

Turn Sequence

1. Command Phase
 - a. Elements may test morale in an attempt to remove suppression.
 - b. Elements may attempt to communicate. [expansion rule]
2. Fire Phase
 - a. Lay smoke. [expansion rule]
 - b. Support fire and Air Support. [expansion rule]
 - c. Speculative fire. [expansion rule]
 - d. Direct fire. HE/SA, AP, and Tank hunting.
3. Close Combat Phase
 - a. Resolve hand-to-hand combat and tank overruns.
 - b. Advance after combat.
4. Movement Phase
 - a. Friendly elements may move.
 - b. Non-combat elements are overrun.

Remove Suppression

- Roll 1d20, apply any modifiers and score 12 or more to succeed.
- Unmodified 1 causes the element to rout and be removed from play.
 - +1 Friendly commander within 4
 - +2 For each scenario designated objective captured
- + or - Troop Quality
 - 1 For every 3 friendly elements removed from play
 - 1 Element within 4 of a table edge other than its own base edge
 - 3 Unsupported.

AFVs are supported if they have AFVs within 4 or radio-equipped of same type within 8. Other troops are supported if they have a friendly combat element within 4. Supporting units may not be suppressed.

Troop Quality

Panzer Ace	+2
Elite	+1
Average	No Modifier
Poor	-1

AP Fire – To Hit

- Roll 1d20. Score 12+ or unmodified 20 to hit.
 - +1 Target within range 4: ignored by range 4 or when suppressed
 - 1 Target over half range
 - 2 Target is in soft cover
 - 4 Target is in hard cover, hull-down or behind smoke
 - 1 Firer within 4 of a table edge other than its own base edge
- + or - Firer's accuracy
- + or - Target size
- + or - Firer's Troop Quality

AP Fire - To Penetrate

- Calculate the Odds column: Firer's AP to Target's defence.
- Shift 1 column if within 4, ignored by range 4 or when suppressed
- Shift 1 column if the firer is to the target's side or rear.
- Roll 1d20 and apply any Troop Quality modifiers.

Dice roll	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1
1-7	-	-	-	-	-	-	S	K
8-10	-	-	-	-	-	S	K	K
11-14	-	-	-	S	S	S	K	K
15-17	-	-	-	S	K	K	K	K
18-20	-	-	S	K	K	K	K	K

Elements with an AP value of *

Mortars use 1:2 when attacking vehicles with an armour value of 2 or less or when attacking open topped vehicles or armoured cars.

SFMGs use 1:2 when attacking vehicles with an armour value of 2 or less.

Mortars and SFMGs cannot damage other vehicles.

Flamethrowers automatically hit and use the 3:2 to resolve damage.

Troop modifiers can apply but not columns shifts.

High Explosive or Small Arms (HE/SA) Fire

- Roll 1d20, add the firer's HE/SA value, subtract the target's defence.
- +1 Target within range 4: ignored by firer with a range of 4 or when suppressed
- 2 Target is in soft cover
- 4 Target is in hard cover or behind smoke
- 1 Firer within 4 of a table edge other than its own base edge
- + or - Firer's Troop Quality
- +2 Cavalry that initiate close combat against elements in open, fields or dug-in. [expansion rule]

Dice roll: -11	12-13	14-17	18+
No Effect	F - Fall-back	S – Suppressed	K - Knocked out

Combat Results

F = Elements in fortifications, dug in or under support or mortar fire & CSW ignore this result if suppressed, otherwise treating it as an 'S'. Other elements must immediately make two successive fall-back moves.

S = Element becomes suppressed. If already suppressed treat as 'K'.

Suppressed elements:

- may only make fall-back moves.
- have their range limited to 4, have a restricted 90° field of fire.
- may not fire if contacted.

K = The element is removed from play. If there are multiple elements riding in a transport, a K result will cause only one transported element to be knocked out; select randomly. The transport and remaining elements will be suppressed.

Passengers riding in a transport, tank riders and limbered guns suffer the same fate as the vehicle. Passengers in a soft vehicle or on a tank must, and in an APC may, dismount on becoming suppressed. Tank riders will

automatically dismount if the vehicle is hit by AP without having damaged the vehicle.

Movement

Element type	Road	Open	Rough	Difficult	Extreme	Track
Cmd	8	8	8	8	0	8
Mech	8	8	4	4	0	2
Inf	4	4	4	4	2	2
S	4	4	4	4	0	2
Wh	10	4	2	0	0	2
HD	4	4	2	0	0	2
CSW	1	1	1	1	0	1

To cross a **linear obstacle** takes ½ movement.

A vehicle that moves to its **side or rear** moves at 50%.

Limber, unlimber, embark or disembark

- CSW take one entire turn to limber, unlimber, embark or disembark.
- Man portable CSW may break down for movement, taking an entire turn to do so. Once broken down they move as infantry.
- Infantry may mount or dismount without movement penalty but not both in the same turn.

Fall-back is movement backwards: directly away from the enemy or directly towards its own home board edge. Vehicles can do this either by a 180° turn or by reversing. Fall-back is the only movement allowed to suppressed elements and empty transports.

Overrun

Non-combat elements (Commanders, FOO, empty Transport, etc) that are in base contact with enemy elements at the end of the movement phase are removed. A Commander should be replaced by removing a combat element in the commander's chain-of-command and placing the

commander in its position. If no combat element exists that isn't in contact with the enemy then the commander isn't replaced.