

WORLD WAR III

ARDENNES 2024

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system:

WW3 III WORLD WAR

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- SP – strength points
- PR – movement points
- CEL – Combat Efficiency Levels
- ZOC – zone of control
- D – disorganization
- U – fortification

1.0 INTRODUCTION

The game that you hold in your hands is a simulation of a hypothetical battle in the Ardennes in 2024. Game uses battalion, regiment and brigade scale. Air forces are included as well, but instead of the specific units, they are represented by the equivalent of the possible forces that could be used. Ardennes 2024 is an easy game and there shouldn't be much troubles with learning and understanding the rules. However, if you will have any doubts or questions, feel free to ask at:

- Facebook - taktykaistrategia
- email: tsgzalewski@gmail.com

2.0 COMPONENTS

[2.1] Board

100x70 cm board covers parts of the Germany, Belgium and Luxembourg in the Ardennes. Map shows all the characteristic elements of the terrain, forests, mountains, hills, towns, cities and rivers. To make movement easier to manage, map was covered with hex net. Each hex has its own, special number. Every hex covers about 3000 meters of the real terrain. There are also tracks for air units and special forces printed on the sides of the board, along with turn tracks.

2.2 Counters

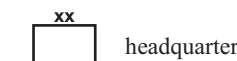
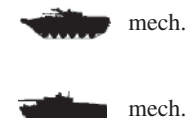
2.2.1 There are two types of counters. Unit's counters and auxiliary counters (all non-units counters.) **2.2.2** All motorized, mechanized and armored units are called "mechanized" for the movement purpose, however, movement table differs between motorized (wheeled) and tracked ones. Numbers in parenthesis are always covering wheeled units.

2.2.3 Each unit counter shows all its characteristics relevant for the game play. At the top there is unit name/number (on the left) and unit's alignment (division, corps or army) name/number (on the right). All names and numbers are reflecting real existing units. Size of the units is marked with a sign in the middle left side of the counter:

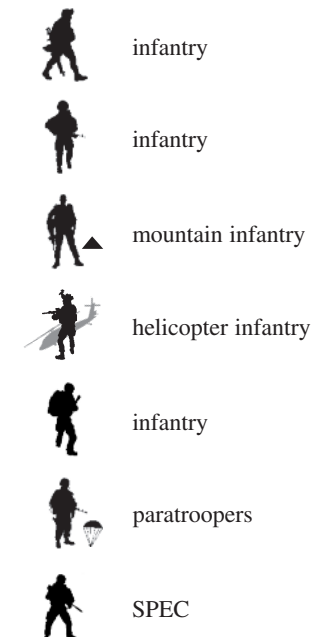
I – company, **II** – battalion, **III** – regiment, **X** – brigade, **XX** – division.

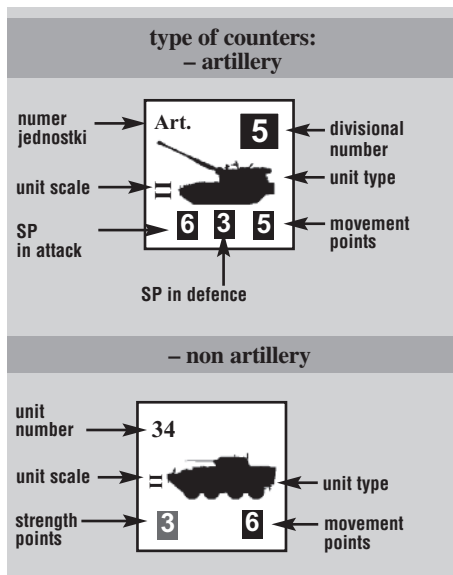
2.2.4 In the middle there is unit size and icon representing unit's type. At the bottom there are Strength Points (in case of artillery units there are two values) and Movement Points values.

jednostki zmechanizowane



pozostale jednostki





2.2.5 Most counters in the game are printed on two sides. If unit has full strength printed on the top side of a counter and lowered strength on the reverse then it has 2 Combat Efficiency Levels. Unit counter that is printed just on top side has 1 CEL.

2.2.6 Strength of the units is expressed with Strength Points, showing unit's effectiveness in both attack and defense.

2.2.7 Attack's strength is artillery's effectiveness to perform bombardment and to support attacks of the allied units.

2.2.8 Defense's strength is artillery's effectiveness in support of the defense of the allied units.

2.2.9 Movement ability is expressed in Movement Points, showing unit's ability to perform a movement in the Movement Phase. Unit pays a number of Movement Points to enter a hex, according to the Terrain Table.

2.2.10 Most counters in the game are printed on two sides. If unit has full strength printed on the top side of a counter and weaker strength on the reverse then it has two Combat Efficiency Levels (CEL). Unit counter that is printed just on top side has 1 CEL.

3.0 PHASES AND TURNS

3.1 General rules

3.1.1 Game play is divided into turns. Every turn allows or obliges players to perform certain actions (movement, attack, supply check etc.).

3.1.2 All actions in a turn are grouped into phases. There is twenty total phases for each turn. Every phase allows for given set of actions only. Performing an action outside proper phase is prohibited.

3.1.3 Each turn is finished after all Phases

have been completed.

3.1.4 Players cannot change order of phases. A phase can be omitted if there are no mandatory actions and both players choose not to perform voluntary ones.

3.1.5 After turn has been completed, players move Turn counter by one position and start over a new turn.

3.1.6 One turn represents 1 day of a battle..

3.1.7 Every scenarios has information which side has an initiative. Side with an initiative performs its actions first (Player A). Non-initiative player is called Player B.

3.2 Phases

3.2.1 Full turn contains following phases:

Phase 1 – Air Phase

Both players receive air forces reinforcements (only in the first air phase of each turn). Next, they assign secretly a number of the Air Points to the Air Advantage combat. Player B does the same. Air Advantage is resolved. If player A won air advantage (or none gain it), he may perform his air missions.

Phase 2 – Artillery Barrage of Player A.

If scenario allows, Player A can perform artillery barrage on enemy units.

Phase 3 – Movement of Player A.

Player A can move his units or build field fortifications. His reinforcements can enter the map. Instead of movement units can be selected for Strategic Movement (by covering them with „Strategic Movement' marker). Player A may use his SPEC unit to destroy objects.

Phase 4 –Attack of Player A

Player A performs obligatory and voluntary attacks. Order of combat is chosen by Player A, but Phase can end only when all mandatory attacks are made.

Phase 5 – Strategic Movement of Player A

All Player's A units that are covered with „Strategic Movement" marker can move.

Phase 6 – Supply Phase of Player A

Player A checks if his units are supplied or not. Player B can use his SPEC units to disrupt Player A's supply routes.

Phase 7 – Air Phase

Player B may perform his air missions, if possible.

Phase 8 – Artillery Barrage of Player B

Analogous to Phase 2.

Phase 9 – Movement of Player B

Analogous to Phase 3.

Phase 10 –Attack of Player B

Analogous to Phase 4.

Phase 11 – Strategic Movement of Player B

Analogous to Phase 5.

Phase 12 – Supply Phase of Player B

Analogous to Phase 6.

3.2.2 Because of the identity of the phases 1, 2, 3, 4, 5, 6 and phases 7, 8, 9, 10, 11, 12, in the further parts of the rules phases 1 and 7 will be called air phases, phases 2 and 8 – barrage phases, 3 and 9 – movement phases, 4 and 10 – combat phases, 5 and 11 – strategic movement phases and finally, 6 and 12 – supply phases.

4.0 MOVEMENT

4.1 Basic rules

4.1.1 Players can move their units during Movement Phases (regular movement – Phases 3 and 9, strategic movement – Phases 5 and 11), and Combat Phases (pursuit and retreat – Phases 4 and 10).

4.1.2 Retreat and Pursuit has additional limitations – see [8.6] and [8.7].

4.1.3 Order of units to be moved during any Movement Phase is Player's choice.

4.1.4 Unit cannot "overleap" a hex during movement. There must be continuous path of hexes between units start hex and unit's target hex.

4.1.5 Players units' movement and/or maneuvers during Movement Phases are limited by each unit's MPs.

4.1.6 Unit does not need to use all its Mps, but any "saved" MPs do not carry over to next turn.

4.1.7 Unit cannot pass its MPs to other units.

4.1.8 Unit cannot enter hex occupied by enemy units.

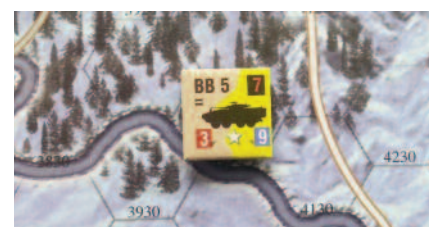
4.1.9 Any number of units can move through a hex (exception: entering the board – 16.1.5)

4.1.10 Unit can move through a hex occupied by friendly units regardless of stacking limits (exception: mountain road – 4.1.14)

4.1.11 Cost of entering a hex for a unit depends on unit type and terrain on the hex. All modifications are listed in TERRAIN INFLUENCE table.

4.1.12 Terrain costs are cumulative.

Example: Belgian BB 5/7 battalion on the hex 4030 moves into hex 3930. It is mechanized, wheeled unit. It'd be pay 3 MP to cross small river, and 6 MP to enter 6101 (3 MP because of the forest, 3 MP because of the hills).



4.1.13 Unit may always move one hex, even if total cost of movement on such a hex would be higher than unit's total MP. Units can never enter hexes that are prohibited for them.

Example:

a) Mechanized unit starts movement phase with 7 MPs. Unit can always enter adjacent hex, even if cumulative cost is higher than 7. If cost of entering adjacent hex would be 9 Mps unit still can enter the hex.

b) Infantry unit out of supply (normally having 4 MPs) starts Movement Phase with 2 MPs. If cost of entering adjacent hex is 3 MPs the unit can still enter the hex without increasing its OoS level.

Note: The intention of the rule is that unit is always able to move by at least 1 hex.

4.1.14 Mechanized units on the mountain roads can't move through the hexes occupied by another mechanized units. Such unit must end its movement on the hex with another unit and can't move any further. Infantry units may move freely.

4.1.15 Mountain units pay 1 MP less than other infantry units while moving on hills and mountain hexes.

4.2 Airborne and airmobile movement

4.2.1 Airdrop

4.2.11 Units marked as airborne infantry may enter the board via airdrop.

4.2.12 Only player who has air advantage may perform airdrop.

4.2.13 To perform airdrop, player places his airborne unit on the hex which is not:

- in the enemy ZOC
- Forest, Mountain or City

4.2.14 Unit that performed airdrop, can move in the same phase, but its MP number is halved.

4.2.15 If none of the players has air advantage, make 1D6 roll for every unit that makes airdrop. Result 5 or 6 means loss of 1 CEL.

4.2.2 Airmobile Movement

4.2.21 Units marked as airmobile, may perform airmobile movement.

4.2.22 Airmobile movement can be performed even if player hasn't air advantage.

4.2.23 To perform airmobile movement, player has to spend 1 Combat Helicopter point for each CEL of the unit that makes such a movement.

4.2.24 Units that are performing airmobile movement, may move 20 hexes, but they cannot start or end their movement in the enemy ZOC.

4.2.25 If during airmobile movement units moves through the hex with enemy unit,

make a D6 roll. 5 – movement is aborted, unit returns on its starting hex. 6 – just like 5, but unit also loses 1 CEL. In both cases, 1 Combat Helicopter point is lost. This roll is made for every hex with enemy unit.

5.0 STACKING

5.1.1 After the end of any phase there cannot be more than 8 CELs on one hex.

5.1.2 Each Headquarter is counted as 1 CEL for stacking limit.

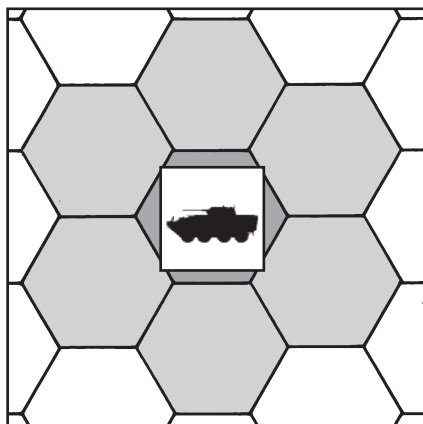
5.1.3 Order of the units in the stack is not important.

Example:

Three full strength (2 CELs each, 6 CELs in total) units can occupy one hex with one weakened unit (1 CEL) and HQ (1 CEL)

6.0 ZONE OF CONTROL

Zone of Control reflects unit's ability to influence its surroundings which denies enemy to move freely through such area.



6.1 Basic rules

6.1.1 ZOC spans onto unit's all adjacent hexes.

6.1.2 All regular units have ZOC.

6.1.3 ZOC does not extend through big rivers.

6.1.4 ZOC does not extend on terrain impassable for unit of given type.

Example:

Mechanized units ZOC do not influence adjacent swamp and mountain hexes. They don't have ZOC on such hexes.

German unit has its ZOC on the 5703, 5704, 5605 and 5504 hexes only.

6.1.5 There can be any number of ZOCs on one hex (both friendly and enemy). Many



ZOCs on one hex means only that this hex is influenced by many units.

6.1.6 ZOC gives player hex control. If there are many ZOCs on one hex, such hex is controlled by none.

6.2 Movement Influence

6.2.1 Unit that enters enemy ZOC must stop (cannot use its MPs in this Movement Phase any more).

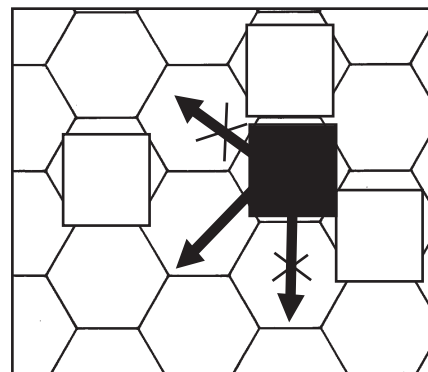
6.2.2 Entering enemy ZOC does not cost additional MPs.

6.2.3 Moving in ZOC of single unit is possible only during pursuit.

6.2.4 During Movement Phase a unit can leave enemy ZOC and enter other (or reenter the same) enemy ZOC.

6.2.5 Unit can move directly from one enemy ZOC into different enemy's ZOC.

6.2.6 Leaving enemy ZOC cost 1 MP



7.0 COMBAT

7.1 General rules

Direct combat between units is resolved during Combat Phase. In this phase units can be attacked by regular units supported by HQs, aircraft, helicopters and artillery. Air attacks can be performed in Air Phase (by aircraft and helicopter).

7.1.1 Unit can fight only once during Combat Phase

7.1.2 Regular unit can attack enemy units on adjacent hex only.

7.1.3 Unit in enemy ZOC must attack unless it is in fortifications (see 7.1.11 and 7.2.5).

7.1.4 Enemy unit having attacking Player's units in its ZoC must be attacked.

7.1.5 For single combat either attacker or defender must be on one hex.

Example:

a) American armored battalion enters ZoC of German infantry unit. In nearest Combat Phase American unit must attack (but not necessarily mentioned German infantry) and German unit must be attacked (but not necessarily by American armor).

b) Soviet mechanized brigade enters hex adjacent to British infantry which is on mountain hex. Soviet ZoC does not extend onto swamps but since Soviets are in ZoC, the infantry must be attacked.

Alternately – British infantry would not need to attack Soviets as its ZoC does not reach them.

c) Unit A has 3 enemy units (1, 2 and 3) on 3 adjacent hexes in its ZoC. Units 2 and 3 are fortified, while unit 1 is not. Unit 1 is in ZoC of another unit B. In this case unit 1 must attack (8.1.3) which means that both units A and B must be attacked (8.1.4).

Following options are possible:

Unit 1 attacks both units A and B. Then units 2 and 3 cannot participate in attack (because either side of a combat must be on one hex).

Unit 1 attacks unit B only - then there must be an attack made on unit A made by either unit 2 or 3 (or both) even though they are fortified.

7.1.6 Attacking Player chooses order of the attacks.

7.1.7 Attacking Player chooses when Combat Phase finishes (decides on voluntary attacks), but not sooner than 8.1.3 and 8.1.4 are satisfied.

7.1.8 Player owning the units decides which of his units take losses inflicted during combat (remembering about 7.16).

7.1.9 Attack on HQ which is alone on hex is always resolved at maximum Combat Ratio (rightmost column) in COMBAT TABLE. HQ cannot retreat in such combat and suffers losses according to 8.3.7.

7.2 Combat ratio

8.2.1 Combat Ratio (CR) is column in Combat Table where combat result is to be looked up after 2 dice (2D6) roll.

7.2.2 CR is calculated as follows:

1. Attacking Player units' SPs are divided by defending Player units' SPs which, after rounding (see [1.7]), yields initial combat ratio.

2. Initial combat ratio is modified by both Players' Combat Modifiers (see [8.3]) in order to calculate final combat ratio. Attacker always applies his Combat Modifiers first.

Example:

Two French infantry units, having 4 SPs each, attack Soviet mechanized unit with 5 SPs. Total attacker's strength is 8. Total defender's strength is 5. Combat ratio is 1.6:1 and, after rounding, 2:1.

7.3 Combat Modifiers

7.3.1 Combat Modifier (CM) is column shift applied on initial CR in order to obtain its final value. Both attacking and defending units can gain CMs through various factors, like terrain, fortifications, EWR, unit's special abilities and tactical concentration.

7.3.2 Defender's CMs lower initial Combat Ratio shift initial CR column in Combat Table to the left) while attacker's CMs increase initial Combat Ratio (shift initial CR column in Combat Table to the right).

7.3.3 Maximum and minimum Combat Ratio from Combat Table can never be higher than 10:1 or 1:4.

Example:

a) Attacker units' total strength is 8 and they have 3 combat modifiers. Defending units' total strength is 3 and they have 1 combat modifier. Initial combat ratio is 8:3 => 2.67:1 => 3:1. After attacker's CMs are applied combat ratio increases to 6:1. Finally, defender's CMs are applied and so final combat ratio is set to 5:1.

b) Attacker units' total strength is 18 and they have 7 combat modifiers. Defending unit strength is 4 and it has 2 combat modifiers. Initial combat ratio is 5:1. After attacker CMs are applied combat ratio is 13:1. Combat Ratio cannot exceed maximum from COMBAT table (10:1) therefore it is reduced to 10:1 After defender's CMs are applied, combat ratio is set to 8:1.

7.3.4 Players must use all combat modifiers gained from terrain, fortifications and tactical concentration. Usage of unit's special abilities and EWR (see [20.0] and [13.0]) is voluntary.

7.4 Rounding

7.4.1 Any integer number's division is rounded up.

Example:

a) If unit with strength of 1 SP should have it halved, its strength is still counted as 1.

b) 5 divided by 2 is 2.5. After rounding it is 3.

5.4.2 For combat ratio calculations any initial CR below .5 is to be rounded down and

any result above or equal to .5 is to be rounded up.

Example:

a) Attacker has 3 SPs while defender has 2 SPs. Combat Ratio is 3:2 => 1.5:1 => 2:1.

b) Combat Ratio 6.45:1 is to be rounded to 6:1, while 6.6:1 is to be rounded to 7:1

7.5 Combat Procedure

7.5.1 Combat procedure contains following steps:

a) Attacker selects attacking unit(s) and their target(s).

b) Both sides total SPs and combat modifiers are counted.

c) Combat ratio is calculated.

d) Combat modifiers are applied

e) Two dice (2D6) are rolled.

f) Intersection of final combat ratio column with row respective to dice roll provides combat result. It should be applied in following order: loss of SPs, than retreats and pursuits if any.

g) Any rolls for disorganization are made (see [18.0]).

Example:

German armored division attacks 2 British Infantry battalions that are in the forest (not fortified). German total strength is 17 SPs. British total strength is 8 SPs. Germans have 1 CM for Tactical Concentration and 1 CM for one star modifier (2 CMs in total). Brits have 1 CM for forest. For this combat initial combat ratio is 17:8 => 2:1. Final combat ratio must include both Players' CMs which makes it 3:1. If combat result is B2/-1 then Germans must lose 1 CEL (in unit(s) that used star modifier) and Brits must choose one of the following options:

– lose 2 CEL and does not retreat.

– lose 1 CEL and retreat by 1 hex.

– retreat by 2 hexes (1 disorganization test must be made).

7.5.2 Combat Results:

A1, A2, A3... - Attacker retreats 1, 2 or 3 hexes. With result A2 and higher roll/s for disorganization are made.

B1, B2, B#... - Defender retreats 1,2 or 3 hexes. With result B2 and higher roll/s for disorganization are made.

A-1,-2... – Attacker suffers 1/2 CEL/s loss (units with stars first, if stars modifiers were used)

B-1,-2 – Defender suffers 1/2 CEL/s loss (units with stars first, if stars modifiers were used)

D – Defender is disorganized

Black dot – roll for disorganization for every attacking stack

A2-2 – Attacker retreats two hexes and suffers 2 CEL losses (units with stars first, if

stars modifiers were used).

7.6 Retreat

7.6.1 Unit retreat when a combat result is Bx or Ax (x marks number of hexes for unit to retreat).

7.6.2 Unit retreat by given number of hexes from hex it was on when combat started.

7.6.3 During retreat unit cannot enter enemy ZoC, impassable terrain or leave the map.

7.6.4 Unit can retreat through hexes in enemy ZoC if they are occupied by friendly unit(s). For each hex of such retreat unit loses additional 1 CEL.

Example:

British unit has no choice but to retreat through friendly unit, since all other retreat routes are N/A. Because of that, British unit must additionally lose 1 CEL.

7.6.5 During retreat unit can cross big river only through bridge.

7.6.6 Unit cannot finish retreat on hex where it would cause exceeding stacking limit. Unit can retreat through such hexes.

7.6.7 Unit can choose not to retreat – each hex of such sustained retreat cost 1 CEL reduced from units that do not retreat by required number of hexes.

Example:

Combat result is **B3**. Player has 4 options:

- withdraw by 3 hexes
- withdraw by 2 hexes and suffer additional loss of 1 CEL
- withdraw by 1 hex and suffer additional loss of 2 CELs.
- keep its position and lose 3 CELs

7.6.8 Additional losses due to sustained retreat are taken regardless on number of hexes units occupied before the combat.

Example:

Russian guard division is attacked by 3 American armored battalions (from 3 different hexes). If attacking Americans receive combat result A1 and American Player wants to keep positions, he must suffer loss of 1 CEL from any of 3 units that took part in the attack. If American Player does not want to lose 1 CEL he must withdraw all 3 units by 1 hex. American Player may also leave some units (e.g. 2 of 3 attacking) and withdraw the rest. In this case he must suffer loss of 1 CEL from unit(s) that remained on the position(s).

7.6.9 Retreat obliges Player to conduct disorganization test(s) (see 5.6.2). Player must make test for each (except the first one) hex of his retreat path.

Example:

a) Attacker received combat result A2 and retreated by 2 hexes. It must make 1 disorganization test.

b) Defender received combat result B4 and retreated by 3 hexes (suffering one CEL lose to not retreat 4 hexes). He must take two 2 disorganization tests.

c) Result B3 result and retreat by 1 hex does not require making disorganization test.

7.6.10 If unit performed retreat, its counter should be rotated by 90° to remember about it. Units that retreated can't build Field Fortifications in their next Movement Phase.

7.7 Pursuit

7.7.1 If enemy units retreated as a result of a combat, then opposing units can pursuit.

Note:

Defender can also pursuit – if attacker retreats after unsuccessful assault (result Ax).

7.7.2 Pursuit must be made through retreat path. Unit may move one hex off the retreat path, but it has to stop right after that.

7.7.3 If several units retreated through different paths then pursuing Player can choose any one of them.

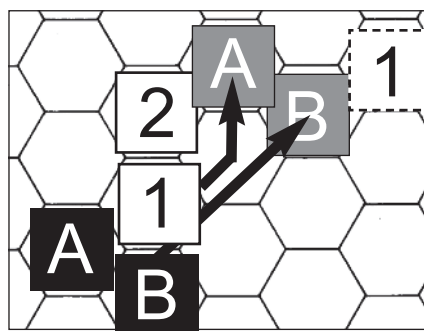
7.7.4 First hex of any pursuit must be the hex emptied by retreating unit(s).

7.7.5 Enemy ZoCs are ignored during pursuit.

7.7.6 Pursuing units can move number of hexes not greater than length of retreat path.

Example:

Defending German Regiment received combat result B4. It retreated by 3 hexes. In this situation pursuit can be made by up to 3 hexes and first hex must be the one emptied by defender.



7.7.7 Pursuit is not limited by MPs unit has but it cannot enter impassable terrain or leave the map.

7.7.8 Pursuing unit must stop after it crosses big river.

7.7.9 Artillery units that supported attack/defense cannot pursuit.

7.7.10 If enemy unit was eliminated in combat then victorious units can enter emptied hex and move on any adjacent hex (all movement limitations, especially influence of enemy ZoCs, apply in this case).

7.8 Terrain Influence

7.8.1 Terrain effect on combat is described in TERRAIN EFFECT table.

7.8.2 Terrain influence on combat is cumulative.

Example:

If defender is in forest (+ 1 CM) and is attacked through the river (+1 CM) then defending Player gains +2 CMs for this fight.

7.8.3 If defender fights on multiple hexes the one with most SPs is counted for any CMs gained by defender.

7.8.4 Rivers and/or streams influence combat only when more than half of SPs of attacking units assault through this obstacle.

7.8 Stars

7.8.1 Some units have white stars between their combat/movement factors (armored/mechanized) or on the left side (infantry units).

7.8.2 Stars expresses higher quality of the units, soldiers skills and better equipment.

7.8.3 Each star provides +1 shift for the combat result table.

7.8.4 Stars are not working against fortified units.

7.8.5 No more than three stars may affect combat result on each side.

Example:

Four German units (all with stars) are attacking one American unit (with star). Total star modifier is +two for Germans (since only three stars can be used in a single combat by each side).



7.8.6 If units with stars are involved in combat and player that controls them suffers casualties in this combat, unit with star has to be first to lose at last one CEL.

8.0 ARTILLERY

8.1 General rules

8.1.1 Artillery (as well as air units) can fight indirectly by supporting friendly regular units' attacks or defenses from remote hex(es).

8.1.2 Towed artillery units has 1 CEL only. Self propelled, rocket and MLRS artillery units have 2 CELs.

8.1.3 Maximum range of the artillery fire is 10 hexes (Tactical missiles – see [21.1])

8.1.4 Towed artillery units can't participate in pursuit.

8.1.5 Artillery units don't have ZoC.

8.1.6 Tower artillery unit can be eliminated if during a movement or pursuit enemy unit that has ZOC enters a hex where such artillery is. Unit pays 1 additional MP (2 MP if artillery unit is fortified).

8.1.7 Self propelled artillery units can't be destroyed in the way described in 8.1.6

8.2 Ranged attacks

8.2.1 During a combat phase, Attacker's artillery can fire directly to enemy units on remote hexes – in this case offensive SPs are used.

8.2.2 Procedure of a ranged attack is as follows:

- Player declares number of units participating in the attack and selects target (one hex) that must be within range of all attacking units.
- Player sums total SPs of attacking artillery units and subtracts doubled terrain modifier of the defender.
- Player rolls 2 dice (2D6).
- Result is looked up in ARTILLERY FIRE table.

8.2.3 Ranged attack cannot be made on adjacent hexes.

8.2.4 Ranged attacks can be supported by air units.

8.2.5 Unit that is target of a ranged attack cannot be attacked directly in the same Combat Phase. If they must be attacked (e.g. due to [8.1.3]) then ranged attack cannot be made.

8.2.6 Artillery that was target of a ranged attack, after applying its result, can in the same phase support defense of friendly regular units.

Example:

Artillery unit was attacked by enemy artillery ranged fire. As a result artillery unit was disorganized. The unit can support defense of friendly units in the same Combat Phase using half of its defensive SPs.

8.2.7 Artillery can target objects (in this

case also on adjacent hexes). Attack procedure is

analogous to that in 9.2.2 (but no terrain modifiers are accounted for) and result is looked up in ATTACKS ON OBJECTS table.

8.3 Attacker's support

8.3.1 Units that are attacking can be supported by one or more friendly artillery units. In such a case, artillery's attacking strength is added to the attacking units' strength.

8.3.2 At last one of the units that are target of the attack has to be in range of all artillery units.

8.3.3 Attacking player has to chose all the artillery units that are supporting such attack before defender chooses his artillery support.

8.3.4 Artillery unit can support only one attack per phase.

8.4 Defender's support

8.4.1 Artillery units can support defense of the friendly units during combat phase.

8.4.2 Artillery may support defense only if it's not in the enemy ZOC. If it is in the enemy ZOC, it can support only a defense of the units that are in the same hex as such artillery unit.

8.4.3 When artillery supports defense of the friendly units, it adds its defensive strength to the defending units' strength.

8.4.4 Unit that is supported, has to be in range of the artillery that supports its' defense.

8.4.5 Defense can be supported by one or more artillery units, but defending unit has to be in range of all these artillery units.

8.4.6 If several units are attacked during single combat, just one of them has to be in range of artillery to gain a support.

8.4.7 Defender declares which of his artillery units are about to support his defense after attacker's declaration of the number of artillery units that are supporting his attack. After both declarations are made, it is not allowed to change it.

8.4.8 Artillery unit can support only one defense per phase.

8.4.9 Artillery unit that supported defense is not influenced by the combat's result if it's not on the same hex as defending unit.

8.5 Direct Combat

8.5.1 Artillery unit which is in the enemy ZoC, may only support defense units sharing their hex with such artillery unit. In such a case, artillery uses it's Attack/Defense strength normally.

8.5.2 If artillery unit is alone on the hex (or with other artillery units/HQs) it fights using 1 SP only.

8.5.3 While participating in direct combat, artillery undergoes all the results of the combat.

8.6 Artillery's movement

8.6.1 Every towed artillery unit has icon of gun on front side of the counter (combat setup) and icon of truck on the back side of the counter (transport setup).

8.6.2 Towed artillery can move only when it's in the transport formation (exception – see [9.6.7]).

8.6.3 Towed artillery may change its setup with a cost of 1 MP

8.6.4 After changing its setup, towed artillery may continue its movement.

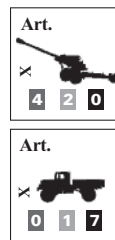
8.6.5 Unit may participate in combat only in the combat setup.

8.6.6 Every towed artillery moved like motorized unit.

8.6.7 Towed artillery can move one hex without changing its setup.

8.6.8 If forced to retreat, towed artillery instantly changes its setup into transport.

8.6.9 Self propelled artillery moves like any other units (wheeled or tracked)



9.0 FORTIFICATIONS

9.1 General rules

9.1.1 Field Fortifications (FF) are marked by putting respective auxiliary counter under the unit on the hex.

9.1.2 FF are built in Movement Phase by a regular unit that:

- will not be moved AND
- didn't retreat in last Combat Phase (it is allowed to sustain retreat and take losses).

9.1.3 Unit that retreated and is unable to leave enemy ZoC can build FF.

9.1.4 Building FF cost all MP's unit had at the beginning of Movement Phase.

9.1.5 FF is removed from the map if there is no unit on the hex at the end of the phase

9.1.6 In the same movement phase one unit may leave Field Fortifications and another one may enter such a hex. In such situation Field Fortifications counter is not removed.

9.1.7 FF is removed when enemy unit enters the hex. The same FF cannot be used by opposite Players.

9.1.8 FF can be rebuilt on the same hex by both sides.

9.1.9 FF can be built on any terrain except swamps.



9.2 Field Fortifications and combat

9.2.1 Unit that defends in FF gains CM +1 or +2 if in city or town.

Example:

British mechanized unit (2 SP) in FF is attacked by two Russian mechanized brigades (12 SP). Initial combat ratio is 4:1, but because of the FF, final combat ratio is 3:1.



9.2.2 FF is cumulative with terrain modifiers, i.e. unit in the FF in the forest gains +2 CM (+1 for the FF and +1 for the forest).

9.2.3 Units on hex with FF do not need to attack (see 8.1.3).

9.3 Field fortifications and movement

10.3.1 Units pay no additional MPs for entering/leaving hexes with FF.

10.0 AIR FORCES

10.1 General rules

10.1.1 Air forces in the game is represented by the certain value of SP. Initial number of the available air forces SPs is mentioned at the footnotes for every scenario.

10.1.2 Each scenario card tells how many air forces SP player has at start. If there is not such a number, player starts with 0 air forces SP (although he may receive some as reinforcements).

10.1.3 Each player may assign a number of his air forces SP into air advantage combat. Before any other action in the air phase is made, both players make a roll and add the result to the number of their air advantage SP spent in this phase. If one of the players gets result bigger than two, he has an air advantage. If there is a draw or difference of one, none has air advantage. Side that lost in air advantage roll, loses half (rounded up) of air forces SP used. If none has air advantage, both sides suffer losses.

Examples:

- It is player A's air phase. He has total 12 air forces SP. He spends 3 of these into air advantage and keeps remaining 9 for air

missions. Player B has 8 SP, he spends 4 of these into air advantage and keeps remaining 4 for air missions.

- Player A chooses to use 2 SP for air advantage and 2 SP for missions. Player B chooses 3 for air advantage and 4 SP for missions. Both players reveal this simultaneously and make a rolls. Player A rolls 5 and Player B rolls 2. Player A wins air advantage (7 is higher than 5 and there is +2 difference). Player B loses 2 SP permanently (3/2, rounded up=2) and can't perform air missions till the next air phase, although his 4 SP are considered as spent in this turn.

10.1.4 Player with air advantage may use his air forces to perform all the air missions while his opponent may use combat helicopters only. If none has air advantage, both players may use their air forces to perform all the air missions, although they are halved (rounded up).

Example:

Player A wants to use his air forces SP to destroy bridge. In this turn none gained air advantage. He sends 4 SP, but because of the 10.1.4 he checks result it in the 1-2 verse instead of 4-5.



10.1.5 To mark available, spent and lost air forces SP, use air forces counters.

10.1.6 Place counter with an aircraft to mark available air forces SP. Slide it up and down to mark losses and reinforcements. Use a counter with a nationality sign to mark air forces SP used in the turn.

10.1.7 After the end of each turn, nationality markers are removed from air tracks, even if not all air forces SP were spent.

Example:

At the beginning of the turn American Player (Player A) has 6 air forces SP. He gains +2 because of the reinforcements, so air forces counter is moved to 8. It is air phase. He notes secretly that he wants to use 3 of them into air advantage. After resolving air advantage, he places counter with a star on the air track on 3 (since he used 3 SP on air advantage). He lost in the air advantage, so he has to lose 2 SP. He moves air forces counter into 6 to mark it.

10.1.8 Number of the air forces SP can never be higher than the top number of the air forces track.

10.2 Anti air artillery

10.2.1 After declaring any air mission and number of SP used, player makes 1D6 to check possible losses of his air forces SP sent on this mission:

Germans, Russians and their allies:

- 1-2 – 1 SP lost
- 3-4 – 2 SP lost
- 5 – 3 SP lost
- 6 – No losses

Allies:

- 1 – 1 SP lost
- 2 – 2 SP lost
- 3 – 3 SP lost
- 4-6 No losses

Remaining air forces SP may perform their mission.

10.2.3 Player can't lose more SP than he is using. If 2 SP were chosen to use on mission, no more than 2 SP can be lost because of the AA fire.

10.3 Air Missions

10.3.1 Single air mission may only be performed on the one, chosen hex.

10.3.2 Players may choose which of their air forces SP are spent on the ground attack missions, bombers missions or combat support missions.

10.3.3 There is no limit of the air points used in one mission.

Example:

German player has 12 SP of air forces to use for missions. He can use all of them for the single mission or divide for several missions.

10.3.4 Player may choose between following air missions:

- bomber missions
- ground attack missions

10.4 Bomber missions

10.4.1 During bomber missions air forces may perform two kinds of tasks:

- destroying object
- attacking units

To find the result of the bomber missions, check "Destroying objects" and "Bomber attacks" tables.

10.4.2 For the bomber attacks on the units, CM of the terrain is doubled.

Example:

10 SP of the bomber air forces attacks units which is on the hills (+1) with forest (+1). Initially, result of the attack would be found in 9-10 verse of the Bomber Attacks Table, but because of the modifiers $[(1+1)*2]=4$, it'd find in the 5-6 verse instead.

10.5 Ground attack missions

10.5.1 Ground attack air forces may perform four kinds of missions:

- support attacks
- support defense
- attack enemy units
- attack bridges

10.5.2 Ground attack air forces may also cooperate with artillery units in their attacks against enemy units. In such a case, add air forces SP to the artillery's SP and check the result in the artillery fire table.

10.5.3 To support attack/defense, add air force's SP to the SP of the attacking/defending unit. When supporting defense, air forces used SP are halved.

Example:

French infantry battalion (2 SP) defends against German armored battalion (6 SP). None of the players has air advantage. German player uses 2 SP of the air forces to support his attack, so his total SP is 8. Allied player uses 4 SP to support defense, so his total SP is 4.

10.5.3 Ground attack air forces may perform their own attacks against enemy units. In such a case, terrain CM is double, just like at 10.4.2. Results are found in the Ground Attack Air Attacks Table.

11.0 HEADQUARTERS

11.1 General Rules

11.1.1 HQ counter does not have ZoC.

11.1.2 HQ counter has 12 MPs and is moves like mechanized (wheeled) units.

11.1.3 HQ counter can enter hexes inaccessible for mechanized units (swamps, mountains) for cost of 5 MPs.

11.1.4 HQ has 1 CEL.

11.2 Combat Influence

12.2.1 If all units in given combat are within friendly HQ range, then Player can add (if defending) or subtract (if attacking) 1 from dice roll for combat result (see 5.2.1 pt. e)).

11.2.2 HQ range is 10 hexes.

12.2.3 HQ influence is not cumulative – Players cannot add/subtract more than 1 from dice roll.

11.2.4 Both attacking and defending player

11.3 Direct combat

11.3.1 HQ has no ZoC so it can't attack.

11.3.2 If attacked alone, result is found in 10:1 column of the combat table.

11.3.3 If stack suffered losses, player may choose to eliminate HQ instead of the CEL of any other unit.

11.3.4 HQ can be eliminated if enemy unit enters hex occupied by the HQ and pays 1 additional MP. It can be also eliminated during pursuit. In such a case, unit can't move any further after destroying enemy's HQ.

11.3.5 Elimination of the enemy HQ gives player +5 EW (20.1).

12.0 TACTICAL CONCENTRATION

12.1 General rules

12.1.1 Tactical concentration expresses an advantage of the using units of the same division/brigade that trained together before.

12.1.2 If three Russian units of the same division or three units of the same brigade of any other nationality participate in same combat (in attack or defense), player gains +1 combat results table shift for his favor.

12.1.3 There is no need for units to be on the same hex.

12.1.4 Tactical concentration is cumulative, if there are six units of the two brigades used in the same combat, player gains +2 CM.

12.1.5 Artillery units count to total number of the units used as well, even if they just support combat from the distant hex.



13.0 STRATEGIC MOVEMENT

14.1 Basic Rules

Strategic movement allows Player to relocate his units after all attacks were made therefore he can exploit any gaps that was created as a result of combats.



14.1.1 Strategic Movement Phase (Phases 5 and 11) allows Player to move his units after Combat Phase.

14.1.2 Strategic Movement (SM) can be made by units that were not activated during their Movement Phase and did not fight during their Combat Phase.

14.1.3 All movement rules (see [4.0]) apply to Strategic Movement.

14.1.4 Units that are chosen to be moved in Strategic Movement are marked with „Strategic Movement“ counter during Movement Phase.

14.2 Detailed Rules

14.2.1 Units that are in enemy ZoC cannot make SM.

14.2.2 Units cannot enter enemy ZoC during SM.

14.0 SUPPLY

14.1 General Rules

14.1.1 Line of Supply (LoS) is a path of hexes connecting a unit with Supply Base.

14.1.2 LoS for unit is checked in Player's Supply Phase.

14.1.3 Each unit traces its LoS independently from other units. LoS of a unit is not limited in any way by LoSes of other friendly units.

14.1.4 Supply Bases are defined for each scenario (they are usually map edge, a town or given HQ unit).

14.1.5 LoS can be traced through roads without range limits.

14.1.6 LoS can be traced through off-road hexes for distance allowed by supply MPs limit.

14.1.7 Number of off-road supply MPs is specific for each nation:

- Allies, Germans: 12 MPs
- Russians: 10 MPs

14.1.8 In order to provide supplies LoS must "reach" unit's hex (starting from a road hex). It is done by spending supply MPs – they are spent analogously to wheeled units movement rules (e.g. LoS cannot be traced through swamps or mountains).

14.1.9 Supply MPs are not spent for tracing

off-road LoS between friendly units on adjacent hexes.

14.1.10 LoS cannot be traced through enemy units and/or their ZoCs unless the hex is occupied by friendly regular unit.

14.1.11 For LoS tracing it is assumed that all enemy units and all enemy towns have ZoC (excluding artillery in transport setup and HQs).

Example:

Line of Supply is traced from eastern edge of the map to units of German infantry. Due to presence of enemy units blocking the roads Germans must trace supply line partially through off-road hexes. The limit of 12 MPs German Player can use allows him to reach 231 battalion, but not 3/31 battalion.



Line of supply goes as following: 6413, 6313 (no MP are paid, since these two are road hexes), 6214 (3 MP), 6113 (3 MP), 6013 (3 MP). After spending 9 MP (of the maximum 12), it reaches 231 Battalion. To reach 3/31 battalion, player would need much more MP, since both 5812 and 5711 are hills/forest hexes (5 MP each for motorized units).

14.2 Out of Supply



14.2.1 Unit's that are unable to trace LoS during Player's Supply Phase are considered Out of Supply (OoS) and covered with counter marking OoS level equal to 1.

14.2.2 OoS units have their movement and attack strength halved (they still have full strength in defense).

14.2.3 Player, by increasing OoS level of unit by 1, can:

- move unit using its full MPs limit
- attack using unit's full strength

Example:

If Player moves unit which is out of supply, using its full Movement Points limit and then attack using units full strength that OoS level

of this unit is increased by 2.

14.2.4 Unit's OoS level is increased by 1 when:

- unit is successfully attacked by enemy (result Dx)
- unit's attack fails (defender does not obtain Dx result)

Example:

If OoS unit moves with full Movement Points limit, and then unsuccessfully attacks using its full strength then its OoS level increases by 3. If in subsequent Combat Phase unit is successfully attacked by enemy than its OoS level increases additionally by 1.

14.2.5 OoS modifications are made just after the action (movement or combat) which changes it.

14.2.6 Each OoS unit undergoes surrender procedure during Supply Phase. Surrender procedure is taken before increasing OoS number.

Surrender Procedure:

Player rolls 1D6. If a result is smaller than OoS level, then unit is removed from the board. Every unit (not stack) undergoes surrender procedure separately. Rolling 6 always means that unit remains on the board.

14.2.7 If OoS unit regains supply (Player can trace LoS to the unit at the beginning of Supply Phase) then OoS counter is removed.

14.2.8 Unit which OoS level is 0 or less regains all its base combat statistics (SPs and MPs).

Example:

It will take 2 Turns with full supply for unit with OoS equal to 5 to regain full combat abilities.

15.0 INITIAL SET UP AND REINFORCEMENTS

15.1 Reinforcements

15.1.1 During the game players receive reinforcements. There can be new units, more air forces and combat helicopters SP, EW points or Special Forces. All information about the number of the reinforcements and time of their entry are in the Reinforcements Calendar at each scenario.

15.1.2 New units enter the game during Player's movement phase.

15.1.3 Reinforcements enter the game from the zones of entry marked on the board or just from given sides of the board.

15.1.4 Reinforcements may enter the board as stacks.

15.1.5 If more than one unit enters the board from the same hex, each fourth and further unit pays additional 1 MP for entering the board.

Example:

Five units enter the board from same hex. 1, 2, 3 may move normally, while 4 and 5 will pay 1 MP for entering the board

16.1.6 While entering the board, all the rules about movement are in effect.

15.2 Reinforcements' Transfer

15.2.1 There is possibility to transfer upcoming reinforcements in case if:

- entry zone is capture by enemy
- entry zone is in the ZoC of the enemy units
- player wants his reinforcements to enter his units from other zone

In such a case unit may enter the board from another entry zone, spending 1/2 of it's MP.

15.2.2 Player may also decide to delay reinforcements. In such a case he declares when his units are entering the game.

15.2.3 Unit may also voluntary leave the board (in it's Movement Phase only) through friendly entry zone/side of the board. In such a case, it may return in the next turn via any available entry zone at the cost of 1/2 MP.

15.3 Air forces reinforcements

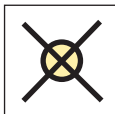
15.3.1 Air forces SP and Combat Helicopters SP are added to the player's available SPs at the beginning of the first Air Phase in every turn.

15.3.2 Air forces SP can't be delayed or transferred in any way.

16.0 DESTROYING AND BUILDING BRIDGES

16.1 Bridges on rivers (small)

16.1.1 Bridge on the river can be destroyed if unit with ZOC that stands on the one side of the bridge declares it's destruction and spends 1 MP. Put the destroyed bridge counter on such a bridge.



16.1.2 Bridge on the river can be rebuild if there are no enemy units on any side of the bridge and unit with ZOC spends 3 MP. Remove destroyed bridge counter.

16.1.3 It is not allowed to build new bridges, only to rebuild destroyed ones.

16.1.4 Bridges can be also destroyed by air forces, artillery, combat helicopters and Special Forces.

16.2 Bridges on the big rivers

16.2.2 Bridge on the river can be destroyed if unit with ZOC that stands on the one side of the bridge declares it's destruction and spends 1 MP. Put the destroyed bridge counter on such a bridge.

16.2.2 Bridge on the big river can be rebuild if there are no enemy units on any side of the bridge and HQ moves on the any side of the bridge. In the next turn, at the beginning of player's Movement Phase, destroyed bridge counter is removed. If enemy unit enters the other side of the bridge before this action is finished, rebuild of the bridge is canceled.

16.2.3 It is possible to build a new bridges on the big rivers in the same procedure as 15.2.2.

16.2.3 Bridges on the big rivers can be destroyed by air forces, artillery, combat helicopters and Special Forces.



17.0 SPECIAL FORCES (SPEC)

17.1 General rules

17.1.1 At the beginning of each scenario, every player has certain number of the SPEC units.

17.1.2 Reinforcements calendar says how many of the SPEC units player has in the certain turn.

Example:

In the turn 4 player has 3 SPEC units. In the turn 5, number is reduced to 3. If player has still 4 units, he has to remove 1.

17.1.2 SPEC units are placed on the board when player decides to use them:

- to attack enemy HQ or coordinate artillery fire, SPEC units are placed on board in the combat phase
- to destroy an object, SPEC units are placed on board in the player's movement phase
- to disrupt enemy supply route, SPEC units are placed on board at the beginning of the the enemy movement phase



17.2 Special Forces missions

17.2.1 Special forces may:

- A. Destroy objects
- B. Attack HQ
- C. Disrupt supply routes
- D. Coordinate attacks

17.2.2 Destroying objects (bridges of every kind)

17.2.2.1 SPEC counter is placed on the hex with object player wishes to destroy. D6 roll is made:

4-6 – Object destroyed, **1-3** – No effect.

17.2.22 Subtract 1 from the result if object is in the enemy ZOC or is on hex occupied by the enemy units.

Example

Russian SPEC unit tries to destroy a bridge. There is American unit on the one of its ends. Russian player rolled 4. There is -1 modifier because of the enemy unit's ZOC. Final result is 3 which means that mission was a failure.

17.2.3 Attacking HQ

17.2.31 SPEC counter is placed on the hex with enemy HQ that player wants to attack. 2D6 roll is made:

11-12 – HQ destroyed

10-8 – HQ successfully disrupted. It can't move nor support any of its units in this turn. Place "Disorganization" counter on this HQ.

7-6 – No effect

17.2.4 Disrupting Supply Routes

17.2.41 Player places SPEC counter on the hex non occupied by enemy units. Enemy player can't trace supply routes through such a hex in this turn.

17.2.5 Coordination of Attacks

17.2.51 Players places SPEC counter on hex. A single air or artillery attack on such a hex gets +2 additional SP.

17.3 Special forces after action

17.3.1 After any of the actions mentioned above, player makes a D6 roll:

1-3 – SPEC unit is eliminated

4-6 SPEC unit is placed in the After Action box with After Action side up. In the next day SPEC counter is flipped onto its normal side and in the next day it can be used again.

Example:

USA SPEC unit performed a mission at 15 December. After resolving a mission, player makes a roll. He rolled 6, which means that unit survived. It will be available to use again at 17 December.

18.0 DISORGANIZATION

18.1 General rules

18.1.1 Unit becomes disorganized during combat (direct combat, artillery attack or air attack) in three cases:

- combat result marks automatic disorganization (e.g. result D3D means that defender retreats by 3 hexes and becomes disorganized)
- attacking Player fails disorganization test (marked by black dot in given combat result table).



– defender fails disorganization test after retreat.
18.1.2 Disorganization test requires Player to roll 2 dices (2D6). If result is higher or equal than unit morale limit, then it become(s) disorganized.

18.1.3 Player makes separate rolls for every stack.

Example:

Three British mechanized battalions attacked one German battalions. British units are on the different hexes. As the result, attacker get black dot. He has to make disorganization test for each battalion separately, because of being on the different hexes. If all British battalions would be on one hex, only one disorganization test would be made, but it'd affect all of the units in the stack.

18.1.4 Artillery can be disorganized only if it fights on hex adjacent to the enemy.

Example:

Artillery unit supported infantry attack from the distance of 2 hexes. If attacking units becomes disorganized as a result of the attack, supporting artillery does not. If artillery supporting the attack were on hex adjacent to enemy units being attacked than it would disorganize together with regular units.

18.2 Disorganized units

18.2.1 Disorganized unit is covered with “D” counter. It has its strength (both in attack and defense) halved.

18.2.2 In order to organize unit must remain inactive during full turn. It can't move nor fight or be target of any kind of attack.

Example:

- a) Unit became disorganized during combat. If unit remains inactive until end of its next Combat Phase than it regains full strength (after its next Combat Phase). In order to do this unit cannot move, attack or be attacked.
- b) Unit became disorganized as a result of air attack (phase 7). If unit does not move, attack or be attacked than it regains full strength at the end of phase 7 next turn.

18.2.3 Disorganized units are covered with disorganization marker with a symbol of their nationality.

19.0 MASKING

[19.11] 20.1.1 At the beginning of the game, all units/stacks are covered with masking counters, so other player can't see what's there.

20.1.2 Masking counter is removed when unit is in the ZOC of the enemy unit.

20.1.3 Units in the Field Fortifications have

their masking counters removed during combat

19.1.4 Units attacked by artillery or air forces haven't their masking counters removed.

20.0 ELECTRONIC WARFARE (EW)

21.1 Initial strength of the electronic warfare is described in every scenario.

21.2 Electronic Warfare modifier works as combat results table shit. Player can't use more than 2 EW points in a single action.

Example:

Russian player has 20 EW points. He can use them freely during entire scenario, but no more than 2 per single action. He uses 2 of them to support his attack. To mark it, Russian player places EW 2 on one of his units.

21.3 Destruction of enemy HQ increases player's EW points by 5.

21.4 EW points can be used in both attack and defense.

21.5 If EW points are used to support artillery/air attacks, every EW point lowers down one verse of the table.

Example:

German artillery fires with 6 SP. German player spends 1 EW and thanks to that he searches for the result in the 9-12 verse instead of 6-8.

21.6 Each spent EW point is lost permanently.

21.7 Player may receive new EW points as reinforcements.



21.0 TACTICAL MISSILES AND MLRS

22.1 Tactical missile artillery can target any units on the board.

22.2 When it comes to the combat support and artillery attacks, all the artillery rules are applied here as well.

22.3 Once per day MLRS units of each side may perform thermobaric attack. Place “Thermobaric” marker on such a unit. It's attack's strength is doubled.
22.4 Thermobaric attacks can't be used against enemy units that have player's units in their ZOC.

22.5 Only supplied unit may perform thermobaric attack.



21.0 COMBAT HELICOPTERS (CH)



23.1 Combat helicopters are used in the same way as ground attack air forces.

23.2 Number of the SP of the Combat helicopters available is given in the scenarios.

23.3 Player doesn't have to declare a number of the CH he plans to use in the turn, he can use them every time he wants.

23.4 If player doesn't have air advantage, his CH strength is halved during every action.

Example:

Player doesn't have air advantage. He uses 4 SP of CH to support attack. Because of the 22.4, total strength of the supporting CH is 2.

23.5 To mark the number of the Combat helicopters used in the certain combat, move a helicopter marker on the Combat Helicopters track on the board. Each nation has its own track.

Example: Player has 20 SP of the Combat Helicopters. He declares to use 5 of them to support one of his attacks. Marker is moved from 20 to 15 on the CH track.

23.6 Available, lost and used combat helicopters SP are marked in the same way as air forces SP.

23.7 Before resolving any action that includes Combat Helicopters, a D6 roll is made to check anti air artillery effect.

Russians, Germans and their allies:

- 1 – 1 SP lost
- 2-3 – 2 SP lost
- 4-5 – 3 SP lost
- 6 – No losses

Allies:

- 1 – 1 SP lost
- 2 – 2 SP lost
- 3 – 3 SP lost
- 4-6 – No Losses

Losses should be instantly marked on the CH track on the board. Losses are subtracted from the total of the CH used in mission.

23.8 Remaining CH may perform their action.

Example: Player has 10 SP of CH. He attacks with 5 SP and loses 2 SP. In the next day he receives +3 SP of CH reinforcements, so he can use 11 SP of CH that day.

23.9 Combat helicopters can be used to transport airmobile units (see 4.2.2.1)

23.10 Combat helicopter number can never be bigger than the top one of the CH track.

Example: American player has 18 SP of the CH. In the air phase he receives 3 SP of CH as reinforcements. Since his maximum number is 20, he gets only 2 SP.

EXTENDED EXAMPLE OF COMBAT:

It is Player A (German) combat phase. All German units have American units in their Zone of Control and none of the German units is fortified, so all German units have to attack enemies in their ZoCs. German player decides to perform following attacks:

- 1) 393/37 and 411/41 against 1/4
- 2) 6/12 and 231/23, supported by the 325 Artillery against 1/37



He decides to resolve attack 1 as first. German total SP is 13. German player has an air advantage, he decides to use 3 SP (of total 8) of the Combat Helicopters to support his attack. He marks it, sliding used CH marker down to 5. He rolls for AA and gets 1 (-1 SP). He slides down his CH marker to seven, marking 1 SP lost permanently. So his total SP is now 15. American unit has 3 SP, American player decides to support his attack with 2 SP of CH (of total 6). He slides down used CH marker to 4 and rolls for AA. He gets 5, so his CHs suffer no losses. Because he hasn't Air Advantage, his CH strength is halved, so he gains 1 additional SP. Final odds are **15 to 4**, so **4:1** column in the Com-

bat table is used as basic. Modifiers come next. German units are in range of their HQ (+1, 5:1), and both of them have stars (+2, 7:1). American unit has a star (+1, 6:1) and is in the forest (+1, 5:1). So final odds are 5:1. German player rolls 2D6 and gets 4 and 5, which gives 9. 9 in the 5:1 means dot/B2-1. American unit loses 1 CEL (its counter is flipped into 2-9 side) and retreats two hexes, on the 2326. German units may perform pursuit and they both move onto 2426 hex. Finally, disorganization rolls are made. 1 roll is made for American unit (because B2 result) and it's 3 and 4, so American battalion is not disorganized. Next, we made a rolls for German units, because of the black dot. Since German units were on the different hexes, for each of them separate rolls is made. German player rolls 2 and 6 for 393/37 (nothing) and 2 and 1 for 411/41 – this battalion is disorganized and covered with D counter.

Second combat is resolved. German units have 12 SP (3,3 and 6 from artillery). German player decide to use 3 of Combat Helicopters, he slides "used" counter down to 2 and rolls for possible losses. He rolls 3, so all 3 SP are lost. He slides CH marker down to 4, marking his permanent losses. He declares that he is not using any more of his support. American player declares to spent 2 EW points (all he has and maximum number he can use in a single combat) to support his defense.

There is **12:3**, so basic odds are **4:1**. Germans have HQ in range (+1, 5:1) and one of their units has star (+1, 6:1). American unit has a star (+1, 5:1), 2 EW (+2, 3:1) and terrain modifier, because of the small river (+1, 2:1). If German unit attacking not through the river would be stronger than the one that attacks through the river, then this modifier



wouldn't be used. German player rolls 2D6 and gets 1 and 1. In the 2:1 column of the Combat Table it is -1/B3D. So one German unit suffers one loss – because 231/23 used star, it is first to suffer losses and its counter is flipped into 2-5 side. American unit retreat 3 hexes (2324, 2225 and 2125) and is automatically disorganized because of the "D" result. 231/23 pursuits on the 2225 hex), while 6/12 moves on 2424 and then into 2423. Because that last hex is not a part of the rout trail of the American unit, German battalion stops there. Artillery is not participating in pursuit, since it wasn't involved in the direct combat.

TERRAIN INFLUENT FOR MOVEMENT AND COMBAT

terrain:	mechanized	non mechanized	combat influence
clear	1(2)	1	-
hills	2 (3)	2	+2
forest	3	2	+1
city	2	2	+2
town	2	2	+1
highway	1/3 (1/4)	1/2	-
main road	1/2 (1/3)	1/2	-
secondary road	1 (1/2)	1/2	-
mountain road	1	1	-
small river	+2 (+3)	+1	+1
Muesse	+5 (+4)	+3	1/2 Atacking SP
mountain	only by roads	3	+3

Wheeled vehicles in brackets

Bomber Attack

SPs used	2 dices (2D6) roll										
	2	3	4	5	6	7	8	9	10	11	12
1-2	-1	-1	-	-	-	-	-	-	-	D	-1
3-4	-1	-1	D	-	-	-		-	D	-1	-1
5-6	-1D	-1	-1	D	-	-	--	D	-1	-1	-1D
7-8	-1D	-1D	-1	-1	D	-	D	-1	-1	-1D	-1D
9-10	-	-1D	-1D	-1	-1	D	-1	-1	-1D	-1D	-
11+	-	-2D	-1D	-1D	-1	D	-1D	-1D	-1D	-2D	-

-1 - Player loses 1 CEL

D - units on hex are disorganized

Doubled defender's terrain modifiers must be subtracted from air SPs used

Tactical Air Attack

SPs used	2 dices (2D6) roll										
	2	3	4	5	6	7	8	9	10	11	12
1-2	-	-	-	-	-	-	-	-	-	-	-1
3-4	-1	-	-	-	-	-	-	-	-	-1	-1
5-6	-1D	-1	-	-	-	-	-	-	-1	-1	-1D
7-8	-1D	-1D	-1	-1	-	-	-	-1	-1	-1D	-1D
9-10	-	-1D	-1D	-1	-1	-1	-1	-1	-1	-1D	-
11+	-2D	-	-1D	-1	-1	-1	-1	-1	-1D	-	-2D

-1 - Player loses 1 CEL

D - units on hex are disorganized

Doubled defender's terrain modifiers must be subtracted from air SPs used

Artillery Fire

SPs used	2 dices (2D6) roll										
	2	3	4	5	6	7	8	9	10	11	12
1-2	-1	-	-	-	-	-	-	-	-	-	•
3-4	-1	D	•	-	-	-	-	-	-	•	D
5-6	-1 •	-1	D	•	-	-	-	-	•	D	-1
7-8	-1D	-1 •	D	•	-	-	-	•	D	-1 •	-1D
9-10	-	-1D	-1 •	D	•	-	•	D	-1 •	-1 •	-
11+	-	-1D	-1D	-1 •	-1	D	D	-1	-1 •	-1D	-

-1 - Player loses 1 CEL

D - units on hex disorganized

• - disorganization test

Doubled defender's terrain modifiers must be subtracted from air SPs used

Attack on Objects

SPs used	2 dices (2D6) roll										
	2	3	4	5	6	7	8	9	10	11	12
1-2	Z	-	-	-	-	-	-	-	-	-	-
3-4	Z	Z	-	-	-	-	-	-	-	Z	Z
5-6	Z	Z	Z	-	-	-	-	-	Z	Z	Z
7-8	-	Z	Z	Z	-	-	-	Z	Z	Z	-
9-10	-	-	Z	Z	Z	-	Z	Z	Z	-	-
11+	-	-	Z	Z	Z	Z	Z	Z	Z	Z	-

Z – object destroyed

COMBAT RESULTS

	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 x D6	2	-1/-1D	-1/B1D	-1/B2D	-1/B3D	-1/B3D	-1/B3D	-1/B4D	-1/B4D	-1/B4D	-1/B4D	-1/B5D	-1/B5D
	3	-1/-	-1/B1	●/B1	●/B2-1	●/B3-1	●/B3-1	●/B3-1	●/B4-1	●/B4-1	●/B4-1	●/B4-1	●/B5-1
	4	A1●/-	●/-1	●/B1	●/B2	●/B3	●/B3	●/B3	●/B3	●/B4-1	●/B4-1	●/B4-1	●/B4-1
	5	A1-1/-	-1/-	●/B1	●/B2	●/B2	-/B3	-/B3	-/B3	-/B3	-/B4	/B4	/B4-1
	6	A1-1/-	A1●/-	-1/-1	-/B1	-/B2	-/B2	-/B3	-/B3	-/B3	-/B3	-/B4	-/B4-1
	7	A2-1/-	A1/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B3	-/B3	-/B3-1	-/B3-1	-/B4
	8	A2-2/-1	A1-1/-	-1/-1	-/B1	-/B2	-/B2	-/B2	-/B2-1	-/B3-1	-/B3	-/B3	-/B3
	9	A2-2/-	A2-1/-1	A1-1/-	-1/B1	-/B1	●/B2-1	●/B2-1	●/B2	-/B2	-/B3	-/B3	-/B3
	10	A2-2/-	A2-2/-	A2-1/-1	-1/B1-1	-1/B1-1	-1/B2	-/B2	-/B2	●/B2	●/B2	●/B3	-/B3
	11	A2-2/-	A2-2/-	A1-1/-	-1/-1	-1/-1	-1/B1	-1/B2	-1/B2	-1/B2	-1/B2	-1/B2	●/B3
	12	DA2-2/-1	DA2-2/-1	DA2-1/-1	D-1/-1	D-1/-1	D-1/-1	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2	D-1/B2

Modifications: terrain, HQ, tactical concentration, units' abilities

Examples:

- 1 / -1 => both Players lose 1 SP
- D2 -1 => defender must retreat by 2 hexes and loses 1 SP
- 1 / D2 -1 => attacker loses 1 SP, defender retreats by 2 hexes and loses 1 SP
- 1 / D4D => attacker loses 1 SP, defender retreats by 4 hexes and disorganize
- AID => attacker retreats by 1 hex and disorganize
- Roll for D

Disorganization

2 x D6	nationality
2-3, 11-12	All units

AIR LOSSES

Russians and allies	Allies:
1: lost 1 CEL	1: lost 1 CEL
2, 3: lost 2 CEL	2: lost 2 CEL
4, 5: lost 3 CEL	3: lost 3 CEL
6: -	4-6: -

WACH AM RHEIN 24

At the beginning of the XVII century, Little Ice Age changed the face of Asia, America and northern Europe, forcing people to move towards the warmer, southern lands. Those who decided to stay, had no choice but to fight against their neighbors for the shortenings resources. In 2023, during the largest eruption of Icelandic volcanoes in the last hundreds of years, the sky over Europe was covered with a black curtain. In March 2023, temperature at Paris reached -23 degrees, while in Berlin it was -25 degrees. The German volcano at Laacher See began to throw away dust that covered the area with a layer of over 7 meters. Germany stood on the verge of economic and social collapse. Targeted by internal conflicts, they asked Russia for energy support and as a result, Nord Stream 2 pipeline project started with full swing. In the elections in January 2024, the Gerhard

Schroeder came to power. Ten of his ministers belonged to the pro russian Communist Party of Germany. Soon after a second occupation of Eastern Europe took place. There were still fights in Poland and Estonia, but it was the end of the world as we knew it. The iron curtain fell again - this time on the Rhine. The Germans quickly realized that they could not survive peacefully, even with the help of Russia – which wasn't selfless, after all. Preparations for an attack to the west began. On December 16, 2024, the Wacht am Rhein operation began. Four German divisions attacked Belgium and Luxembourg. The goal was to capture the wealth and intact food storages of these countries. The world has plunged into the darkness of war and cruelty. But the worst was yet to come, since Russia was about to move west as well...

INITIAL SET UP:

Germany: German units are set up freely on the German territory, no closer than three hexes from the border. German player may also transfer some of his units to reserve and make them enter the board in any turn from the eastern edge of the map.

Allies:

7th Mechanized Brigade (bel.) and 2 Airborne Battalions
– anywhere in Belgium and Luxembourg

REINFORCEMENTS:

ALLIES:					Air Force (SP):	Helicopters (SP):
17 XII	173 Airborne Brig. (USA)	dowolnie do rzędu 46xx				
18 XII	86 IBCT/10 (USA)	G, H, J, K, L				
19 XII	2 cavallry reg. (USA), 1 MLRS	R, S, T, U	EW – 1	SPEC – 1	+4	+4
20 XII	6 Airborne Brig. (PL)	Liege	EW - 2	SPEC – 2	+5	+5
20 XII	12 ABCT, sztab 1 ADiv. (br.)	W				
21 XII	101, 26 Himars, 20 ABCT (br.)	W	EW - 2	SPEC – 3	+6	+6
22 XII	1, 2 ABCT/24 (USA), HQ 24	R, S, T, U	EW - 3	SPEC – 3	+8	+8
23 XII	3 ABCT/24 (USA), 2, 3 MLRS	R, S, T, U	EW - 3	SPEC – 4	+10	+10
24 XII	1, 2 ABCT/1 (USA), HQ 1	J, K, L	EW - 4	SPEC – 4	+12	+12
25 XII	3 ABCT/1 (USA)	J, K, L	EW - 4	SPEC – 5	+14	+14

GERMANS:					lotnictwo:	śmigłowce:
17 XII			EW – 3	SPEC – 1	+2	+3
18 XII	2/11		EW – 3	SPEC – 1	+2	+3
19 XII	1/11		EW – 2	SPEC – 1	+2	+2
20 XII	3/11		EW - 2	SPEC – 1	+4	+2
21 XII			EW - 2	SPEC – 1	+2	+2
22 XII			EW - 1	SPEC – 1	+2	+2
23 XII			EW - 1	SPEC – 1	+2	+2
24 XII				SPEC – 1	+2	+2
25 XII				SPEC – 1	+1	+1

VICTORY CONDITIONS:

- Germans gain instant victory if any three German units (but not artillery or HQ) will cross Meuse and stay there till the end of the turn. These units must remained supplied after the end of the Allies phases in that turn (check their supply in the allied supply phase as well).
- If Germans fail to gain instant victory, German player checks his supplied unit which is farthest in the west and counts the number of hexrows between this unit and the eastern edge of the map. The number of hexrows shows the scale of his victory (i.e. if unit is on the hex 3017, so German player gains 33 VP). Allied player does the same, but to the east. The one who has more VP wins.

Footnotes:

- Game starts at 16 and ends at 26 December 2024.
- Initiative: Germans.
- Supply: Allies: N, W, S, Germans: E.
- British units can't cross Meuse.
- Germans can't move their air mobile units to north and west of Meuse.
- See the abbreviations table for set up names.

BASTOGNE

During the German preparations for the attack through the Ardennes, the maneuver at Bastogne seemed to be a key for the entire operation. Mastering this town guaranteed the possibility of a quick transfer of troops to Dinant, Namur and all other bridges at Meuse. The Germans checked dozens of variants, specially created for the Kampfgruppe Peiper, whose main goal was to reach Bastogne within a maximum of the 3 days. This special unit was enforced with electronic warfare battalion,

a group of special forces and assault helicopters. Every soldier knew what to do. But the task was not so easy. In front of the group there were initially just a two Luxembourgish battalions, but it could be expected that the Allies would send more troops when they'll realize the danger.

Time was the key to success. Following the example of Nordic ancestors, let others fight others – we will fight these others.

INITIAL SET UP:

GERMANY:				LUXEMBOURG:	
Kampfgruppe “Peiper”				1 battalion	5223 U
HQ, 1 MLRS, 325 Art.				2 battalion	Bastogne U
21 ArmBrig.					
		5721(1)			
		5721(1)			

REINFORCEMENTS:

ALLIES :					Air Force (SP):	Helicopters (SP):
17 XII	2/503/ 173 AB (USA)	any available hex				
18 XII	1/102/ 86 IBCT (USA)	G, H, J, K, L	EW – 1	SPEC – 1		
					4	4
GERMANS:					Air Force (SP):	Helicopters (SP):
16 XII			EW - 1	SPEC – 1	4	3
17 XII			EW - 1	SPEC – 1	3	2
18 XII				SPEC – 1	2	1

VICTORY CONDITIONS:

Player who controls Bastogne in the last turn wins the game.

Footnotes:

- Scenario takes place since 16 till 18 December 2024
- Initiative: Germans

- Suply: N/A
- Use east part of the board only
- If both players would agree, allied player may set up his units freely
- U – unit starts in fortifications



RED DAWN

The Russian strike in the Ardennes was not a surprise. Since the beginning of winter, when two Russian armies left Poland to the west, it was easy to predict that they're about to support their German comrades. The direction was also pretty obvious. Since the Germans have tarnished the Allies in the Ardennes – it was the best to continue the strike there.

1st Armored Army and 20th Army supported by the German armored brigade “Erich Honecker” from the German People’s Army, made a quick march through Germany. The 6th and 41st Armies of the second echelon followed them quickly. These forces were about to crush the resistance of the capitalist-bourgeois armies, supported by American reactionaries and to liberate the

working masses of cities and villages of Belgium, Luxembourg, France and the Netherlands.

However, western commanders were aware of the Russian actions and prepared their units for the operation quite carefully. This time allied reserves were much closer and could enter action much faster. Same goes to the air forces and combat helicopters, their bases, perfectly masked and protected against tactical missiles, were no more than 150 km from the battlelines. Thus, when the attack began, four heavy divisions of the Allied forces, two American, British and Polish divisions, could join the battle in no time.

INITIAL SET UP:

RUSSIANS:

Russian units (all of them, save to those marked in the reinforcements table) are set up freely on the German territory, no closer than three hexes from the border. Russian player may also move some of his units to reserve and make them enter the board in any turn from the eastern edge of the map.

ALLIES:

Belgium: 7 Mechanized Brigade	Belgium and Luxembourg
Two French airborne battalions	Belgium and Luxembourg
173 Airborne Brigade (USA)	Bastogne
6 Airborne Brigade (pol.)	Liege

REINFORCEMENTS:

ALLIES					Air Force (SP):	Helicopters (SP):
1 I					+2	+2
2 I	86 IBCT/10 (USA), 1 MLRS	G, H, J, K, L			+3	+3
3 I	2 cav. reg. (USA), 2 MLRS	R, S, T, U	EW – 2	SPEC – 1	+4	+4
4 I	12 ABCT, HQ 1 DPanc. (UK)	W			+5	+5
5 I	101, 26 Himars, 20 ABCT (UK)	W	EW - 2	SPEC – 3		
6 I	1, 2 ABCT/24 (USA), HQ 24	R, S, T, U	EW - 3	SPEC – 3	+6	+6
7 I	3 ABCT/24 (USA), 3 MLRS	R, S, T, U	EW - 3	SPEC – 4	+8	+8
8 I	1, 2 ABCT/1 (USA), HQ 1	J, K, L	EW - 4	SPEC – 4	+10	+10
9 I	3 ABCT/1 (USA)	J, K, L	EW - 4	SPEC – 5	+12	+12
					+14	+14

RUSSIANS:					Air Force (SP):	Helicopters (SP):
1 I	35 MB	A, B, C, D, E	EW – 3	SPEC – 1	+6	+6
2 I	HQ 6 A. 25, 30, 55 MB	A, B, C, D, E	EW – 3	SPEC – 1	+5	+5
3 I	6 Arm.Brig., 23 MD	A, B, C, D, E	EW – 2	SPEC – 1	+4	+4
4 I	HQ 41 A, 42 MD	A, B, C, D, E	EW - 2	SPEC – 1	+3	+3
5 I	27 MB, 79 mr	A, B, C, D, E	EW - 2	SPEC – 1	+2	+2
6 I	138 MB	A, B, C, D, E	EW - 1	SPEC – 1	+2	+2
7 I			EW - 1	SPEC – 1	+2	+2
8 I				SPEC – 1	+2	+2
9 I				SPEC – 1	+1	+1

FOOTNOTES:

- Scenario starts at 1 January and ends at 9 January 2025
- Initiative: Russians
- Supply: Allies: N, W, S, Russians: E
- British units can’t cross Meuse

VICTORY CONDITIONS:

- Russians gain instant victory if any three units (not artillery and HQ) will cross Meuse and stay there till the end of the turn. These units have to have supply after the end of the Allies phases.
- If Russians fail to gain instant victory, Russian player checks his supplied unit which is farthest in the west and counts the number of hexrows between this unit and the eastern edge of the map. The number of hexrows shows the scale of his victory (i.e if unit is on the hex 3017, so Russian player gains 33 VP). Victory scale result is the same for this scenario and Patton’s Shadow.

PEYPEROW

Peiperow was a very promising recon officer. He could do anything – ride a tank, jump a parachute and dive. In fact, he was some kind of Soviet "Captain Russia". Only President Putin could do more. So when Rusians were looking for a volunteer to conduct the most important attack, there could only be one officer suited for such a task. Peiperow was pulled out of the Berlin TV tower where he had been drinking for a week and was entrusted with leading the corps to Liege. Peiperow took in every-

thing in a minute, he supposedly said he would get the city all alone, but his comrades suggested that even if he plans to attack all by himself, it's better to have a corps, just in case. At dawn, at minus 20 degrees, Peiperov stood in person at the head of the 2nd Guard Taman Mechanized Division. He was only in the gymnastics, he had two watches. On one of them there was a Moscow time on the second – Parisian. Depending on who was calling, he answered the phone with his left or right hand.

INITIAL SET UP:

ARMIA CZERWONA:		ALLIES:	
1 ArmBrig Gd.	5108	6 ArmBrig Gd.	5608
25 MechBrig.	5209	55 MechBrig	5607
27 MechBrig.	5308	236 ArtBrig	5511
15 MechBrig.	5409	7 Mechanized Brigade (bel.)	
90 ArmBrig.	5508	BB 5	5206
		ChA	4907
		12/13	4810
		1/3L	4814
		Art.	4508
		JP	5603
		18/6 (pol.)	Liege

REINFORCEMENTS:

ALLIES				Air Force (SP):	Helicopters (SP):
1 I			SPEC – 1	1	1
2 I			SPEC – 1	+2	+2
3 I			SPEC – 1	+3	+3
4 I			SPEC – 2	+3	+3
5 I		EW - 1	SPEC – 2	+3	+3
6 I		EW - 1	SPEC – 3	+3	+3
7 I		EW - 1	SPEC – 3	+3	+3
8 I		EW - 1	SPEC – 4	+3	+3
9 I		EW - 2	SPEC – 4	+3	+3

RUSSIANS:				Air Force (SP):	Helicopters (SP):
1 I		EW - 2	SPEC – 2	4	4
2 I		EW - 2	SPEC – 2	+2	+2
3 I		EW - 2	SPEC – 1	+2	+2
4 I		EW - 1	SPEC – 1	+1	+1
5 I		EW - 1	SPEC – 1	+1	+1
6 I		EW - 1	SPEC – 1	+1	+1
7 I		EW - 1	SPEC – 1	+1	+1
8 I		EW - 1	SPEC – 1	+1	+1
9 I		EW - 1	SPEC – 1	+1	+1

VICTORY CONDITIONS:

– Player that controls Liege in the last turn wins the game.

Footnotes:

- Scenario starts at 1 January and ends at 9 January 2025
- Initiative: Russians
- Supply: N/A
- Use east part of the board only

mr – mechanized regiment	DPanc. – darmored division	IBCT – infantry brig. combat team
BZ – mechanized brigade	BRak. – missile brigade	DPD – airborne division
DZ – mechanized division	BPD – airborne brigade	BKPanc. – cavallry armored brigade
BPanc. – brygada pancerna	ABCT – armored brig. combat team	

PATTON'S SHADOW

On January 9, 2025, the Russian forces reached the farthest point of their impact. To the surprise of the world, they captured Namur, where the temporary capital of the People's Republic of Belgium was created. Russians managed to sieze the several other bridgeheads on the Meuse as well. This, however, was the end of their abilities, now they had to, at least for a moment, pull up the rservees and sort out their first line units.

It was a moment that allies were waiting for. Four armored divisions (two American, one Polish and one British) launched

their counterattack. Their task was to destroy the first line of the Russian forces, to cut the bulge off, and then, finally, to destroy it in a concentric attack to the east.

The Red Army did not recognize the hostile preparations and the scale of the attack was a big surprise to the Russian commanders. Beligian comrades who were supposed to provide an info, did not perform well, causing Soviets even more losses. Before retreating to the east, Russian soldiers painted "We'll be back" on the walls of the buildings.

INITIAL SET UP:

RED ARMY:			ALLIES:		
Spec: 4		228 ArtBrig	Namur		10 Mountain Division (USA)
EW: 2		4 ArmDiv	1910 (1)	Spec: 6	HQ
Air force: 9		201 MechDiv	2306,	EW: 3	2 ICBT
Helicopters: 12			2605, 2705	Air Forces: 15	1 IBCT
		41 Army		Helicopters: 20	86 IBCT
6 Army		HQ	4810	1 Armored Division (USA)	6 Airborne Brigade (pol.)
HQ	4125	55 MechBrig	3704	HQ 4436	1210, 905, 1503
79 MechReg	6333	27 MechBrig	4101	173 BPD	6035
30 MechBrig	5831	25 MechBrig	4104	2 battalion (lux.)	5333
138 MechBrig	5629	15 MechBrig	4007	2 ABCT	4435
74 MechBrig	5331	21 MechBrig	3404	1 ABCT	4334
144 MechDiv	4829, 4530,	100 ReconBrig	3402	24 Infantry Division (USA)	
	4232, 3532	96 AirborneDiv.	4508, 4807,	3 ABCT	3934
			5104, 5206, 5502, 5500	2 ABCT	3735
20 Army		236 Art.	5607	1 ABCT	3434
HQ	1926	Front's reserves		HQ	3836
3 MechDiv	3332, 3129,	96 ReconBrig.	2722	1, 2, 3 MLRS	4036
	2631, 2331	35 MechBrig	3014	1 battalion (lux.)	3634
42 MechDiv	1730, 1329,	6 ArmBrig Gd.	2924	1/2 CavReg	1723
	1026, 1222	1 ArmBrig Gd	4113	2/2 CavReg	2235
23 MechDiv	1421, 1418,	38 MechBrig	2719	3/2 Cav/Reg	1235
	1715, 1816	90 ArmBrig.	4120	4/2 CavReg	926
1 Guards Armored Army		448 RocketBrig.	4918	1 RHP (fr.)	2234
HQ	Namur	112 RocketBrig.	4814	2 RHP (fr.)	1331
2 MechDiv	Namur				

Victory levels for Red Army

(for both Red Dawn and Patton's Shadow scenarios)

57-53: Complete victory. You're a genius of war, Kutuzov himself would be proud of you. Russian nation is grateful for such astonishing victory. We're sure you'll carry red banner to the victory in the upcoming battle of Waterloo.

52-45: Total victory. Good work, comrade, but don't forget that none is perfect and you always can do it better. We recommend you spending some free time at Kamchatka.

44-38: Big victory. Surly, you did your best, we know that that yu worked hard and so did your soldiers. But you gave us a lot of nerves and don't forget we have a number of good officers who'd gladly take your place. As for now, we're sending you for the two weeks long maneuvers at Arctic.

37-29: Medium victory

President wants to you as soon as possible. You'd better take

all your personal belongings. It will take a time before you'll return, since there's surly a lot of stuff to discuss.

28-24: Small victory. You're not answering any calls from our leader nor any messages from HQ. Are you still there? Our army needs much better and braver commanders, who can act more aggressive. With your passive attitude you can command a garrison, but not a offensive operations.

23: Draw. You must be crazy. Motherland gave you best equipped and well trained army and you lost a big number of it in some Ardennes hills. You're returning to Moscow as soon as possible. Don't even pack your belongings, you won't need any of these.

22-14: Small defeat

Knocking tou your door means only one thing – Security Service is coming for you. Motherland never forgives those who sold themselves to capitalists.

13-6: Big defeat

Your name will be removed from any books and documents. Your shameful defeat stains honor of our army. President already signed proper documents.

5-0: Total defeat

Even writing this to you is nothing but a waste of time. We knew that you're agent of capitalists, but your merciful motherland wanted to give you a chance. However, our patience is over, just like your pathetic attempts – and your life as well.

FOOTNOTES:

- Game starts at 9 and ends at 18 January 2025.
- Supply: Allies: N, W, S, Russia: E.
- British units can't cross Meuse.
- Initiative: Allies
- After set up Russian player may destroy any of the bridges at Meuse.

VICTORY CONDITIONS:

- Russians gain instant victory if any three units (not artillery and HQ) will cross Meuse and stay there till the end of the turn. These units have to have supply after the end of the Allies phases.
- If Russians fail to gain instant victory, Russian player checks his supplied unit which is farthest in the west and counts the number of hexrows between this unit and the eastern edge of the map. The number of hexrows shows the scale of his victory (i.e if unit is on the hex 3017, so Russian player gains 33 VP).

REINFORCEMENTS:

RED ARMY:					Air Force (SP):	Helicopters (SP):
9 I			EW – 1	SPEC – 1	+1	+1
10 I			EW – 1	SPEC – 1	+1	+1
11 I			EW – 1	SPEC – 1	+1	+1
12 I			EW – 1	SPEC – 1	+1	+1
13 I			EW – 1	SPEC – 1	+1	+1
14 I			EW – 1	SPEC – 1	+1	+1
15 I			EW – 1	SPEC – 1	+1	+1
16 I			EW – 1	SPEC – 1	+1	+1
ALLIES:					Air Force (SP):	Helicopters (SP):
9 I			EW – 1	SPEC – 1	+1	+1
10 I			EW – 1	SPEC – 1	+1	+1
11 I			EW – 1	SPEC – 1	+1	+1
12 I			EW – 1	SPEC – 1	+1	+1
13 I			EW – 1	SPEC – 1	+1	+1
14 I			EW – 1	SPEC – 1	+1	+1
15 I			EW – 1	SPEC – 1	+1	+1
16 I			EW – 1	SPEC – 1	+1	+1



BORODINO 2024



WATERLOO 2024

