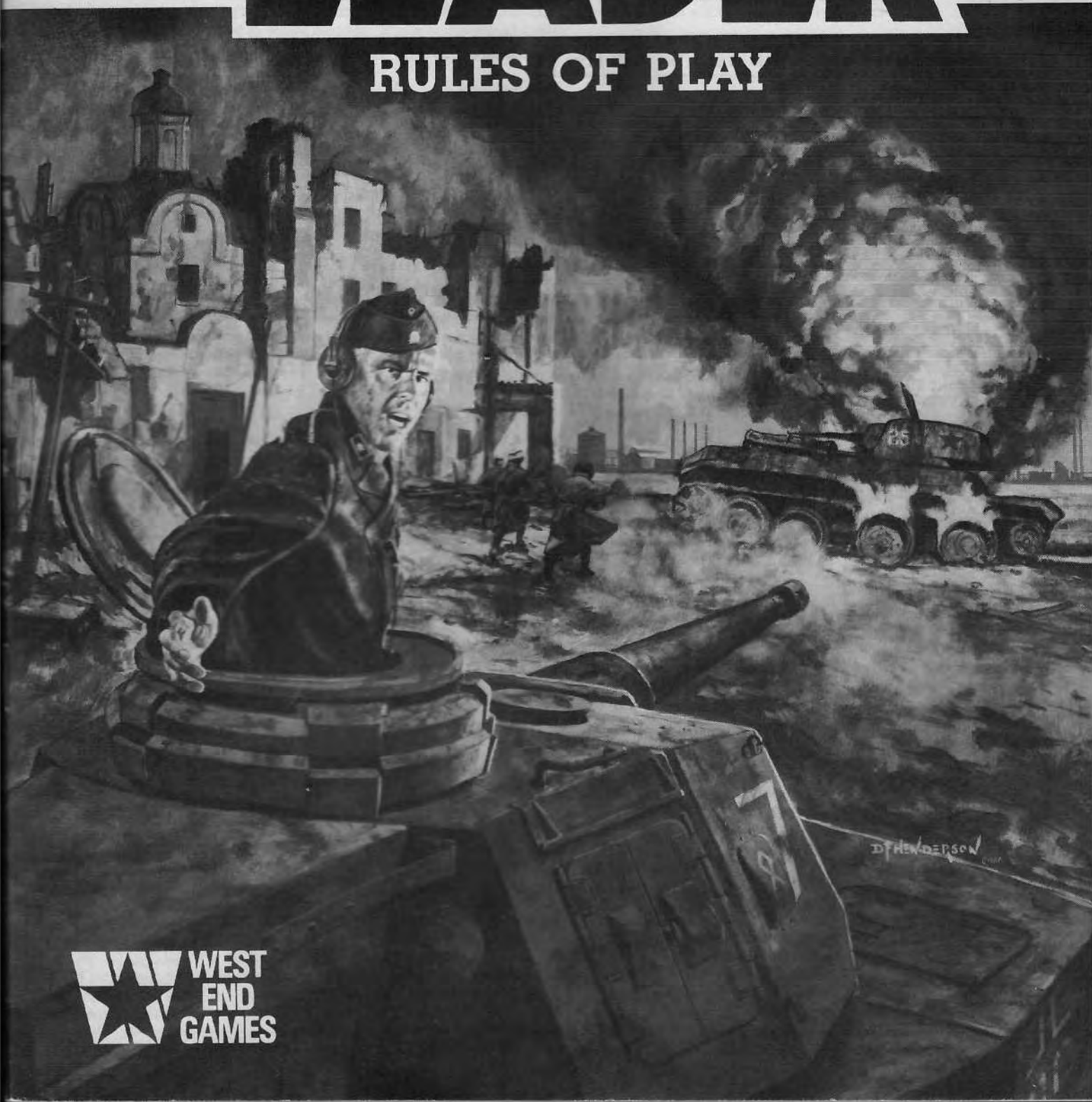


EASTERN FRONT

TANK LEADER



RULES OF PLAY



D. HENDERSON



EASTERN FRONT

TANK LEADER



World War II Armored Tactics

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EASTERN FRONT TANK LEADER

STANDARD GAME

1. INTRODUCTION

You are in command of a tank battalion, making the snap decisions that win — or lose — the day.

You have a chance to secure the bridge if you split up your companies, but you risk demoralization by doing so. Do you lay in ambush along the highway, or push straight for the river?

The enemy's heavy guns cover the road junction, and his reinforcements are five minutes away from the town your commander has ordered you to seize. Do you assign your "green" company to knock out the guns, while your elite troops dash across the road to secure the town? If your inexperienced crews fail to react quickly enough, the heavy guns will cut your best troops to ribbons.

The battle hinges on your decisions. You are the *Tank Leader*.

Tank Leader simulates a variety of tactical situations facing a battalion commander of armored forces on the Eastern Front. It is not restricted to any single battle, area of Russia, or time period, but presents the players with a host of differing situations.

Command, control, and communication (C³) is the pivotal factor in the game and is simulated through the use of *formation cards* which rate units' C³ abilities. The card play portion of the game is critical, for it determines tactical initiative — who will move first, and how quickly a formation responds to changing situations.

These rules are divided into a Standard and an Advanced Game, and players new to simulation games are particularly encouraged to begin with the Standard Game first, partly to familiarize themselves with the unusual mechanics and also to discover the tactics required by a command-oriented game. While the game is not complex in play, there are strikingly original concepts which require a modest investment of time to grasp; this can best be accomplished via the Standard Game, which uses only tanks. The Advanced Game adds rules for the complete combined-arms force including infantry, artillery, trucks, and forward observers.

Historical Context

In 1941 the military forces of Nazi Germany embarked upon the most ambitious land operation ever attempted — Operation Barbarossa. The goal of this endeavor was nothing short of the destruction of the Soviet Union's Red Army and the occupation of her heartland. Hitler committed over 135 divisions for the task and over 20 of these were relatively new military organizations called *Panzer* (armored) divisions, which were composed primarily of tanks.

Over the next four years, the tank proved the decisive element of ground combat and soon revolutionized strategic and tactical thinking. Its speed and durability, armored protection, and heavy guns made it the most feared instrument of battle in the war.

As the war progressed, the Red Army began to recover from the initial German onslaught and match the *Wehrmacht* in numbers and quality of tanks. Even so, German formations were more effective than their Soviet counterparts, making it apparent that command, control, and communications (C³) were the truly decisive factors.

The Germans formed *Kampfgruppen* — battle groups — directed by a superior C³. The Soviets lacked the radios and, more importantly, the doctrinal concept and training to deal effectively with these innovative tactical organizations. They responded instead with overwhelming numbers and shock tactics which provided a rough equality. As the war continued and the Soviets gained experience, the balance began to slip and, finally, the *Wehrmacht*, despite superior training and organization, was destroyed.

Tank Leader is not a single game, with one situation. Instead it is played in *scenarios*. There are 15 scenarios; each one presents a different situation. The Standard Game of *Tank Leader* (rules sections 1-11) contains all the rules necessary to play the first five scenarios. We suggest that players read the Standard Game rules and begin by playing scenario one.

2. COMPONENTS

A complete copy of *Tank Leader* should include:

- one die-cut counter sheet with 320 playing pieces
- 72 Soviet and German cards
- two player aid cardstock sheets
- one 22" by 34" map
- three six-sided dice
- one counter tray with lock-on lid
- one 32-page rules and background booklet

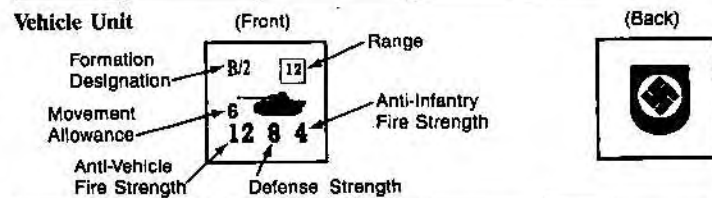
If any of these components are missing or damaged write to us at the address below and we'll be glad to replace them. In addition, West End will happily answer questions about the game if the questions are phrased to be answered "yes" or "no", or with short statements.

West End Games
251 West 30th Street
New York, New York 10001

(2.1) Playing Pieces

Tank Leader comes with 320 cardboard playing pieces, or counters. There are two types of counters: *units* and *markers*. Units represent military units. Markers don't represent anything concrete; instead, they are used to record game-related information by placing them on the various tracks or on top of units.

(2.11) **Units:** There are two types of units: *vehicle* units and *non-vehicle* units. Vehicle units represent tanks, trucks, and halftracks. Non-vehicle units are either infantry or artillery. German units are grey and Soviets are red. In the Standard Game, only vehicles are used; the Advanced Game uses all units.



Front and back sides: Units are flipped face-down after performing an "operation" (movement or fire, see 7). A face-down unit may not perform any operations in the current turn.

Formation Designation: This designation indicates what "formation" the unit belongs to (see 6.1 and 6.2).

Fire and Defense Strengths: These values rate a unit's abilities in fire (see 9). Units with no fire strength may not fire.

Movement Point Allowance: This is the maximum number of "movement points" (see 8) that a unit may expend to move.

Range: This indicates how far a unit may fire its weapons. Range is measured in hexes (see 2.4) from the firing unit to the target unit, not counting the firer's hex but counting the target's.

(2.12) **Markers:** Markers are used to record information such as the current game turn, what the various terrain symbols on the map represent, and the status (suppressed, shaken, entrenched, and so forth) of units on the map. Markers are tan and are used by both sides.

BATTLE CONDITIONS MARKERS

Game Length

This marker is placed on the Record Track in the box corresponding to the length of the game as indicated in the scenario instructions.



The scenario instructions indicate the visibility for each scenario. This influences "spotting" (see 9.1). The visibility marker is placed on the Records Track to indicate the visibility range of the scenario in play.



This marker is placed on the Terrain Track to indicate the season in which the scenario takes place. The Season determines the effects rivers, streams, fords, and shallows have on play.



This marker is placed on the Terrain Track to indicate the effects of urban hexes on play.



This marker is placed on the Terrain Track to indicate the effects of vegetation hexes on play.



This marker is placed on the Terrain Track to indicate the effects of the various elevation levels on play.



This is placed on the Records Track to indicate the current game-turn.



These are placed atop units to indicate they are suppressed (see 10.12).



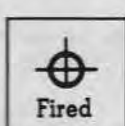
These are placed on "formation cards" to indicate that the formation the card represents is shaken (see 10.12).



These are placed atop units that are outside their formation's "area of operations" to indicate that a unit is separated (see II).



These are placed in hexes that have received "indirect fire" to indicate that the hexes are under fire for the remainder of the turn (see 13.27). (Indirect fire is not used in the Standard Game.)



These are placed on units that fire and expose their position to enemy units for "spotting" purposes (see 9.18).



Entrenching markers are placed atop units that are in the process of entrenching.



Entrenchment markers are placed on units to indicate they are entrenched (see 13.4).



These are placed on "Seasoned" units (see 6.2) which have become Veterans (see 10.3).



These are placed on "Green" units (see 6.2) which have become Seasoned (see 10.3).

(2.2) Formation Cards

A deck of 72 cards (45 Soviet and 27 German) is provided with the game. Most of these are *formation cards*. Formation cards represent *groups* of units that appear on the map during a scenario. The card play section of the game determines the order in which the units on the map will move and fire. A complete explanation of formation cards and their function in the game is found in section 6, Formation Cards and Card Play.

(2.3) Charts and Tables

On each player's aid card you'll find the following:

Terrain Definition Chart: This chart outlines the effects of the terrain and season upon fire and movement. It also includes the **Random Battle Conditions Table** used to determine variable battle conditions when not specified by the scenario instructions (see 3.1).

Movement Point Costs Chart: This chart lists the cost in movement points a unit pays to enter each type of terrain on the map when moving (see 8).

Stacking Limits Chart: This chart lists the number and type of units that a player may simultaneously stack in each type of hex on the map (see 8.5).

Spotting Chart: This chart outlines the procedure for spotting an enemy unit and a list of the modifiers applicable to the "spotting die-roll" (see 9.1).

Combat Results Table: This table is used to determine the results of a unit's fire and lists all modifiers applicable to fire dice-rolls (see 9.2 and 9.3).

The Cover, Operations, Separation Effects, and Morale Check Dice-roll Summaries are also provided for reference during play.

(2.4) The Map

The map used in *Tank Leader* is designed to represent typical Eastern Front terrain. The map has been divided into a field of hexagons (hereafter called *hexes*) to regulate placement and movement of the playing pieces. The game uses a variable terrain system in which the symbols on the map may represent different terrain in different scenarios.

- The Terrain Key gives generic names for the terrain symbols on the map. Remember though that the *effects* of the terrain vary from scenario to scenario. The actual effects of the terrain are determined by the "battle conditions", see 3, which are recorded on the Terrain Track, below the key.
- Printed along the edge of the map is the *Record Track*, used to record pertinent information such as the current game turn, the last turn of a scenario, and the visibility conditions of the scenario in play.

(2.5) Game Scale

Each hex on the map represents 150 meters from side to side. The combat units are roughly equivalent to platoons — 20 to 30 men, 2-5 tanks, trucks, or halftracks, and 3-5 tubes of artillery. Each scenario represents about 60 minutes of real time.

3. BATTLE CONDITIONS

Design Note: Because the Eastern front was such a wide area of operations, encompassing so many different terrain types (and because we wanted a game with high replay value), it was necessary to provide a variety of terrain situations in the game. To accomplish this the players are asked to ignore certain terrain symbols at times and to re-interpret them at others. The standard urban hex on the map, for example, may represent three types of conditions, ruins, rural towns, or substantial urban areas with stone structures and so forth. To make this as simple as possible to understand and remember we have provided an extensive graphic system.

Battle conditions represent the environment in which a battle is fought. Each scenario's instructions specify the length of the battle and the visibility range; not so with terrain conditions. In some cases a scenario's instructions indicate

what all the terrain conditions are; in others, you will be called upon to determine some of the battle conditions by rolling a die on the Random Battle Conditions Table (see the Player Aid cards).

Place the "Game Length", "Visibility", "Season", "Urban", "Area", and "Contour" markers on the appropriate boxes of the Terrain and Record Track on the map as a visual reminder of the battle conditions in play.

(3.1) Season and Terrain Factors

Aside from game length and visibility, there are four factors that contribute to the battle conditions of a scenario: *season*, *urbanization*, *area*, and *contour*. If the scenario lists any of these as *variable* they must be determined randomly. For each condition labeled as *variable*, roll a six-sided die and find the result on the Random Battle Conditions Table by cross-indexing the die-roll with the condition in question.

For the effects of the following upon movement and fire, see the Movement Point Costs Chart and Combat Results Table on your Player Aid card.

(3.2) Season

The chief effect of a scenario's season is to determine the status of rivers and streams on the map, which may be flooded, low, or frozen. In addition, the Random Battle Conditions Table may indicate the presence of mud or snow which affects movement (see the Movement Point Cost Chart): The effects of each season are listed on the Season Effects Chart on your Player Aid card.

(3.3) Urbanization

This factor determines density and status of urban hexes. There are three levels of urbanization: *devastated*, *sparse*, and *normal* (see the Urbanization Effects Chart). Depending on the level of urbanization, the black and brown buildings may represent either:

- **Ruins:** treat as clear.
- **Wood buildings:** provide "soft cover" and affect line of sight (see 9.1).
- **Stone buildings:** provide "hard cover" and affect line of sight.

(3.4) Area

This factor determines the density of trees and undergrowth in vegetation hexes. There are 4 levels of vegetation: *arid*, *wooded*, *forested*, and *heavily forested* (see the Area Effects Chart). Depending on the level of vegetation the vegetation symbols may represent either:

- **Brush:** treat as clear.
- **Woods:** provides "soft cover" and affects line of sight.
- **Forest:** provides "hard cover" and affects line of sight.

(3.5) Contour

This factor determines the general lay of the land. There are three types of overall contour: *flat*, *rolling*, or *hilly*. Depending on the contour, the various colors on the map may be either level 0, level 1, level 2, or level 3 elevations (see the Contour Effects Chart). Level 2 is higher than level 1, level 3 higher than 2, and so forth.

- Some hexes may appear to have two levels in them, but a hex is always considered to be at an elevation equal to the *highest* level found in the hex. In addition, other terrain symbols in the hex (buildings, woods, and so forth) are considered to occupy the entire hex.

4. SEQUENCE OF PLAY

The Sequence of Play outlines the order in which various game activities are performed; it is what moves the game along. Refer to the Sequence of Play when reading through the rest of the rules to maintain a sense of perspective with regard to ordering of events.

Each scenario of *Tank Leader* lasts a certain number of game-turns as indicated in the scenario instructions. Each turn is divided into three *phases* which must be performed in the order specified below. The three phases are as follows:

- I Reinforcement Phase
 - II Operations Phase
 - III Morale Phase

(4.1) Reinforcement Phase

During the Reinforcement Phase players consult the scenario instructions for the scenario in play to see if they receive reinforcements this turn (see 5).

BATTLE CONDITIONS FOR PROKHOROVKA

Game Length	7 turns
Visibility	6 hexes
Season	Summer
Contour	rolling
Area	variable (a 6 is rolled indicating heavily forested)
Urbanization	normal

These are the Battle Conditions for scenario #1, Prokhorovka. Note the placement of the Battle Condition markers on the Terrain and Record track. A "6" was rolled for area on the Random Battle Conditions Table indicating a heavily forested area.

(4.2) Operations Phase

During this phase:

- The players play "formation cards" to determine which of the "formations" in play are "activated".
- Units of an active formation may perform "operations". Once a unit has completed an operation it is flipped face-down to indicate that it may not perform operations again until the following game-turn.
- After units of the active formation have performed operations, the players again refer to formation cards to activate another formation.
- The players continue activating formations and performing operations until all formations have been active, all units are face down, or the players agree to end the Operations Phase. The activities of the Operations Phase are the core of the game and are explained fully in sections 6, 7, and 8.

(4.3) Morale Phase

During the Morale Phase, players perform the following in the order given.

1. Make "morale checks" for all "suppressed" units on the map to see if they recover (see 10.22).
2. Attempt to recover all "shaken" combat formations. (If all combat formations of a shaken parent formation are now un-shaken, that parent formation is recovered, see 10.23).
3. The players make formation morale checks for all combat formations that lost a unit in the current turn. (It is possible that a parent formation could become shaken at this time if all combat formations of that parent formation are shaken.)
4. The players must eliminate any overstacked units (see 8.52).
5. The players remove unoccupied entrenchments (13.42) and fire zones (13.27) from the map.
6. The players must check their formations to see if units are separated; place "Separated" markers on units that are separated from their formations (see 11).
7. The players flip all non-suppressed units to their front sides.
8. The Game-Turn marker is advanced one box along the Record Track to indicate a new game turn and play progresses to the Reinforcement Phase of the next game-turn.

5. REINFORCEMENTS

Scenario instructions indicate any reinforcement formations a player receives, and where and when they enter the map. During the Reinforcement Phase of the turn in which reinforcements arrive, the player should place the formation cards of these units into his hand. During the Operations Phase of that turn, the reinforcing formation must be "activated" (see 6 and 7) and enter the map.

(5.1) When Reinforcements Enter

Most scenarios indicate a specific turn in which a reinforcing formation enters play. Others require players to determine randomly when they will arrive by rolling a die (or dice), or by drawing cards from a "Reinforcement Deck" (see 15.4). Finally, others require players to pick a turn in which their reinforcements will enter before the start of play. In any case, reinforcements may not be delayed; they *must* enter in the turn they are scheduled to arrive. The instructions for the scenario will specify an exact procedure.

(5.2) Where Reinforcements Enter

Reinforcements enter either along one of the 10 numbered roads that lead off the map, or along a specific map edge. Some scenarios list a *specific* road for the formation to enter on; others list the place of entry as *variable*. If listed as variable, roll one die.

- If the die-roll is 6 the reinforcement formation is lost and does not enter.
- If the result is 1-5 this is the number of the road the reinforcing formation must enter on. German units enter on German roads and Soviet units enter on Soviet roads. The roads with outline arrows are Soviet and those with solid arrows are German.

(5.3) How Reinforcements Enter

Units "expend movement points" (see 8) beginning with the first hex they enter when moving onto the map.

- Units of a reinforcing formation enter the map individually.
- If the road hex that a reinforcing formation is scheduled to enter on is occupied by an enemy unit (*blocked*), reinforcing units may, at their option, enter the map in either or both hexes adjacent to the road hex in *addition* to the road hex itself. (You may enter an enemy-occupied hex — rather dangerous, but you can do it.)

6. FORMATION CARDS AND CARD PLAY

Background Note: Military organizations such as divisions are divided into smaller organizations called formations. For example, a Soviet division may be composed of a number of smaller formations called brigades or regiments. Each brigade or regiment may be subdivided into battalions which in turn are subdivided into companies. A German division, on the other hand, may be divided into Kampfgruppen (battle groups) which are subdivided into companies and/or battalions.

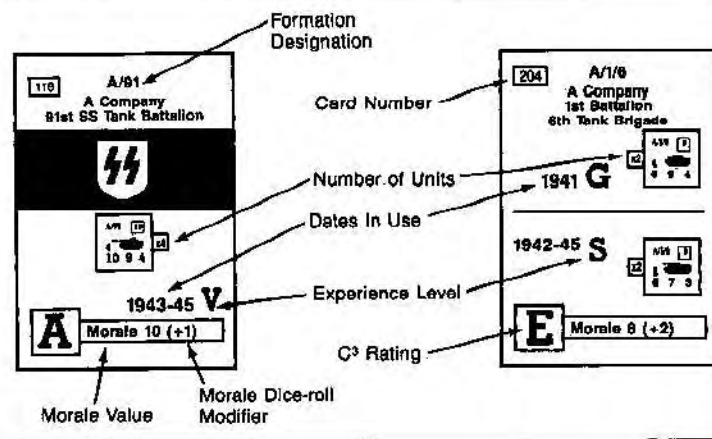
In *Tank Leader* there are three types of formations: command formations (brigades, regiments, and Kampfgruppen), parent formations (battalions), and combat formations (weapons battalions and companies). Units in *Tank Leader* belong to combat formations, combat formations belong to parent or command formations, and parent formations belong to command formations.

(6.1) What is a Formation Card?

Every unit in *Tank Leader* belongs to a combat formation; the combat formation a unit belongs to is indicated by the *formation designation* printed on the unit. This designation corresponds to an identical designation printed on a *formation card*. Formation cards indicate the number and type of units that are in the formation the card represents and list values and ratings that apply to every unit in the formation. There are three types of formation cards: *combat formation cards*, *parent formation cards*, and *command formation cards*.

(6.2) Combat Formation Cards

figure a



Each combat formation card ("combat card" for short) represents a company or battalion composed of the units pictured on the card. **Values and ratings printed on combat cards apply to every unit in the formation.**

- The **C³ rating** — a letter from "A" (highest) to "F" (lowest) — represents the quality of a formation's doctrinal training and communications equipment.
- The **morale value** represents a unit's ability to withstand the strains of combat. The positive number in parentheses is a dice-roll modifier that is added to "morale check dice rolls" for each unit of the formation eliminated in combat (see 10).
- The **experience level** — Green, Seasoned, or Veteran — and the number and types of units in a company or battalion may vary as indicated by the dates listed on its card.

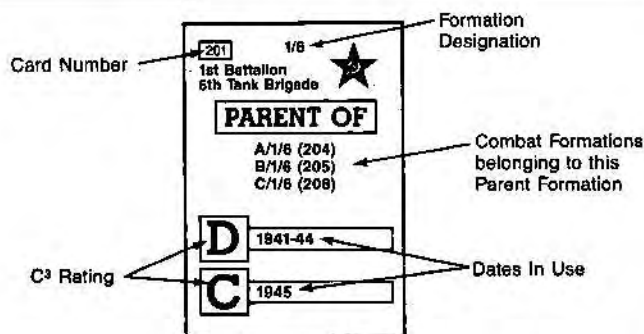
Example: *The A company, of the 1st battalion, of the 6th tank brigade — A/1/6 (figure a) — is composed of two 6-9-4 "Green" tank units if the scenario takes place in 1941. If the scenario takes place in '42, '43, '44, or '45, however, it is composed of three 6-7-3 "Seasoned" tank units.*

(6.3) Parent Formation Cards

Each parent formation card ("parent card" for short) represents a battalion. Only the Soviets have parent cards; there are no German parent cards. A parent card lists the combat formations that comprise the parent formation and a C³ rating that may vary depending upon the year in which the scenario takes place.

Example: *The Soviet parent card pictured in figure b represents the 1st battalion of the 6th tank brigade (1/6), and, as indicated on the card, is composed of three companies — A, B, and C. (Note that for each of these companies*

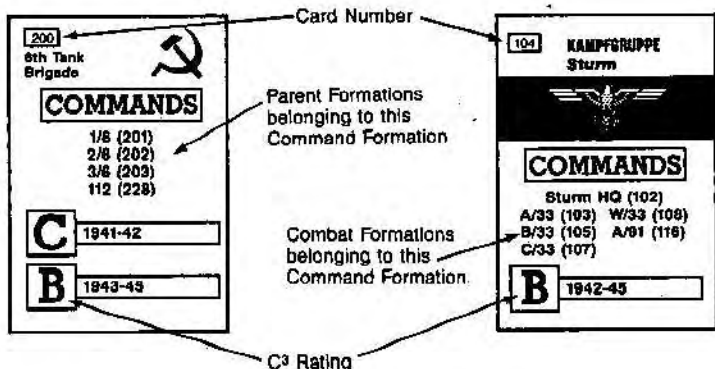
figure b



there is a combat card: numbers 204, 205, and 208. If the scenario in play takes place before 1945 the parent formation's C³ rating is D; in 1945 it's C. This card is the parent card of the combat card in figure a, above.)

(6.4) Command Formation Cards

figure c



Each command formation card ("command card" for short) represents a regiment or brigade for the Soviets and a *Kampfgruppe* for the Germans. Soviet command cards list the parent formations which comprise the regiment or brigade; German command cards list the combat cards which comprise the *Kampfgruppe*. In addition, a C³ rating is found on each command card.

(6.5) Card Play and Activation

Design Note: C³, which stands for command, control, and communications, is the most decisive factor in play, as it determines when units can move and fire. A central thesis of *Tank Leader* is that troop quality, training, and communications equipment was far more important on the WWII battlefield than hardware — gunnery, armor, speed, and so on. The T-34/76, in service in the Red Army from 1941 on, was far superior to any tank the Germans fielded until the Tiger and Panther, yet Pz III and IV companies consistently defeated numerically superior forces of T-34/76s.

The term "C³" was coined years after the period simulated by this game, and has become an axiom of modern military science. Eastern Front tactics, and particularly the German defensive genius exhibited post-Kursk, could only be explained by C³.

At the beginning of each scenario the players receive a number of formation cards — at least one for each formation in play — according to the instructions of the scenario they are playing. During the Operations Phase the players play these cards from their hands to determine the order in which formations will be activated. Units of an activated formation may perform "operations" (movement or fire, see 7, 8, and 9), and, after all units of the activated formation have operated, the players again refer to the cards to determine the next formation to be activated. Play continues in this fashion until all of both players'

combat cards have been played and all formations on the map, and any formations that enter as reinforcements during the turn, have been activated. Players must play all their combat cards every turn, including any reinforcement formations scheduled to enter during the turn. Players are *not required* to play their parent or command cards (but will if they are smart!).

In essence, then, the play of formation cards determines the order in which units on the map move and fire. You will find that the most important factor in card play is a formation's C³ rating.

(6.51) Outline of Card Play: At the beginning of the Operations Phase the player who holds the *combat* card with the lowest C³ rating must play that card (place it face-up in front of him).

- If he has two or more such cards he may play either.
- If both players hold equally low-rated combat cards the Soviet plays his.

The formation this card represents will be activated unless *either player interrupts* — by playing a card (combat, parent, or command) that has a higher C³ rating.

If this happens, the formation represented by the *new* card will be activated unless one of the players plays a still higher-rated formation card onto the pile. Again, if this happens, the *new* card's formation will be activated.

Card play continues in this fashion until the players do not wish to interrupt any further or run out of "non-shaken" (see 10) combat cards. When this point is reached, the formation represented by the top card on the pile is activated and "active units" (see 6.61) of that formation may perform operations; after an activated formation has performed operations, or when the owning player states that the formation is no longer activated, its card is removed from the top of the pile and placed aside. The next card on the pile will be activated (unless one of the players interrupts again with a higher-rated card from his hand). During an Operation Phase all "non-shaken" (see 10) *combat* cards must be played.

Note: Each time a card is played, and after an active formation has performed operations, either (or both) players may interrupt by playing a card from his hand that has a higher C³ rating than the card just played (in other words, the card on the top of the pile).

This card-play activity creates a pile of cards called the *activation pile*. The formation represented by the top card on the activation pile is always activated unless interrupted. Once a formation has been activated and operations have begun, players may not interrupt with a card until all units of the active formation have performed operations or until the owning player announces that his active formation is no longer active.

(6.52) Card-play Summary: The above sequence of activities is stated below as a program to clarify the precise procedure used in card play.

1. The combat card with the lowest C³ rating is played; go to 2.
2. Both players announce whether they will interrupt;
 - if neither player interrupts, go to 3.
 - if only one player interrupts, go to 4.
 - if both players interrupt, go to 5.
3. The top card's formation is activated and the owning player performs operations with "active" units of that formation;

Then:

 - If there are no cards in the activation pile and one or both players have combat cards to play, go to 1.
 - If there are cards in the activation pile, go to 2.
 - If there are no cards in the activation pile and neither player has cards to play, go to 6.
4. The interrupting player plays his card. Go to 2.
5. The players simultaneously turn over the card they want to interrupt with and consult "Breaking Ties In Card Play" (6.53). When the tie is resolved, go to 2.
6. Proceed to the Morale Phase.

(6.53) Breaking Ties In Card Play: When players choose to interrupt the top card on the pile simultaneously, only one of the cards is placed on top of the activation pile; the other is returned to the owning player's hand. Use the following guidelines to decide where each card goes.

- **If players interrupt simultaneously check the C³:** The card with the higher C³ rating is placed on the pile.
- **If the cards have equal C³ ratings check their types:** If one of the cards is a command card, it is placed on the pile. If both are command cards, the German card is placed on the pile. If the Soviet plays a parent card and the German plays a combat card the Soviet parent card is placed on the pile.
- **If the cards are combat cards of equal C³, check experience levels:** the most experienced (Green, Seasoned, or Veteran) is placed on the pile.
- **If they are equally experienced the German card is placed on the pile.**

Example: At the start of the Operations Phase, the Soviet player holds four combat cards in his hand with C³ ratings of F, F, D, and C. The German player

COMMAND FORMATION
(Brigade)

PARENT FORMATIONS
(Battalions)

COMBAT FORMATIONS
(Companies)


200
6th Tank Brigade 

COMMANDS

1/6 (201)
2/6 (202)
3/6 (203)
112 (228)

C 1941-42

B 1943-45

201 1/6 

1st Battalion
6th Tank Brigade


PARENT OF


A/1/6 (204)
B/1/6 (205)
C/1/6 (208)

D 1941-44

C 1945


204 A/1/6
A Company
1st Battalion
6th Tank Brigade


1941 **G** 

1942-45 **S** 

E Morale 8 (+2)

205 B/1/6
B Company
1st Battalion
6th Tank Brigade

1941-42 **G** 

1943-45 **G** 


F Morale 9 (+3)

208 C/1/6
C Company
1st Battalion
6th Tank Brigade

1941 **G** 

1942-44 **S** 

F Morale 8 (+2)

202 2/6 


2nd Battalion
6th Tank Brigade


PARENT OF

A/2/6 (207)
B/2/6 (206)

D 1941-45


207 A/2/6
A Company
2nd Battalion
6th Tank Brigade


1941 **G** 

1942-45 **S** 


F Morale 8 (+3)

206 B/2/6
B Company
2nd Battalion
6th Tank Brigade

1941 **S** 

1942-45 **S** 

E Morale 9 (+3)

203 3/6 

3rd Battalion
6th Tank Brigade

PARENT OF

A/3/6 (216)
B/3/6 (217)

D 1941-45


216 A/3/6
A Company
3rd Battalion
6th Tank Brigade


1941-43 **G** 

1944-45 **S** 

E Morale 8 (+2)


217 B/3/6
B Company
3rd Battalion
6th Tank Brigade


1941-43 **G** 

1944-45 **G** 

D Morale 8 (+3)



218 C/3/6
C Company
3rd Battalion
6th Tank Brigade



1941-43 **S** 

1944-45 **S** 

D Morale 8 (+3)

228 112th
12th SMG Battalion

1941-43 **S**

F Morale 8 (+1)

COMMAND FORMATION (Kampfgruppe)

**104 KAMPFGRUPPE
Sturm**

COMMANDS

Sturm HQ (102)
A/33 (103) W/33 (108)
B/33 (105) A/91 (116)
C/33 (107)

B 1942-45

COMBAT FORMATIONS (Companies)

**102 HQ/Sturm
Sturm
Headquarters**

Sturm [1]
5 5 9

Sturm [2]
0 1 4

Sturm [3]
5 4 5 10

Sturm [4]
4 5 11

1942-45 S

B Morale 10 (+1)

**103 A/33
A Company
33rd Battalion**

A/33 [4]
0 1 2

A/33 [3]
1 1 9

1941-45 S

D Morale 8 (+2)

**105 B/33
B Company
33rd Battalion**

B/33 [4]
0 1 2

B/33 [3]
1 1 9

1941-43 S

C Morale 10 (+2)

**107 C/33
C Company
33rd Battalion**

C/33 [3]
0 0 0

C/33 [4]
0 1 2

1941-45 S

D Morale 7 (+1)

**108 W/33
Weapons Company
33rd Battalion**

W/33 [4]
0 1 2

W/33 [2]
0 1 4

W/33 [3]
0 0

W/33 [2]
1 1 7

1941-45 S

C Morale 10 (+1)

**116 A/91
A Company
91st SS Tank Battalion**

1943-45 V

A Morale 10 (+1)

holds three with ratings D, B, and A. The lowest-rated card must be played. The Soviet player holds it so he plays one of his F-rated cards. Neither player wishes to interrupt so the formation represented by the F-rated card is activated, and the Soviet performs operations with active units of that formation; when he is finished, the card is placed aside.

There are no cards in the activation pile so, again, the player who holds the combat card with the lowest C³ rating must play that card. The remaining Soviet "F" card is played. The German player wants to fire at the other Soviet units before any of them move or fire so he interrupts with his D-rated card, activating the formation it represents.

However, the Soviet player has just realized that his C-rated formation could fire at the German formation so he interrupts with his C-rated card. Not to be outdone, the German laughs and plays his A-rated card to the activation pile. Since the Soviet player has no card in his hand that can beat that, the German A-rated formation is activated and performs operations; its card is removed from the pile and placed aside.

That leaves the Soviet C-rated card on top of the pile, but the German player grins broadly and plays his B-rated card on top of it. The Soviet frowns, realizing he can again do nothing, and the German B-rated formation is activated and performs operations.

The Soviet C-rated card is now active for sure, because the German has no more cards in his hand and the Soviet doesn't have a card that can beat it. With a sigh of relief the Soviet moves his C-rated formation and places its card aside, leaving the German D-rated card on top of the activation pile. The German performs operations with this formation and places its card aside leaving the Soviet F-rated formation active.

The Soviet decides "what the heck" and interrupts himself, playing his D-rated card on top of his F-rated one. He performs operations first with the D- and then with the F-rated formation.

At that point neither player has combat cards remaining so the Operations Phase ends.

(6.6) Formation Activation

(6.61) Combat Formation: When a combat formation is activated, all face-up, "non-suppressed" (see 10) units of that formation may perform operations. Such units are termed *active units*.

- No unit is required to perform operations just because it is active; an active unit may do nothing.

(6.62) Soviet Parent Formation: When a parent formation is activated the Soviet player has a choice. He may do one of the following:

- Activate one of the parent formation's combat formations (regardless of the combat formation's C³ rating); the combat formation that is activated need not be designated until the parent formation is active. *Or*
- Attempt to "recover" (see 10.1 and 10.15) any of the parent formation's "shaken" (see 10.12 and 10.14) combat formations (there is a -2 dice-roll modifier for this morale check, see 10.21). If this morale check is successful, the "shaken" marker is removed from the combat formation's card and the card is placed in the owning player's hand and must be played to the activation pile normally.

(6.63) Soviet Command Formation: When a Soviet command formation is activated, any one of its un-shaken combat formations with a C³ rating of "D" or better *and*, if it has one, its HQ combat formation (if non-shaken) may be activated, and all active units of these two formations may perform operations. (An "HQ" combat formation is a combat formation with HQ as part of its designation.)

(6.64) German Command Formation: When a German command formation (*Kampfgruppe*) is activated *any or all* of that command formation's non-shaken combat formations with a C³ rating of "D" or better may be activated, and all active units of these formations may perform operations.

(6.65) Two Activations: When a *command* formation — German or Soviet — is activated, combat formations that have already been activated may be activated again.

- In addition, a formation whose card is in the activation pile (under the top card) may be activated; the combat card remains in the activation pile, and, when it is the top card of the pile, may be activated again.
- However, a face-down unit is never active, and may never perform operations.

Example: *The Soviet has managed to activate the 6th Tank Brigade (its command card is on top of the activation pile, and the German is not interrupting). Referring to the card, the Soviet sees that it commands 4 battalions (the 1/6, 2/6, 3/6, and the 112th sub-machine gun battalion). Only the 3/6 battalion (a parent formation) is in play so he looks at the card for this battalion and*

sees that it contains three companies (A/3/6, B/3/6, and C/3/6). The combat formation A/3/6 is shaken so it cannot be activated; the other two formations (the two companies B/3/6 and C/3/6) are not shaken so he could activate either of these. He decides to activate B/3/6. He looks at the map and finds the units with B/3/6 designations and performs operations with them.

The combat card for the B/3/6 has already been played to the activation pile, but was never activated (it was interrupted). When it becomes the top card on the activation pile, and is not interrupted, it will be activated again. At this time any face-up non-suppressed units (active units) may perform operations normally.

Limited intelligence: This rule is optional and is for players who desire more realism and an element of uncertainty in the game, making it more difficult to predict an opponent's action.

Developers' Note: We strongly urge experienced players to use this option.

Face-down: When playing a card to the activation pile, announce its C³ rating, and play it face-down so your opponent doesn't know what formation is to be activated.

- Flip the card face-up only when it is activated.
- Once a card is flipped up, it cannot be interrupted; the formation the card represents is automatically activated.

7. ACTIVATION AND OPERATIONS

During the Operations Phase, when a combat formation has been activated, according to card play (see 6.5 and 6.6), units of that formation are entitled to perform one of two operations — **movement** or **fire**. Every face-up, "non-suppressed" (see 10) unit of the active formation (every active unit) may perform one of these two operations.

(7.1) Operations in General

Units may never perform more than one operation per turn (*exception*: quick kill, see 9.35). When a unit completes its chosen operation it is flipped face-down, as a reminder that its operation is completed for the turn. A unit's combat formation may be activated more than once by activating its command or parent formation (see 6.65), but a unit that has already moved or fired during a turn may do nothing until the next turn.

(7.2) Requirements and Options

- Each unit's operation must be completed before the next one's is begun; you may not, for example, move one unit, then another, and then move the first one again.
- Units perform operations individually; you may not move or fire more than one unit at a time.
- Units are never *required* to perform operations; some active units may perform operations while others do nothing.
- A unit of a formation is never required to perform the *same* operation as any other unit in the formation; players may freely choose which operation to perform with which units.
- A player is *not required* to perform operations with *any* units in an activated formation simply because the formation has been activated; instead, a player may simply place the formation's card aside and skip all operations for that formation's activation.

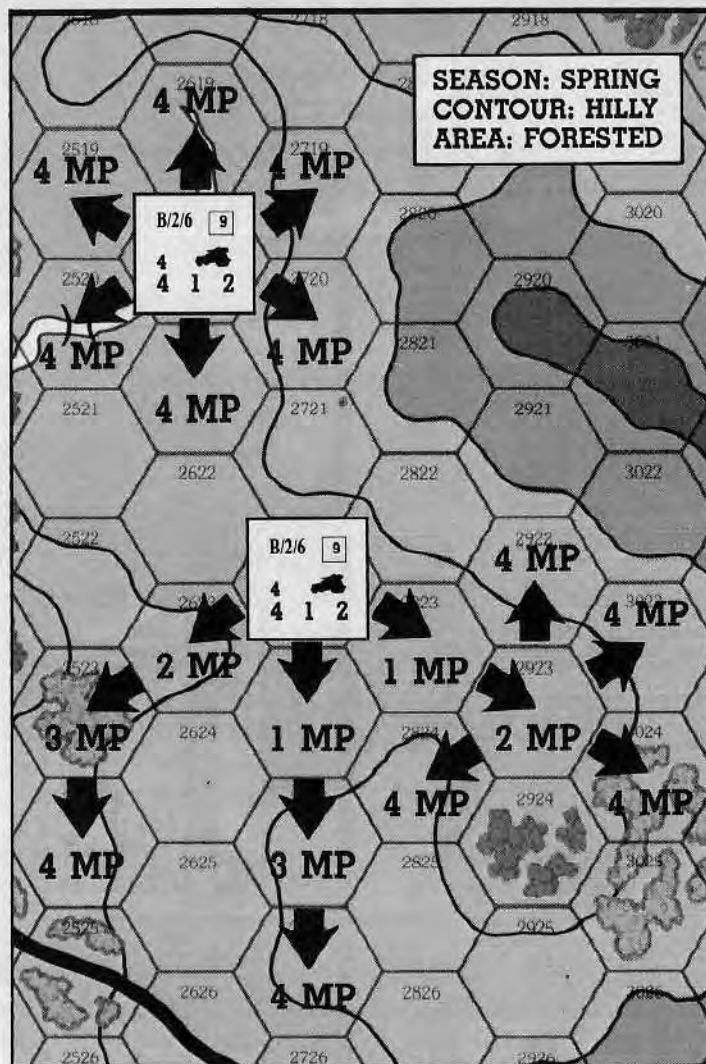
8. MOVEMENT OPERATIONS

Any active unit may perform a movement operation. To perform movement, the owning player moves a unit from hex to adjacent hex, expending a portion of the unit's movement allowance for each and every hex entered; a unit may move in any direction or combination of directions, and as far as the player wants until the unit runs out of movement points. Units may not save movement points from turn to turn nor loan them to another unit. The cost in movement points to enter each type of hex is listed on the Movement Point Costs Chart.

- When a unit has completed its move, it is flipped face-down to indicate that it has completed its operation for the turn.

(8.1) Minimum Movement Option

A unit performing a movement operation may always move *one* hex out of the hex it begins its operation in, even if it has insufficient movement points.



Example: This diagram shows possible moves for the units pictured and their cost in movement points. Note that the season is Spring, the contour is hilly and the area is forested. Units which begin on a stream hex may move one hex only, vehicle units may not enter forest and moving to higher elevation costs one-half of a unit's movement allowance (rounded down).

This does not, however, allow a unit to enter a hex prohibited to it. For example, a vehicle unit may not enter a forest hex (see Movement Point Costs Chart).

Reminder: The type of terrain represented by the terrain symbols in a hex varies (see 3).

(8.2) Poorly-Rated Combat Formations

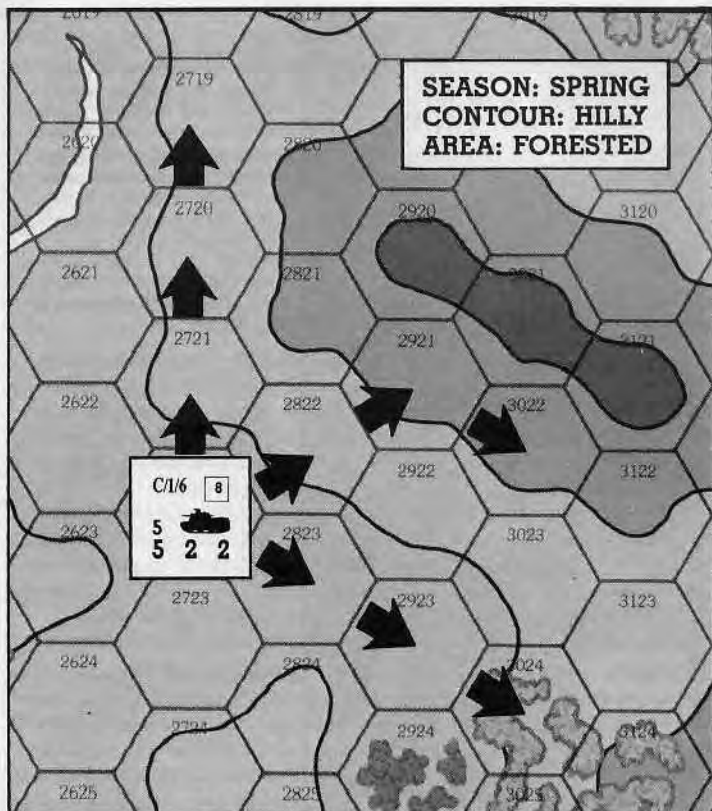
A combat formation with a C³ rating of "F" is limited in the total number of hexes any of its units may move in a single movement operation. This limitation is determined by the roll of one six-sided die. Roll the die before any units of the formation have moved; the result is the total number of hexes each unit of the formation may move in that turn.

- An F-rated unit may expend any or all its movement allowance provided the total number of hexes moved does not exceed the die-roll nor the unit's movement allowance.

(8.3) Road Movement

When moving along a road, units are able to move at a much faster rate. Therefore, units expend movement points at the "road rate" (½ movement point per hex, see Movement Point Cost Chart) when moving along a road.

- A unit is eligible to use this special rate only when entering a hex through a hexside crossed by a road.



Example: The C/1/6, an "F"-rated formation, wishes to move. A die is rolled to determine the number of hexes which any unit of the C/1/6 may move from its starting hex. A "3" is rolled. All of the moves pictured are legal. Any move taking the unit beyond a 3 hex radius of its starting hex would be illegal. Had the player rolled a 6, the unit still could have moved only 5 hexes through clear hexes because its movement allowance is 5, and a unit may never exceed its movement allowance, regardless of its die-roll.

(8.4) Exiting the Map

In order to win some scenarios, players are required to move units off the map. Units expend *one* movement point to exit the map regardless of the hex from which they exit.

- A unit which exits the map may not re-enter the map later in the game.

(8.5) Stacking

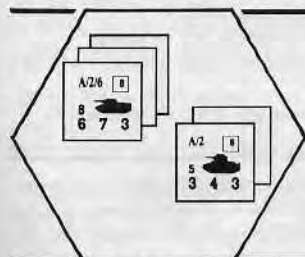
Stacking — having more than one unit in a hex — is allowed in *Tank Leader* but there are limits to the number and types of units that may stack together.

- In clear terrain, up to six units may stack; no more than three of these six may be vehicle units.
- Other types of terrain have different stacking limits, see the Stacking Limits Chart on your player aid card.

(8.51) Opposing-unit stacks: Opposing units *may* stack in a hex. The stacking limit applies to *each* player, not to the total number of units in the hex.

- An active vehicle unit stacked in a hex with an enemy unit may leave the hex at any time.
- An active unit stacked in a hex with an enemy unit (or units) may fire (see 9) out of the hex normally.
- A unit may not fire with its anti-vehicle strength into a hex containing friendly vehicle units, and may not fire anti-infantry strength into a hex containing a friendly non-vehicle unit, even if the hex also contains enemy units.

(8.52) When stacking limits apply: Stacking limitations apply *only* during the Morale Phase. During the Operations Phase units may overstack freely;



Example: In this illustration the Soviet A company, 2nd battalion, 6th Tank Brigade and units of the German A company, 2nd tank battalion have occupied the same clear hex. Each player has observed stacking limits, placing no more than 3 vehicles in the hex. Each player could have up to 3 vehicle units in the hex.

but in the Morale Phase any stacks which are in violation of stacking limits must be brought within stacking restrictions by eliminating excess units of the owning player's choice.

(8.53) Entering occupied hexes: Units may enter and pass through hexes containing other units — enemy or friendly. There is no additional movement point cost for moving through a hex containing other units. (However, entering an enemy hex may result in a dead friendly unit.)

(8.54) Changing the order of units in stacks: A player may change the order in which units are stacked (top to bottom) only when the combat formation of at least one of the units in the stack is active.

- Changing the order of a stack is not a movement operation so no units in the hex are flipped face-down simply for changing the stacking order.
- Since shifting stacking order is not an operation, even face-down units may shift their order.

(8.55) You may always examine lone enemy units and the top unit in an enemy stack, even those that are flipped face-down after having performed an operation. However, you may never examine units underneath the top unit in a hex of exclusively enemy units.

- All units in a hex that contains a friendly unit may be examined freely.

9. FIRE OPERATIONS

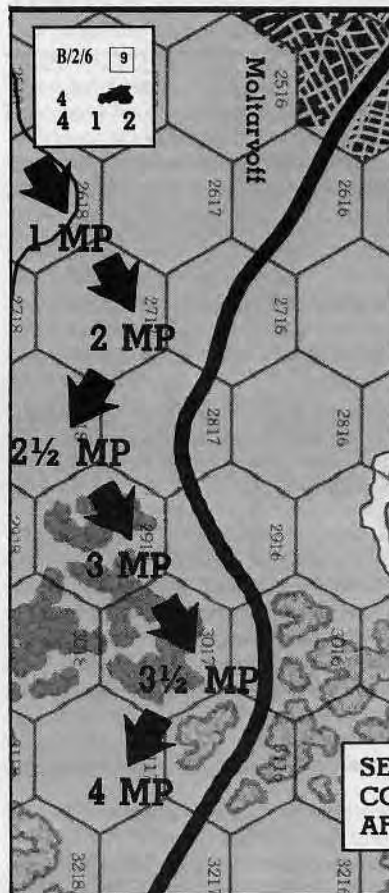
When a combat formation is activated, active units of the formation may perform *fire operations*. To fire, an active unit must first *spot* its target. If spotting is successful, the unit may then fire at the target.

(9.1) Spotting

In order to spot a target, two conditions must exist: the spotting unit must be *able* to see the target — have a "line of sight" — and the unit must *actually* see the target — the owning player must make a successful "spotting die-roll."

(9.11) Line of Sight: A line of sight is a straight line between the center of the spotting unit's hex and the center of the target's hex. This line may not be "blocked" by any higher elevations, woods, forests, or buildings, nor may the length of the line (measured in hexes) exceed the visibility range of the scenario in play. In addition, the target unit may not occupy a "blind zone" relative to the spotting unit (see 9.13).

(9.12) Blocking terrain: A line of sight is always *blocked* if it passes through an elevation level higher than both the target and spotting units. In addition:



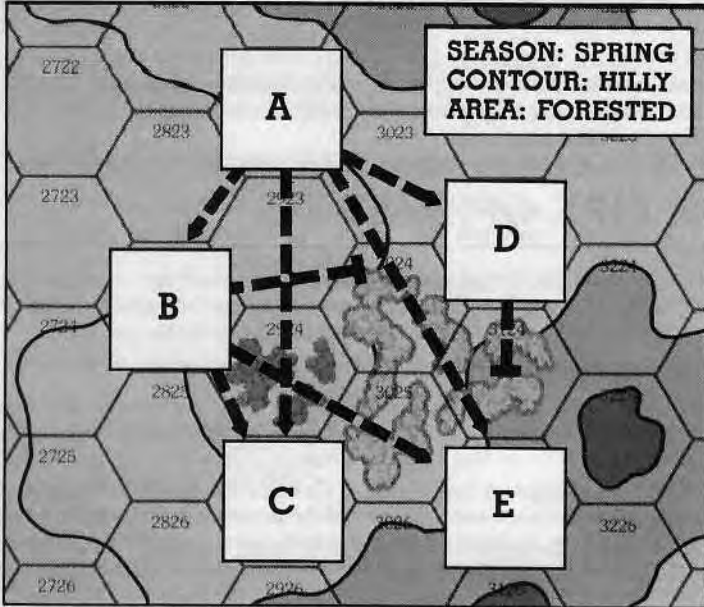
Example: The B/2/6 is moving through hexes crossed by a road and is entitled to use the road movement rate as shown.

SEASON: SPRING
CONTOUR: HILLY
AREA: WOODED

• When the spotting and target units are on the same elevation level a line of sight is blocked if it passes through any woods, forest, or building hexes. (If these potential obstructions are at elevations lower than *both* units the line of sight is not blocked.)

• When the spotting and target units are at different elevation levels the line of sight is blocked if it passes through any woods, forests, buildings, or elevation at the same level as the higher unit.

Note: Neither the terrain in the firer's hex nor that in the target's hex affects line of sight. However, if the target's hex contains cover (woods, forest, or buildings) there is a possible effect upon the spotting die-roll (see 9.15). In addition, the Record Track does not block line of sight; a unit in hex 3912 has a clear line of sight to 6009, 6010, and 6011 and vice-versa.



Example: This illustration shows the effects of blocking terrain. The contour is hilly and the area is forested. Completed arrows indicate where LOS exists. Unit B cannot see unit D because of the woods in hex 3024 which is at the same level and between both units. Unit D cannot see unit E because hex 3124 is at a higher level and is a forest hex.

(9.13) Blind zones: Hills (that is, elevations 1, 2, and 3) create *blind zones*. When a unit on top of a hill is looking over a lower hill, a blind zone exists directly behind the lower hill equal in length to the height of the lower hill. (When spotting from a level-3 hex, a level-2 hill creates a 2-hex blind zone directly behind the hill and a level-1 hill creates a 1-hex blind zone; when spotting from a level-2 hex, a level-1 hill creates a 1-hex blind zone.) Blind zone hexes cannot be spotted (nor can units in a blind zone spot the hill), but hexes beyond the blind zone can.

(9.14) Questionable line of sight: If a line of sight passes precisely along a hexside, the line of sight is not blocked (nor a blind zone created) unless both hexes that form the hexside contain blocking terrain (or would create a blind zone).

(9.15) Spotting number and die-roll: After determining that the spotting unit *does* have a line of sight to the target, you must determine if the unit actually *sees* the target. This is accomplished by the owning player rolling equal to or greater than the *spotting number* with one die.

Procedure:

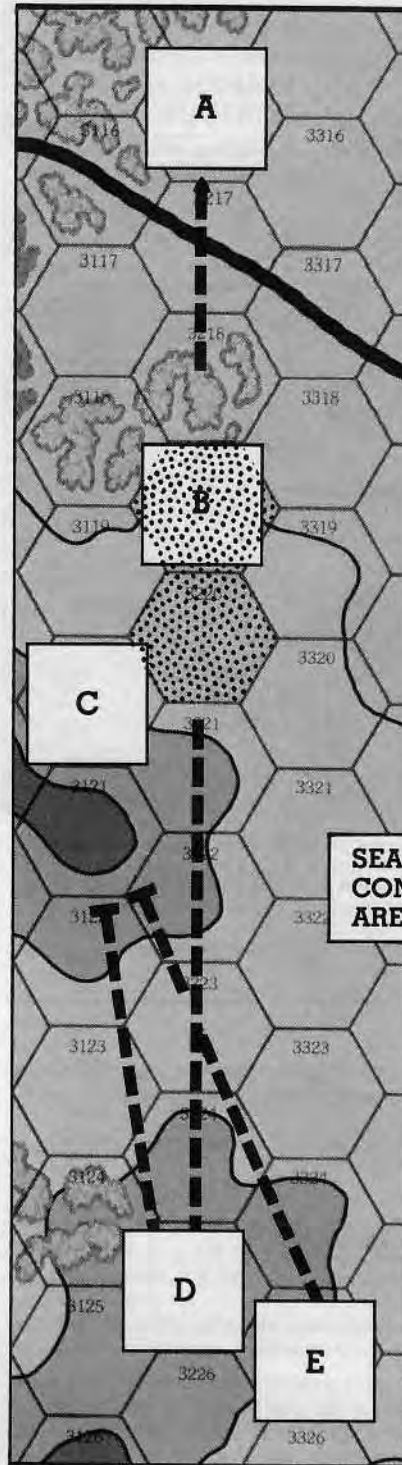
1. Determine the spotting number by counting the number of hexes from the spotting unit to the target unit (count the hex occupied by the target but not that occupied by the spotter). The spotting number is the distance in hexes between the two units unless the target is in *open ground* or *hard cover* (see 9.17):
 - if the target is in **open ground** divide the distance by 3 (rounding up).
 - if the target is in **hard cover** (forest or stone buildings) multiply the distance by 2.

The modified distance is the *spotting number*.

2. The owning player rolls the die and adds all applicable modifiers to the die-roll (see 9.16).

• If the result is equal to or greater than the spotting number the target has been spotted and the spotting unit may now fire.

• If the result is less than the spotting number the spotting unit is flipped face-down and may not perform any other operations this turn.



Example: This illustration shows the effects of blind zones. The contour is hilly. Unit D and E cannot see unit C because the level 3 hex in front of C acts as blocking terrain. Unit D cannot see unit B because B is in the two hex blind zone created by the level 2 hill it is behind. Unit D can, however see Unit A since it is beyond the 2 hex blind zone created by the hill.

SEASON: SPRING CONTOUR: HILLY AREA: WOODED

(9.16) Modifiers to the spotting die-roll: After the spotting player has determined his spotting number, he rolls a die and adds the following modifiers to the die-roll when applicable:

- -1 if the spotting unit is Green.
- -1 if the target is Veteran.
- -1 if the target is in cover (forest, woods, or buildings) and no vehicles are in the hex.
- +1 if the target has a "Fired" marker on it (see 9.18).
- +1 for each vehicle unit in the hex if the target is not in cover.
- +1 if the target was spotted earlier in the turn by a unit with an "A", "B", or "C" C³ rating.

Remember that adding a negative number is the same as subtraction.

Design Note: The spotting process is an abstraction of the effects of cover, range, and battlefield confusion on fire. Units which, in game terms, attempt to spot are in fact firing. The spotting die-roll determines whether this fire is effective. (Failure represents poor ranging, uncoordinated fire, mistaking

smoke-shrouded terrain features for vehicles or men, etc.) The fire dice-roll determines how effective the fire is.

(9.17) Cover: Cover is terrain that provides benefits to units that occupy it. There are two types of cover: *hard cover* and *soft cover*.

- **Hard cover** includes forests and stone buildings.
- **Soft cover** is woods and wood buildings.

A unit in either type of cover is more difficult to spot than targets in clear terrain — hence the spotting die-roll modifier for units in cover. (Note that if any vehicle is in the target's hex — even if the target is a vehicle — this modifier does not apply.)

In addition to being more difficult to spot, a unit in *hard cover* is harder to hit — hence the “fire dice-roll modifier” (see 9.23) for units in hard cover.

(9.18) Fired markers: “Fired” markers are provided for marking units that fire from cover while in the line of sight of enemy units. When a unit fires from a hex containing woods, forests, or buildings, it forfeits the cover modifier it would normally receive when enemy units attempt to spot it.

- When a unit that is in cover fires, and an opposing unit has a line of sight to it, a “fired” marker is placed on the firing unit to indicate that it has exposed its position. (Note: The opposing player is responsible for placing the “Fired” marker; if the unit fires and the owning player goes on to the next operation before the enemy player places the fired marker, the unit's barrel flashes were not seen.)

- When attempting to spot a unit with a “Fired” marker on it, add 1 to the spotting die-roll, as indicated in the spotting modifiers list.

(9.19) Aborted Fire Attempts: If a player announces that one of his active units will fire and then discovers it has no line of sight, the unit is not considered to have fired — it may attempt to spot another unit or it may move.

- However, if a unit fails a spotting die-roll it is flipped face-down as if it had performed an operation. It is considered to have fired and is eligible to receive a “Fired” marker (see 9.18).

(9.2) Anti-vehicle Fire

After a unit has successfully spotted an enemy unit it may fire at that unit.

(9.21) General restrictions: All units must adhere to the following restrictions:

- A unit may fire at an enemy unit only if it is within the range printed on the firing unit's counter. This distance is measured in hexes (count the target's hex but not the firer's hex).
- Vehicle units always fire individually; they may not combine fire with other units.
- A unit's fire must be completely resolved before another unit's operation is begun.
- Only the top unit in a stack may be fired at.
- A unit may not fire with its anti-vehicle strength against a hex that is occupied by a friendly vehicle unit, even if the friendly vehicle is stacked with enemy units.

(9.22) Fire Procedure: To fire at an enemy unit follow the steps below:

1. Subtract the target unit's defense strength from the firing unit's anti-vehicle fire strength. This is the *combat difference*.
2. Check the list of fire dice-roll modifiers on the Combat Results Table and roll three dice, adding all applicable modifiers including the combat difference.
3. Cross-index the modified dice-roll with the vehicle column and apply the result to the target unit.
4. The firing unit is flipped face-down to indicate that it has performed its operation for the turn.

(9.23) Fire Dice-roll Modifiers: On the Combat Results Table is a list of modifiers that are added, when applicable, to every fire dice-roll. Some of these are positive numbers and some are negative. These reflect situational advantages or disadvantages that apply to the particular fire operation (see the Combat Results Table).

- The combat difference is, essentially, just another fire dice-roll modifier.
- All fire dice-roll modifiers are cumulative except those for range. Only one range modifier applies to any given fire. Use the range modifier most favorable to the firer.
- When the target is a vehicle use the modifiers on the Combat Results Table under “Target is Vehicle” and the vehicle column to find the result.

(9.3) Fire Results

The following is a list of the possible results of fire and the effects of each. A summary of these results is presented on the Combat Results Table.

(9.31) Miss: The target is unaffected.

(9.32) Hit: The owner of the target unit must make a “morale check” for the unit (see 10.1 and 10.21).

(9.33) Hit + #: The owner of the target unit must make a morale check for the unit and add the indicated number to the morale check dice-roll (see 10.11).

(9.34) Kill: The target unit is eliminated; remove it from the map. Place the unit in some convenient spot for calculation of morale check dice-roll modifiers for the unit's formation (see 10.11 and 6.2).

(9.35) Quick Kill: A “Kill” becomes a “Quick Kill” if the target is a vehicle and the firing unit is:

- Green and the *un-modified* dice-roll was 15 or more.
- Seasoned and the *un-modified* dice-roll was 12 or more.
- Veteran and the *un-modified* dice-roll was 10 or more.

(9.36) Results of quick kill: A quick kill result allows the firing unit to perform one other operation. A unit that makes a quick kill is treated as if it had performed no operations this turn and is not flipped face-down until it performs its second one (provided the owning player chooses to perform a second one).

- If this one other operation results in another quick kill it is treated as a normal kill instead. A unit may make only one quick kill per turn.
- Place the unit that was killed face-down on top of the unit that killed it as a reminder that the unit may not make another quick kill this turn.

(9.37) When to perform the second operation: The one other operation gained from a quick kill may be performed immediately or some later time *during the current turn*. At the end of the current turn, if the unit that quick killed still has not performed its second operation, it forfeits the “extra” operation; remove the killed unit from the map.

- A unit is not obligated to perform a second operation just because it made a quick kill.

(9.4) Opportunity Fire

When an enemy unit is performing a movement operation, non-suppressed, face-up friendly units may fire at the moving enemy unit. This is a special type of fire called *opportunity fire*.

(9.41) Opportunity fire procedure: Opportunity fire is identical to normal fire operations — the target must be spotted and so forth — but the firing unit's formation does not have to be activated.

- When an enemy unit is performing a movement operation and enters a new hex, you may ask the enemy player to stop moving the unit so that friendly units may opportunity fire at it.
- If the fire is ineffective or the firing unit fails to spot the moving unit, the moving unit may continue its move (if it still has movement points remaining).
- After a unit has conducted opportunity fire it is flipped face-down as if it had performed an operation.

(9.42) When units may opportunity fire:

- Units may fire at the moving unit in each new hex it enters. You may not opportunity fire at a unit before it moves, however.
- When the active unit completes its move, the active player must give the other player a chance to opportunity fire at the unit in the last hex of its move before performing operations with another unit.

(9.43) How many units may opportunity fire: Any number of friendly units may fire at the moving enemy unit in each hex the moving unit enters, provided no unit fires more than once.

- A player may wait and see the results of one opportunity fire before declaring any other fire.
- Remember, opportunity fire is conducted in the same way as normal fire, so when a unit has fired it is flipped face-down and will not be able to fire again until the following turn.
- A unit that quick kills while opportunity firing may opportunity fire *once more* or be activated normally later in the turn. Remember, a unit may *never* quick kill twice in the same turn (see 9.36).

10. MORALE

Designer's Note: *The effectiveness of a military formation is directly proportionate to the fighting spirit of its troops. Morale represents this fighting spirit and is more important in combat than a unit's fire or defense strength. Units with a high morale value will better withstand the stress of hostile fire. Additionally, such units will hang together longer in the face of high friendly casualties.*

Combat formations have a *morale value* printed on their cards which applies to all units in the formation. This value is a rating of a formation's ability to retain cohesion under the stresses of battle. Under circumstances in which a unit's cohesion might be threatened, the unit is required to take a *morale check*.

(10.1) Morale Checks

To perform a morale check roll two dice, add appropriate modifiers to the dice-roll, and compare the modified result to the morale value listed on the unit's combat card. If the modified result is equal to or less than the morale value, the unit has passed the check; if not it has failed.

(10.11) Morale check dice-roll modifiers: Under certain circumstances a formation's or unit's ability to retain cohesion drops or is increased. This is reflected in the game by dice-roll modifiers which are added to morale checks.

- **Eliminated units:** When a unit or combat formation is making a morale check the morale check modifier on its combat card is added to the dice-roll for each unit of the formation that has been eliminated.
- **Separation:** If a unit that is "separated" is making a morale check there is a modifier to the morale check dice-roll (see 11.4).
- **Hit modifiers:** When a unit is the target of fire and receives a hit + # result on the Combat results table, # must be added to the morale check dice-roll (see 9.33).
- **Recovery by parent card:** When the Soviet player activates a parent card and decides to "recover" (see 10.15) one of its shaken combat formations, 2 is subtracted from the morale check dice-roll (see 6.62).

(10.12) Morale check results: There are two types of morale checks: *unit morale checks* and *formation morale checks*. A unit that fails a morale check becomes *suppressed*; a formation that fails a morale check becomes *shaken*. Unless attempting recovery (see 10.15), units and formations which pass a morale check are unaffected.

- A unit that becomes suppressed has a "Suppressed" marker placed on it.
- If an already-suppressed unit fails a morale check, it is eliminated.
- The card of a formation that becomes shaken is removed from the player's hand and has a "Shaken" marker placed on it. (**Suggestion:** You may want to place "Shaken" markers on *units* of shaken formations as well as on their cards.)
- If an already-shaken formation fails a morale check there is no additional effect.

Example: A German unit fired on a Soviet unit of the A/1/6 formation and rolled a HIT +2 result. The target unit must immediately make a morale check and add 2 to the morale check dice-roll. In addition, however, the A/1/6 has lost a unit and, therefore, 2 more is added to the dice-roll for a total of modifier of +4 to this morale check. The Soviet player rolls a 5 with two dice and adds 4 for a modified result of 9. Unfortunately for the Soviet, A/1/6's morale is 8, so the unit becomes suppressed; a "Suppressed" marker is placed atop the unit. If the unit had already been suppressed, it would be removed from the map — eliminated.

(10.13) Effects of suppression: A suppressed unit:

- may not perform operations.
- may not opportunity fire.
- is eliminated if it becomes suppressed.

(10.14) Effects of being shaken: When a formation is shaken, all its units are equally affected. A shaken formation:

- may not be activated.
- its units may not opportunity fire.

(10.15) Recovery: Morale checks are also made to *recover* units that are already suppressed or formations that are already shaken. At these times, units and formations which fail a morale check remain suppressed or shaken, and those which pass become non-suppressed or non-shaken.

(10.2) When Morale Checks Occur

Morale checks may occur during the Operations phase and during the Morale phase.

(10.21) Morale checks in the operations phase:

- When a unit receives a hit result from enemy fire its morale must be checked (see 9.3).
- When a Soviet parent formation is activated, the Soviet player may choose to attempt recovery of one of the parent formation's shaken combat formations (see 6.72) instead of activating a combat formation.

Example: The Soviet player has managed to activate the 1/6 parent card and so he may activate an unshaken combat formation of the 1/6, or attempt to recover one that is shaken. The B/1/6 is shaken and the Soviet elects to attempt recovery. The B/1/6 has a morale value of 8 and has lost one unit, giving it a +2 to all morale checks. The -2 dice-roll modifier for a parent formation recovering a combat formation is applicable so the total dice-roll modifier is 0. A 7 is rolled, and, since this is less than the morale value, the B/1/6 recovers. The "Shaken" marker which was placed atop the B/1/6 card when it became shaken is removed and the card is placed back in the Soviet player's hand.

(10.22) Morale checks in the Morale Phase:

- **In step 1 of the Morale Phase** players make morale checks for all their suppressed units on the map to see if they recover.
- **In step 2 of the Morale Phase** players must attempt to recover all their shaken combat formations.
- **In step 3 of the Morale Phase** players must check the morale of any or all combat formations that lost a unit during the preceding Operations Phase to see if the formation becomes shaken.

Note: It is possible that a combat formation will recover in step two and then become shaken again in step 3.

(10.23) Shaken Parent Formations: If all combat formations of a Soviet parent formation are shaken, the parent formation is shaken. Place a "Shaken" marker on the parent card and place all combat cards of the parent formation aside. If, during any Morale Phase, any of the combat formations recover, the parent card is placed back into the owner's hand and may be played in the next Operations Phase.



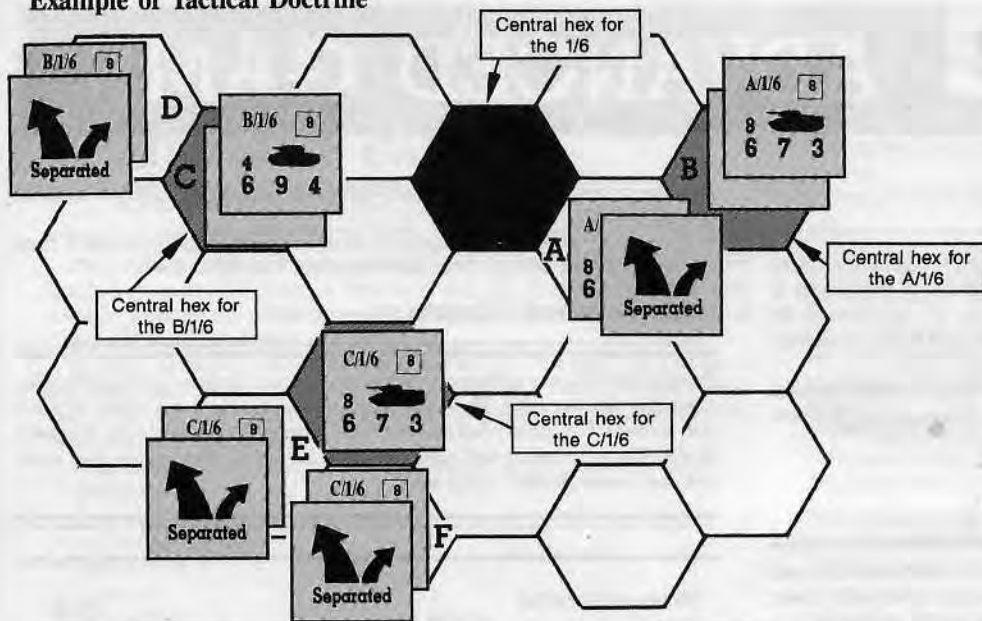
The German A/2 formation has been activated and the A/2 unit that began the Operations Phase in 2818 is performing a movement operation. When it enters hex 2617 the Soviet player announces that his A/2/7 unit in hex 2117 will opportunity fire at the moving unit; the German player has no recourse but to stop and allow the Soviet to do his worst.

The combat difference is +3 (9-6) and there is a -2 fire dice-roll modifier (the target is moving) for a total fire dice-roll modifier of +1. The Soviet rolls three dice resulting in 12; the modified result then is 13 (12+1), yielding a Hit+1

result on the target. The Soviet unit is flipped face-down. The target must make a "morale check" (see 10) and add 1 to the morale check dice-roll. The German player does so, passes the morale check, and continues moving.

When the A/2 enters hex 2516 the Soviet again instructs the German to stop for opportunity fire from his A/1/7 unit in 2319. The spotting number is again 2 with a +1 to the die-roll making it an automatic spot. The combat difference and fire dice-roll modifiers are the same as well so the Soviet again rolls the dice. This time the result is 16 and with the +1 modifier, 17; this kills the A/2 — but not only that, it is a quick kill as well. The dead German unit is placed face down on top of the A/1/7 and the A/1/7 is not flipped over; it will be able to perform one other operation this turn before it is flipped. The dead German unit is placed to remind the players that during the A/1/7's second operation it cannot get a quick kill.

Example of Tactical Doctrine



In the example at left, the Soviet player has designated central hexes for the 1/6 battalion so that a minimum number of the battalion's units are separated.

A company has one unit separated because the unit is not in the company's central hex. Note that the Soviet player could have designated hex A as the company's central hex; had he done this, however, the two units in B would have been separated.

B company has one separated unit too. Again, the Soviet might have designated hex D the central hex but that would have separated the entire company because the company central hex would be outside the range of the battalion central hex, assuming the battalion's central hex were still as indicated.

C company has two units separated. If the central hex for C company had been in hex E or F the entire company would have been separated because neither of these hexes is within 2 hexes of the battalion central hex.

(10.24) Command Formations: Command formations may never become shaken and never undergo morale checks.

(10.3) Special Effects

(10.31) Morale boosters: Whenever an unmodified "2" (snake eyes) is rolled for a unit making a morale check, that unit has crossed the imaginary line between experience levels.

- A "Veteran" marker is placed on the unit if it is Seasoned.
- A "Seasoned" marker is placed on the unit if it is Green.

A unit with one of the above markers on it has its experience raised one level for the remainder of the game, and all benefits of the new experience level take effect for that unit immediately. Other units of the formation are unaffected. If a unit with a Veteran or Seasoned marker rolls snake eyes again when making a morale check, it is ignored.

(10.32) Catastrophic loss: Whenever an unmodified "12" (boxcars) is rolled when making a unit morale check, the unit is considered to have lost all cohesion and is removed from the game — eliminated.

11. TACTICAL DOCTRINE

Design Note: *The tactical doctrine rules express vast differences between German and Soviet training and equipment. The Germans were trained to maneuver on a wide front and their equipment allowed it, whereas the Red Army was trained to operate in tighter formations so that their superior numbers would be felt. Each doctrine has advantages and disadvantages, as you will see.*

The tactical doctrine rules which follow set limits upon the area in which a formation may operate — that is, how far apart units of a formation may be and still be able to function normally as a single organization.

(11.1) Area of Operations

During each Morale Phase the players must designate an *area of operations* for each of their combat and parent formations in play. A unit of the formation that is outside this area of operations is *separated*.

(11.11) How to designate an Area of Operations: To designate an area of operations a player points to a "central hex;" all units of the formation must be within a certain range of the central hex to operate normally. The range varies depending upon the type of formation (see 11.2 and 11.3).

- Units that are not within this range are separated and have "Separated" markers placed on them.
- A player may not voluntarily designate an area of operations such that a separated unit becomes unseparated and an unseparated unit becomes separated.

Note: *It is important to remember that during the Operations Phase, units may move in any manner they wish — combat formations may split up, and so forth. But during the Morale Phase, units that are not then within their*

formation's area of operations are separated and will be affected in the following turn.

(11.12) Becoming un-separated: If a unit with a "Separated" marker on it is within its formation's area of operations during a Morale Phase, the "Separated" marker is removed.

(11.2) German Tactical Doctrine

German units must adhere to the following restrictions during the Morale Phase of each turn or they are separated:

- **Company Tactical Doctrine:** Units of a company must be within 2 hexes (1 intervening hex) of a designated central hex.

Units of HQ formations (combat formations with "HQ" in their designation) and command formations are not subject to any tactical doctrine restrictions.

(11.3) Soviet Tactical Doctrine

Soviet units must adhere to the following restrictions during the Morale Phase or they are separated:

- **Company Tactical Doctrine:** Units of a company must be in the same hex. Therefore, units not occupying the company's designated central hex are separated.

- **Battalion Tactical Doctrine:** Companies of a battalion must be within 2 hexes (1 intervening hex) of a designated central hex. When the Soviet player has several formations of the same battalion in play (on the map), all units of the battalion must adhere to both company and battalion limitations.

Units of HQ formations and command formations are not subject to tactical doctrine restrictions.

(11.4) Effects of Separation

The following effects apply to all units that are separated from their formation. While separated:

- **Veteran units** must add 1 to all morale check dice-rolls and subtract 1 from all fire dice-rolls.
- **Seasoned units** must add 2 to all morale check dice-rolls and subtract 2 from all fire dice-rolls.
- **Green vehicle units** must add 4 to all morale check dice-rolls and subtract 4 from all fire dice-rolls. In addition, if the formation's C³ rating is "F", it subtracts 4 from its movement die-roll as well (see 8.2). A dice-roll result less than "1" is always treated as "1".
- **Green non-vehicle units** may not move (Advanced game).



You have read all that is needed to play scenarios 1-5.

ADVANCED GAME

The Advanced Game adds infantry, forward observers, trucks, and artillery units, rounding off the combined arms force. The addition of these units to the forces at a player's disposal requires additional types of operations in the Operations Phase. The Advanced Game rules must be used to play scenarios 6-15.

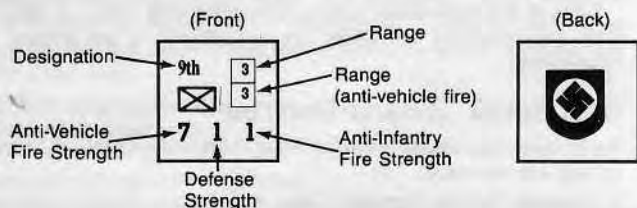
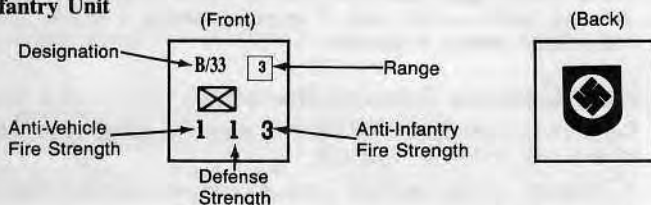
The rules for vehicles in the Advanced Game are the same as in the Standard. The rules of the Standard Game remain in effect in the Advanced except where modified below.

12. NON-VEHICLE UNITS

There are three types of non-vehicle units: *infantry*, *forward observers*, and *artillery*. These units differ dramatically from vehicles — they move much slower and may be transported by vehicles.

(12.1) Infantry

Infantry Unit



(12.11) Fire and defense strengths: Like vehicles, infantry units have anti-vehicle and anti-infantry fire strengths, as well as a defense strength. The anti-infantry fire strength represents a unit's small arms and/or anti-personnel ammunition.

(12.12) Movement Allowance: Infantry units do not have a movement allowance printed on their counter. Instead, they always have a movement allowance of 1. The non-vehicle column on the Movement Point Costs Chart is used to calculate movement costs.

(12.13) Range: The range printed on infantry units applies to anti-infantry fire strength only.

• Most infantry units may use their anti-vehicle fire strength against enemy vehicles in the same hex only (see 14).

• Some German infantry units, however, have ranged anti-vehicle fire strengths. This is indicated by the presence of two ranges: the top range is the unit's anti-infantry range, and the lower one is its anti-vehicle range.

Design Note: German infantry with ranged anti-vehicle strength are equipped with Panzerschreck anti-tank rockets. These appeared late in the war (1944) and were similar to the US bazooka.

(12.14) Infantry same-hex opportunity fire: Infantry units have a special ability with regard to opportunity fire: any time an enemy unit enters an infantry unit's hex the infantry unit may opportunity fire at it.

• If the infantry is face-down (has already performed an operation or opportunity fired this turn) it does not benefit from the "same-hex" fire dice-roll

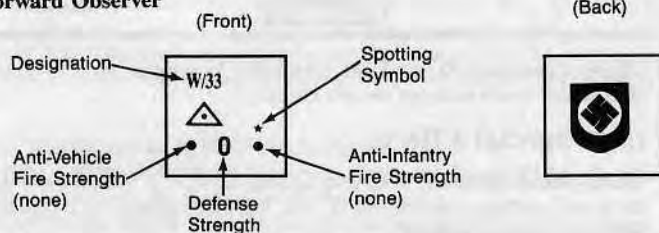
modifier listed on the Combat Results Table, but uses the adjacent hex modifier instead (+2).

• If the infantry has not already performed an operation or opportunity fired this turn, it does benefit from the "same hex" modifier (+6).

(12.2) Forward Observers

Design Note: Forward observers represent outposts equipped with communications and sighting gear. Their role was to acquire targets and direct artillery fire. German FOs usually had two-way radios, range finders, and a few weapons. Soviet FOs were not as well equipped; they lacked wireless radios and sophisticated range-finding equipment.

Forward Observer



Some formations include *forward observers* (FOs). They are used only to spot for indirect fire (see 13.2). They have no fire or defense strength — so they may never fire — and perform as infantry when moving and being fired upon.

(12.21) Deploying FOs: Before play begins, any forward observers that are part of your initial forces may be deployed anywhere on the map. Instead of actually placing an FO counter on the map, record the number of the hex in which you would place the FO on a sheet of paper, so your opponent won't know where it is.

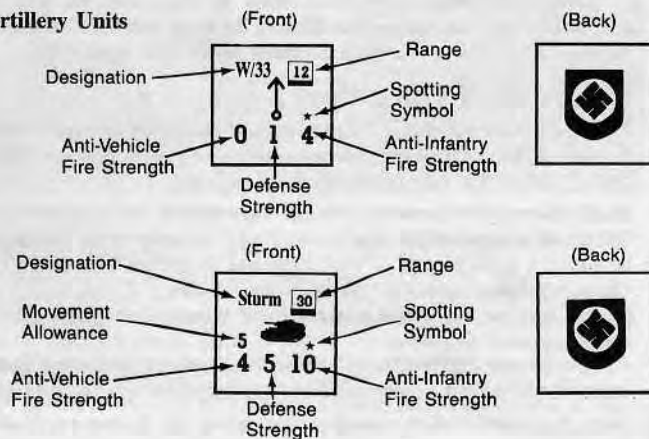
• If a reinforcement formation includes an FO, the FO may be deployed anywhere (as above) on the map when the reinforcement formation is first activated.

(12.22) Placing FOs on the map: If an enemy unit enters a hex containing an FO unit, or the FO moves from the hex in which it was initially deployed, its counter must be placed on the map in full view of both players.

(12.23) One spotting per turn: An FO, like other units capable of spotting for indirect fire (see 13.22), may attempt to spot for only one indirect fire per turn and its formation must be active at the time.

(12.3) Artillery

Artillery Units



Movement allowance: Artillery units are not printed with a movement allowance. If a T appears on the counter the unit may be moved only by performing a "transport operation" and, specifically, must be *towed* by a truck (see 13.32). Artillery units without a T may be transported (see 13.3) as well, but have a movement allowance of 1.

13. ADVANCED GAME OPERATIONS

Only vehicles appeared in the Standard Game. For this reason there were but two types of operations — movement and fire. In the Advanced Game, though, infantry and artillery must cooperate with tanks and halftracks, so some additional operations are required.

As in the Standard Game, formations are activated through the process of card play and units perform operations only when their formation is activated. But, in the Advanced Game, a player has a wider range of operations his units may perform when active.

Following is a list of all operations available in the Advanced Game:

- Movement
- Anti-vehicle Fire
- Anti-infantry Fire
- Indirect Fire
- Transport
- Entrenching
- Close Assault
- Overrun

(13.1) Anti-Infantry Fire

To fire at an enemy non-vehicle unit, the firing player uses the firing unit's anti-infantry fire strength, the non-vehicle dice-roll modifiers, and the non-vehicle column on the Combat Results Table.

(13.11) Which units are affected: When anti-infantry fire is directed into a stack of units, all non-vehicles in the hex are affected.

- The topmost unit is fired at normally.
- Fire against the remaining units in the hex is modified by -2, as if the hex were a "fire zone" (see 13.27). However, a "fire zone" marker is not placed in the hex.

(13.12) Combining fire: Active units may combine anti-infantry fire strengths into one total fire strength and subtract the target's defense strength from this combined total to obtain the combat difference.

- Opportunity fire may not be combined fire.
- All units which contribute anti-infantry fire must spot the target (see 9.1). A spotting die-roll is made for each of the units before any of them fire.
- All units which add their anti-infantry fire strength to the fire are flipped face-down after the fire is resolved.
- When calculating the range modifier for combined fire use the range of the firing unit that is farthest away from the target hex.
- When calculating other modifiers for fire dice-rolls in combined fire, use the modifier of the unit which is *least favorable* for the firer.

(13.13) Soft targets: Vehicle units with a white defense strength (soft targets — trucks, open top vehicles, and so forth) may be fired on with anti-infantry fire.

- Use the vehicle column and the modifier listed on the Combat Results Table.

(13.14) Restrictions:

- Anti-infantry fire may not be directed into a hex containing friendly infantry, artillery, or soft targets (unless, of course, it is "same-hex" combat, see 14).
- Anti-infantry fire may not result in a quick kill; if a quick kill occurs it is ignored.
- Anti-infantry fire may, at a player's discretion, be directed at a vehicle with a white defense strength (a soft target). This is the only case in which anti-infantry fire may be directed at a vehicle.
- The anti-infantry fire procedure is identical to that for anti-vehicle fire except as noted above (also, see 14).

(13.2) Indirect Fire



Indirect Fire Capable



Spotter for Indirect Fire

Indirect fire is fire that is not aimed directly at the target unit. Mortar fire, for example, is aimed into the sky such that the round will fall on top of the target. This makes it possible for a firing unit to fire at a target that cannot actually be spotted by the firer.

(13.21) Restrictions on indirect fire:

- Only artillery (and some vehicles) are capable of indirect fire; as a reminder, the ranges of units capable of indirect fire are printed in boxes with a solid baseline.
- Enemy units in a hex containing friendly units may not be targets of indirect fire.
- Indirect fire may not be used for opportunity fire.
- "Quick kill" means nothing in indirect fire; the target is killed and the firing and spotting units are flipped.

(13.22) Spotting for indirect fire: As with all fire, the target of indirect fire must be spotted by some active unit, but the firing unit does not have to be the spotter. The procedure for spotting, however, is identical to that outlined in 9.1.

- The target may be spotted by the firing unit or another qualified unit of the firing unit's side. (A unit is *qualified* to spot for indirect fire if it is active and has a star (★) printed on its counter.)

Note: The only case in which a spotting unit could be from a formation different than that of the firing unit is when two or more combat formations are simultaneously activated by a command card. When this is the case a unit of one combat formation may spot for a unit of another, and units of different formations may combine their indirect fire.

(13.23) Spotting restrictions for indirect fire:

- German units spotting for indirect fire may be anywhere on the board, and may spot for any number of units that are firing at the same hex.
- Soviet units spotting for indirect fire must be within three hexes of the firing unit's hex. There must be a different spotting unit for each hex from which Soviet units are firing.
- A unit may spot for only one indirect fire per turn.

Design Note: The discrepancies between German and Soviet spotting restrictions for indirect fire are a consequence of their equipment. Soviet FOs, recon, and artillery were linked by field wire. The Germans, on the other hand, used wireless equipment and virtually every unit had access to the equipment and to artillery support.

(13.24) Spotting die-roll: Regardless of who does the spotting, a successful spotting die-roll must be made.

- If the die is rolled unsuccessfully, both the spotting and firing units are flipped face down.
- If the die-roll is successful the spotter is flipped and the firing units may fire (of course if the firer does the spotting it may fire before being flipped).

(13.25) Combining Indirect fire: Any number of active indirect-fire-capable units may combine their fire strengths into one total fire strength before determining the combat difference (as in combined anti-infantry fire).

(13.26) Who is affected: Indirect fire affects all units in a hex. The top unit is fired on normally and a "Fire Zone" marker (see 13.27) is placed in the hex.

- When resolving fire for units other than the topmost unit in the hex, apply the fire-zone modifier listed on the Combat Results Table.

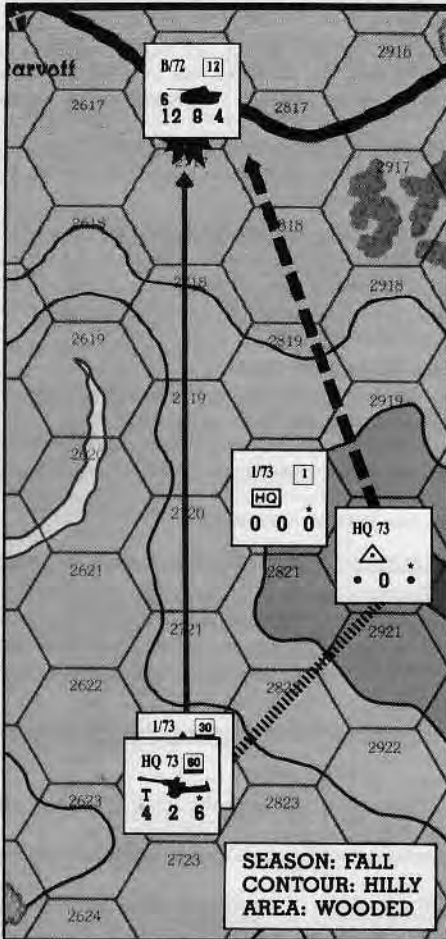
(13.27) Fire zones: Indirect fire creates a fire zone in the target hex which affects all units but the top unit in a stack; in addition, if a unit enters a fire zone hex at some time later in the turn, it is also affected.

- A "Fire Zone" marker is placed in the target hex after fire on the top unit of a stack is resolved. Fire at the other units in the hex is resolved immediately and is modified by the fire-zone modifier listed on the Combat Results Table.
- Any units which enter a fire zone later in the turn are fired upon by the fire zone with the strength of the fire values which initially placed the marker.
- If one or more of the units which contributed its strength to a fire zone is suppressed or eliminated the strength of the fire zone is halved.
- If all units which placed the fire zone are eliminated or suppressed, remove the fire zone.

Design Note: Fire zones show that the effects of indirect artillery fire are widespread and remain effective for a considerable time; artillery fire does not represent a single shot, but a volume of fire — a barrage — concentrated into a relatively wide area.

(13.28) Which fire strength is used:

- **Non-vehicle units** are attacked by the indirect-firing unit's anti-infantry strength; the non-vehicle fire dice-roll modifiers and the non-vehicle column on the combat results table are used.
 - **Vehicle units** are attacked by the firing unit's anti-vehicle fire strength, the vehicle fire dice-roll modifiers are used and the vehicle column of the combat results table is used.
 - **Soft Targets** (units with a white defense strength) may be attacked by either the anti-vehicle or anti-infantry strength at the firing player's discretion.
- Note:** The applicable modifiers list and column on the Combat Results Table is determined by the target's type, not by the type of fire.



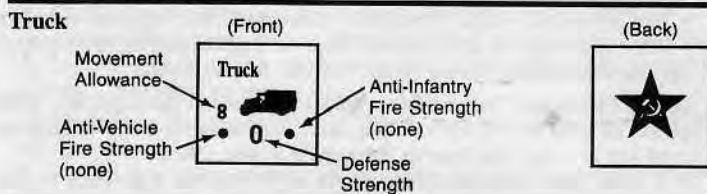
The Soviet player has played the 73rd rifle regiment command card and activated both the I/73 and HQ/73 combat formations. He has the HQ/73 forward observer and the headquarters unit of the I/73 on the hill, both of which are capable of spotting for indirect fire.

The FO spots the B/72 Panther platoon (the spotting number is 2 — 5 divided by 3 — and there is a +1 to the spotting die-roll — the target is a vehicle in the clear terrain — so the spotting is automatic). The FO will direct the fire of the two artillery units in hex 2722.

The two artillery units — a 2-1-10 and a 4-2-6 — combine fire for a total fire strength of 6; the combat difference is -2 (6-8) and there is a +1 fire dice-roll modifier (the target is on a road) for a total fire dice-roll modifier of -1. The Soviet player rolls a 16 with three dice which is modified to 15, resulting in a Hit +2. The German player scowls and rolls two dice for his morale check; he rolls 8 and adds two (hit modifier) for a total morale check roll of 10. The Panther unit is suppressed and has a "Suppressed" marker placed on it.

(13.29) Spotting your own target: When a unit capable of indirect fire spots its own target, its fire strengths are doubled.

(13.3) Transport



Trucks and all other vehicles have the ability to transport infantry and artillery units. This is important because, otherwise, non-vehicle units move very slowly. Only the transporting vehicle need be active to perform a transport operation.

(13.31) Trucks: The following characteristics apply to trucks:

- They belong to no formation.
- They have no effect upon morale when eliminated.
- They do not count for victory points in any way.
- They may not perform fire operations.
- They have a morale value of 7 when making morale checks.
- They may move (are considered active) whenever any friendly formation is activated, and are flipped face-down after moving.

Transport Sequence:

1. The transporting unit (truck or other vehicle) must occupy the infantry, FO's,

or artillery unit's hex at the beginning of the Operations Phase.

2. The transported unit is placed underneath the transporting vehicle, face-down, to indicate it is being transported.

• The transporting vehicle pays no extra movement point cost to pick up or drop off the transported unit.

3. The transported unit may be "dropped-off" in any hex the transporting vehicle enters.

• When the transported unit is "dropped-off" it may move no farther nor perform another operation for the remainder of the turn.

• The transporting vehicle may continue to move after "dropping-off" the infantry or artillery unit.

(13.32) Towing guns: An artillery unit that is too large to be carried by its crew must be towed by a truck. Such units are indicated by a "T" printed on their counter.

• The procedure for towing a gun is identical to the normal transport procedure except that the transporting vehicle *must* be a truck.

(13.33) Restrictions: Trucks may transport up to 3 infantry or artillery units at the same time; other vehicles may transport no more than one at a time.

• A transporting vehicle may not enter an enemy-occupied hex in the same turn it is involved in a transport operation, *even after it has dropped off the transported unit.*

• A truck may tow only one artillery unit at a time and still transport up to 3 other non-vehicle units simultaneously.

(13.34) Remaining in transport: Units may remain "in transport" at the end of the transporting vehicle's move. To indicate this, do not flip the transported unit face-up in the Morale Phase; leave it face-down.

• In the next Operations Phase, the transporting unit *must* perform another transport operation. (Note that in order to drop-off a unit that begins the operation phase in transport the vehicle must perform another transport operation, and could not enter an enemy-occupied hex during that turn, even after it has dropped-off the transported unit.)

(13.35) Fire at units in transport: When transporting, the vehicle and the passenger are considered one unit for fire purposes. The firing unit must fire at the vehicle, not the non-vehicle passenger. The passenger suffers the same effects as the transporting vehicle.

• If the vehicle becomes suppressed the passenger must dismount (place it atop the vehicle) and is itself suppressed.

• If the vehicle is destroyed, so is the passenger.

(13.4) Entrenching

Any active infantry or artillery unit may perform an entrenching operation (provided, of course, it is not already entrenched). It takes two turns to become fully entrenched. On the first turn, the unit performing the operation is said to be *entrenching* and an "Entrenching" marker is placed on top of the unit. When an entrenching unit performs another entrenching operation the "Entrenching" marker is flipped to its "Entrenchment" side and the unit is *entrenched*.

• Any number of "Entrenchment" markers may be placed in a hex, but no more than one per unit in the hex.

(13.41) Restrictions:

- Only non-vehicle units may perform entrenching operations.
- Units may not entrench in a hex occupied by enemy units.
- If an entrenching unit moves or is transported, the "Entrenching" marker is removed.
- Only one unit may occupy an entrenchment.
- Entrenchments may not be moved.

(13.42) Destroying entrenchments: "Entrenchment" markers are removed under the following conditions:

- If there is no unit occupying an entrenchment during the morale phase the entrenchment is removed.
- If an entrenched unit is killed its entrenchment is removed.

(13.43) Effects of entrenchments: A unit firing at an entrenched target subtracts three from its fire dice-roll as indicated by the non-vehicle modifiers list on the Combat Results Table.

14. INFANTRY VS. TANKS: SAME-HEX COMBAT

The vast majority of infantry in the game may fire at vehicles only when they occupy the same hex as the vehicle. Infantry may enter an enemy vehicle's hex only when it is performing a *close assault* (trucks are not considered

vehicles for the purposes of this rule). Vehicles may enter an enemy infantry-occupied hex at any time, but may also perform a special operation called *overrun*.

(14.1) Close Assault

Infantry units may perform an operation that no other unit in the game can: *close assault*. Close assault is a special kind of operation that combines movement and fire into a single operation and allows infantry to enter a hex occupied by enemy vehicles. In addition, close assault is an exception to the rule that says each unit's operation must be completed before another one's is begun. In close assault operations the assaulting player may move a number of infantry units simultaneously into the enemy vehicle's hex; this number may not exceed the stacking limits of the hex the infantry is assaulting. Infantry may enter an enemy vehicle's hex only if making a close assault.

Close Assault Sequence

1. The owning player announces which infantry units will attempt a close assault against the same hex and makes a morale check for each of the unit(s).

• If a morale check is unsuccessful that unit is flipped over and may perform no other operations this turn (however, see 12.14).

2. The assaulting player must move all infantry units that were announced to be assaulting and which passed their morale check into the enemy vehicle's hex. If any of the assaulting infantry began the operation in the vehicle's hex, they must still pass the morale check to make the assault.

• If there is no non-suppressed enemy infantry in the hex the assaulting infantry must fire at the vehicles. That ends the assault.

3. If there is non-suppressed enemy infantry in the hex (not being transported), the enemy infantry may conduct opportunity fire at the assaulting infantry.

• After the enemy infantry has fired at the assaulting infantry, if there is any non-suppressed assaulting infantry left, it must fire at the *enemy infantry*; it may not fire at the vehicles.

(14.11) Requirements and restrictions:

- Infantry may close assault a vehicle only if the vehicle is in woods, buildings, or ruins.
- Close assaulting infantry must begin its activation adjacent to or in the same hex as the vehicle(s) they intend to assault.
- A vehicle whose hex is being assaulted may not opportunity fire at assaulting infantry.

• After the assault, infantry units in the same hex with an enemy unit may not leave that hex until the enemy unit is killed or moves from the hex.

(14.12) Which fire strengths are used?

• Whenever fire is directed at vehicles, the firing unit uses its anti-vehicle fire strength. (If the vehicle is a soft target, however, the infantry may use its anti-infantry strength, see 13.13.)

• Whenever fire is directed at infantry, the firing unit uses its anti-infantry fire strength.

(14.13) Dice-roll modifiers:

- Cover and entrenchment modifiers are never used in close assault combat between infantry and vehicles; they *are* used when infantry must engage infantry during a close assault, if applicable.
- Assaulting infantry uses the close assault modifier when firing at vehicles, but not if firing at infantry in the same hex.
- The "same-hex" modifier (+6) is used.

(14.2) Overruns

A vehicle unit (except trucks) may perform a special type of operation called an *overrun*. Like close assault, an overrun is a special operation combining movement and fire. Only infantry units in a clear terrain or brush hex may be overrun.

Overrun sequence

1. The owning player moves his overrunning vehicle into the infantry's hex and expends 1/2 of the vehicle's movement allowance (rounded up).

- 2. All non-suppressed infantry in the hex must make a morale check.
- Units that fail this morale check become suppressed.
- Units which pass this morale check may immediately opportunity fire at the vehicles.

- 3. If the vehicle is not suppressed it may fire at the infantry in the hex.
- 4. If the vehicle is not suppressed and has movement points remaining it may leave the hex.

(14.21) Requirements and Restrictions

- Trucks may not perform overruns.
- Vehicles that are transporting an infantry or artillery unit may not perform an overrun.

• A vehicle may not overrun a hex that contains both enemy infantry and vehicles. There is one exception: a hex containing only infantry and trucks may be overrun.

• An infantry unit in a "cover" hex (woods, forests, or buildings) may not be overrun.

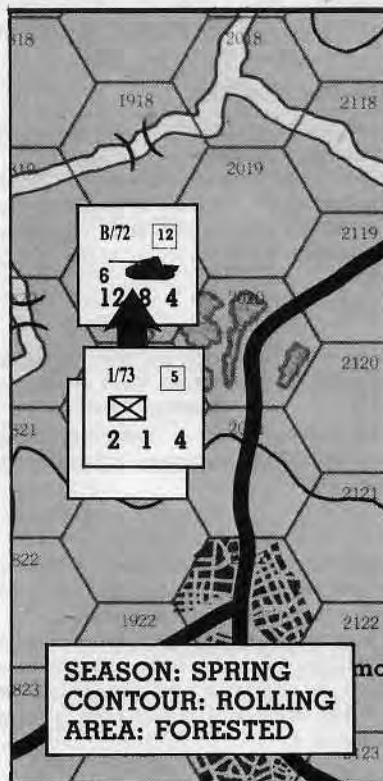
• The overrunning vehicle(s) must expend 1/2 of their movement allowance to enter the overrun hex.

• Any number of active vehicles may overrun the same hex in a turn.

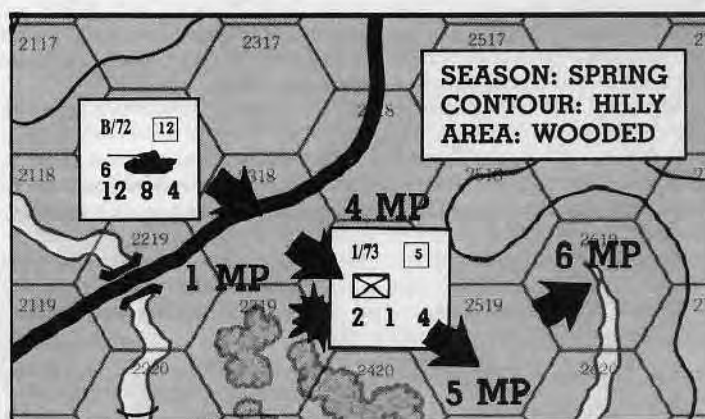
(14.22) Which fire strengths are used?

• When an overrunning vehicle fires at infantry, the vehicle's anti-infantry strength is used.

• When the infantry fires at the vehicle, its anti-vehicle strength is used.



Units of the Soviet 1/73 formation are active and attempting to close assault the German B/72 Panther platoon in hex 2319. (Note that if the German platoon were in 1820 or 1821 the close assault could not even be attempted because close assaults may not be conducted into clear terrain.) The Soviet unit rolls a morale check for the top unit and rolls a 9. This is higher than the unit's morale value (which is 8) so it fails; the unit is flipped face-down. The other unit rolls a 5 for its morale check, and moves into the German platoon's hex. There is no enemy infantry in the hex so the tank unit must be attacked. The combat difference is -6 and the fire dice-roll modifier is +9 (+6 for the same hex combat and +3 for close assault) for a total fire dice-roll modifier of +3. A 14 is rolled on three dice. This makes 17; the Panther platoon is destroyed.



Now the B/72 Panther platoon in 2218 is active and will attempt to overrun the Soviet infantry in 2419. Note that the infantry unit is not in cover (not a good situation for the Soviet player). The German player announces his overrun attempt and moves the Panther platoon into 2318 then into 2419, expending 4 movement points (1 for 2318 and 3 for 2419, half the platoon's movement allowance). The Soviet infantry unit makes a morale check and rolls a 10. This result suppresses the Soviet infantry and a Suppressed marker is placed on the unit. The combat difference is +3 (4-1) and the fire dice-roll modifier is +3 (+6 for the same hex and -3 because the infantry is suppressed). A 9 is rolled yielding a 15 (9+3+3) which gives a Hit+2 result. The infantry must make another morale check and rolls an 8, adding 2 for a total of 10. This suppresses the infantry again and, therefore, destroys them. The B/72 unit may now continue moving using its 2 remaining movement points as illustrated.