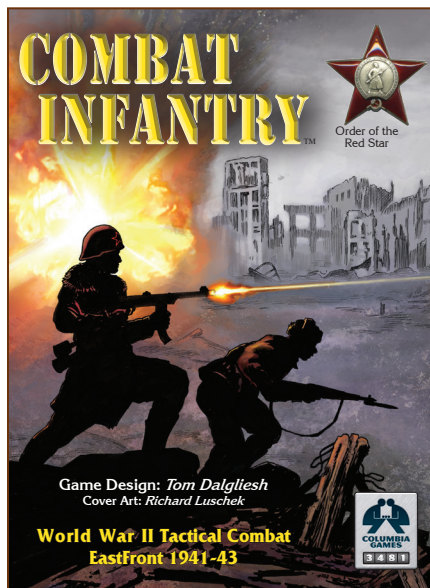


# COMBAT INFANTRY (East)



## FIRST THINGS FIRST

*Combat Infantry* is a WWII tactical combat game. This is the *EastFront* edition. In this game you command a GERMAN or SOVIET infantry *battalion* composed of three infantry companies. A company has three infantry platoons, each with three squads, plus a heavy weapons platoon. The game also includes engineers, artillery, tanks, and anti-tank guns, which are attached to companies from battalion level.

Leadership rules require players to maintain platoon integrity – squads belong to specific platoons, and platoons belong to specific companies, each with their own commanders.

*Combat Infantry* is a fast-paced game with scenarios that run from 1–4 hours. There are no cards or combat tables; just hard-nosed tactical decisions and problems.

## GAME EQUIPMENT

- Geomorphic Maps (2 x 16.5" x 22")
- Blocks: 66 red, 66 black
- Markers: 22 Yellow
- Unit Label Sheet (1)
- 6 Scenarios
- Dice: 4 x d10 (0 is 10)
- These rules

## MULTI-PLAYER GAMES

The structure of *Combat Infantry* is perfect for multi-player games. Each player can command a company, or in shorter scenarios, only a platoon. Great fun!

## 1.0 GAME TURNS

*Combat Infantry* is played in GAME TURNS, each divided into 8 PLAYER TURNS (4 per player). The number of GAME TURNS varies by scenario. Player 1 for the first GAME TURN is specified by the scenario, but first player in each successive GAME TURN is determined by high 1d10 roll.

### 1.1 COMMANDS

Whoever is taking a turn is called the **Active Player**. This player activates any **one (1) HQ per Company**. When commanding multiple companies, HQs are activated and resolved one by one in any desired order.

**Platoon HQs (PHQs)** command all infantry squads of their platoon, plus **one** company (2.4) **OR one** battalion (2.5) weapon in **command range** (4.1). For units without command, see 4.3.

**Company HQs (CHQs)** command any **three (3)** units from their company or **attached** battalion weapons (2.5) **anywhere** on the map. See 4.1.

### 1.2 ACTIONS

Commanded units (or those that pass a "no-command" roll) **may** each do **ONE** of the actions (a), (b), (c), or (d), in any sequence:

[a] **RALLY** a unit with a 1d10 roll against the **commanding HQ morale**. **PASS** means the unit gains 1-Step, otherwise not. Pass or Fail, the unit is turned **face-down** and may **not** act again this GAME TURN. See 5.0.

[b] **FIRE** a unit, indicated by turning it **face-up**. Firepower varies by unit type, modified for target and terrain. After a unit has fired, leave it **face-up**. See 6.0.

[c] **SPECIAL ACTION:** a unit digs a foxhole, blows a bridge, lays smoke, etc. See 7.0.

[d] **MOVE** a unit up to its Movement Points (MPS) which vary with unit and terrain. Units must **stop** when they enter an **enemy** or a **disputed** hex. See 1.3 and 8.0.

[e] **HQ ACTION:** **after** all commands, the commanding HQ may itself take any possible action above (4.2).

### 1.3 ASSAULTS

Units that **have** moved into an enemy-occupied hex now trigger up to three (3) rounds of combat **per** assault. This ends one HQ ACTIVATION. See: 9.0

After all HQ ACTIVATIONS are resolved, the enemy player now conducts a PLAYER TURN. PLAYER TURNS alternate until both players complete four PLAYER TURNS, ending a GAME TURN.

Units are now turned **upright** and a new GAME TURN is played. Turning tanks upright is optional. See 2.54.



## ORDER OF THE RED STAR

A badge given to Soviet armed forces, originally for courage and bravery in battle, but later just for 15 years of military service. The badge depicts a five-pointed red star, with a silver shield showing a soldier bearing an overcoat and rifle, standing atop a hammer and sickle. The words on the shield rim, in Russian, are "Workers of the World Unite!". Millions of these badges were awarded during WWII.

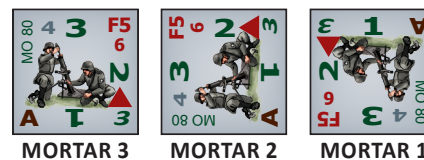
## FOG OF WAR

Fog of War is a great feature of *Combat Infantry*. The blocks stand upright, their label facing the owner. Given a compelling need to "keep your head down", fog-of-war is **essential** to simulate WWII tactical combat. Players are never sure of the exact strength or type of enemy units until they fire or an enemy-occupied hex is assaulted.

Tanks are an exception. Veteran infantry could determine the location and identity of tanks just from the sound of their engines. Hence, tanks are revealed when they fire or move.

## STEP REDUCTION

The current strength of a unit is the number on the **top edge** when it stands upright. For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same German mortar at 3-2-1 strength.



**NOTE:** We maintain the latest "living rules" on our website for **free** download: [www.columbiagames.com](http://www.columbiagames.com)

# COMBAT INFANTRY (East)

## 2.0 UNIT TYPES

Combat Infantry includes units for one Soviet and one German *Infantry Battalion*, 1941-43. This was considered the smallest force capable of attacking or defending major objectives.

Combat units are represented by wood blocks that provide simple game mechanics for *fog of war* and *step reduction*. A self-adhesive label must be attached to each block, *German* labels (gray) on the black blocks and *Soviet* labels (tan) on the red blocks. Labels with a yellow border go on the yellow markers.

### 2.1 UNIT DATA

**2.11 STRENGTH:** the number of dice a unit rolls in combat. Strength declines with hits in combat such as 4-3-2-1 or 3-2-1. Some units have only 1-Step. A unit's current strength is the number on the top edge when the unit is standing upright with the label facing the owning player. When units take hits they are rotated counter-clockwise until their new strength shows on the top edge.

**2.12 FIREPOWER:** Units have a Fire (F) rating such as F3. The number is the maximum roll that scores a hit in combat. Hence a unit rated F3 scores one hit with each die roll of 1, 2, or 3. Firepower is modified by target and terrain.

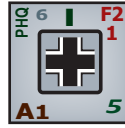
**2.13 RANGE:** The value given is *effective range* in hexes. Most weapons could fire much further than this, but accuracy declined sharply at longer ranges.

**2.14 MOVE:** Movement rating is the *maximum* number of Move Points (MP) available to that unit per GAME TURN. Units can always move less.

**2.15 UNIT ID:** Each Battalion has three *Infantry companies* with a letter code. Platoons within a company are numbered "1", "2", or "3". Hence, A1 is a unit in Company "A", Platoon "1"; all squads in this platoon have the same "A1" ID.

**2.16 MORALE:** A number that represents the quality and training of the unit, the higher the better. Morale determines a unit's resolve to fight or retreat in difficult circumstances. A morale check is made by rolling 1d10. A result equal to or less than Morale is a PASS; a roll *exceeding* Morale is FAIL. See 4.3, 5.0, and 9.3.

### 2.2 HEADQUARTERS (HQ)



German HQs have a black cross; Soviet HQs have a red star; HQs represent a commanding officer and supporting staff. They are treated like other units, but have a unique command ability (4.0). HQs cannot be targeted in Combat, except by snipers. There are two HQ ranks; Company (CHQ) and Platoon (PHQ). A German PHQ and a Soviet CHQ are shown.



### 2.3 INFANTRY SQUAD



Most ground combat in WWII involved infantry squads and their supporting heavy weapons. German rifle squads have 4 steps reflecting early war strength; Soviet squads are 3-step but the third platoon of each company is armed with sub-machine guns (SMGs).

### 2.4 COMPANY WEAPONS

Each *Company* has a heavy weapons mix of Machine Guns (MG), Mortars (MO), and Anti-Tank rockets (ATR). They have no Platoon ID, just a Company ID. Company weapons are commanded by the CHQ or by an *adjacent* PHQ.

#### 2.41 Machine Guns (MG)



All machine guns were deadly, Air cooled machine guns had high rates of fire, but their effective fire was often less than water-cooled types.

#### 2.42 Mortars (MO)



Mortars use indirect fire called bombardment (6.6) indicated by a red triangle. This allows them to attack enemy units hidden from view if their target is *spotted* (6.62), or they may self-spot. Mortars can bombard *from* any terrain type, including towns and woods. They fire *into* woods ignoring D2 to simulate treebursts (6.63). Mortars can lay smoke (7.4). Armor Class is 50% (round down) against Mortar fire.

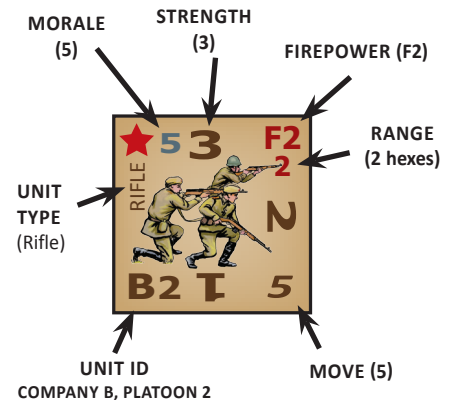
#### 2.43 Anti Tank Rifle (ATR)



Personal anti-tank rifle used before AT Rockets like the Bazooka or Panzerschrek. The Soviets never adopted the AT Rocket, and used AT Rifles throughout the war.

## UNIT TYPES

TYPE	GERMAN	SOVIET
Company HQs	3	3
Platoon HQs	9	9
Rifle Squads	27	18
SMG Squads	•	9
Machine Guns	3	4
Mortars	4	5
AT Rifles	3	3
Snipers	2	2
Engineers	3	1
NKVD	•	1
Tanks	7	5
Armored Cars	•	1
AT Guns	1	1
Bunkers	•	1
Minefields	2	1
Artillery 105mm	1	1
Fighter-Bomber	1	1
TOTAL	66	66



# COMBAT INFANTRY (East)

## 2.5 BATTALION WEAPONS

Additional heavy weapons are carried at **Battalion** level, indicated by a yellow triangle on bottom left. They are generally drawn randomly per company and commanded by their CHQ or an **adjacent** PHQ.

**NOTE:** With 2+ companies, battalion weapons are attached to specific companies. Record attachments.

### 2.51 Engineer



German engineers are called *Pioneers*; Soviets are *Sappers*. These combat engineers can lay smoke, demolish bridges, and clear minefields. They have **double** firepower (F2=F4) in **assaults**.

### 2.52 Sniper



A sharpshooter armed with a high-powered rifle and telescopic sight. Their target never has **D2** (6.7). Snipers are the only units that can target HQs.

They ignore Armor Class, but fire at F3 on tanks and other armored vehicles.

### 2.53 NKVD



Soviet military police with standing orders to execute any deserter or political opponent. They give +1 morale to any unit in their hex.

### 2.54 Tank



Tanks are from 1941–43. Each unit is **one** tank and its crew. Tanks and other armored vehicles have an **Armor Class (AC)** in a red circle. See 6.32.

Hidden tanks (not face-up) have **AC-Zero** and take hits like other units (6.3). They **must** be revealed when they fire **or** move.

**COMMENT:** AC-Zero for hidden tanks reflects the crew being unprepared.

### 2.55 Anti Tank Gun (AT)



The Germans have two AT guns, the useful 75 mm and the superb 88 mm. The Soviets have a 45 mm. AT Guns represent one gun and its crew. Also see Assault Combat (9.61).

### 2.56 Bunker



Soviet only. Bunkers count for stacking (8.2). They can fire **without** command. A bunker has an AC Class (6.32), and have special rules for

Bombardment (6.62) and Assaults (9.65). Bunkers cannot Rally, Move, or take a Special Action; they are always deployed face-up.

## 2.6 ARTILLERY SUPPORT



Field Artillery fire comes from **off-map**. Scenarios list a number of artillery bombardments available to each side.

One field artillery block is included per side, both 105 mm guns. These work differently than other blocks. Their steps correspond to the number of artillery strikes available for the scenario being played and are rotated to keep track of remaining artillery strikes.

Artillery firepower is expressed as "3F7" or "3F6" (top right) which means 3 dice at F7 or 3 dice at F6.

A player may call for **one** artillery strike each time a CHQ is activated. The call counts for one of the three CHQ commands (4.1).

Field Artillery can only attack **spotted (6.62) hexes**; targeting is **not** allowed, except when firing on **Bunkers**. Bombardment (6.6) rules apply.

**Friendly** units located **adjacent** to artillery target hexes are subject to **friendly fire** (see 6.64).

## 2.7 AIR SUPPORT



Air Support also comes from off-map like field artillery. Steps and Firepower work the same as Field Artillery (2.6).

One Air Support block is included for each side, a Soviet IL-2 *Sturmovik* or a German JU-87 *Stuka*.



Each scenario lists available airpower. A player may call for **one** air strike each time a CHQ is activated. The call counts for one of a CHQs three commands (4.1).

Air Strikes can only attack **spotted (6.62) hexes**; targeting is **not** allowed, except when firing on **Bunkers**. Bombardment (6.6) rules apply.

**Friendly** units located **adjacent** to air target hexes risk **double** friendly fire (6.64); each **zero** result counts for two hits.

**IMPORTANT:** Field artillery and air support strikes cannot **both** be called by the same active CHQ.

## Unit Scale

Most units represent **rifle squads** of 9-12 men, roughly 3 men per step. Heavy weapons like machine guns and mortars are teams of 2-3 men per step. Tanks and artillery are individual vehicles and guns.

## Ground Scale

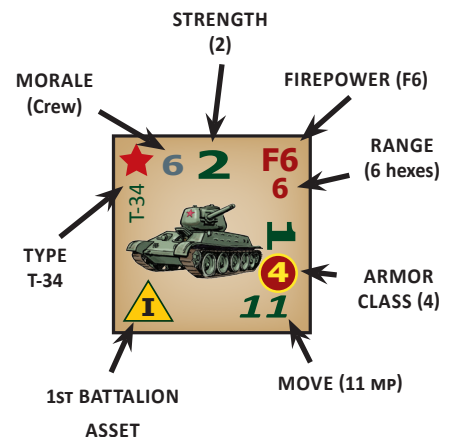
Each hex depicts **100 meters**. One squad in WWII typically defended a front of 40-50 meters. One squad per 100 meters is light defense, and three squads is dense. Two or three squads per 40 or 50 meters, seen in many squad-level games, is really too dense for WW2. Disperse or die was the rule.

## Time Scale

Riflemen could easily run 100 meters in 30 seconds, including some ducking and weaving. But there was usually a lot of time spent doing absolutely nothing, heads down, then a minute or two of frantic action. This action and inaction is blended into one 10-30 minute turn that may contain very little action or involve several assaults with multiple rounds of deadly close combat.

## Bombardment versus Tanks

Tanks generally had thin armor on top. For example a late war German PZ-IVh had front armor of 80 mm, but only 10 mm on top. The Soviet T-34 had 48 mm front armor, but just 20 mm on top. Some tanks like the StuG IIIb were open-topped. Hence, tanks are vulnerable to plunging artillery fire or air attack. Bombardment **modifies** Armor Class. See 6.61.



# COMBAT INFANTRY (East)

## 3.0 MAPS

The game has two 16.25" x 22" maps. They are geomorphic, meaning they can be joined together in different layouts.

### 3.1 HEXES

Each map is divided into hexes which govern the location and movement of units. Hexes are divided by **hexsides**. Half hexes are fully playable.

### 3.2 MAP LOCATIONS

Hexes are identified by the towns or farms they contain, or by other prominent terrain features.

### 3.3 TERRAIN EFFECTS

Movement, Combat, Stacking, and LOS (6.4) are affected by terrain. Two or three types of terrain may appear in the same hex or hexside, but one will usually dominate; if ambiguous, always assume the most restrictive terrain.

Movement Points (MPs) are spent moving across **hexsides**, not hexes. Some terrain, like hedges or slopes, only exist as hexside terrain.

**IMPORTANT:** *Hexside terrain often differs from Hex terrain. Hex terrain determines Stacking and Defense. Hexside terrain affects Movement and Fire/Assault Limits.*

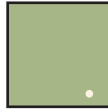


### HEX & HEXSIDE TERRAIN

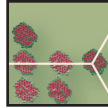
#### A. TOWN HEX

1. Clear Hexside (with road)
2. Town Hexside (with road)
3. River Hexside
4. River Hexside (not river+woods)
5. Bridge Hexside

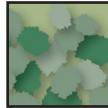
## 3.4 TERRAIN TYPES



**CLEAR:** Cropland and pasture fields enclosed with stone walls or thick hedges.



**ORCHARD:** Fruit orchards or vineyards. They block LOS and reduce fire and assault limits.



**WOODS:** Impassable to guns, tanks, and vehicles (except via road). Woods block LOS except by **adjacent** units. Defender has D2 against Fire, but only D1 against Bombardment or in Assaults.



**HEDGE:** Hexside terrain. Hedges shown are high and thick. Fire is blocked and Assault is restricted to tanks, except where a **gap** is shown. Bombardment over a hedge is allowed with spotting. A gap created by a tank remains open (mark it).

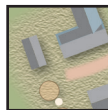


**MARSH:** Boggy terrain, impassable to guns, tanks, and vehicles (except via road). Defender has D2 against Fire or Bombardment, but only D1 in Assaults.

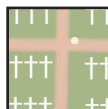


**TOWN:** blocks LOS, but town hexsides have Fire and Assault Limits 1 into **adjacent** hexes. Defender has D2 against Fire or Bombardment, but only D1 in Assaults. Pevesky Stadium on map E2 is town except for two open hexsides in center field.

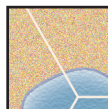
**NOTE:** *single buildings are also "town". These include Monasteries, City Hall, Grain Elevators, and Railway Stations.*



**FARM:** A named group of 2-5 buildings within a hex. They **block** LOS. Defender has D2 against Fire or Bombardment, but only D1 in Assaults.



**CEMETERY:** Terrain with minimal effect as long as you know how to whistle!

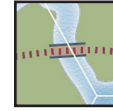


**BEACH:** Tidal area between high and low water. Beaches are relatively flat and open and are treated as **Clear** terrain.

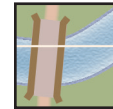


**ROAD:** There are two classes of road, **Paved** (gray) and **Unpaved** (buff). Movement is -1MP hence a Woods road

hexside is  $3 - 1 = 2$ MP. Unpaved roads are the same as paved roads except in mud or snow weather (8.4). Road hexes and hexsides are always **other terrain** for combat.



**RAILWAY:** Guns, tanks, and vehicles cannot use railways. Other units are -1MP, except at bridges and tunnels. Stacking in **tunnels** is one (1), but units also stack normally on the surface above; they are **not** considered to be in the same hex or adjacent. Tunnel hexsides, including both exits, are Fire/Assault 1.



**BRIDGE/DAM** subject to demolition (7.3) and crossed with caution (ignore -1MP road). Most are hexside terrain, but longer bridges may span hexes. Shown is a wood bridge; stone bridges are gray. When a hexside has two bridges, Fire/Assault 1 applies **per** bridge.



**FORD:** Hexside terrain. All units may cross, except guns and other vehicles. Fords may be subject to seasonal flooding, making them impassable in some scenarios. **Canals** are shallow and are treated as Fords.



**RIVER:** Hexside terrain. Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F (F3=F2) on round 1.

**STREAM:** hexsides that are tributaries of the main river. The *Kumar* on map E1 is a tributary of the *Tvera* River.



**BALKKA:** Hexside terrain. A seasonal dry ravine, impassable to guns and vehicles. Tanks and tracked vehicles may cross when dry. Treat as **STREAM** in May/June/July.



**SLOPE:** Hexside terrain. Moving **uphill** is +1MP, hence a wooded slope is  $3+1 = 4$ MP. **Assault** limit is always 1. Slopes may create hills that block LOS. See 6.4. Height interval is 100 feet. **Ignore slope effects downhill.**



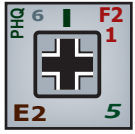
**CLIFF:** Hexside terrain depicting two or more slopes. Impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F (F3=F2) on round 1.



**SEA/LAKE:** Impassable hexside to movement and command. Play partial water hexes as dominant land terrain.

# COMBAT INFANTRY (East)

## 4.0 COMMAND



Combat Infantry uses Platoon (PHQ) and Company (CHQ) HQs to command units. HQs only command their own units within a specified command range. HQs only have one step.

### 4.1 HQ RANKS

PHQs command into **adjacent** hexes, except through **impassable** hexsides. They may command their **own** squads, plus one (1) of their company weapons **or** one (1) **attached** battalion weapon.

CHQs command any **three (3)** units in their company (except a PHQ) or **attached** battalion weapons (2.5). The three units can be located anywhere, even surrounded. Field Artillery (2.6) and Air Support (2.7) are also regulated by the CHQ.

### 4.2 HQ ACTIVATION

HQs are activated for command by **deploying** one (1) hex (optional) and then turning **face-up**. HQs can only deploy to **friendly** hexes via **road** or **clear** hexsides, but may **temporarily** overstack (8.2). After all commands, **but before resolving any assaults**, an active HQ may itself move, fire, or take a special action normally. HQs end their activation **face-up**.

### 4.3 NO COMMAND

An **infantry squad** outside command range of its active PHQ must check morale with a 1d10 to act. See 2.16.

**PASS:** unit can take any action.

**FAIL:** unit cannot take any action and is turned **face-down**.

Battalion and Company weapons may **never** act without command, which can be any PHQ (adjacent) or CHQ command.

### 4.4 HQ ELIMINATION

HQs are 1-Step units and are eliminated if they lose that step. However, unlike other units, they return to play representing a battlefield promotion.

An eliminated **PHQ** returns **immediately** to a hex in or adjacent to one of its own squads subject to stacking. That squad is now reduced by 1-Step.

An eliminated **CHQ** returns to a friendly hex in or adjacent to one of its own PHQs, subject to stacking. Any one squad of that platoon is then reduced by 1-Step.

The new HQ functions normally; it may activate this GAME TURN if the eliminated HQ has not already activated.

**EXCEPTION:** an HQ is **not** replaced if all its **infantry squads** have been eliminated. The HQ is also eliminated and counts as one Victory Point (1VP) for the enemy player.

## WHAT'S NOT IN THIS GAME!

Some common tactical game rules are not in *Combat Infantry*. Here's why.

### Opportunity Fire

Opportunity fire is excessive in many tactical games. WW2 Infantry and vehicles simply did not move through open terrain without clinging to every tiny bit of cover available, nor without fire support to keep enemy heads down. Defender first fire in Assault reflects opportunity fire in close combat when it was most effective.

### Suppression

Suppression fire is handled by the step reduction system. Units that take hits have less firepower and are partially suppressed until they Rally.

### Facing

Guns and tanks would have no difficulty turning to fire in any direction given a 10-30 minute interval. Tanks did have thinner armor in the belly, flanks, top, and rear and this is allowed for by making them more vulnerable to bombardment (6.6) and assaults (9.65).

### Hard & Soft Targets

The armor class system reduces firepower against armored targets. This eliminates the need for separate hard and soft firepowers.

### Status Markers

Status markers should not be missed. Cluttering maps and units with markers such as "Used", "Suppressed", or "Final Fire" is not necessary. Units are upright, face-up, or face-down depending on their action.

DIAGRAM 2



## COMMAND RANGE

### German

- PHQ F2 in NEVAK activates. All units are adjacent and in command.
- Attached MO 50 fires (blue arrow) on CHORN MONASTYR, self-spotted, scoring one half-hit on the defending Soviet.
- IN-3 fires (yellow arrow) into CHORN MONASTYR, scoring one-half hit, which now reduces the Soviet to IN-2.
- IN-2 could fire on CHORN MONASTYR (adjacent hex) but instead fires on the adjacent two Soviet units. It scores 1 hit which must be taken on the stronger MG3.
- IN-4 assaults (red arrow) the monastery, charging uphill. Assaults resolved last.
- ASSAULT, Round 1**, defending Soviet IN-2 fires and scores one hit. Assaulting IN-3 fires at F1 (-1F in round 1 for assaulting uphill) but scores 1 hit (no double defense in Assaults). **Round 2**, Soviet IN-1 checks morale; it passes and retreats uphill to CHORNYE KHOLM, leaving the monastery to the German IN-3.

### Soviet

- PHQ B2 activates. Deploying up to CHORNYE KHOLM is not possible (no road or clear hexside).
- IN-3 atop CHORNYE KHOLM gets 1 hit on IN-2. Soviet IN-1 attempts to rally but fails. It cannot move or fire.
- IN-2 is out of command and must pass a check against morale 5 to activate; it fails and is turned face-down.
- MG-2 is also out of command and cannot fire or move.
- PHQ moves up to CHORNYE KHOLM, expending all 5MP it has.

# COMBAT INFANTRY (East)

## 5.0 RALLY

A commanded unit can gain 1-Step with a **Rally** action by passing a morale check (2.16) against its **commanding HQ's** morale:

- **PHQs** can rally any unit in command See 4.1.
- **CHQs** may rally **any** unit in command (4.1). Each rally attempt consumes one of a CHQ's three (3) commands.

**PASS:** unit gains 1-Step.

**FAIL:** unit fails to Rally.

In either case, the unit can do nothing else and is turned **face-down**.

**NOTE:** An infantry squad with "no command" (4.3) may activate itself by passing its own morale, and then roll again to Rally.

## 6.0 FIRE COMBAT

### 6.1 FIREPOWER

Units that fire are revealed by tipping them forward **face-up**. Units fire one at a time, in any desired sequence, indicating their target hex (or target unit if face-up). Units cannot fire into assaults.

One (1) hit is scored for **each** die roll that **equals or is less than** the firing unit's (modified) **Firepower**.

**EXAMPLE:** 4F2 unit rolls 4 dice and scores 1, 2, 6, 8. The first two numbers are hits; the last two are misses.

### 6.2 RANGE

Units can only fire at targets in range, noted on blocks **below** the Firepower rating.

**COMMENT:** Ranges given are "effective" ranges which are considerably less than maximum ranges. Because of target size and cover, most infantry fired at 200 meters or less. Similarly, a PZ-4h 75 mm gun had a range of 2000+ meters but they mostly fired at ranges under 700 meters in combat.

### 6.3 CASUALTIES

Firing is generally done on a declared **target hex**. Hits are distributed among all enemy units in the target hex with strongest units taking hits first. When two or more units share the highest strength, the owner chooses which to reduce.

**IMPORTANT:** exclude tanks from hit distribution unless AC is reduced to zero (0). See: 2.54, 6.62, 6.64, and 9.65.

### 6.31 Targeting

**Face-up** units **may** be targeted **individually**. All hits on targeted units apply **only** to that unit; surplus hits are wasted.

### 6.32 Armor Class (AC)

Armored units have a rated armor class noted in a red circle. AC only applies when units are **face-up and targeted**. Subtract AC from firepower to determine net firepower. If the result is zero (0) or less, no fire is possible.

**EXAMPLE 1:** F6 tank firing at Sherman tank (Armor 4) has F6-4 = F2 fire.

**EXAMPLE 2:** Infantry F3 firing on a PZ-IV (Armor 3), has F3-3 = F0. No fire, except in Assaults (9.65).

### 6.33 Eliminated Units

Units reduced below Strength 1 are eliminated. Each eliminated unit is 1VP for the enemy player. See also 4.4 for HQs.

### 6.34 Wrecks

Destroyed **tanks** are replaced with a "wreck marker". A wreck **hex** is +1MP to **enter** via any hexside. They do **not** block LOS.

### 6.4 LINE OF SIGHT (LOS)

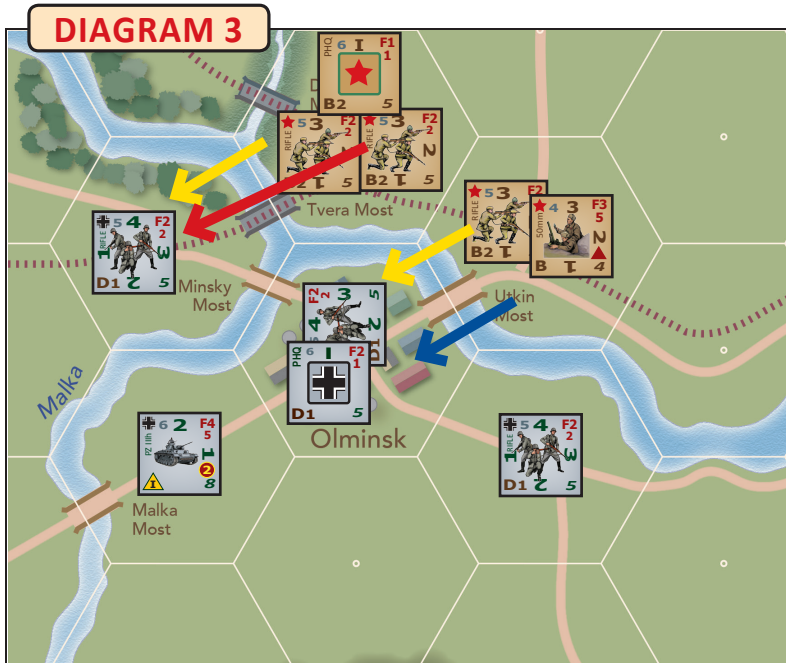
Units can **see** up to their Range (6.2) but not through blocking terrain. Units can **always** see into **adjacent** hexes, except through Hedges (3.4).

To determine if a firing unit has LOS to a target hex, use a ruler from the center of the firing hex to the center of the target hex. If the ruler passes through **ANY** blocking terrain (p. 12) there is no LOS. Any obstacle blocks LOS, even one building or tree.

**IMPORTANT:** ignore terrain **within** the firing and target **hexes**, but **hexside** terrain always blocks LOS.

Units can see (but **not** fire) through friendly units, including along a hexside **between** friendly units. They can see **and** fire through (or between) **enemy** units.

**IMPORTANT:** Line of Sight is always **reciprocal** between opposing units.



## DEFENDING OLMINSK

### Soviet

- PHQ B2 activates; all units are under command.
- IN-3 and MO-3 both fire into Olminsk. They score a total of 2 half hits, reducing German infantry to IN-2.
- IN-3 fires across Tvera Bridge, reducing German to IN-3. The second IN-3 cannot also fire across the bridge (fire limit 1) but can assault across the bridge. Assaults are resolved after all other action.
- **ASSAULT: Round 1**, German IN-3 fires for 1 hit; Soviet IN-2 then fires for 1 hit. **Round 2**, German IN-2 fires and misses; Soviet fires for 1 hit. **Round 3**, German IN-1 must roll for Morale; it fails and does nothing. Soviet IN-2 must retreat in Round 3 and does so back across Tvera Bridge.
- **REGROUP:** Victorious German IN-1 would like to regroup across Minsky Bridge to OLMINSK, but cannot since this would exceed town stacking. The unit remains in place, hoping to get reinforced by the Armor 2 next Game Turn.

# COMBAT INFANTRY (East)

## 6.41 Elevations

Relative elevation can be critical for Line of Sight. Most map terrain is at level 0, but higher levels exist, separated by slopes.

When units are at different elevations, LOS may be affected by blind spots created by the height difference. Measured in **hexes**, lower targets must be further (or equidistant) from intervening blocking terrain; higher targets must be closer (or equidistant). LOS is always blocked by higher ground **between** the firing and target units, but see Bombardment 6.6. Higher units may always fire over adjacent units that are lower.

**SLOPES** do NOT block LOS, except as noted with an intervening hill or when a "shadow" is created by elevation change.

## 6.5 HEXSIDE FIRE LIMITS

Fire Limit is the number of units that can fire through a hexside per HQ ACTIVATION. Fire limits are 2, 1, or zero (0) units depending on terrain. They apply only when firing on **adjacent** enemy units.

## 6.51 Long Range Fire

Only **one (1)** unit can fire long-range (two or more hexes) from a firing hex to a target hex. Other units in the firing hex can fire on different target hexes, but only one per target hex.

**IMPORTANT:** Long Range fire does not reduce fire limits for **adjacent** units.

## 6.6 BOMBARDMENT

Units bearing a **red triangle** have bombardment (indirect fire). These units may bombard **unseen** hexes with **spotting** (6.62). Bombarding is **not** subject to hexside Fire Limits (6.5) and does **not** reduce fire limits for other units in the same hex.

**EXAMPLE:** Two infantry and one mortar are in a clear hex with a town hexside. The mortar bombards into the adjacent town hex. One infantry then fires through the town hexside. Finally, the second infantry Assaults via the same town hexside.

## 6.61 Armor Class Targets

Bombardment **modifies** Armor Class. Field Artillery and Air Support fire on armored units at **Zero-AC**, Mortars fire on them at **Half-AC** (round up).. Bunkers always have **Full AC** against bombardment.

## 6.62 Spotting

Spotting by one **face-up** HQ is required for bombardments that do not have their own LOS. The spotting HQ must be of the same company, active now, or face-up from earlier activation. Enemy units are spotted when a spotting HQ is three (3) hexes (or less) from the target hex and has LOS. Spotting Range increases to four (4) hexes if the spotter is higher than the target.

**IMPORTANT:** HQs may spot for only **one (1)** bombarding unit per GAME TURN.

An HQ **adjacent** to a target always has LOS (except for Hedges) and gives +1 firepower (F4=F5) to the bombarding unit, but the HQ is subject to friendly fire.

## 6.63 Treebursts

Bombardment is more deadly into woods due to large wood splinters and forest fires. Bombardment into woods **ignores** double defense (6.7).

## 6.64 Friendly Fire

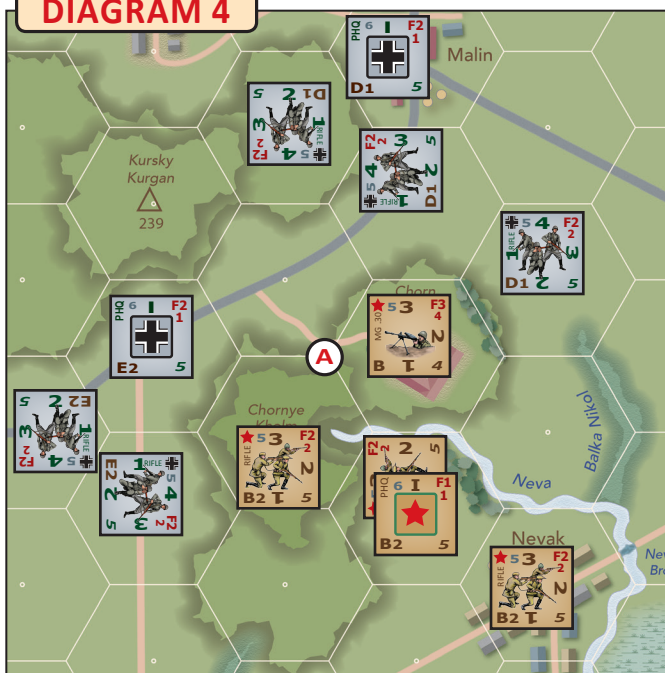
With bombardment, friendly units **adjacent** to the target hex (chosen by the active player) take one hit for **each zero** on the bombardment roll. **ALL** friendly hits are applied if possible; Armor Class is ignored, including bunkers.

**NOTE:** double hits apply to friendly fire from air-support (2.7).

## 6.7 DOUBLE DEFENSE (D2)

Units have D2 while defending some terrain. Two hits are required to reduce a D2 unit one step. A unit taking one "half-hit", must take the next hit. A D2 unit with only one "half-hit" recovers it at the end of the current HQ ACTIVATION, but before any Assaults are fought.

DIAGRAM 4



## LINE OF SIGHT

### Soviet Player Turn

- PHQ B2 activates; all Soviet units are under command.
- MG3 can fire on any adjacent German hex, even through the woods hexside at Fire Limit 1. Same MG could instead fire at the IN-2 on the hill, or at PHQ (D1), which has double defense in MALIN. The MG could instead have fired on the PHQ (E2) because the slope does not block LOS. But it cannot fire on either E2 squad because LOS is blocked by the intervening hill, CHORYNE KHOLM, and in any event, firing through a friendly unit is prohibited.
- IN-3 atop CHORYNE KHOLM can fire on any German hex except the IN-4 is blocked and the PHQ (D1) is out of range. German IN-3 is a valid target since the change of elevation blocking point "A" is closer to the firing unit.
- PHQ and IN-2 have no target. The IN-2 makes a Rally roll against PHQ morale 6, and passes with a roll of 4, increasing to IN-3.
- IN-3 in NEVAK can only fire across the the **Neva** at the German IN-4.
- PHQ declines to move or fire. The PHQ cannot fire at the German IN-4 because there is higher land between them.

# COMBAT INFANTRY (East)

## 7.0 SPECIAL ACTIONS

Some units can perform one special action instead of the normal Rally, Fire, or Move. Units end a Special Action **face-up**.

### 7.1 FOXHOLES



Foxholes are markers. They may start a scenario, or can be dug during play, but only in **CLEAR** terrain. They cannot be moved.

Any commanded unit (even a tank or gun) can dig a foxhole. Foxhole **stacking** is two (2) units and one or both defending units have D2 against Fire or Bombardment, but only D1 in Assaults.

**COMMENT:** tanks or guns "digging" foxholes represents a "hull-down" position or a gun emplacement.

Foxholes survive for the duration of a scenario. Enemy units may occupy them.

### 7.2 MINES



Mines are battalion units drawn according to scenario instructions. They are set-up like any other units but cannot move. Mines **count**

for stacking; more than one may be deployed in the same hex. They can be defended by friendly units, subject to stacking. Deployed mines are **minefields**.

Hidden mines are revealed (but not eliminated) when the minefield hex is fired on or bombarded, even if no hit on other units is scored. Hits on the minefield hex are distributed normally among other defending units. A revealed minefield is **permanently** face-up and only controls its own hex (not adjacent hexes).

A mine is only **eliminated** when it takes one hit in **Assault** combat. Mines do **not** make morale checks. They never fire, but defending units fire/retreat normally. Attacker hits are distributed normally (6.3) on defending units (including the mine), but rolls of 9 and 0 are **friendly** hits on the **firing** unit.

**Assaulting** engineers may **target** a mine at double FP (F2=F4). They suffer friendly hits only with 0 rolls.

**EXAMPLE:** Soviet Sapper 2 assaults German minefield. Engineer fires at F4 (F2 doubled) scoring 3, 0. The minefield is eliminated by the 3, but the engineer takes one hit for the 0.

### 7.3 DEMOLISH BRIDGES



An Engineer **adjacent** to a bridge may demolish it by "firing" and rolling at least **one** hit. For a **wooden** bridge, Engineer firepower is +1 (F2=F3). If successful, place a "destroyed" marker on the bridge.

Bridges can also be bombarded by mortars, field artillery, or air attack, **at half firepower**, round up. (F5=F3). Ignore wood bridge bonus. Normal spotting rules apply. One hit destroys a bridge; place marker.

Assault limit for a destroyed bridge is zero (Ø). Fire Limit 1 does not change. Typically only the center span of a bridge would be destroyed, or a twisted jumble of steel and concrete would remain.

### 7.4 SMOKE



Smoke is a marker that blocks LOS. **Engineers** can lay smoke in one adjacent hex by "firing" into that hex and rolling at least one hit.

**Mortars** can lay smoke by designating a **spotted** target hex and rolling at least one 1 hit.

Smoke lasts throughout the current GAME TURN and then dissipates. LOS is blocked in, out, or through a smoke hex for duration. All units (both sides) entering a smoke hex must stop. Units may move out of a smoke hex normally.

Assault combat is allowed in smoke hexes, but firepowers are -1F for both sides in all rounds. Units retreat normally.

### 7.5 BARBED WIRE



Barbed wire is a marker located in any playable hex at the start of a scenario; it cannot be laid during a scenario.

The marker fully stacks the hex, meaning no other markers or friendly units.

One enemy unit can enter a wire hex but must **stop**. Next GAME TURN the unit may roll to clear the wire or withdraw.

**Clear Wire:** The unit "fires" and rolls at least one hit. Remove marker.

**Withdraw:** the unit leaves the wire hex via the same hexside used to enter.

**NOTE:** A unit located in a barbed wire hex can be fired on, but not assaulted. Engineers clear wire at F4.

### The Soviet Company, 1942

Soviet companies, commanded by a captain, had three rifle platoons and one heavy weapons platoon. Pre-war, companies had four platoons, but that changed soon after the war started due to horrendous losses. Rifle platoons had an HQ of 6 men commanded by a lieutenant, and three squads of 12 men, each commanded by a sergeant.

Most infantry were armed with a Mosen Nagent 1891, a rifle first used in the Russo-Japanese War of 1904-05. An updated 1930 model was used in WWII. However, one third of Soviet infantry were equipped with a sub-machine gun, mostly the PPSH-41 which could fire at a deadly 900 RPM. This rugged weapon proved to be excellent for short-range city fighting.

Companies had one Heavy Weapon platoon armed with 0.30 MGs, 50 mm mortars, and anti-tank rifles. Additional heavy weapons from battalion level included 81 mm and 120 mm mortars, maxim machine guns, AT guns, and tanks.

### The German Company, 1940-43

Early war German companies had more troops than their late war companies, but also had less fire support from light machine guns. Companies had three platoons, each composed of three 12 man squads. These squads are rated 4-step F2 in this game. Players may use German squads from the WestFront edition for late war firefights on the EastFront.

The Germans did not have a 60 mm mortar. They had a 50 mm mortar early in the war, discontinued by 1943, changing to 80 mm mortars in a heavy weapon platoon at Company level.



# COMBAT INFANTRY (East)

## 8.0 MOVEMENT

Commanded units can only move **once** per GAME TURN, except to Retreat (9.4) or Regroup (9.5). Units moving into an enemy-controlled or disputed hex must **STOP**. Entering an **enemy-occupied** hex results in Assault Combat (9.0). Turn units that have moved face-down.

## 8.1 MOVEMENT POINTS (MP)

Each unit has a Move Rating (2.14), which is the **maximum** number of MPs it can expend in one Move. Units may expend less MPs, but cannot save or transfer them.

Units expend MPs according to the **hexside** (not hex) crossed. Hence, a unit expends 2MP to cross a CLEAR hexside, and 3MP for a WOODS hexside. Some terrain, like rivers or cliffs, may be **impassable** to some units because of low MPs.

## 8.2 STACKING LIMITS

Stacking applies to hexes and varies from 0 to 3 units depending on terrain; it is not reduced for partial or coastal hexes. For details, see **Terrain Effects Chart**, p. 12.

**IMPORTANT:** Units may overstack while moving. Stacking applies at the end of an HQ ACTIVATION when overstacked units are eliminated.

## 8.3 HEX CONTROL

Hex control is important for movement, retreats, regroups, and victory. Hex control is determined by the position of units when needed; changes to hex control are effective **immediately**. Hexes can have one of four control types.

**Friendly:** Hexes occupied by friendly unit(s). Units also extend control into **adjacent** hexes, except those that are enemy, disputed, or blocked by **impassable** hexside terrain.

**Enemy:** Hexes friendly to the enemy.

**Disputed:** Vacant hexes adjacent to both players or Assault (9.0) hexes.

**Neutral:** Vacant hexes not friendly to either player, nor disputed.

**IMPORTANT:** the effects of hex control changes must be carefully understood. For example, a unit can move adjacent to an enemy unit and it must stop. But the hex just occupied is now friendly. Hence, another unit can now move through that new friendly hex without stopping. This tactic can be used to move adjacent to the enemy and then move other units **through** the (now friendly) hex into an assault.

## 8.4 ROAD MOVEMENT

There are two classes of road, PAVED (gray) and UNPAVED (buff). Both types expend -1MP per hexside. Hence, moving along a road in Clear terrain expends 2-1 = 1MP, and moving along a road in Woods expends 3-1 = 2MP. Road & Railway MP bonus **cannot** be combined.

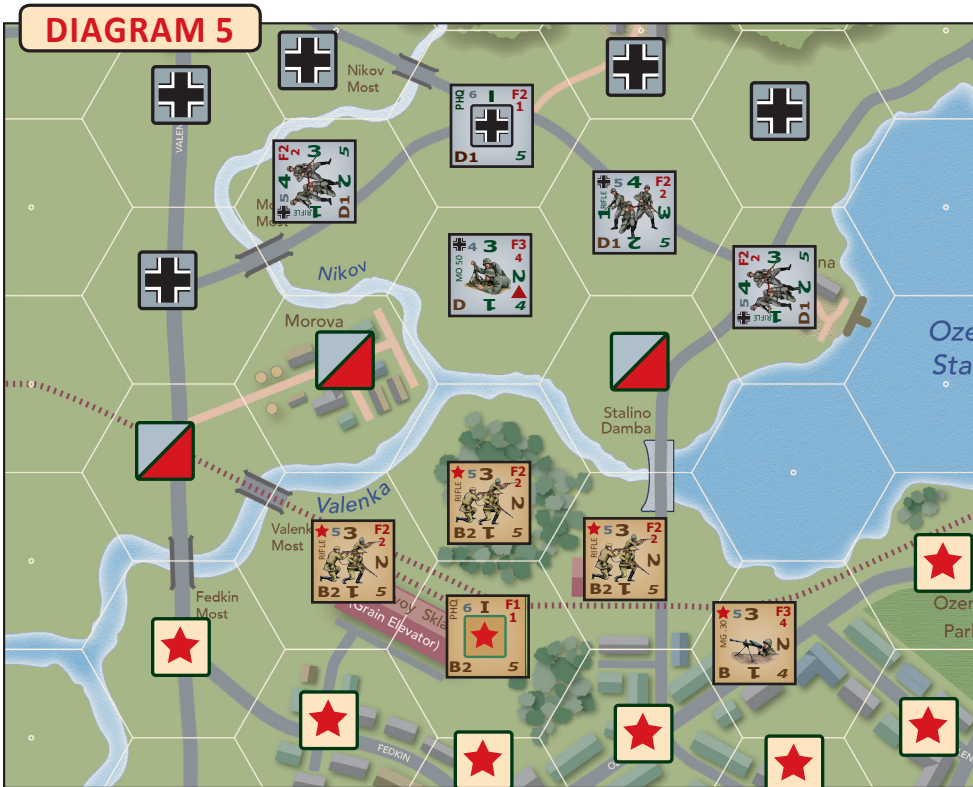
**WEATHER:** Bad or Poor weather is noted in some scenarios. Bad weather eliminates the -1mp road bonus for unpaved roads.

Units gain a road bonus only for **continuous** road hexsides they cross. Road movement can never be used to enter an assault hex. Use **other terrain** to determine assault limits and MPs.

## 8.5 RIVER CROSSINGS

Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units assault at -1F (F3=F2) on round 1. Tanks may move/assault across fords. Canals are fordable.

**NOTE:** Although some units cannot cross rivers, they still exercise hex control **over** a river because they can fire across it.



## HEX CONTROL

**GERMANS:** Control all hexes occupied, and all adjacent hexes marked with black cross. Hex Control never extends into **enemy** or **disputed** hexes, but does extend across a river into a **vacant** hex.

**SOVIETS:** Control all hexes occupied, and all adjacent hexes marked with a red star.

**DISPUTED:** Three hexes with a Gray/Red symbol; both sides exert control into these hexes. Because the upper hex of Stalino Damba (dam) is disputed, neither player controls it.

**NEUTRAL:** all unmarked, **vacant** hexes.

**STALINO DAMBA:** this dam can be destroyed just like a bridge, but two hits minimum are required. This would, of course, release a surge of water downstream flooding all hexes adjacent to the river for one Game Turn. Also the lake would drain and the Valenka River would now run along the bottom hexside of the shore.

# COMBAT INFANTRY (East)

## 9.0 ASSAULTS

### 9.1 ASSAULT COMBAT

**Active** units that moved into an enemy-occupied hex fight an assault. Assault Limits apply to hexsides, noted on the **Terrain Effects Chart** (p. 12). Assault limits are in **addition** to Fire Limits (6.5). Terrain rated Fire 2, Assault 1 means two units can fire **and** one (other) unit can Assault.

The stacking limit of Assault **hexes** is allowed to both players; each may have three (3) units in a Clear hex, or two (2) units in a Town. Digging a foxhole in Clear terrain reduces stacking from 3 to 2 units.

Two or more assaults may be created in one HQ ACTIVATION. These are resolved, one by one, in any sequence desired by the Active player, but only **after** all other action is completed. Reveal all units in each assault.

Assault combat **negates** D2 from terrain and foxholes and armor class is **zero**. Units assaulting via a **river** or **cliff** hexside have a penalty of -1F (F3=F2) in round 1.

**IMPORTANT:** An Assault hex is a **Disputed** hex, controlled by neither player. Units in an assault hex do **not** control adjacent hexes. This may **immediately** change hex control of adjacent hexes, impacting movement, retreats, and regrouping.

### 9.2 ASSAULT ROUNDS

Each assault is resolved over **three (3)** combat rounds, as follows each round. All hits apply immediately.

(a) **Defender:** Fire or Retreat each unit, except no retreat in Round 1.

(b) **Attacker:** Fire or Retreat each unit, except **must** retreat in Round 3. Units at step-1 surrender if they **fail** morale.

**NOTE:** Only AT Rockets (9.63) may target units in Assault rounds. Hits from other units are applied to the highest step enemy unit normally.

**COMMENT:** Assault combat is deadly because both sides can fire multiple times. The Defender has up to three fires, but Attacking units only have two fires because they must retreat in round 3 (or earlier). This system effectively handles "pursuit fire".

**IMPORTANT:** Units can always **defend** in assaults even if they have already acted earlier in the GAME TURN.

**Defending** units that **win** an assault stand upright and may activate later on their turn. Defending units that **retreat** are face-up and cannot activate this Game Turn.

### 9.3 ASSAULT MORALE

All units at **strength 1** in an Assault must make a Morale Check *at the start of their* assault round. HQs ignore this unless they are the only unit in the assault.

**PASS:** Unit can fire or retreat normally.

**FAIL:** Unit is **disrupted** and cannot fire or retreat this assault round.

**NOTE:** use the morale of a commanding HQ that is located in the Assault hex.

### 9.4 ASSAULT RETREATS

Units retreat to **adjacent** hexes subject to stacking (8.2). Hexside limits for retreats are the same as Assault limits, but apply **per round**.

Attacking units must retreat via any hexsides used to **enter** the assault hex, or to **any adjacent, friendly-occupied** hexes.

Defending units may retreat via any hexsides **unavailable** to the Attacker.

**Neither** player may retreat to **enemy** or **disputed** hexes (8.3). If no valid retreat hex exists, units are eliminated (6.33).

**CAUTION:** guard your flanks and rear.

Units may move or retreat off-map. Such units are removed from play, but do **NOT** count as VPs for the enemy player.

### 9.5 REGROUPING

Attacking or defending units that **win** an assault can **REGROUP**, meaning they may immediately move to **adjacent friendly** hexes. Stacking and Assault limits apply. Regrouping must be done **before** the next assault (if any) is fought.

### 9.6 ASSAULT MODIFIERS

**9.61 AT Guns and Mortars** cannot move into Assaults. They defend normally in Round 1, but only have **F1** in later rounds. They take hits normally.

**9.62 Machine Guns** cannot move **into** assaults. They defend normally.

**9.63 Anti-Tank Rockets (ATR):** Bazookas and Panzerschrecks **may** target in an assault. Remember that armored targets have zero (0) AC in assaults.

**9.64 Engineers** have **double** firepower (F2=F4) in assaults and may target a minefield (7.2).

**9.65 Armor Class (AC)** is always **zero** in assaults. This includes **bunkers** (2.56).

**9.66 Headquarters** attack and defend in assaults normally. They ignore Morale Checks except when they are alone.



### ASSAULT ON KHOTIN FARM (E2)

Soviets defend the farm with IN-3 and MG-2 which, with their other three units, moved up as Player 1. German is Player-2 and plans to assault the farm.

**German** activates PHQ. At risk of friendly fire, MO3 bombards (blue arrow) into KHOTIN Farm. Two half-hits (2-3-8) are scored, but because of Farm D2, only one step is lost on the IN-3 (strongest unit). German IN-2 fires (yellow arrow) but misses. German now assaults farm with IN-3 and IN-4 (red arrows).

**Round 1:** Soviet fires MG-2 and IN-2 scoring 1 hit, taken on IN-4. German returns fire with two IN-3, scoring two hits (no D2 on assault) reducing the Soviets to IN-1 and MG-1.

**Round 2:** Both Soviet units must check morale for being reduced to Step-1. The IN-1 fails its morale check. This unit is **disrupted** and may not fire or retreat. The MG-2 passes morale, and fires for 1 hit reducing Germans to IN-2 and IN-3.

MG-2 scores 1 hit, reducing Germans to IN-2 and IN-2. Both Germans fire scoring 1 hit which eliminates the MG-1.

**Round 3:** Soviet IN-1 **passes** mandatory Morale check. It fires knowing the two Germans must retreat this round. One hit is scored reducing both Germans to IN-2. They retreat to Hexes [A] and [B] but not to Hex [C] which is **disputed**.

# COMBAT INFANTRY (East)

## 10.0 SCENARIOS

This game contains six scenarios (E1 through E6) for Soviet and German firefights in the EastFront. These scenarios are inspired by history, but do not pretend to cover a specific firefight. Scenarios have variable force assignments for higher replay value. Additional scenarios will be available within expansion packs. Players are encouraged to develop and submit scenarios for publication online.

### 10.1 SET-UP

Each scenario gives set-up locations, generally a named farm, village, or town. Players must locate at **least** one (1) unit in named hexes, and other units in **adjacent** hexes, subject to stacking. Units are generally set-up at full strength except when noted in a scenario.

### 10.2 WEATHER

Bad weather (if any) modifies movement and firepower as described in a scenario. Dry balkas are streams May, June, July.

### 10.3 NIGHT SCENARIOS

Scenarios that depict night actions have 50% normal movement (round-up), and **maximum** ranges of two hexes for all units. Scenarios may alter these values for moonlight, cloud cover, and flares.

### 10.4 VICTORY

All scenarios have a specific number of GAME TURNS. Victory is determined at the end of the final GAME TURN, or a player can surrender earlier if the situation seems hopeless. Most scenarios award Victory Points (VPs) for **friendly** terrain objectives, and award one (1) bonus point for each enemy unit **eliminated**. Units that voluntarily leave a map are out of the game, but they do not count as VPs for the enemy player.

## 11.0 SOLITAIRE

All scenarios can be played solitaire and the fog-of-war aspects of *Combat Infantry* makes this interesting. Play one side with enemy blocks upright and hidden, then turn the map around (or go to the other side of the table) and play the other side. You will know roughly what the opposing blocks are, but it's hard to remember them exactly, and the devil is always in the details.

### HQ Chit-Pull System

Use a chit-pull system to draw **enemy HQs** from a **face-down** pool. When two or more enemy companies are in play, use a separate draw pool for **each** company. As each HQ is drawn, place it on the map within command range of its units. Units commanded by this HQ now activate, making **Morale** checks for uncommanded units normally. After all HQs have been drawn, one GAME TURN has been completed. Remove the enemy HQs and redraw them for the next GAME TURN.

### Activation Priorities (optional)

Players may use priority activations for **enemy** units.

- RALLY all 1 step units when possible.
- FIRE at nearest **face-up** enemy unit; otherwise at any target hex.
- ASSAULT **adjacent** enemy hexes that have less units.
- SPECIAL ACTION (Foxholes, Destroy Bridge, Smoke, etc.)
- PASS if located in D2 terrain (or Foxhole).
- MOVE towards nearest VP location.

## UNIT VALUES

SOVIET	STEP	GERMAN	STEP
Artillery 105mm	12	Artillery 105mm	10
Aircraft (IL-2)	10	Aircraft (FW-190)	10
Infantry Rifle (F2)	2		
Infantry SMG (F3)	2	Infantry (F2)	2
Sapper	4	Pioneer	4
Sniper	5	Sniper	5
Mortar 50	5	Mortar 50	7
Mortar 81	8	Mortar 80	4
MG .30	5	MG 34	6
Maxim HMG	7		
AT Rifle	5	AT Rifle	5
45mm AT	6	75mm AT	8
		88mm AT	9
BA-10	6	Panzer IIc	6
BT-7	7	Panzer IIIh	7
T-34	12	StuG IIIb	10
KV-1	11	Panzer IVe	9
		Panzer IVh	10
		PZ VI Tiger I	13
Bunker	12		
Minefield	6	Minefield	6

Players may use these valuations to build forces from a total number of points for their own scenarios. Note that the valuations are per STEP, not per unit. They may also be used to give a more accurate value to eliminated unit VPs to resolve ties, etc.

### HIT LIMITS (Optional)

The mathematically expected results from a unit's die-roll is generally 1 or 2 hits, but extreme results are possible. Players who wish to play with a narrower range of results may adopt a **maximum** of 2 hits when any unit rolls.

## CREDITS

**Designer:** Tom Dalgliesh

**Contributors:** Leonard Coufal  
Grant Dalgliesh  
Mark Kwasny  
Grant Logie  
Cal Stengel  
Brian Williams

**Art:** Richard Lushek (cover/labels)  
Tom Dalgliesh (maps)

# COMBAT INFANTRY (East)

## HQ ACTIVATION

**COMMAND:** Activate *one HQ* per Company. HQs may deploy 1 hex and then activate. See 4.0.

**ACTIONS:** Units under command may take **ONE** of the actions below.

Infantry squads without command may activate with a Morale Check. See 4.3.

- **5.0 RALLY:** Pass Morale Check to increase 1-Step. PASS or FAIL, turn units *face-down*.
- **6.0 FIRE** units at visible targets in range. Turn units *face-up*.
- **7.0 SPECIAL:** Dig a foxhole, blow a bridge, etc. Turn units *face-up*.
- **8.0 MOVE** units within their MPs. Units must stop when they move into an enemy or disputed hex. Moved units can be turned *face-down* for clarity. Units that move into enemy-occupied hexes create *Assaults*.

**ASSAULTS:** Resolve up to 3 rounds of combat for each Assault. See 9.0.

## TERRAIN EFFECTS CHART

TERRAIN	HEX			HEXSIDE		
	STACK	DEFENSE	BLOCK	MOVE	FIRE	ASSAULT
CLEAR	3	D1		2MP	2	2
BEACH	3	D1		2MP	2	2
ORCHARD	2	D1	YES	3MP	1 <sup>3</sup>	1
CEMETERY	2	D1		3MP	1	1
MARSH	1	D2		4MP <sup>1</sup>	1	1
WOODS	2	D2 <sup>2</sup>	YES	3MP <sup>1</sup>	1 <sup>3</sup>	1
TOWN	2	D2 <sup>2</sup>	YES	3MP <sup>1</sup>	1 <sup>3</sup>	1
FARM	2	D2 <sup>2</sup>	YES		OT	
FOXHOLE	2	D2 <sup>2</sup>			OT	
RAILWAY		OT		-1MP		OT
ROAD		OT		-1MP		OT
TUNNEL	1	D1		3MP	1	1
BRIDGE	2 <sup>4</sup>	●		2MP <sup>4</sup>	1	1
FORD/CANAL	●	●		4MP	2	1 <sup>5</sup>
RIVER	●	●		5MP <sup>6</sup>	2	1 <sup>6</sup>
STREAM	●	●		4MP <sup>6</sup>	2	1 <sup>6</sup>
BALKA	●	●		4MP <sup>6</sup>	2	1 <sup>6</sup>
HEDGE	●	●	YES	X <sup>7</sup>	0	0 <sup>7</sup>
SLOPE	●	●	YES <sup>8</sup>	+1MP <sup>9</sup>	OT <sup>9</sup>	1 <sup>9</sup>
CLIFF	●	●		5MP <sup>6</sup>	1	1 <sup>6</sup>
SEA/LAKE	●	●		X	2	X

<sup>1</sup> Guns, tanks, or vehicles may not cross hexside or enter hex, except via a road.

<sup>2</sup> Defender D2 against Fire, but D1 for ASSAULTS. All single buildings have same effects as FARM. Woods D1 for Bombardment.

<sup>3</sup> Fire permitted from adjacent only; otherwise LOS is blocked. Bombardment OK.

<sup>4</sup> Stacking 2 for long bridges or causeways that cross a full hex. Ignore -1MP for Road.

<sup>5</sup> Only infantry, engineers, and tanks may assault. Canals are fordable.

<sup>6</sup> Impassable to guns, tanks, and vehicles. Engineers assault normally; other units assault at -1F (F3=F2) on *first* combat round. *Balka* are streams May, June, July.

<sup>7</sup> Impassable, except one tank may Move 1 or Assault per hexside from an *adjacent* hex. Treat Hedge gap same as Orchard hexside.

<sup>8</sup> Only higher ground between the firing unit and the target blocks LOS (see 6.41).

<sup>9</sup> Slope effects are OT, uphill or downhill, except no Move penalty downhill.

● Not Applicable X Impassable OT Other Terrain

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