

EN POINTE TOUJOURS

THE NARVIK EXPEDITION, 1940

Narvik 1940 uses the system *En Pointe Toujours* to play the actions that took place in Norway in May 1940.

0 - GENERALITIES

0.1 - SCALE

One turn equals approximately ten minutes of real time. The distance between the centres of two adjacent hexes equals approximately 50 meters.

0.2 - MAPS

The maps in *En Pointe Toujours* are geomorphic, that is to say, they can be arranged in different ways to form different terrain. A hexagonal grid is superimposed on the maps to regulate the movement and fire of the units. The abbreviation hex is used for hexagon. All the distances are given in hex (departure hex excluded, arrival hex included). Half-hexes along the board edge are playable.

0.3 - COUNTERS

The counters are either markers or:

- **Infantry units** (CP: an officer and his second-in-commands; squad; HW team: a machine gun and its gunners);
- **Tanks;**
- **Des canons et leurs servants.**

Infantry units display the following information on their counters:

- their type (DBLE, KM, etc., see page 15), their section (colour) and a point of reference (A,B, etc.).
 - their morale.
 - their fire characteristics: strength, rate of fire and range.
- Cannons and tanks have specific counters (see 14 and 15).

The game uses a large number of markers. Players may agree to abstain from placing some of them.

0.4 - DICE

Game play requires the use of one or two six-sided dice (called 1d6 or 2d6).

0.5 - SCENARIOS

The games are played according to the historical scenarios. Each scenario gives the order of battle, the supports, the maps used with their relative positions, and specific rules for that scenario which may modify the basic rules.

1 - COMBAT UNITS

1.1 - STATUS OF THE UNITS

All units (except tanks) can be in one of three operational states: normal, stopped or neutralised. The two latter states are indicated by markers. Each combat group has two combat steps. If a combat group suffers a loss, its counter is turned over to indicate its new status (white bar).

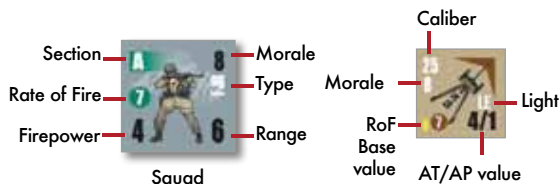
All the other units only have one combat step. They are destroyed after the first loss.

1.2 - COMMAND POSTS (CP)

CP are units dedicated to commanding other units. The front side of the counter indicates that the CP has not yet been activated and its back side (white bar), indicates that it has been activated.

1.3 - SET-UP HEAVY WEAPONS (HW)

Machine guns must be deployed in a gun battery in order to fire. The front side presents the gunners (dismantled HW), and the back side shows the weapon in



Company CP



Platoon CP



Machine gun
Gunnors



Machine gun
in battery

battery (set-up HW). For fire, use the value of the visible side.

1.4 - STACKING

There may never be **more than three** squads or their equivalent and two tanks in a hex. This limitation also applies during movement.

CPs and HW each count as a half squad for stacking. Cannons count as a whole squad.

2 - SEQUENCE OF PLAY

Each scenario consists of a certain number of game turns, each composed of four phases..

A - Support phase

This phase has two steps:

A-1. Artillery fire

A-2. Fire requests for the following turn.

B - Command phase

The two players verify that their formations are in command range and that their units are in command. Then, the two players each roll **1d6**; the higher rolling player becomes the first to be active in this turn. In case of ties, re-roll the dice.

The initiative die may be modified or the initiative may be attributed automatically by the scenario.

C - Operations phase

During this phase, the two players alternate activation attempts for their respective formations: this is the phase in which units act and react to adverse actions. The player who wins the initiative for this turn goes first and can automatically activate his first formation (or pass if he prefers).

Afterward, the active player may:

- attempt to activate one of his formations;
- or pass if he chooses not to activate a formation.

If the activation attempt fails or if he passes his turn, the active player becomes the inactive player (the other player takes the initiative). It's time for the new player to try to activate one of his formations (or pass).

If the attempt succeeds, the active player may perform actions with units of the activated formation and the inactive player may a reaction. When all possible and wished for actions and reactions have ended, the active player may attempt a new activation or pass.

D - Administrative phase

The actions are performed in the order indicated:

- Artillery, Fire, Movement, Shut Down and Stop markers are removed;
- Perform repair checks for jammed weapons;
- Return CP units to their active side
- Replace eliminated CP
- Test the morale of Neutralised units (in order to remove the Neutralised marker) or shift them one hex;
- Determine if sections have become Hesitant;
- Camouflage units that can be camouflaged.

3 - ORGANISATION, COMMAND

The organisation of the units is defined for each scenario. The units are attached to Platoons, commanded by the platoon CP, who are under the orders of the company CP.

A unit may be autonomous (not attached to a platoon). A platoon may be independent (not attached to a company CP).

3.1 - CHAIN OF COMMAND

In the command phase, the two players check if the platoon CP and units are located within their commander's command range:

- Company CP toward platoon CP: **5 hex**;
- Platoon CP toward unit: **3 hex**.
 - The CP platoon/units that are located in the command range, without constraint of line of sight or terrain, are under orders/in command.
 - The CP platoon/units beyond this command range are out of range/out of command and receive an Out of range/ out of command marker.
 - Inversely, the CP platoon/units that were formerly out of range/out of command that are in the command range of their commander remove the Out of range/ out of command marker.
 - The CP platoon/units that are under orders/in command in the command phase remain so for the duration of the turn, even if they exit their commander's command range.

A reinforcement formation is under orders during the turn it arrives, and its units are in command.

An independent formation is always under orders, and an autonomous unit is always in command.

Special case: a unit that is out of command but is located, in the command phase, adjacent to or stacked with the CP from another platoon may be temporarily attached to this CP for this turn's operation phase.

This unit does not receive an Out of Command marker. It will be activated by its temporary CP during the operation phase.

3.2 - PLATOONS AND UNITS

A platoon is characterised by two morale levels, hesitant and demoralised, indicated H/D in red next to the commander in the scenario.

All the in command units in a platoon are activated simultaneously during the operation phase.

Out of command units



An out of command unit is limited in the types of actions it can perform.

An out of command unit is considered like a formation for the activation rules, and it suffers a +1 modifier in the activation test. It is its own formation commander.

Autonomous unit

An autonomous unit is **never** hesitant nor demoralised. An autonomous unit is a formation in its own right and is its own commander.

Note: *a company CP that does not also command a platoon is de facto an autonomous unit.*

3.3 - ELIMINATION OF A CP

If a CP is eliminated before having activated its platoon, the platoon is penalised with a modifier of +3 on the activation test.

In the administrative phase, if there are units of the platoon remaining on the map, a second-in-command replaces the eliminated platoon CP (whether this is the original CP or already a second-in-command): the eliminated CP returns to the map and is placed adjacent or stacked with one of the units of its platoon, but with a new morale value determined by 1d6 (see the second-in-command table, from +1 to -2 compared to the morale of the CP indicated on the counter). This morale modifier is indicated by a Second-in-Command marker, placed next to the CP.



If a company CP is eliminated, one of its subordinate CP (player's choice) takes its place in the administrative phase: place a Company CP marker on it. This CP gains, in addition to its role as platoon CP, the capacities of the company CP.

4 - FORMATION ACTIVATION



Except for reaction, a unit may only move when the formation it belongs to is **activated**. For the activation, a formation may be a platoon, an autonomous unit or an out of command unit.

4.1 - FORMATION ACTIVATION

To activate a formation, the player designates the formation and must roll, with **2d6**, a number **less than or equal** to the morale of the commander, factoring in any modifiers.

A formation may only be activated **once** per turn, but players may re-attempt to activate a formation that has failed in previous attempts (the only penalty being that the player must turn over the initiative if an attempt fails).

4.2 - AUTOMATIC ACTIVATION

There are two possible cases of automatic activation, without an activation test:

- Each turn, the **first** activated formation for each player is activated automatically.
- The active player may automatically activate a formation that enters the map as a reinforcement (if one player brings in a formation as a reinforcement as his first activation of the turn, he loses the benefit of the first activation being automatic).
- All other activations are subject to an activation test.

4.3 - ACTIVATION EFFECTS

In the case of automatic activation, or if the activation check is successful, the chosen formation is activated. The units of this formation (commander included) may each carry out an action.

When the player has completed his actions, he indicates that the activation is complete (by flipping over the CP, or placing an Activated marker on a unit of the formation). The same player may then attempt to activate another formation or pass.

4.4 - FAILING THE ACTIVATION TEST

If the player does not succeed in activating his formation, he passes his hand : the opposing player becomes the active player and it is his turn to attempt to activate a formation.

4.5 - END OF THE OPERATIONS PHASE

The Operations phase may be ended in two ways:

- if the two players pass in succession, the Operations phase is automatically ended (Important: the phase does not end if the players fail activation attempts in succession, only if they pass by choice);

- If one of the players has activated all of his formations, the other may attempt to activate his remaining formations. He rolls 2d6 but if the result (not counting the modifier) is greater than or equal to 10 for an activation, then the Operations phase ends automatically, whatever the number of formations not yet activated.

5 - UNIT ACTIONS

The player activating a formation is the active player, the other is the inactive player.

The units of a formation that has just been activated are called active units, all other units for either player are called inactive units.

Reminders

- A neutralised or shut down unit may not undertake any actions.
- A stopped or immobilised unit may undertake no movement actions.

5.1 - ACTIONS OF ACTIVE UNITS

There are two types of actions for active units: full actions and half actions.

An active unit may perform a full action or two half actions.

The player determines and performs the actions of the units one after another (except group fire and assault), in the order he chooses.

Full actions

- Move using more than half of his movement points. (OOC)
- Fire at maximum strength. (OOC)
- Move one hex (tactical movement) (OOC)
- Tactical movement with assault.
- Rapid movement (prohibited for HW).
- Enter a tunnel.
- Command action (CP).

Half-actions

- Fire at half strength. (OOC)
- Move using half or fewer of his movement points. (OOC)
- Assault movement.
- Put set-up HW into battery

- Dismantle a set-up HW.
- Exit a tunnel.

(OOC): these actions or half-actions are the only ones allowed for an out of command unit.

A HW in a battery may only fire at full strength or fire at half strength and dismantle.

An activated unit that performs any movement action receives a Movement marker at the end of its activation.

A unit that has a Fire Check or No More Fire marker when it is activated **cannot** perform a movement action.

5.2 - REACTION OF INACTIVE UNITS

The inactive units may have two types of reaction:

- **Retreat before assault**, including before an armoured assault, for the units of the inactive player (see 8.3);
- **Opportunity Fire** (see 7.11). The units of the inactive player may react with opportunity fire to the active player's movements or fire. The passive (non-activated) units of the active player may also react to the opportunity fire of the inactive player's units with their own opportunity fire.

5.3 - COMMAND ACTIONS

A CP that is not neutralised may perform a command action.

A command action consists of one of the following actions:

- reactivating one unit that does not yet have any Fire marker. The unit may perform a full action or two half actions.
- Remove a fire test marker (if the unit has not yet been activated, it can move once activated).
- Turn over a No More Fire marker (the unit will be able to fire, either during its activation or in reaction).
- Remove a Stop marker.

A command action may only apply to a unit stacked with the CP or adjacent to him and that belongs to or is attached to his formation.

A company CP may perform a command action on any unit below it in the chain of command (as long as it is stacked or adjacent).

6 - MOVEMENT

Units expend movement points (MPs) to move from hex to hex, depending on the terrain in the hex.

A unit may expend all or part of its movement allowance during movement. MPs may not be saved from one turn to the next.

The Terrain Table lists the costs for movement according to unit type.

A unit with a Fire marker (Fire Check or No More Fire) at the beginning of its activation may not perform movement action during this activation.



A unit that performs movement receives a Movement marker at the end of its activation.

Declaration of intention: when he announces his intention to move a unit, the player must indicate if this is a tactical movement, normal movement or rapid movement. He can not change the type of movement, regardless of the results of fire against this unit. However, in the course of moving a unit a player may announce that it will make an assault, deploy heavy weapons to a battery, etc. (as long as the unit has not yet expended more than half of its MPs).

• Normal movement

An infantry unit has **4 MP** in normal movement.

• Tactical movement

An infantry unit may perform tactical movement by moving **only one hex**; it is then less vulnerable to fire and less easily revealed.

• Rapid movement (*forced march*)

An infantry unit (except HW) may perform a rapid movement with an allowance of **6 MP**. However, it is more vulnerable to enemy fire and is more easily revealed.

• Infantry on the road

An infantry unit that moves only by road or trail during its movement and that began this movement on a road or trail benefits from a **+2 MP** bonus (cumulative with rapid movement).

7 - ANTI-PERSONNEL FIRE

Anti-Personnel (AP) fire requires a valid line of fire on the designated target. Fire is directed toward **all** of the targets present in the hex designated by the shooter, **except** opportunity fire.

7.1 - FIRE PROCEDURE

The fire procedure is as follows:

- Indication of the shooter and the target, verification of the line of sight (LoS).
- Determination of the fire strength depending on the strength modifiers.
- Application of column modifiers.
- Fire roll with **2d6**.
- Check the rate of fire if the shooter has a Fire Check marker.
- Determination of the effect of fire on the target.

7.2 - LINE OF SIGHT (LOS) AND RANGE

The player designates the unit(s) that fire and the target then checks the LoS (see 9) and the range. If the LoS is not valid or if the target is out of range, the fire is limited to checking the rate of fire and jamming but with no effect on the target.

The infantry units fire at full strength in **normal** range (indicated on the counter) and at half strength up to twice the range.

7.3 - FIRE STRENGTH

The fire strength may be modified (see table) to obtain the final fire strength of each unit. In the case of group fire, take the **sum** of the units' final strengths.

Check the final fire strength on the Fire Table. If no column exists on the table for the final fire strength, use the one directly **inferior**.

7.4 - COLUMN MODIFIERS

This column may be modified by shifting columns to the right or left (see table, + or -col).

7.5 - FIRE TEST

The attacking player rolls **2d6** and uses the line with the corresponding value in the fire column on the fire table.

7.6 - CHECKING RATE OF FIRE

Each unit may fire automatically once per turn, either when it is activated, or in reaction to enemy fire or movement.



As soon as a unit performs its first fire, it receives a Fire=Check marker. Thereafter, if the unit wishes to fire again (defensively or while activated), the player must check its rate of fire.

For this, the fire table gives a rate of fire result, indicated as **Cad AP**, for each value of **2d6** (if there is no value, or text, the unit loses its rate). The result of the

rate of fire must be **less than or equal** to the **rate of fire** of the unit in order for the unit to maintain its rate of fire:

- if the rate of fire check succeeds: the fire is resolved, and the unit may attempt to fire again later on;
- if the rate of fire check fails: the unit does not fire,



the fire marker is flipped to its No More Fire side. This unit may not fire again until the end of the turn.

The unit's rate of fire is modified if the unit is stopped or if its formation is hesitant (-1 for each case, **cumulative**).

An activated unit may continue to fire as many times as it wishes as long as it maintains its rate of fire (each fire may provoke reaction fire). On the other hand, **only one** fire is authorised per unit in response to a single enemy fire or for each different hex of enemy movement.

7.7 - FIRE RESULT

The intersection of the line corresponding to the 2d6 for fire and the modified column gives the fire result. There are four possible results:

- **No effect (-)**;



- **Stop test (S, S1)**: the unit must, with **2d6**, obtain a result **less than or equal** to its morale value (normal or modified: S1 indicates that 1 is removed from the morale during the 2d6 test) and receives a Stop marker if it fails;



- **Neutralisation test (N, N1, N2, N3)**: the unit must, with **2d6**, obtain a result **less than or equal** to its morale value (normal or modified: N2 indicates that 2 is subtracted from the morale on the 2d6 test) and receives a Neutralised marker in case of failure;

- **Step loss (1, 2, 3)**: the unit suffers the number of step losses indicated and becomes neutralised if it wasn't already.

The fire results are applied **immediately**. If the fire targets several units, each targeted unit applies the fire effects and may take a Stop or Neutralisation test.

7.8 - LOSSES IN FIRE

During a neutralisation test, a unit suffers a step loss (in addition to being neutralised) if the sum of the dice greater than or equal to twice its morale modified.

In the case of a Stop test, the unit is neutralised.

Examples:

– a unit with morale 7 suffers an N2 test, it must get a 5 or less to pass its test. On 10, 11 or 12 on the dice, the unit suffers a step loss as well;

– a unit with morale 6 suffers a S1 test, it is stopped on a result of 6 to 9, and neutralised on 10 or more.

In any case, a result of **12** on a neutralisation test causes a loss and a result of 12 on a stop test causes a neutralisation..

7.9 - JAMS AND AMMUNITION DEPLETION



At each rate of fire check, machine guns and cannons/tanks risk jamming or running out of ammunition. If, during a rate of fire check, the player rolls the number indicated (in the CAD column), the weapon is jammed or out of ammunition (depending on the type of weapon).

- **Machine guns**: are jammed on an **11 or 12**. A jammed weapon cannot fire. During the administrative phase, the player rolls **2d6**: on a result of **8 or less**, the weapon is repaired. Otherwise it remains jammed and a new attempt may be made in the following turn.

If a fire group containing several machine guns becomes jammed, roll one die per machine gun: only the machine gun(s) with the highest score is jammed.

A jammed machine gun remains set-up but may be dismantled for movement or for the gunners to shoot.

- **Cannons and tanks**: they become depleted on a 12. In this case, the player immediately rolls 1d6, the result indicates the number of fires left to the unit. The player must keep track of how many fires remain (use 1d6); when the unit uses its last fire, it is removed from the game. A unit with depleted ammo that finds itself with depleted ammo again is immediately removed from the game.

A unit removed from the game for depleted ammo is considered to have left the combat zone: a vehicle does not become a wreck; A unit removed in this manner does not count for steps lost (for formation morale or victory conditions).

7.10 - GROUP FIRE

If part of the same activated formation, units that are stacked or adjacent combine their fire at full strength (**attention** : not a half action of fire) on the **same** target. They are all activated simultaneously for the fire.

During group fire, a unit that loses its rate of fire does not prevent the other units from combining their fire until all the units lose their rate (it is enough that the group is constituted when fire is first declared).

If different terrain effects apply to units in the same group fire, use the value for the **most penalised** unit.

7.11 - OPPORTUNITY FIRE

Each player must give his opponent the necessary time, per action, to decide whether or not to perform opportunity fire. It is forbidden to do two actions in hasty succession so as to avoid enemy fire.

• Against a moving target

An inactive player unit may perform opportunity fire on an enemy unit during movement. The inactive player stops the movement of the active unit when it enters a hex and announces its fire. The declaration to fire is made the moment the unit enters the hex, before it declares its another action (its intention to set-up heavy weapons for example).

The inactive player may fire with all desired units. After all fires have been resolved (with movement modifier, even if a first fire neutralises or stops the unit), the active player can continue his movement.

An inactive unit may only fire once per hex at the same unit.

As each new hex is entered, the inactive player may attempt opportunity fire with any eligible units.

Only the moving unit is attacked (any other units present in the hex are unaffected except in the case of group movement connected to an assault).

• Against a target that has fired

An inactive unit (of the inactive or the active player) may perform opportunity fire on an enemy unit (active or inactive) that has just fired.

After the original fire is resolved, the player declares his intention to return fire (this opportunity fire must occur immediately after the resolution of the fire that triggered it). He may fire with any units he desires against this unit. An inactive unit may only fire once per active unit (but if the targeted active unit maintains its rate of fire and retreats, the inactive units may attempt another fire and so on).

Only the unit that fired is subject to the opportunity fire (the other units present in the hex are unaffected, except in the case of a group fire).

8 - ASSAULT

An assault takes place when an infantry unit or stack of units (they must be activated together and begin their movement stacked) enters an enemy-occupied hex (the only case in which two enemy units may stack) by performing either a tactical assault action or a half-action assault move. The assault is resolved immediately.

A unit that has a Fire marker, is Stopped, Neutralised, or Hesitant **may not** make an assault, but may be forced to defend against one.

A unit may **only** make **one** Assault per Activation (but could receive a new action through its CP so as to make another Assault).

A unit that makes an assault movement must pay the cost of entering the hex where it attacks.

A unit may make a tactical assault against an adjacent unit regardless of the terrain cost. In this case, in any terrain other than exposed or open and if it was camouflaged, the unit is not revealed until after the assault.

Opportunity fire against the assaulting unit is forbidden in the assaulted hex.

An Assault does not count as fire, and neither the assaulting unit or target unit receives a Fire marker.

8.1 - DETERMINATION OF THE INITIATIVE

Each player rolls **1d6** for each unit and adds any modifiers (see table). The number obtained for each unit represents the order of combat for that round; the unit with the highest number fires first against the unit of its choice and the units continue in descending order. Units with the same number attack simultaneously.

A tank **always fires last**

8.2 - RESOLUTION OF THE ASSAULT

(carried out for each unit that is involved)

1. The player whose unit fires chooses his target and checks the troops quality (shock, veteran, etc.).

2. He rolls **2d6** and applies the modifiers:

– if the die roll result is **less than or equal** to the value indicated in the column « 1 step » on the assault table, the unit he is combatting suffers one step loss;

– if the die roll result is **less than or equal** to the value indicated in the column « 2 steps » on the assault table, the unit he is combatting suffers two step losses.

When all the combats have been resolved, the defender has the option of removing some or all of his sur-

viving units. The choice is free per unit. The attacking player may then do the same.

A retreating unit places itself in an adjacent hex (not the one from which came the assault for the defender) free of enemy units, and becomes automatically stopped.

When all assaults have been resolved, the defensive player has the option of retreating all or some of his surviving units. The choice of units is free. The attacking player may then do the same.

A retreated unit is placed in an adjacent hex free of enemy units (not the hex from which the defender was attacked) and is automatically Stopped.

Note: *Stopped and neutralised units, set-up HW, cannons and tanks cannot retreat.*

The units remaining in the hex must then continue resolving assault rounds (determination of the initiative then alternating combats).

8.3 - RETREAT BEFORE ASSAULT

An inactive unit that is the target of an assault (including armoured assault) may attempt to retreat to avoid the assault.

The retreat occurs just before the active enemy unit enters the inactive unit's hex. The inactive player interrupts the active unit's movement and retreats his unit to an adjacent hex of his choice, unoccupied by an enemy unit. The retreating unit receives a Movement marker and is considered to have been activated for this turn and can undertake no further actions.

The assaulting unit must enter the hex left vacant (it can suffer opportunity fire there but not from the unit that retreated) and may continue its movement if it has enough MP remaining, or even attempt a new assault on the same unit or another unit.

Precision: *Stopped or neutralised units, set-up HW, cannons, tanks and units with Movement marker may not retreat before an assault.*

9 - LINE OF SIGHT (LOS)

9.1 - DEFINITION

A line of sight (LOS) between two units is an imaginary straight line connecting the centres of the two hexes occupied by the units. When this line is blocked by an obstacle, it is said to be invalid: the target cannot be seen. See examples page 15.

9.2 - LOS AND OBSTACLES

For a line of sight to be valid, it must not pass through

an obstacle. To determine if an LOS crosses an obstacle, the players trace a line from the center of the start hex to the center of the target hex (using a ruler for example).

- The LOS is blocked if it touches the outline of an obstacle: building (even ruined), woods, or higher-level elevation.

- The LoS between two adjacent units is always valid regardless of the terrain.

- A unit is **never** an obstacle.

9.3 - CHANGES IN LEVEL

Each hex of the map is treated as having a single elevation which is that of the centre of the hex.

The obstacles (except a blind hex.) block the LoS between units located at the same level only. They neither block nor hinder the view if the shooter and/or his target is located at a level higher than them.

Blind hex

A building or woods block the LOS to the hex directly behind it when a LOS is going over the obstacle from a higher elevation. However, the LOS continues from the next hex past the blind spot.

Plateau effect

The LOS between two units at different elevations is blocked by an intervening hex of **equal or greater** elevation than the higher one of them. For this rule, the tops of the trees in a forest hex are considered to be one level above the elevation of the hex they occupy.

10 - TERRAIN EFFECTS

10.1 - TYPES DE TERRAIN

There are five levels of protection depending on the terrain:

- **exposed terrain** (+1 column): frozen lake;
- **open terrain** (0 column): clear terrain, watercourses, roads, trails;
- **light protection** (-1 column): ruined wooden building;
- **medium protection** (-2 columns): wooden building, forest, trenches;
- **strong protection** (-3 columns): stone buildings, fortification.

Terrain effects on movement and combat are given on the Terrain Table.

All terrain effects (terrain of a hex., visual hindrance, etc.) are **cumulative**.

A visual hindrance is considered to occupy the whole hex in which it is located. The terrain effect applies as soon as the LOS crosses the hex or the hex side.

Exception: : *if the LoS follows the hex side exactly, take the hex on either side into consideration and apply the less penalising effect.*

10.2 - LEVELS

The elevation ranges from level 0 (very light beige) to level 6 (very light green) by way of dark beige (2) and dark green (3). See page 15.

A unit that suffers fire from a unit at a lower level receives an additional protection of **-1** column.

10.3 - SPECIAL RULES

• Steep terrain

The hills can be steep, in which case the cost is doubled (for the changes in level, the cost is doubled to enter a steep hex). See scenarios.

• Snowy terrain

– **Deep snow:** **+1 MP** per hex., **+1 MP** per change in level.

– **Snow:** **+1 MP** per change in level.

– **Skiers and snowshoes:** they ignore the effect of the snow and deep snow.

– **Skiers:** in addition, their number of MP is doubled in the case of snow or deep snow.

• Railway in a trench

Protection of **+2 columns**, except against AP fire if the shooter is in the axis of the trench (protection 0 in that case).

• Tunnels



The tunnels only appear on the map as the indication **Tx**. It is only possible to enter/leave a tunnel by an adjacent railway hex and if the scenario allows it. A unit in a tunnel is placed off the map under the corresponding Tx marker. It is always in command and under orders. A unit in a tunnel and a unit outside a tunnel are not considered adjacent (CP in particular). A unit **on a hex** indicated Tx is outside the tunnel, above it.

11 - COMBAT RESULTS

11.1 - STEP LOSSES

A unit (excluding squads) that suffers one or more step losses is eliminated.

A squad that suffers a step loss is flipped over to its back side. If it suffers a second step loss, it is eliminated.

A squad that suffers two or three step losses is eliminated.

11.2 - NEUTRALISED UNIT

A neutralised unit immediately loses any Movement marker and can no longer move, nor fire, nor observe for the artillery. A neutralised unit that becomes neutralised a second time incurs a step loss and remains neutralised. A stopped result has no effect on a neutralised unit.

To remove a Neutralisation marker, a unit must perform a check during the Administrative phase. On **2d6**, a number **equal to or less than** the unit's morale minus one (M-1) removes the marker. An unmodified roll of 12 causes a step loss.

Modifiers

- Presence of a non-Neutralised CP (platoon or company) in the hex: **-2** on the die roll;
- Non-neutralised but adjacent CP: **-1** on the die roll;
- A platoon CP may only receive these modifiers from a company CP;
- one of more non-neutralised adjacent enemy units: **+1**.

During the rally check, an unmodified roll of **12** causes a step loss.

Retreat: Instead of making a rally check, the player may choose to move the neutralised unit one hex. This hex may not be adjacent to an enemy unit.

Order of rallying: when two or more neutralised units of opposing sides are adjacent, the order of rallying or movement is in descending order of morale. Where equal, each player rolls 1d6 per unit with equal morale. Among units of the same camp, the rallying order is free.

11.3 - STOPPED UNIT

A Stopped unit may not move and its fire ability is reduced.

Removing a Stopped marker:

- a unit that receives a Stopped marker may remove it immediately or by taking a step loss when its formation is activated;
- a CP may remove a Stopped marker from a unit of his platoon, stacked or adjacent, without step loss (but he cannot remove it from himself).
- Stopped markers are removed at the end of the turn during the Administrative phase.

11.4 - HESITANT PLATOON



After a certain number of step losses (given in the scenario), a platoon will become Hesitant. A marker is placed on the CP of this platoon during the Administrative phase of the turn the triggering step loss occurs.

All units of this platoon are considered Hesitant and their morale is reduced by 1 (including for activation).

11.5 - DEMORALISED PLATOON

After a certain number of step losses (given in the scenario), a platoon may become Demoralised. Its morale must be **checked** during the administrative phase of the turn the triggering loss occurs.

The player must obtain, on **2d6**, a number **less than or equal** to the morale (M-1 because it is hesitant) of the platoon commander:

- if the check passes, the platoon remains Hesitant. It will have to check, using the same procedure, if it suffers new losses during the following turns (only one check maximum per turn whatever the number of losses);
- if the check fails, all units in the platoon are considered to have left the combat area and are removed from the map (as well as the dummies stacked with or adjacent to these units).

A platoon may become Hesitant and then demoralised in the same turn.

12 - HIDDEN UNITS AND DUMMIES

The utilisation of hidden units and dummies allows the simulation of uncertainty over the exact nature and location of enemy units. The Hidden markers and dummies are identical.

12.1 - HIDDEN UNITS

All units begin a scenario hidden, even in clear terrain,



Number



as do any units which appear as reinforcements. One Hidden marker (and one only) is placed as a replacement of each counter or stack; the player notes which unit(s) correspond to which marker using the number on the back of the marker. When a unit is revealed, the number of the marker is revealed and the corresponding unit is placed on the map.

In the administrative phase, certain units can camouflage themselves, and then get a Hidden marker.

During the game, when a stack of hidden units splits up, each unit receives a Hidden marker. In the same way, when hidden units stack, only one Hidden marker covers the stack; remove the others.

Units or dummies that are hidden are less vulnerable to fire (fire strength x 1/2). Furthermore, stacks covered by a Hidden marker may not be inspected by the opposing player.

***Note:** to avoid revealing the position of a hidden commander during the activation of his platoon, the players place an Activated marker on or near any unit of the platoon..*

12.2 - DUMMIES

A hidden unit or dummy is revealed for the following reasons:

- it fires while located in a valid LOS of an enemy unit; or
- it makes an assault: the marker is removed before the first round of assault; or
- it retreats before assault;
- it moves normally within a valid enemy LOS in a hex that is within observation range. This range depends on the protection that benefits the target unit (see the Observation Table); or
- it moves rapidly in the valid LoS of an enemy unit, regardless of distance and protection; or
- it suffers an AP fire result other than No Effect.

In every case, remove Hidden marker from the eliminated counter or dummy. For a stack, only those units to which one or more of the above applies are revealed.

Specific cases

– **Tactical movement:** a unit performing tactical movement does not lose its Hidden marker except in open terrain at a distance of less than 9 hexes from an enemy unit with a valid LoS.

– **Observation and command actions:** these actions do not cause Hidden markers to be removed (and the player is not required to indicate exactly which unit performed the observation or command action).

- **Tanks:** they are never hidden.

12.4 - RE-CAMOUFLAGE

When a non-hidden infantry unit is situated outside of enemy observation range or out of the LOS of enemy

units, the owning player may, during the Administrative phase, place a Hidden marker on the unit.

Note: *The observation range does not apply to a set-up HW. To become hidden again, it must be out of view of the enemy and dismantle then set up again.*

13 - OFF BOARD ARTILLERY FIRE



The scenario defines the available off-board artillery missions which are resolved in the support phase.

The support phase has two steps:

- Simultaneous resolution of all the artillery missions requested on the previous turn.
 - Request of artillery missions for the following turn.
- For each mission, the targeted hex is chosen secretly (free choice, even outside a CP's LoS).

13.1 - MISSION RESOLUTION

Procedure applicable to each artillery mission:

1. Possible cancellation
2. Delay Test.
3. Placement of the marker.
4. Calculation of the drift.

13.2 - FIRE CANCELLATION

The player may cancel the resolution of an artillery mission by not placing the marker. He can then in the same phase make a new request for a corresponding mission for the following turn (the drift modifier goes back to 0 for an additional turn), possibly on a new hex. However, he cannot delay the fire resolution until a later turn.

13.3 - FIRE DELAYS

Before placing the marker for a fire mission, the player rolls **2d6** and consults the Delay Table to determine whether the fire mission actually occurs that turn. If the mission is delayed, the procedure stops. The mission is postponed to the following turn at which point the same procedure is repeated (a favorable modifier is applied for each turn of delay).

For a battery that fires during several consecutive turns, the delay check only occurs for the first fire.

13.4 - DRIFT

After placing the marker, the player checks the LoS and the distance from the CP who directs the fire. Then he rolls **1d6** for the direction and **1d6** for the dis-

tance, and consults the Drift Table. He moves his marker accordingly.

13.5 - DIRECTION OF FIRE

A non-neutralised CP can direct an artillery fire (directing fire does not count as an action and does not cause the unit to lose its camouflage).

When he places his marker, the player checks if his CP has a LoS on the target hex, in order to calculate the drift (the check is done in secret if the CP is hidden). A penalty applies to the drift if there is no LoS.

If the same battery fires several turns in a row on the same hex with the same CP commanding the fire, a favourable modifier is applied to the fire drift.

13.6 - EFFICIENCY OF THE ARTILLERY

All artillery fires are resolved simultaneously. All the missions that occur this turn are placed on the map (after drift). If a hex suffers the effect of several artillery fires, their strength is cumulative.

An artillery marker placed at the beginning of the turn remains on the map until the end of the turn.

During the operations phase, a unit that performs a movement in a hex affected by artillery suffers an artillery fire for each hex crossed that is affected by an artillery marker.

13.7 - RESOLUTION OF INDIRECT FIRE

Indirect fire (**IND**) is used by **off-board** artillery against all units. The attack strength has several characters (P0-P1-...), P0 represents the strength against the target(s), P1 represents the strength against the first ring of hex around the target hex, P2 against the second ring, etc.

• Terrain effects

Only the terrain of the target hex is accounted for, modified by one column (-3 gives -2, -2 gives -1, -1 gives 0).

• Effects on the terrain



Indirect fire against a building with a result 1/2/3 reduces the building to ruins. The effects on the building are in addition to the effects on units in the hex.

14 - TANKS

14.1 - FACING AND MOVEMENT

Caliber
Morale



Small
tank

A tank is always positioned with its front (angle of the counter with an arrow) fa-

cing a hexside. A tank can only enter by its frontal hex. A tank may change facing during its movement at a cost of 1 MP per hexside..

Exception: for each hex crossed on a road, a tank may change facing freely by one hexside if doing so permits him to continue following the road.

14.2 - ANTI-TANK FIRE

• AP fire against tank

A direct AP fire has no effect.

• IND fire against tank



– **Result 3/2/1**, the vehicle is destroyed and is replaced by a Wreck (back side of counter).

– **Result N3 (T)**, take a test with 1d6:

1 - 3: vehicle is immobilised.

4 - 6: vehicle is shut down.

The other results have no effect.

Exception: obtaining 1+1 with 2d6, the vehicle is shut down.

Immobilised tank



An immobilised tank can fire but cannot move until the end of the scenario. An immobilised marker is placed on the tank. An immobilised tank that suffers another immobilised result is destroyed.

Tank shut down



It receives a Shut Down marker and cannot move again this turn (fire and movement). The marker is removed at the end of the turn.

14.3 - PROTECTION OF A TANK

A tank or a wreck provides the protection of **-1 column** and represents a visual hindrance (this protection is **-1** regardless of the number of vehicles or wrecks in the hex.).

14.4 - TANK AND ASSAULTS

• Assault against tank

In the case of an assault against a hex containing a tank, the tank combats last.

The column « veh D » indicates the value to get. If the modified die roll result is less than or equal to the indicated value, the vehicle is destroyed (D).

Once all the infantry combats have been carried out, a non-shut down tank reacts, using the Tank line.

Once all the combats have been carried out, if there is still a non-destroyed tank in the hex, any enemy infantry must retreat to return to its original hex (and is therefore stopped). Otherwise, it can remain in the hex (and continue its assault against any other units there).

• Armoured assault

Tanks may perform an armoured assault by entering directly into a hex occupied by enemy units during movement.

The vehicle expends the MP cost for the hex **+1 MP** and automatically makes an attack against the occupants with its **AP value divided by two** (with normal terrain modifiers and applying the rate of fire rules). Also, all the units in the hex must make a neutralisation check after the fire resolution.

Once the armoured assault and the neutralisation checks are made, all surviving units in the hex may make an automatic reaction assault on the tank, with the armoured assault modifier. The tank does not combat during this assault.

If there are still enemy units present in the hex after the assault, the tank must exit the hex.

Note : *a tank may only make an armoured assault if it has enough MP to be able to exit the hex after the assault.*

Multiple armoured assaults: a vehicle can make several armoured assaults in succession if it has enough MP.

14.5 - HOTCHKISS H-39

Characteristics

Fire: AP value = 4, basic rate of fire = 5, basic rate of fire = Cad AP.

Movement: 10 MP.

Morale : 8.

15 - 25 MM CANNON



It orients itself like a vehicle. It has AC/AP values. It uses its AC value against a fortification (group fire is not possible), and its AP value otherwise. Its range is infinite. When it uses its AC value, it uses the rate of fire value Cad AC.

Rotation: A cannon may pivot freely one time when it is activated, without modifier, but can otherwise only fire into its frontal hex.

Movement: The movement is limited to one hex. (no fire allowed this turn).

Characteristics: basic rate of fire = 7

Fire: AC value = 4, rate of fire = Cad AC;

AP value = 1, rate of fire = Cad AP.

Morale = 8

16- SCENARIOS

FR = French, **GE** = Germans.

Forest hex + entrenched railway: the outline of the forest on the hexside is taken into account for the LoS. Ignore the forest otherwise [fire and movement].

16.1 - ASSAULT ON SKIS

1st May 1940, Laberget valley

- **Maps NB and NA** ([NA0110 across from NB0101, NA1710 across from NB1701], deep snow, ignore the river [under the snow]).

- **French** (6th BCA, *line* except SES *shock*):

- SES, on skis: CP **Blin** 3/5 + 3 SES.

- 2nd Company, on foot: CP Co. **Hucher** + 3 x [CP BCA 2/4 + 3 BCA]. The 2nd Company, in dark uniforms, is an easy target in the deep snow: **+2 columns** for all fires against its units.

- **Germans** (I/GJR-139, *veteran*, with snowshoes): 1 x [CP 3/5 + 3 GJR + 4 dummies], 1 x [CP **Rottke** 3/5 + 2 Mitr MG34 + 2 KM]. The Germans, in white camouflage, are especially difficult to target: **-1 column** on the fires against them, except in normal or rapid movement.

- **Initial Placement**

GE (first): platoon without machine guns, level 0 in NB08xx to NB10xx; section with machine guns levels 1 or 2 in NB01xx to NB04xx (these units must remain on levels 1 or 2)..

FR: 2nd Company, level 0 in NB14xx to NB16xx; SES arrives in reinforcement on turn 1 between NB1701 and NA1704.

- **Initiative:** FR turn 1, +1 to the FR afterward.

- **Durée:** 6 turns.

- **Victoiry:** FR automatic victory if there are no more GE level 0 in NB08xx to NB10xx, otherwise German victory at the end of the scenario.

16.2 - THE TAKING OF BJERKVIK

13 may 1940, Bjerkvik.

- **Map NC**, hex range 17xx prohibited, all the houses are wooden.

- **French** (I/13th DBLE, *shock*): 2 x H-39, CP Co. **Gilbert** + 3 x [CP DBLE 4/5 + 3 DBLE] – use the SES counters for the 3rd platoon, 1x Art 152 Navy available each

turn without delay. The two H-39 are activated at the same time and can perform group fire.

- **Germans** (marine battalion Kothe, *blue*): 3 x [CP 3/5 + 3 KM + 1 Mitr MG34]

- **Initial Placement**

GE: in the houses in NC11xx to 15xx, one dummy for each unoccupied house.

FR: in reinforcement on turn 1 by NC0211 to NC0910.

- **Initiative:** FR turn 1, +1 to the FR afterward.

- **Duration:** stop the scenario at the end of the turn if all the houses are free of German units or dummies.

- **Victoiry:** if the scenario stops on: turn 5 or before, FR victory; turn 6, tie; turn 7 or after, GE victory.

16.3 - CANNONS AGAINST TUNNEL

28 may 1940, Narvik.

- **Map NA**, levels 3 to 6 are **steep**. NA1603 contains both the fortified entrance (protection -3 columns) of the tunnel T2 and a forest hex. The entrance of T2 at level 2 and the forest at level 3 are treated as independent hex (in particular for fire). Stacking in tunnel T2 is limited to a group or a CP+1 Machine Gun, fire only possible from or across NA1503, no assault possible.

- **French** (I/13th DBLE, *shock*): CP Co. **Gilbert** + 1x [CP **Blin** 2/3 + 2 Canons 25 mm] + 2x [CP DBLE 3/5 + 3 DBLE].

- **Germans** (*line*): CP **Holtorf** 3/6 + 1 GJR + 2 KM + 1 Mitr MG34 + 3 dummies..

- **Initial Placement**

GE (first): NA14xx to NA17xx.

FR, NA12xx to NA01xx, on or adjacent to the railway, 25-mm cannons on the railway.

- **Initiative:** FR turn 1, +1 to the FR thereafter.

- **Duration:** 5 turns maximum.

- **Victory:** In the administrative phase of each turn, the GE roll two dice, and surrender if the result **2d6 + 4** is **strictly less** than the number of cannon fires already received by the fortified entrance of the T2 (NA1603). FR immediate victory if the GE surrender or are demoralised, otherwise GE victory at the end of the scenario.

16.4 - THE EXPLOIT OF VADOT

28 may 1940, Narvik.

- **Map NA**, levels 3 to 6 are **steep**.

- **Français** (2/I/13th DBLE, *shock*): 1 x [CP Vadot 5/7 + 3 DBLE + 3 dummies]. In the administrative phase, one non-neutralised, weakened squad per turn may

recover full strength (it must be on or adjacent to the railway, and the railway must be free of Germans between it and the tunnel T1).

- **Germans** (1/GJR-137, *line*): CP Co. + 3 x (CP 3/4 + 1 GJR + 2 KM), 2 x Art Mo 81 each turn without delays.

- **Initial Placement**

FR (first), NA03xx to NA07xx, on or adjacent to the railway. The French cannot enter the tunnel T1.

GE: NA11xx to NA17xx, and from NAxx01 to and including the railway.

- **Initiative**: GE turn 1, +1 to the GE thereafter.

- **Duration**: 6 turns maximum.

- **Victory**: GE immediate victory if a GE unit enters the tunnel T1, otherwise FR victory at the end of the scenario.

16.5 - FINAL COMBAT AT AKSLA

2 june 1940, Aksla.

- **Map NC + NA** (NC on NA, NC0106 on NA0106, NC0104 on NA0307), NC11xx to NC17xx not playable.

- **Polish** (*line*): 2 x (CP 3/4 + 3 BCA + 2 dummies).

- **Allemands** (*line*, except counters FJR *shock*):

- II/GJR-139: PC 3/4 + 2 GJR + 1 KM.

- I/FJR-1: PC FJR 3/5 + 2 FJR + 1 KM + 1 Mitr MG34.

- **Initial Placement**

Polish (first), in and adjacent to the houses and forest in NC05xx/06xx/07xx.

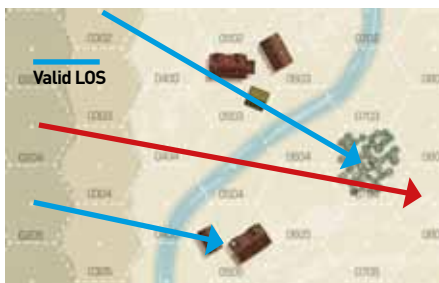
GE: II/GJR-139 in reinforcement turn 1 between NC0801 and NC1004; I/FJR-1 placed end of turn 4 map NA levels 4 to 6.

- **Initiative**: GE turn 1, +1 to the GE thereafter.

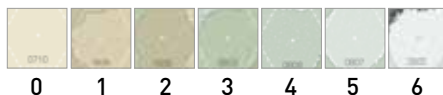
- **Duration**: 6 turns.

- **Victory**: 1 VP per occupied house. ◆

Line of Sight



Levels



Terrain



Abbreviations on the counters

BCA : Bataillon de Chasseurs Alpains

DBLE : Demi-Brigade of the Foreign Legion

SES : Section d'Eclaireurs Skieurs

FJR : Fallschirm-Jäger-Regiment

GJR : Gebirgs-Jäger-Regiment

KM : Kriegsmarine

A game by Amaury de Vandière
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FIRE TABLE

2d6	Cad	Cad	-2	-1	0	1	2	3	4	5	6/7	8/9	10	12	14	18	24	30	40
2	AP	AT	-	S*	S1*	N*	N*	N1*	N2*	N3(T)	1	1	1	1	2	2	2	2	3
3	-	4	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1	2	2	2	2	3
4	8	-	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1	1	2	2	2	2
5	7	5	-	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1	1	2	2	2
6	6	8	-	-	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1	1	2	2
7	5	7	-	-	-	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1	1	1
8	4	6	-	-	-	-	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1	1
9	3	-	-	-	-	-	-	-	-	S	S1	N	N	N1	N2	N3(T)	1	1	1
10	MG	-	-	-	-	-	-	-	-	-	-	S	S1	N	N	N1	N2	N3(T)	1
11	Tank	Cannon	-	-	-	-	-	-	-	-	-	-	S	S1	N	N	N1	N2	N3(T)
12	Tank	Cannon	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Modifiers to the AP fire strength

- More than normal range = AP x1/2.
- Firer stopped = AP x1/2.
- Firer with Movement marker = AP x1/2.
- Demi action Fire = AP x1/2.
- Hidden target = AP x1/2.
- Adjacent target = AP x2.

Column modifiers, diect AP fire

- **Target hex** : sum of modifiers from the Terrain table.
- **Visual hindrance** : -1 col per visual hindrance.
- **Target moving** : tactical +1 col, normal + 2 col, forced + 3 col.
- **Fire from a tank** : > 6 hex : - 2 col ; - 2 col ; > 10 hex : -3 col ; > 15 hex : -4 col * ; the vehicle is shut down.

Column modifiers, indirect fire IND.

- **Target hex** : sum of modifiers +1 (max 0).
- **Moving infantry** normal or forced = +1 col.

ASSAULT

Initiative Test (cumulative) :

- Morale value
- Attacker : +1 (only 1st phase)
- Stopped Unit : -1
- Neutralised Unit : -2
- Hesitant Formation : -1
- Hidden Unit : +2

Attacking against fortification/Stone house : +1

- Attacking against infantry with a Movement marker : -1

Infantry vs vehicle

- Armored assault : +2
- vehicle shut down/immob. : -2

Do less or equal with 2d6.

ASSAULT

Type veh/D

1 step	2 step
Schock 7 9	6
Veteran 6 8	5
Line 5 7	4
Blue 4 6	3
Tank - 7	4

ACTIVATION TEST

Test of leader morale,

with 2d6 modified by :

- Platoon out of range : +1
- OOC unit : +1
- Neutralised leader : +2
- Dead leader : +3

Reminder

Hesitant platoon : morale -1
Stopped Leader : morale -1

Second in Co.

- 0 : Morale +1
- 1 : Morale CP
- 2 : Morale
- 3 : Morale -1
- 4 : Morale -1

Drift of Artillery (1d6)

- 2 et - = in the hex
- 3 et 4 = drift 1 hex.
- 5, 6 = drift 2 hex.
- 7, 8 = drift 3 hex
- 9, 10 = drift 4 hex.
- 11 = drift 5 hex.

DRM

- 2nd Fire, same hex, same CP : -1
- 3rd Fire and +, same : -2
- Distance from CP < 10 hex : -1
- > 20 hex : +1
- > 30 hex : +3
- No CP with LOS : +5

Artillery delays

- Base value : 7
- Modifiers
- Per supplementary turn : -1
- Germans : -1

Direction = 1d6

North (by default) = top of the map



Observation (Day/Night)

- Infantry in normal movement/Re-camoouflaged at the end of turn
- Prot. 0
- Dist. 32/10
- Tactical Movement : Hidden if > 8/2 hex; or protection <0.

TERRAINS	Inf.	Tank	Protection
Clear	1	2	0
Frozen Lake*	1	2	+1
Road, Trail, Bridge	1 (+2MP)	1 (turn)	0
Forest	2	4	-2 col
River	+1	+1	0
Wooden Ruin	1	F	-1 col
Wood House	1	F	-2 col
Stone House	1	F	-3 col
Trench	1	2	-2 col
Fortification	1	2	-3 col
Climb Floor/Hill	+1	+2	-
Véhicules/Epaves	-	-	-1 col
Steep Terrain	x 2	F	F
Cliff/Lake/Sea	F	F	-

Bold = obstacle ; *italique* = visual hindrance ; **F** = forbid-den * not in these scenarios