacker is artillery or support stand, result is "S"

S = Suppressed

+4 to all cohesion rolls. Effect is not increased by additional S results.

(S) = S Paren

if already "S" then treat this Result as a "D". Otherwise apply an "S" result.

D = Disrupted

+3 to all cohesion rolls until it rallies. If unit already has a "D" treat this result as an "E"

E = Eliminated

Remove unit from play

TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost per 100m			Firing Unit Cohesion & CRT Die Roll Effect for a target in this terrain	Is Line of Sight Blocked?
	Tracked Unit	Wheeled Unit	Foot Unit		
Clear	1	2	1	None	No
Jungle	6	Not Allowed	2	+4 if personnel, +2 all others	Yes ++
Woods	3	4	1	+4 if personnel, +2 all others	Yes ++
Grove	2	3	1	+2 if personnel, +1 all others	Yes ++
Gravel Plain	1	1.5	1	None	No
Broken Rock	2	5	1.5	None	No
Marsh, Ford, Soft Sand, Mud	4	8	3	Target in mvmt. posture -1	No
Gentle Slope	1	2	1	None	Yes ++
Steep Slope	3	Not Allowed	2	+1	Yes
Hilltop or Ridgecrest	+1	+3	+1	+2**	Yes
Bocage/Hedgerows	4	Not Allowed	2	+4 Personnel, +2 Others	Yes ++
Rough Terrain 1	1	3	1	+2 if personnel, +1 all others	If personnel -Yes All others -No
Rough Terrain 2	2	5	1.5	+4 if personnel, +2 all others	If personnel -Yes All others -No
Rough Terrain 3	3	7	3	+6 if personnel, +4 all others	Yes ++
Light Buildings	1	2	1	+4 if personnel, +2 all others	Yes ++
Medium Buildings	1	2	1	+5 if personnel, +3 all others	Yes ++
Heavy Buildings	1	2	1	+6 if personnel, +4 all others	Yes ++
Rubble	4	Not Allowed	2	+8 if personnel, +5 all others	No
Good Road	0.5	0.5	1	None \$	No
Poor Road	1	1	1	None \$	No
Track	1	1.5	1	None \$	No
Smoke	+1	+2	+1	Firing into or out of smoke +3	Into: No, Through: Yes
Artillery Impact zone	+1	+3	+2	Firing into Impact Zone +3 ⁺	Into: No, Through: Yes
Light Improved Position	2	3	1	+4 if personnel, +1 all others	No ++
Medium Improved Position	2	4	1	+5 if personnel, +2 all others	No ++
Heavy Improved Position	3	N/A	2	+7 if personnel., +3 all others	No ++
Barbed Wire	+3	N/A	+2	-1	No
Minefield	+1*	+1*	+1*	-2	No
Anti-Tank Ditch	N/A	N/A	+2	+4 Personnel in ditch	No
Wreck	+0	+1*	+0	+1	No

All Terrain Results are Cumulative!

Notes:

- * Applies only when **Leaving** the area
- ** Applies only to fire coming through the ridge crest or from below the hilltop
- + Only armored vehicles may fire out of an artillery impact zone with an additional +3 to their cohesion roll.
- ++ Concealing Terrain: if stand in this terrain has fired this turn, ignore the cohesion penalty, CRT modifier stays in effect.
For LOS purposes the target unit must have already fired in this turn or be adjacent to a friendly unit to be spotted.
- \$ Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that road or track passes. Stands on a road or track which are stationary or paying the terrain penalty while moving do get the benefits.

All terrain effects, except Smoke and Artillery Impact zones, only affect fire **into** the terrain.

Regardless of terrain or other effects, a 'natural' cohesion roll of "1" always succeeds and a "20" always fails.

SEQUENCE OF PLAY

1. Initiative Phase:

1D6 + Unit Cohesion Highest total has initiative for this turn.

2. Posture Determination Phase:

Mark each stand or group in the movement posture

3. Joint Artillery Fire Phase:

Players alternate executing artillery fire actions.

See Direct and Indirect Fire Procedure Charts

4. Joint Fire Phase:

Players alternate executing fire actions.

One stand may only be the target of one attack per fire phase.

See the Fire Procedure Chart

5. Joint Plot Phase:

Players plot indirect artillery fire missions for future turns.

Players plot aircraft strike missions for future turns.

See Indirect Fire Procedure and Air Strike Procedure Charts

6. Joint Movement Phase:

Roll 2D6 on the Command Efficiency Table for # of orders.

Players alternate executing ordered moves, with Op Fire and Cover Fire.

Players alternate executing non-ordered moves .

Any stand that enters an Artillery Impact marker rolls for effect.

7. Marker Removal Phase:

Remove Movement and Impact markers,

Attempt to remove combat effect markers by making a successful cohesion roll.

See Marker Removal Procedure Chart.

PROCEDURES

DIRECT ARTILLERY FIRE PROCEDURE	INDIRECT ARTILLERY FIRE PROCEDURE
1. Identify the Target stand or location.	1. Refer to this turn's plotted indirect fire missions for target locations and firing stands.
2. Designate the attacking (firing) stands. Verify clear LOS from attacker to target.	2. Roll cohesion for each firing stand. Modify the result for the cohesion state of the firing stand. A success indicates the stand fires.
3. Roll for cohesion modified by targets' Terrain and attackers' Cohesion State for each firing stand.	3. Roll cohesion again, as in step 2, to determine if the fire is on target or deviates. A success indicates the fire is on target, skip to step 5.
4. (Mortars only) Roll for deviation.	4. Roll 1d8 to determine the direction of the deviating fire. Roll 1d8/2 (or 1d6 for rockets) to determine the distance of the deviation. Impact markers <u>must maintain the plotted 'sheaf' pattern.</u>
5. Determine defense value of target.	5. Determine the defense value of the target in the <u>impact zone</u> .
6. Determine the attack value applicable to the target for each attacking stand.	6. Determine the attack value applicable to the target in the <u>impact zone</u> .
7. Reduce the defense value of armored stands by 50%, rounded up. Reduce Open Topped Armored Vehicles by 75%, rounded up.	7. Reduce the defense value of armored stands by 50%, rounded up. Reduce Open Topped Armored Vehicles by 75%, rounded up.
8. Subtract the modified defense value from the modified attack value to determine the "combat differential" (see CRT). [A-D= CD]	8. Subtract the modified defense value from the modified attack value to determine the "combat differential" (see CRT). [A-D= CD]
9. Roll 2D6.	9. Roll 2D6.
10. Modify the rolled total by targets' Terrain, and if firing AP, Range	10. Modify the rolled total by the targets' terrain
11. Cross reference the modified die roll and the combat differential on the Combat Results Table (CRT) and apply the result to the target.	11. Cross reference the modified die roll and the combat differential on the Combat Results Table (CRT) and apply the result to the target.

Indirect Artillery Mission Die Roll Modifiers
Barrage Missions: +2 to Cohesion roll 'to fire', +3 to CRT die rolls
Pre-Registered Missions: deviate on rolls of 19 or higher only.

PROCEDURES

STANDARD FIRE PROCEDURE	MOVEMENT COHESION CHART
1 Designate a target stand.	Condition: Cohesion Die Roll Modifier:
2 Designate all attacking stands and verify a clear LOS from each.	GHQ eliminated No further orders allowed
3 Roll a cohesion check for each attacking stand, and modify the result for attackers' Cohesion State, and/or Terrain the target is in. For each success, proceed to step 4.	Each G/HQ attached to a unit or group -2
4 Determine the attack value of the firing stand.	Unit or group with an order No Effect
5 Determine the defense value of the target stand.	[R] units or groups No Effect
6. Subtract the modified defense value from the modified attack value to determine the "combat differential" (see CRT). [A-D= CD]	Unit or group w/out an order +3
7. Roll 2D6.	Unit 'Suppressed' +4
8. Modify the rolled total by targets Terrain, and range effects.	Unit 'Disorganized' +3
9. Cross reference the modified die roll and the combat differential on the Combat Results Table (CRT) and apply the result to the target.	MARKER REMOVAL PROCEDURE
	1. Remove all Movement and Fired markers
	2. Perform a Cohesion Roll for each stand with 'S' and 'D' markers.
	To recover from an 'S' effect: Cohesion roll +4 must be equal to or less than (=<) players Cohesion value
	To rally (remove) a 'D' effect: Cohesion roll must = 1 (unmodified)
	<i>If the recovery cohesion roll = 20 (unmodified) the stand receives an (S) combat result (Panic).</i>
	<i>If the impaired stand is adjacent to an HQ or GHQ modify the recovery die roll by -1.</i>
OVERRUN PROCEDURE	CLOSE ASSAULT PROCEDURE
1. Perform all movement connected with this Overrun.	1. If not in the movement posture, the defender makes a cohesion roll.
2. The Defender makes one cohesion roll per overrunning stand	2. If successful, the defender attacks one assaulter with a -3 to the CRT die roll.
3. The attacker rolls 2D6 and applies the results from +6 Combat Differential column for each failed roll of the defender.	3. The attacker rolls to check cohesion for each attacking stand.
4. The attacker makes one cohesion roll for each attacking stand.	4. Each successful assaulter attacks the defender with a -3 to the CRT die roll.
5. The defender rolls 2D6 and applies the results from the +2 combat differential column for each failed roll of the attacker	5. A "Disorganized" defender must move 1 inch away from attackers.
See rule 8.7 for further details.	<p>Notes:</p> <ul style="list-style-type: none"> - Armored vehicles retain 50% of their defense value (rounded up) in close assaults, regardless of the direction from which they are attacked. - Defending stands with a restricted field of fire must use their nations Infantry HQ firepower values if the close assault comes from a direction in which their main weapon does not face. - Cavalry stands double their printed combat value when close assaulting personnel or other non-vehicle stands. - Engineer stands get an additional -3 to the CRT roll in close assault events. - All rolls are considered to be at zero (0) range. <p>See Rule 8.8 for further details.</p>

FORCE DETERMINATION,

SUMMARY

Cards: 1 Poker deck per GHQ, minus the jokers, # Cards = face values, A=1, J= 11, Q = 12, K=13

Basic Rule:

Whenever a stand is eliminated from play (E result), for any reason, draw a card (1).

If an HQ stand is eliminated draw two cards (2), for GHQ stands, draw three cards (3).

You are not required to show your cards to your opponents during play. You may show them to allies.

Whenever the sum of your cards exceeds the unit's Determination Value, your force has reached a crisis of command and is **broken**. At this point you must reveal your cards to your opponents.

Effects:

On the Next Turn

1. The Cohesion value of all components of the broken formation is reduced by 5 (-5) for all purposes except movement for the rest of the game.
2. Stands of a broken formation may only fire if fired upon that turn. They may fire at any enemy units within 8".
3. Off map artillery belonging to the broken formation may complete any multi-turn fire missions. No further indirect fire may be plotted for that formation.
4. Any unused airstrikes assigned to that formation are canceled.
5. The cohesion of units of a broken unit is increased by 2 (+2) for movement purposes for remainder of the game.
6. Units belonging to the broken formation must move towards a friendly map edge, as agreed upon by the players, they must use their full movement allowance if possible.
7. Units of the broken formation are assumed to be in the Movement Posture, even if they fire during the fire phase. Recall they may only fire if fired upon (per 2 above) and may not move if they fire (per standard rules).
8. If and when all formations of one side have broken, the opposing side must make a successful cohesion roll at the beginning of each ensuing turn to keep fighting. This die roll is modified by +2 for each additional turn. If the opposing player fails this cohesion roll the game is over as everyone has ceased fire.

Additional Rules:

If more than one GHQ is in use on one 'side', separate 'draw piles' are kept for each GHQ.

More than one formation may reach its break point in the same turn.

All players must reveal their drawn cards at the end of the game, regardless if anyone reached their break point or not.

ARTILLERY FIRE MISSION RECORD

MINE FIELD RECORD SHEET

Hasty mine fields attack all entering stands at -2

Standard mine fields attack exiting enemy stands at +1

Concentrated mine fields attack exiting enemy stands at +7