

BATTLES OF WORLD WAR II 1942-1945

Edition IV

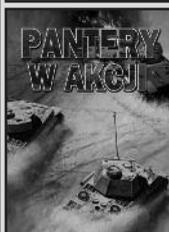
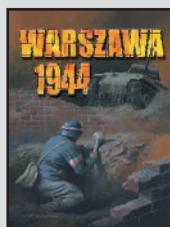
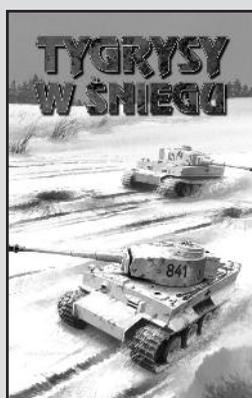
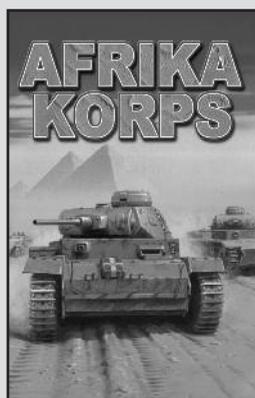
The game „Battles of World War II 1942-1945” simulate battle, which had place in the past. By creating this game we were thinking about creating a system which could allow play every battle from the World War II.

The game is set on battalion and company scale. The structures of divisions, brigades are authentic to units structures, which have been fighting during the war. The rules include three types of armed forces: Navy, Air Force and land units.

By creating this map we were trying to make scenarios more attractive. The system of fictional battles has an advantage because it allows to create a numerous amount of scenarios which make the game always attractive.

The rules which are in the system „B-35” are treated as basic rules to games (which were made or will be released) which are based on true event (Falaise 1944, Arnhem 1944, Warsaw 1944, Afrika Korps 1942, Kaniow 1943, Charkow 1943, Monte cassino 1944). We think that accepting general rules for a given historical period will make it easier for you to play other games about 2nd World War.

Games (B-35):



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SPIS TREŚCI

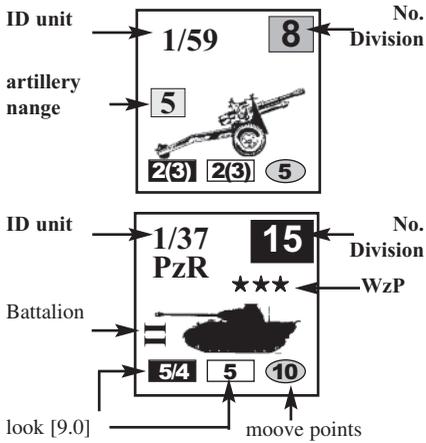
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1.0 GAME EQUIPMENT

[1.1] The Chart

the content of chart is fictional and it's made in that way, that allows for playing any kind of combat, starting from dogfights in the air, through land battles and ending at naval assault. Each hexagon(field) represents nearly 1 km. Hexagons in historical games can represent 1,5 km..



[1.2] The Counters

the counters which represent combat units: infantry, armored in battalion scale (sometimes companies), artillery units – in squadron (or battery). Some units mainly Soviet can represent regiments or brigades. Each unit has abverse and reverse. Abverse includes: name and symbol some values. Numbers and names are authentic. Reverse includes only the side of conflict. Naval, transport and Air units are neither historical nor authentic and their size is conventional. Data such as strength, and number of efficiency levels are in tables are proper to relevant scenario. Movement, artillery fire range and other information are printed on the unit's token.

- SP – strength points
- EP – endurance points
- MP – movement points
- AFO – artillery Fire range
- FaR – Firing at Range
- IZoF – Interior Zone of Fire (interior)
- EZoF – Exterior Zone of Fire (exterior)

A L L I E S

Armoured units

- Sherman
- Sherman Firefly
- Cromwell
- Churchill
- Challenger
- Comet
- Pershing
- Chaffee
- Tetrach
- Stuart
- Bishop (artillery)
- Sherman 105 mm
- Sherman (flame)
- Lee/Grant
- M18 Hellcat
- M10 Achilles
- M36 Jackson
- Sherman

Mechanized units

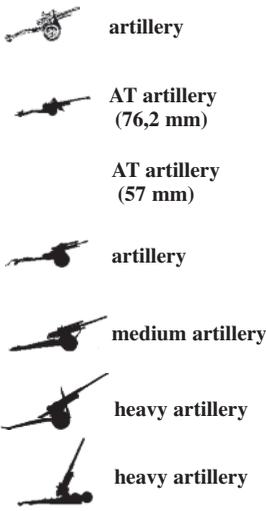
- kolumny pontonowo-mostowe
- amfibie
- M12 (artillery)
- Sexton (artillery)
- M7 Priest (artillery)
- light AA artillery (40 mm)
- heavy machine gun
- mechanized infantry

Motorized unit

- engineers
- motorized infantry
- heavy AA artillery
- Jeep (recon)
- M8
- Humber
- AEC III

Non-Motorized unit

- infantry
- heavy machine gun
- commando
- british parashutist
- polish parashutist
- british infantry
- US infantry
- scottish infantry
- rangers
- US parashutist
- US parashutist
- US Marines
- artillery
- mortars
- light AA



artillery

AT artillery
(76,2 mm)

AT artillery
(57 mm)

artillery

medium artillery

heavy artillery

heavy artillery

GERMANS

Armoured unit



Jagdpanther

Jagdtiger

Sturmpanzer

Panther

Hetzer

L11/39 (Italy)

Ha 38 (Japan)

Zrinij (Hungary)

Pz IV

StuG III

StuG IV

Brummbär

Ferdinand/Elefant

Mechanized units



Hummel (artillery)

Wespe (artillery)

Demag (light artillery AA)

Möbelwagen (light artillery AA)

Wirbelwind (light artillery AA)

SiG (artillery 150 mm)

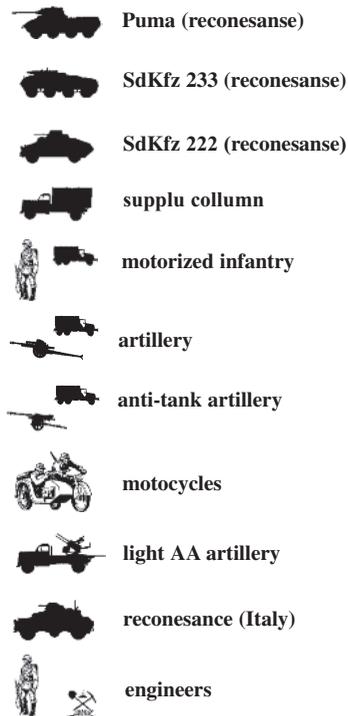
heavy artillery

SdKfz 251/9 (reconasance)



panzer grenadier

Motorized unit



Puma (reconasance)

SdKfz 233 (reconasance)

SdKfz 222 (reconasance)

supplu collumn

motorized infantry

artillery

anti-tank artillery

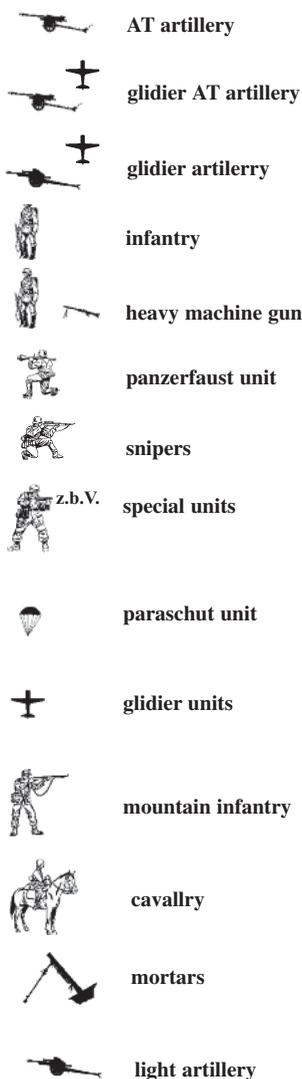
motorcycles

light AA artillery

reconasance (Italy)

engineers

Non-Motorized unit



AT artillery

glidier AT artillery

glidier artillery

infantry

heavy machine gun

panzerfaust unit

snipers

z.b.V. special units

parashut unit

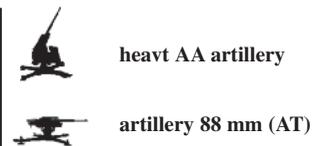
glidier units

mountain infantry

cavally

mortars

light artillery

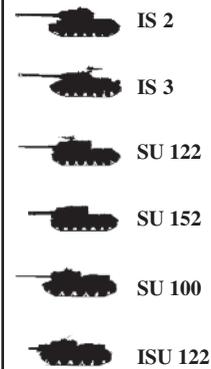


heavt AA artillery

artillery 88 mm (AT)

RUSSIAN

Armoured units



IS 2

IS 3

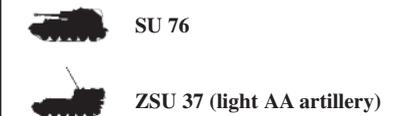
SU 122

SU 152

SU 100

ISU 122

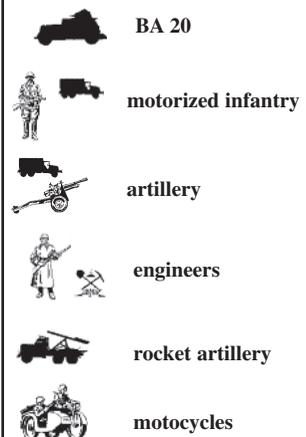
Mechanized units



SU 76

ZSU 37 (light AA artillery)

Motorized unit



BA 20

motorized infantry

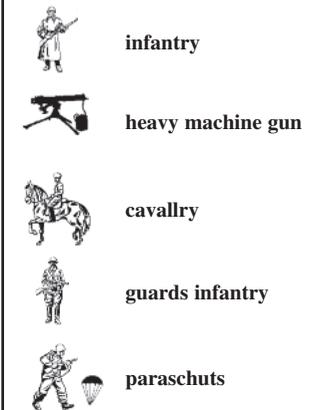
artillery

engineers

rocket artillery

motorcycles

Non-Motorized unit



infantry

heavy machine gun

cavally

guards infantry

parashuts

2.0 DESIGNATION OF UNITS

Armored units are those which have tank, armored car, self-propelled gun icon on the counter and are not artillery or AA cannon. If there's a halftrack or track vehicle symbol the unit is considered to be mechanized. **Motorized** units have symbol of truck or other wheeled vehicle. The rest of icons which are on counters are symbolizing that this is infantry unit. List of units in chapter 1.0 can help in determining which unit are armored, mechanized and motorized.

By Line units we consider All units that can participate in direct combat and have SP.

Units that are not considered line units:

- HQ's
- Field artillery
- Pontoon-bridge columns
- Transport columns

Armored units are those that have Armor rating greater than 2 during FAR (look firing at range 15.0).

Scale of units:

- XX - division
- X - brigade
- III - regiment
- II - battalion (art. Division)
- I - company (art. Battery)

3.0 THE PLAY

[3.1] Days, phases

Each play is divided to adequate number of days. Each day is divided to adequate number of stages. Detailed calendar for each scenario (stages track) is shown on the scenario chart. Each stage is divided to 16 phases. In every phase there are specific procedures to execute. It is forbidden to make procedures that are not in precise phase. Each stage is considered to be finished when all 16 stages are ended..

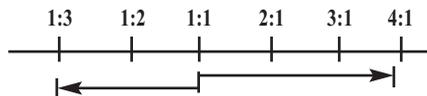
[3.2] Notions used in game

Initiative – it's a manmade notion. It helps to state an active player. Initiative indicates the player who is making first move.

combat table modifier – is a positive or negative number which during the search of battle results changes a rate between attacker/defender left or right. negative modifier changes the rate left, positive - right. whenever in combat the name MODIFIER is used it means that this is the modifier of table COMBAT RESULTS

For example.

Ahe attacker/defender rate is 1:1. modifier +3 changes the previous rate three positions to the right and gives the result 4:1. Applying modifier -2 at the same situation will give rate of 1:3.



Unit's Ability to Move (movement) – is the number which means the maximum range(movement points) which unit can make during it's own movement phase. It depends on type of unit(infantry unit usually has 5 MPs, Sherman tank unit - 10 MPs, etc.) Unit's movement is shown in table or on a counter.

Units' strength is in strength points and it shows unit's combat ability. Strength is on units tables

Endurance points are used to represent training and experience of units and separate strength from their capability of receiving casualties. [3.6]

Artillery fire range its a number which shows how far(hexes) can artillery unit fire. AFR is on counters or in tables

for example: II/1 AR has AFR = 5. it means that it can fire at every hex in 5 hexes radius (excluding the hex where unit stays)

Artillery fire strength (AFS) is in strength points and it indicates ability of artillery unit to fire at enemy unit, support own forces or making artillery barrage and other situations when artillery unit fires.

[3.3] Phases of game

- A – player with initiative
- B – player without initiative

1. Air phase – A player

At the beginning of this phase one player makes procedure about weather conditions during this stage (look 45.0). After state of weather is given players deploy their air units on map. After applying influence of Anti Air artillery players check for results of missions of air units (check 26.0) .

2. Airborne assault phase – A player

in this phase player with initiative if he is having airborne or glider units can make airborne assault (check 17.0). in this phase enemy anti-aircraft artillery can fire at assaulting units and after this a "combat after drop" is taken place.

3. Artillery barrage phase – A player

During this phase player with initiative can make artillery barrages (look 10.7)

4. Naval assault phase – A player

In this phase player with initiative can unload own land units from barges on the beaches (see also 16.0).

5. Movement phase - A player

In this phase the player can move his units to the range limited by movement points (considering table TERRAIN INFLUENCE ON MOVEMENT AND COMBAT), and can make combat from march, lying mine-fields and carry out things which need to use movement points.

6. Counterattack phase – B player

This is the phase in which the player without initiative can perform counterattacks (look 8.0)

7. Combat phase – B player

During this phase all units which are in ZoC of enemy units have to take action in direct combat (excl. [16.2.14],[7.1.3]). First players resolve counterattacks. Their order is designated by B player. Attacks of A player are resolved next – their order is designated by that player and his units are attacking.

8. Supply phase – A player

Player A checks supplies for his units. (32.0)

9. Air phase – B player

analogical to phase 1, no wether change.

10. Airborne assault phase – B player

analogical to phase 2.

11. Artillery barrage phase – B player

analogical to phase 3.

12. naval assault phase – B player

Analogicznie do fazy 4.

13. Movement phase – B player

analogical to phase 5.

14. Counterattack phase – B player

analogical to phase 6.

15. Combat phase – B player

analogical to phase 7.

16. Supply phase – B player

analogical to phase 8.

[3.4] Rounding

[3.4.1] Fractional numbers, which have appeared due to mathematic calculation, which have become form using conditions in the guide book we round in the way:

Example:

3,51 : 1 round up to 4:1

3,5 : 1 round down to 3:1

3,49 : 1 round down to 3:1

Example:

Attacking units have strength of 6 SP, defender has only 4 SP. Power ratio is equal 1,5:1. After rounding we get modifier of 1:1. If the result was higher than 1,5 (1,51 for



example) modifier would be 2 : 1.

[3.4.2] Unless instruction says different every result of dividing strength of units in half is rounded up.

Example:

Tanks of strength equal 5 SP attacking in forest have only 3 SP

[3.4.3] If instruction orders dividing more than once we round to full number at the end.

Example:

Tanks attacking at night from the woods divide their strength in half (night modifier) and then once again (forest modifier). After that calculations we round their SP to full number.

[3.4.4] The strength after rounding cannot be lower than 1.

[3.4.5] When we divide Movement Points of unit and we get fractional number and instruction doesn't order to round this number, player can use „half” points.

Example:

Airborne unit after landing can use only half of their MP. If their normal number of MP is equal 5 than after landing on the road unit can move through 5 hexes (each costs 0.5 MP).

[3.5] Visibility

Rules of visibility relate to actions that require one unit to see another one on the different hex.

[3.5.1] Maximal visibility range is 2 hexes not including hex that unit is occupying.

[3.5.2] Unit always have visibility on adjacent hex unless this hex is above scarp.

[3.5.3] If on both fields between hexes are cities, forts, hills, mountains or forests – those hexes are not visible for each other.

[3.5.4] Units stationed in the city, woods fortified line or fort are visible only for units on adjacent hexes (exception – Reconnaissance units, look [11.4] and [26.7.1]).

[3.5.5] Recognized enemy units are visible to end of next own battle phase.

[3.5.6] At night visibility is limited to adjacent hexes.

[3.6] Endurance points

[3.6.1] Examples above show how different units that have the same SP have different EP:

1. infantry battalion: 5 SP – 7 EP

5	4	4	3	2	2	1
---	---	---	---	---	---	---

2. infantry company: 2 SP – 3 EP

2	1	1
---	---	---

3. parashut company: 2 SP – 3 EP

2	2	1
---	---	---

4. engineer company: 2 SP – 2 EP

2	1
---	---

5. infantry battalion: 6 SP – 6 EP

6	5	4	3	2	1
---	---	---	---	---	---

6. commando: 5 PS – 7 PW

5	4	4	3	3	2	1
---	---	---	---	---	---	---

7. engineering battalion: 4 PS – 5 PW

4	3	3	2	1
---	---	---	---	---

[3.6.2] Units that suffered losses lower their EP [represented by grids at units table] by number equal to their losses.

Example:

Battalion on infantry has 5 SP. After losing 2 EP his SP is reduced to 4.

4.0 MOVEMENT

[4.1] Direct rules

[4.1.1] During movement phase each unit can be moved in any direction by using its movement points. When unit enters square it must spend amount of movement points (see Terrain affect on movement and combat).

[4.1.2] Player can move as many units as he wants during own movement phase.

[4.1.3] During movement phase units can make other things which need using movement points.

[4.1.4] Units cannot move at the same time. Starting movement (or spending MP) with one unit means that previously moved unit has reached his destination. This rule does not apply to stacking units.

[4.2] Indirect rules

[4.2.1] Unit can't enter a hex with enemy unit (exception – solitary headquarters, PT or KT).

[4.2.2] Unit can't spend more movement points than it has but he doesn't have spend all movement points.

Regardless of MP limit unit can always move to adjacent hex (restrictions of terrain accessibility applies).

[4.2.3] Unused movement points can't go to another stage

[4.2.4] Units can't give MPs themselves.

[4.2.5] Going through allied unit doesn't cost any extra Movement points.

[4.2.6] Przechodząc przez własne oddziały, nie wydaje się dodatkowych PR.

[4.2.7] Unit crossing terrain type that is edge of hex (river, scarp) must spend additional MP (check table TERRAIN AFFECT ON MOVEMENT AND COMBAT).

More information about effects of terrain on movement of different types of units can be found in table TERRAIN AFFECT ON MOVEMENT AND COMBAT.

[4.3] terrain effect on movement

[4.3.1] Unit is moving along the road when between two adjacent hexes is the road.

[4.3.2] When unit is entering a hex with road from hex without road it spends MP for entering the terrain on which is the road.

[4.3.3] Entering or leaving inaccessible terrain unit must travel along the road.

5.0 UNITS CONCENTRATION/ STACKING

[5.1.1] In "Battles of II World War" in one square can be more than one unit. they are creating **pile**.

[5.1.2] On one hex can stay to 28 SP maximum, but SP only unit which their total strength is higher than 24 can fight in combat. When allied units wants to cross that hex it spends no extra MPs.

[5.1.3] In the pile there can stay units from other HQs.

[5.1.4] Creating and eliminating piles doesn't cost any MPs.

[5.1.5] Calculating size of pile which has field artillery unit, player should calculate instead of Field artillery strength, levels of strength.

1-2 EP is 1 SP

More than 2 EP is 2 SP.

[5.1.6] On the road on terrain forbidden for Armored and motorized units and artillery can stay only to 14 SP of those units. it doesn't affect infantry (motorized and mechanized also).

6.0 ZONE OF CONTROL (ZOC)

[6.1] Basic rules

[6.1.1] Zone of Control are 6 squares surrounding the square with unit. Only line units has ZoC [2.0].

[6.1.2] ZoC doesn't affect fields above scarp if unit is below.

[6.1.3] ZoC doesn't affect hexes with lakes, sea, and other side of big rivers.

[6.1.4] Units with strength 1 doesn't have ZoC.

[6.1.5] ZoC of armored and mechanized units does not include hexes with inaccessible terrain.

[6.2] ZoC's influence on movement

[6.2.1] When unit enters into enemy's ZoC it has to stop immediately. This point doesn't affect recon, commando units and other



7.0 COMBAT

Fights take place during combat phase and movement phase if player who is moving his units declares fighting from march.

[7.1] Basic rules

[7.1.1] Direct combat is only when opposing units are on adjacent hexes; this condition doesn't affect artillery which supports combat.

[7.1.2] Direct combat is being made in that way that in own combat phase (or other when direct combat takes place) the player shows which unit/s he wants to attack. Then both players secretly write strength points (including support) and then they are fighting.

[7.1.3] Every unit that starts battle phase in enemy ZoC must participate in direct fight, with exception of fortified units that don't have to attack.

[7.1.4] Attacker must fight with all enemy units that have attacking units in their ZoC.

[7.1.5] In one combat phase unit can fight once.

[7.1.6] Enemy unit can be attack simultaneously with number of units equal to adjacent hexes. In that case we sum up strength of all attacking units. Single unit can attack several enemy units if is adjacent to their hexes, in that case defender sum up SP of all defending units.

[7.1.7] Units from, at least one side has to stay on one square in precise fight. It is forbidden that units from both sides which are fighting in one fight, are on couple of hexes

[7.1.8] When several units are defending on one hex it is forbidden to attack them separately. In this case we resolve battle with one direct fight summing up strength of all defending units on that hex..

[7.1.9] When attacking units are on one hex it is allowed that each of them participate in different battle [7.4.7]

[7.1.10] When in battle participate units that are not part of one corp defender receive modifier -2.

Example:

Attacking I/1 from 1 DP from XII KA and 9 Rozp. From 9 DPanc. SS from II KPanc. SS receive modifier -2 while resolving battle.

[7.1.11] While defending it is allowed to use units from different corps.

[7.1.12] If unit is attacked from two opposite directions, attacker receive modifier +1.

[7.1.13] If unit is attacked from 4 directions attacker receive modifier +1

5 directions – +2 modifier

6 directions – +3 modifier in that case [7.1.12] does not apply

[7.2] direct combat procedure and details

[7.2.1] Direct Combat procedure

a) after designating units which will fight, players compare their strength (including air support and artillery) and the result is rounded up or down (see 3.4.1)

b) the result is modified by terrain, HQ and etc.

c) in the Combat Results Table an adequate quotient column has to be found

d) attacker throws 2 cubes and aggregates result from both cubes

e) The result of combat is on the intersection of the column and the result of the throw

f) Casualties after the battle are being checked: both players throw with 2 cubes and after aggregating numbers, after finding the right row in Casualties after Battle table casualties are established

g) Effects of direct combat are put: first casualties in Strength points must be pointed out, then retreats are put (accept no effect result)

h) After applying results of battle attacking player indicates units that will participate in next battle, direct battles are being fought till conditions from points [7.1.3] and [7.1.4].

[7.2.2] results in the table COMBAT RESULTS/

- no effect

A1 – attacker retreats by 1 square

A2 – attacker retreats by 2 square

A3 – attacker retreats by 3 square

B1 – defender retreats by 1 square

B2 – defender retreats by 2 square

B3 – defender retreats by 3 square

B4 – defender retreats by 4 square

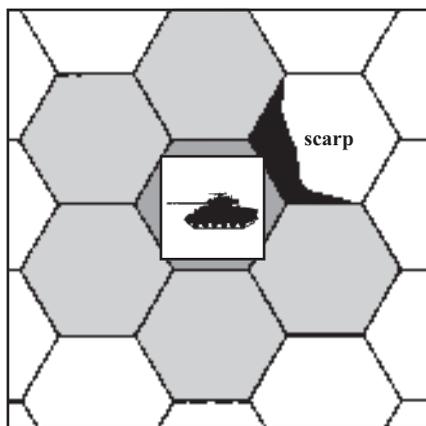
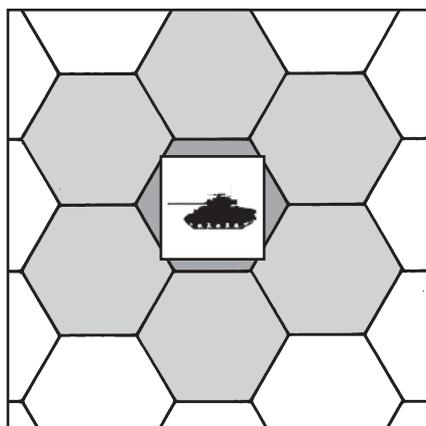
[7.2.3] Results which are in the Casualties after battle table indicate a loss of Endurance Points. Player who suffered loses takes EP from all units which were fighting in concrete fight and decides which of them will take casualties. Loses of EP must be marked in table of units included in scenario [3.6.1].

If retreating causes loses (e.g. through small river) analogically we take EP from all units that were forced to cross unfriendly terrain

Example:

In attack participate stack of three tokens. Attacker lost 4 EP therefore each of attacking units loses 1 EP. Fourth point player can take from one unit that he chooses out of these three.

[7.2.4] Establishing casualties after battle by using Casualties after battle table we take strength of units that were used to calculate strength ratio of attacker/defender.



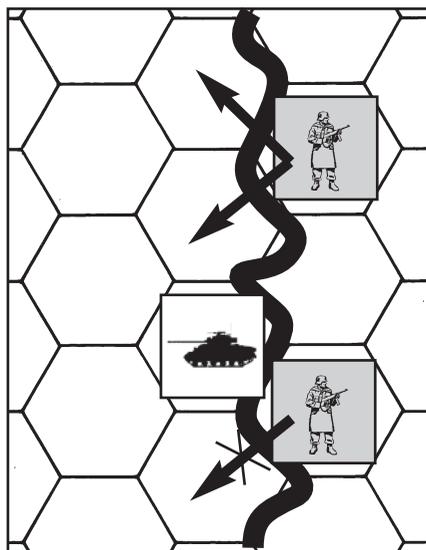
units, if another point makes that see 7.5.2.

[6.2.2] Entering enemy's ZoC doesn't cost extra MP

[6.2.3] During own movement phase unit can leave enemy's unit ZoC and enter another enemy's ZoC (can't move further – 6.2.1 – except commandos, recon, sabotage units). It can also move directly from one ZoC to another.

[6.2.4] Unit can't move in enemy's ZoC (except commandos, sabotage units)

While crossing big river we assume that



[6.2.5] ZoC of enemy unit include fields on the other side of river unless because of its strength or properties it doesn't have ZoC.



Example:

Squad of motorized MG with 3 SP attack at clear terrain infantry unit with 6 SP. After dividing defenders strength ratio is 1:1. Attacker casualties can be found in line correspondent to 3 SP of defender.

7.2.5 Casualties of attacker and defender are modified by:

- a) Modifiers from trenches, fortifications and terrain which have influence on the result in Combat Results table also have influence on casualties by moving adequate number of rows in Casualties after battle table for the defender – they increase attacker’s loses and reduces defender casualties
- b) Armor modifiers (black and yellow stars) and flamethrowers change the row in Casualties after battle table for attackers advantage – they increase defenders loses and reduces attackers casualties.
- c) Modifiers for commandos’ night attack and surprising assault of airborne units change the row by one in CASUALTIES AFTER BATTLE table for the attacker; they both reduce loses of the attacker and increase loses of the defender.

Attacking or defending machine gun units and defending sniper units (when modification from 35.1. and 35.1.1 takes place) can only increase the loses of the defender – for those mentioned cases we modify the row by 1 in the CASUALTIES AFTER BATTLE table.

Example:

Attacker has 36 SP, defender has 21 SP. After checking the result of battle each player throw cubes to check enemy casualties. To see what are the attacker’s loses we check in row 21-25, because defender strength is 21 and is this row. To see what are the defender’s casualties we use row 36-40, because attacker had 36 SP. The row in which we look for casualties can be modified for defender’s advantage, it depends on terrain where defender stays, trenches, fortifications. For example: modifier for city hex shows that when we check attacker’s loses we change the row by 2 rows down and when we check loses for the defender we change the row by 2 rows up in the table. City modifier increases attacker loses and reduces defender’s casualties at the same time.

Example:

In case of attack by Panthers (modifier for black stars +3) against not entrenched infantry in clear terrain, we look for defender loses in the row which is moved by 3 rows down and we look for attackers loses in the row which is 3 rows up. Armored/tank modifier reduces attacker and increases defender’s loses.

Example:

MG units (in attack and defense), defending sniper units and attacking engineer units increase only defender’s loses. In case of the attack by engineer, we search for defender’s loses 1 row down, but when we check for attacker’s loses we don’t move row up. To see, what are the casualties of infantry, which is attacking sniper or MG units, we move row in the table down by 1, but during checking the defender’s loses we don’t move row up by 1.

[7.2.6] Units suffers casualties in this order:

- a) Losses for inability to retreat (defender field). Each token loses EP equal to number of hexes that it would move if retreat was possible.
- b) Losses inflicted by obligation of non-motorized artillery (defender field) – check [9.5.5.]
- c) Casualties suffered from attacking units (on defender field) according to table CASUALTIES AFTER BATTLE.
- d) Casualties suffered when unit can’t retreat at full distance or by crossing terrain obstacles (river, impassible terrain) – units loses EP right before entering hex that causes their casualties.

Example:

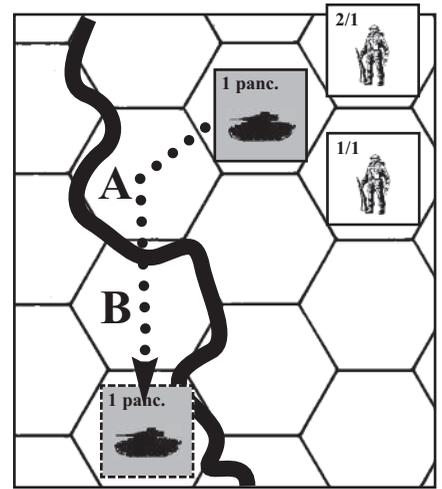
Result of battle is B3(-2) if defender can retreat only by one hex than first it suffers 2 EP loss inflicted by attacking units (section c)) next it retreat by one hex and suffer next 2 EP loss because of inability to retreat full distance.

Example:

Armored unit (4 EP) got result B3(-2). During retreat it must cross small river. First this unit losses 2 EP because of attacking units, next on field before hex with river it loses 1 EP and then crosses it and move one more hex away. If the unit couldn’t cross the river (e.g. enemy ZoC) than on first hex of it’s retreat it would loose 2 EP because of inability to escape and would be destroyed (hex A). If unit could escape only by 2 hexes (1 hex beyond river) than this unit would loose 1 EP on first hex of his escape because of crossing small river and on second hex (after crossing river) would loose another EP because it couldn’t escape any further and would be destroyed (hex B). Difference is on hex on which unit was destroyed.

7.2.7 Player using special abilities of units (black stars or engineers influence) after suffering casualties must take first EP from this units.

7.2.8 Using special abilities (stars, engineering influence, HM) isn’t obligatory. Units can fight on normal rules (using only their SP)



[7.3] Terrain influence on combat

[7.3.1] Terrain influence during combat is shown by modifiers. Modifiers can be divided into surface modifiers (hills, woods etc.) and edge modifiers (rivers, scarps etc.) All information about types of terrain and their influence on combat are in TERRAIN INFLUENCE ON MOVEMENT AND COMBAT.

[7.3.2] Type of terrain, where defending unit stays influences on combat. The type of terrain, where attacking unit stays influences when the attack comes from swamp: attacker attacks with half of strength (round down).

[7.3.3] Terrain influence on combat cumulates.

Example:

5th/DSK is attacking trough small river I/43rd which is staying in forest. The attacker/defender ratio is 1:1, terrain influence: -1 hills, -1 small river; the ratio will be 1:3.

[7.3.4] When attacked during one combat units are on couple hexes with different terrain we take modifier of hex with the strongest defending units. This hex is also taken under consideration when calculating any other modifier that influence combat and battle loses. When on two hexes stands units with equal strength we use modifier favorable for defender.

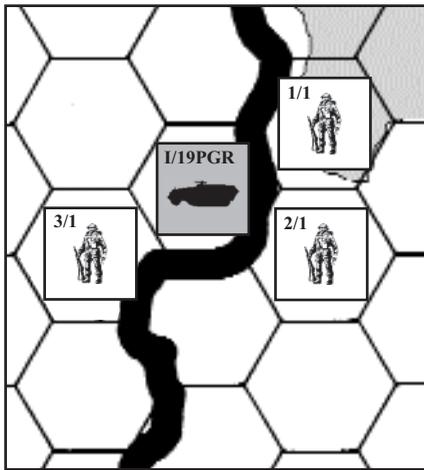
[7.3.5] Modifier of rivers and scarps is added only when majority of enemy forces attack through scarp or river.

Example:

IF unit 1/19 PGR is attacked by units 1/1 and 2/1 with 4 SP each, through river, and unit 3/1 with 5 SP which is not attacking through river then river modifier applies. When attack is performed only by units 1/1 and 3/1 then river modifier is not applied. IF on hex that unit 3/1 is attacking from was a swamp (strength of units attacking on



swamps is divided in half) then during the attack of units 1/1 and 3/1 river modifier would be applied.



[7.3.6] If units with black and/or yellow stars or motorized HM attack through edge modifier (e.g. river) then their special abilities do not apply even if on overall battle result this modifier has no application.

[7.4] Retreat

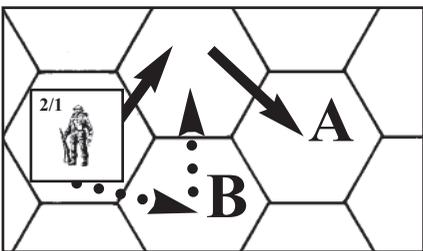
[7.4.1] Unit which is forced to retreat, retreats by the prescribed number of squares from the hex on which it have fought.

Unit which can retreat, have to retreat (excluded: Japanese units, NKWD, stationary artillery and AA cannons). If retreat by the prescribed number of squares can't be performed units must retreat maximal possible number of hexes.

Example:

2/1 received after battle B2. The retreat route has be in that way, that after finishing the retreat the unit has to be 2 hexes from the position just before combat.

A – correct route, B – incorrect route.



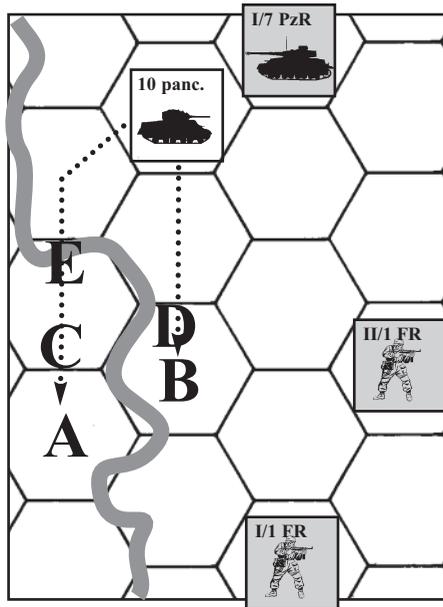
[7.4.2] Retreating unit must withdraw in a way to suffer the smallest losses.

Example:

Unit A is attacked from march and got result B3. Player commanding that unit must withdraw in that way that unit will end up 3 hexes away from field that he is retreating from, and in a way to suffer smallest losses. If retreating on full distance is impossible, player withdraw on maximal possible range in a way to suffer the smallest losses.

Example

Sherman squad from 10th Panzer Division (out of range of allied engineers) with 5 EP have to retreat (B3, -2). Only field that allows to withdraw by 3 hexes is field A. Retreating unit loses additional 3 EP by crossing the river and is eliminated. Elimination of unit occurs during crossing of the river (hexes B,D or E). If unit could not retreat by 3 hexes it had to retreat to hex B because in that way it loses least EP(1 EP for not retreating by 3 hexes and 2 EP for losses that were caused by attacking enemy, in total 3 EP are lost). If unit would withdraw on field C it would lose additional 3 EP by crossing the river (6 EP in total).



[7.4.3] Retreating unit moves without movement point limit and terrain affect, but units cannot leave the map, cross big river, enter square in enemy's unit ZoC or enter forbidden terrain [4.3.3].

[7.4.4] Retreating unit can move through squares with allied units when those units are in enemy ZoC – in that case retreating unit/stack loses 1 SP for entering every square in enemy ZoC.

[7.4.5] If in retreating stack are units that cannot withdraw, they suffer all losses for not moving away and for direct attack from enemy. If this units are eliminated in that process rest of units retreat accordingly to point [7.4] and suffer other losses.

Example:

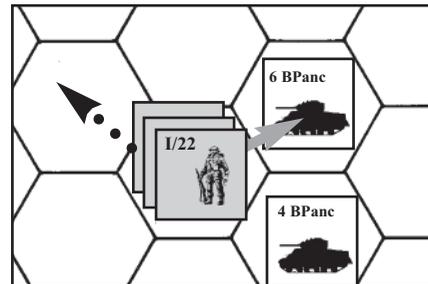
AA artillery (2 EP) and infantry unit is attacked on hex A. Battle is resolved and artillery gets result of B1 (-2) artillery unit loses 1 EP for inability to retreat and 1 EP dealt by enemy forces which causes elimination of that unit. Infantry unit receive remaining 1 EP of losses and retreats 1 hex away.

[7.4.7] Retreating even one unit from stack

causes whole stack to retreat.

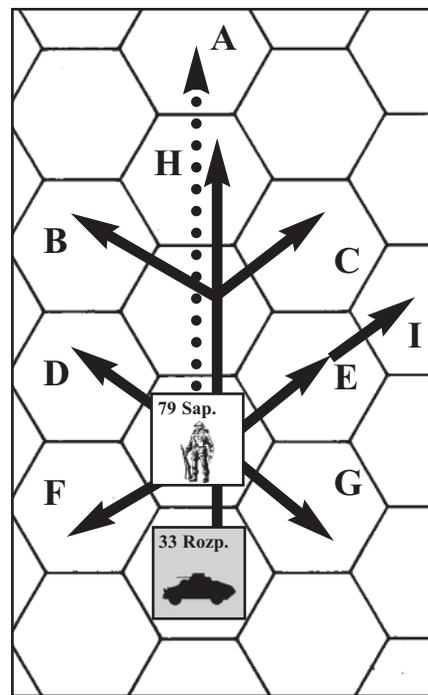
Example:

I/22 and II/22 are standing on one hex and with III/22 are attacking 4th Panzer Battalion. As the result of battle they must retreat 1 hex away. If III/22 planned attack on 6th Panzer Battalion than this attack will not occur because III/22 must retreat with I/22 and II/22.



[7.5] Pursuit

[7.5.1] When unit is forced to retreat, then all victorious units which were fighting directly can pursue by moving the same route like the beaten unit with the same or smaller amount of squares to the amount of hexes for the beaten unit's retreat route.



[7.5.2] Pursuing unit ignores enemy's units ZoC.

[7.5.3] If couple of beaten units fled in different directions then the pursue can be made alongside whichever retreat route.

[7.5.4] Units which makes pursuit has to stop on the first hex which doesn't belong to retreat route even when the hex isn't in enemy ZoC.

Example:

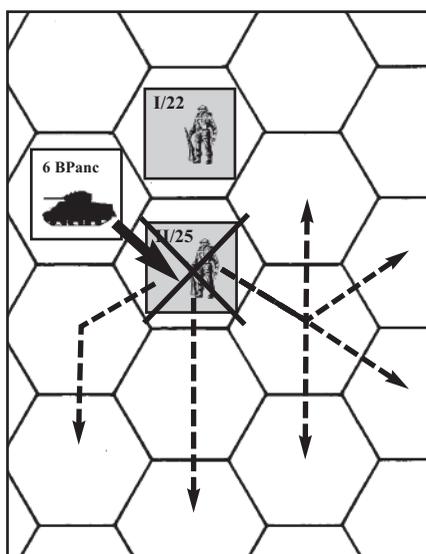
33 Recon can pursue retreating 79 eng. by

it's retreat route (A) or stop on the first square which doesn't belong to retreat route (B, C, D, E, F, G). First 33 Recon has to enter the hex where stayed 79 eng before combat. Chase I is incorrect. If on Hex H would stand another enemy unit than pursuit would be possible only through hexes B and C.

[7.5.5] Pursuing unit moves without movement point limit and terrain affect. Pursuing unit cannot enter the square which is forbidden for it [4.3.3].

[7.5.6] Artillery units except SP Artillery cannot pursue.

[7.5.7] If the beaten unit is eliminated, then victorious unit enters the hex where was eliminated unit and then it can move 2 hexes in any direction, but the victorious unit will be affected by enemy ZoC..

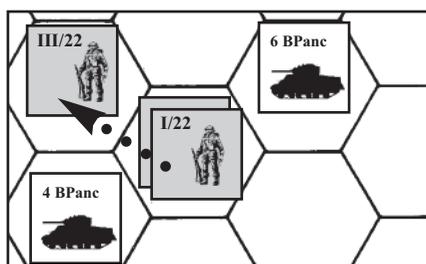


[7.5.8] In case of unsuccessful attack whole stack is retreating [7.4.7]

[7.5.9] If player attack hex that is occupied by units that retreated from previous battles they do not participate in battle but are affected by it's result.

Example:

4th and 6th Panzer Battalion attacked I/22 and II/22 causing them to retreat by one hex. Retreating units have to move to III/22 (only possible route) loosing 1 EP. If another attack occurs, this time on hex occupied by III/22 this unit will fight alone without support of withdrawn I/22 and II/22, their SP is not included and if III/22 will be forced to retreat whole stack must move away. If withdrawn



wouldn't be possible then all three units would suffer losses for inability to retreat.

[7.6] Chase and retreat through river and scarp

[7.6.1] Unit retreating through river loses additional EP accordingly to it's number.

24-13 SP – loses 2 EP

12-1 SP – loses 1 EP

If hex on which withdrawing unit is planning to retreat is not in range of allied engineers units lose additional 2 EP (per stack).

[7.6.2] Condition to deal this additional damage from point [7.6.1] while crossing small river is to perform successful chase to river line.

[7.6.3] Panzer and motorized units can perform chase through small river only when before battle they stood on field adjacent to river that they intend to cross and attacked unit stood on the other side of river. Together with chasing unit must stand allied engineering unit or pontoon column from the same brigade, corp or army. After crossing units that performed that action cannot continue pursuit, even if the enemy unit was destroyed. This rule do not apply to infantry, motorcycle and cavalry units..

[7.6.4] Pursuit through big river can perform only infantry, motorcycle and cavalry units. After crossing big river they cannot continue chase.

[7.6.5] Rules stated above do not apply if chase is performed through bridge or bridge-pontoon column.

8.0 COUNTERATTACK

Purpose of counterattack is to force enemy to spread his forces, stop him from attacking or taking back lost positions.

[8.1] Basic rules

[8.1.1] If player wants to make counterattack, he must move, during counterattack phase his units by one square in away that unit (stack) will be in enemy ZoC after the move. Unit makes move to attack enemy unit.

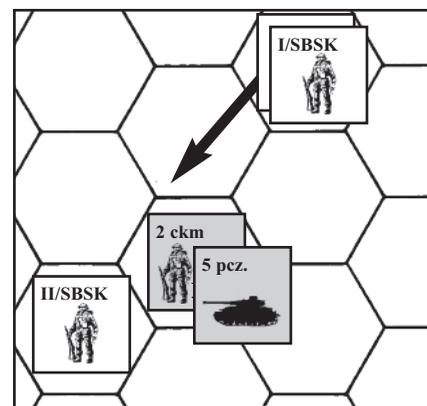
[8.1.2] Counterattacking unit has to, during enemy combat phase attack all neighboring squares (those, where are enemy units).

[8.1.3] Enemy of counterattacking player have to choose at least one unit from each hex that is counterattacked. Units fighting during counterattack can't fight during battle phase. If all units are designated to defend from counterattack then there is no fight during battle phase.

Example:

Units 5 pcz. Supported by 2 ckm attacked II/SBSK. Overwhelming dominance of

German forces can lead to elimination of Polish unit, to avoid that I and III battalion of SBSK is counterattacking. To defend from counterattack Germans designate 2 ckm – it must participate in fight with I,III/SBSK and attack on II/SBSK will be weaker. If Germans designate both units to defend from counterattack even when they win battle they cannot attack II/SBSK. Successful counterattack of Polish units (B1 or better) means that Germans can't attack [7.4.7].



[8.2] Details

[8.2.1] Unit which is in the beginning of counterattack phase in enemy ZoC, can't counterattack. Counterattacked can't be unit that were adjacent to attacking unit before it's movement.

[8.2.2] Unit can't make counterattack from square where stays other allied unit.

[8.2.3] Unit can't make counterattack from square where stays other allied unit.

[8.2.4] Fights with counterattacking units are made first in the beginning of the combat phase. Counterattacking units and units allocated to fight against counterattack can be supported with/by artillery and air units.

[8.2.5] Unit which have counterattacked can't be attacked by single handed artillery fire.

After finishing all battles units that do not have ZoC [6.1.4], [9.2.3], [14.1.1] can be attacked. Battle can be performed only when both units didn't participate in battle in this phase.

9.0 ARTILLERY

There are several types of artillery: not-motorized, motorized, self-propelled.

Self-propelled artillery units are those with guns which don't have to be carried by any carrier. The gun is mounted on vehicle and moves with it. Self-propelled artillery can move and fire at the same time. Other artillery don't have this ability.

Example:

Axis – Wespe, Hummel, Hetzer, Demag, Moblewagen

Allies: Sexton, M-7 Priest, Achilles, Helicat, M-12, light aa guns.

Motorized artillery units are those which have field gun and truck or halftrack on the counter. Guns are carried or pulled by transporters.

Not-motorized artillery units are those with only gun on the counter.

Artillery can be divided into

– field

– anti aircraft

– anti tank

Field artillery units are those which have artillery fire range quotient. This quotient is shown on the counter (red square – see 1.2). Mortars and rocket artillery belongs to field artillery.

Anti aircraft (AA) artillery are units with tokens described as AA or Flak [10.2]

Anti tank (AT) artillery are units with tokens with described as AT [10.2]

Rules of artillery battles are described in chapter [9.0] and other types of artillery in chapter [10.0]

[9.1] Basic rules

[9.1.1] Artillery units can fight without need of being adjacent to enemy hex.

[9.1.2] Field artillery unit has a fire range shown on its counter there is also shown the strength of artillery unit .

[9.1.3] Artillery unit isn't affected by effects of combat when fires at range.

[9.1.4] By the meaning of Artillery fire we understand: Single-handed artillery fire, artillery barrage, firing at beach-landing units, firing at naval units, supporting attack/defence, situations when artillery unit fights directly on the rules of supporting attack/defence and situations mentioned in [18.9.3]

[9.2] Details

[9.2.1] During one stage, an artillery unit can fire once. The hex has to be in fire range of the unit..

[9.2.2] Artillery unit can only once per stage use artillery attack in one of form described in [9.1.4].

When player already used artillery or chooses not to use artillery support then artillery unit do not participate in battle (when stationed with line unit) or fight in terms explained in [9.5.1].

[9.2.3] Field artillery don't have ZoC..

[9.2.4] Field artillery which is in enemy's ZoC can provide support for allied units and fire at all enemy units in range, when stays with

other allied line unit on the same hexagon, in other case artillery fight directly.

[9.2.5] Motorized and non-motorized artillery which provided artillery barrage can move during closest movement phase with half of movement points (round up). Self-propelled artillery which provided the barrage can move with all movement points during closest movement phase, can attack at march and fire at range.

[9.2.6] Non motorized field artillery which have moved during own movement phase, fires with half of strength (rounding up from the sum of artillery units, which have moved). Each motorized field artillery unit which have moved during own movement phase, fires with strength lowered by 1 point, but can't be lower than 1. Self-propelled artillery can move during own movement phase and provide artillery fire, fire at range with full strength.

[9.2.7] Field artillery can support only units from the same headquarters or subordinate headquarters (corp and army artillery).

[9.3] Supporting Attack

[9.3.1] If player wants to support attacking units with artillery fire, enemy unit has to be in range of allied artillery unit.

[9.3.2] During supporting player adds artillery strength points to strength points of attacking units.

[9.3.3] If artillery supports attack against several units, only one of attacked units has to be in range of artillery fire.

[9.4] Supporting Defense

[9.4.1] When artillery supports defending units, it uses half strength of its fire power which is added to strength of defending unit(s).

[9.4.2] In situation when the target of enemy attack are several units and if one of those units is in range of allied artillery unit, artillery can support with its fire those defending units.

[9.5] Direct Combat

[9.5.1] During direct combat in combat or other phases artillery units fight with 1 SP. This rule applies when artillery stands alone without any line unit [9.2.2].

[9.5.2] Self-propelled artillery with more than 3 SP fights with 2 SP

[9.5.3] Field artillery stationing with line unit can participate in direct battle by supporting defense of this allied unit [9.4].

[9.5.4] Field artillery unit can participate indirect battle by supporting attack of allied unit [9.3].

[9.5.5] Motorized or not-motorized field

artillery unit which is forced to retreat after the combat, loses extra SPs which are adequate to the amount of squares to make the retreat (in addition to normal loses caused by battle) [7.2.6].

[9.6] Single-handed fire

[9.6.1] Artillery unit can make a single-handed fire in it's combat phase on enemy units or objects[22.1] which are in range..

[9.6.2] A single-handed fire at enemy units can be made by unit(s), which have at least 7 SP.

[9.6.3] Artillery unit(s) can fire only at visible or spotted/identified units.

[9.6.4] Artillery can fire at unit which was attacked by fighter or CAS (Close Air Support) units if the enemy unit still stays on the square where was attacked by planes.

[9.6.5] Single-handed fire at object can be made by unit(s), which have at least 3 SP.

[9.7] Artillery Barrage

Artillery Barrage is a self-handed artillery fire which takes place in artillery barrage phase.

[9.7.2] Minimum 3 artillery units are needed to make the barrage and they have to have minimum 11 SP strength (all together).

[9.7.3] See also [9.6].

[9.7.4] If there are only heavy artillery (longer than 5 squares fire range) units we add +2 to the throw.

[9.7.5] Motorized or not-motorized field artillery that performed barrage in next movement phase can move using only half MP. Self-propelled artillery that performed barrage in next movement phase can move using all MP..

[9.8] Effects of single-handed fire and artillery barrage

[9.8.1] Results of single-handed fire and artillery barrage are in the single-handed fire and artillery barrage table.

[9.8.2] Effects of single-handed fire and artillery barrage is affected by terrain (including fortifications where enemy unit stays. During checking the result of fire we add modifiers of terrain, fortifications from TERRAIN INFLUENCE ON MOVE AND COMBAT table.

Example:

2nd engineer battalion is in woods. Woods are giving -1 modifier, so during the checking for artillery fire effect of dice we take 2. So if unit was to lose 3 EP than he loses 1 EP. In case of artillery barrage unit would lost 2 EP.

[9.8.3] If the strength of single-handed fire or barrage equals 26-30 SP, then we add +1 to the result – checking in row „21 and



higher”, if more than 30 we add +2.

[9.9] Ammunition

[9.9.1] Rules of ammunition applies only for units of field artillery.

[9.9.2] Ammunition is assigned to each division, brigade, regiment etc. at the beginning of each scenario. Number of available ammunition rounds (AR) is described in scenario and does not change during game. If scenario do not determines AR use this scheme: AR = 2xSP of artillery:

Example:

Division has four groups of artillery, 5 SP each, so whole division has $20 \times 2 = 40$ AR.

[9.9.3] Player that performed artillery attack is obliged to mark that in Ammunition Round table by reducing total number of AR by:

4 AR – after barrage

2 AR –after single handed fire

1 AR – after supporting battle

Divisions, regiments, brigades etc. can't give AR to each other.

[9.9.4] If unit uses ale AR than artillery can't fire any more [9.5].

10.0 Artillery Units

[10.1] Anti-tank artillery (guns)

[10.1.1] During direct combat anti-tank artillery fight with full strength.

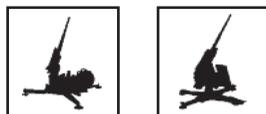
[10.1.2] Entrenched anti-tank artillery ignores armor modifiers (black stars)

[10.1.3] Anti-tank artillery don't loose EP when forced to retreat.

[10.1.4] Anti-tank artillery ar units with AT in name. Detailed rules of scenario can describe other units as anti-tank artillery.

[10.2] Anti-aircraft artillery

ciężka



lekka



Anti-aircraft artillery is splitted into 2 groups: **light** (20-75mm), **heavy** (88mm – higher).

[10.2.1] **Light** AA artillery doesn't affect on Strategic bombers, heavy affect on every type of air units.

[10.2.2] **Heavy** AA artillery that is not self-propelled forced to retreat loses EP like field artillery [9.5.5].

[10.2.3] PAfter placing all air units and

checking the weather influence there should be AA fire influence checked. Every player can fire at enemy's air units which are in 1 square radius; heavy AA guns can fire at air units which are in range of 2 squares.

[10.2.4] AA artillery can shoot to one aircraft unit for each SP of that artillery.

[10.2.5] Firing at air unit: player who wants to fire at air unit chooses which air unit will be under fire, the makes a throw and checks for a result in Anti-Aircraft fire table. Effect of fire depends on: AA unit type, strength, range, type of air unit.

[10.2.6] We assume that LS or LB that bombs bridge occupies both hexes that bridge connects.

[10.2.7] Beside of firing during air phase AA artillery can perform 1 attack 1 unit during movement or fight phase. At own movement phase shoot can only self-propelled artillery.

[10.2.8] In case when at one stage AA artillery unit fires to enemy aircraft rule [9.5] applies. It can't therefore perform FaR or act as MG.

[10.2.9] Aircraft unit (other than LM) that is forced to retreat by AA artillery (result U) and is in range of enemy fighters remains on board for applying any other loses in SP as result of fighting with fighters [26.4.10].

[10.2.10] Targeting recon planes we use the same table that is used for fighter and bomber units. AA artillery units doesn't suffer any loses.

[10.2.11] When enemy wants to attack our planes with his fighters and our planes are in range of our AA unit, we can fire at his fighters. It is considered that enemy fighters are on the same square with our air unit. This point is used also in 26.4.3

AA artillery can fire at LM and LS:

– At the beginning of air phase – 26.2.1

– When during the attack hex attacked by enemy air units is in it's range – AA attack is made before aircraft attack.

[10.3] German 88mm guns



[10.3.1] 88mm gun units are considered be both AA unit and AT gun unit.

[10.3.2] During the same phase 88mm guns can't act as AA guns and AT guns. Player which has 88 gun unit has to declare what role will his unit have.

[10.3.3] 88mm guns which are forced to retreat are treated as heavy AA artillery.

[10.4] Rocket artillery



[10.4.1] During artillery barrage, or single handed fire when we check result of the fire we add +1 to the throw if at least half of strength of firing units are rocket artillery.

[10.4.2] Units or rocket artillery supporting battle don't add their SP to allied units if 2/3 of the enemy units are armored. AR are used as usual.

[10.5] Mortars

[10.5.1] Mortar units supporting battle don't add their SP to allied units if 2/3 of the enemy units are armored.

AR are used as usual



11.0 RECONNAISSANCE UNITS

[11.1] movement

[11.1.1] Recon unit can enter and leave in the same movement phase enemy's unit ZoC and can continue movement. When leaving enemy ZoC Recon unit has to spend 3 MPs extra; can leave and enter next enemy's ZoC.

[11.1.2] Recon unit can't move in the same enemy's unit's ZoC.

[11.1.3] Recon unit moves spending points accordingly to Effect of terrain on battle and movement table for gear that unit is using.

Example:

Recon unit using Humber armored cars can't cross swamps.

[11.2] Attack from surprise

[11.2.1] During own movement phase recon unit, thanks to it's speed can make surprising attack. This kind of attack can be made against units which aren't entrenched.

[11.2.2] Surprising attack can only be made by recon units (including motorcycles). This attack is like attack from march with rules from this chapter included; results of surprising attack are in RECON UNITS SURPRISE ATTACK table.

[11.2.3] By using this table we use full strength of those units with optional support of air units. During surprising attack we don't use modifiers.

[11.2.4] During surprise attack we don't apply rules of FaR.



[11.3] Motorcycles unit

[11.3.1] Motorcycle units are treated like Recon units.

[11.3.2] During combat motorcycle units are treated like motorized infantry (sniper effect, armored modifiers).

[11.3.2] Motorcycle units by spending all MP can cross great rivers.

[11.4] Identifying units

[11.4.1] During own movement phase recon unit can make effort to identify enemy units; it costs 3 MP.

[11.4.2] Every square in 2 squares range from recon unit can be identified. Enemy units which are in a city, woods, fort or in mountains can be recognized from adjacent square.

[11.4.3] Player who wants to identify enemy units shows the square with enemy units and makes a throw:

1-2 – enemy units aren't recognized

3-6 – all units on this hex are recognized (counters are turned to abverse side)

modifications to the throw:

-1 if enemy unit is entrenched

-1 enemy unit is in woods, fort, city or mountains

[11.4.4] During identification on 2 hexes, there have to be a visibility line between recon unit and enemy unit [3.5].

[11.4.5] Recon unit in enemy ZoC can't perform identification at range of 2 hexes.

12.0 FORTIFICATION

[12.1] Field Fortification



[12.1.1] All units except HQs, sabotage units, transport columns, trains, AT units can build field fortifications.

They are build during movement phase and cost all MPs

[12.1.2] Field Fortifications can't be build on swamps, and on mine fields.

[12.1.3] Field Fortifications can be build in enemy ZoC

[12.1.4] Field Fortifications are automatically destroyed when at the end of movement phase aren't any unit on them. Fortifications can be build many times on a square.

[12.1.5] Field Fortifications are automatically destroyed when enemy unit enters the square with Field Fortifications.

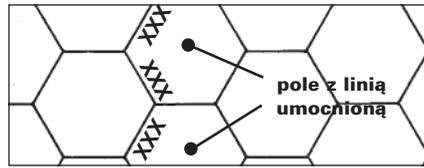
[12.1.6] Defending fortified unit gets **-1** modifier

[12.1.7] Terrain and fortifications influence on combat cumulates.

[12.1.8] When unit is fortified a special

counter which is showing fortifications have to be put under the unit counter.

[12.2] Fortified Lines



[12.2.1] Fortified lines can't be destroyed and are on the map all the time.

[12.2.2] Fortified lines are on the edge of the square.

[12.2.3] Fortified lines affect when attacker attacks from outside, through the edge where fortified line is and gives the defender **-2** modifier. Units in fortified lines are considered to be entrenched.

[12.2.4] During artillery barrage, air attack by strategic bombers and tactical bombers on a unit in fortified line we modify the throw by **-2**.

[12.2.5] Fortified lines can be used by both sides.

[12.2.6] Terrain and fortified lines modifiers cumulate.

[12.3] Forts

[12.3.1] Forts can't be destroyed and stay on map.

[12.3.2] Unit in the fort gets modifier **-3**, doesn't matter the side from which is attacked.

[12.3.3] Units in forts are considered to be entrenched.

[12.3.4] Conditions about forts are affected by [12.2.5] and [12.2.6].

[12.3.5] are considered to be supply bases for units which are in those forts.

[12.4] Anti-tank barricades



Anti-tank barricades have only 3 edges; only on chosen directions are affecting on enemy units.

[12.4.1] Anti-tank barricades can only be build by engineer battalions [12.1.1].

[12.4.2] Token of anti-tank barricade must be directed when placed on board.

[12.4.3] Armored and motorized units which are crossing the edge with barricades have to spent 3 MP extra.

[12.4.4] Defending units when attacked from sides affected by barricades are considered to be entrenched.

[12.4.5] AT barricades cancel modifiers for black stars and flamethrowers.

[12.4.6] AT barricades divide strength of attacking armored units by half.

[12.4.7] When only armored, mechanized

and recon cars are attacking through the affecting side of barricades, the defender gets **-1** modifier

Example:

1/1 PGR is attacked through affecting side of barricade by American tanks. Strength of attacker is halved, additionally defender receive modifier **-2** for fighting from AR barricade.

13.0 COMBAT AT NIGHT

[13.1] Details

[13.1.1] Line units attack using half of SP. Artillery attack using 1 SP.

[13.1.2] Casualties on mine field are twice higher at night.

[13.1.3] before any direct combat players have to throw cubes:

result **1** - extra modifier **-2**, attacker also loses 1 SP

2 - extra modifier **-2**,

3 - extra modifier **-1**,

4 - attacker and defender loses 1 SP,

5 - no effect,

6 - attacker gains **+2** modifier.

Extra casualty of 1 SP (result **1** or **4**) is put after the battle.

[13.1.4] During artillery barrage, in night stage we modify the result of throw by **-2**. Single hand fire is forbidden.

[13.1.5] Unit in night stage can ignore enemy ZoC if it comes through own entrenched unit, extra cost for this move is 2 MP for non-motorised and 3 MP for motorised.

[13.1.6] in case of night attack of commandos player can skip point [13.1.3].

[13.1.7] During night every unit can move by spending only 2 MP or by one hex..

[13.1.8] At night only artillery that is entrenched at fort or fortified line can fire.

[13.2] air and anti-aircraft at night

[13.2.1] Recon and close air support units can't make their missions.

[13.2.2] air Transport is the same like at day stages except supply drop - see [26.8.11].

[13.2.3] heavy bomber units can bomb cities and can carry bombing missions - see [26.6.5], [26.6.6], [26.6.7].

[13.2.4] At night shooting to aircrafts is performed with penalty **-1** to dice roll.



Part II

14.0 HQ

There are four types of headquarters in the game: army, corps, divisional and brigade HQ.

[14.1] Basic rules

[14.1.1] HQs don't have ZoC, but they have strength points and can attack and defend like regular units.

[14.1.2] HQs fight on normal rules.

[14.1.3] HQs are treated like motorized units they move with 8MP [20.1.1] must be applied. HQ of Airborn troops are exceptional, they move with 5 MP and are considered infantry units. At the **beginning of the game** player can choose if he want his HQ to move like one of infantry units that is its subordinate or like motorized unit with 8MP.

[14.1.4] HQs can stay on squares with other units on the rules of making piles.

[14.1.5] If enemy unit enters in movement phase or during the chase a square with lonely HQ then HQ unit is eliminated.

[14.1.6] While retreating HQ's can't be destroyed (Bx and Ax results).

[14.1.7] If units standing together with HQ are eliminated and HQ can't withdraw than enemy units can enter field with HQ.

Example:

Occupying one hex infantry unit with 1 EP and HQ with 2 EP are attacked by enemy units from opposite sides. As the result of battle defenders got B1 and didn't suffer any losses. Both defender units loses 1 EP, that means infantry unit is eliminated. In that case attacker can enter hex with solitary HQ.

[14.2] Influence on Combat

[14.2.1] Headquarters don't modify battle results directly.

[14.2.2] Each HQ of army, corp, division or brigade can establish determined in scenario number of Battle Groups/ Kampfgruppe [31.0].

If scenario don't mention BG player can't establish them.

[14.3] HQ elimination effects

[14.3.1] If division HQ is eliminated during any time in the game, units from this division can move in the nearest movement phase by using 2 movement points each or move by 1 square.

[14.3.2] Units assigned to destroyed HQ can't group up into Battle Groups and already established BG must be resolved.

[14.3.3] For each hex that units with destroyed HQ attack from, defender gains -1.

Example:

2. DP Lost HQ, however it still attacks enemy. Attack on enemy hex is performed from 3 different fields which means that battle will be modified by -3 for defender favor.

[14.3.4] In case of eliminating Corps HQ:

a) units from different divisions in this corps can't attack together till new Corps HQ is in the game, except total strength of division units is lower than 8 SP

b) for every division in the Corps a cube throw should be made: result higher than 3 (for Germans and Allies) or 2 (Russians, French and other nations) means that units from this division can move in the nearest movement phase on the rules like when they lost Division HQ. Corp units automatically are subject to the procedure from 14.3.1

[14.3.5] In case of ARMY HQ elimination, all corp units automatically are subject to the procedure from [14.3.4].

[14.3.6] Zniszczenie dowództwa powoduje ujawnienie (odwrócenie awersem do góry) wszystkich podległych mu jednostek. Ujawniane są również ich punkty siły.

[14.3.7] After HQ destruction a new one can arrive after one full day at movement phase. HQs are arriving on the place shown in the scenario. When there aren't any places in the scenario it is considered that the new HQ arrives in supply base. New HQs can arrive when the total strength of division/ operating units has at least 8 SPs. When HQ's arrive player must take that many levels of SP of subordinated units how many SP this HQ is supposed to have. Maximum strength of restored HQ is one SP less then before it was destroyed.

[14.3.8] Units which have lost division or corps HQ can build trenches in their movement phase.

15.0 FIRING AT RANGE (FaR)

[15.1] Basic rules

[15.1.1] Firing at range can be performed by every unit with GUN.

[15.1.2] Target of FaR can be units with ARMOUR factor.

[15.1.3] Firing at range can take place in **exterior (EZ)** zone of fire and **interior (IZ)** zone of fire.

[15.1.4] Firing in exterior zone takes place

during movement phase and counterattack phase, only if the possibility of firing at range emerged as a result of a counterattack.

[15.1.5] During own movement, counterattack and combat phases panzer and mechanized units can fire at range. Other units can provide fire at range during own movement and combat phases if they weren't moving and won't move in current phase.

[15.1.6] Performing FaR at own movement phase require spending 2 MP.

[15.1.7] Enemy unit that is target by FaR can counterattack if this unit can perform FaR at this phase (see - [15.2]).

[15.1.8] Every FaR is resolved separately. One token fires to another one.

[15.2] Details

[15.2.1] During stage unit that can perform FaR can:

a) perform FaR once at any moment of own movement phase and enemy counterattack phase.

b) perform FaR once at own attack phase (attack from march or normal)

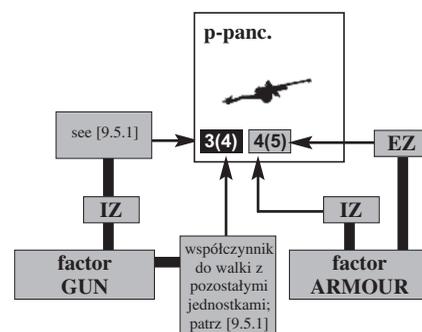
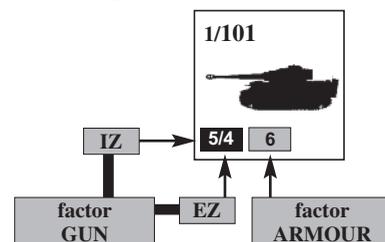
c) perform FaR once at any moment of enemy movement phase or own counterattack phase.

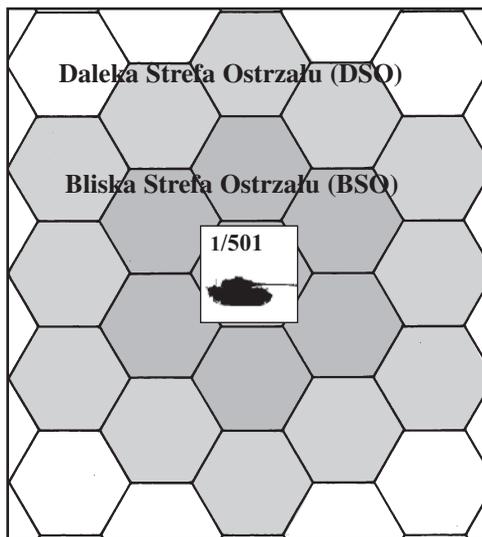
d) perform FaR once during enemy attack (attack from march or normal)

In total unit can perform 4 FaR during one Stage.

Example:

Unit that performed firing in exterior zone during own movement phase and firing in interior zone during fighting in march can't shoot in enemy's counterattack phase or in own battle phase.





Example:

Unit that counterattacked and didn't perform FaR at enemy's movement phase can still perform FaR at exterior zone but only when after counterattack unit is out of ZoC of armored or anti-tank unit.

Example:

AT artillery battalion Achilles is stationing during beginning of movement phase on hex adjacent to Panther tank battalion at open terrain. Allied player want to perform attack from march but first FaR at movement phase. He can shoot to enemy at interior zone and later perform another FaR (also in interior zone) as part of attack from march. If attacker wouldn't be stationing on hex adjacent before beginning of movement he could perform FaR in exterior zone and FaR in interior zone as attack from march. In both cases attacked player can respond with own FaR.

Example:

At the beginning of own movement phase battalion of Sherman tanks may fire in interior zone to enemy German mechanized infantry in his ZoC and then drive away not attacking those units.

[15.2.2] Unit that performed FaR can't shoot even if is attacked by other units.

[15.2.3] During movement phase unit that ended his movement can't be shot at in FaR in interior zone. And can't perform it either.

Example:

Sherman unit enters ZoC of German AT artillery. Germans can't shoot to Allied unit in interior zone, but can do it earlier at exterior zone (if it's possible) Also unit of Shermans even if still have some unused MP can't in movement phase shoot to enemy in interior zone. In this case fight in interior zone can be performed during battle.

[15.2.4] While performing counterattack FaR can be performed only at exterior zone and only by counterattacking units or only

to counterattacking units. FaR at interior zone can be performed only during fight while counterattack. It is FaR performed at battle phase taking place after given counterattack phase (it is applied to point b) or d) from [15.2.1]).

Example:

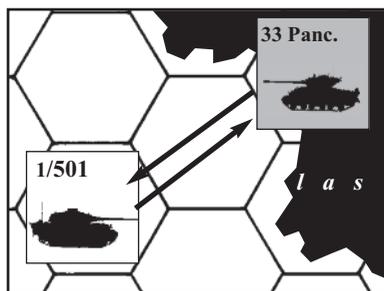
Before or after counterattack unit can perform FaR at exterior zone and also can be target of FaR but only when in exterior zone of shooting unit. Unit cannot perform FaR if as the result of counterattack will be in ZoC of other armored unit or AT artillery..

[15.2.5] It is forbidden to fire at enemy at exterior zone, when the unit which will fire is in enemy armored unit or AT artillery ZoC.

[15.2.6] During firing at range in exterior zone there has to be visibility between the firing unit and the target

Example:

Firing at range is possible, when 33rd tank battalion will decide to fire at 1st/501st first.



[15.2.7] Motorized and non motorized field artillery units can fire at range only when they are entrenched, stay in forts or on fortified lines.

[15.2.8] Field and AA artillery, pontoon bridge columns, bridge columns, transport columns which are stationing with other line unit at terrain other than opened can't be targeted by FaR unless commanding player declares that he want to participate in FaR [15.3.1]

[15.2.9] Mechanized infantry which stays on terrain other than open can't be the target of FaR. At night stages [15.2.8] and [15.2.9] applies to every kind of terrain..

[15.3] Procedure

[15.3.1] When FaR is taking place in interior zone both players indicate one or more units from (from hex that is being fired at) and only those units are affected by FaR. If all units were eliminated player must indicate another group consisting at least one unit. This procedure is repeated until all units have performed FaR or all units from one side was destroyed.

[15.3.2] For every unit participating in FaR

(interior zone: among units designated in [15.3.1]; exterior zone: among every unit stationing on hex that is being fired applying restrictions from [15.2]), commanding player chooses target and fires specified number of shots. Firing can be performed in any order – result of FaR (loses in EP) are counted when all units have fired.

[15.3.3] Number of shots that unit can perform is calculated from units strength and its type:

a) **Armored units:**

Unit can shoot once for every 3 SP (started)

Example:

Panther company with 7 SP can shoot 3 times. Battalion with 2 SP can shoot once.

b) **Field and AA artillery:**

Can shoot only once.

c) **AT artillery (also self-propelled):**

Can shoot once for every SP

d) **AT teams:**

Can shoot only in defence and only once. Basic power of attack is +1 for Germans and 0 for Allies (rate of enemy armour doesn't matter). This value is modified only be terrain that AT team is occupying [15.5.1].

Example:

German Panzerfaust unit defending in city (modifier +2 for defener) shoot with +3 modifier.

[15.3.4] If difference between GUN and ARMOR trait is bigger than -3 FaR is forbidden.

[15.3.5] Firing procedure:

a) From GUN trait of attacker we subtract ARMOR of defender.

b) From result of that calculation we subtract cumulated terrain (only surface modifiers), fortification and other modifiers [15.5]

Example:

Attacked units are stationing on hills near river. Difference of GUN and ARMOR is lowered by terrain modifier for hills. River do not influence FaR.

c) Attacking player rolls two dices and check for result in table FIRING AT RANGE. Result is shown on intersection of line designated in point b) and column indicated by dice roll.

Example:

Unit A (7SP, GUN =5, ARMOUR =4) and B (10 SP, GUN =4 and ARMOUR =4) are shooting to each other. First performing FaR is unit A. Difference between GUN of unit A and ARMOUR of unit B is +1. Player commanding unit A can roll two dices three times. For roll 6 and less unit B loses 1 EP. Analogical procedure is performed for unit B. Difference between GUN and ARMOUR is 0 and commanding player may roll two



dices 4 times. For each roll of 5 or less unit A loses 1 EP. After calculating all loses we take equal EP from units.

[15.3.6] If during FaR enemy unit is eliminated attacking unit can continue to fire to other enemy units.

Example:

Battalion of Russian T-34 can shoot 4 times. First attack caused enemy armoured grenadier battalion 2 EP of loses and this unit is eliminated. Russians can continue FaR to other German units (if there is such possibility).

[15.3.7] Point loses of units participating in FaR are taken after all units have finished shooting. At phase other than battle end of firing is indicated by declaration of both players (or when FaR is no longer possible). During direct fight, FaR ends when all units participating in battle have finished shooting.

[15.4] The influence of casualties suffered during firing at range

[15.4.1] Player whose unit had suffered loses during firing at range makes throw with one dice: if there is a result which is lower or equal to lost SP (not EP) then:

- to end of given phase unit stays on hex on which was fired at (exterior zone firing).
- the unit will be forced to retreat by one square (interior zone).

[15.4.2] Retreat of unit as result of FaR is treated as withdrawing after battle [7.4].

[15.4.3] Unit directly commanded (there is a division HQ with unit under fire) modifies the throw mentioned in 15.4.1 by +1. If the unit isn't in range of divisional HQ the result of the throw is modified by -1. In other cases there aren't any modifications.

[15.4.4] Unit can avoid situation mentioned in 15.4.1 if it's HQ is on the map. In that case unit loses extra 1 EP.

[15.4.5] Units stationing on the same hex before FaR in interior zone has started with unit that was forced to retreat as result of FaR can withdraw with that unit.

[15.4.6] If enemy unit is forced to retreat due to the casualties from the firing, the player who was firing can chase by one square and enter the hex where enemy stayed.

At battle phase chasing units can continue attack.

At movement phase pursuit is considered entering in enemy ZoC

[15.5] Modifications of FaR

[15.5.1] To check the final difference between ARMOR and GUN rates of units which are firing at range we add terrain effects.

Terrain influence is cumulative like in direct battle but only surface modifiers are taken under consideration. Trenches are treated like terrain.

[15.5.2] During night stages all units with GUN decrease its power by 2. This rule is not applied to AT teams.

[15.5.3] AT artillery (including self-propelled) stationing at fortified terrain [9.0] increase it AMOR by +1.

[15.5.4] AT team shooting to units attacking without support of infantry increases it's power by +1.

[15.5.5] Mechanized infantry standing on open surface with another armored unit (with strength equal or greater than this infantry unit) increase it's ARMOR in FaR by +1.

[15.2.6] Unit attacked by FaR from two opposite sides modify its ARMOR by -1.

16.0 COMBAT DURING MOVEMENT/ ATTACK FROM MARCH

This is a specific type of combat which is possible during movement phase. This type of combat allows to attack twice the same enemy's unit during one stage (once during movement phase and once during combat phase). It allows making a breakthrough on chosen direction and then attack enemy with second wave.

[16.1] Basic rules

[16.1.1] The combat can be made when an unit or stack is adjacent to enemy. This type of combat can be made only when player with initiative decide to attack in such way. The procedure of fight is analogical to fight during combat phase with exception that all unit have to be on one square. AfM can't be divided it's always attack on all units with ZoC covering hex that is assaulted.

[16.1.2] AfM can be performed by units that are standing on different hexes. They can stack together and perform AfM. Joining of troops can take place on hex that AfM will be performed from.

[16.1.3] To perform AfM all attacking units must spend 1 MP.

[16.1.4] During fight attacking units use 2/3 of their strength. Defender, if entrenched, uses full strength. If not - uses 2/3 of strength points..

[16.1.5] Attack from march through scarp, big river (except through bridge) is forbidden.

[16.2] Details

[16.2.1] Units which are attacking in movement phase can be supported by air units

which were attached before fight. Aircraft units use full SP.

[16.2.2] Attacker by attacking from march can't support his units with artillery (only self propelled artillery can fire - when attacks during march).

[16.2.3] Artillery supporting battle use only 2/3 of SP.

[16.2.4] Artillery supporting battle use only 2/3 of SP.

[16.2.5] Victorious unit can chase on the same rules in chapter [7.5].

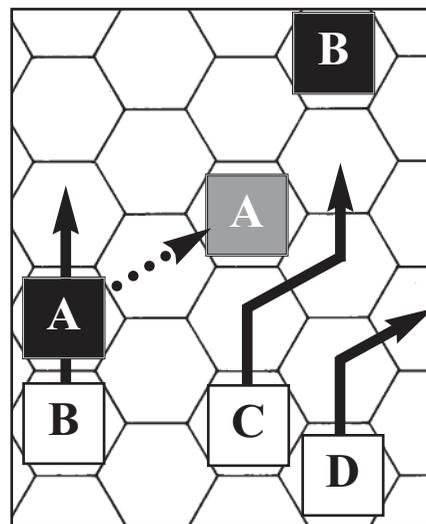
[16.2.6] After AfM any movement of victorious unit is forbidden..

[16.2.7] Defender when forced to retreat (Bx result) even if he couldn't retreat loses it's ZoC from the result of the combat to next unit move or stack of attacker..

[16.2.8] Movement of one unit end when another unit start to move. [4.1.4.].

Example:

A unit was attacked by unit B and had to retreat by 2 squares (B2). Attacker chased for 2 squares. If the next unit will be unit C, we can move him and ignore A unit's ZoC. If we decide to move unit D (after the combat) and send him in different direction we lose benefit of „temporary disorganization” and C unit will have to stop in A unit's ZoC.



[16.2.9] Unit can perform AfM and pursuit using [16.2.7].

[16.2.10] Units fighting during movement phase can also fight during combat phase.

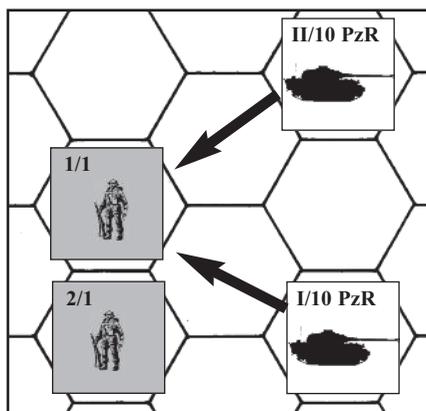
[16.2.11] At enemy's movement phase defender participate in AfM as long he gets result of Bx

Example:

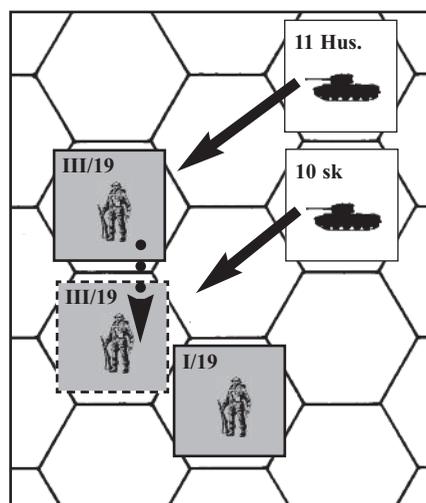
II/10 attack from march 1/1 DP. As the result of battle defender didn't get Bx result. If I/10 PzR attack 2/1 DP while in ZoC of 1/1 DP than he will fight with 1/1 DP and 2/1 DP.

Example:





11 Hus. AfM II/19 PGR. As the result German unit retreated by one square. Next moves 10 sk and entering hex adjacent to II/19 PGR AfM I/29 PGR. III/19 PGR can't participate in any AfM at this phase.



[16.2.12] Stack using [16.2.7] can't split until end of movement phase.

[16.2.13] Defender's units when forced to retreat can't retreat along the road (can do it when it is only way to retreat or they are in the city).

[16.2.14] If attacking unit didn't force enemy to retreat and wasn't forced to retreat, it can voluntarily retreat by one square from the direction which it came.

[16.2.15] Attacking units that as the result of battle got result different than Bx can't participate in next own battle phase.

17.0 AIRBORNE ASSAULT

Only specialized units like: paratroopers, commandos, glider infantry can make the assault.

[17.1] Assault procedure

[17.1.1] Airborne units can be dropped during the airborne assault phase, they are put on the map in a landing point/zone (where we want to make the assault) and we check

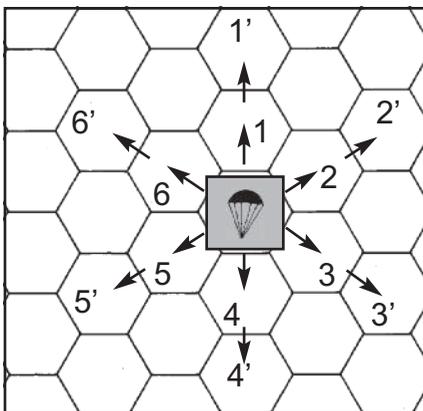
then the influence of wind and additional change of drop.

[17.1.2] Assaulting units are affected by the influence of wind. To check the landing point we throw for the result of missing the landing point/zone:

1, 2, 3, 4 – unit missed the point/zone,
5, 6 – landed in designated area.

If the unit missed the zone/hex we should make throw with dice to check in which direction the unit went.

Numbers 1-6 show the direction of the miss.



[17.1.3] In case of „dropping” at night the radius of missing the target is greater. Numbers 1', 2', 3', 4', 5', 6' show on which point units will land.

[17.2] Details

[17.2.1] Landing units can land without any loses in clear area. In case of dropping into other terrain squares they can suffer casualties – we use Casualties during the drop table.

[17.2.2] In case of landing on lake, unit suffers casualties and is placed on the closest land hex.

[17.2.3] In case of landing on sea square which isn't near land, the unit is eliminated.

[17.2.4] Result of anti-aircraft fire at dropping units, which are in range of those aa units (we take under consideration hex on which unit will land after applying rules from [17.1.2] and [17.1.3]) are in the ASSAULT CASUALTIES FROM AA FIRE table. (Result of dice sets number of lost EP of shot unit)

One AA unit can fire at landing units analogically to [10.2.4] during the airborne assault phase with consideration of previously performed anti-aircraft attacks. The procedure of the firing is check separately for every unit. One Airborne unit can be under fire from several AA units. Which unit will be fired at is designated by shooting player.

[17.2.5] **Combat after drop** takes place when airborne unit lands on unit or on this

[17.4] - Day

on hex „0”						
K6	1	2	3	4	5	6
lekka	-2	-3	-3	-4	-5	-6
ciężka	-1	-2	-2	-2	-3	-3

range „1”						
K6	1	2	3	4	5	6
lekka	0	-1	-2	-2	-3	-4
ciężka	0	0	-1	-2	-2	-3

range „2”						
K6	1	2	3	4	5	6
lekka	0	0	0	-1	-1	-2

Night

on hex „0”						
K6	1	2	3	4	5	6
lekka	0	0	-1	-2	-3	-3
ciężka	0	0	0	-1	-2	-2

range „1”						
K6	1	2	3	4	5	6
lekka	0	0	0	-1	-1	-2
ciężka	0	0	0	-1	-1	-1

unit's neighboring square. The combat is performed analogically to [7.2]. Attacking units use 2/3 of their strength.

If unit landed on hex adjacent to enemy player can:

- attack only with this one unit
- wait for other units landing nearby this unit and able to fight together.

If unit landed on enemy unit or stack of has to fight alone immediately after landing (order – [17.2.9]). Defender applies only modifiers of surface and fortifications. Defender can be attacked multiple times during airborne assault phase but always fight with whole stack (analogically to [7.1.8]).

[17.2.6] **Surprise effect** of landing airborne units

Before combat after drop assaulting player must roll two dices:

Landing on neighboring square:

2, 3 – attacker loses 3 SP (more than 3 units – loses 4 SP)

4-9 – no effect

10 – attacker gets modifier +3

11, 12 – attacker gets modifier +5

Landing on enemy's unit:

2-4 – attacker is eliminated

5-8 – no effect

9 – attacker gets modifier +4

10-12 – attacker gets modifier +5

This procedure takes place during first attack on unit(s) and only if line units or field artillery is attacked.

[17.2.7] Airborne units which have landed

on armored unit with black or yellow stars modifier, loses extra 1 EP.

[17.2.8] Airborne unit that landed on enemy unit and didn't force it to retreat loses twice as much EP than LOSES AFTER BATTLE table indicates and is placed at whichever adjacent hex.

[17.2.9] After placing all airborne units on potential landing zones we:

a) check the influence of wind – see [17.1.2], [17.1.3]

b) check the effects of AA fire – see [17.2.4]

c) check the losses of assaulting units after drop [17.2.]

d) resolve combat after drop [17.2.5]

Example:

Airborne assault units A, B and C were set on hexes adjacent to enemy AA artillery as fields of planned drop. We assume that this field is an open terrain. After deployment of this unit player chooses that first unit to perform assault will be unit A. This unit wasn't carried away and landed on planned field. Player loses 2 EP as result of AA artillery fire and puts unit on the map (no more losses during landing). Because other units can support unit A during attack player chooses not to attack and starts procedure of assault of unit B. This unit was carried away one hex from destination and landed on city hex out of AA artillery range. In this case unit suffers losses while landing and ends procedure of drop. Unit C is carried on hex with AA artillery. During firing unit loses 3 EP and perform combat after drop (first check for surprise modifier for air assault units). Battle is resolved and enemy artillery wasn't forced to retreat A2(-2) Assault unit loses 4 EP and is moved to adjacent hex and end assault procedure. Because there is no unit able to support unit A it attack alone (without roll for surprise of airborne drop). As the result of this battle enemy is forced to retreat A1 (-1) and loses 1 EP and withdraw one hex away ending procedure of airborne assault.

[17.2.10] Units which have fought in airborne assault phase can't move in the next movement phase.

[17.2.11] Units which have fought in airborne assault phase but didn't force enemy to withdraw (didn't get result Bx) can't attack in next battle phase..

[17.2.12] Units which haven't fought during airborne assault phase can move with half of their movement ability in the next movement phase. Dropped units are considered as units that moved during movement phase no matter what procedure they used to land or fight.

[17.2.13] Airborne unit can't land in area with enemy fighter planes.

18.0 NAVAL UNITS

In "Battles of World War II" game naval units are represented by counters which symbolize group of ships/ naval vessels. They have also movement points. Transport ships and barges have loading capacity rate, which shows how many land units they can carry. Vessels such as battleships, cruisers, destroyers (Naval Support Units/Groups) have strength and artillery range rates. Details are in unit's tables.

[18.1] Basic rules

[18.1.1] Naval units can move just like land units but only on sea hexagons.

[18.1.2] It is forbidden for couple naval units to stay on one square (unless rules say different).

[18.1.3] a) It is allowed for Naval Support Units to stay on one hex – the maximum strength can't be higher than 15 SP – they should be treated like one Naval Support Unit.

b) It is allowed for PT-boats to stay on one hex – the maximum strength can't be higher than 15 SP, PT-boats in stack, during fight with Naval Support Units should be treated separately.

c) It is allowed for transport ships to stay on one hex – the maximum capacity can't be higher than 60 points, for barges the limit is 24 capacity points. In both cases units of stack are treated as one unit.

[18.1.4] Naval unit can cross hex with allied naval unit. Both units spend 1 MP extra for crossing..

[18.1.5] All naval units can be attacked by planes (see 26.0). Additionally, barges, pt-boats and artificial harbor are affected by weather conditions (see 45.0).

[18.1.6] Wrecks of transport ships or naval support units can be used for blocking harbors. If the player decides to block the harbor with ships, he puts the shipwreck counter on the hex, where he sunk those ships. 20% of strength, capacity in the unit, which will be used as a blockade (transport ships – 12 capacity points, naval support – 2 SP), is the condition for this kind of operation. Entering the square with shipwrecks is forbidden..

[18.1.7] Naval units don't have ZoC.

[18.1.8] The cost of movement on sea hexes is 1 MP per square.

[18.2] Harbors

[18.2.1] Squares with both anchor on sea hex and adjoining to it, land square with harbor installations are considered to be harbor.

[18.2.2] Naval units which want to stay in

harbor have to be on sea square of the port. Land units have to stay on the land part of the harbor.

[18.2.3] a) In case of destroying the harbor, the land part is considered to be harbor.

b) In case of attack from Bombers or CAS on harbor (object) we use point [26.2.6].

[18.2.4] 140 points in total can stay on sea part of harbor. Points have to be calculated from strength, load capacity, endurance. Each SP of Naval Support Unit and PT-boat is equal to 6 points, each endurance point of carrier = 6 points, each capacity point of transport ships and barges = 1 point.

[18.2.5] During one stage player can unload/load units with total amount of 60 SP in the harbor.

[18.2.6] In case of occupation of harbor by enemy line unit all units staying in harbor are destroyed.

[18.3] Barges



Barges are the only units that can load /unload units on/from the beaches.

[18.3.1] Barges have 8 MP.

The movement limit can be used both in own movement phase and during beach landing phase (in one stage barge unit can move by 16 squares).

[18.3.2] Barge unit can carry units with total strength equal to it's Capacity Units described in table.

[18.3.3] a) Barges can be carried by transport ships. In that case there can't be any land units on barges.

b) During unloading from transport ship, barge counter is placed on adjacent square to hex with transport ship. Loading land units from transport ship to barges can take place at the beginning of beach landing phase. At the same moment land units and barges can be loaded onto transport ship (before barges move). Loading/unloading land units from ships into barges (and other way) is possible when ship and barge are on adjacent squares.

[18.3.4] Barges don't have strength points.

[18.3.5] Disembark from barges in harbor is regulated by article [18.4.6].

[18.3.6] Embarking units onto barges can also take place in harbors; in that case foot infantry have to spend 1 MP extra, armored, motorized, mechanized, recon units – 4 MP extra, non-motorized artillery – 3 MP extra.

[18.4] Transport ships



Transport ships are used to carry land units on longer distances. Carried unit can be directly loaded/unloaded from/onto ships

only in harbors. Transport ships are needed during beach landing operation far away from harbors.

[18.4.1] Transport ships can move only during own movement phase. Their movement ability is 30 MPs.

[18.4.2] Transport ship can carry units with maximum total amount of strength points, which is equal to ship's **loading capacity**.

[18.4.3] Loading or unloading is possible during own movement phase.

[18.4.4] Transport ship can carry up to 3 barges.

[18.4.5] Transport ships don't have strength points.

[18.4.6] Disembark procedure takes place during own movement phase. Transport ship has to be on sea part of harbor. Unloading units enter the hex with land part of harbor. Unloaded land units can move in the same movement phase with half of their movement ability (capacity limits of hex, see [5.1]). To disembark land part of harbor must be free from enemy.

[18.4.7] Loading onto transport ship takes place in own movement phase. Units spend half of their movement points limit to embark/load. Embarking unit is moved from land hex of port to the sea part of harbor, where transport ship stays.

[18.4.8] The cost of unloading units in harbor, unloading barges and loading land units into them is 20 CP; the same cost is for loading units in harbor and loading barges and units on them onto transport ships.

[18.5] Naval Support Units



Ships which have own guns such as Battleships, cruisers, destroyers are placed into Naval Support Unit (NSU)

[18.5.1] NSU units use artillery fire like field artillery (rules about artillery also affect).

[18.5.2] For every artillery fire, player should check if the fire is accurate. In that case player shows which hex will be under fire and throw with two dices. Then by using the diagram below checks for the place where the firing went. Diagram should be oriented with map in northern direction. The miss of the fire takes place when the results on dices are the same (1-1).

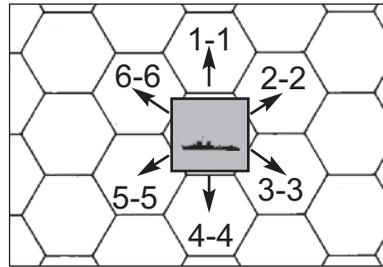
[18.5.3] If the fire went on allied units then we treat this as single handed fire or support for enemy units.

[18.5.4] Single handed fire of NSU (in battle phase) is treated as artillery barrage.

[18.5.5] Only one hex can be target of NSU.

[18.5.6] NSU can't fire during storm.

[18.5.7] NSU can't fire at land when stays



on the hexagon which is adjacent to land..

[18.5.8] NSU can't fire during night stages..

[18.5.9] NSU are treated like light AA batteries.

[18.5.10] During fight with enemy's pt-boats NSU has two zones of fire: interior and exterior (see [18.6]).

[18.6] PT-boats



PT-boats are units which can attack enemy naval unit, especially barges and transport ships.

[18.6.1] PT-boats are acting only in enemy's beach landing phase. See [19.1].

[18.6.2] PT-boats have 15 MPs, unless data in unit's table or on the counter say different.

[18.6.3] PT-boats can choose the target of attack and can easily go near enemy ships; except two zones of NSU (see [18.6.9]).

[18.6.4] During enemy's beach landing phase pt-boats can attack many times but they are limited by certain amount of movement points. The attack costs 3 MPs.

[18.6.5] PT-boat unit can't attack the same target many times.

Example:

PT-boat unit have attacked 10th Barge Group, after that they are going to attack 11th Barge Group. During passing the 10th Barge Group they have entered the exterior zone of 20th NSU(G)'s fire. On each hex of the zone they have to fight. If they are forced to retreat, they will have to retreat by 2 hexes from the direction which they have come from. If PT-boat unit manages to cross the NSU's fire, it can attack 11th Barge Group.

[18.6.6] a) After using all movement points, the PT-boat unit automatically returns to closest harbor,

b) If the pt-boat unit can't enter the harbor, because of it could exceed the movement point limit, the pt-boat unit stays on the adjacent hex to the square with sea part of the harbor (pt-boat unit doesn't stay in harbor); if that situation happens, the pt-boat unit will move with 2/3 of his MP limit in the next stage.

[18.6.7] PT-boats have to be on adjacent square to enemy naval unit if they want to attack them.

[18.6.8] The result of attack on Barges and transport ships are checked in PT-BOATS ATTACK ON BARGES AND TRANSPORT SHIPS table.

[18.6.9] a) When PT-boat unit enters the NSU's exterior zone of fire (see the drawing), the player has to make the throw and then he has to check the accuracy of NSU's fire in PT-BOAT LOSES IN EXTERIOR ZONE table.

When pt-boat unit enters interior zone of NSU's fire, the player should make the same procedure but the result should be checked in DIRECT FIGHT BETWEEN PT-BOATS AND NAVAL SUPPORT UNIT, **b)** if NSU has received result „z” from the direct fight with pt-boat unit, player has throw one dice to check the casualties of the NSU unit in NSU LOSES FROM PT-BOAT ATTACK table.

c) in case of pt-boat attack on a carrier, player should roll a dice:

1-5 – carrier is destroyed

6 – no effect

[18.6.10] NSU can fight many times with pt-boats during one phase.

[18.6.11] PT-Boat unit can fight with many NSU units (separately for each fight with NSU unit)

[18.6.12] Ships which are attacked by pt-boats, can suffer less damage- by 2 SPs, if there is an allied fighter or CAS unit in 4 hexes range from attacked unit. The allied air support cumulates: for each 4 SP of air unit which covers naval units – casualties decrease by 2 SPs.

[18.6.13] During night stage, attacked NSU's casualties are higher by 2 SPs than during day stages. In case of pt-boat attack on barges or transport ships player should add +2 to the result from cube throw.

[18.6.14] PT-boat unit which have succeeded in attack on NSU can enter the NSU's exterior zone without being fired from this NSU.

[18.6.15] PT-boats can't leave harbor during storm. All units which are beyond harbor during storm are coming back to the harbor and after that we check for loses in CASUALTIES AT SEA table, and we subtract 2 from the cube throw result.

[18.6.16] a) PT-boats don't have to return to harbor and can stay on hex where they finished moving. This costs 3 MPs.

In the next stage the pt-boat unit moves with 10 MP, but it can move from the hex, where it had finished in previous stage.

b) PT-boat unit can't stay away from harbor for 2 stages or more.

c) None of enemy's naval units can enter the hex with pt-boat.

[18.6.17] PT-boats which are at sea can be attacked by artillery, NSU, CAS units.

NSU can use artillery fire (act as an artillery) or fire once in exterior zone and once in interior zone, when attacking pt-boat unit.

[18.6.19] NSU can't fire at pt-boats (those which stayed beyond the harbor), which are in it's exterior zone at night.

[18.7] Carriers (CV)



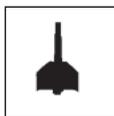
In „Battles of II World War” games carriers are treated like floating airfields.

[18.7.1] Carrier has 40 MP limit, if scenario rules aren't

different.

[18.7.2] Carrier doesn't have any strength points and is eliminated when enemy Naval Support Group enters the hex with the carrier.

[18.7.3] Carrier can carry aircraft units with strength not higher than carrier's EP.



[18.9] Coastal Batteries

Coastal Batteries aren't sea units but due to their special attributes the rules about Coastal guns are placed in this chapter.

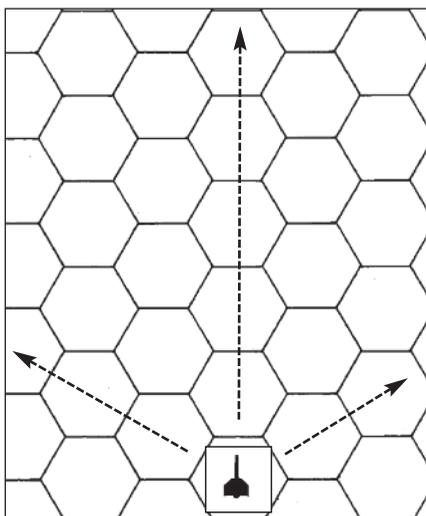
[18.9.1] Coastal guns don't have movement points. They have to be placed in specific direction, because they can't be turned or moved during the game.

[18.9.2] Coastal guns can fire at targets in 120 degrees sector.

[18.9.3] Coastal battery, during firing acts as a field artillery (also affected by rules about artillery) – but coastal guns can fire at moving naval units, during enemy's movement phase or beach landing phase; Coastal battery can fire together with field artillery.

[18.9.4] During direct combat coastal battery fights with 1 SP.

[18.9.5] Alone coastal battery is eliminated when during the direct combat is forced to



retreat/lose 2 strength points.

[18.9.6] Coastal battery can fire at any enemy unit, even when is in enemy ZoC. Can provide artillery fire even when is attacked.

[18.9.7] Minimum firing range for coastal guns is 2 squares. Battery can't fire at units which are on adjacent hex.

[18.9.8] Coastal Batteries are supply bases only for themselves. Other allied unit which stays with coastal battery can't receive supplies from the battery.

[18.9.9] When during firing at naval or beach landing units 2/3 of strength comes from coastal batteries, we add +1 to throw during checking the fire effectiveness.

[18.10] Artillery fire and air assault at naval units

[18.10.1] Naval units which are in enemy's artillery range in artillery barrage or combat phase, can be fired at (see also [18.9.3].

[18.10.3] a) firing at beach landing – see [19.2.3].

b) When enemy's barge or transport ship have entered the harbor and haven't unloaded land units, player can fire at those ships – we use article [19.2.3]. The rule affects when transport ship/barge loaded land units and wants to leave the harbor. We use ARTILLERY FIRE AT BARGES AND TRANSPORT SHIPS table.

[18.10.4] to check the result of the firing, we accumulate the strength of firing artillery units and we throw dices. The effect of the firing is in ARTILLERY FIRE AT NAVAL UNITS or ARTILLERY FIRE AT BARGES AND TRANSPORT SHIPS table. In case of firing at transport ships and barges, both transport and carried unit suffer casualties.

[18.10.5] If the firing unit stand on land, no more further than 2 hexes from the closes sea square, or at sea, we can fire without regulation from point [9.6.3].

[18.10.6] During night naval units can't be shot by artillery.

[18.10.7] Independent air attacks are treated as single handed artillery fire.

[18.11] Direct fight between NSU and NSU, barges and transport ships

[18.11.1] a) NSU is acting as it has ZoC, against all enemy naval units (except pt-boats).

b) When naval unit (other than pt-boat) enters the square which is in 2 hexes range from enemy NSU, has to spend 1 MP extra for each hex in NSU's range..

[18.11.2] NSU can attack enemy's NSU from adjacent square during own movement phase. The direct fight look like this: both

players throw dice and each side checks enemy's loses in DIRECT FIGHT BETWEEN Naval Support Units table. Casualties are marked at the same time.

[18.11.3] Direct fight between NSU and transport unit is made like in [18.11.2]. We use the same table like in [18.11.2] but the result from the table is multiplied by 20 – this number then shows the transport unit's percentage casualties. Transported units also suffer loses. Barges and transport ships don't cause any damage to NSU units..

[18.11.4] 4 During one movement phase one naval unit can take part in one direct fight (except [18.11.6]). Couple NSUs can attack together.

[18.11.5] During one stage, NSU can't provide artillery fire and fight directly in movement phase.

[18.11.6] During enemy's movement phase our NSU can enter the adjacent hex to the hex with hostile NSU, to attack directly. Enemy's NSU during move has to be in 2 squares range from our NSU. We can't do that if the enemy enters the our NSU's exterior zone and declares that he will attack.

[18.11.7] If among naval units stationing on one hex are NSU units than player must attack them.

[18.11.8] NSUs can have a naval battle rate in the units table; near the unit's number – in that case, the difference between naval battle rates of directly fighting NSUs, can influence on battle result (see modifications to DIRECT FIGHT BETWEEN Naval Support Units table)

19.0 BEACH LANDING

[19.1] Basic rules

It is phase where assaulting units can come on shore (from barges to beaches).

[19.1.1] Order of procedures during beach landing.

a) barges are unloaded from Transport ships and troops are loaded in to the barges, barges are moving towards beaches and barges are placed on squares adjacent to squares with coast line; in this part of phase units can be loaded from barges onto Troopships.

b) torpedo-boat movement and attack

c) artillery fire at landing craft units

d) unloading on beaches

[19.2] Details

[19.2.1] During the beach landing phase assaulting units can be unloaded from barges on to beaches.

[19.2.2] Every type of unit can land on a beach.

[19.2.3] After putting assault barges near coastline enemy can fire at them using artillery. Barges have to be in range of artillery fire. The result of firing is searched in ARTILLERY FIRE AT BEACH LANDING. Rule [9.6.3] is applied.

[19.2.4] If there is an enemy unit on a square where we want to land, a direct fight has to be made. Assaulting units fight with 1/4 of their strength. Attacker is player who makes beach landing. If those units win the fight can take in chase only the square where was enemy unit.

If they loose and had to retreat, they suffer casualties like they couldn't retreat. Landing craft unit suffers losses in their load capacity. The amount is the same as the unit's losses.

[19.2.5] . After landing in the nearest movement phase non-motorized units can move by using half of their movement points and motorized and armored can move by using 1/4 of their movement points.

[19.2.6] By using landing barges player can evacuate his units from beaches. At the beginning of movement phase barge unit has to be on sea hex which is next to hex with coast line (with beach). Infantry by using 2 MPs, motorized units, armored, recon units by using 6 MPs and field artillery by B MPs are loaded into landing craft units. In the same phase LC unit can move.

20.0 ENGINEER UNITS

These units can lay minefields, destroy minefields, build, rebuild and destroy objects.

[20.1] Basic rules

[20.1.1] Engineer units are considered to be motorized infantry units but they can:

- cross small rivers (cost 2 MPs extra),
- great rivers like foot infantry,
- scarps (5 MPs extra),
- move in mountains by spending 4 MPs,
- move through swamps by spending B MP Truck icon or lack of it on the counter doesn't affect on engineer unit movement.

[20.1.2] Engineers of air assault units move like foot infantry.

[20.1.3] Engineer units can perform special Actions. Those Actions are:

- laying minefields and destroying them
- building, rebuilding bridges
- rebuild destroyed objects [22.3]
- helping in crossing through river while moving for units on one hex
- destroying objects
- attacking (two actions)

[20.1.4] Number of actions performed by engineering unit can't be bigger than it's actual SP

Example:

Engineers unit with 4 SP can during one stage put one minefield and perform destroying not more than 3 objects. It can also destroy 4 objects when mine field wasn't put up.

Example:

Engineering unit rebuilding bridge on small river must spend 1 action at moment entering river edge, and another one at next turn while crossing on other side of river rebuilding bridge.

Example:

Engineering unit helping with crossing the river units from 3 hexes must spend 3 actions.

[20.1.5] Engineering unit participating in battle influence fight with modifier of +1 but can't increase losses of defender.

[20.1.6] Engineers operating range is equal their EP. It's calculated by checking if by spending all MP engineering unit could move to field on which given unit is standing. [20.1.1] also is applied

Example:

Engineers of air assault division have 5 MP. Checking after landing it's operating range for allied unit that want to destroy bridge player must find out if by spending 5 MP (moving as foot unit) unit could enter hex occupied by that unit.

Engineers of infantry division have 8 MP. Checking it's operating range for allied unit that want to destroy airfield player must find out if by spending 5 MP (moving as motorized unit) unit could enter hex occupied by that unit. Doesn't matter if that unit had already moved, or will be moving.

[20.2] Details

[20.2.1] Before start of the game, player has to decide what his engineer companies (weaker than B SP) will do:

- 1) influence in fight (+1 modifier)
- 2) lay and destroy minefields
- 3) build bridges

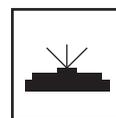
All engineer companies can rebuild and destroy objects and help in crossing rivers while moving.

[20.2.2] Engineer battalion which strength has been reduced to 2 SP becomes a subject of point [20.2.1].

[20.2.3] Two (or more) weakened engineer battalions can be treated like one battalion with strength equal to total amount of their strength.

21.0 MINEFIELDS

[21.1] Laying mines



[21.1.1] Minefields can be put only by engineer units.

[21.1.2] Engineer units that is not moving during it's movement phase can, by

spending all its MP put a mine field on occupied or adjacent hex (but not field behind great river or scarp).

[21.1.3] With mines is covered with „minefield” counter.

[21.1.4] It is forbidden to put minefield in enemy ZoC.

[21.1.5] Nie można minować pól, na których stoją inne oddziały.

[21.1.6] It is forbidden to put mines on squares with units.

[21.1.7] If scenario rules don't say otherwise through whole game engineering unit can't put more minefields than its doubled initial SP.

Example:

Engineers unit with initial strength of 4 SP can during one game put 8 minefields.

[21.2] Minefields effects

[21.2.1] Unit which is entering minefield spends extra 2 MPs(not motorized) or 3 MPs (motorized).

[21.2.2] In case of entering by unit (allied or enemy) casualties should be checked in the table CASUALTIES ON MINEFIELDS.

[21.2.3] Player whose engineer unit has entered minefield is making a throw:

6 – unit loses 1 SP,

1-5 – no effect,

When this happens during night stage:

4-6 – means losing 1 SP,

1-3 – no effect.

Results from table CASUALTIES ON MINEFIELDS don't matter.

[21.2.4] An unit which is entering hex with minefield on which allied engineer unit stays, doesn't suffer casualties. The unit spends extra MPs (see [21.2.1]).

[21.2.5] Units which are attacking from minefield are using half of their strength.

[21.3] Minefield disposal

[21.3.1] Minefield can be only disposed by engineer units.

[21.3.2] When player wants to dispose of minefield his engineer unit has to stand on the square with mines and has to spend all it's MPs in the movement phase. Minefield is disposed (token is putted away) after this movement phase has ended.



[21.3.3] Minefields can't be disposed in enemy's ZoC.

[21.3.4] When disposing minefield engineering unit is not participating in battle [9.5].

22.0 OBJECTS

As objects we use: bridges, roads, ports, airfields, mine fields, railroads and ferries.

[22.1] Destroying objects

[22.1.1] Objects can be destroyed by bombers and tactical bombers during air phase, by artillery during artillery barrage phase or during fight (single-handed fire phase).

[22.1.2] Effect of artillery fire is checked in table: DESTROYING OBJECTS BY ARTILLERY, effect of air attack is checked in tables STRATEGIC BOMBERS ATTACK or TACTICAL BOMBERS ATTACK ON OBJECTS.

[22.1.3] Objects on hexes with units can be destroyed.

[22.1.4] Destroyed object is covered with special „Z” (D) counter or taken away from the map..

[22.1.5] Result „Dam.” (damaged object) means that object cannot be used until engineering units standing on it's hex spends 3 MP to rebuild it..

[22.1.6] In case of destroying mine fields by artillery or air units result Dam. means no effect but if the same result will happens three times in one or in next two stages mine field is considered to be destroyed. „Z”.

[22.1.7] Objects can be destroyed during movement phase by any unit (except, artillery, armored trains and HQs). Destroying object costs 3 MP after entering hex with object. Unit which wants to destroy object has to be in range of allied engineer unit (from the same division, brigade, corps or army).

[22.2] Effect of destroying object

[22.2.1] Destroyed objects can't be used.

[22.3] Rebuilding destroyed objects

[22.3.1] Objects can be rebuild only by engineers.

[22.3.2] Rebuilding unit has to stay for defined amount of stages

bridges	– see 19.2.2
rail roads	– 1
airfields	– 3
harbors	– 6

[22.3.3] Terminated rebuilding has to be started again if engineer unit had to retreat from the square..

23.0 BRIDGES (ROAD, RAILWAY)

[23.1] Destroying

[23.1.1] Bridge can be destroyed (blown up) by any line unit.

[23.1.2] Bridge can be destroyed only during movement phase and counterattack phase.

[23.1.3] Bridges are destroyed on the same rules as other object.

[23.1.4] To blow up bridge during own counterattack phase unit has to on one side of the bridge. To destroy the bridge player throws with two cubes: result 2, 3 (total) means that bridge isn't destroyed. Other results mean that the bridge is destroyed.

[23.1.5] Bridge can be blown up only when:
1) both sides of the bridge are cleared from enemy

2) on opposite side stays enemy but own unit which will destroy the bridge was first near the bridge.

[23.1.6] Bridges can be destroyed by artillery and air forces, like other objects – see [23.1].

[23.2] building and rebuilding bridges



[23.2.1] Bridges can be build or rebuild only by engineer units. Building (or rebuilding) can start when hex on the

other side of bridge is free from enemy units and their ZoC or when allied unit is standing on that field.

[23.2.2] To build, rebuild bridge on big river:
a) engineer battalion in its movement phase takes square adjacent to river, on which it will build (rebuild) bridge.

b) in the next own movement phase battalion moves to free square on the other side of the river

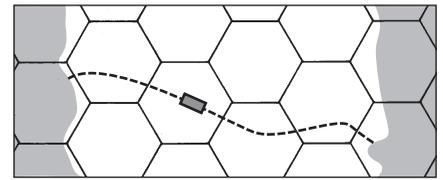
c) in the beginning of the next own movement phase bridge is considered to be build (rebuild).special counter with bridge should be put, in case of rebuilding counter which indicates destroyed bridge is taken off the map.

[23.2.3] Unit which is building bridge can fight but when it is forced to retreat it has to start the building procedure again.

[23.2.4] In case of building (rebuilding) bridge on small river we skip point [23.2.2]c.

[23.2.5] The number of engineer unit doesn't affect on speed of bridge building.

24.0 FERRY



[24.1] Ferry crossing

[24.1.1] During one movement phase two units can be carried by ferry.

[24.1.2] To make a cross by ferry:

a) during own movement phase unit should stop on a square where ferry is

b) in the next own movement phase by spending all MPs unit is put on the other side of the crossing.

[24.1.3] Ferry crossing is allowed when both sides of the crossing are free of enemy.

[24.2] Destroying the ferry

[24.2.1] Ferry can be destroyed when one of the players will make procedure of destroying objects (see [22.1.7]), or by air attack.

[24.2.2] . It is possible to destroy ferry by artillery with barrage or single handed fire. In that case one of the land squares where ferry is running and majority of water hexes has to be in artillery range. Ferry is destroyed when „Z” result occurs.

[24.2.3] Destroyed ferry can't be rebuild.

25.0 RIVER CROSSING IN THE MARCH

Barriers which can be crossed during movement are small rivers and canals.

[25.1] Details

[25.1.1] Armored and motorized units can cross small rivers only by making procedure of crossing.

[25.1.2] An unit which is in the beginning of own movement phase, on one side of small river can cross to the other side by spending half of it's movement points.

[25.1.3] Cross in march is possible when engineer unit from the same division (brigade) or engineer unit from the same corps or army is in range.

[25.1.4] When corps units want to cross river during move they can be attached to a division from the same corps and then they can make the cross with help of divisional engineer unit.

This regulation is the same for army support units.

[25.1.5] Regulations about crossing have to be applied when armored and motorized units are crossing rivers in other phases unless

special regulation states different.

26.0 AIR UNITS

In the Battles 1943-45 system air forces are fictional. Air units are not real (there aren't any squadrons, air wings). Counters represent only strength and type. Air units can perform missions corresponding to their type. More information about air units can be found in description of air phase [3.3], AA artillery [10.2] and in chapter Air units and AA artillery at night [13.2].

[26.1] Basic rules

[26.1.1] Every air unit has a certain amount strength points. Strength can be reduced by enemy AA guns or enemy fighters

[26.1.2] Air units aren't affected by rules about ZoC

[26.1.3] Air unit can make only one mission during stage unless there is other regulation.

[26.2] procedure of using air units

[26.2.1] In the beginning of air phase, player without initiative notes position of his air units. Then he performs procedure [26.2.2]. After this, player with initiative puts his air units (averse up) on the map. Then player without initiative puts his air units on the chart accordingly to his notes (averse up). Analogical procedure is performed during phase of player without initiative. In that case player with initiative can in secret set his unused units (that wasn't set during his air phase) and player without initiative performs procedure [26.2.2] and deploy his unused units.

[26.2.2] After the writing the position of air units on paper by the player without initiative, the attacking player shows one chosen hexagon on the map and makes dice roll:

1-4 – no effect

5 – R(3)

6 – R(5)

R(n) – enemy has to show all air units which are in range of „n” hexes from the chosen hexagon. Recognized air units are put on the map (reverse side).

[26.2.3] After placing air units on abverse side, anti-aircraft artillery can fire at those air units.

[26.2.4] After checking the result of anti-aircraft fire, air units of both sides can make planned air missions with direct order (shown below).

1. Combat between fighter planes.

2. Fighter planes affect on enemy air units

3. single-handed attacks of fighter and CAS units

4. Bomber attacks on cities, objects and units.

5. air reconnaissance

6. supply drop

7. transporting units by transport planes

[26.2.5] After completing air missions and checking eventual casualties, all air units return to airfields (till next air phase) – air units are put off the map.

[26.2.6] Air units that wasn't used stay on map and can carry other air missions during other phases:

1) support land units (movement and combat phases),

2) fighter and CAS tactical attacks (see 26.9.1),

3) defend sea units from enemy PT-boats (beach landing phase),

4) air reconnaissance (movement and counterattack phase – see [26.7.5])

[26.3] Airfields

[26.3.1] Each airfield has own name (mostly is the name as the city).

[26.3.2] Each player has some airfields in command at the beginning of the game.

[26.3.3] Before starting the game, players allocate air units to airfields. There can't be more than 5 air units on one airfield. Allocated air units can't be moved to other airfields and stay on the air field till end of the game. Unit designation and airfield names have to be written down.

[26.3.4] It is forbidden to use airfield in enemy ZoC. In that case air units from this airfield have to land (after air missions) on other airfields; player has to remember rules from point [25.3.3], if this condition can't be fulfilled, air units, which couldn't land, are eliminated.

[26.3.5] Air units can't be moved to captured airfields.

[26.3.6] Air units are eliminated when enemy unit enters the square with the airfield.

[26.3.7] . If the artillery fire, bomber or CAS attack:

– damages the airfield – we use [26.3.4],

– destroyed from those attacks – we use [26.3.6].

[26.3.8] Scenario can allow air units to act from airfields outside the map or from carriers.

[26.3.9] Player who doesn't want to use air unit to combat missions can leave the unit on the airfield.

[26.3.10] If during the same stage, when air unit didn't make any air mission, the airfield is damaged from artillery fire, bomber or CAS units, then beside consequences from 26.3.7, player who attacked the airfield throw cubes to check the damages of those

air units which stayed (didn't make any air missions) at the attacked airfield. The result of the cube throw is divided by 2 (rounding up) and shows loses in SP of air unit which stayed at the airfield.

[26.3.11] Fighter planes can attack air units which stayed at the airfield (didn't make any air missions). This is special procedure of fighter attack. To check for loses of air units at airfield we use the same procedure like in 26.3.10 with adding +1 for each fighter unit which is attacking the airfield.

[26.3.12] The procedure from [26.3.10] against air unit, which didn't make any air mission, can take place once a stage.

[26.4] Fighter units



[26.4.1] Fighter units are used to cover designated area from enemy air units and to cover allied air units.

[26.4.2] Fighter units can make single-handed fighter attacks at land units or barges (LCA, LCT) that are within 10 hexes radius from unit (fighter activity zone).

[26.4.3] If fighter unit is placed in enemy's fighters zone, then the dogfight has to take place to see whose fighters will dominate over the area. Player with initiative shows his fighter unit which will be the main unit, then player without initiative designates his main fighter units from fighter units which are in range of the enemy's main unit. All fighter units which have their main fighter unit in range, can take action in the dogfight.

[26.4.4] Order of resolving battles is designated by player whose phase is now taking place. Every hex containing enemy fighter that is within radius of allied fighter activity zone must be attacked accordingly to point [26.4.3].

[26.4.5] When enemy fighter is attacking allied unit defender can interrupt this attack with his own fighter that is in range. In that case first must be resolved dogfight described in 26.4.3. If during this fight defending fighters were forced to escape (result U) and attacking units remain (not U.) and can attack.

[26.4.6] To check the result of fight between fighters (dogfights) we sum up strength points of all fighter units which will fight and throw dice. The result is checked in DOGFIGHTS table.

[26.4.7] Player who has initiative is the attacking side.

[26.4.8] used in tables DOGFIGHTS mean:



U – unit returns to its airfield (terminates mission)

-1,-2,-3,-4 – loss of 1, 2, 3, 4 strength points
Results for attacker are shown before line and result for defender are shown after the line.

[26.4.9] After determining dogfight results, player should check loses of non fighter units which are going to make air mission in enemy's fighters range (zone).

The procedure affects those air units which are attacked by enemy fighters. To see what are the casualties of non fighter units we throw one cube. The result from the throw is divided by 2 (round down) – this result show amount of casualties in strength points.

All attacked non fighter unit (it doesn't matter if they had suffered any loses) abort their missions (they return to airfields).

[26.4.10] One fighter unit can attack any number of non-fighter units up to it's number of SP.

[26.4.11] Fighter units that wasn't attacked can perform their missions.

[26.4.12] Procedure from 26.4.10 can be applied to one non-fighter unit once per stage.

[26.4.13] Fighter units can, during air phase attack not-armored land units. Units in forests, cities, forts, fortified lines and mountains can't be attacked.

Results of those attacks we can find in SINGLE HANDED FIGHTER ATTACKS table. It attacking unit is entrenched then we subtract 1 from the result of cube throw.

[26.4.14] If there is a transport column in attacked stack, the attacker with fighter planes player can declare that the transport column will be the target of the attack. In that case we don't use SINGLE-HANDED FIGHTER ATTACKS table, but we throw one dice:

1, 2 – 1 endurance point casualty

3, 4 – 2 endurance points casualty

5, 6 – 3 endurance points casualty

Casualties are suffered by transport column and transported units.

[26.4.15] Fighter units can make single-handed fighter attacks on barges [26.4.13] Casualties are suffered by carried and carrying units, result „z” doesn't affect.

[26.5] Close Air Support CAS)



[26.5.1] CAS units can be used to destroy objects, single-handed attack at land and naval units (air phase), support allied land units (movement phase – attack from

march, combat phase), cover allied units from enemy PT-boats attack or tactical attack.

[26.5.2] To check results of single-handed attack of CAS unit we use SINGLE-HANDED CAS ATTACK/AIRSTRIKE.

[26.5.3] To check result of attack at objects we use CAS ATTACK/AIRSTRIKE AT OBJECTS.

Current object can be attacked by many CAS units; every attack is made separately.

[26.5.4] CAS units, which will support land units, are placed in air phase in the area where we want to support our land unit. CAS unit can support allied land unit which is in 10 hexes radius from the CAS unit. Allocating CAS unit to land unit (to chosen combat) takes place just before chosen direct combat during movement or combat phase – CAS unit is moved to the hex with supported unit .

[26.5.5] CAS unit supporting own land units can be attacked by enemy fighters [26.4.4], [26.4.5].

[26.5.6] During the support of own units by CAS unit we add the CAS unit's strength to the strength of supported land units.

[26.5.7] CAS unit can support allied unit once a stage. After completing mission CAS unit returns to home airfield (till next air phase).

[26.5.8] During CAS attack at naval units, the result from SINGLE-HANDED CAS ATTACK/AIRSTRIKE is multiplied by 10; this result shows percentage casualties of attacked naval unit.

[26.5.9] During checking for the result in SINGLE-HANDED CAS ATTACK/AIRSTRIKE table we add effects of terrain, trenches and fortifications modifiers – like in case of SINGLE-HANDED ARTILLERY FIRE (ARTILLERY BARRAGE), with one exception:

– hills don't give the defender any modifier.

[26.6] Strategic bombers



[26.6.1] Strategic bombers can:

- 1) destroy objects
- 2) attack land or sea units
- 3) bomb cities

Maximum 3 Str Bombers units can bomb one hex; bombing takes place during air phase. Each Str. Bombers unit attacks separately (except point 26.6.4).

Next bombing takes place after checking effect of previous bombing.

[26.6.2] Str. Bombers can't bomb enemy units which are on neighboring squares to hexes with allied units.

[26.6.3] Terrains affects the result of bombing: from the result of dice throw we subtract the terrain modifier (if there is any modifier) described in EFFECT OF TERRAIN ON BATTLE table and modify result by fortifications and check the result in table STRATEGIC BOMBERS ATTACK.

[26.6.4] The SP of bombing units also affects the result of bombing – see STRATEGIC BOMBERS ATTACK table. To make the bombing more effective two weakened STR. bombers units can attack together with the sum of their SPs but they can't use Strength higher than 5 SP. If the bombing units which have more than 5 SP will suffer loses from AA fire then they can bomb together with strength 5 which is decreased by loses.

[26.6.5] During attack at night, before checking influence of enemy AA fire, the player should throw dice:

1-4 – the hex below Str. Bombers unit is bombed

5 – the neighboring hex is bombed

6 – bombers will bomb hex which is in 2 hexes radius from bombers position.

If there are results 5, 6 we use points 17.1.2 and 17.1.3 to check which square will be attacked. The bombing unit is moved to the hex (new target) and then we check the result of AA fire. If the bombers unit is moved to the hex with allied unit, the unit or object on this square (enemy decides) is attacked.

[26.6.6] Bombing units at night gives **-1** to the result of cube throw.

[26.7] Recon planes



[26.7.1] At the end of the air phase identifying takes place. Camouflaged enemy units are put on the abverse side.

Land unit which are on the same square with Recon planes are automatically identified (doesn't matter the terrain). All enemy land units which are in 2 hexes radius from the Recon planes and aren't in city, mountains, woods, forts can be identified. Player who has recon planes shows the hex and enemy has to show which unit stay on the square.

[26.7.2] Recon planes can identify units at range not higher than their EP.

[26.7.3] Recon planes unit can be attacked by AA artillery just before recognizing. If AA unit force recon planes to flee, the target of recognizing is not identified. Recon pla-



nes unit terminates it's mission and must return to airfield.

[26.7.4] AA unit can only once fire at recon planes unit during air phase.

[26.7.5] Recon planes unit which isn't in enemy fighter planes zone or wasn't forced to flee by AA unit, stays on the map (on the same hex) and recognizes: all enemy units which will enter (during movement phase) the hex with recon planes or adjacent to it (except when the terrain is: city, mountains, fort, woods) are recognized [26.7.3].

[26.8] Transport planes



[25.8.1] Transport planes can carry units between airfields and supply them.

[25.8.2] To transport units:



a) during current air phase transport planes unit is placed on chosen airfield.

b) during closest movement phase unit is moved to the airfield (loaded automatically)

c) during next air phase transport planes unit with carried unit are moved to another airfield.

d) in the next movement phase carried unit moves on basic rules.

[25.8.3] Transport planes can carry, non-motorized, motorcycle, engineers units and HQ's.

[25.8.4] Transport planes unit can carry units of total SP equal to SP of plane. Loss of EP of transport plane means that carried units also loses that many EP.

[25.8.8] Transport planes unit can be a supply base for land units. During supply drop transport planes unit is placed (during air phase) on a square on which the supply drop will take place.

[25.8.9] From hex indicated in 26.8.5 we can make supply line equal to half of SP of transport plane. This line can't be extended in any way.

Example:

TP with 5 SP allows to supply units in area of 3MP from drop field.

[25.8.10] Supply drop can't take place on a square in enemy ZoC, except situation when allied unit is on the square which in enemy ZoC. Also the drop can't take place on hexes unavailable for motorized units.

[25.8.13] transport planes unit/s which carry land units aren't affected by rules from point [45.2.4].

[26.9] Fighter and CAS tactical attack

[26.9.1] Fighter and CAS units can make

self-handed attack against land and naval units during enemy's movement phase, his counterattack or beach landing phase (tactical attacks).

[26.9.2] Fighter or CAS unit can attack enemy unit, which after finishing moving or during move (moved at least 1 hex), which will be in 10 hexes range from attacking fighter or CAS unit. The air unit is moved to a hex with enemy unit and the attack procedure takes place; attack procedure is the same like during single-handed attack during air phase.

[26.9.3] Fighter or CAS unit can attack, at the end of enemy's movement phase, enemy unit which haven't moved and stays in 10 hexes range from the air unit.

[26.9.4] Tactical attack can be made by those fighter and CAS units which didn't or won't make any air missions.

[26.9.5] The air unit can attack once and then returns to the airfield.

[26.9.6] For tactical attacks must be applied [26.5.5]

27.0 INFANTRY UNITS

Mechanized infantry units are those which have a halftrack or soldier with halftrack on their counters. The units despite lower amount of men were well equipped with machine guns, mortars, artillery and APC's and that was making them stronger than infantry units.

Motorized Infantry units have soldier with truck on their counter

Infantry units have only soldier on their counter. Detailed rules can apply to mechanized or non-mechanized units or other units.

[27.1] Basic rules

[27.1.1] Mechanized infantry can be under fire in Combat fire (see [9.2]).

[27.1.2] Mechanized infantry units have armor modifier +1 if fighting against unarmored units..

28.0 COMMANDO



Commando units are those where commando symbol or Commando, Rangers, ZbV sign in on the counter.

[28.1] Details

[28.1.1] When Commando unit enters the

hex it spends 1 MP on every terrain square except mountains where entering costs 2 MP.

[28.1.2] Commando units can make paradrop.

[28.1.3] During the BEACH LANDING commando unit is automatically moved to any shore hex in range of 8 hexes of transport unit which carried the Commando unit. Unlike any other unit commando units can land on fields other than beach..

[28.1.4] Commando unit doesn't have to stop in enemy Zone of control. entering the next square which is enemy's ZoC The commando units spends extra 2 MP(day stage) 1MP (at night stage). Leaving enemy ZoC causes commando to spend 1 extra MP during day, but no extra points during night.

[28.1.5] At battle phases commando units are affected by enemy ZoC.

[28.1.6] Commando units can destroy objects by themselves. it costs 2 MPs.

[28.1.7] Commando units attacking from swamps use full SP

[28.1.8] When Commando Unit during night stage attacks single-handed without any support of allied units enemy unit it gains modifier +4 (night attack of commandos) in the attacker/defender rate. Point [13.1.3] is not applied.

Example:

A ranger battalion have attacked a German infantry battalion in a city square. Attacker strength: 4, defender strength: 5, quotient is 1:1,1 after rounding is 1:1, by taking into account the night attack of commandos modifier (+4) and the city modifier(-2) we get the rate 3:1

29.0 ARMORED UNITS

[29.1] effect on combat

[29.1.1] While attacking armored unit gets modifier equal to number of his black stars. When more armored units attack the highest armored modifier is taken into account

Example:

Entrenched infantry battalion (strength 5) is on the hill (- 2 for defender) and is attacked by tank battalion with 21 SP. Tanks have armor modifier +2 (for black stars). Strength ratio is 21:5, so 4:1. This ratio is modified by +2 for armor and - 3 for terrain and fortifications so final ratio is equal 3:1.

Example:

If infantry battalion from previous example is supported by company of heavy tanks „Tiger” with armor modifier +3 and 3 SP than ratio of this fight would be equal 1:3.

[29.1.2] Armored trains are also armored units

[29.1.3] During the attack on unarmored unit,

if attacker has an armored unit with yellow star modifier than he adds modifier equal to number of stars of this unit. When more armored units with yellow stars attack the highest armored modifier is taken into account.



modification +2(+1)



modification +3



modification +3



modification +1

[29.1.4] Influence of black and yellow stars on units with flamethrowers can be added even when they concern only one attacking unit.

Example:

German unit StuH 42 attacking infantry stationing with self-propelled artillery and armored cars gets +2 modifier for black stars and +1 modifier for yellow star. If armored cars have black stars than we take their modifier under consideration (on defender favor). Attacker can get more modifiers when supported with flamethrower units.

[29.1.5] Armored units, which are in woods or in a city hex are fighting with half of its strength.

[29.1.6] During attack on woods, cities or

mountains armor modifiers (black stars) doesn't count.

[29.1.7] During defense on woods, cities or mountains armor modifiers (black stars) doesn't count.

[29.1.9] Armored units fighting without allied infantry units (on one hex) lower their armor modifier (black and yellow stars) by -1.

30.0 HEAVY MACHINE GUN UNITS (MG)

[30.1] Impact on Combat

[30.1.1] Defending non-motorized MG unit is a successful weapon against an attack of enemy infantry. Enemy infantry units which are attacking the MG unit are reducing their strength by half.

[30.1.2] Motorized MG unit acts the same in defense as non-motorized MG unit.

[30.1.3] Attacked infantry unit which is not entrenched and in open area or at hills, defends with half of its strength.

[30.1.4] [30.1.3] doesn't affect when there is an armored unit or unit with armored modifier defending with infantry.

[30.1.5] NKWD and light AA units are also considered to be MG units.

[30.1.6] MG units are affecting cavalry, HQ's and motorized and not-motorized artillery units the same as infantry. This rule applies for defending snipers on attacking enemy units.

31.0 BATTLEGROUPS /TASK FORCES

[31.1] Basic rules

[31.1.1] Battlegroup/Kampfgruppe may create at own movement phase units with more than 14 SP. Created battlegroup can be terminated during next own movement phase. Till that moment units from battlegroup can split up (during pursuit for example). This group have MP equal to slowest unit of that group.

[31.1.2] If battlegroup fights in battle commanding player gets modifier +1.

[31.1.3] Battlegroups must be made from units of the same division, brigade and/or corp units of the same corp.

[31.1.4] Influence of battlegroups is cumulative.

[31.1.5] Battlegroups have special token (to hide from enemy) but can also occur as a stack.



Part III

32.0 SUPPLIES

[32.1] Supply line

[32.1.1] Supply line is a line of hexes between supply base and unit.

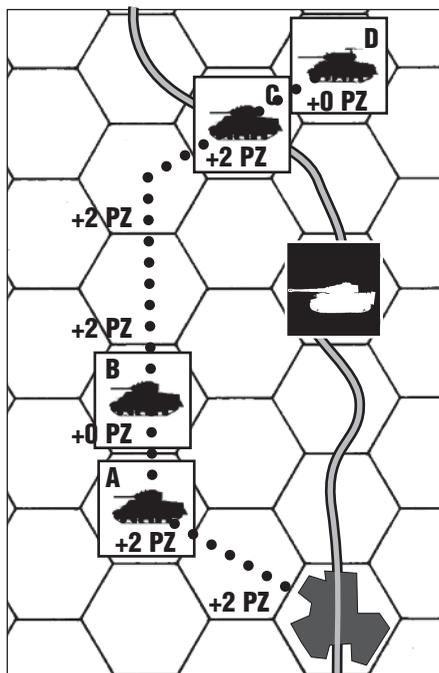
[32.1.2] Supply bases are some areas or edges of the map (their placement is in scenario).

[32.1.3] Supply line can't go through:

- mountains (unless it goes by road),
- sea,
- slope/bank/scarp (unless it goes by road),
- river(unless it goes through bridge),
- lakes,
- swamp (unless it goes by road).

[32.1.4] Supply line can't go through hex with enemy unit or a hex in enemy ZoC. Supply line can go through the hex in enemy's ZoC when there is an allied unit on this hex.

[32.1.5] An unit has to be in adequate range (calculated in MPs) from base to be supplied. Every unit has a supply line which has 15 MPs. Supply line can be lengthened by HQ units. Corps HQ lengthens by 12 MPs, divisional HQ by 9 MPs, brigade HQ - by 6 MPs. the cost of MP for supply line and its lengthening is calculated in MP for motorized units..



[32.1.6] Supply line can lengthen by transport columns and trains (IF THEY AREN'T CARRYING ANY UNITS). Transport columns are lengthening by 12 MPs and trains by 30 MP only on rail tracks.

[32.1.7] Lengthen supply line must go through the unit which lengthens supply line.

Example:

Units A and B are 20 MP away from supply base. Division HQ is 12 MP from supply base. Unit A which is 9 MP away from HQ is supplied but unit B which is 10 MP away from HQ is not supplied.

[32.1.8] Hex with supplied unit does count to supply line.

[32.1.9] Units that performed air assault or beach landing got supplies from areas of assault.

[32.1.10] Supply line from area of landing of air assault units is half shorter than point [32.1.5] would indicate. It's also considered infantry unit.

[32.1.11] Commando units, divers groups are always supplied.

[31.2] lack of supplies and its consequences



Supply low

[32.2.1] All units are considered to be supplied when they have a the supply line

[32.2.2] Unit without supplies uses half of its strength in attack and motorized and armored units are using half of its MPs. Artillery units can't fire.

[32.2.3] When unit which doesn't have supplies for 4 stages for each token at supply phase player rolls a dice. If result with +3 modifier is lower or equal to number of stages that unit is not supplied then this unit is destroyed. Result of 6 always indicates that unit stays on map.

Example:

Given phase is forth phase when I/I PzR is not supplied. Player commanding this unit rolls a dice. If result will be 1 then unit is removed from game. If unit will be 9 stages without supplies and player gets 6 than unit stays on the map.

[32.2.4] Players check supplies of their units in supply phase.

33.0 TRAINS

Railroad tracks allow transport and armored trains to move on maps.

[33.1] Transport trains

[33.1.1] Transport train can carry units with maximum 24 SP in total [see 33.1.5].

[33.1.2] When movement points aren't

shown on the counter it is considered that transport train has 60 MPs.

[33.1.3] Loading to transport train is allowed in own movement phase by spending half of movement point from unit with is loading. Unit has to be on adjacent square to the square with train. In this phase transport train can move with loaded unit(s). Unloading unit is moved to adjacent square to the square with train by spending half of unit's MPs. and unloading can't be made in the same stage when the unit was loaded.

[33.1.4] Units can unload only in terrain which is accessible for them (see table: Terrain influence on combat and movement).

[33.1.5] Train loses its capacity in direct proportion to lost EP.

Example:

Train lost 2 out of 3 EP. Now it can carry only 8 SP of units

[33.1.6] Transport train even when it carries units doesn't have ZoC.

[33.1.7] Transport trains rules applies also for train artillery.

[33.1.8] Transport train forced to retreat can move only on railway line, when running is impossible, train is destroyed.

[33.1.9] Solitary fighting transport train forced to retreat loses additional 1 Ep for each hex.

[33.1.10] Attacked transport train fighting alone has 1 SP.

[33.1.11] Transport trains (also loaded) can be destroyed analogically to HQ's [14.1.5], [14.1.6] i [14.1.7].

[33.2] Armored trains

[33.2.1] Armored train has ZoC.

[33.2.2] Armored train acts like light AA guns during attack by air units or during airborne assault.

[33.2.3] During combat armored train fights with all his strength..

[33.2.4] Armored train acts like machine gun unit when attacked by enemy infantry (see [30.1.1]).

[33.2.5] Armored train when is forced to retreat can withdraw only on track, when it can't it is eliminated.

[33.2.6] Armored trains are treated also like self-propelled artillery.

[33.3] Moving

[33.3.1] There can stay only one train on hex.

[33.3.2] Trains can pass each other

[33.3.3] train can move trough hex with destroyed tracks, the cost for entering that hex is 20 MPs.

34.0 TRANSPORT COLUMNS (TC)



Those units, consisted of trucks, can carry units: non-motorized infantry, engineers and non-motorized field artillery.

[34.1] Movement

[34.1.1] Transport columns have 8 movement points are treated like motorized units.

[34.2] Carrying units

[34.2.1] One CU can carry unit(s) which total strength is not higher than doubled EP of column.

[34.2.2] Loading: unit which will be transported spends extra 2 MP (loading) when is staying on the same hex with the column. In the same movement phase the column can move.

[34.2.3] Unloading costs extra 2 MP for unloaded unit – unit stays on the same hex with the column. In the same phase unit can move.

[34.2.5] Calculating capacity limit for field artillery we use [5.1.5]

[34.3] Details

[34.3.1] There can be only one transport column on a square.

[34.3.2] No unit can stay on the same square with loaded transport column.

[34.3.3] Even loaded transport column doesn't have ZoC.

[34.3.4] TC also loaded can be destroyed analogically to HQ's 14.1.5, 14.1.6, 14.1.7.

[34.3.5] Transport column that doesn't carry any units and stands with another allied unit is not participating in battle but is affected by it's result. SP losses can't be taken from column's EP. If allied units were destroyed enemy units can perform pursuit destroying column.

[34.3.6] Transported unit doesn't fight, but is affected by the result of the fight.

Example:

TC with 3 EP is carrying infantry battalion and was attacked by enemy unit. As result of battle (B2) Column is destroyed and infantry unit loses 1 EP and withdraw 2 hexes away.

35.0 SPECIAL UNITS

Special units are: snipers (sharpshooters), bazooka teams, sabotage units, Volksturm units, mountain and flamethrower units

[35.1] snipers

In „Battles of II World War” system sniper units are in strength of company.

[35.1.1] An infantry unit which attacks a sniper company unit which is defending in mountains, city or woods, uses 1/3 of its strength.

Example:

Infantry battalion with 5 SP attacked city defended by company of snipers with 1 SP. After reducing (dividing by 3) strength of attacker, and rounding we get result of 2:1 and after applying modifier for fighting in city (-2) final result is 1:2



[35.1.2] If there is an accumulation of snipers and MG units, attacking infantry units are using only 1/4 of their strength.

[35.2] bazooka team/Anti-tank teams (AT)



AT teams are represented by counters and they are support to a unit that are assigned to. They can attack only before defending. Details are described in [15.0]

[35.2.1] Before starting a game players have to attribute AT teams to line units. It is possible that more than the AT team can be attributed to one unit.

[35.2.2] If AT teams are represented by counters players doesn't have to attribute to units and they can move AT teams as they want but after movement phase they have to stay with an allied unit.

[35.2.5] AT team doesn't increase unit's strength

[35.2.6] After each usage of AT unit player must roll a dice, result of 1 means that AT unit is eliminated.

[35.2.8] AT unit can move independently or with assigned unit – than it uses MP of that unit. AT unit can't move with two different units during the same stage.

[35.2.9] AT units fire only at BSO.

[35.3] Sabotage units (SU)

every counter is adequate to a platoon.

[35.3.1] SSU can move on hexes with sea or lake, but they can't move further than 1 square from square with coast line. Entering that square costs 2 MP.

[35.3.2] SU don't have ZoC and SP, EP and they can't fight

[35.3.3] Enemy ZoC doesn't affect on sabo-

tage unit's movement.

[35.3.4] Sabotage units can enter a square with enemy unit. Player which commands sabotage unit, which is entering that square makes a throw:

6 – sabotage unit is eliminated

5 – sabotage unit is retreating to the square from which he came.

other results don't affect on sabotage unit's movement.

[35.3.5] Sabotage unit which entered square with enemy unit and successfully went through the procedure in [35.3.4] (result 1-4) recognizes automatically all units on this square. Player commanding sabotage unit also turn up his counter to the abverse side; he can put on to the reverse side when sabotage unit is at least in range of 2 hexes from nearest enemy unit.

[35.3.6] When enemy unit enters a hex with sabotage unit it loses unused half of its movement points. The player which units is entering the square makes a throw:

6 - sabotage unit is eliminated

1-5 - doesn't affect

Example:

Tank battalion with 12 MP after using 5 MP moved on sabotage unit. In that case it loses half of its unused 7 MP (so 3.5 are left). Player commanding tank units rolls a dice, result of 6 means that sabotage unit was eliminated.

[35.3.7] Unit which is on the same hex with enemy's sabotage unit can make procedure [35.3.6] by spending half (round down) of its MPs..

[35.3.8] Procedure from [35.3.6] to one sabotage unit can be made in once an every movement phase..

[35.3.9] Sabotage units can eliminate HQ in movement phase. Elimination is automatic when sabotage unit enters hex with enemy's HQ.

[35.3.10] Sabotage unit can in its movement phase attack, by spending 4 MPs, lonely transport column (loaded or unloaded) or unloaded transport train. Attack is made when sabotage unit enters square with transport unit. Player commanding sabotage unit doesn't have to use procedure [35.3.5]. instead of this he makes throw:

1 – transport unit loses 2 endurance points

2 – transport unit loses 1 endurance point

3-4 – no effect

5 – sabotage unit is forced to retreat to the hex from which it he came

6 – sabotage unit is eliminated

modifications:

+1 attack is in clear area, fort or in fortified line

+1 transport unit is transporting other unit

-1 attack is at night

Attack enemy transports is possible in enemy's movement phase when transport unit enters a square with sabotage unit. In one phase sabotage unit may attack once.

[35.3.11] Sabotage units can destroy objects by spending 3 MPs when there aren't any enemy units on that square. Bridge can be destroyed when both side are free of enemy units. If sabotage unit is destroying object in enemy ZoC, player has to make a throw:

1-3 - object destroyed

4-6 - object is not destroyed

[35.3.12] If enemy unit with our sabotage unit is attacked at night by our unit then attacker get **+1** modifier..

[35.3.13] When sabotage units are on the same square with enemy sabotage units in combat phase, those units can fight. Attacker is throwing for result:

2-4 attacking sabotage unit is eliminated

4-9 no effect

10-12 defending sabotage unit is eliminated if couple of sabotage units are attacking one sabotage unit, fight are made one by one. One sabotage unit can eliminate max. 2 enemy sabotage units,

[35.4] Volkssturm (VS)

[35.5.1] If there are n number of VS units in scenario it means using VS units which numbers are from 1 to n , if there are another units assigned they have number starting from n+1. each VS unit has its number an characteristics (engineer, infantry, panzerfaust)

[35.5.2] VS units can replenish strength of regular units. In that case VS unit has to stay on the same square with unit which has to be replenished for one stage. The square must be free of enemy ZoC and replenished unit has to be in range of corps HQ.

[35.5.3] Replenish unit has to be in the same type as VS unit: VS infantry unit can replenish infantry unit, MG - MG. after replenishment VS unit is taken from map but strength of replenished unit can't be higher than it was in the begging of the game.

Example:

Infantry battalion I/31 with 2 SP strength is replenished by 3rd VS battalion (infantry) with 2 SP strength. After disbanding VS unit, I/31 has strength of 4 SP.

[35.5.4] VS units can fight on the same rules as regular units

[35.5.5] it is possible to merge VS units. **[35.5.2]** and **[35.5.3]** are used

[35.5.6] VS unit when fighting by themselves are given disadvantageous **+1** or **-1** modifier in Combat table result.

[35.5] Fortress unit (FU)

[35.6.1] FU are only: fortress infantry, fort MG and fort engineers

[35.6.2] Not trenched FU are having extra -1 modifier unless they are not defending in clear area

[35.6.3] Defending entrenched fortress unit boosts its strength by half, when they are defending in fortifications they are boosting their strength by 2/3

[35.6] Mountain units

Mountain units are special units that were equipped to fight in mountain terrain (unit name must contain "mountain" adjective)

[35.7.1] Mountain infantry units move on hills with 1,5 Movement Points cost (engineers with 2,5 MP cost) and in mountains moving costs 2,5 MP (engineers- 3,5)

[35.7.2] High mountains units are spending 1,5 MP for mountain square

31.7.3. Mortars, artillery and HQ which are mountain units can move in mountains only by ONE square.

[35.7.3] Mortars, artillery and HQ which are mountain units can move in mountains only by ONE square.

[35.7.4] Mountain units while defending in mountains get -3 modifier unless most attacking units are mountain units

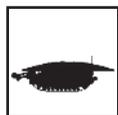
[35.7.5] supply line can be made through mountains with 5 MPs cost per square

[35.8] flamethrower units

[35.8.1] Modifier for flamethrowers in on the counter and is represented by yellow star.

[35.8.2] Player can accumulate flamethrower modifier with armored modifier (yellow stars)

36.0 PONTOON-BRIDGE COLUMNS



Pontoon bridge columns are military units equipped with river crossing (especially, small rivers and canals) tools.

[36.1] Details

[36.1.1] When the column enters a hex with river, it is conceded that a bridge is built. in the same movement phase allied units can cross the river spending extra: Armored and motorized - 5 MPs , field artillery - 2 MPs; other non motorized units can cross the river without spending extra Movement Points. During other stages crossing river where the columns are, doesn't cost extra Movement points.

[36.1.2] The pontoon bridge is terminated when the unit is eliminated or moved from the river crossing site. During one stage one

pontoon-bridge column can't build bridge in more than one place.

[36.1.3] Supply line can go through small river only in place where there is the pontoon bridge.

[36.1.4] The column allows to cross big rivers for non motorized infantry units - costs 1 extra MP, mortar units - costs 3 extra MPs, motorcycle units - costs 6 extra MPs

[36.1.5] The same rules are affect bridge columns.

37.0 AMPHIBIOUS

[37.1] Details



[37.1.1] Amphibious units by spending extra 2 MPs can cross small rivers and with 3 extra MPs can cross swamps, lakes and bays.

[37.1.2] Amphibious units can cross large rivers by spending 4 extra MPs.

[37.1.3] When amphibious units are attacking from swamps are fighting with whole strength.

[37.1.4] Amphibious units can transport through river, lakes, swamps, bays other units such as: non-motorized infantry, HQ, motorcycles and engineer units. The cost of loading for amphibious unit is 1 MP for amphibious unit and 2 MPs for unit which will be carried. Loaded unit can be unloaded on the same hex with the amphibious unit; even when it is in enemy's ZoC. Unloading costs 1MP (for amphibious unit); after unloading, unloaded units can't move.

[37.1.5] The strength of carried units can't be higher than strength of transporter.

[37.1.6] In case of combat or combat fire units which are being carried aren't fighting.

[37.1.7] During artillery barrage against amphibious unit which is on sea hex, lake or swamp player has to subtract the result of cubes by 2. Carried units are not taken under consideration.

[37.1.8] If amphibious units (when carrying units) have casualties, the Strength Points are written out of amphibious unit and also the same amount from transported unit.

38.0 JAPANESE LAND FORCES

They fall within all rules for other nations and those which are in this chapter.

[38.1] Details

[38.1.1] Japanese units when in combat got the result which forced them to retreat (R1



R2) don't have to retreat from hexes where they were.

[38.1.2] When player decides no to retreat instead of retreating Japanese units have to make a loss of extra strength points. If retreat was n squares, every Japanese unit which stays on the square suffers n+1 SP.

[38.1.3] If in case of using 38.1.2 a Japanese unit is eliminated and it had at least 2 SP then enemy can enter only one square in pursuit. Result of battle doesn't matter.

[38.1.4] Japanese units can make in combat phase suicidal attacks. In that case their strength is twice stronger but casualties are twice bigger. Suicidal attack can't be supported by neither artillery nor air force.

[38.1.5] During night stage every Japanese unit which is during own combat phase in allied units ZoC have to attack. Before every combat Japanese player has +1 in result of COMBAT AT NIGHT.

[38.1.6] A cut off of supplies Japanese units are suffering casualties. 1 endurance point for 1 stage for 21 endurance points cut off in local area.

[38.1.7] When supply bases aren't shown in the game (on island defended by Japanese) it is considered that supply bases are cities and caves.

39.0 CAVES

On many Pacific islands were whole cave systems. Volcanic origin of those islands favored creation of such caves that were used by armies long before Japan domination. American units stationing on those islands used caves as storages for weapons and supplies. But masters of using caves on military purposes were imperial soldiers. They expanded cave systems into huge web of passages and tunnels. Thanks to this structures they could inflict such heavy losses on attacking Americans. Also they were protected from navy barrage and aircraft bombardment.

[39.1] Details

[39.1.1] Units which whole strength less than 28 SP on a hex with cave can stay on this square and also there can stay units in caves (less than 7 SP). If in the cave there is a unit with at least 2 SP, in combat there will be modifier from article [39.1.2].

[39.1.2] Modifier for caves is -3 and is added to the terrain on which is the cave.

[39.1.3] Air Support and Artillery support is forbidden during attack on caves

[39.1.4] Units that stay in caves should be covered with cave token.

[39.1.5] Units can move through hex with

cave with enemy unit inside. It costs extra 2 MP and 2 EP from whole stack.

[39.1.6] When the player enters the square with cave and decides to attack units in cave then he stops his units without any losses. In adequate phase he fights with units in cave.

[39.1.7] When defending in caves unit is forced to retreat it can retreat to next hex but it must be a system of caves. In other case it has to suffer casualties the amount of endurance points is the same to number of hexes he had to retreat. Unit can't retreat to open space, it can only leave caves in his movement phase

[39.1.8] Entering and leaving caves costs 1 MP, moving in caves costs 2 MPs. For HQs MPs are doubled.

[39.1.9] Units in caves can move between caves under enemy units without any casualties and ignoring their ZoC

[39.1.10] A unit in cave doesn't have ZoC.

[39.1.11] Units in caves can't build trenches but there are considered to be entrenched

[39.1.12] Caves are supply bases for units that are defending island.

[39.1.13] Armored units with flamethrowers when are attacking units in caves have +1 modifier (yellow star) instead of modifier in table.

[39.1.14] Armored units and motorized (except infantry or artillery) cannot attack enemy in cave with exception of [39.1.13].

40.0 ANTI-JAP PARTIZANTS

Since beginning of Pacific battles on many Japan islands developed resistance. It was response for persecutions of native population and increased from month to month. Great support for partisans were Allies in this part of Pacific. Most intense battles were fought by Filipinos who liberated their capital - Manila. But on many other islands of Pacific ocean smaller and bigger groups of partisans fought against Japanese occupiers. It should be mentioned that this battles were very cruel.

[40.1] Details

[40.1.1] Anti-Japanese partisan units affect the rules about sabotage units.

The amount of sabotage units is shown in scenario.

41.0 KAMIKAZE

[41.1] Basic rules

[41.1.1] Kamikaze attack takes place during air phase. We put the unit on the hex with

the enemy naval unit. Kamikaze attacks are resolved together with single-handed attacks of CAS units.

[41.1.2] In situation when conditions from this chapter aren't regulating, we use conditions from chapter about air units.

[41.2] Kamikaze attack

[41.2.1] Kamikaze attack is divided to 2 parts:

Part 1 - Fight with Naval Support Units and land aa artillery.

Part 2 - Attack of the kamikaze unit on naval unit which is on the same hex.

[41.2.2] Fight with Naval Support Unit(s) or land aa artillery has to take place in two cases:

1) if Japanese player wants to attack naval support unit or,

2) if Japanese player wants to attack naval unit which is in 2 hexes range of own land aa artillery or Naval Support Unit(s).

In both cases we should proceed with procedure of resolving attacker losses by rolling dice: **6** - attacker is eliminated

5 - unit arrived at target but before the attack it had lost 4 EPs

4 - unit arrived at target but before the attack it had lost 3 EPs

3 - unit arrived at target but before the attack it had lost 2 EPs

2 - unit arrived at target but before the attack it had lost 1 EPs

1 - unit arrived at target but before the attack it had lost none of EPs.

Example: Three Kamikaze units are attacking 9 NSU. In that case we check losses of each kamikaze separately.

Fight no **1** - attack at kamikaze no.1, result of throw: 3-2 EP losses (3 EP left)

Fight no **2** - attack at kamikaze no.2, result of throw: 6-5 EP losses 0.

Fight no **3** - attack at kamikaze no 3, result of throw: 1-0 SP losses (5 EP left).

After completing this procedure we add attacker strength (from points which are left) - and in that case it is 8 SPs, so after dividing by 2, the NSU have lost 4 SPs.

[41.2.3] . In case of kamikaze attack at unit which is in 2 squares range of allied NSU or land aa artillery, casualties of kamikaze are checked after fight with all those units which have the kamikaze in range. If kamikaze unit(s) is in 2 hexes range then casualties of the kamikaze is twice lower (round up). If the kamikaze is in 1 hex range then we subtract 1 from the dice throw.

Example: Three kamikaze units are attacking 10th NSU which is 2 hexes from 11th NSU. After checking losses from 10th NSU fire we use the same procedure with 11th

NSU firing. Casualties from 11th NSU fire halved because the distance between 10th and 11th NSU is 2 squares.

[41.2.4] If couple of kamikaze units are attacking one allied unit then we check casualties for each unit separately.

[41.2.5] After completing the procedure from 42.2.2, we set casualties of the attacked units by making procedure no 2 – DEFENDERS CASUALTIES: we add SP of all kamikaze units which are attacking this unit and the sum is divided by 2 (round down); this result shows loses (in EP) of the carrier or naval support unit. Other units loses – see 42.2.6.

[41.2.6] In case of kamikaze attack on transport ships or barges, the amount of strength points of attacking kamikaze units is multiplied by 2, it shows number of EP which will the attacked unit lose.

Example: Attacking kamikaze units have after being shot at by NSU 8 SP. If target of their attack is transporter unit then from its capacity limit we take 16 EP. Carried units suffer equal loses.

[41.2.7] Naval support units which have 1 – 2 SO can't fight with using procedure ATTACKERS CASUALTIES and are affected automatically by the second part (DEFENDERS CASUALTIES).

[41.2.8] AA artillery with strength 1, during procedure no 1 – ATTACKERS CASUALTIES, modifies result of cube throw by +2..

[41.2.9] After completing its mission (effect doesn't matter), kamikaze unit is taken from the map and can't act later in the game.

[41.2.10] Kamikaze units can't attack at night.

[41.3] Enemy's air units influence on kamikaze

[41.3.1] Kamikaze units are affected by enemy fighters influence if they are attacking hex which is in 4 squares range of fighters. In that case we should perform DOGFIGHT. Only kamikaze units are affected by results from the dogfight. When kamikaze unit receives result „U” – it means that the kamikaze unit is automatically eliminated.

42.0 SOVIET UNITS

Soviet units are subordinated to the Supreme Command of the Red Army

[42.1] Soviet fusilliers

[42.1.1] Soviet fusilliers units are affected by all rules about infantry but they can be transported on tanks.

[42.1.2] If player wants to carry unit on tank he must:

During movement phase tank and infantry unit have to be on the same square (tank unit

can't be weaker than infantry unit), then by cost of 1 MP by Inf and tank unit the infantry is loaded on tank and can move on tanks. After getting to destination point the infantry unit can unload from tank (extra 1 MP for INF and for tank) and can move if it have enough MP

[42.1.3] Infantry unit which was carried on tanks which had only 2 MP left can only move on square from transporting tank unit

[42.1.4] During combat fire infantry unit doesn't affect on firing but when tank unit loses SP the Inf. unit loses the same amount of SP like tank unit

[42.1.5] During attack infantry which is on tank uses full SP.

[42.1.6] Each unit can be transported once in a stage.

[42.2] NKWD units

Task of NKWD units was to force own troops to hold their positions when they were forced by enemy units to retreat. Mostly they were shooting to own withdrawing soldiers and catching those who managed to flee. This actions were forcing soldiers in first line to fighting to the end because retreating also meant death. NKWD units are those with mark „NKWD” on token.

[42.2.1] NKWD units can be used in two ways:

- as normal unit [29.1.5]

- or accordingly to its purpose – unit is not participating in battle but defending stack gets modifier -2. Unit(s) staying on hex with NKWD unit forced to retreat doesn't retreat, it stays in place and suffers loses accordingly to 7.4.6

Example: Stack consisting two infantry battalions both with 5 SP and 5 EP and NKWD unit. This stack is attacked by German panzer regiment. NKWD units were designated to force allied units to hold the ground. Russian stack if fighting using 10 SP. As the result of battle it got B3 and 5 EP loses. Both Russian battalions are eliminated, NKWD unit suffers loses of remaining 1 EP and withdraw 3 hexes away, German units can perform pursuit.

If the battle was resolved with B3 result and 3 EP of losses Russian battalions would lost 3 EP for inability to withdraw and 3 EP for damage during battle. German units can pursuit. On field would remain 1 Russian battalion with 1 EP and NKWD unit

43.0 SSUNIT

SS units have black counter or „SS” sign.

[43.1.1] defending SS unit with at least 3 SP get -1 modifier in COMBAT RESULTS table..

44.0 CAMOUFLAGE

[44.1] Basic rules

[44.1.1] Every player puts his units on reverse side in the beginning of the game.

[44.1.2] Units are recognized during combat.

[44.1.3] Units can be recognized by recon units or recon planes.

[44.1.4] Camouflage of air units - see 26.2.

[44.1.5] After applying results of battle units are put reverse side up again (recamouflaged). Units on open surface or hills at range of LR can be camouflaged again only in next stage.

45.0 WEATHER

Weather affects on activity at sea and in the air.

[45.1] Checking and setting weather for the current stage

[45.1.1] During the game we have 3 types of weather: good, worsened, bad (storm)

[45.1.2] During the first stage of any scenario weather conditions are considered to be good (unless rules say that the weather is different). In next stages weather is checked by players during air phase by rolling two dices and checking table WEATHER. The result in current stage is affected also by weather during previous stage.

[45.2] Influence

[45.2.1] Good weather doesn't affect on unit.

[45.2.2] In case of worsened or bad weather, player should check for casualties in units which are loaded on barges in the CASUALTIES ON SEA table. Barges and transported units can suffer loses. In case of PT boats casualties are checked in the end of beach landing phase.

[45.2.3] During the worsened weather, before checking anti-aircraft fire players have to check for success of attack.

1, 2, 3 – means that planes can carry on the mission.

4, 5, 6 – air unit terminates the mission (clouds over the target).

[45.2.4] During bad weather all air missions and airborne assault are cancelled.

[45.2.5] During bad weather all units fights and move analogically to night stages.

NOTE: in some games and scenarios there are specific weather conditions. (for example: Kasserine 1943).





ARTILLERY FIRE

target strength 1-4 PS						
artillery strength	D6 diceroll					
	1	2	3	4	5	6
7-10	--	--	-1	-1	-1	-2
11-15	--	-1	-1	-2	-2	-2
16-20	-1	-2	-2	-2	-2	-3
21-	-1	-2	-2	-2	-3	-3

target strength 10-16 PS						
artillery strength	D6 diceroll					
	1	2	3	4	5	6
7-10	-1	-2	-2	-3	-3	-3
11-15	-2	-3	-3	-3	-4	-4
16-20	-3	-3	-4	-4	-4	-5
21-	-3	-4	-4	-4	-5	-5

target strength 5-9 PS						
artillery strength	D6 diceroll					
	1	2	3	4	5	6
7-10	--	-1	-1	-2	-2	-3
11-15	-1	-2	-2	-2	-3	-3
16-20	-2	-3	-3	-3	-3	-4
21-	-2	-3	-3	-3	-4	-4

target strength 17 PS+						
artillery strength	D6 diceroll					
	1	2	3	4	5	6
7-10	-2	-3	-3	-4	-4	-4
11-15	-3	-4	-4	-4	-5	-5
16-20	-4	-4	-5	-5	-5	-6
21-	-4	-5	-5	-5	-6	-7

Example:

Engineer battalion in the forest is attacked by artillery fire. A forest gives -1 modifier. This means that -2 is to be subtracted from the fire effect. If the battalion would have to lose 3 SPs then final loss is 1 SP. In case of artillery barrage the loss would be 2 SPs.

Results -1, -2, -7 means SPs lost by targeted unit.

ANTI-AIRCRAFT FIRE AGAINST ON BOMBERS

1. Influence of direct AA fire from hex being attacked.

AA type:	D6 diceroll					
	1	2	3	4	5	6
heavy	-	-1	-1	-1	-2	-2
AA loses	-1	-1	-	-	-	-

2. Influence of AA fire within 2 hex range

AA type:	D6 diceroll					
	1	2	3	4	5	6
heavy	-	-	-1	-1	-1	-2

-1, -2 – SPs loses

ANTI-AIRCRAFT FIRE AGAINST AIR TRANSPORT UNITS

AA type:	D6 diceroll					
	1	2	3	4	5	6
light	-	-1	-1	-2	U-3	U-3
heavy		-1	-2	-2	U-3	U-4

All results apply to fire within 2 hex range from AA positions.

ANTI-AIRCRAFT FIRE AGAINST FIGHTER, TACTICAL AND RECON AIR UNITS

1. Influence of direct AA fire from hex being attacked.

AA type:	D6 diceroll					
	1	2	3	4	5	6
light	-	U-1	U-1	U-2	U-2	U-3
heavy	-	-	-	U-1	U-1	U-2
AA loses	-1	-1	-1	-	-	-

2. Influence of AA fire within 2 hex range

AA type:	D6 diceroll					
	1	2	3	4	5	6
light	-	-	-	U-1	U-1	U-1
heavy	-	-	-	U-1	U-1	U-1

Only heavy AA guns can fire to targets 2 hex from AA positions. In such case -1 is subtracted from dice roll

Dice roll modifiers:

- 1 if air transport is 1 hex from AA positions
- 2 if air transport is 2 hexes from AA positions
- +2 if air transport is attacked on airfield.

WEATHER CHANGE TABLE

previous turn weather	2 x D6 diceroll											
	2	3	4	5	6	7	8	9	10	11	12	
good	good						cloudy					
cloudy	good						cloudy			bad		
bad	good			cloudy						bad		

Results from the table sets the weather in current turn.



FIGHER COMBAT

Attacker strength	D6 diceroll			Defender strength (SPs): 1-5		
	1	2	3	4	5	6
1-5	U-1/-	U-1/-	U/U	U/U	-/U-1	-/U-1
6-10	U-1/-	U/U	U/U	-/U-1	-/U-1	-/U-2
11-15	U/U	U/U-1	-/U-1	-/U-2	-/U-2	-/U-3
16-20	U/U-1	-/U-1	-/U-2	-/U-2	-/U-3	-/U-3
21-25	-/U-1	-/U-2	-/U-2	-/U-3	-/U-3	-/U-3
26-	-/U-2	-/U-2	-/U-3	-/U-3	-/U-3	-/U-4

Attacker strength	D6 diceroll			Defender strength (SPs): 6-10		
	1	2	3	4	5	6
1-5	U-2/-	U-1/-	U-1/-	U/U	U/U	-/U-1
6-10	U-2/-	U-1/-	U/U	U/U	-/U-1	-/U-2
11-15	U-2/-	U-1/U-1	U/U	-/U-1	-/U-2	-/U-2
16-20	U-2/U-1	U-1/U-1	-/U-1	-/U-2	-/U-2	-/U-3
21-25	U-2/U-1	-/U-1	-/U-2	-/U-2	-/U-3	-/U-3
26-	-1/U-2	-/U-2	-/U-2	-/U-3	-/U-3	-/U-4

Attacker strength	D6 diceroll			Defender strength (SPs): 11-15		
	1	2	3	4	5	6
1-5	U-3/-	U-2/-	U-2/-	U-1/-	U-1/U	U/U
6-10	U-2/-	U-2/-	U-1/-	U-1/U-1	U-1/U-1	-/U-2
11-15	U-2/-	U-2/-1	U-1/U-1	U-2/U-2	-1/U-2	-/U-2
16-20	U-2/-1	U-2/U-2	U-2/U-2	-1/U-2	-1/U-2	-/U-3
21-25	U-2/U-1	U-2/U-2	-1/U-2	-1/U-2	-/U-3	-/U-3
26-	U-2/U-2	-1/U-2	-1/U-2	-1/U-3	-/U-3	-/U-4

Attacker strength	D6 diceroll			Defender strength (SPs): 16-20		
	1	2	3	4	5	6
1-5	U-3/-	U-3/-	U-2/-	U-2/-	U-1/-	U-1/U
6-10	U-3/-	U-2/-	U-2/-	U-1/-	U-1/U-1	U-1/U-2
11-15	U-3/-	U-2/-	U-2/U-1	U-2/U-1	U-2/U-2	-/U-2
16-20	U-3/-1	U-3/U-1	U-2/U-1	U-2/U-2	-1/U-2	-/U-2
21-25	U-2/-1	U-3/U-2	U-2/U-2	U-2/U-2	-1/U-3	-1/U-3
26-	U-1/-2	U-3/U-2	U-2/U-2	-1/U-2	-1/U-3	-1/U-4

Attacker strength	D6 diceroll			Defender strength (SPs): 21+		
	1	2	3	4	5	6
1-5	U-4/-	U-3/-	U-3/-	U-2/-	U-2/-	U-1/-
6-10	U-3/-	U-3/-	U-3/-	U-2/-	U-1/-	U-1/U
11-15	U-3/-	U-2/-1	U-2/-1	U-3/U	U-2/U-2	U-1/U-1
16-20	U-3/-1	U-2/-1	U-3/U	U-2/U-2	U-2/U-2	-1/U-2
21-25	U-3/-1	U-3/-2	U-3/U-2	U-2/U-3	-2/U-3	-1/U-3
26-	U-3/-1	U-3/U-2	U-3/U-3	U-1/U-4	-1/U-3	-1/U-4

First result (before slash) refers to the attacker, results after slash refer to the defender.

-1, -2 – loss of 1 or 2 SPs respectively

U – unit abort the mission

BOMBER UNITS ATTACK

SP LB	target:	rzut kostka					
		1	2	3	4	5	6
1	object	-	-	-	-	-	-
	units	-	-	-	-	10	10
2	object	-	-	-	-	-	U
	units	-	-	-	10	10	20
3	object	-	-	-	-	-	U
	units	-	-	10	10	20	20
4	object	-	-	-	U	U	Z
	units	-	10	10	20	20	25
5	object	-	-	U	U	Z	Z
	units	-	10	10	20	25	30

Values in the table show targeted units' % losses (stack SPs % lost).

U – object damaged Z – object destroyed

TACTICAL AIR ATTACK ON OBJECTS

SP attacking	D6 diceroll					
	1	2	3	4	5	6
1	-	-	-	-	-	U
2	-	-	-	-	U	U
3	-	-	-	U	U	Z
4	-	-	-	U	Z	Z
5	-	-	U	U	Z	Z

-- no effect

U – object destroyed (see [22.1.5])

Z – object destroyed

FIGHER ATTACKS ON UNITS

Strenght of a target	D6 diceroll					
	1	2	3	4	5	6
1-5	-	-	-	-	-1	-1
6-10	-	-	-	-1	-1	-2Z
11-15	-	-	-1	-1	-2	-2Z
16-20	-	-1	-1	-2	-2	-3Z
21-	-1	-1	-2	-2	-3	-3Z

-1, -2, -3 – shows SPs lost by a stack

Z – unit stopped (unit can use only half of its MPs and it cannot make counterattacks)

TACTICAL AIR ATTACKS ON UNITS

Strength of the attack (in SPs)	D6 diceroll					
	1	2	3	4	5	6
1-3	-	-	-	-1	-1	-1
4-6	-	-	-1	-1	-2	-2
7-9	-	-1	-1	-2	-2	-3
10-12	-1	-1	-1	-2	-3	-3
13-15	-1	-2	-2	-3	-3	-4
16-18	-2	-2	-3	-3	-4	-4
19-22	-2	-3	-3	-4	-4	-5
23-25	-3	-3	-4	-4	-5	-5
26-	-3	-4	-4	-5	-5	-6

TERRAIN EFFECT

Terrain types	Combat influence	MOVEMENT COST				
		Infantry	Armoured, Mechanized	Motorized	Cavallry	Artillery
„clear”	0	1	1	2	1	1,5
hills	-1	2	2	2,5	1,5	2,5
river /canal	-1	+1	see [25.1]	see [25.1]	+1,5	+3
big river	-3	+4	unapproachable	unapproachable	all MPs	unapproachable
forest	-1	+1	+2	+2	+1	+2
bridge	depend of terrain	by road 1/2 clear area 1	by road 1/2 clear area 1	by road 1/3 clear area 2	by road 1/2 clear area 1	by road 1/2 clear area 1
railway*	depend of terrain	1,5	2	2,5	1,5	2
road**	--	1/2	1/2	1/3	1/2	1/2
secondarz road**	--	1	1	1/2	1	1
town	-2	+1	+1	+1	+1	+1
swamp	1/2 sily atakujacego	2	unapproachable	unapproachable	3	unapproachable
mountain	-3	3	unapproachable	unapproachable	4	unapproachable
scrap	-3	+3	unapproachable	unapproachable	unapproachable	unapproachable
Fortified Lines	-2	brak	none	none	none	none
fort	-3	+1	+1	+1	+1	+1

* – on swamp and forest, ** – see [4.3.1].

RECON UNITS SURPRISE ATTACK

Attacker SP	2xD6											defender SPs = 1-5
	2	3	4	5	6	7	8	9	10	11	12	
1-3	A1(-1)	A(1)	-	-	-	-	-	B1	B1	B1	B2(-1)	
4-6	A1	-	-	-	-	-	B1	B1	B2	B2(-1)	B2(-2)	
7-9	-	-	-	-	B1	B1	B1	B2	B2(-1)	B2(-2)	B2(-1)	
10+	-	-	B1	B1	B1	B1	B2	B2(-1)	B2(-2)	B2(-2)	B2(-2)	

Attacker SP	2xD6											defender SPs = 6-12
	2	3	4	5	6	7	8	9	10	11	12	
1-3	A2(-1)	A1(-1)	A1	A1	-	-	-	-	B1	B1	B2	
4-6	A1(-1)	A1	-	-	-	-	B1	B1	B2	B2(-1)	B2(-1)	
7-9	A1	-	-	-	-	B1	B1	B2	B2(-1)	B2(-1)	B2(-2)	
10+	-	-	-	-	B1	B1	B2	B2(-1)	B2(-1)	B2(-2)	B2(-2)	

Attacker SP	2xD6											defender SPs = 13+
	2	3	4	5	6	7	8	9	10	11	12	
1-3	A2(-2)	A2(-1)	A1(-1)	A1	A1	A1	-	-	-	B1	B1	
4-6	A2(-1)	A1(-1)	A1	A1	A1	-	-	-	B1	B1	B2	
7-9	A1(-1)	A1	A1	A1	-	-	-	B1	B1	B2	B2(-1)	
10+	A1	A1	A1	-	-	-	B1	B1	B2	B2(-1)	B2(-2)	

A results refers to attacker, B results refers to defender. Numbers after letter indicates the number of hexes unit must retreat. Numbers in brackets means loses of the unit. Surprise attack is not influenced by night (no dice is rolled).



COMBAT

2K6	> 1:4	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
2	--	--	B1	B2	B2	B2	B2	B3	B3	B3	B4	B4	B4	B4
3	A1	A1	--	B1	B2	B2	B2	B2	B3	B3	B3	B4	B4	B4
4	A1	A1	--	--	B1	B2	B2	B2	B2	B3	B3	B3	B4	B4
5	A1	A1	A1	--	B1	B1	B2	B2	B2	B2	B3	B3	B3	B4
6	A2	A1	A1	A1	--	B1	B1	B2	B2	B2	B2	B3	B3	B3
7	A2	A2	A1	A1	--	B1	B1	B1	B2	B2	B2	B2	B3	B3
8	A2	A2	A1	A1	--	--	B1	B1	B1	B2	B2	B2	B2	B3
9	A2	A2	A2	A1	A1	--	B1	B1	B1	B1	B2	B2	B2	B2
10	A2	A2	A2	A1	A1	A1	--	B1	B1	B1	B1	B2	B2	B2
11	A2	A2	A2	A2	A1	A1	A1	--	B1	B1	B1	B1	B2	B2
12	A3	A2	A2	A2	A2	A1	A1	A1	--	B1	B1	B1	B1	B1

Combat losses

		<i>2 x D6 roll</i>											
		sifta	2	3	4	5	6	7	8	9	10	11	12
		1	1	-	-	-	-	-	-	-	-	-	1
		2-3	1	1	-	-	-	-	-	-	-	1	1
		4-5	1	1	1	-	-	-	-	1	1	1	2
		6-10	2	1	1	1	-	-	1	1	1	2	2
Example A	↑	11-15	2	2	1	1	1	1	1	1	2	2	2
		16-20	2	2	2	1	1	1	1	2	2	2	3
Example B	↓	21-25	3	2	2	2	1	1	2	2	2	3	3
		26-30	3	3	2	2	2	2	2	2	3	3	3
		31-35	3	3	3	2	2	2	2	3	3	3	4
		36-40	4	3	3	3	2	3	3	3	3	4	4
		41-45	4	4	3	3	3	3	3	3	4	4	4
		46-50	4	4	4	3	3	3	3	4	4	4	5
		51-55	5	4	4	4	3	4	4	4	4	5	5
		56-60	5	5	4	4	4	4	4	4	5	5	5
		61-65	5	5	5	4	4	4	4	5	5	5	6
		66-70	6	6	5	5	4	5	5	5	6	6	6
		71-	6	6	6	5	5	5	5	6	6	6	7

Each player takes throw dice to Establish enemy losses; see: [7.2.1] f), [7.2.4] i) [7.2.5].

Example:

A: defender loses roll

Attacker has 15 SPs and 3 combat modifiers (for Panther tanks attacking infantry in clear terrain). Defender losses are set by shifting initial 11-16 row 3 rows down. Final row is 26-30.

B: attacker loses

Defender had 24 SPs . Attacker losses are looked up by shifting initial 21-25 row by 3 rows up (also Panther modifier). Final row is 6-10.



ARTILLERY FIRE ON NAVAL UNITS (EXCEPT LANDING CRAFTS AND TRANSPORT VESSELS)

Artillery SPs used	2 x D6 roll										
	2	3	4	5	6	7	8	9	10	11	12
1-3	0/0	0/0	0/0	0/0	0/1	0/1	0/1	1/2	1/2	2/3	2/3
4-6	0/0	0/0	0/0	0/1	0/1	0/1	1/2	1/2	1/3	2/3	2/4
7-10	0/0	0/0	0/0	0/1	0/1	1/2	1/2	1/3	2/3	2/4	3/4
11-14	0/0	0/0	0/1	0/1	1/2	1/2	2/3	2/3	3/4	3/5	3/5
15-19	0/0	0/0	0/1	1/2	1/2	1/3	2/3	3/4	3/5	3/5	4/6
20+	0/0	0/0	1/2	1/2	1/3	2/3	2/4	3/5	3/5	4/6	4/6

Value before slash shows naval losses for units up to 4 SPs.
Value after the slash shows losses for units with more than 4 SPs.

ARTILLERY FIRE ON TO LANDING CRAFTS

Artillery SPs used	2 x D6 roll										
	2	3	4	5	6	7	8	9	10	11	12
1-3	-	-	-	-	-	-	-1	-1	-2	-2	-3
4-6	-	-	-	-	-	-1	-1	-2	-2	-3	-3
7-10	-	-	-	-1	-1	-2	-2	-3	-3	-4	-4
11-14	-	-	-1	-2	-2	-3	-3	-3	-4	-4	-5
15-19	-1	-1	-2	-2	-3	-3	-3	-4	-4	-5	-5
20+	-2	-2	-3	-3	-3	-4	-4	-5	-5	-6	-6

Losses are subtracted from landing vessels capacity as well as from the strength of transported units.

DIRECT COMBAT BETWEEN NSU UNITS.

Strenght of NSA	D6 roll							
	0	1	2	3	4	5	6	7
1-4	-	-	1	1	2	2	2	3
5-8	-	1	1	2	2	3	3	4
9-13	1	1	2	2	3	3	4	4
14-19	1	2	2	3	3	4	3	5
20+	2	2	3	3	4	4	5	6

Values in the table shows SPs losses of the enemy unit.

Dice roll modifiers:

- 1 when weather is cloudy
- 3 for night
- 1 for Player with initiative

Modifiers:

NSU strength:

1-2 => +2 for the dice roll result, 3-4 => +1 for the dice roll result

During the night torpedo boat losses are lowered by 1 for U-3 and U-4 results.

NSU LOSES FROM TORPEDO BOATS

Attacking boats SPs	D6 roll					
	1	2	3	4	5	6
1-5	-2	-2	-3	-3	-3	-4
6-10	-2	-3	-3	-3	-4	-5
11-15	-2	-3	-4	-4	-5	-6
16+	-3	-4	-5	-6	-6	-7

Values in the table shows SPs losses of targeted NSU units.

ARTILLERY FIRE ON TRANSPORT VESSELS.

Artillery SPs used	D6 roll						
	1	2	3	4	5	6	7
7-10	-	-1	-1	-2	-3	-4	-5
11-15	-1	-2	-2	-3	-4	-5	-6
16-21	-2	-3	-3	-4	-5	-6	-7
22+	-3	-4	-4	-5	-6	-7	-8

Losses are subtracted from transport vessel capacity as well as from the strength of transported units.

Dice roll modifier:

+1 if targeted unit has more than 30 SPs.

TORPEDO BOATS' LOSSES IN NSU'S LONG RANGE

NSU SPs	D6 roll					
	1	2	3	4	5	6
1-3	U-1	U/P	P	P	P	P
4-6	U-2	U-1	U/P	P	P	P
7-9	U-2	U-2	U-1/P	P	P	P
10+	U-2	U-2	U-1	U/P	P	P

DIRECT COMBAT BETWEEN NSU AND TORPEDO BOAT (NSU'S CLOSE RANGE)

Torpedo boat SPs	D6 roll						
	1	2	3	4	5	6	7
1-4	U-4	U-3	U-2	U-2	U-1/z	U-1/z	z
5-8	U-3	U-3	U-2	U-1/z	z	z	z
9-13	U-3	U-2	U-2/z	U/z	z	z	z
14+	U-2	U-2/z	U/z	z	z	z	z

U-n result means that torpedo boat retreats by 2 hexes and loses n SPs.

Results before slash refers to attacks during a day.

Results after slash refers to attacks during night.

Z- NSU take losses according to NSU losses from torpedo boats table



TORPEDO BOATS ATTACKS ON LANDING CRAFTS AND TRANSPORT VESSELS

SPs of attacked unit 1-10						
Attacker SPs	D6 roll					
	1	2	3	4	5	6
1-5	-	-	-1	-1	-2	-2
6-10	-	-1	-1	-2	-2	-3
11-15	-1	-2	-3	-3	-4	-4
16+	-2	-3	-4	-5	-6	-8

SPs of attacked unit 21+						
Attacker SPs	D6 roll					
	1	2	3	4	5	6
1-5	-	-2	-2	-3	-3	-4
6-10	-2	-3	-3	-4	-4	-5
11-15	-3	-3	-4	-4	-5	-6
16+	-4	-5	-6	-8	-10	-13

SPs of attacked unit 11-20						
Attacker SPs	D6 roll					
	1	2	3	4	5	6
1-5	-	-1	-2	-2	-3	-3
6-10	-1	-2	-2	-2	-3	-4
11-15	-2	-2	-3	-3	-4	-5
16+	-3	-4	-5	-6	-7	-10

If attacked unit has more than 30SPs then its losses are doubled. For example if enemy attack a transport vessel carrying land units of total strength of 50 SPs and table shows 13 SPs of losses then units transported lose 26 SPs.

TORPEDO BOATS AND LANDING CRAFTS (including units transported) losses during storm

Weather	2 x D6 roll											
	2	3	4	5	6	7	8	9	10	11	12	
good	-	-	-	-	-	-	-	-	-	-	-	
cloudy	5	5	10	10	-	-	-	-	-	-	-	
bad	10	10	15	15	20	30	30	50	60	90		

Values in the table shows % losses of naval units (torpedo boats and landing crafts) as well as units that are onboard.

AIRBORNE LOSSES DURING THE DROP

Parachute units losses						
Terrain type	rzut K6					
	1	2	3	4	5	6
hills	-	-	-1	-1	-1	-1
mountain	-1	-2	-3	-4	-5	-6
forest	-1	-2	-3	-4	-5	-6
swamp	-1	-1	-2	-2	-3	-4
town	-1	-2	-2	-3	-4	-5
lake	-3	-4	-4	-5	-5	-6
see	-3	-4	-5	-6	-7	-7

Glider units losses						
Terrain type	rzut K6					
	1	2	3	4	5	6
hills	-	-1	-1	-2	-2	-3
mountain	-4	-5	-6	-7	-7	-7
forest	-3	-4	-5	-6	-7	-7
swamp	-2	-2	-3	-4	-4	-5
town	-5	-5	-5	-6	-7	-7
lake	-4	-4	-5	-5	-6	-7
see	-5	-7	-7	-7	-7	-7

- Values in the table show an unit SPs losses

- If unit lands on lake/sea hex it is placed on adjacent land hex after losses are taken, if no adjacent land hex exists then unit is eliminated.

LOSSES ON THE MINEFIELDS

Streight of the stack	D6 roll					
	1	2	3	4	5	6
1-2	-	-	-	-	-1	-1
3-5	-	-	-1	-1	-1	-2
6-7	-	-1	-1	-1	-2	-2
8-10	-1	-1	-2	-2	-2	-3
11-14	-2	-2	-2	-2	-3	-3
15-19	-2	-2	-3	-3	-3	-4
20+	-2	-3	-3	-3	-4	-4

Values in the table shows SPs losses of the stack that enters mined hex. Engineers - see [21.2.3]

ARTILLERY FIRE ON OBJECTS.

Artillery SPs	D6 roll					
	1	2	3	4	5	6
1-5	-	-	-	-	-	U
6-10	-	-	-	-	U	Z
11-15	-	-	-	U	Z	Z
16-19	-		U	Z	Z	Z
20+	-	U	Z	Z	Z	Z

Z - object destroyed
U - object damaged

FIRING AT RANGE TABLE

Gun /Armor difference	Rzut dwiema kostkami										
	2	3	4	5	6	7	8	9	10	11	12
+7	4	3	3	2	2	2	1	1	1	1	Z
+6	3	3	2	2	2	1	1	1	1	1	Z
+5	3	2	2	2	1	1	1	1	1		Z
+4	2	2	2	1	1	1	1	1			Z
+3	2	2	1	1	1	1	1				Z
+2	2	1	1	1	1	1					Z
+1	1	1	1	1	1						Z
0	1	1	1	1							Z
-1	1	1	1								Z
-2	1	1									Z
-3	1										Z

Z – weapon jammed, no more fire during current turn.