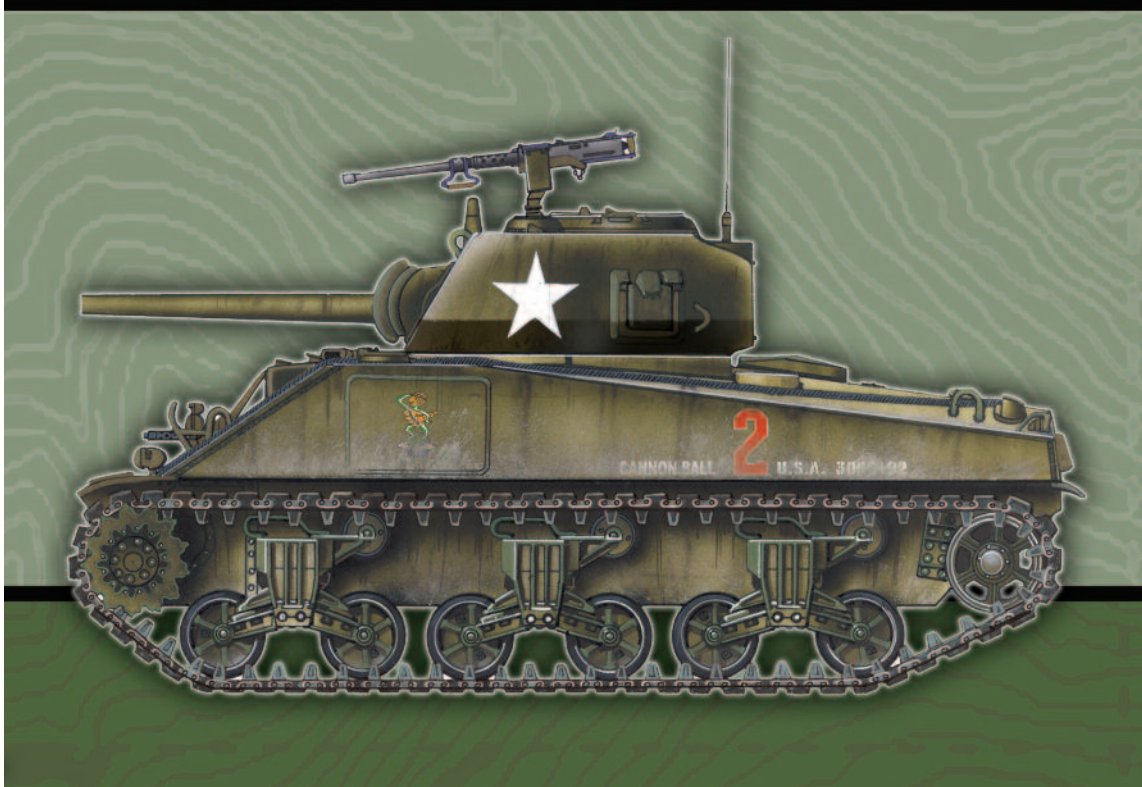


# SHERMAN LEADER

The World War II Ground Combat  
Solitaire Strategy Game



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## • Introduction

You are the commander of an American army combat group in WWII. You will take command in the hardest fought campaigns from 1942 North Africa to the final assault into Germany in 1945!

Each of your Campaigns involve both operational and tactical decisions. At the start of a Campaign, you select the Units and Commanders to make up your force. During each Week of the Campaign, you decide which enemy Battalions to attack, which of your forces to allocate, and then resolve each battle using the tactical battlefield.

Your Commanders gain Experience with every battle, but they also suffer Stress. Each Week, you must decide how hard to push your men to achieve Victory.



## • Sequence of Play

This rulebook is organized according to this Sequence of Play.

### *Campaign Set-Up*

Select Campaign Card  
Select Objective Card  
Draw Battalion Cards  
Buy Units  
Select Commanders

### *Start of Week*

Special Condition Card  
Assign Units

### *Pre-Combat*

Event Card  
Place Turn Counter  
Place Terrain Tiles  
Place Friendly Units  
Unit Advancement  
Place Enemy Units  
Unit Advancement

### *Combat*

Fast Move and Attack  
Roll for Enemy Move  
Enemy Actions  
Slow Move and Attack  
Advance Turn Counter

### *Post-Combat*

Event Card  
Battalion Status  
Record Commander Stress  
Record Commander Experience Points

### *End of Week*

Move Battalions  
On Leave  
Adjust Special Option Points  
Repair/Replace  
Priority R&R

### *End of Campaign*

Campaign Outcome

## • Campaign Set-Up

### Tactical Display Sheet



Place the Tactical Display Sheet on the table in front of you. Use this Display to resolve the Combat steps of each Battle.

The parts of the Tactical Display Sheet are as follows:

- 1 - Battlefield Area
- 2 - Card Areas
- 3 - Turn Track
- 4 - Sequence of Play
- 5 - Initial Enemy Placement Diagram
- 6 - Operational Map
- 7 - Enemy Operational Movement Chart
- 8 - Enemy Tactical Movement Chart

### Headquarters Sheet

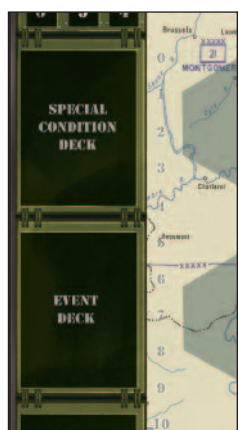
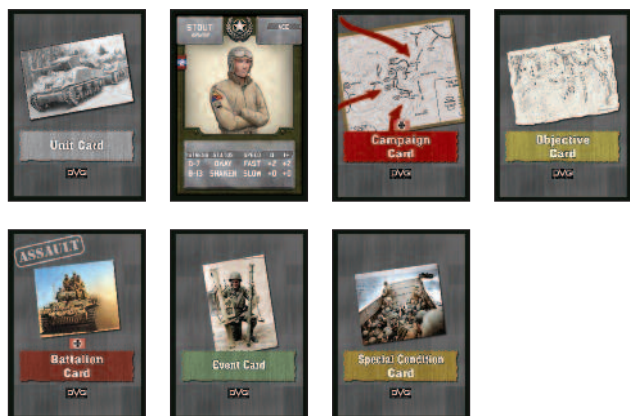


Place the Headquarters Sheet next to the Tactical Display Sheet. This sheet shows the Tank types you will encounter during your Campaign, and general information you will need, as well as areas to place some of your cards.



## Cards

Separate the cards by type: Unit cards, Commander cards, Campaign cards, Objective cards, Battalion cards, Event cards, and Special Condition cards.



Shuffle the Special Condition deck and Event deck, and then place them face down in the labeled areas on the Tactical Display Sheet.

When you need to draw a card and no cards remain in a deck, shuffle the discards to form a new deck.



Separate the three types of Battalion cards, and form three decks of: Assault, Supply, and Command cards.

Each Battalion card has its type noted on its card back.

Do not form decks for Campaign cards, Objective cards, Unit cards, and Commander cards. You select cards from each type, at the beginning of a Campaign.



## Counters



Stress - Used to record the Stress your Commanders suffer during a Campaign.



Tactics - Used to record the number of times your Commanders and Units can use Tactics in a Battle.



Enemy Unit - The background color indicates the Unit's country. German counters have a gray background and Japanese counters have a green background.



The backside shows the Unit when it is Destroyed.

In the game, "Enemy" refers to the forces you are fighting against.



US (Friendly) Unit - The number on the counter is its Unit number. This same number is also found on its Unit card.

In the game, "Friendly" refers to your forces.



Scout - Used to increase Battle Turns.



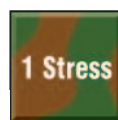
Truck - Used to reduce the cost of attacking Enemy Battalions deep in enemy territory.



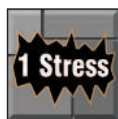
Enemy Battalion - Full and Half Strength. Used to show the Battalion's position on the Operational Map.

## Damage Counters

Gather the Damage counters and put them into an opaque cup. The Damage counters are two-sided.



The camouflaged side is for Damage inflicted on your High Explosive (HE) Units.



The gray side is for Damage inflicted on your Armor Piercing (AP) Units.

## Expansion Game Counters



There are several red and green counters on counter sheet one. The red counters are for the Sherman Leader Enemy Commander Expansion pack, and the green counters are for the Terrain Tile Expansion pack.

These counters are not used with the core game.



<div style="display: inline-block; border: 2px solid black; padding: 5px; transform: rotate(-2deg); font-weight: bold; font-size: 1.2em;">SHERMAN LEADER</div>		PLAYER LOG SHEET	
Name: _____		Campaign: _____ Objective: _____	
Weeks: _____		Outcomes: _____	
Wins: _____		Wins: (Only 10 Wins) _____	
<b>Record Target</b>			
<b>Continues</b>	1st _____	2nd _____	3rd _____
<div style="font-size: 2em; opacity: 0.5; transform: rotate(-10deg);">             Record Commander Stress Here           </div>			
<b>Start of Battle 50 Points</b>			
10 Vehicles: _____ 10-50 Points			
Vehicle _____	Target _____	10-50 Points	
Tank: _____	Status: $9 \times \text{target} \div 10 \times 10 = 18$		
Truck: _____	10-50 Points		
Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____
Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____
Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____	Crew/Unit: _____ Damage: _____

Bulletin: \_\_\_\_\_  
 Personal Address: \_\_\_\_\_

## The Die

The only exception is on the Enemy Tactical Movement chart. There are times when you will roll a 6-sided die.

The Campaign ends when any one of the following occurs:

- When you complete the last Week of the Campaign.
- When you must pay a Special Option Point cost and cannot do so.
- When you achieve a Great result.

Choose the Campaign card you would like to use and place it on the Headquarters sheet.

We recommend starting with an Introductory Campaign for your first Campaign.



Record the name of your Campaign card on the Player Log.

The parts of a Campaign card are as follows:



## 2 - Year of the Campaign

You may only choose Friendly Units whose years of service include this year.

The difficulty Levels from easiest to hardest are: Introductory, Standard, Advanced, and Expert.

This number modifies the number of SO (Special Option) points you get from your Objective card at the start of the Campaign.

ES 1942  
JUNGLE  
: Add 1 to

Each Campaign card lists the Terrain type used during its Campaign:  
Desert, European, Winter, or Jungle.



The 8 Terrain tiles with the brown triangles are used in Desert Campaigns.



The 8 Terrain tiles with the green triangles are used in European Campaigns.



The 8 Terrain tiles with the gray triangles are used in the Winter Campaigns.



The 8 Terrain tiles with the white triangles are used in the Jungle Campaigns.

Each Campaign has Special Notes that modify the Campaign.

Re	Gr	Av	Sk	Ve	Ac
2	3*	3	3	2	1

Each Campaign card shows your starting Commander Skill levels. You get one Commander for each

Unit you purchase. From lowest to highest the Commander Skill Levels are: Recruit, Green, Average, Skilled, Veteran, and Ace.

**SOUTHERN APPROACHES**  
1-8: d6, 9-10: d10

These die roll ranges determine if the Enemy Units will roll a d6 or d10 when attacking.

*Example: I roll a 10-sided die and get a 4. The Enemy will roll 6-sided dice for their Movement rolls during the Battle.*



## 9 - Country



The country's flag shows which forces you will be fighting against.

*Example: If you choose the North Africa 1942 Campaign, you will fight against German forces.*

## Enemy Tank Counters

GERMANY TANK TYPES				
Tank	'42	'43	'44	'45
Pz III	7	5	3	2
Pz IV	2	4	7	8
Panther			2	2
Tiger		1	1	1
King Tiger			1	1
StuG	2	2	4	6

JAPAN TANK TYPES				
Tank	'42	'43	'44	'45
Type 95	3	2	2	1
Type 97	5	4	3	2
Type 97i	2	3	4	5
Type 3			1	1

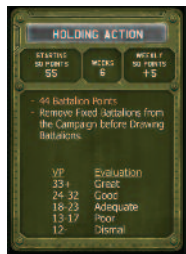
Once you have chosen your Campaign's year, reference the Headquarters sheet, and place the designated type and number of Enemy Tanks into a cup.

When the Enemy Battalion card calls for Tanks, draw the Tank counters from this cup.

*Example: When playing a 1942 Campaign against Germany, place 7 Pz IIIs, 2 Pz*

*IVs, and 2 StuGs into a cup.*

## Select Objective Card



Choose the Objective card you would like to use and place it on the Headquarters sheet.

These cards show information specific to your chosen type of Objective.

## LOG SHEET

42 Objective: Offensive

Record the Name of your Objective card on the Player Log.



The parts of an Objective card are as follows:

### 1 - Objective Name

### 2 - Starting SO Points

Each Objective card specifies the number of Special Option points (SO points) you have at the beginning of the Campaign.

This number is modified by the SO points shown on your Campaign card.

*Example: If the Objective card notes 45 SO points, and the Campaign card notes +42 SO points, you get 87 SO points at the*

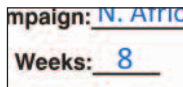
*start of the Campaign.*

You purchase Units with your Special Option points. SO points may also be expended during Special Conditions and Events.

Record your starting SO points on the Player Log.

## 3 - Weeks

You have the designated number of Weeks to complete the Campaign.



Record the number of Weeks on the Player Log. You'll also record each Week's activities on the Player Log.

## 4 - Weekly SO Points

At the end of each Campaign Week, you gain this number of SO points. Record this number on the Player Log Sheet.

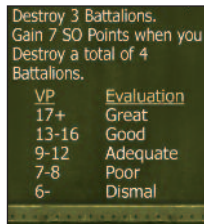
## 5 - Battalion Point Value

This number shows the total value of Enemy Battalion Victory Points you randomly draw at the start of the Campaign.

## 6 - Special Notes

Each Objective card has specific rules that modify your Campaign.

## 7 - Evaluation



The Victory Point chart shows how well you are doing in the Campaign. You score Victory Points (VPs) when you Destroy enemy Battalions. As you play the Campaign, compare the number of Victory Points you have earned to the Evaluation Chart on the Objective card.

## Draw Battalion Cards



Battalion cards represent the enemy forces present in your vicinity.

The parts of a Battalion card are as follows:

### 1 - Battalion Name

### 2 - Enemy Units

Lists the quantity and types of Enemy Units present in the Battalion. These are the Units fight on the Battlefield area of the Tactical Display Sheet.

*Example: When fighting the Large Tank Force, you encounter the 18 Enemy counters listed on the Battalion card.*



### 3 - Battalion Designation



A - Assault Battalions: These Battalions advance quickly on the Operational and Tactical maps.

S - Supply Battalions: These Battalions usually add or subtract from your SO points.

C - Command Battalions: These Battalions usually have Special Notes that affect other Battalions.

### 4 - Half / Destroyed Values



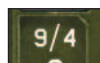
Each Battalion card has a set of numbers. The Battalion is reduced to Half if the value of Enemy Units remaining on the Battlefield is reduced to the first number. The Battalion is Destroyed if the value of Enemy Units

remaining on the Battlefield is reduced to the second number or lower.



Each Enemy Unit counter has a Point value in its top-left corner.

*Example: This Bldg Counter is worth 4 points.*



*Example: If, at the end of the Battle there are 10 or more points of Enemy Unit counters remaining on the Battlefield, the Battalion is still at Full strength. If that number is from 9 to 5 points, the Battalion is reduced to Half strength. If there are 4 or fewer points remaining, the Battalion has been Destroyed.*

### 5- Battalion Point Value

This number shows the Battalion's point value. You use this number when drawing Battalion cards for a Campaign, and you earn this number of Victory Points by Destroying the Battalion card.

### 6 - Placement and Special Notes



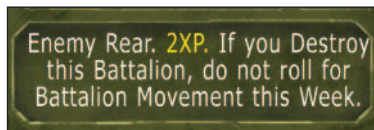
*Battalion counter in the Enemy Transit Range Band on the Tactical Display Sheet.*

Any Special Conditions specific to this Battalion card are also noted here. Unless the note specifies otherwise, Special Notes only affect this Battalion card.

Ignore the Special Note text on a Battalion card that has been reduced to Half.

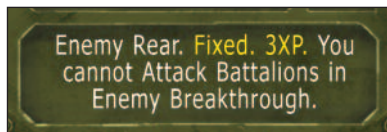
Exception, some Battalion cards have yellow Special Note text. Yellow text still applies when the Battalion has been

reduced to Half.



*Example: "2XP" is in yellow. You still gain 2 extra XP when you Destroy the Battalion, even if it has been reduced to Half in the past.*

### Fixed Battalions



If a Battalion card has the "Fixed" Special

Note, the Battalion does

not Move during the Move Enemy Battalions phase. Fixed Battalions have a Building graphic on their counters. Fixed Battalions remain Fixed and never Move.

### Determine and Place Battalions



Draw cards from the 3 Battalion decks in the following order: Assault, Assault, Supply, Command.

Draw one card from the Assault deck, then another card from the Assault deck, then one card from the Supply deck, and finally one card from the Command deck. Repeat the cycle as needed.



Once you draw a Battalion card and its Battalion point value brings the total equal to, or in excess of, the Objective card's Battalion point value, stop drawing Battalion cards. The Battalion cards drawn, including the last card drawn, are part of your Campaign.



*Example: You are playing an Objective with 23 Battalion points. You draw an Assault Battalion worth 3 points, another Assault Battalion worth 4 points, a Support worth 2 points, a Command worth 5, an Assault worth 5, an Assault worth 3, and a Support worth 2. You have now drawn 24 points of Battalions, so you stop drawing. These are the Battalions in your Campaign.*

Set aside the remaining Battalion cards. You will not use them during the Campaign.



The designation on the Battalion card corresponds to a Battalion counter.

Find the counter for each Battalion appearing in your Campaign. For easy reference, the Battalion's Victory Point value is printed on each counter.

Place the Battalion counters on the Tactical Display



Sheet's Operational Map. Each Battalion card designates where on the Operational Map the counter is placed. The Battalion counters are placed with their Full Strength side facing up.



*Example: The 1S Supply Convoy is placed in the Enemy Breakthrough band on the Operational Map.*

Place the Battalion cards on the

Headquarters Sheet in the area for Battalion cards.

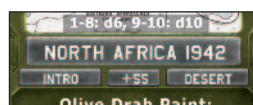
## Buy Units



Select the Unit cards you would like to have under your command. You can only select Units that have a Service Life that includes the Year of your Campaign.

Some Campaign cards also have a Special Note that limits the number of Armor Units you can have in the game at the same time.

Be sure and save a few SO points to purchase Trucks, Scouts, and still have a couple SO points to spend once the Campaign starts.



*Example: The Campaign takes place in 1942. All Units purchased for this Campaign must have a Service life that includes 1942.*



The parts of a Unit card are as follows:

### 1 - Unit Name

### 2 - Service Life

The years this Unit was in service.

### 3 - Unit Number



This number is also found on a Unit counter. The Unit card is placed in front of you on the table, and the Unit counter will be placed on the Terrain tiles during Combat.

### 4 - Special Option Points

Spend this number of SO points to purchase this Unit.

### 5 - Unit Type

Units have the following types: Armor, Light Armor, Artillery, and Infantry.

### 6 - Special Notes

Any Special Notes pertaining to this Unit are noted in this area.

**-X Attack when Moving:** If the Unit Moves and Attacks during the same step, subtract the noted value from each of its Attack rolls.

**Can only use AP at R0:** The Unit can only conduct AP Attacks when it is at Range 0 from its target.

**X Stress if Move & Attack:** If the Unit Moves and Attacks during the same step, inflict the noted number of Stress points on the Unit's Commander.

**Cannot Move & Attack:** The Unit can Move -or- Attack during a step. Not both.

**Transport:** This Unit can Move 1 Infantry Unit and/or 1 Artillery Unit in its hex when it Moves.

**Tactic:** The Unit starts each Battle with the noted number of Tactic counters.

**Command Tactic:** The Unit starts each Battle with the noted number of Tactic counters and can use them as Command Tactics.

### 7 - Speed

The maximum number of hexes this Unit can Move during its turn.

### 8 - Attack

You must roll these numbers or higher on any of your Attack dice to Destroy an Enemy Unit.

Use the black "AP" (Armor Piercing) value when attacking an armored target (Tank, Halftrack, Bunker, or Armored Car).

Use the red "HE" (High Explosive) value when attacking a non-armored target (Truck, Building, Rifle, AT, MG, Mortar, or AT Gun)

### 9 - Range

This Unit can attack Enemy forces in any hex within its Attack Range. Some Units cannot Attack at Range 0 (in their own hex).

*Example: A Unit has an Attack Range of 1-3. It cannot Attack at Range 0. It can attack 1, 2, or 3 hexes away from its hex.*



## 10 - Defense

Roll this number or lower to negate each successful Enemy Attack rolled against the Unit.

*Example: A Unit has a Defense of 2. An Enemy Unit rolls two Attacks against it, gets lucky, and they both hit. Roll a die for each of the 2 successful Attacks. A roll of 1 or 2 negates an Attack.*

## 11 - Target Type

Each Unit can be attacked by either AP (Armor Piercing), or HE (High Explosive) Attacks.

Unit SO Purchases: -	86
Other SO Purchases: -	0

Record on the Player Log the SO points you spent on Units.

Find the Unit counters that have the same Unit numbers as the Unit cards you selected. Place the Unit counters near the Tactical Display Sheet.

Place the Unit cards on the Headquarters sheet.

We suggest a balanced selection of Units.

For example: 2 or 3 Armor, 1 or 2 Light Armor, 2 or 3 Infantry, and 0 or 1 Artillery. Also, be sure and leave a few SO points unspent, to purchase Support forces, Promote your Commanders, or save them for future uses.

## Select Commanders



You automatically get one Commander, matching the Unit's type, for each Unit you purchased. You cannot select extra Commanders.

The Campaign card shows how many Commanders you receive at each Skill Level. You must select Commanders in order of Skill Level from lowest to

highest: first Recruit, then Green, Average, Skilled, Veteran, and finally Ace.

Re	Gr	Av	Sk	Ve	Ac
5	3*	3	2	0	0

Once you have selected the specified number of Recruit Commanders, you then select the specified number of

Green Commanders, and so on.

If you select more Commanders than are listed, all additional Commanders have the Skill level noted with the asterisk.

Re	Gr	Av	Sk	Ve	Ac
5	3*	3	2	0	0

*Example: You are playing the North Africa 1942 Campaign. You purchased 15 Units. You must choose exactly 15 Commanders.*

According to the Campaign card, the first 5 Commanders are Recruits, the next 3 are Green, you then get 3 Average, and 2 Skilled. After gaining the 13 Commanders with the Skill levels found on the Campaign card, all additional Commanders will be Green.

If you had purchased only 6 Units, you would receive 5 Recruit and

1 Green Commander.

Each Commander card has two sides that show different Experience Levels. Each Commander's Name has 3 cards with a total of 6 Skill Levels.



A Commander can only Command the type of Unit listed on his card.

*Example: If you purchased 2 Armor Units, 1 Light Armor Unit, 3 Infantry Units, and 1 Artillery Unit, you must select 2 Armor Commanders, 1 Light Armor Commander, 3 Infantry Commanders, and 1 Artillery Commander.*

Commanders are not permanently assigned to a specific Unit. They can Command any Unit of that type.

Select the Commander cards you would like to have in your command. You may not choose more than one card with the same Commander's Name.



The parts of a Commander's card are as follows:

### 1 - Commander's Name

### 2 - Unit Type

A Commander can only Command Units of the Type listed on his card.

### 3 - Skill Rating

The Commander's Skill Rating.

### 4 - XP (Experience Points)

The number of Experience Points the Commander must earn to be Promoted to his next higher Skill Level.

### 5 - Cool

Cool removes Stress from the Commander after a Battle.

### 6 - Stress

Commanders suffer Stress just for participating in a Battle. Commanders can suffer additional Stress when attacked during a Battle.

STRESS	STATUS	SPEED	0	I+
0-6	OKAY	SLOW	+1	+2
7-11	SHAKEN	SLOW	-1	+0

If a Commander's Stress falls into the "Okay" range, he uses his "Okay" Skill Values.

*Example: The Okay Stress range on the sample card is 0 to 6.*

Commanders exceeding their Okay range become Shaken, causing them to use their Shaken Skill values.

*Example: The Shaken Stress range on the sample card is 7 to 11.*

Commanders exceeding the Shaken Range become Unfit.

*Example: The Unfit range on the sample card is 12 and above.*



If a Commander becomes Unfit during a battle, treat the Unit as not having a Commander. The Unit is Slow and suffers a -2 to its Attack rolls. Also, the Commander cannot use his Skills.

## 7 - Status

Okay, Shaken, or Unfit. This is based on the Commander's current Stress points.

## 8 - Speed

Fast or Slow. A Fast Commander Attacks before the Enemy Units Attack each Battle Turn. A Slow Commander Attacks after the Enemy Units Attack each Battle Turn.

## 9 - Attack Rating at Range 0, or Range 1 +

Modifies the Commander's die rolls when attacking the enemy.

Use the Range 0 modifier when attacking Enemy Units in his same hex.

Use the Range 1+ modifier when attacking Enemy Units outside his hex.

## 10 - Special Notes

Any Special Notes pertaining to this Commander are noted in this area. Special Notes cannot be used when the Commander is Unfit.

**Aggressive:** The Unit can Move and Attack without suffering the noted Stress.

**Cautious:** The Commander's Unit cannot Move (even if Moved by a Transport) and Attack in the same step.

**Close Combat:** Roll 1 extra die for the Unit when it performs Range 0 Attacks.

**Command Tactic:** The same as Tactic, except the Unit can expend the Tactic for another Unit to use.

*Example: A Commander uses a Command Tactic to allow a (Slow) Commander to attack during the Fast Move and Attack phase. The Slow Commander can also attack again during his normal Slow Move and Attack phase.*

**Marksman:** When rolling for an Enemy Unit's Defense, do not add a Terrain Cover bonus when defending against this Unit's Attacks.

**Medic:** At the start of the Repair/Replace step, each of your Medics can do one of the following: Freely remove a Wounded Commander counter, freely remove a Casualty Damage, or freely remove 2 Stress from one Commander.

**Overdrive:** You can add 1 to the Speed of the Unit when it Moves, but the Commander suffers 1 Stress.

**Spotter:** The Unit ignores blocking Line of Sight Terrain hexes.



**Tactic:** Expend a Tactic counter for the Unit during either the Fast or Slow step when it is not scheduled to act. The Unit can now act during this step for this Battle Turn in addition to acting during its normal step.

*Example: A Commander is Fast. He attacks during the Fast Move and Attack phase, then uses a Tactic counter to attack again during the Slow Move and Attack phase.*

**US Mechanic:** At the start of the Repair/Replace step, each of your US Mechanics can freely remove 1 or 2 Vehicle Damage counters.

## Commander Promotion Priority

After selecting your Commanders, you may spend SO points to immediately Promote one or more of your Commanders to his next higher Skill Level.

When you Promote a Commander, pay 3 SO points for each Skill Level promotion. You can Promote a Commander more than once.

*Example: I choose to use Commander Promotion to increase Cruz from Average to Skilled. I pay 3 SO points and use the Cruz Skilled card in my Campaign.*

Commanders	Promoted		XP's Gained	Cool
	Lvl	XP's		
Sanders	R	4		0
Chin	R	4		0
Kowalski	R	4		0
Jones	R	4		0
Reisner	G	5		1
Henders	G	5		1
Cruz	G	4		1
Blair	G	5		0
Kolchak	A	9		1
Red Tree	A	4		0
Eandi	A	7		1
Tylutki	A	7		1

Record the Commander Names, Skill Levels, XP's needed for Promotion, and Cool points on the Player Log.

US Mechanics: \_\_\_\_\_  
Medics: 1 Targi

Record the number of Commanders you have with the Medic or US Mechanic Skills on the Player Log.

## Trucks and Scouts

You can also purchase support forces.

### Trucks



Each Truck counter costs 2 SO points. Each Week, each Truck assigned to an Enemy Battalion in the Enemy Breakthrough, Enemy Rear, or Enemy Transit Range Band subtracts 2 from your SO point cost to attack the Battalion.

You can use each Truck once each Week and you can assign multiple Trucks to a single Battalion.

You may also purchase Trucks during the Repair/Replace step each Week.



The counter mix does limit your purchases.

## Scouts



Each Scout counter costs 1 SO point. Each Scout assigned to an Enemy Battalion adds 1 Battle Turn to the Battle.

You can use each Scout once each Week, and you can assign multiple Scouts to a single Battalion.

You may also purchase Scouts during the Repair/Replace step each Week.

The counter mix does limit your purchases.

## Enemy Units

Gather the Enemy Unit counters for your selected Campaign.



Germany



Japan

Place the Enemy Unit counters to the side of the Tactical Display Sheet. You will use them during the Combat steps.

Record on the Player Log the number of SO points you spent on Trucks, Scouts, and Promotions.

Unit SO Purchases: - 86  
Other SO Purchases: - 0

Write the number of remaining SO points in the SO points box of the first column.

This completes the Set-Up steps. You are now ready to start your Campaign.

## • Start of Week

Perform the following steps each Week of the Campaign.

### Special Condition Card



Draw a card from the Special Condition deck on the Tactical Display Sheet and follow the card's directions.

Unless the card text says otherwise, the Special Condition applies to all of the Battles fought during the Week, and takes effect immediately. Any costs must also be paid immediately.

### Assign Units

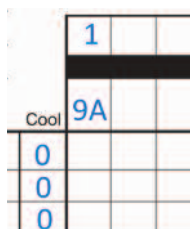
Each Week, you will need to attack 1 to 3 Enemy Battalions to do well in the Campaign. Compare the Victory Points you will earn by Destroying each Battalion to the Evaluation chart on the Objective card to get an idea of which Enemy Battalions you need to Destroy during the Campaign.

Choose which Battalions you will Attack during this Campaign Week. Then, select the Units and Commanders that will Attack each Battalion, and place their cards together for later use. Each Unit assigned to a Battle must have a Commander of the same Type.

*Example: To attack Battalion 9A, I assign: Rifle Team #902 commanded by Reisner, Machine Gun Team #921 (Sanders), Mortar Team #931 (Kolchak), Experienced Anti-Tank Team #1111 (Red Tree), M3 Scout Car #301 (Henders), M4 Sherman (75mm) #042 (Eandi), and M3 Halftrack #501 (Blair).*

You may not assign Unfit or Wounded Commanders to a Battle. You may not assign Vehicles with Engine or Suspension Damage to a Battle.

Assign Trucks and Scouts to the Battalions you are attacking this Week.



Select the Battalion you would like to fight first for the Week. Write the number of the Battalion you have chosen to Attack on the Player Log in the Battalion Target box. Place the Battalion card you have chosen to attack in the Battalion card box on the Tactical Display Sheet.

### On Leave

You may choose to leave some Commanders, and their Units, out of the Week's Battles. These Commanders are assumed to be On Leave and will regain 4 Stress points at the end of the Week.

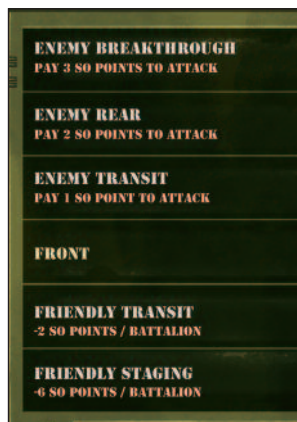
### Operational Move Cost

The Operational Map is broken into Range Bands. If you assign Units to attack Enemy Battalions in their Enemy Transit, Enemy Rear, or Enemy Breakthrough Range Bands, you must immediately pay SO points.

**Enemy Transit:** If you attack a Battalion in their Transit area, you must pay 1 SO point when you assign Units.

**Enemy Rear:** If you attack a Battalion in their Rear area, you must pay 2 SO points when you assign Units.

**Enemy Breakthrough:** If you attack a Battalion in their Breakthrough area, you must pay 3 SO points when you assign Units.



*Example: You attack a Battalion in the Enemy Rear, you must pay 2 SO points.*

Remember to pay 2 fewer SO points for each Truck you assign to the Battalion.

Perform the Pre-Combat, Combat, and Post-Combat steps for each Battle before moving on to the next Battle.



## • Pre-Combat

Perform the following steps at the start of each Battle.

### Event Card



Draw an Event card, and apply the effects of the top section.

This represents the time from when the Units are preparing for the battle, until they reach the Battlefield.

**Pre-Combat Event**

**Post-Combat Event**

Unless an Event card states otherwise, Events only apply to the current Battle, and the Commanders and Units participating in that Battle. All effects and costs are immediate.

### Place Turn Counter



Each Battle lasts 5 Turns. Place the Turn Counter on the "1" Box on the Tactical Display Sheet's Turn Track.

Place any Scouts you assigned to the Battle next to the Battle

Turns track as a reminder of the extra Turns you can use during the Battle.

### Place Terrain Tiles

Your Units and the Enemy Units move across the hexes during the Battles.



Gather all the Terrain Tiles of the type specified by your Campaign card. Each Battle, shuffle the Terrain Tiles and randomly place 6 of them on the 6 Tile spaces on the Tactical Display sheet.

The remaining tiles will not be used during the Battle.

The 6 Tiles form your Battlefield for the Battle.



Each Tile has an arrow. Place the Tiles on the Tactical Display Sheet with all arrows pointing toward the top edge of the Tactical Display Sheet.

Each Tile is divided into 4 hexes.

### Terrain Types

Some hexes have a special letter notation.

#### Line of Sight

Some hexes are noted as blocking Line of Sight. In order to Attack, the shortest path of hexes lying in between an Attacking Unit's hex and the Target Unit's hex must be free of Line of Sight blocking hexes. If a hex blocks your Line of Sight, you cannot target a Unit behind it.

Each special hex has special rules:



An "H" in a hex designates **Heavy Cover**. Heavy Cover adds 2 to a Unit's Defense, and blocks Line of Sight.

*Example: A Tank is in a Heavy Cover hex. When it is attacked, add 2 to its Defense value.*



An "L" in a hex designates **Light Cover**, adds 1 to a Unit's Defense, and Blocks Line of Sight.



"W" in a hex designates **Water**. Units may not enter a Water hex. A Water hex does not block Line of Sight.



A **Bokage** hex (wooded area) adds 1 to a Unit's Defense. A Unit in a Bokage hex can only be attacked from a range of 0 or 1. Bokage blocks Line of Sight.



An "Im" in a hex designates **Impassable Terrain**. AP Units (Armor, Light Armor, Tank, Halftrack, or Armored Car) may not enter an Impassable hex. Impassable hexes add 2 to a Unit's Defense, and Block Line of Sight.

HE Units may enter "Im" hexes as normal.

After laying out the Terrain tiles, verify that all non-Impassable hexes can trace a path to all other non-Impassable hexes. If any hex cannot be entered, pick up



the tiles and layout a new set.

If all the hexes in the top or bottom rows contain Impassable hexes, pick up the tiles and layout a new set.

You cannot place your AP Units in Impassable hexes.

If an Enemy AP Unit is to be placed in an Impassable hex, place it in the closest non-Impassable hex. If there is more than one hex equally close, you choose the hex.

## Place Friendly Units

Gather the Unit cards and counters, as well as their Commanders, and place them next to the Tactical Display Sheet. Place your Unit counters in any hexes in the bottom row.

You may issue each of your AT and MG Units 1 Move Order.

You may issue each of your Rifle Units 1 or 2 Move Orders.

Move up to the Unit's Maximum Movement. Moving into a hex counts as 1 movement of a Unit's Speed.

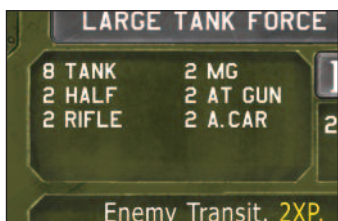
Treat these Move Orders as normal Movement Orders for purposes of Terrain and other game effects.



This graphic shows the 8 Enemy starting hexes at the top of the map, as well as the 4 US starting hexes at the bottom of the map.

## Place Enemy Units

The quantity and type of Enemy Units present are shown on the Battalion card, however their hex locations on the Battlefield are not known until you begin the battle.



Each Battalion card shows the number and type of Enemy Units you will engage during the Battle.

*Example: When engaging the Large Tank Force, you will encounter 8 Tanks, 2 Halftracks,*

*2 Rifle Teams, 2 Machine Gun Teams, 2 Anti-Tank Guns, and 2*

## Armored Cars.



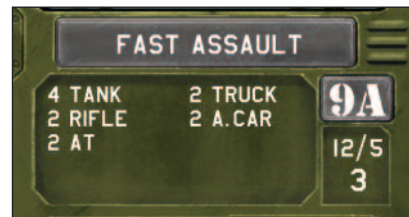
Gather the Enemy Unit counters for the Battle. Enemy Units have two sides, an Active side and a Destroyed side.

Roll a die for each Enemy Unit to determine its hex placement.



The Initial Enemy Placement Diagram on the top of the Tactical Display sheet represents the top 2 rows of the Battlefield.

Place the Enemy Unit counters on the Battlefield with their Active sides up.



*Example: I gather the 12 Enemy Units for the Fast Assault Battalion and roll a 10 sided die for each. The first die roll is a 3, so I place the first Enemy Unit in the hex noted with a "3". The second roll is a 7*

*so I place the second Enemy Unit in the hex noted with "6-7", as indicated on the Sheet. I continue rolling and placing until all the Enemy Units are placed.*



## Enemy Infantry - Starting Advances

After placing the Enemy Units:

Issue each of their AT and MG Units 1 Advance Order.

Issue each of their Rifle Units 2 Advance Orders.

For each Advance Order, move the Unit 1 hex closer to the closest Friendly Unit.

Treat these Advance Orders as normal movement Orders for purposes of Terrain and other game effects.

## Enemy Aggressiveness Level



After placing and advancing the Enemy Units, roll a die and consult the Campaign card to determine their Aggressiveness level for the Battle. If you roll low, you will roll a 6-sided die on the Enemy Tactical Movement chart for the remainder



of the Battle. If you roll high, you will roll a 10-sided die for the remainder of the Battle.

## Half Battalions



If a Battalion is at Half Strength due to a previous Battle, place only 1/2 of each Unit type listed on the Battalion card.



*Example: If the Scout Force was at Half Strength, I would only place: 1 Tank, 1 Rifle Team, 1 Machine Gun Team, 1 Truck, and 1 Armored Car.*

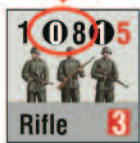
## Enemy Units

Each Enemy Unit counter represents one vehicle, structure, or group of soldiers.



The specific values vary for each Nation.

AP Range  
And Attack  
Numbers



HE Range  
And Attack  
Numbers



Most Enemy Vehicles can perform HE (in Red) or AP (in Black) Attacks from Range 0 out to their listed maximum Range.

Enemy Rifle Units may only perform Armor Piercing Attacks at Range 0. They can Attack your Infantry and Artillery Units at Range 0 or 1.

If a Unit has a dash ("-") for an Attack type, it cannot perform that type of Attack.



*Example: Enemy MG Units (Machine Gun Teams), cannot perform Armor Piercing Attacks.*



### Attack:

This number indicates the number or higher the Enemy must roll to inflict a Hit. The Black number is the Unit's Attack roll against AP targets, and the Red number is the Unit's Attack roll against HE targets.



Each Friendly Unit's AP or HE Type is found on its card.

*Example: The M5 ATG (3") can only be Attacked with HE Attacks.*



### Point Value:

The Battlefield value of the Unit. At the end of each Battle Turn, add up the Point Values of all Enemy Units on the Battlefield to determine if the Battalion is at Full Strength, Half Strength, or Destroyed.



### Mortar Unit Indirect Fire Attacks

Mortar Units have the "Indirect Fire" ability. This is noted on the Enemy counters with an "i" in their Attack range circle. Friendly Units note this with the "Indirect Fire" notation on their cards. These Units do not

check for Line of Sight when Attacking. This is the same as the "Spotter" Commander skill.

### Range:



The maximum number of hexes the Unit can Attack. If the Unit has a Range value of 0, it can only Attack Units in its same hex.



If a Unit only has one Range notation, it applies to both its AP and HE Attack.



### Unit Type:

Identifies the Unit's Type.



### Defense:

Roll this number or lower to negate each successful Attack rolled against the Unit.

Perform AP Attacks against Enemy Units with a black Defense background, and HE Attacks against Enemy Units with a red Defense background.



*Example: When Attacking a StuG, I roll 2 dice and score 1 hit. The StuG has a Defense of 3. To negate the Attack, the StuG must roll a 3 or less. I then roll a Defense die for the StuG. I roll a 5, the StuG does not negate my Attack, and I Destroy it.*



## • Combat

During each Battle Turn, resolve the following steps. Use the Turn counter to keep track of the current Turn.

### Fast Move and Attack

SPEED	0
FAST	+2
SLOW	+0

Commanders with a Speed rating of Fast, Move and Attack before Enemy Actions each turn. Commanders with a Speed rating of Slow, Move and Attack after the Enemy Actions each turn.

Resolve the movement and attack for each Fast Commander before moving on to the next Fast Commander. Once all Fast Commanders have acted, move on to the Enemy Actions step.

### Unit Movement

SPEED: 1
DEF: 2

A Unit's Speed shows the maximum number of hexes it can Move each Battle Step. Moving into a hex counts as 1 movement of a Unit's Speed.

-2 ATTACK WHEN MOVING CAN ONLY USE AP AT RO 1 STRESS IF MOVE & ATTACK	AP ATK: 8 HE ATK: 5 RANGE: 0-1
---	--------------------------------------

If the Commander of an Infantry Unit chooses to both Move and Attack, he suffers the indicated Stress.

Artillery Units cannot Move and Attack during the same Battle Step.

-2 ATTACK WHEN MOVING TRANSPORT
------------------------------------

Units with the Transport ability can freely pick up and Move one Infantry Unit, and/or Artillery in its same hex up to

the Transport's Speed. The Transporting Unit, and Units being Transported, must all start the step in the same hex. The Transport can not drop off a Unit in a hex and keep moving.

A Transported Unit can not Move before or after being Transported, or be Transported again during the same step.



*Example: M3 Halftrack 501 is in the same hex as Rifle Team 902. The Halftrack can Move up to 2 hexes. It can also freely pick up and Move the Rifle Team up to 2 hexes.*

A friendly Unit cannot Attack during the same Battle step in which it is Transported.

If a friendly Unit Attacks, it cannot be Transported later in the Battle step.

If a friendly Unit is Transported, it cannot Attack later in the Battle step.



When using Tactics, a Unit that is Transported, or Moves, or Attacks during the Fast step can also be Transported, or Move or Attack during the Slow step.

### Retreating

If you Move a Unit off the bottom edge of the Battlefield, the Unit Retreats out of the Battle. Place it off to the side until the end of the Battle. Retreated Units go through Post-Combat activities as normal.

If all your Units have been Destroyed or Retreated, end the Battle.

### Cover

Being in a Light or Heavy Cover hex adds to a Unit's Defense, even when attacked by an opposing Unit in its same hex.



One Hit Destroys an Enemy Unit counter. When you Destroy a Unit, flip the counter to its Destroyed side. Once Destroyed, a Unit no longer Moves or Attacks or counts toward the Battalion's strength.

### Line of Sight

If there is more than one equally direct path, the Attacker chooses the path that will give it a Line of Sight to the target.

A Unit cannot Attack an Enemy Unit if there is a Line of Sight blocking hex between it and its target.

Trace the most direct path through the hexes separating the Attacker's hex from the target's hex.

### Unit Attacks

Perform the entire Movement for each Unit before conducting its Attack. You must declare the target of the Unit's Attack before rolling dice. The target you select must be both in range and not be blocked by hexes that block Line of Sight.

ATTACK WHEN MOVING	AP ATK: 6 HE ATK: 6 RANGE: 0-3
--------------------	--------------------------------------

Roll 2 dice to perform an Attack for each of your Units. Each die that rolls the Unit's Attack value or higher will inflict a Hit, unless negated by the target's Defense roll.



Use your Armor Piercing (AP) value when attacking Enemy Tanks, Armored Cars, Bunkers, and Halftracks. AP Units have a black background for their Defense.



Use your High Explosive (HE) value when attacking all other Enemy Units. HE Units have a red background for their Defense.





Add or Subtract your Commander's Skill at that Range.

Subtract 1 from each die roll when attacking at Range 2.

Subtract 2 from each die roll when attacking at Range 3.

Subtract 3 from each die roll when attacking at Range 4.

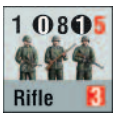


Each Unit also has an Attack penalty to its die rolls if it Moved during this step.

After determining the number of potential Hits scored by an Attack, roll for the Enemy Unit's Defense.

Roll 1 die for each potential Hit. The target negates the Attack if the roll is equal to or less than the target's Defense.

*Example: You are attacking an Enemy Rifle Unit and are using your Unit's HE Attack value of 6. The Range is 1, and your Commander gives you +2 on your rolls. You need to roll a 4 or higher on each die to succeed. You roll a 1 (+2 = 3), missing, and a 5 (+2 = 7) inflicting 1 Hit.*



The Rifle Unit has a Defense of 3 and is in Heavy Cover (+2 = 5). If the Rifle rolls a 5 or less the Attack will be negated. You roll a 2 for its Defense, and it is successful. Your Attack fails.



A successful Attack roll will Destroy the target if it is not negated by its Defense roll. When you Destroy a Unit, flip the counter to its Destroyed side.

## Roll For Enemy Move

ENEMY TACTICAL MOVEMENT			
	Tank, AT, A Car	Rifle*, Truck, Mortar, AT Gun	Retreat
0-	Retreat to Cover	Retreat	Retreat
1	Hold	Retreat to Cover	Retreat to Cover
2	Cautious Advance	Hold	Hold
3-4	Advance to Cover	Adjacent Cover	Hold
5-6	Advance if cannot Attack	Advance to Cover*	Cautious Advance
7-8	Advance if cannot Attack	HE Advance*	Advance to Cover
9-10	AP Advance	HE Advance*	Advance if cannot Attack
11+	Advance	HE Advance*	HE Advance

\* 2 when at Half Strength  
\* Rifles treat these orders as "AP Advance" when at Range 1 to an Air target  
\* Tank, AT, A Car  
\* Rifle, Half, MG  
\* Truck, Mortar, AT Gun

Roll once on the Enemy Tactical Movement chart to determine the Movement Orders for all enemy Units at the start of each Enemy Actions step.

Use the Tactical Move counter to mark the die roll as a reminder of the roll.

## Enemy Actions

Move each Enemy Unit, then resolve its attack, before going on to the next Unit. You can resolve their actions in any order.

Each Enemy Unit type appears in one of the 3 Tactical Movement columns. Cross-reference the die roll with each column to determine how those Units Move. Buildings and Bunkers do not appear in any of the columns, because Buildings and Bunkers never Move.

Enemy Units follow these rules, even if there are friendly

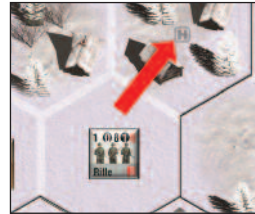
Units in their same hex.



**Retreat:** Move the Enemy Unit 1 hex closer to the top edge of the Battlefield. If there is a choice of hexes, Move the Unit into the hex with the heaviest Cover.

If it is already in a top-most hex, Move it off the Battlefield, and treat

it as being Destroyed.



**Retreat to Cover:** Move the Enemy Unit into an adjacent hex that is both 1 hex farther away from the closest Friendly Unit -and- has Cover. If none of the adjacent hexes that are farther away from the closest Friendly Unit have Cover, the Unit does not Move. If

those hexes have different levels of Cover, Move the Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the hex it Moves to.



**Adjacent Cover:** Move the Enemy Unit into an adjacent hex that has Cover. If none of the adjacent hexes have Cover, the Unit does not Move. If those hexes have different levels of Cover, Move the Unit to the hex with the heaviest Cover. If several applicable hexes

have equally heavy Cover, you choose the hex it Moves to.



**Advance to Cover:** Move the Enemy Unit into an adjacent hex that is both 1 hex closer to the closest Friendly Unit -and- has Cover. If none of the adjacent hexes have Cover, the Unit does not Move. If those hexes have different levels of Cover, Move the

Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the hex it Moves to.



**Cautious Advance:** Only Move the Enemy Unit into an adjacent hex that is 1 hex closer to the closest Friendly Unit. If the Unit cannot be attacked in the new hex, the Unit Moves. If the Unit can be attacked in the new hex, the Unit does not Move. If those hexes have different

levels of Cover, Move the Unit to the hex with the heaviest Cover. If several applicable hexes have equally heavy Cover, you choose the hex it Moves to.





**HE Advance:** Move the Enemy Unit 1 hex closer to the closest HE Friendly Unit. If no Friendly Units on the map can be attacked with HE, the Unit does not Move. If those hexes have different levels of Cover, Move the Unit to the hex with the heaviest Cover. If several

applicable hexes have equally heavy Cover, you choose the hex it Moves to.



**AP Advance:** Move the Enemy Unit 1 hex closer to the closest AP Friendly Unit. If no Friendly Units on the map can be attacked with AP, the Unit does not Move. If those hexes have different levels of Cover, Move the Unit to the hex with the heaviest Cover. If several

applicable hexes have equally heavy Cover, you choose the hex it Moves to.

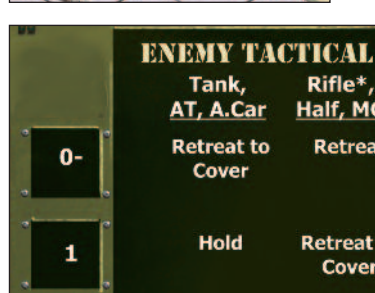


**Advance if cannot Attack:** If the Enemy Unit cannot attack a Friendly Unit, Move the Enemy Unit 1 hex closer to the closest Friendly Unit. If those hexes have different levels of Cover, Move the Unit to the hex with the heaviest Cover. If several applicable hexes have

equally heavy Cover, you choose the hex it Moves to. If the Unit can Attack, it does not Move.



**Advance:** Move the Enemy Unit 1 hex closer to the closest Friendly Unit. If those hexes have different levels of Cover, Move the Unit to the hex with the heaviest Cover. If several applicable hexes have



*Example: You roll a 1 for the Enemy Tactical Movement. Each enemy Tank, AT (Anti-Tank Team), and Armored Car, will Hold. They do not move this turn.*



Subtract 2 from the Movement roll if you are rolling for a Battalion that is at Half Strength, or if you have reduced the number of enemy forces on the Battlefield to the Half Strength Value.

*Example: I am Attacking the Supply Convoy and I have reduced the Value of forces on the Battlefield to 6 points. It is now at Half Strength. On all future turns I subtract 2 from their Movement rolls.*

	Advance to Cover	Adjacent Cover
3-4		
5-6	Advance if cannot Attack	Advance to Cover*
7-8	Advance if cannot Attack	HE Advance*
9-10	AP Advance	HE Advance*

**Enemy Rifle Unit - Special Movement**  
Enemy Rifle Units treat their asterisked Orders as being "AP Advance" if they are at range 1 from a Friendly Unit that is Attacked by AP.

*Example: An Enemy Rifle Unit is at range 1 from one of your Tanks. It rolls for Movement and receives an "HE Advance\*" Order. The Rifle Unit treats it as an "AP Advance" Order, and Moves into the Tank's hex.*

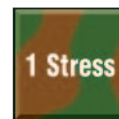


### Enemy Unit - Impassable Terrain Movement

Impassable hexes may prevent Enemy Units from carrying out Movement orders, such as Advance or Retreat. If an Impassable hex prevents a Unit from directly carrying out its Movement order, move the Unit into a hex that best carries out the order.

*Example: An Enemy Tank receives an Advance order, but there is an Impassable hex directly in its best path to Advance. Move the Tank into a hex with the shortest path to the targeted Friendly Unit.*

### Enemy Attacks



After you Move each Enemy Unit, resolve its Attack before going on to the next Enemy Unit.

Use the Line of Sight rules as you did for your Fast Friendly Units.

Each Enemy Unit may only Attack one Friendly Unit each Turn. A Unit automatically targets the Friendly Unit that it has the lowest Attack roll required to Hit.

If more than one Friendly Unit has the same lowest chance to be Hit, attack the one with the lowest overall Defense. If more than one has the same lowest Defense, choose one of those to be Attacked.



*The Pz III's possible targets are 902, 921 and 1111. He is using an HE attack, and needs to roll a 5 or higher to hit each of them.*

*Since he has the same chance to hit all of them, he attacks the one with the lowest defense.*





902 has a defense of 3, 921 has a defense of 2, and 1111 has a defense of 3. The Pz III targets Unit 921.



Roll 2 dice to perform an Attack for each Enemy Unit. Each die that rolls the Unit's Attack value or higher will inflict a Hit, unless negated by the target's Defense.

Subtract 1 from each die roll when attacking at Range 2.  
Subtract 2 from each die roll when attacking at Range 3.  
Subtract 3 from each die roll when attacking at Range 4.

Enemy Units suffer the following penalties to their attack rolls if they Move and Attack during the turn:

Tank, Armored Car, Halftrack: -1 die roll penalty.  
Rifle, Machine Gun, Anti-Tank: -2 die roll penalty.  
AT Guns and Mortars: Cannot Attack if they Move.

Add 1 to a target's Defense value when it is in Light Cover.

Add 2 to a target's Defense Value when it is in Heavy Cover.



A successful roll will Damage the Friendly Unit, if not negated by its Defense.

For each die that rolls equal to or greater than the Unit's Attack Value, roll a die for the target's Defense. If you roll the Unit's

Defense or lower, you negate that Attack.

Draw a Damage counter for each successful Attack roll that was not negated.

*Example: A StuG Tank is at range 1 from an M4 Sherman Tank. The StuG needs a 3 or higher to hit. I roll 2 dice to Attack the Sherman, getting a 7 and 9. These rolls will inflict 2 Hits. The Sherman has a Defense of 2, and is in Light Cover, bringing it to a 3. I roll for its Defense, and roll a 4 and 9, both failing. I draw 2 Damage counters from the cup and refer to their gray AP Damage sides.*

## Armor Piercing (AP) Hits

The gray AP side of the Damage counter shows the Damage inflicted on your AP Unit.

Unless otherwise stated, Damage can only be removed during the Repair/Replace step.



**1 Stress:** Place 1 Stress on the Commander card. Return the damage counter to the cup.



**Commander KIA (Killed In Action):** Remove the Commander from the Campaign. Return the counter to the cup. The Unit continues to operate in the Battle, but without its Commander's skills. Treat the Unit as being Slow and subtract 2 from its Attack rolls.



**Commander Wounded:** Place the counter on the Commander card. No immediate effect. If the Commander suffers a 2nd Commander Wounded Damage counter, he is KIA. A Wounded Commander cannot enter a new Battle until you pay to remove this counter.



**Destroyed 2 Stress:** Destroy the Unit and remove it from the Campaign. Return the counter to the cup. Place 2 Stress on the Commander.



**Engine 1 Stress:** Place the counter on the Unit card and add 1 Stress to its Commander card. The Vehicle cannot Move during the Battle. If it suffers a 2nd Engine Damage, it is Destroyed. The Vehicle cannot enter a new Battle until you pay to remove this counter.



**Exposed:** Place the counter on the Unit. Enemy Units add 2 to their Attack rolls against this Unit starting on the next Battle turn. Return this counter to the cup when the Unit Moves.



**Machine Gun:** Place the counter on the Unit card. The Unit cannot attack at Range 0.



**No Effect:** No effect.



**Suspension 1 Stress:** Place the counter on the Unit card. The Vehicle cannot Move during the Battle. If it suffers a 2nd Suspension Damage, it is Destroyed. The Vehicle cannot enter a new Battle until you pay to remove this counter. The Commander suffers 1 Stress.



**Hull:** Place the counter on the Unit card. If it suffers a 2nd Hull Damage, it is Destroyed.



**Glancing:** Place the counter on the Unit card. Until repaired, inflict 1 Stress on each Commander assigned to this Vehicle at the start of each future Battle.



**Gun:** Place the counter on the Unit card. The Unit cannot attack at Range 2+.





**Explosion:** Destroy the Unit, KIA the Commander, and remove them from the Campaign. Return the counter to the cup.

## High Explosive (HE) Hits

The green and brown HE side of the Damage counter shows what has happened to your HE Unit.

Unless otherwise stated, Damage can only be removed during the Repair/Replace step.



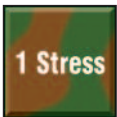
**Commander Wounded:** Place the counter on the Commander card. No immediate effect. If the Commander suffers a 2nd Commander Wounded Damage counter, he is KIA. A

Wounded Commander cannot enter a new Battle until you pay to remove this counter.



**Commander KIA (Killed in Action):** Remove the Commander from the Campaign. Return the counter to the cup. The Unit continues to operate in the Battle, but without its

Commander's skills. Treat the Unit as being Slow and subtract 2 from its Attack rolls.



**1 Stress:** Place 1 Stress on the Commander card. Return the damage counter to the cup.



**Casualty:** Place the counter on the Unit card. If it suffers a 2nd Casualty Damage, it is Destroyed.



**Exposed:** Place the counter on the Unit card. Enemy Units add 2 to their Attack rolls against this Unit starting on the next Battle turn. Return this counter to the cup when the Unit Moves.



**Immobile (Temporary):** Place the counter on the Unit card. During the Unit's next time to act, you may either choose to have it not Move and return this counter to the cup, or have it

Move and have the Commander suffer 1 Stress. This Move restriction also applies to Infantry and Artillery Units being Transported. If you choose to suffer the Stress, place a 1 Stress counter on the Commander card.



**Suppressed (Temporary):** Place the counter on the Unit card. During the Unit's next time to act, you may either choose to have it not attack and return this counter to the cup, or

have it attack and have the Commander suffer 1 Stress. If you choose to suffer the Stress, place a 1 Stress counter on the Commander card.



**No Effect:** No effect.



**Mowed Down:** Destroy the Unit, KIA the Commander, and remove them from the Campaign. Return the counter to the cup.

## Damage Counter Rules

If a counter has no effect on a Unit, return it to the cup, and draw a replacement.

*Example: Your Unit with a maximum range of 1 suffers a Gun Hit. Since your Unit cannot attack at Range 2+, the Hit has no effect. Return it to the cup and draw a new Damage counter.*

If a Unit's Commander has suffered a "Commander KIA" Damage during the Battle, redraw any future Damage counters that only inflict Stress. Also, the Unit cannot choose to suffer Stress when Immobile or Suppressed.

*Example: Your Rifle Team's Commander suffered a KIA earlier in the Battle. You now draw a 1 Stress counter. Redraw the Hit counter.*

*Example: Your Rifle Team's Commander suffered a KIA earlier in the Battle. You now draw a Suppressed counter. During the Unit's next time to act, it cannot take the option to suffer 1 Stress and Attack.*

## Slow - Move and Attack



After the Enemy Units Move and Attack, your Slow Units Move and Attack.

Use the same procedure as you did for your Fast Units.

## Advance Turn Counter

Compare the total value of active Enemy Units on the Battlefield to the Half/Destroyed numbers on the Battalion card.

If the Battalion has been reduced to Half strength, subtract 2 from their Tactical Move rolls until the end of the Battle.

If the Battalion has been Destroyed, you may end the Battle. The Battle automatically ends when you run out of Battle turns.

If additional Units are added to a Battalion, add their values to the Battalion's total.



Advance the Turn Counter by 1 space.

## Repeat Combat Steps

Repeat the Combat steps for the next Battle Turn until you



have conducted 5 Battle Turns.

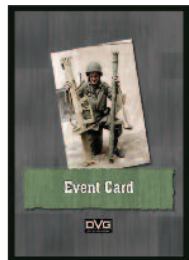
Gain 1 extra Turn for each Scout you assigned to the Battle.

## Friendly Losses

Unlike other Leader games, in Sherman Leader, you do not suffer Victory Point penalties for having your Units Destroyed and your Commanders Killed. Combat losses were an expected occurrence during WWII.

## • Post-Combat

### Event Card



Draw an Event card and resolve the Event in the bottom section.

## Battalion Status

If the Battalion was Destroyed during the Battle, remove the Battalion counter from the Operational Map and set the Battalion card aside.



If the Battalion was reduced to Half, flip the Battalion Counter to its Half side and return the Battalion card to the Headquarters sheet.

If the Battalion is still at Full strength, return the Battalion card to the Headquarters sheet.

Ignore the Special Note text on a Battalion card that has been reduced to Half. Exception, some Battalion cards have Special Note text printed in yellow. Yellow text still applies when the Battalion has been reduced to Half.

Start of Battle SO Points	2
+/- SO Points	
Destroyed, 1/2 = Half, F = Full	X
VPs Gained	4

If the Battalion was Destroyed during the Battle, record an "X" in the Status and write the number of Victory Points (VPs) from the Battalion card on the VPs Gained line.

If the Battalion was reduced to Half, record a "1/2" on the Battalion Status line, and gain half of the Victory Points for the Battalion, rounding down. If you later Destroy the Battalion, gain its remaining VPs.

*Example: You reduce 5 VP Battalion 1A to Half and gain 2 VPs. You later Destroy it and gain the remaining 3 VPs.*

If you fail to reduce the Battalion to Half or Destroy the Battalion, place an "F" in the Battalion Status and record a 0 (zero) on the VPs Gained line.

## Record Unit and Commander Damage

Cmdr/Unit: 005	Cmdr/Unit: Henders
Damage: Machine Gun Hull	Damage: Commander Wounded
Cmdr/Unit: _____	Cmdr/Unit: _____
Damage: _____	Damage: _____

At the end of the Battle, record each Unit's Number and any lasting

Damage on the Player Log and return all Damage counters to the cup. If the Damage is not Repaired at the end of the Week, find the Damage counters in the cup and place them back on the Unit before it enters the next Battle.

## Record Commander Stress

Commanders	Promoted	Lvl	XP	XP	Gained	Cool	9A
Sanders	R	4	II	0	2		
Chin	R	4		0	0		
Kowalski	R	4		0	0		
Jones	R	4		0	0		
Reisner	G	5	II	1	5		
Henders	G	5	II	1	7		
Cruz	G	4		1	0		
Blair	G	5		0	0		
Kolchak	A	9	II	1	3		
Red Tree	A	4	II	0	4		
Eandi	A	7	II	1	3		
Tylutki	A	7	II	1	2		

Inflict 2 Stress on each Commander who participated in the Battle. Also add any Stress the Commander suffered during the Battle.



Reduce a Commander's Stress points by his Cool Skill. This number was also written on the Player Log at the start of the Campaign.

*Example: A Commander started a Battle with 3 Stress. He suffered 1 Stress due to Damage during the Battle, and 2 Stress for being in the Battle. He has a Cool of 2. He ends the Battle with 4 Stress.*

Record the current number of Stress points for each Commander on the Player Log, in the column for the current Battle.

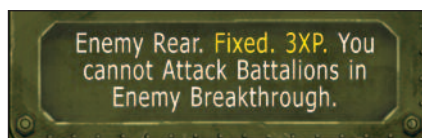
## Record Commander Experience Points (XPs)

Reisner	G	5	II
Henders	G	5	II
Cruz	G	4	
Blair	G	5	

XPs are awarded to all Commanders assigned to the Battle. Give each Commander who participated in the Battle 1

Experience Point in the XPs Gained column on the Player Log.

If the Battalion was Destroyed, each Commander assigned to the Battle gains 1 additional Experience Point.



Commanders can also gain Experience due to Battalion cards, or Event cards.



## Promoting Commanders



Check for Commander Promotions after recording all Experience Points.



Promote a Commander if his Experience Point total is equal to or greater than the Experience Point number shown on his card. If a Commander is Promoted, exchange his card for his next higher Commander Skill Level card and note his new Experience Level on the Player Log.

Commanders Promote from: Recruit to Green, Green to Average, Average to Skilled, Skilled to Veteran, and Veteran to Ace.

*Example: Average Skill Level Stout just completed a successful Battle, gaining 2 XPs. He previously earned 3 XPs. This brings his new total to 5. He Promotes from Average to Skilled.*

If a Commander is Promoted, recheck his Stress points total to determine if he is Okay, Shaken, or Unfit. Also check to see if his Cool rating changed, and record his new Cool on the Player Log.

Once a Commander is Promoted, he loses the Experience Points that gained him the Promotion. Record the new number of Experience Points he must earn to reach the next Skill Level on the Player Log.

*Example: Average Stout needs 1 more Experience Point to Promote to Skilled. He earns 2 Experience Points during this Battle. 1 Point is added to his XPs to Promote him to Skilled, and the last Experience Point is retained and counted toward his Promotion to Veteran.*

## Next Battle

If there are more Battles scheduled for the Week, return to the start of the Pre-Combat Step.

## • End of Week

### Move Battalions

ENEMY OPERATIONAL MOVEMENT				
Bat. Type	Ret.	Hold	Adv.	
Assault	0-	1-4	5+	-2 when at
Supply	0-	1-6	7+	Half
Command	0-	1-7	8+	Strength

Roll a die for each surviving Enemy Battalion and consult the chart on the Tactical Display Sheet in the Enemy

Operational Movement section.

Assault Battalions, Support Battalions, and Command Battalions each have a row on the chart with the specific die rolls needed to Advance, Hold, or Retreat.

The rolls determine if the Battalion Advances one Range Band closer to your Friendly Staging Range Band, Holds position, or Retreats one Range Band toward the Enemy Breakthrough band. Battalions will not retreat behind their Enemy Breakthrough Range Band or past the Friendly Staging Range Band.



Never roll for Fixed Battalions. They always remain in their starting Range Bands.



When you roll for the Operational movement of Half Strength Battalions, Subtract 2 from the die roll.

ENEMY BREAKTHROUGH PAY 3 SO POINTS TO ATTACK				
ENEMY REAR PAY 2 SO POINTS TO ATTACK				
ENEMY TRANSIT PAY 1 SO POINT TO ATTACK				
FRONT				
FRIENDLY TRANSIT -2 SO POINTS / BATTALION				
FRIENDLY STAGING -6 SO POINTS / BATTALION				
ENEMY OPERATIONAL MOVEMENT				
Bat. Type	Ret.	Hold	Adv.	
Assault	0-	1-4	5+	-2 when at
Supply	0-	1-6	7+	Half
Command	0-	1-7	8+	Strength

*Example: You roll for the enemy Battalion Movement. They have an Assault Battalion in the Front. You roll a die and get a 9. It Advances to the Friendly Transit. They have a Supply in the Enemy Transit, which rolls a 4, and stays in the Enemy Transit. They also Move a Half Strength Assault in the Enemy Rear, it rolls a 2, -2 for being at Half, resulting in a roll of 0, which Retreats it to the Enemy Breakthrough.*

## On Leave

Any Commander that does not participate in a Battle during an entire Week recovers 4 Stress points. Do not modify this number by the Commander's Cool.



*Example: Stout has suffered 10 Stress from previous Battles. On Week 3 he is not assigned to a Battle. Stout remains on the Headquarters sheet and recovers 4 Stress. He has a Cool of 2, but this does not effect his Stress recovery. Stout now has 6 Stress.*



## Adjust Special Option Points

### Gain Special Option Points



Consult your Objective card or Player Log to see how many Weekly SO points you gain.

Record the new SO points on the Player Log in the SO points box.

### Lose Special Option Points (Map)

Lose 2 SO points for each Enemy Battalion in the Friendly Transit Range Band.

Lose 6 SO points for each Enemy Battalion in the Friendly Staging Range Band.

Record the lost SO points in the “+/- SO Points” area on your Player Log.

If you are unable to pay the SO points, the Campaign ends in failure.

## Repair/Replace

### Purchase

You can purchase new Friendly Units during this step. Pay the Unit's cost in SO points and add the new Unit to your group. Immediately select 1 Recruit Commander of that type to join the Campaign. You may not choose a Commander who's Name has already appeared in the Campaign.

You cannot reuse a Unit with the same Unit Number as one previously Destroyed in the Campaign. The card mix does limit purchasing options.

### Upgrade

If you would like to Upgrade a Unit in your group, you can turn in one or more undamaged Units. You gain the turned-in Unit's Cost in SO points toward the purchase of a new Unit. The new Unit must have a higher SO point cost than the total of all turned-in Units.

*Example: I turn in a 5 SO point Experienced Anti-Tank Team and a 3 SO point Rifle Team, worth a total of 8 SO points. I purchase a 12 SO Point Experienced Mortar Team. I pay the extra 4 SO points.*

If the new Unit is of the same Type as the old Unit, you do not get a new Commander.

If the new Unit is of a different Type than the old Unit, discard any 1 Commander of the old Unit's Type and select a Recruit Commander of the new Unit's Type.

If you traded in more than 1 Unit, discard Commanders so you do not end up with more Commanders than Units.

You may Upgrade more than one Unit during this step. You may also repurchase the Units you removed from your forces during the Upgrade.

## Commander Replacements

This is useful when a Commander has suffered a KIA or is Unfit or Wounded.

If a Commander is KIA, discard the Commander and add a Recruit Commander to your group of the same Type.

The Commander cannot have the same Name as a Commander already in the Campaign, or that was previously part of the Campaign. The card mix does limit purchasing options.

If a Commander is Unfit or Wounded, you may choose to discard the Commander and add a Recruit Commander to your group of the same Type.

You may replace more than one Commander during this step.

You may adjust the new Commander's Skill Level at this time by paying 3 SO points for each Skill Level increase.

You cannot have more Commanders than Units. You must always have the same number of Commanders as the Type of Unit they can Command.

### Unit Loss

If a Unit is Destroyed, but its Commander survives, you must either purchase a new Unit of the Commander's Type, or discard any one Commander of that Type.

## Repair Units & Heal Commanders

You may use SO points to Repair Units. One SO point removes one Damage counter from a Unit.

Exception: It requires 2 SO points to remove an Engine Damage counter.

A Unit may participate in a Battle while Damaged unless the specific Damage specifies otherwise.

You may spend 1 SO point to discard a Commander Wounded counter. A Commander cannot enter a new Battle while Wounded.

Use your Commander Medic and US Mechanic Skills during this step.

## Priority R&R

Once at the end of each Week, you may spend 5 SO points to remove 2 Stress from every Commander in your group.

## Next Week

If there are more Weeks in your Campaign, return to the Start of Week section of the Sequence of Play.



## • End of the Campaign

### Campaign Outcome

VP	Evaluation
17+	Great
13-16	Good
9-12	Adequate
7-8	Poor
6-	Dismal

After all Battles are resolved for the Campaign's last Week, find your Campaign result on the Objective card. Compare your total Victory Points to the numbers listed on the Objective card you were playing.

*Example: If you were playing the Bulge 1944 Campaign with the Cut Off Objective, and you earned 15 Victory Points, you would have earned a Good Campaign Evaluation.*

## • Optional Rules

Decide which Optional Rules you will use at the start of the Campaign.

### Tenacity

At the end of the last turn of each Battle, you can decide to extend the Battle by 1 turn. If you do so, each participating Commander suffers 1 extra Stress at the end of the Battle.

Pay 1 SO point at the start of the Campaign to use this rule.

### Battlefield Heroics

If a Commander's Unit is Destroyed, and another Unit of the same type is in his hex later in the Battle and the new Unit has a KIA, Unfit, or Wounded Commander, you may have the Unitless Commander take command of the Unit.

Pay 1 SO point at the start of the Campaign to use this rule.

### Flank Attacks

After a Unit inflicts 1 or more hits on its target at range 0 or 1, roll a die before rolling for the target's Defense.

At Range 1, the attacker inflicts a Flank attack on a roll of 8 or higher.

At Range 0, the attacker inflicts a Flank attack on a roll of 6 or higher.

If a target suffers a Flank attack, reduce its Defense by 1 when you roll for its Defense.

## • Credits

Game Design  
Game Development

Movement Chart  
Display Sheet Art  
Card Frame Art  
US Soldier Card Art  
Rulebook

Rick Martin  
Kevin Verssen  
Dan Verssen  
Dean Brown  
Cloud Quinot  
Paul Hoefener  
Gordon Napier  
Holly Verssen  
Michael Granneman

Special Thanks to Christopher Dean for all his unit research help and unit stat balancing!

US and German Vehicle art - Copyright Caraktere Presse  
Thank you Yannis Kdr for your generous help!

"Dedicated to our good friend Mike Lively - a good man who loved board games."



## • Sample Game

To begin, I place the Tactical Display Sheet and Headquarters Sheet in front of me on the table. I then separate the cards into piles: Campaigns, Objectives, Units, Commanders, Battalions, Events, and Special Conditions. I shuffle the Event cards and Special Condition cards, and place each deck face down on their noted areas on the Tactical Display Sheet. I also separate the Battalion cards into 3 piles: Assault, Supply, and Command.

### Set-Up



For this sample game, I choose to play the "Bulge 1944" Campaign with the "Over There" Objective. I place these 2 cards on the Headquarters Sheet. I Move

the remaining Campaign and Objective cards off to the side.

GERMANY TANK TYPES					
Tank	'42	'43	'44	'45	
Pz III	7	5	3	2	
Pz IV	2	4	7	8	
Panther			2	2	
Tiger		1	1	1	
King Tiger			1	1	
StuG	2	2	4	6	

JAPAN TANK TYPES					
Tank	'42	'43	'44	'45	
Type 95	3	2	2	1	
Type 97	5	4	3	2	
Type 97i	2	3	4	5	
Type 3			1	1	

I reference the Headquarters sheet for 1944 and place all the tanks listed in the 1944 column into a cup.

When the Enemy Battalion card calls for Tanks, I will draw the tank counters from this cup.

I need to draw Battalion cards until I get at least 29 points of cards. I draw the following Battalion

cards from their 3 piles: 2A (3 points), 10A (2 points), 2S (4 points), 1C (6 points), 4A (3 points), 11A (3 points), 1S (1 point), 6C (5 points), and 9A (3 points). This gives me a total of 30 points.



I collect their Battalion counters and place them on the Operational Map: 4A and 9A (Friendly Staging), 6C (Front), 2A, 11A, 10A (Enemy Transit), 1C, 2S (Enemy Rear), 1S (Enemy Breakthrough).

I now purchase my Units, making sure they have a Service Life that includes

1944. I can spend up to 88 Special Option points. I get 45 points from the Objective card and 43 extra points from

the Campaign card. I purchase:

Rifle Team #902 (3 points), Machine Gun Team #921 (4 points), Mortar Team #931 (10 points), Experienced Anti-Tank Team #1111 (5 points), M3 Scout Car #301 (8 points), M4 Sherman (75mm) #042 (14 points), M3 Halftrack #501 (5 points), and

Rifle Team #901 (3 points), M3 Halftrack #503 (5 points), M5 ATG #1132 (9 points), M3/M5 Stuart #005 (8 points), Experienced Mortar Team #1031 (12 points).

I spent 86 out of my 88 points, leaving me with 2 points to spend later.

The Campaign card lists the specific Skill Levels of my first 17 Commanders. Because I purchased 12 Units, I get 12 Commanders.

I then select my Commanders:

Recruits Sanders (Infantry)  
Chin (Infantry)  
Kowalski (Light Armor)  
Jones (Infantry)  
Green Reisner (Infantry)  
Henders (Light Armor)  
Cruz (Artillery)  
Blair (Light Armor)  
Average Kolchak (Infantry)  
Red Tree (Infantry)  
Eandi (Armor)  
Tylutki (Armor)

Had I purchased 3 more Units, the Commanders would each have been Skilled, and the next two would have been Veteran. Each Commander after the 17th would be Green.

I do not perform any Priority Commander Promotions.

SHERMAN LEADER		PLAYER LOG SHEET	
Campaign: Bulge 1944 Objective: Over There		Weeks: 4	Outcome: 7
Start of Battle: 00 Points		Weeks (Round 00 Points)	7
US Mechanized: 2		Weeks (Round 00 Points)	7
Week: 2		Weeks (Round 00 Points)	7
Start: 00 Points		Weeks (Round 00 Points)	7
End: 00 Points		Weeks (Round 00 Points)	7
Total: 00 Points		Weeks (Round 00 Points)	7
Start of Battle: 00 Points		Weeks (Round 00 Points)	7
US Mechanized: 2		Weeks (Round 00 Points)	7
Week: 2		Weeks (Round 00 Points)	7
Start: 00 Points		Weeks (Round 00 Points)	7
End: 00 Points		Weeks (Round 00 Points)	7
Total: 00 Points		Weeks (Round 00 Points)	7
Start of Battle: 00 Points		Weeks (Round 00 Points)	7
US Mechanized: 2		Weeks (Round 00 Points)	7
Week: 2		Weeks (Round 00 Points)	7
Start: 00 Points		Weeks (Round 00 Points)	7
End: 00 Points		Weeks (Round 00 Points)	7
Total: 00 Points		Weeks (Round 00 Points)	7

I record the Campaign card, Commanders, and SO point information on the Player Log Sheet. At the bottom of the Sheet, I record reminder notes for the enemy Battalion Special Abilities that I might need to reference. For example, Battalion 1C will add 1 Enemy Rifle Unit to every battle, until I destroy 1C.



**Sample Game Note:** To make the Battlefield graphics easier to see, Destroyed forces will be removed instead of flipped to their Destroyed side.

## Week #1

I now start the first Week of the Campaign.



I draw a Special Condition card, and get "Leadership." For each Battalion I destroy this week, I will gain 1 SO point.

I now assign Units to the different Battalions I want to Attack. I am trying to get a Great Campaign Evaluation, and I only have 4 Weeks to do it. I must earn on average 5-6 Victory Points each Week. With that in mind, I attack: 9A (3 points) and 4A (3 points).

I am pushing my forces to engage both Battalions. I think the 4A Battle might be a challenge.



To attack 9A, I assign:

Rifle Team #902 commanded by Reisner, Machine Gun Team #921 (Sanders), Mortar Team #931 (Kolchak), Experienced Anti-Tank Team #1111 (Red Tree), M3 Scout Car #301 (Henders), M4 Sherman (75mm) #042 (Eandi), M3 Halftrack #501 (Blair).

I then assign the remaining Units and commanders against 4A.

Clarification: A Commander is not permanently assigned to a Unit. Eandi, for example, does not always have to command Unit #042, but he does always have to command an Armor Unit.

## Battle with 9A



I start the battle by drawing an Event card, and get, "Vital Mission".

I place the Battle Turn counter on the "1" space.

I gather the 8 Winter Terrain Tiles (with dark gray triangles) as listed on the "Bulge 1944" Campaign card, randomize them, and use the top 6 in the stack. I place them on the 6 Terrain Tile spaces on the Tactical Display Sheet with their Dark Gray triangles pointing to the top of the Sheet.

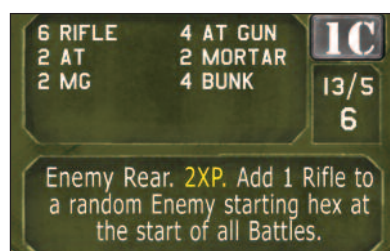
I now place my 7 Friendly Units in any hexes in the bottom row. I place #042 in the bottom left hex and everyone else in the hex right next to it.

For my optional movement, I move #902, #921, and 1111 into their front right hex.

Following the Initial Enemy Placement Diagram, I roll a die for each of the 12 Enemy Units.



I roll for the Enemy Units and place them on the Tactical Display, including the 4 tanks I drew from the cup, getting a Tiger, a StuG, a Panzer III and a Panzer IV.



Due to Battalion 1C, I also place an additional Enemy Rifle Unit.



The special note on 9A declares that this battle will last 1 fewer turn, so it will end at the end of 4 turns.



## Movement Adjustment

I Move their 3 Enemy Rifle Units 2 hexes toward the closest friendly Units, and their 2 Anti-Tank Teams by 1 hex



toward the closest friendly Unit.

I roll an 8 for their Aggressiveness Level. This means I will roll a 10-sided die for their Movement each turn.

I now start the 1st Battle Turn.

## Turn #1

None of my Commanders are Fast, but I have a Tactic counter on my Experienced Anti-Tank Team. I also have a Command Tactic on my Scout Car. I choose not to use either counter now.

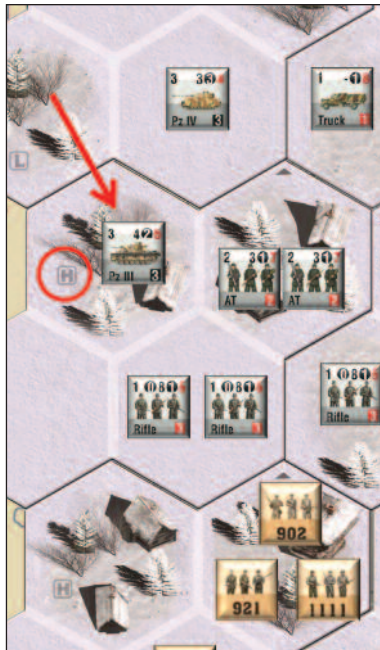
ENEMY TACTICAL MOVEMENT			
	Tank, AT, A.Car	Rifle*, Half, MG	Truck, Mortar, AT Gun
0-	Retreat to Cover	Retreat	Retreat
1	Hold	Retreat to Cover	Retreat to Cover
2	Cautious Advance	Hold	Hold
3-4	Advance to Cover	Adjacent Cover	Hold
5-6	Advance if cannot Attack	Advance to Cover*	Cautious Advance
	Advance if cannot Attack	HE Advance*	Advance to Cover

I roll a 10 sided die for the Enemy Tactical movement, getting a 6. I add 2 to this (and all movement die rolls) due to the German Offensive notation on the Campaign card.

I start with the Enemy Tanks, AT (Anti-Tank Teams), and A.Cars (Armored Cars). Each will Advance if they cannot perform an Attack.

Then I move to the Enemy Rifles, Halftracks, and Machine Guns. These forces move toward the nearest Unit that can be targeted with a High Explosive attack.

Finally, the Enemy Trucks, Mortar Teams and AT Guns Advance into an area with Cover. If they cannot move into an area with Cover, they do not move.



I Advance the enemy Pz III into the Heavy Cover in front of it. His possible targets are 902, 921 and 1111. He is using an HE attack, and needs to roll a 5 or higher to hit each of them, but he suffers a penalty of -1 to his roll because he moved, and -1 due to range. He must roll a 7 or higher to hit any of those targets.

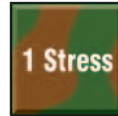
Since he has the same chance to hit all of them, he attacks the one with the lowest defense.

902 has a defense of 3, 921 has a defense of 2, and 1111 has a defense

of 3. They each gain +2 to their defense due to being in Heavy Cover. The Pz III targets counter 921.

He rolls two ten sided dice to attack. He rolls a 5 and a 9.

The 9 Hits. Because 921 is suffering 1 successful attack, he rolls 1 die to defend himself. He must roll a 4 or lower to negate the attack. He rolls a 5.



I draw 1 damage counter and reference its HE side. I draw a 1 Stress counter and place it on 921's Commander card (Sanders).

The Pz IV Advances into the hex with the two ATs. He then follows the same Attack procedure as the Pz III and Attacks 921. He needs to roll 6 or higher to Hit Unit 921. He rolls 5 and 7, hitting once. 921 must roll a 4 or lower, and gets a 2, negating the attack.

The Tiger Advances into the hex with the Truck. He has the Range to Attack 921, but cannot Attack because he is blocked by the Heavy Cover in front of him.

The StuG cannot enter the hex with the Impassable notation. He moves into the hex with Light Cover. He must roll 7 or higher to hit 921 due to moving and range. He rolls a 9 and 8, hitting twice. 921 rolls two dice for defenses getting a 1 and a 7.



He has stopped one hit and I draw for the successful attack, getting a No Effect counter.



One of the ATs Advances into the hex with the single Rifle. He also targets 921. He must roll a 7 or higher, -1 because he moved. He rolls a 4 and a 10 hitting once. 921's defense roll is a 7, failing. The damage counter is a Casualty. This has no immediate effect, but if he suffers another casualty, 921 will be destroyed.

The second AT Advances into the hex with the two Rifles. He rolls two attack dice, missing both.

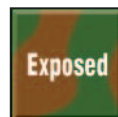
One of the A. Cars moves into Light Cover. He cannot attack because the Cover is blocking his line of sight. The second A. Car Advances by one hex, but also cannot attack due to cover.

The first enemy Rifle Unit Advances into the hex with my Infantry, targeting 921. Their attack value is 5, -2 because they moved, +2 because they are in the same hex as their target. They must roll a 5 or higher to hit. They roll a 2 and 4, missing. The second enemy Rifle Advances into the same hex and rolls 4 and 9, hitting once. 921 rolls a 6 in defense, missing.



I draw a Suppress counter.

The third Rifle Unit Advances and attacks, hitting both times. 921 fails to defend both times.



I draw Exposed, and Commander Wounded.

Finally, the two trucks both had an Advance to Cover order. The first



truck does not move, because there is no Cover in front of him. The second Truck Advances into the High Cover in the same hex as the Pz IV.

It is now my turn to Attack the enemy.

I start with 921. It has a Suppressed counter, so Sanders will suffer 1 Stress if 921 Attacks this turn. I choose to have him attack, so I remove the Suppress Damage counter and place a 1 Stress counter on Sanders.

I have 921 attack one of the Rifle Units in its same hex. 921 has a base roll of 2 or higher against an HE target at range 0. -1 for Sanders at range 0, but +2 for being at range 0. This means it needs to roll 1's or higher, and automatically hits with both dice. Rifle Units have a Defense of 3, plus 2 for Heavy Cover, for a total of 5. I roll 2 Defense rolls and get a 3 and 8. One is successful and one fails. I Destroy the Rifle Unit and remove it from the battle.

I then have 902 attack a Rifle Unit in its same hex. It needs to roll 3's or higher, and rolls 2 successful attacks. I roll 2 Defense rolls, and both fail. I remove the Rifle Unit.

I then have 1111 attack the AT Unit to its front right. It needs to roll 6's or higher, and succeeds with both rolls. The AT Unit fails both Defense rolls by rolling 4 and 7. I remove the AT Unit.

I have 931 use its Indirect Fire ability to fire over the Cover hexes in front of it, and target the Pz. IV. It needs to roll 7's, -2 due to range, but +1 due to Commander Kolchak's skill, so 931 needs to roll 8's or higher to hit. It rolls a 4 and 5, missing twice.

I move 501 to the Heavy Cover hex to its front left, and have it attack the AT Unit. It needs to roll 6's, -2 for Moving, and +1 for Commander Blair's skill, so 7's or higher overall. It rolls a 1 and 2, missing badly.

I have 301 attack the last Rifle Unit. It rolls twice and hits once. The Rifle fails its Defense roll, and is Destroyed.

042 moves into the Heavy Cover hex, and attacks the Pz.IV. It hits with one attack, and the Pz.IV fails its Defense roll, and is Destroyed.

That completes Turn #1.



## Turn #2

I advance the Turn counter to 2. I start by having 1111 expend its Tactic counter to act during the Fast step. It will also act during the Slow step as normal. I have it attack the AT Unit, but it misses twice. I discard its Tactic counter.

I roll for Enemy Movement, and roll a 7, plus 2, for a 9.

I begin by moving their Pz.III into the hex in its left front. It attacks 501 because 501 has a lower Defense than 042. The Pz.III rolls 2 AP attacks, hits with both, and 501 fails both Defense rolls.



I draw 2 Damage counters and get a Hull and Explosion. This Destroys 501 and Kills Blair. I remove their cards and counters from the game.



Their Tiger moves into Heavy Cover and attacks 042 because it has the best chance to hit 042. It succeeds with both attack rolls, and 042 stops only 1 of the attacks. I draw a Damage counter, and 042 suffers a Gun hit.



Their StuG moves forward. It then attacks 921 and ends up inflicting a Mowed Down Damage counter. This eliminates the Unit and Commander Sanders.

One of their Armored Cars advances into Heavy Cover and fires at 042, missing twice.



Their other Armored Car Advances into Light Cover and can fire at either 902 or 1111. I choose to have it attack 902 and it inflicts a Commander Wounded on Reisner.



Their AT Advances into 042's hex and attacks 042, inflicting a Suspension and Glancing.

One of their Trucks advances to being adjacent to 902 and 1111's hex. It is in range to attack, but Trucks cannot move and attack, so it doesn't attack.

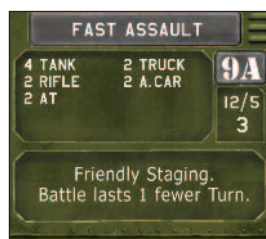
Their other Truck also advances, and cannot attack.

It is now my turn to act.

I have 301 attack the AT Unit, destroying it.



042 Destroys the Pz.III.



This drops them to 12 points of Units in the battle, so they are now at Half Strength.

902 attacks the Truck, Destroying it.

931 attacks the left-most Armored Car, and Destroys it.

1111 has a range of 1. I do not move it, and it does not attack.



### Turn #3



I have 301 use its Command Tactic to allow 931 to act now.

931 attacks and Destroys the StuG.



I roll for their Movement and they roll a 3. They get +2 for the Campaign card, but suffer -2 for being at Half, so the roll remains a 3. None of the enemy forces move.



Their Tiger fires at 042, hitting it twice. Both Defense rolls fail, and 042 suffers a Glancing and Engine Damage.

Their Armored Car fires at 902, missing twice.

Their Truck does not move or attack.

This ends their turn.

I begin my turn.

931 fires at the Tiger, hitting it once, but the Tiger's Defense negates the attack.



1111 moves toward the Tiger and attacks it from range 1. Red Tree suffers 2 Stress because he chose to both move and attack. One attack hits, and the Tiger's Defense roll fails. The Tiger is Destroyed!

This reduces their total Unit points to 3, which is low enough to Destroy the Battalion. This ends the battle.

### Post Battle



I Draw an Event Card, getting Inspiring Leader. This lets me remove 1 Stress from each Commander that participated in the Mission. Only Commander Eandi currently has Stress. His two Stress gets reduced to one Stress.

### Battalion Status

Since Battalion 9A was destroyed, I remove the counter from the Enemy Operational Movement area, and I discard the Battalion card.

SHERMAN LEADER									
Campaign: <u>Bulge 1944</u>					Objective: <u>Over There</u>				
Initial SO Points: <u>88</u>					Weeks: <u>4</u> Outcome: <u></u>				
Unit SO Purchases: <u>86</u>					Weeks (Weekly SO Points: <u>7</u> )				
Other SO Purchases: <u>0</u>					Battalion Target				
Commanders					9A 4A				
Sanders	R	4	KIA	0					
Chin	R	4		0					
Kowalski	R	4		0					
Jones	R	4		0					
Reisner	G	5	//	1	1				
Henders	G	5	//	1	1				
Cruz	G	4		1	1				
Blair	G	9	KIA	0					
Kolchak	A	9	//	1	1				
Red Tree	A	4	//	0	2				
Eandi	A	7	//	1	2				
Tylutki	A	7		1					
Start of Battle SO Points					2				
US Mechanics: <u>X</u>					+/- SO Points				
Medics: <u>X</u>					1				
Scouts: <u></u>					X				
Trucks: <u></u>					4				
Status (X = Destroyed, 1/2 = Half, F = Full)					VPs Gained				
Cmdr/Unit: <u>Reisner</u>					Cmdr/Unit: <u>042</u>				
Damage: <u>Cmdr Wounded</u>					Damage: <u>Glancing, Gun, Glancing, Engine Suspension</u>				
Cmdr/Unit: <u></u>					Cmdr/Unit: <u>921</u>				
Damage: <u></u>					Damage: <u>Destroyed</u>				
Cmdr/Unit: <u></u>					Cmdr/Unit: <u>501</u>				
Damage: <u></u>					Damage: <u>Destroyed</u>				
Battalion Special Abilities: <u>Battalion 1C will add 1 Rifle Force to each Battle until 1C is Destroyed.</u>									

I record an X on my Player Log, and write in 4 Victory Points (3 for the Battalion and 1 for the Vital Mission Event card).

Each of my Commanders suffer 2 Stress from going into the battle. I subtract their Cool rating.

Ending Stress:



Reisner: 1 Stress  
 Kolchak: 1 Stress  
 Red Tree: 2 Stress  
 Henders: 1 Stress  
 Eandi: 2 Stress

They each gain 2 Experience Points, which is not enough to promote any of them.

## Unit/Commander Damage

Reisner - Commander Wounded  
 Sanders - KIA  
 921 - Destroyed  
 Blair - KIA  
 501 Destroyed  
 042 - Glancing, Glancing, Engine, Suspension, Gun

## Next Battle

I clean up the Battlefield Area of the Tactical Display, Shuffle and lay out a new configuration of Terrain Tiles.



I then resolve the battle against 4A.

It was a challenging battle, but I succeeded in destroying Battalion 4A, gaining 3 more Victory Points, at the cost of Rifle Team #901 being destroyed. Luckily, 901's Commander Chin survived. Several other Units sustained damage.

I end the week with 7 Victory Points. I record the Experience, Damage, and Stress from the second battle on my Player Log.



I roll for their Battalion Movement. I do not roll for 6C, because it is Fixed. I roll a 6 for 10A, which Advances to the Front. I roll a 2 for 2A, which Holds. I roll a 7 for 11A which Advances. I roll a 5 for 1C, which Holds. I roll a 3 for 2S, which Holds. I roll a 10 for 1S, which Advances.

## Adjust Special Option Points

I gain 7 SO points for the Next week. I can immediately spend them to Repair my damaged Units, or Replace my Commanders. I spend 4 SO points to repair the Engine, Suspension and Gun on 042.

I use Kolchak, my Medic, to remove the Commander Wounded counter from Reisner.

I'll save the other 3 SO Points, adding them to the 2

gained for the Special Condition card, and the 2 I already had.

This ends my first week of Battle.

SHERMAN LEADER									
PLAYER LOG SHEET									
Campaign: <u>Bulge 1944</u> Objective: <u>Over There</u>									
Weeks: <u>4</u> Outcome: _____									
Weeks (Weekly SO Points: <u>7</u> )									
Battalion Target									
1 2									
9A 4A									
Commanders	Unit	Promoted	XP's	XP's Gained	Cost				
Sanders	R	4		KIA	0				
Chin	R	4	//		0	3			
Kowalski	R	4	//		0	2			
Jones	R	4	//		0	2			
Reisner	G	5	//		1	1			
Henders	G	5	//		1	1			
Cruz	G	4	//		1	1			
Blair	G	9		KIA	0				
Kolchak	A	9	//		1	1			
Red Tree	A	4	//		0	2			
Eandi	A	7	//		1	2			
Tylutki	A	7	//		1	2			
Start of Battle SO Points						2	3	7	
US Mechanics: _____						+/- SO Points	1	1	
Medics: <u>X</u>						Target	X	X	
Scouts: _____						Status	X	X	
Trucks: _____						VP's Gained	4	3	
Cmdr/Unit: <u>Reisner</u>	Cmdr/Unit: <u>042</u>	Cmdr/Unit: <u>921</u>	Cmdr/Unit: <u>501</u>						
Damage: <u>Commander Wounded</u>	Damage: <u>Glancing, Glancing, Engine, Suspension</u>	Damage: <u>Destroyed</u>	Damage: <u>Destroyed</u>						
Cmdr/Unit: <u>901</u>	Cmdr/Unit: <u>503</u>	Cmdr/Unit: <u>005</u>	Cmdr/Unit: <u>1031</u>						
Damage: <u>Destroyed</u>	Damage: <u>Machine Gun</u>	Damage: <u>Hull</u>	Damage: <u>Casualty</u>						
Cmdr/Unit: _____	Cmdr/Unit: _____	Cmdr/Unit: _____	Cmdr/Unit: _____						
Damage: _____	Damage: _____	Damage: _____	Damage: _____						
Battalion Special Abilities: <u>Battalion 1C will add 1 Rifle Force to each Battle until 1C is Destroyed.</u>									