Ver 5.65

RULEBOOK

Old School

TACTICAL

HEADQUARTERS FLYING PIG GAMES

A Shayne Logan Design   A Mark Walker Game

Contents

Welcome to Old School Tactical

Old School Tactical (OST) simulates small unit engagements in World War 2 and beyond. You will fight tactical battles with the men and historical weaponry of the battles represented in the game.

Players contest areas of a map board using counters representing soldiers, weapons and vehicles. On a turn, play goes back and forth between the sides as Impulse Points are used up as actions by each player's forces. When the battle is over, victory conditions determine a winner.

Most of the conventions used in this rulebook will be familiar to most wargame players and we will use a point form style to keep the rules simple, clear and easy to reference.

Version 5.7 of the rules supplants previous versions, and any changes replace the older rules.

Red type is used for examples and notes. **Blue** type will highlight any new rules and rule changes.

Any references will be listed as (Page-Section-Line).

1/ The Map

The maps are made up of hexes containing different terrain types. Each hex represents 50m of real world terrain.

The edges of a large map have numbered sections or 'trackers' which are updated during the game. Players keep track of Turn number, Impulse Points, Victory Points and Enemy Casualty Points using these trackers.

There are also separate pads available which have these same trackers. They can be set off to the side and used in the same manner there.

Trackers have boxes representing units of 10, and boxes 0-9 which represent units of 1.

2/ Turn tracker is used to count down the

number of turns in a scenario. Counters are used on the trackers.

Turns in a scenario are counted down.

For example, in a 14 turn scenario, place a counter on the 10 square and a counter on the 4 square for the initial turn. At the start of the next turn, the counters are moved down to 13.

The game ends after all Impulse Points have been used when the Turn marker is on 1, the exception is Extended play.

3/ Extended play

With Impulse Points expended and the Turn marker on 1, each player rolls 1D6. If the total is 7 or greater, move the Turn marker to zero and play 1 extra turn, otherwise the scenario ends.

4/ Victory Point Tracker is used to accumulate

points for conditions met during portions of the scenario.

For example, the German player receives 3 Victory Points for controlling a certain hex from Turn 4 on, and the American player may receive 2 Victory Points for the same hex.

This tracker is not used in all scenarios. Some scenarios will determine Victory Points at game end.

5/ Enemy Casualties Tracker is used to count points for all

casualties inflicted on your opponent.

Casualty Point values are:
Full Squad or Crewed Weapon = 2 points
Reduced Squad or Reduced Crewed Weapon = 1 point
Vehicle and crew = 2 points
Vehicle only = 1 point
Crew = 1 point
Truck = 1 point
Armored transport (ie. SdKfz 251/1, M3A1 HT) = 1 point
Leader = 1 point
Sniper = 1 point
No points for destroying weapons.

6/ Mounting losses

1. As casualties increase during a scenario, a player will take penalties and will be able to do less.
2. For every 5 Casualty Points suffered, that side loses 1 Impulse Point on the Impulse roll. The Impulse Point total cannot fall below 1.

For example, the German has a total of 12 Enemy Casualty Points on the Americans. When rolling for Impulse Points on the following turn, the American player will subtract 2 from his total. Say a roll of 8, now becomes a total of 6 Impulse Points for the turn, and the American side can perform 2 less actions.

7/ Impulse Point Tracker is used to track

Impulse Points during a turn. Impulse Points are subtracted from the total when used. Perform an action with a unit subtract an Impulse Point. Perform a Group Action, subtract 2.

8/ Units and Markers

OST uses cardboard counters to represent the combatants and also administrative markers to track various game functions. Impulse, Casualty and Victory Point markers are differentiated by side to assist with solitaire play.

Units are the combatants that fight in OST. A Stuart tank, a Squad, and a Single Person counter are all units.

Markers are used to track game functions, such as the turn, casualties, the status of a unit, etc.

- Markers are used for a variety of purposes in game.
- When a unit moves, place a Moved marker on top to show this action has been performed.
- Place a Fired marker on a unit when it fires.
- After a unit has performs a second action, flip the counter to Used.
- A Melee marker denotes close combat.
- Shaken and Broken markers are placed on units with damaged morale.
- Damage markers are placed on vehicles to denote damage.
- All Fire, Movement and Used markers are removed at the end of the turn.
- Control markers denote ownership of control hexes.

Unit Counters

9/ Squads

All Squads are foot units and soft targets. Squads are depicted by the illustrations of two soldiers on the front side of the counter. The reverse or reduced side of the counter is split into two colors.

Firepower   Range   Defense   Movement

Firepower(FP) - attack value of unit.
Range - maximum number of hexes this unit can fire.
Defense - value used when unit is attacked.
Movement - number of Movement points.

Squad counters are flipped to their reduced squad side when casualties are taken.

Firepower is now halved.
R Denotes the squad is now reduced.
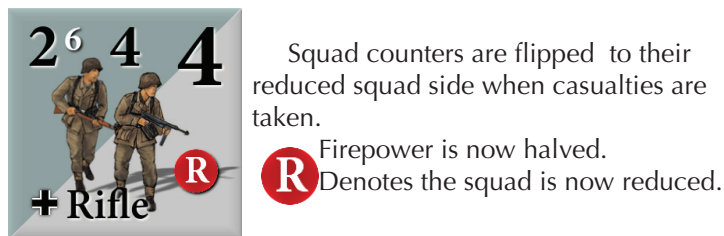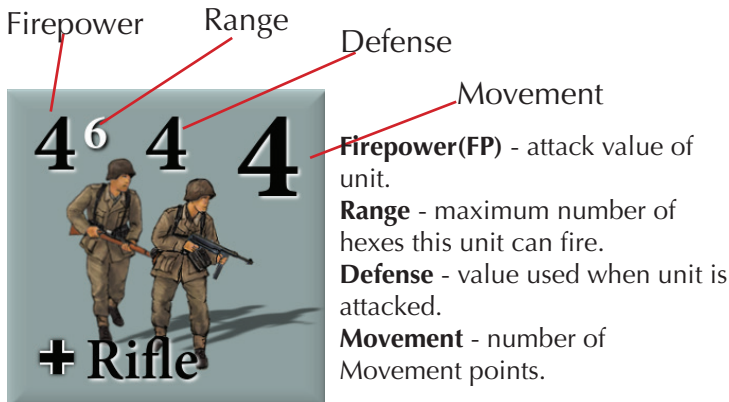
10/ Engineers

1. Pioneers, Sappers and Engineers are Engineer squads which have some unique abilities.
2. Engineers may place a smoke counter in their own or an adjacent hex. This costs an Impulse Point and counts as a Firing action.
3. Engineers reveal Mines when moved onto (the unit does not undergo the attack).
4. Engineers can dismantle Mines, Wire and Roadblocks as a Firing action. The player spends an Impulse Point and declares the obstacle is being cleared. The Engineer must remain in the hex, and remain in Good Order until the turn's end. Obstacles are then removed.
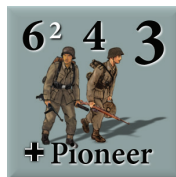5. Engineers are the only units allowed to use Flamethrowers.
6. Engineers add +1 (max) to their attack die roll in Melees.

11/ Single Person Counters

All Single Person counters are foot units and soft targets. Single Person counters are represented by an illustration of a single soldier on the front side of the counter. Single Person counters do not have a reduced side.

1. Leader and Sniper counters represent a single person.
2. Single Person counters may not capture or contest control hexes.
3. Snipers and unattached Leaders may attempt to evade Melee. Owning player rolls 1D6 (1 six-sided die); a 5 or 6 succeeds and the owning player moves the counter to an adjacent hex. Fail, and the unit must fight in the Melee.
4. A Single Person counter is destroyed with a Casualty or an X result on the Infantry Combat Table (ICT). For Attached Leaders, see Leader Casualty Roll (17-91).

12/ Snipers

1. Snipers may not be a part of a Fire Group or Group move.
2. Snipers may not stack with other units.
3. Snipers may not carry or use support weapons.
4. When attacking Squads with attached Leaders, a Sniper can elect to attack the Leader only.
5. When attacking Leaders, Armor Leaders and other Snipers, Firepower is doubled.
6. If caught in Melee, Snipers have a Firepower and a Defense of 1. Snipers do not get the +2 FP Melee modifier.

13/ Leaders

1. Leaders have no inherent Firepower and may not attack other units on their own.
2. In place of the Firepower on the counter is a number in a white circle. This is the Leader's command range.
3. Other units must be within this command range to get the +1 die roll modifiers for Rally attempts and Artillery Spotting rolls.
4. Leader bonuses only apply to foot units and not to vehicles. (Exception: Armor Leaders, 3-16.)
5. Leaders in Melee have a Firepower of 1 and a Defense of 1. Leaders do not get the +2 FP Melee or +1 Leader modifier when caught alone in Melee.
6. A Leader may not carry or use support weapons.

14/ Leaders Across Branches

There are different military branches for all sides used in this game. And sometimes co-operation was not always the greatest among the troops. Some scenarios may have units on a side with differing military branches.

Basically Leaders must be of the same military branch as the unit it is attached to for any combat (Attack, To Hit, Melee) bonuses.

1. Leaders must be of the same military branch to confer any combat bonuses on units.
2. Leaders from different military branches, can only assist in Rally attempts.
3. Leaders can still form Groups of units from different branches. A Fire Group will only get combat bonuses if one of the units is of the same branch as the Leader.
4. Russian Commisars can assist all Russian units.

For example, a US Airborne Lieutenant can attach and move with a US Army unit, but it cannot apply any modifiers to the unit other than a Rally modifier.

Same applies to German SS and Army units, Russian Army and Guard units, Japanese Army and SNLF units, British and Commonwealth units.

15/ Attaching Leaders

1. Leaders are attached or voluntarily detached in the Attach Leader Phase. It does not cost an Impulse Point.
2. Leaders may be attached to any foot unit or Crewed Weapon.
3. The Leader must be in the same hex with a unit to attach and it must be declared by the player.
4. Leaders can start a scenario as attached.
5. Leaders entering as reinforcements can enter as attached.
6. Place the Leader counter on top of the unit it is attached to.

7. An attached Leader moves with its unit without additional Impulse Point costs. For example, a Lieutenant attaches to a Rifle Squad. They now activate as one, spending 1 Impulse Point when performing an action.
8. Leaders use their Movement Points when unattached. When attached, they use the Movement Points of the unit to which they are attached.
9. Attached Leaders add +1 (max) to any attack and To Hit dice rolls for its attached unit or Fire Group.
10. Attached Leaders add +1 (max) to Melee rolls.
11. The maximum leadership bonus is +1, even if there is more than one Leader in the hex.
12. If a Leader is in a stack and one unit is eliminated in an attack, the Leader is automatically attached to the remaining unit.
13. Only one Leader may attach to a single unit.
14. Leaders may not attach to Snipers, other Leaders or vehicles.
15. Leaders can assist in Rally attempts of other Shaken/Broken Leaders.
16. Combat bonuses are only applied to units to which the Leader is attached. Other units merely in the command range of the Leader only get bonuses for Rally and Artillery Spotting rolls.

16/ Armor Leaders

1. Armor Leaders only have a command range number on the counter.
2. Other vehicles must be within the command range to get the benefits of leadership for Rally and Artillery Spotting rolls.
3. Armor Leaders cannot Group move or Group fire vehicles.
4. Armor Leaders only apply combat bonuses to the vehicle they are attached to.
5. Combat bonuses are +1 DRM (Die Roll Modifier) on To Hit rolls, and +1 DRM on the attack roll.
6. Armor Leaders must remain with the vehicle they are attached to at scenario's start and cannot move to other vehicles.
7. If the vehicle is destroyed or abandoned, the Armor Leader is removed from the game, even if the crew survives.
8. Armor Leaders do not take Leader Casualty rolls.
9. Armor Leaders can only be attacked by Snipers. Their Defense in the attack is 5.
10. If Armor Leader is killed by a Sniper, vehicle automatically becomes Shaken.
11. 1 Casualty Point is scored when Armor Leader is removed from game.

17/ Crewed Weapons

All Crewed Weapons are foot units and soft targets. Crewed Weapons are represented by an illustration of the weapon, and include at least an attack factor, defense factor and a movement factor. A PaK 40 and HMG are examples of Crewed Weapons.

Max AP (Armor Piercing) Firepower - maximum attack value on armored vehicles (AP FP at short range).
HE (High Explosive) Firepower - attack value on soft targets.
Max Range - maximum range of weapon.
Defense - value used when attacked.
c - crewed designation.
Foot Movement - number of hexes unit can move by foot.
A ' T 'signifies the unit may only move by transport.
* - weapon may not fire after Moving/Unloading.
* - weapon may only occupy ground levels in structures.
Covered Arc - points to the front, firing arc of the weapon.

1. Crewed Weapon counters are also flipped to their reduced side when suffering casualties.
2. When a Crewed Weapon unit is eliminated in battle, attacking player rolls 1D6. On a 5 or 6 the gun itself remains on the field. Place an Unmanned marker on the gun.
3. A gun may be reactivated or captured by moving any type of Squad/reduced Squad into the hex. Remove the Unmanned marker and Squad counter and use the gun counter as normal. If it's used by a reduced Squad, use the reduced side of the weapon counter. The gun's covered arc remains as it was when captured or until changed as per the rules by the new owner.
4. Action limits of the unit manning the weapon are still maintained. So a unit that has already used its movement or firing actions for the turn may not then move and fire again after manning the weapon.
5. If captured, place a Captured marker on the gun and remove the Squad counter.
6. A newly manned weapon may be fired in the same turn on a new Impulse but it is Moving Fire.
7. Re-manning or capturing an unmanned weapon is declared when the player moves onto the weapon.
8. Anti-tank (AT) guns may occupy bunkers, pillboxes and Level 1 (ground level) of structures.
9. FlaK 36 (88mm's) are large and may not occupy structures, pillboxes or bunkers.
10. Unmanned weapons may be destroyed at will when moved onto, at no Impulse Point cost. Such action is executed after any Opportunity Fire on the hex.
11. Crewed Weapons marked with an asterisk * may not fire

after moving/unloading into a new hex.

12. Crewed Weapons marked with an asterisk * may only occupy the ground level of multi-level structures.

13. Some Crewed Weapons have a covered arc which is marked with a red and gray triangle in the corner. The triangle is placed on a hex side. Lines are traced out from 2 adjacent hexes to show the firing arc of the gun. The weapon may only fire in the area of the covered arc (see Covered Arc diagram, 5-21).

14. Guns can change their covered arc by spinning the AT gun in the same hex. The unit can fire, but it incurs all penalties for Moving Fire. Spinning the weapon and firing after occur as 2 separate actions.

Gun Moved *No Fire*

Pivot -1 Gun

18/ Sustained Fire

Machine guns which are crewed weapons are powerful weapons on the battlefield. Special mechanics are required to reflect the high rate of fire of these weapons.

3^{12} 3^c 2
Mg 34
+HMG
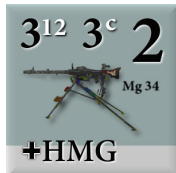
1. A crewed HMG, MMG capable of using this will have Sustained Fire noted on its data card.
2. Crewed weapons using this must declare it before firing.
3. Crewed HMGs, MMGs do not automatically use this and may still fire normally.
4. Support weapon LMGs and secondary armament MGs on vehicles may not use this.
5. A crewed weapon may not use this mechanic as part of a Fire Group.
6. Sustained Fire allows the weapon to fire at two separate targets in the same or conjoined hexes (must have LOS to both targets) **OR** it can fire at the same unit twice in a row.
7. Separate attack rolls are carried out for each attack.
8. Targets are declared before firing and cannot be changed after result of first attack.
9. If firing at same target twice and unit is destroyed on first attack, second attack is not redirected but instead lost.
10. The attacks are carried out one after the other as part of the same Impulse by the controlling player.
11. It costs 1 Impulse Point to use, and counts as a normal Firing action. Place a Fired marker.
12. **Ammo Out / Gun Damaged** occurs if a pair of natural 1s is rolled in any attack while using Sustained Fire. The Crewed HMG, MMG counter is removed immediately and replaced with a Reduced Rifle squad (regardless of manpower of the weapon). No Casualty Points are scored.

19/ Abandoning weapons
1. Inherent crews may not abandon their weapons.
2. Re-manned or captured weapons may be abandoned at any time by replacing the Unmanned marker or destroying the weapon and placing the unit counter in the same hex.
3. Use the same type of Squad that re-manned or captured the weapon.
4. If the unit suffered casualties while manning the weapon, this is reflected in the unit counter placed.

20/ Support Weapons
1. These represent portable weapons used by Squads.

2. Place the support weapon counter directly beneath the unit which possesses it.
3. A support weapon's Firepower can be added to the Squad's to increase the Firepower (FP) for an attack. For example, a Rifle Squad uses a Light Machine Gun (LMG) for a total of 4 (Rifle) + 2 (LMG) = 6 FP.
4. A LMG may be fired to its max range on its own even if the unit firing it is out of range.
5. Satchel Charges, Grenade Bundles, Molotovs and Panzerfausts are single use and removed once used.
6. Light Machine Guns, BARs, Anti-Tank Rifles (ATR), Ampulomets, Mortars, Panzershrecks, Bazookas and Flamethrowers are used for the duration of the game.

Max Range
Firepower
2^8
Mg 42
+LMG

7. Flamethrowers, Satchel Charges, Grenade Bundles and Molotovs can be used against vehicles in an adjacent hex at half FP (round down fractions). The vehicle is hit automatically but the Squad's FP is not added to the attack. The attack is resolved on the Vehicle Combat Table (VCT).
8. When a Squad carrying a support weapon is destroyed, the support weapon remains on the field and can be picked up and used by either side.
9. A unit may only use 1 support weapon at a time and that support weapon may only be used by that Squad in the turn. For example, in a stack of 2 Rifle Squads and a LMG, the LMG may only be used by the 1 Squad during the turn.
10. In a stack, if a unit using a support weapon is eliminated, the support weapon is automatically transferred to the remaining unit.
11. A unit may only carry 1 support weapon while moving, but it may be stacked with any number of them in a hex.
12. Support weapons may be picked up or destroyed at no cost by an active unit in the same hex.
13. Support weapons may be transferred between stacked units at the start of a new turn in the Attach Leaders/weapons phase.
14. 1 support weapon per Squad/reduced Squad may be used in Melee.
15. Support weapon's FP is added to the Squad's, and then total is then halved when a unit is Shaken. For example, a Shaken Rifle Squad with a LMG would have a FP of (4 + 2) /2, rounded down = 3.

Anti-tank support weapons
1. Squad Anti-tank support weapons are fired at vehicles using their 'To Hit' rolls. Then an attack roll on the VCT if a hit is achieved. The squad's FP is not added to the attack.

1^4
6
⊗**Bazooka**

2. Bazookas, Panzershrecks and Panzerfausts can be fired at units in structures, bunkers and pillboxes, in which case their HE value is added to the squad's FP.
3. Bazookas, Panzershrecks and Panzerfausts may not be fired from bunkers and Pillboxes because of blowback from the weapons. They may be fired from structures but all units in the firer's hex must pass a Gut Check roll or become Shaken (after weapon has fired).
4. Bazookas, Panzershrecks and Panzerfausts can only be used in a Melee when an enemy vehicle is involved. Firepower added by the weapon in this case is 2.

Satchel Charges

1. Satchel Charges are special in that they attack all units in the target hex equally. The squad's FP is not added into the attack, but throwing the Satchel Charge counts as a Firing action by the unit. For example, a Squad moves adjacent to a stack of enemy units and tosses the satchel into the hex. All units undergo an attack separately, using 10 as the FP. Firepower is always an unmodified 10. Defenders use terrain modifiers.
2. Check for structure collapse when using a Satchel Charge with a +1 modifer to the collapse roll (see Structure Collapse, 23-110).
3. Satchel charges may not be used in Melee.

10[1]

+Satchel

Mortar support weapons

1. Mortars have a minimum and maximum range and cannot target units outside of these ranges.
2. Squad firing mortar does combine its FP with a mortar attack.
3. A target chosen must be in LOS of the firing unit. The attack cannot be spotted by other units.
4. A 1D6 roll for accuracy is made with 4 or higher being accurate. +1 modifier to the roll if a Leader is attached to firing unit. -1 modifier if firing unit is Shaken or has moved before firing.
5. If inaccurate, roll 1D6 for drift direction using normal artillery Drift rules (see Drift, 23-109). The attack is then moved 1 hex only in that direction and the attack is carried out.
6. Area of effect is 1 hex only.
7. The attack hits all units in the target hex, so separate attacks are carried out against each unit.
8. Armored vehicles cannot be targetted with Mortar support weapons and fire from the Mortar support weapons do not affect them. *This cancels unrealistic use of a single tube hitting moving vehicles on the battlefield, whereas an OBA strike in a hex affects vehicles because it is multiple tubes and a true area effect.*
9. Soft vehicles, such as trucks, in the target hex are attacked on the VCT.
10. Mortar support weapons do not cause structure collapse or airburst.
11. Can fire Smoke into the target hex. 1 hex only.
12. Degrading terrain between the mortar and the target hex does not remove FP from the attack.
13. Mortars may not be used in Melee.

3[3-20]

60mm

M2 Mortar

21/ Vehicles

Most vehicles in the game, are armored and hard targets. They are attacked using AP Firepower.

Trucks and Jeeps are soft targets and are attacked with HE Firepower or small arms.

Vehicles are depicted by an illustration of the vehicle on the front side of the counter. The reverse side of the counter is an illustration of the vehicle when destroyed.
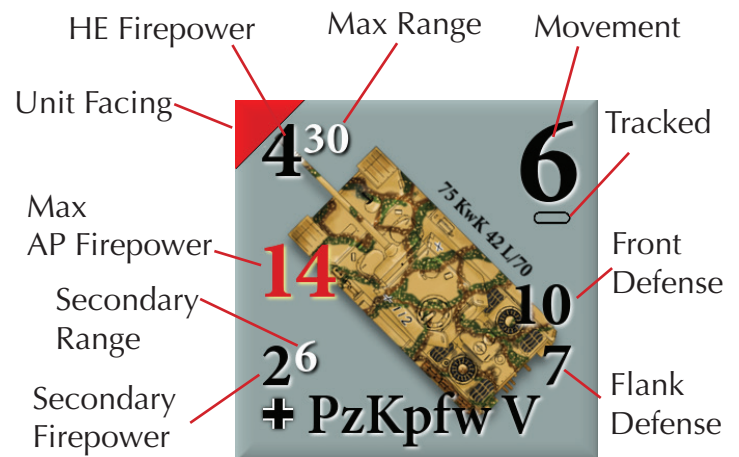
Unit Facing - the triangle represents the front facing of the vehicle.
Max AP (**Armor Piercing**) Firepower - maximum attack on armored vehicles (AP FP at close range).
HE (High Explosive) Firepower- value of attack on soft targets.
Max Range - maximum number of hexes the main armament may fire.
Secondary Firepower - attack value of vehicle machine guns.
Secondary Range - maximum range of machine guns.
Front Defense - used when the vehicle is attacked through its front facing.
Flank Defense - used when the vehicle is attacked through its flank facing.
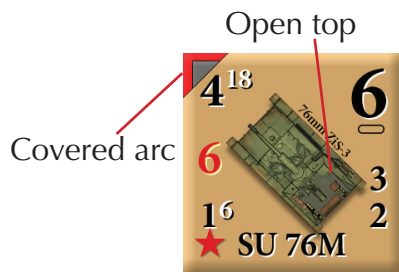**Movement**- number of Movement Points (MPs).

1. Vehicle counters represent a single vehicle.
2. Under the Movement number is a symbol for movement type, wheeled ⚬ ⚬ or ⬭ tracked.
3. The red Unit Facing triangle is pointed to a hex-side (not vertex) to designate the vehicle's facing.
4. Vehicles with a covered arc are designated with a red and gray Unit Facing triangle.

5. Vehicles with turrets can fire their main armament in any direction with no penalty.
6. Vehicles with a covered arc are limited to firing their main armament in a covered arc extending from the front facing of the vehicle.

7. Secondary armament can fire in any direction unless noted.
8. When a vehicle is destroyed, the counter is flipped to become a wreck.
9. A Casualty Point is counted for both the vehicle and the crew, so 2 points total.
10. Trucks and the Armored transports do not roll for crew survival and are only counted for 1 Casualty Point.
11. Vehicles with an open top are distinguished by a gray fill on the counters.
12. Open top vehicles have crews which are exposed and can be fired upon by small arms.
13. Soft vehicles, (Trucks, Jeeps) can also be attacked by small arms.
14. When attacking soft vehicles and exposed crews with small arms, the attacker halves his Firepower (rounding down).
15. Soft vehicles are automatically hit and then attacked on the Vehicle Combat Table as normal.
16. Exposed crews are attacked on the Infantry Combat Table using 5 as the Defense for the crew.
17. Exposed crews do not take casualties. Any result of X becomes an automatic Broken (no Gut Check roll) and any C result becomes an automatic Shaken. Broken/ Shaken results roll the Gut Check as normal. The vehicle can only be Broken or Shaken by small arms fire.
18. An open top vehicle in Melee has a 1 subtracted from its Defense.
19. Open top vehicles have 1 subtracted from their Defense when attacked by aircraft, OBA, and infantry support weapons (Molotovs, Bundles, Satchels, Flamethrowers) in adjacent hexes.

22/ Dual Armaments
Certain vehicles are armed in such a way as they are considered in game to have 2 main weapons. This is listed on the unit data cards for these units.
1. Only 1 of the main armaments (MAs) may be fired per Impulse. *Basically only 1 MA can fire in a given Firing action.*
2. Any secondary armaments may be fired normally each Impulse.
3. In most cases, 1 weapon is hull mounted while the other is in a turret. Hull mounted weapons can only fire in the vehicle's covered arc, while the turret weapon can fire in 360 degrees.
4. If vehicle takes Main Gun damage in combat, owning player makes a 1D6 roll. On a 1-3 the turret weapon is damaged, on a 4-6 the hull mounted weapon is damaged.

23/ Limited Fire
Certain vehicles are limited in the use of their main armament. Slow rates of fire because of 2 part shells, very limited ammo in the vehicles and other notable factors that may hinder its use in the field.
1. A vehicle restricted by Limited Fire can

only fire its main armament once per turn.
2. Secondary armaments can still fire twice.

24/ Fortification and Wreckage Counters
These represent changes to the battlefield as a result of construction or damage. The effects of the counter applies to all elligible units in the hex. For example, 2 Rifle squads are in a hex with a Trench counter , both squads receive the +2 Defense modifier.

A maximimum of 1 fortification counter is allowed per hex (excluding Smoke), so multiple Covers are not allowed in a single hex for example, nor could one roll for cover when already in a Bunker.

Terrain and fortification Defense bonuses are cumulative. For example, a Cover (+1) in the woods (+2) has a total of +3 Defense.
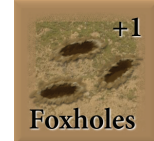
25/ Cover
1. All units, including vehicles, may attempt to improve their defensive position, even in a structure.
2. Owning player spends an Impulse Point and rolls 1D6. A 5 or 6 is successful and a Cover counter is placed in hex. May be rolled for multiple times by the same unit in a turn as there is no limit on attempts.
3. +1 Defense to all units in a hex with Cover.
4. A Cover counter is removed once all units leave the hex, or are destroyed. The Cover remains as long as the owning player has any unit in the hex.
5. Cover attempts cannot be made in a Bunker, Pillbox, Foxholes, Trench, Wire, Roadblock or stream hex.

26/ Foxholes and Trenches
1. Foxholes and Trenches cannot be dug in the course of the scenario.
2. +1 Defense to all foot units in Foxholes.
3. +2 Defense to all foot units in a Trench.
4. Vehicles get no Defense bonus for being in a hex with Foxholes or Trenches.
5. Foxholes and Trenches remain in place on the map for the entire scenario and can be occupied by either side.

27/ Mines
1. The player with Mines secretly records the position of the mines after the setup of his own forces at the beginning of the game.
2. Mines are revealed when the hex is entered by an enemy unit, triggering the Mines' attack.
3. Engineers reveal hidden Mines when they enter the hex, but they do not trigger an attack.
4. Engineers can dismantle Mines (see 2-10-4).
5. Revealed Mines remain on the battlefield, attacking any enemy unit that enters their hex (Exception: Engineers) until they are removed.
6. The owning player may move through his own mines without revealing them or triggering an attack.
7. Mines attack foot units on the ICT with a Firepower of 5.
8. Mines attack vehicles on the VCT. The hit is automatic and a Firepower of 5 is used against the vehicle's flank defense.

28/ Bunkers

1. Normal stacking rules apply for hexes with Bunkers.
2. Vehicles may not enter Bunkers, only the hex terrain itself.
3. Bunkers may not be placed in a structure or stream hex.
4. Units in Bunkers receive +3 Defense.
5. It costs 1 Movement Point (MP) for a unit to enter or exit Bunkers. Units also pay the cost to enter the terrain of the hex itself.
6. Bunkers may be occupied by either side.
7. Units may fire out of a bunker in a 360° arc.
8. Bunkers may be destroyed by the a unit occupying them. It costs an Impulse Point and counts as a Firing action.
9. Bunkers can be destroyed by attacks which involve a collapse roll (OBA, Air attacks and heavy weapons with 'collapse' on their data cards). After attack on unit in Bunker, make a 1D6 collapse roll. If a 6 is rolled the Bunker is destroyed and removed from play. Destroyed Bunker does not inflict more damage on unit in it.
10. Crewed weapons are destroyed if Bunker lost and replaced with a Crew counter. 1 Casualty Point scored.
11. AT guns still pay a penalty for changing their arc in a bunker.
12. Place the Bunkers counter on top of the units occupying them.
13. Melee is still triggered when an enemy unit moves into the hex.

29/ Pillboxes

1. Normal stacking rules apply for hexes with Pillboxes.
2. Vehicles may not enter a hex with Pillboxes.
3. Pillboxes may not be placed in a structure or stream hex.
4. Units in Pillboxes receive +3 Defense.
5. It costs 1 Movement Point (MP) for a unit to enter or exit Pillboxes. Units also pay the cost to enter the terrain of the hex itself.
6. Pillboxes may be occupied by either side.
7. Pill boxes have a covered arc denoted by the red and gray triangle on the counter. This is pointed to a hexside in the same manner as vehicles.
8. Units inside the pillbox can only attack at range through this limited covered arc. The reverse also applies that enemy units can only attack units in the pillbox at range through this arc.
9. The flank of the pillbox only comes into play when enemy units are adjacent. Adjacent enemy units can attack into the pillbox and those units inside can fire back. An exception is Crewed weapons inside the pillbox which may only fire out of the limited covered arc.
10. Pillboxes may not change their facing.
11. Pillboxes may not be destroyed.

30/ Barbed wire

1. Units in a Wire hex receive -1 Defense.
2. It costs 1 MP+Cost of Terrain (COT) for foot, 4 MP+COT (Bog Roll) for wheeled, 3 MP+COT (Bog Roll) for tracked.
3. Regardless of cost, all units must stop

movement once the Wire hex is entered.
4. COT is short for 'Cost of Terrain'. This is the cost in Movement Points to enter a hex.
5. Wire is removed immediately by vehicles moving into the hex, unless the vehicle bogs down. If subsequently the vehicle unbogs itself, the Wire is then removed.
6. Wire can be destroyed by Engineers (see 2-10-4).
7. Wire is destroyed automatically by satchel charges.
8. When OBA strikes a Wire hex, attacking player rolls 1D6. 5-6 and the wire is removed, 1-4 and the Wire remains.
9. Wire does nof affect LOS.

31/ Roadblocks

1. Vehicles may not enter hex.
2. It costs 1 MP+COT for foot units to enter.
3. Units in a Roadblock hex receive +1 Defense.
4. Engineers can destroy Roadblocks (see 2-10-4).
5. Roadblocks are destroyed automatically by satchel charges.
6. When OBA strikes a Roadblock hex, attacking player rolls 1D6. 5-6 and it is removed, 1-4 and the Roadblock remains.
7. Roadblocks degrade LOS.

32/ Rubble

1. Rubble counters are placed when a structure collapses on the battlefield.
2. It costs 2 MP for foot, 4 MP (Bog Roll) for wheeled, 3 MP (Bog roll) for tracked.
3. Rubble degrades LOS.
4. Units in Rubble receive +3 Defense.

33/ Smoke

1. Smoke is placed by Engineer units, mortars and Off Board Artillery (OBA).
2. Smoke lasts for 2 turns. In the Smoke Counter Phase, all Smoke counters are flipped to their Smoke 2 side and all Smoke 2 counters (counters which began the phase as Smoke 2) are removed.
3. When smoke rounds are placed by OBA, place a Smoke counter in the Strike hex, and Smoke 2 counters in the 6 surrounding hexes.
4. A unit in a Smoke hex has +1 Defense and -1 to its Firepower when firing out of it.
5. Smoke degrades Line of Sight (LOS).
6. Smoke placed by Engineers and mortar support weapons only fills the target hex and is a Firing action.
7. Smoke is multi-level and degrades LOS on all levels.
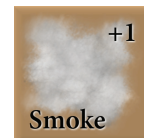
34/ Wrecks

1. Vehicle wrecks degrade LOS.
2. Units in a hex with a wreck receive +1 Defense.
3. Multiple wrecks in a hex is still +1 Defense.
4. Wrecks stay on the map for the duration of the game.
5. Wrecks do not count against stacking limits.

35/ Terrain

1. Terrain encompasses the entire hex, including the hexsides.
2. Hedges, bocage and stone walls cover the hexsides only.

3. All units in hex use the terrain as a modifier in their defense value for combat.
4. Vehicle units must check for bogging down in some types of terrain. If a Bog roll is required, a 'B' is listed with the movement cost. The section on the player aid is red.
5. If terrain cannot be entered by a unit, the movement cost is listed as 'X'. The section on the player aid is gray.
6. LOS can pass through terrain, be blocked by it, or be degraded.
7. LOS can only be degraded twice. A third hex of degrading terrain blocks LOS.
8. LOS that can be traced through a structure or hill hex without hitting the structure or hill itself is degraded.
9. If LOS is traced down a hexside with 2 different terrain types, the LOS of blocking terrain takes priority, then degrading terrain. For example, LOS is traced down a hex spline with Brush on one side and Woods on the other. Woods terrain is used and therefore LOS is blocked. If it was Brush on one side and Clear on the other, the LOS would be degraded by the Brush.
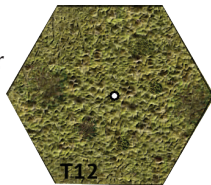
Terrain Samples

36/ Open
1. Open ground with no prominent features.
2. Costs 1 Movement Point (MP) for all unit types.
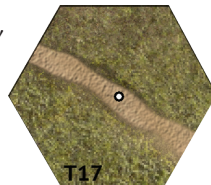3. No combat or LOS effects.

Q11
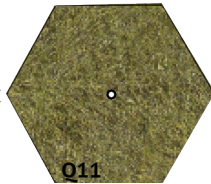
37/ Brush
1. Small trees, shrubs and tall grasses.
2. Costs 1 MP for foot, 3 MP (Bog Roll) for wheeled, 2 MP for tracked.
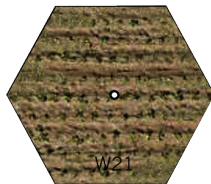3. +1 Defense for units in Brush.
4. Degrades LOS.

T12

38/ Roads
1. Prepared surfaces, whether dirt or paved, which ease the movement of vehicles.
2. Costs 1/2 MP for vehicles, 1 MP for foot.
3. No combat or LOS effects.
4. When a road is in a hex with other terrain such as Woods or Rubble, the road is used for Movement costs if the hex is entered via another contiguous road hex. Entering from non-road hex, pay COT entered. The other terrain is used for Defense.

T17

39/ Farm
1. Plowed and planted fields.
2. Costs 1MP for foot, 3MP (Bog Roll) for wheeled, 2 MP for tracked.
3. No combat or LOS effects.

W21

40/ Wheatfield
1. Fields with planted grains.
2. Costs 1 MP for foot, 3 MP (Bog Roll) for wheeled, 2 MP for tracked.
3. Does not degrade or block LOS.
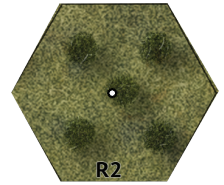4. +1 Defense for units in hex.

G23

41/ Woods
1. Forested areas with large trees and undergrowth.
2. Costs 2 MP for foot, 3 MP (Bog Roll) for tracked vehicles.
3. Wheeled units cannot enter Woods.
4. +2 Defense for units in hex.
5. Foot units in woods attacked by OBA suffer the effects of Airburst (See OBA, 21-102-12,13).
6. A Woods hex blocks LOS.

J7

42/ Orchard
1. Planted rows of trees with no underbrush.
2. Costs 1 MP for foot, 3 MP for wheeled, and 2 MP for tracked vehicles.
3. +1 Defense for units in hex.
4. Foot units in orchards attacked by OBA suffer the effects of Airburst (See OBA, 21-102-12,13).
5. A Orchard hex degrades LOS.

R2

43/ Cemetery
1. Prepared grounds with graves and markers.
2. Costs 1 MP for foot, 2 MP for all vehicles.
3. +1 Defense for units in hex.
4. Degrades LOS.

II20
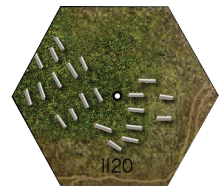
44/ Stream
1. Shallow water that can be crossed by units, but deep water rivers are impassable.
2. Costs 2 MP for foot, 4 MP (Bog Roll) for wheeled, and 3 MP (Bog Roll) for tracked.
3. -2 Defense for units in hex.
4. No LOS effects.

D6
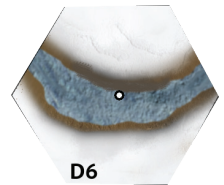
45/ Marsh
1. Wetlands with some vegetation.
2. Costs 2 MP for foot, 4 MP (Bog Roll) for wheeled, 3 MP (Bog Roll) for tracked.
3. -1 to all Bog Rolls including roll to free bogged vehicle.
4. -2 Defense for units in hex.
5. No LOS effects.

M3
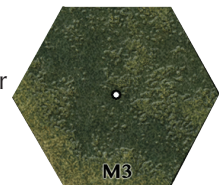
46/ Hedge
1. A planted row of thick foliage.
2. Degrades LOS.
3. Hedges trace the hexsides and include the corner points of the hexside.
4. A unit which moves through a hexside with a hedge must pay the cost to cross the hedge and also the COT of the hex it enters.
5. Costs 1 MP+COT for foot, 2 MP+COT (Bog Roll) for all vehicles. For example, a tank crosses a Hedge into a Brush hex. It costs 2 MP for the hedge and 2 MP for the Brush, so 4 MPs total. It also must take a Bog Roll.
6. Only roll once for Bog even if the hex entered also requires a Bog Roll.

EE14

7. If a vehicle fails the Bog Roll, it is bogged down in the hex moved into, after crossing the hedge.
8. +1 Defense for units adjacent to a hedge if the attack is traced through it.
9. No Defense modifier if attacked by Airstrikes, OBA and mortars.
10. The Defense modifier is added to any Defense modifier of the hex itself. For example, if the defending unit is in a Woods hex with a Hedge, the unit receives a +1 for the Hedge and a +2 for the Woods for a total +3.
11. If LOS is traced through 2 different hexsides with Hedges of the same hex, it is degraded twice.
12. When units are on both sides of a Hedge, both units will receive the Defense of +1 when attacking each other.
13. When a Hedge is alongside the firing unit, or the target unit, it is not considered degrading LOS but rather a part of the hex itself. So a -1 FP for degrading terrain is not used by firing unit if a Hedge is adjacent to it or the target.
14. Firing through the length of a Hedge hexside, LOS is degraded once.

47/ Bocage
1. Earthen mounds with dense vegetation.
2. Bocage traces along the hexsides like Hedges.
3. Blocks LOS unless a foot unit is in a hex adjacent to the bocage. In this case, the foot unit can fire through the bocage and enemy units can fire at the foot unit in the bocage. Firepower is not affected. The foot unit receives a +2 Def when the attack is traced through the bocage.
4. Units in structures adjacent to bocage can only fire into adjacent bocage hex. Reverse is also true. Units in structure use structures' Defense modifier only.
5. Unit in bocage hex receives no Defense modifier if attack is traced into hex but not through the bocage itself.
6. No Defense modifier if attacked by Airstrikes, OBA and mortars.
7. Vehicles adjacent to bocage are not considered in the bocage itself and therefore cannot attack through it or be attacked through it (except by enemy foot units adjacent to bocage). This LOS is blocked.
8. Vehicles cannot move through bocage.
9. Movement cost to move through a Bocage hexside for foot units is 2 MP + COT entered.
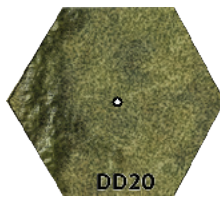
48/ Stone Walls
1. Sturdy stone and brick constructions.
2. Degrades LOS.
3. Traces along hexsides like Hedges and follow the same guidelines.
4. Costs 1 MP+COT for foot, 3 MP+COT (Bog Roll) for wheeled, 2MP+COT (Bog Roll) for tracked vehicles.
5. +2 Defense for units adjacent to, and attacked across a Stone wall.
6. No Defense modifier if attacked by Airstrikes, OBA and mortars.

49/ Hills and Gullies
1. Hills and depressions.
2. Hills and gullies are marked with colored level triangles.

3. Moving up or down a level, costs 1 MP+COT for all units. Exception: when moving into a multi-level building, only the cost of moving into a structure is used.
4. A move of 2 levels in one hex costs 2MP + COT.
5. Units attacking targets on a lower level add a +1 to all combat and To Hit dice rolls.
6. Units attacking targets on a higher level add a -1 to all combat and To Hit dice rolls.
7. Units on higher elevations add +1 to their range when attacking targets at lower elevations. For guns, the +1 range is added onto the maximum range and doesn't change any stats at closer ranges.
8. Hills blocks LOS for units at the same level or lower
9. Higher elevations can see over a hill apart from a 1 hex blind spot directly behind the hill hex (see 11-60-13). See also crestlines.
10. Edges of the hills are defined by lines.
11. If LOS is traced through a hex with a hill, without hitting the hill itself, LOS is degraded.
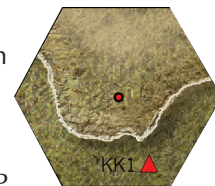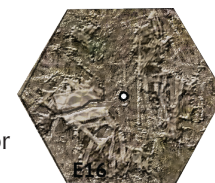
50/ Shell Holes
1. Craters caused by artillery and air attacks.
2. Does not affect LOS.
3. Costs 2 MP for foot, 4 MP (Bog Roll) for wheeled, 3 MP (Bog Roll) for tracked.
4. +1 Defense for units in the hex.

51/ Debris
1. Junk and battle wreckage littering the hex.
2. Degrades LOS.
3. Costs 2 MP for foot, 3 MP (Bog Roll) for wheeled, 2 MP (Bog Roll) for tracked.
4. +1 Defense for units in the hex.

52/ Rubble
1. Piles of wood and stone from collapsed structures.
2. Degrades LOS.
3. Costs 2 MP for foot, 4 MP (Bog Roll) for wheeled, 3 MP (Bog Roll) for tracked.
4. +3 Defense for units in hex.
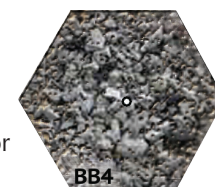
53/ Light Structure
1. Mostly wooden buildings, depicted in shades of brown on the map.
2. Foot units entering a hex with a structure occupy all levels of the building.
3. Crewed Weapons are foot units and may also occupy structures.
4. LOS is blocked in the hex only by the structure itself, the rest of the hex degrades LOS.
5. Costs 2 MP for units to enter a hex with a structure.
6. +1 Defense for units in a Light Stucture hex.
7. Vehicles may not enter hexes with a structure (Exception: Road and Structure hex, 9-52).
8. Collapses on a 1D6 Collapse roll of 5 or 6 and attacks units inside with a 1 FP (multi-story add +1 FP).
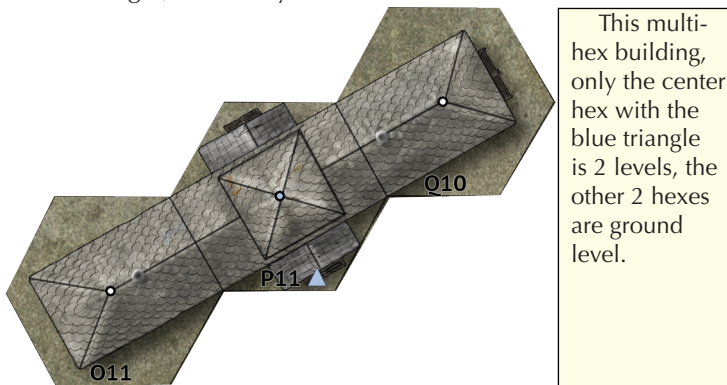
54/ Heavy Structure

1. Sturdy structures made of stone and concrete, depicted in shades of gray on the map.
2. Follows the same guidelines as Light Structures.
3. +2 Defense for units in a Heavy Structure.
4. Collapses on a 1D6 Collapse roll of 6 and attacks units inside with a 2 FP (multi-story add +1 FP)

55/ Multi-level and Multi-hex Structures

1. Multi-level structures are marked with colored triangles and matching color center dots.
2. Units in a multi-level structure occupy all levels simultaneously.
3. Units entering a multi-level structure hex do not pay movement costs associated with elevation changes.
4. LOS is traced into and out of the highest level for all attacks.
5. Crewed Weapons with a * may only occupy the ground level and have LOS from that level only.
6. LOS inside multi-hex structures is limited to adjacent hexes. Normal Defense modifiers apply for structure type (+1 Light, +2 Heavy).

This multi-hex building, only the center hex with the blue triangle is 2 levels, the other 2 hexes are ground level.

56/ Row Houses

1. Row houses are multi-hex structures that are divided by thick, impassable walls.
2. A white line along the hex-line denotes row houses.
3. LOS and attacks may not be traced through these white lines.
4. Units may not move through these white lines.
5. Normal Defense modifiers apply for structure type.
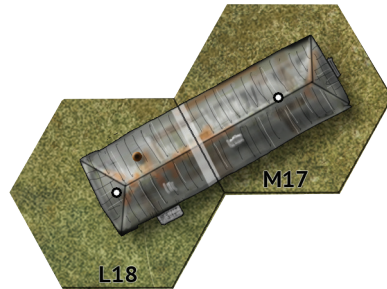
57/ Road and Structure hex

1. Where road and structure terrain are in the same hex, the player must declare to opponent whether the unit is moving on the street or moving in the structure.
2. If on the road, pay road movement cost and use 0 Defense.
3. If in the structure, pay 2 MP for each hex and use structure types Defense value.
4. Vehicles may only use the road in these hexes.
5. Normal stacking rules apply to the hex.
6. If unit ends its movement in the road, mark it with a On Road marker.
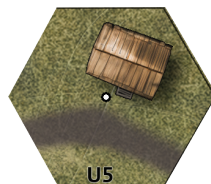
58/ Line of Sight (LOS)

1. LOS is drawn as an imaginary line from center hexdot to center hexdot.
2. In order to attack a unit or spot a hex for an Air or OBA strike, your unit must have LOS to the target.
3. Player aids such as string or rubber bands and may be used to check LOS.
4. There is no cost or limit on LOS checks.
5. Terrain and battlefield objects will block, degrade or have no effect on LOS.
6. No units on the board affect LOS or fire through their hexes except Wrecks, which degrade LOS.
7. Melees do not affect LOS or fire through the hexes.
8. The hex terrain of the firing unit and target unit does not affect LOS. For example, a Rifle unit in Brush terrain attacks a unit in Woods terrain. LOS sight is not degraded by the Brush, nor blocked by the Woods. Rather the Woods terrain simply adds +2 to Defense of target unit in the hex.
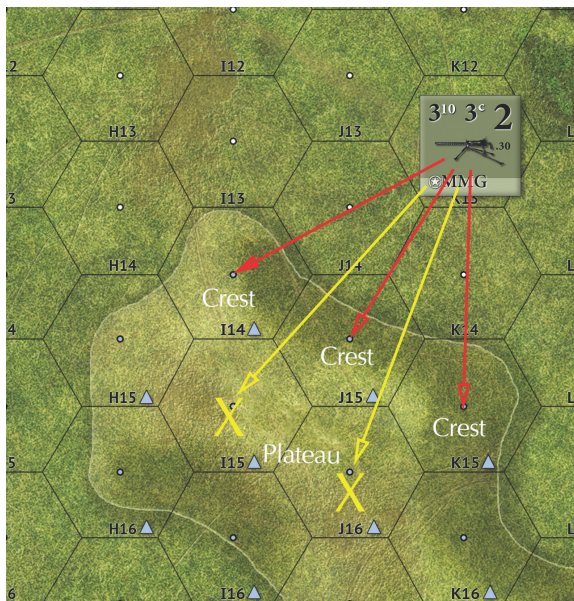
59/ Degraded LOS

1. Some terrain and battlefield counters hinder an attack by degrading LOS.
2. LOS may be traced through 2 hexes of degrading terrain, any more and LOS is considered blocked.
3. A -1 to FP for each degraded hex the attack passes through, up to a maximum of -2.
4. If the target is in degrading terrain, the FP is not reduced by it. Rather the Defense modifier of the terrain is used.
5. In a fire group, if both attacking units trace LOS through the same degrading hex, the -1 FP is only applied once to the group.
6. -1 is added to the To Hit dice roll for each degraded hex the attack passes through, up to a maximum -2.
7. In structure hexes, only the structures themselves block LOS. If LOS passes through a structure hex without hitting the structure itself, it is then treated as degraded.
8. In hill hexes, only the hill itself blocks LOS. If LOS passes through the hex without hitting the hill, it is considered degraded.

60/ Levels

1. There are 4 height levels in the game. Levels 1,2,3 and -1. Each is roughly 3-4 meters in height, or 1 story.
2. Level 1 is ground level.
3. A level 2 hex is higher than level 1 and is marked with a light blue triangle and center dot. △
4. A level 3 hex is higher than level 2 and is marked with a red triangle and center dot. ▲
5. A -1 level hex , or depression is lower than level 1 and is marked with a gray, inverted triangle and center dot. ▽
6. 1 story buildings, trees, orchards, bocage, brush, debris, rubble, hills, cemeteries, roadblocks and wrecks are all 1 level in height.
7. Farms, wheatfields, shell holes, roads, open, bunkers,streams and wire have no appreciable height.
8. Hedges and stone walls do not degade LOS between different levels but the defensive bonus still applies to adjacent units.
9. Firing from levels 2 and 3, increase a unit's range by 1 hex when attacking targets at lower levels.
10. A unit may only fire at lower levels if it is on a crest hex. A crest hex is the higher hex of adjacent hexes of different levels.
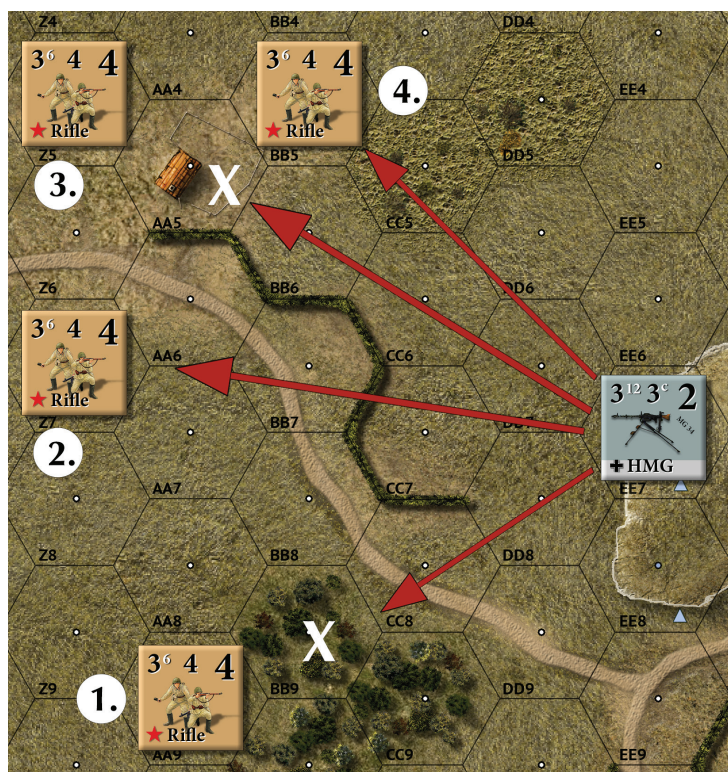
11. If a unit is back 1 hex or more from a crest, then it is considered on a plateau and may only fire at units at the same or higher elevations. A unit is also considered to be on a plateau, if there is a LOS blockage directly in front of it on a lower level.
12. The reverse is also true, as an attacker from a lower level may only target units on a crest hex but not those on a higher plateau.
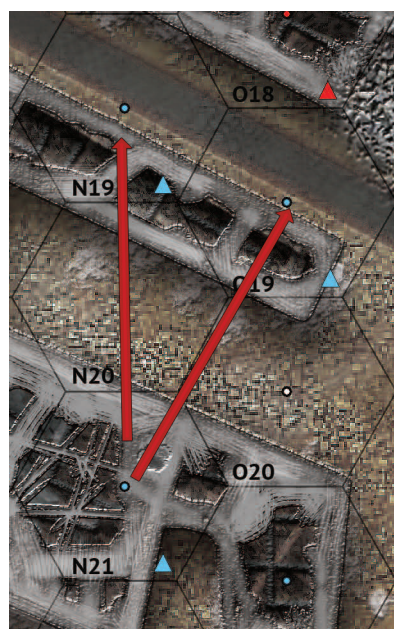

For example, a HMG is on a level 2 hill and attacks units on a lower level.

The attacker's LOS hits a woods hex and Rifle squad 1 occupies the hex behind it. The HMG cannot see Rifle squad 1 as it is in a blind spot.

Rifle squad 2 is attacked with full FP as the hedge does not degrade it.

The HMG cannot attack Rifle squad 3 as it is in a blind spot 1 hex directly behind the structure.

Rifle squad 4 is 1 hex behind degrading terrain, so 1 FP is subtracted from the HMG's attack.

13. LOS is traced over all lower level terrain except for the 1 hex behind blocking and degrading terrain/fortifications/wrecks or which creates a blind spot. If the terrain blocks LOS, the unit behind it cannot be attacked. If the terrain is degrading, the attack on the unit behind it is degraded by -1 FP.
14. The reverse is also true, where a LOS blocking hex is adjacent to a unit on a crest of higher ground, the space of 1 hex behind the blockage is a blind spot. It creates a plateau effect for the unit behind it.
15. Smoke is considered multi-level and cannot be passed over.
16. Attacking from a higher level adds +1 to all 'to Hit' and attack dice rolls. Height advantage modifier.
17. Attacking from a lower level adds a -1 to all 'to Hit' and attack dice rolls. Height disadvantage modifier.
18. Units in a -1 level depression will only be able to see units on the crests of level 1 which form its edges, and other units in the same depression. The edges of the depression is marked with lines like hills and will block LOS tracing.

61/ Urban LOS
1. Tracing LOS in the confines of a city requires some specific rules. These rules affect play on Map 3 (Stalingrad expansion).
2. Although Level 1 buildings can be traced over from higher levels, multi-level buildings will always block LOS. So a level 3 building cannot see over a level 2 building.
3. Height advantage/disadvantage attack modifiers are still used between Level 2 and Level 3 buildings.
4. When attacking from a multi-level building to another multi-level building, all Level 1 terrain along the path is ignored.
5. All multi-level hexes are marked with colored triangles and matching colored center dots. If the structure carries a little bit outside of the hex, but it has no triangle, then the hex is considered open terrain. These little bits are ignored when tracing LOS.
6. Level 1 structures are used in whole.
7. If the hex contains both a road and structure, the player must declare what terrain the unit is using.

Hexes N20 and O20 have building art but they are not marked with the triangles, so not a part of the building. They are thereby treated as open hexes.

A unit in N21 can fire into N19 and O19.

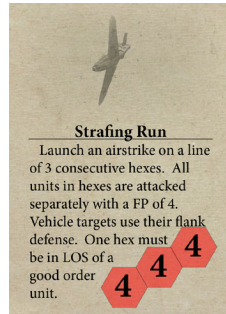Fire inside of the building itself is limited to adjacent hexes.

8. When a player's unit ends its move in the road, place an On Road marker on the unit.
9. If a unit is attacked on the road in this dual terrain hex, LOS can be traced to any portion of the road in the hex and does not have to see the center hex dot.
10. The same applies if the unit is attacking from the road hex.
11. If the hex is a normal road only hex, the center dot is still used for LOS.
12. Dual terrain hexes of rubble/road and debris/road, the road is used for movement and the terrain is used for Defense. The center hex dots are used for LOS.

Cards
62/ Luck Cards
1. Unless stated otherwise on the scenario sheet, one Luck card is drawn at random from the deck by each player at the start of the game.
2. Draw the card after units have been setup on board.
3. Card is placed face down and not revealed to the other player until used.
4. They are used during the course of a player's Impulse and do not cost an additional Impulse Point to use.
5. The player continues with his Impulse before or after using a Luck card.
6. Luck cards are removed once they are used.
7. Some cards may at times be unusable, in that case your luck is bad.
8. Optionally, players can remove vehicle Luck cards from the deck when the scenario only involves infantry.

Strafing Run
Launch an airstrike on a line of 3 consecutive hexes. All units in hexes are attacked separately with a FP of 4. Vehicle targets use their flank defense. One hex must be in LOS of a good order unit.

For example, the American player uses the Luck card 'Strafing Run' when the enemy units bunch up. After carrying out the attack, the American player can still act.

63/ Unit Cards
1. Unit cards are used as reference by players.
2. Vehicle and gun cards have tables which provide To Hit numbers and AP Firepower numbers for the unit at various ranges.
3. Range is the number of hexes from the unit to the target, not counting the attacking unit's hex.
4. Other important factors are noted with an asterisk along the bottom of the card.

M18 Hellcat
76mm M1A2 gun

Movement:	8	HE FP:	3
Front defense:	3	Secondary:	2-6
Flank defense:	3	Maximum range:	22

Range:	0-6	7-11	12-16	17-20	21-22	
To Hit:	6	7	7	8	8	
AP FP:	10	9	8	7	6	

*Tracked *Open top

For example, during play an American M18 Hellcat takes a shot at a German tank 10 hexes away.
Referencing the Unit card, at that range the American player needs a roll of 7 or higher to hit the target.
If a hit is scored, the AP FP at that range is 9 and that value is used in the attack.

Game Play
64/ Scenarios
1. Scenarios are used to setup and play the battles.
2. The scenario will list all forces involved and their setup and/or entry parameters.
3. It will list any Control hexes used for victory conditions.
4. It will note the Gut Check number and the number of Impulse Points for each side.
5. It will list map coordinates, the hexes which form the corner boundaries of the map to be used. Place Map Edge markers on the coordinate hexes and trace imaginary lines around the corners to frame the section of the map to be used in the battle. Use similar hex-lines to border the area, so if hex D21 is a coordinate trace vertically using all D hexes, and trace laterally using all hexes with 21 as the number. There are also neoprene border strips available which can outline the playable area.
6. The coordinates and the hexlines traced are in play. Half-hexes are not in play.
7. It will give a description of the battle and list the number of turns.
8. It will list any special rules or conditions to be used.
9. It will list any off board assets to be used.
10. Finally it will list the Victory conditions.
11. It is always an automatic victory for a side that destroys all enemy units.

65/ Control Hexes
1. Control counters are placed in any control hexes at scenario start to show ownership.
2. Control may be neutral or controlled by either side at setup.
3. To change ownership, a unit must move into or through the control hex while maintaining good order status. Ownership is maintained until changed again or contested.
4. Single person counters, crews and Trucks may not contest or capture Control hexes.
5. Control hexes are contested when an unresolved Melee remains ongoing in the hex at the end of the turn. Contested Control hexes are not scored unless otherwise noted in the scenario setup.
6. If after a Melee, only one side remains in the hex with a non good order unit, then the Control hex is owned by that side.

66/ Initiative
1. At the beginning of each turn, both players roll 2 six-sided dice (2D6) for the Initiative.
2. High roll wins the Initiative and plays first for the turn.
3. Player winning Initiative may pass if he has less Impulse Points in total than the other side.
4. Ties are re-rolled.

67/ The Impulse System
The Impulse system used in Old School Tactical represents the uncertainty of battlefield command.
The fluctuation of Impulse Points portrays poor communication, ammo shortages, fear under fire, courage under fire, getting lost, disregarding orders, and a thousand

other things that do not appear in any textbook.

This system can be frustrating at times, but it is also realistic in that chaos is always a part of battle.

The fluid nature of the battle will also change your use of Impulse Points.

1. Play alternates from one player to the other after the use of an Impulse Point (or two).
2. In general, an Impulse Point is used as any one action performed by a unit such as: Move, Fire, Assault move, Rally , call in an off board artillery (OBA) strike, etc.
3. The scenario will set the number of dice rolled for Impulse Points. It may also list additional Impulse Points added to the dice roll. For example, 2D6 + 3 means that 2 dice are rolled and 3 additional points are added to the total.
4. At the beginning of every turn, both players roll dice to determine an Impulse total. For example, the German player has 3 dice to roll. A 1, 3 and a 6 are rolled. 10 Impulse Points are available to the Germans for that turn.
5. Impulse Points are subtracted from your total on the Impulse tracker as they are used.
6. During play, a player may pass if his Impulse Point total is less than that of his opponent. For example, the German player has 10 Impulse Points and the American player has 4. As play switches to the American side, the player passes and allows the German to go again.
7. If you have no action to perform but you have an equal or greater number of Impulse Points than your opponent, then you can just remove an Impulse Point without performing any action.
8. The turn is over when both players have used all of their Impulse Points.

68/ Unit Morale
1. Units in the game can be in 3 states of morale.
2. A **Good order unit** is normal and has nothing affecting it.
3. A **Shaken** unit has both its Movement and Firepower halved (fractions rounded down).
4. A Shaken unit may not Spot or Assault move.
5. Shaken units must retreat from a Melee hex if good order enemy remains, to any adjacent hex of the owning player's choice. Hex cannot contain enemy units. If it can't retreat, it is destroyed.
6. A **Broken** unit has been severely rattled and may not move or fire.
7. A Broken unit also may not Spot or Assault move.
8. A Broken unit in Melee does not return fire. If it survives, it must retreat to any adjacent hex, of the owning player's choice, not containing enemy units. If it can't retreat, it is destroyed.
9. Shaken and Broken markers are placed on units suffering morale effects.
10. If an already Shaken unit suffers another Shaken result, it becomes Broken.
11. If a unit is already Broken, further morale results do not affect the unit. It cannot become more Broken.

69/ Gut Check
1. Scenarios provide a Gut Check number for each side. It is a measure of morale of the troops, their spirit and willingness to fight.
2. Any result of Shaken or Broken on the ICT or VCT, requires the defending unit to roll 2D6 for a Gut Check.
3. If Gut Check number or higher is rolled, the unit passes and the Shaken/Broken result is ignored.
4. If the roll is less, the unit fails its Gut Check and the Shaken/Broken marker is placed on it.
5. The Gut Check roll is always unmodified.

70/Rally
1. A player may attempt to rally his Shaken/Broken units during the turn by spending an Impulse Point for each attempt.
2. There is no limit on the number of rally attempts for a single unit, and multiple attempts may be necessary in certain situations.
3. Owning player rolls 2D6 in any rally attempt.
4. If the rally attempt is successful, the marker is removed and the unit continues play as normal.
5. A failed rally attempt on a Shaken unit and the Shaken marker remains.
6. A failed attempt on a Broken unit and the marker is flipped to Shaken.
7. To rally a Shaken unit, a 7 or higher must be rolled.
8. To rally a Broken unit, a 9 or higher must be rolled.
9. The dice roll can be modified by conditions listed on the player aid. Modifiers are cumulative.

71/ Free Rally
1. At the beginning of each turn, in the Free Rally phase, both sides make a free rally attempt on each unit which is Shaken/Broken.
2. The rally attempts are modified and carried out normally.

72/ Stacking Limits
1. A maximum of 2 units, 2 Leaders and any number of support weapons are allowed in a single hex.
2. A vehicle transporting another unit is counted as 1 unit for stacking purposes.
3. When firing at a stack, a single specific target unit must be designated by the attacker.
4. Units may not move through a hex which would cause overstacking.

73/ Hidden Units
1. Some scenarios allow hidden units at game start.
2. Simply record the position on paper and place counters on board when revealed.
3. Hidden units may not improve their positions with Cover, but any Cover or Bunker counters available at game start may also be hidden with the unit.
4. Leaders which are attached to a hidden unit, are also hidden.
5. Support weapons may also be hidden with the unit.
6. Hidden units are revealed when they fire or move.
7. Hidden units are revealed and take fire from any OBA strikes which hit them.
8. Hidden units are revealed when an enemy unit attempts to move into the hex occupied by the unit. The enemy unit is halted and the hidden unit may ambush it as an OppFire.
9. When a hidden unit fires, its initial attack is an **ambush** and all ambush modifiers are applied.

74/ Limited Actions

1. Units are limited to 2 actions per turn.
2. Move, Assault Move and Fire are actions.
3. If moving first and firing on a subsequent Impulse, the Moving Fire modifier is applied
4. If firing first and moving on a subsequent Impulse, the Moving Fire modifier is not used.
   Design note: the reason for not modifying the Fire in point 4. is that the attack occurs with better firing positions and good targets. As opposed to point 3. where the unit is moving tactically (looking for cover and targets), even when it fires.
5. A unit can Fire twice and forgo Moving.
6. After 2 of these limited actions, the unit is marked Used.
7. Rally and Cover attempts are not limited actions. Any number of attempts by a unit on a turn is allowed. A Used unit may still make these attempts with no penalty.
8. Intensive Fire is a special action that can be performed by a Used unit (see Intensive Fire, 17-90).

75/ Movement

1. Each unit has a number of Movement Points to be used, and each hex on the board costs a number of points to enter.
2. A unit may only Move once per turn (excluding Assault Move). For example a unit may Move adjacent to an enemy hex, and subsequently Assault Move into the hex on a separate Impulse in the same turn.
3. Place a Moved marker on a unit that has moved.
4. Terrain costs differ depending on whether it is a foot, wheeled or tracked unit moving into the hex.
5. Some hexes have more than one type of terrain. For a road/woods hex, the Road is used for Movement costs and the Woods for Defense. For Road/Structure hex the player must declare which terrain type the unit is using, but vehicles must use the Road.
6. A unit may only move as far as its Movement Points will allow.
7. A unit can always move at least 1 hex, regardless of Movement Points and terrain, but may not move into prohibited terrain.
8. Terrain movement costs and combat effects are listed on the Player Aid for quick reference.
9. Fortifications and battlefield wreckage can also affect movement through a hex.
10. Units may not move into or through an enemy occupied hex using normal Movement.
11. Moving units that are attacked must stop in that hex if they become Shaken, Broken, Immobilized or take casualties.
12. Vehicles do not stop when transporting units that take fire. The transported unit continues riding regardless of the combat result on it.
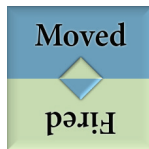
76/ Vehicle Movement and Facing

1. When moving vehicles, attention must be paid to the unit's facing.
2. Vehicle facing is shown with the red corners on the vehicle counter, it is pointed at a flat hexside. That hex and the hex to the left and right of it are considered the vehicle's front arc. Attacks traced through the front arc attack the vehicle's front Defense.

3. The other 3 hexes behind it are the vehicle's flank. The

hexlines separating the front and flank arcs are part of the flank arc. Flank Defense is used for attacks traced through these hexes.

4. When moving to a new hex, the facing may change freely to an adjacent hexside. Facing may only change 1 hexside per hex moved. This does not cost a Movement Point.
5. If the vehicle is fired upon when moving to a new hex, the attack is resolved before the unit changes its facing.
6. A vehicle may pivot or spin in a hex to change its facing to any hexside at a cost of 1 MP.
7. Spinning is counted as Moving and Moving Fire modifiers will apply.
8. Spinning in a hex may be incorporated into the vehicle's movement path at a cost of 1 MP.
9. A vehicle may reverse move by spending 1 MP + COT per hex moved in reverse. The facing may also be changed by 1 hexside per hex moved in reverse.
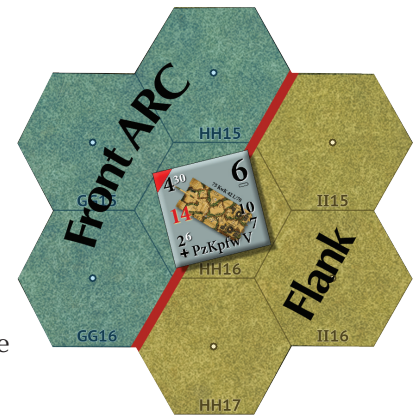
77/ Bogged Down

1. Vehicles might bog down in terrain with a 'B' in the movement costs of the terrain chart.
2. The owning player rolls 1D6 when entering the hex. A wheeled vehicle bogs down on a roll of 1 or 2, and a tracked vehicle bogs down on a roll of 1.
3. The vehicle ceases its movement in the hex moved into and places a Bogged marker. It may still fire its weapons.
4. Vehicle may continue its movement if the Bog roll is passed.
5. The owning player may only attempt to free a bogged vehicle by rolling 1D6 during the Free Rally/ Bog Roll phase of the next turn. Only 1 attempt per turn.
6. On a roll of 3,4,5,6 the vehicle is freed. The Bogged marker is removed and the vehicle may move as normal.
7. On a roll of 2 the vehicle remains Bogged.
8. On a roll of 1 the vehicle is Immobilized for the rest of the game. Place an Immobilized Marker on the vehicle. The vehicle's crew and armaments remain intact.

78/ Enter and Exit Units

1. To exit a unit from the map, move to map edge and remove the counter from the board. It costs 1 Movement Point to exit the map.
2. Units may only exit when allowed by the scenario.
3. Units entering the map, spend the COT of the hex entered.
4. At the end of the turn, all entering units that have not entered remain off board. They are available to bring on board on ensuing turns but the owning player must spend the Impulse Points to enter them.

79/ Transport

1. Vehicles can transport Squads, Single Person Counters, Crewed Weapons and Support Weapons unless the

vehicle's data card specifies No Riders.

2. Units being transported are placed on the vehicle counter.
3. A vehicle can transport only one unit, an attached Leader and any number of support weapons.
4. A vehicle can pick up and drop off support weapons along its path at the cost of 1 MP for each stop/pick up.
5. Movement Points (MPs) used are separate for the passenger unit and the transporting vehicle.
6. The Crewed Weapon/Squad expends its MPs in the process of loading/unloading whereas the vehicle expends its MPs normally while transporting the unit.
7. A vehicle may not move, load/unload, and then continue to move. It may only load/unload at the beginning or end of its move. In other words, the vehicle cannot load or drop off units along a movement path.
8. It costs passenger 1 MP to load onto a vehicle.
9. It costs passenger 1 MP + COT to unload. Unless the unit only has 1 MP in which case the unit uses all its MP to load or unload.
10. A Crewed Weapon with a 'T' for movement, may only move to new hexes by transport.   An Impulse Point is spent for both loading and unloading the weapon and it is marked as moved.
11. A passenger is loaded/unloaded in the same hex as the transporting vehicle.

For example, a Rifle uses its Movement Points to move 2 hexes to a vehicle and loads.
   On another Impulse, the vehicle uses its Movement Points to move 6 hexes.
   Both units have used their moves for the turn, each marked as Moved.

12. Unloaded AT guns have moved for the turn. They may set their covered arc as desired when unloading but may not Fire.
13. Vehicles transporting units may not fire their armament. An exception is armored troop transports (eg. a M3A1 halftrack) which may fire their MGs.
14. Armored troop transports are marked with a black diamond on their counter.◆
15. Units being transported may not fire.
16. Units being transported with any vehicle other than an armored troop transport are considered exposed when fired upon and get a - 1 to their Defense.
17. Units transported in trucks are also exposed.
18. Units being transported in an armored troop transport receive +1 to their Defense.
19. A vehicle and its passenger are separate targets.
20. If the vehicle is 'Hit' in any attack, the transported unit must check for collateral damage. (See Collateral damage, 18-95).
21. If the vehicle is destroyed, the transported unit is placed in the same hex as the wreck and must check for collateral damage. (See Collateral damage, 20-100).

22. Units riding in Trucks always roll for collateral damage when a truck is attacked by small arms.
23. A vehicle transporting a unit is counted as 1 unit for stacking purposes.
24. If a vehicle with loaded passengers is attacked by an enemy assault into the hex, the passenger's Firepower and Defense values are halved (round fractions down) and added to that side's forces in the Melee. The passenger unit is also a target in the Melee.

80/ Group Move
1. Up to 2 units and 2 support weapons may move as a group.
2. Must have an attached Leader.
3. The controlling player must declare the Group move and spend 2 Impulse Points.
4. The group uses the Movement Points of the slowest unit in the group. For example, in a group with a Rifle Squad (4 MP) and a Pioneer (3 MP), the group will use 3 MPs.
5. The units must start and remain in the same hex for the move.
6. A moving group may only be attacked once per hex with Opportunity fire.
7. If a unit in the group must stop because of an attack, the group must stop.
8. Vehicles may not group move with other vehicles.

81/ Rolling Cover
1. A single Squad/Reduced Squad may Group move with an armored vehicle, using it for cover.
2. Does not require an attached Leader.
3. Squad and vehicle must start and remain in the same hex for the move, and may only move as far as the unit with the least MPs.
4. Units must be in good order.
5. Controlling player declares Rolling Cover, places a marker on the group and spends 2 Impulse Points for the move.
6. Both units may still Fire normally, independently of one another, but may not Group Fire.
7. The Squad receives +1 Defense plus any terrain while moving with the vehicle.
8. If the vehicle is 'Hit' by enemy Fire, the Squad must check for collateral damage.
9. After using Rolling Cover, units may Assault move as a group if there is an attached Leader/Armor Leader (see Assault Move, 16-82-9).
10. Rolling Cover remains in effect until removed by controlling player during an activation, or one of the units is destroyed. Not removed at end of turn.

82/ Assault Move
1. A unit may Assault move into an adjacent hex occupied by enemy units.
2. An Assault move is 1 hex only.
3. Unit must be able to enter terrain of hex Assault moving into.
4. A unit may only perform 1 Assault move per turn.
5. An Assault move is an action and costs 1 Impulse Point per unit.
6. A Melee marker is placed on the hex and the combat

takes place at the end of the turn in the Melee phase. *Design note: Melees are fought at the end of the turn to keep the result in doubt as other units play out the turn.*

7. A unit must be in Good order to make an Assault move.
8. More than 1 unit may use Assault move as part of a Group move, so long as 2 Impulse Points are spent.
9. A vehicle may be part of a Group Assault move so long as it is adjacent to or in the same hex as the other assaulting unit and there is an attached Leader/Armor Leader.
10. Crewed Weapons, Single Person Counters, trucks, vehicles with no functioning armaments and vehicles transporting units may not Assault move.

Airborne Operations
83/ Aircraft Loadouts
1. Each aircraft can hold up to 3 squads or crewed machine guns plus any attached support weapons and Leaders.
2. Each aircraft could instead carry 1 crewed heavy weapon such as an AT gun.
3. The units are stacked on top of the aircraft counter in the order they will be dropped. Leaders on top of the unit and support weapons below the unit. Top unit drops first.

In this example, the C-47 is loaded with an MMG, an Airborne squad and an Airborne squad with an attached Sergeant.

84/ Flight Paths
1. Aircraft are setup on board with their loadouts.
2. Area of setup is determined by the scenario.
3. Aircraft must be spaced apart from each other a minimum of 4 hexes, not including the hexes of the aircraft.
4. The red triangle in the corner of the aircraft counter represents the direction of flight and is placed on a flat of a hexside.
5. All aircraft in the operation must be flying in the same direction.
6. After setup, each aircraft will then move 3 hexes in their flight direction.
7. These aircraft cannot be engaged by troops on the ground.

85/ Paradrops
1. At each hex moved into by the aircraft on its flightpath, a unit and any attachments will be paradropped.
2. The unit will drift automatically from this hex. Roll 1D6 for direction, with 1 being the hex North of aircraft hex, and roll 1D6 for number of hexes. This will give the hex that the unit will land in. The drift rules use the same mechanics as Artillery drift (see Drift, 23-109).

3. If the unit drifts off map edge, it instead lands on last playable hex before leaving map.
4. If the unit lands in non-open terrain, it is a hard landing and the unit must undergo an attack on the ICT rolled by the owning player.
5. Terrain along hexsides (hedges, stone walls, bocage) and roads do not affect the unit's landing.
6. An attack using the -3 column of ICT for units landing in hexes with structures, woods, orchards and streams.
7. An attack using the -5 or < column of the ICT for units landing in any other non-open terrain.
8. Effects of the combat results are applied immediately.
9. If a unit paradrops onto an enemy occupied hex, owning player lands the unit to any adjacent open hex. If a hex of open terrain is not available, the unit must undergo attack of terrain it is landing in.
10. If a unit paradrops into any hex adjacent to or containing an enemy unit, that enemy unit or group gets a free attack (no Impulse Pts spent) on the unit. The attack is carried out using half Firepower and the results applied before the unit lands in any terrain.
11. Attached Leaders take Leader Casualty rolls if the unit they're attached to suffers results from hard landings or enemy attacks.
12. Dropping supplies use the same methods for drift, but no attacks are resolved on landing.
13. Paradrops may not cause overstacking. Owning player selects adjacent hex to land.
14. Aircraft counters are removed after completing the drops.
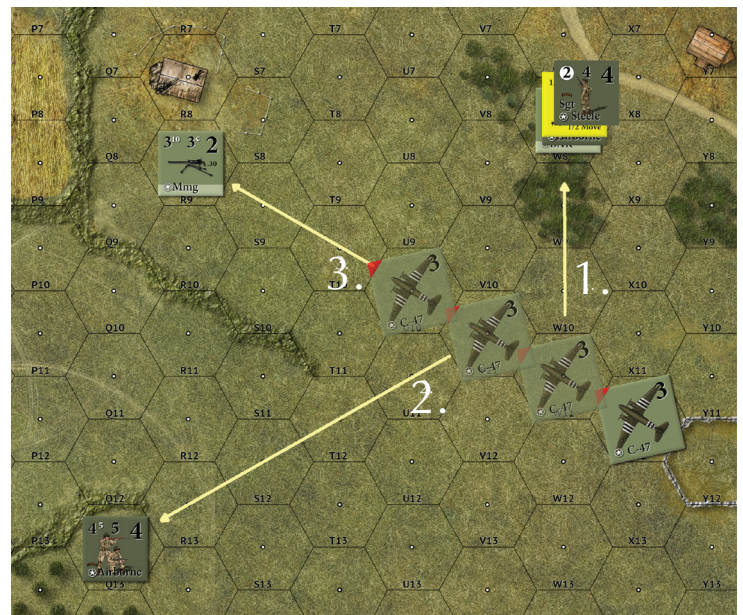
In this Airdrop example, aircraft moves to its first hex and drops the first unit.

1. American player rolls a 1 for direction and a 3 for distance. The Airborne squad with the BAR and attached Sergeant lands in a woods hex. The squad undergoes an attack on the -3 FP column of the ICT. It fails its Gut Check and becomes Shaken. The attached Sergeant must take a Leader Casualty roll. Sergeant passes his Gut Check and remains in good order.

2. A 5 is rolled for direction and a 5 for distance. This Airborne squad lands in an orchard hex. It undergoes an attack on the -3 FP column of the ICT but suffers no result.

3. A 6 is rolled for direction and a 3 for distance. The MMG lands in open terrain and doesn't undergo an attack upon landing.

86/ Combat Formula

Attacker FP - Defender Defense = Attack FP
1. Basic combat formula used in all combat.
2. Defender's Defense is modified by terrain and fortifications.
3. Attacker's FP modifiers are listed on the Player Aid under the combat tables.
4. Attacker's FP may never reduce below 1.
5. All modifiers used in combat are cumulative.
6. The result of this will give a final FP of the attack which is then used as a column on the combat tables.
7. 2D6 are rolled for the attack. The number rolled is cross referenced on the FP column and a combat result is given.

87/ Combat Tables
• Tables on the player aids are used to resolve all combat.
• When attacking foot/soft targets, the Infantry Combat Table (ICT) is used.
• When attacking vehicles, the Vehicle Combat Table (VCT) is used.

88/ Combat
1. When attacking, a player spends an Impulse Point and declares what unit is firing at which target, and if any additional weapons will be used.
2. To attack, the target must be within range of the attacking unit, and the attacking unit must have LOS to the target. Range is the number of hexes from the firer to the target, counted along the most direct path, not counting the firer's hex, but counting the target's.
3. When firing at stacked units, a single specific target must be declared.
4. Attached Leaders must take a Leader Casualty Roll (see 16-86) when its unit suffer the effects of an attack.
5. Only Snipers can target a Leader when he is stacked with other units.
6. If alone in a hex, Leaders may be fired upon by all units as per normal rules.
7. A unit may use normal fire a maximum of twice per turn.
8. Place a Fired marker on a unit when firing once.
9. Flip the marker to Used after firing a second time.

89/ Moving Fire
1. A unit firing after it has moved, uses the Moving Fire modifier which is -1 to all attack and To Hit rolls made by the unit.
2. AT guns and vehicles which pivot or spin to change a covered arc use the Moving Fire modifiers.
3. A unit that fires before moving does not use the modifier.

90/ Intensive Fire
1. A Used unit can use Intensive Fire.
2. The unit is automatically Shaken after using this option and an Intensive Fire marker is placed.
3. Intensive Fire modifiers are -1 to Firepower, and a -1 on any To Hit and attack rolls.

4. Unit can perform no further actions for the turn remainder, except self-defense in Melee.

91/ Leader Casualty Roll
1. Attached Leaders must roll each time its attached unit suffers casualties or a morale effect in combat.
2. If the unit is destroyed (by a X result, or a C result on a reduced unit), a 1D6 roll of 1-3 and the Leader is also killed and removed from map. On a 1D6 roll of 4-6 he's ok.
3. If the unit suffers a C result and is reduced, a 1D6 roll of 1 and the Leader is destroyed. On a 1D6 roll of 2-6 he's ok.
4. If the unit suffers a Shaken/Broken result **and** fails its Gut Check, then the Leader must pass a Gut Check roll as well or suffer the same result. For example, a Rifle Squad with an attached Captain takes fire. The result is B against the Squad. The Squad fails its Gut Check and is Broken. The Captain now rolls for the Gut Check and fails. The Captain is now Broken as well.
5. The Leader only takes one roll for the worst of a multiple effect result. For example, a C-S result and the Leader will only have to make 1 roll against the Casualty result.
6. For artillery and air strikes affecting multiple units, the Leader still only rolls once for the result on its attached unit.

92/ Fire Groups
1. Fire Groups may be formed by up to 2 units and their support weapons.
2. Fire Groups must have an attached Leader.
3. All FP factors of the group are added together and used against the same target.
4. It costs 2 Impulse Points to use a Fire Group.
5. Participating units must be in the same or adjacent hexes and each must have LOS to the target.
6. Crewed Weapons may be used in Fire Groups but vehicles may not.
7. Crewed MGs in a Fire Group may not use Sustained Fire.
8. Vehicles may not be attacked by Grouped guns.
9. If any of the units in the Group have moved, the Moving Fire modifier is applied.
10. If both units in a Group fire through the same degrading terrain, it is only counted once.
11. If each of the units in the Group fire through different degrading terrain the results are cumulative.
12. For example, 2 German Rifle Squads are adjacent and form a Fire Group. If both units trace LOS through the same Brush hex, FP is only reduced by 1. However, if one Rifle traces through the Brush and the other traces through a Hedge, then the Group's FP is reduced by 2. The maximum of 2 hexes of degrading terrain is still followed, any more and the shot cannot be made.

93/ Infantry Combat
1. The Infantry Combat Table **(ICT)** is used in all combat when the target unit is a Squad/reduced Squad, Single Person Counter or Crewed Weapon.
2. For infantry combat in the game, take the attacking unit's Firepower (with any modifiers) and subtract the defender's Defense (with any modifiers). The result will give a Firepower column on the ICT to use for the combat.
3. ICT has Firepower numbers listed along the top and dice roll numbers listed down the side.

4. 2D6 is rolled by the attacker.
5. The dice roll is cross referenced with the Firepower column and a result of the combat is given.

94/ Infantry Combat Results

X-unit destroyed.
The unit counter is removed from play and Casualty Points are scored by the attacker.
C-casualties.
The unit suffers casualties.
If the unit is full strength, the counter is flipped over to the Reduced side and 1 Casualty Point is scored by the attacker.
If the unit is a Reduced Squad, Crew or Single Person Counter, the counter is removed from play and 1 Casualty Point is scored by the attacker.
If moving, a unit must cease moving in that hex (except transported units).
B-the unit is Broken if it fails its Gut Check.
Place a Broken marker on the unit.
If moving, a unit must cease moving in that hex (except transported units).
S-the unit is Shaken if it fails its Gut Check.
Place a Shaken marker on the unit.
If moving, a unit must cease moving in that hex (except transported units) .
Blank-no result

For example, a German Rifle with a LMG and an attached Leader attacks an American Rifle with Cover in an orchard hex.
The American has a Defense of 4. The Cover and orchard terrain each add +1, for a total Defense of 6.
The German Firepower is 4 for the Rifle and 2 for the LMG for a total of 6. Attacking through the stone wall heside reduces the FP by -1 so the final FP of the attack is 5.
The attack plays out as 5 FP - 6 Def = -1.
The -1 FP column on the ICT is used to resolve the attack, and the German gets a +1 to the attack roll for having an attached Leader.

There can be more than 1 result.
For example, a C-S means Casualties are taken and the remaining Reduced squad will be Shaken (if Gut Check is failed).

95/ Vehicle Combat

1. The Vehicle Combat Table **(VCT)** is used in all combat when the target unit is a vehicle.
2. The first thing to do when firing at a vehicle is checking to see if you hit it.
3. All guns capable of shooting vehicles have To Hit numbers listed at various ranges for the weapon on the unit's data card. The Range is listed in hexes to the target, not including the hex the attacker occupies.
4. Guns may only fire up to their maximum range.
5. The maximum range applies to both the AP and HE uses for the gun.
6. Attacking player rolls 2D6 and the roll must be equal to the To Hit number or higher to score a hit. Less and the shot is considered a miss.
7. Rolling a pair of unmodified 6s on the To Hit roll results in a **'Critical Hit'**. This is an extremely well placed or lucky shot. When carrying out the attack, shift one column to the right on the VCT FP table.
8. Upon scoring a hit, the attacker then compares his guns AP FP at that range and subtracts the defending units Front or Flank defense depending on which side of the vehicle the attack takes place and any defensive terrain.
9. This number is used as the column for FP on the VCT.
10. 2D6 are rolled by the attacker and cross referenced on the FP column with the combat result given.
11. Vehicles and Crewed Weapons firing their HE at soft targets do not roll a To Hit number, they just fire as though carrying out a small arms attack.
12. Vehicles and Crewed AT guns attacking Trucks must roll To Hit and then use their HE FP values in the attack.
13. Vehicles with secondary armament get to carry out a second attack with their mgs on the same Impulse they attack with their main gun. It does not cost an additional Impulse Point.
14. The target for the secondary attack does not have to be the same as the target for the main armament (except if using Opportunity fire, where it must be the same target).
15. Vehicles can fire both their main and secondary armament at the same target, but the firepower cannot be combined into a single attack. It is resolved as 2 separate attacks.
16. Firing again with the same unit at the same vehicle makes it an **Acquired Target.** An Acquired Target modifier is +1 on the To Hit dice roll.
17. Place Acquiring and Acquired counters on the attacker and target. Use the same lettered counters to keep track of acquired targets.
18. The target remains Acquired for the turn as long as LOS to it remains unbroken.
19. Acquired Target status ends, and the marker is removed when the turn ends.

In this example of vehicle combat, an American M18 Hellcat engages a German Hetzer and Rifle squad. These 2 attacks cost 1 Impulse Point to the American player.

First attack is on the Hetzer with AP of its main armament. The Hellcat has a clear LOS to the target and the range is 8 hexes. Checking the Data card for the M18 Hellcat, a 2D6 roll of 7 or greater is needed for a hit. If a hit is made, the Hellcat's AP FP at a range of 8 hexes is 9. Subtract the Hetzer's Front Defense of 8 and an attack on the +1 column of the VCT is carried out with a 2D6 roll.

A second attack is carried out in the same Impulse with the secondary armament (machine guns) on the German Rifle squad in the heavy structure. 2 FP - 6 Defense = -4 column of the ICT.

96/ Vehicle Combat Results

X-unit destroyed.
The counter is flipped over to the wreck side and Casualty Points scored by the attacker. 2 points scored for the vehicle and crew or 1 point for the vehicle only.

D-vehicle damaged.
The vehicle is hit and damage is taken.
Attacker rolls 1D6 to determine damage.
1,2 - the damage is minor, no effect.
3 - the mgs are destroyed if the vehicle has secondary armaments. Place a Mgs Damage marker.
4 - the main gun is destroyed. Place a Main Gun Damage marker on the vehicle.
5 - the vehicle is Immobilized. Place an Immobilized marker on the vehicle.
6 - Abandon Roll. Owning player must pass a Gut Check or the vehicle is abandoned.

B-Broken
The vehicle crew is broken if it fails its Gut Check.
Place a Broken marker on the vehicle.
If moving, the vehicle stops immediately in that hex .

S-Shaken
The vehicle crew is Shaken if it fails its Gut Check.
Place a Shaken marker on the vehicle.
If moving, the vehicle stops immediately in that hex .

Blank-no result.

There can also be more than 1 result on the VCT. For example, a D-S result means the vehicle is damaged and the crew must pass a Gut Check or become Shaken.

97/ Vehicle Damage

1. The damage remains in place for the game's duration.
2. If a vehicle only has 1 armament, it is automatically damaged with either a Mgs or Main Gun damage result.
3. Unarmed vehicles such as Trucks are automatically destroyed with any damage result other than minor damage.
4. If damaged while moving, the vehicle may continue to move unless it is abandoned or immobilized.
5. If a vehicle already has a damage marker and takes another damage result other than minor damage, the vehicle is automatically abandoned. In other words, a damage roll of 3-6. For example, a M4A1 Sherman tank already has a destroyed main gun. The German hits it again with a Damage result, this time the MGs are damaged. The Sherman is automatically abandoned. The counter is flipped to a Wreck and 1 Casualty Point is scored by the German.

98/ Abandon Vehicle

Often in the heat of battle, crews would abandon their vehicles because of damage, injuries or simply losing their nerve.
1. When a vehicle is abandoned, the counter is flipped and becomes a wreck.
2. There is no Crew counter placed as they are considered to have run from the battle.
3. Only 1 Casualty Point is scored by the attacker.

99/ Crew Survival

1. When a vehicle is destroyed, there is a chance for the crew to survive.

2. Owning player rolls 1D6.
3. On a roll of 6, the crew survives. Place a Crew counter in the same hex as the wreck.
4. If Crew survives, only 1 Casualty Point is scored for destroying the vehicle.
5. Trucks and armored troop carriers have no crew survival and are only worth 1 Casualty Point.

100/ Collateral Damage
1. This occurs to units being transported or using a vehicle for Rolling Cover, when the vehicle they're paired with is **hit.**
2. If the vehicle is destroyed or abandoned, the foot unit remains in the same hex as the wreck. An attack is then carried out on the foot unit using the -4 column of the ICT. The roll is unmodifed.
3. Any other result and the foot unit undergoes an unmodified attack on the -5 column of the ICT.
4. After Collateral Damage attack, the unit remains with the vehicle and is considered to be in transport or cover as before.

101/ Melee Phase
1. Melee combat takes place.
2. Melee hexes may not be fired into by other units.
3. Units in a Melee are locked in and cannot do anything else (including Rally).
4. Other units may not move into the inital Melee hex once set.
5. Melee hexes cannot be moved through and do not affect the LOS or fire of other units on the battlefield.

102/ Melee Combat
1. Close quarters fighting and casualties are normally high.
2. 1 Melee per hex, per turn.
3. All terrain and fortification modifiers are ignored in a Melee.
4. Moving Fire modifiers are ignored.
5. Shaken units have 1/2 FP and get a -1 to their attack roll.
6. Broken units do not get an attack roll in Melee but their Defense is used.
7. Stacking limits are still followed, so a max of 2 units, 2 Leaders and 1 support weapon per Squad may be used.
8. Attacks for each side are resolved simultaneously, so it's possible that all units may be destroyed.
9. Each side adds up all HE attack FP of all units in the Melee to arrive at their total FP.
10. Each side adds up the Defense numbers of all units in the Melee to arrive at their total Defense.
11. The 2 sides are compared, each side's total FP goes against the other side's total Defense. This gives a column for which all units involved will use.
12. Vehicles use their front defense value.
13. Vehicles use all HE FP as well as functioning secondary armament.
14. Trucks add their Defense to a Melee, but no FP.
15. Separate attack rolls are made against each enemy unit in the Melee using the same column.
16. Attacks against infantry and Crewed Weapons are resolved on the ICT and attacks against vehicles are resolved on the VCT.
17. The +2 Melee FP modifier is only applied once to the total FP, not for each unit involved.

18. Leaders and Snipers in a Melee have a FP of 1 and a Defense of 1.
19. Leaders in Melee are attacked directly.
20. Casualty Points are scored for any unit eliminated.
21. Surviving, good order units remain in the Melee hex after combat.
22. After combat, all Broken and Shaken units are retreated to adjacent hexes by the owning player.
23. If all units on both sides are Broken or Shaken, then only the player that initiated the Melee will retreat out of the hex.
24. Surviving trucks must retreat out of the hex at the end of a Melee if good order enemy units remain.
25. Lone, surviving Leaders without an attached unit must retreat out of the hex at the end of a Melee if good order enemy units remain.
26. Units that cannot retreat to a hex free of enemy units are destroyed.
27. Vehicles destroyed in a Melee have no crew survival.
28. Vehicles which are required to retreat but cannot due to immobilzation are abandoned (see Abandon Vehicle, 18-93).
29. If a Crewed Weapon unit is destroyed, the weapon is automatically destroyed as well.
30. If the combat is resolved, the Melee marker is removed and all units are in play for the next turn.
31. If both sides have surviving, good order units in the hex after combat, the Melee is unresolved. The Melee marker remains on the hex for the next turn. Another Melee combat will take place in the Melee phase of this turn.
32. An unresolved Melee can be reinforced in the following turn by Assault moving new units into the hex up to the stacking limit. New units are factored into next combat.

Attack =4 FP

Attack 4 (main gun HE)
+2 (secondary FP) =6 FP

Defense = 4

Total Firepower = 10

Total Defense = 9

Defense = 5

Attack =1 FP

Attack =4 FP

Defense =1

Defense =4

Total Firepower = 5

Total Defense = 5

Melee example.
An American M4A1 Sherman and a Rifle squad are in a Melee with a German Rifle Squad and a Sergeant.
The American player's Total attack is 4 (Rifle) + 6 (Sherman) +2 (Melee FP modifier) = 12. Against the German's Total defense of 1 (Sgt.) + 4 (Rifle)=5. 12-5= 7 FP. The American player attacks on the +7 FP column of the ICT against the Rifle Squad and then attacks the Leader using the same column.
The German's Total attack of 4 (Rifle) +1 (Sgt) +2 (Melee FP modifier) = 7. Against the American's Total defense of 4 (Rifle) + 5 (Sherman front armor) = 9. 7-9= -2 FP. The German player carries out 2 attacks on the -2 FP column. The ICT is used for the attack on the Rifle and the VCT is used for the Sherman. The German player also modifies his rolls with a +1 because he has a Leader.

33. It is possible for a Melee to last for many turns.

103/ Concentrated attack
1. In an uneven Melee, the outnumbered player may choose to concentrate his attack on only 1 target to increase their odds.
2. Even though they are attacked on their own in Melee, an attached Leader is counted as a part of its Squad in terms of numbers of units.
3. Squads/reduced Squads, Crewed Weapons and vehicles only are targets for a concentrated attack.
4. If the Melee is 2 units to 1, then this option is available.
5. If the Melee is 2 units against 2, then only the totals are used.
6. In the previous example, the German player could choose to concentrate his attack solely on the Rifle. So his FP of 7 is directed at the Rifle's defense of 4. He makes 1 attack on the +3 column of the IFT with a +1 for his Leader. The Sherman is not attacked.

104/ Tank Duel
1. When Melee occurs between 2 armored vehicles, the action is resolved with AP attacks.
2. Place a Melee marker as the hex is considered closed off for the turn.
3. The combat is resolved in the Melee phase at the end of the turn.
4. Both players roll 2D6 for initiative and the highest roll will attack first. Ties are re-rolled. +1 to roll with an Armor Leader.
5. VCT is used to resolve the attacks and the vehicles' front Defense values are used.
6. If the player shooting first wins the initiative roll above by 4 or more, then the enemy vehicle's flank Defense is used.
7. Attacks are resolved sequentially, so if the first attacker destroys the target, damages its main gun, or Breaks the other tank, then there is not an attack in return against it.
8. A Hit is scored automatically.
9. Moving Fire modifier is ignored.
10. Shaken units have 1/2 FP and get a -1 to their attack roll. Broken units do not return fire.
11. The +2 FP modifier for Melee is added.
12. Tank duels only last for 1 turn.
13. The Melee marker is removed at the end of combat and the surviving units are in play for the next turn.
14. If both units are still intact, and good order, the unit which initiated the Melee must move out to an adjacent hex.
15. Broken/Shaken units must retreat to any adjacent hex of the owning player's choice, free of enemy units.
16. If both sides are Broken/Shaken, the unit which initiated the Melee must retreat from the hex.
17. Broken/Shaken units that cannot retreat are destroyed.
18. Vehicles which are required to retreat but cannot due to immobilzation are abandoned (see Abandon Vehicle, 18-93).
19. If a rare tank duel occurs with 3 vehicles in a hex the initiative determines the order of the first 2 attacks only. The third tank gets its shot after the first two tanks resolve their attack.
20. The player with a single tank in a 3 tank Melee gets one attack only and chooses the target when its their time to fire.

Attack AP FP 11+2=13
13FP-5 Def=+8 on VCT

Attack AP FP 7+2=9
9FP-7Def= +2 on VCT

For example, a German PzKpfw IV H in Melee with an American M4A1 Sherman. Both sides roll 2D6. German rolls a 10 and the American a 7, so the German attacks first.

The PzKpfw IV H AP Firepower at range 0 is 11, the Melee FP modifier of +2 is added for a total attack of 13 FP. The Sherman's front Defense is 5. 13 - 5 = 8 FP, so the attack is resolved on the +8 FP column of the VCT.

The results of the German attack are enforced. If the Sherman survives with its main gun intact, then it carries out an attack on the German tank.

105/ Opportunity Fire (OppFire)
When your opponent is moving, you can ask for a halt and fire at the unit when it moves into a new hex.
1. You spend an Impulse Point and carry out the attack as normal.
2. After firing, the unit is marked with a Fired marker.
3. If there is no effect, the unit continues its move normally. A unit suffering a result must stop in the hex.
4. An exception is units being transported. If the passengers suffer a result, the transporting vehicle may still continue its move.
5. Another exception is vehicles taking damage that do not result in immobilization or abandonment.
6. If there is no effect, it is still considered your next Impulse after your opponent's move.
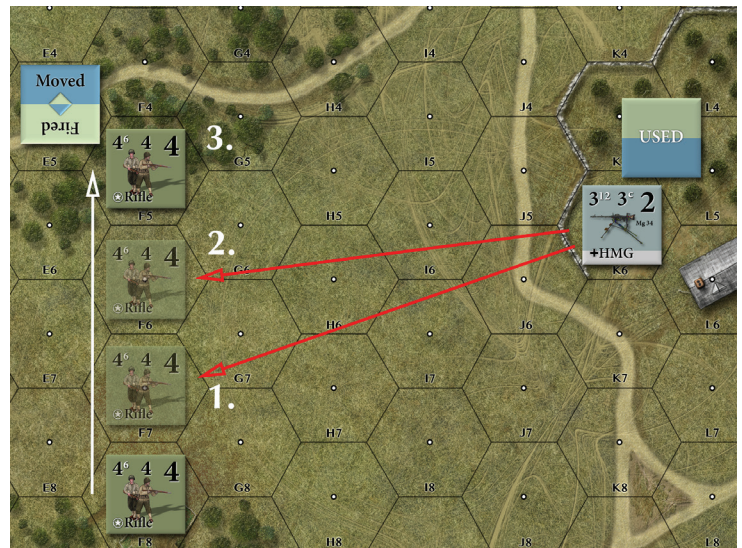
Example 1
American player's Impulse. American spends 1 Impulse Point and moves a Rifle squad.
1. German uses Opportunity Fire, spends 1 Impulse Point and attacks Rifle squad. Attack result is 'Broken' on ICT. American player passes Gut Check and continues move.
German HMG is marked Fired.
2. German uses Opportunity Fire again, spending another Impulse Point. This second attack has no effect. German HMG is marked USED.
3. American player completes the move of the Rifle squad. It is marked Moved.
Since the American player completed his move without being affected, the next Impulse goes to the German player.
* Note German HMG is using normal fire.

7. If there is an effect which halts the move of the enemy unit (Shaken/Broken, casualties or the unit is destroyed), the next Impulse returns to the moving player.
8. A Group can be used for OppFire as long as 2 Impulse Points are spent.
9. A moving unit or Group may be attacked once per hex moved into (including the last hex) with OppFire.
10. Only one unit of a Group may be attacked in a hex with OppFire, unless attacked by a crewed MG using Sustained Fire in which case both units of a Group can be targetted.
11. Luck cards, OBA and Air strikes may not be used as an Opportunity Fire.

Example 2
American player's Impulse. American spends 1 Impulse Point and moves a Rifle squad.
   1. German uses Opportunity Fire, spends 1 Impulse Point and attacks Rifle squad. Attack result is 'Shaken' on ICT. American player fails Gut Check and must stop in the hex. The Rifle squad is marked as Moved and Shaken.
German HMG is marked Fired.
   Since the American player's unit was affected by the Opportunity Fire and forced to stop, the next Impulse goes back again to the American player.
* Note German HMG is using normal fire.

Off Board Assets
Any off board assets will be listed on the scenario sheet.

106/ Air Strikes
1. It costs a player 1 Impulse Point to carry out an Air Strike   (unless it is by a Luck card).
2. The strike affects 2 adjacent hexes.
3. At least 1 of the hexes must be in LOS of a good order unit.
4. Declare which 2 hexes the aircraft will attack.
5. Owning player rolls 1D6 to check for pilot quality.
6. A roll of 1 or 2 and the pilot is Green, attacking both hexes with a FP of 4.
7. A roll of 3, 4 or 5 and the pilot is Veteran, attacking both hexes with a FP of 6.
8. A roll of 6 and the pilot is an Ace, attacking both hexes with a FP of 8.
9. The FP used in the attack is the same against all target types and used for both hexes.
10. Separate attack rolls are made against each hex.

11. When there are multiple units in a single hex, only one target is chosen by the attacker.
12. If the hex contains a vehicle with riders, the vehicle is automatically the target and the transported unit undergoes a collateral damage attack.
13. Defending units receive all modifiers for terrain and fortifications. Exception: hedges, stone walls and bocage provide no defensive bonus.
14. Vehicles are hit automatically and resolve the attack against their flank Defense.
15. Hexes with structures check for structure collapse after the attack on the units in the hex.
16. Attached Leaders take Leader Casualty rolls in the attack, while Leaders on their own are attacked normally.

107/ Off Board Artillery Strikes (OBA)
1. This includes fire from off board mortars, field guns and rockets.
2. All 3 types function the same way.

Type	Firepower	Accuracy
Mortars	4 (2)	4 or >
Artillery	6 (3)	5 or >
Rockets	8 (4)	6

3. The FP of the attack is the same against all target types.
4. It costs 1 Impulse Point to call an OBA strike (unless it is by way of a Luck card).
5. Target hex must be in the LOS of a good order unit.
6. Spotting range for all units is 20 hexes up to a maximum of their weapon ranges if greater.
7. When the strike lands, it affects the target hex at full FP and the 6 surrounding hexes at half FP.
8. OBA is an area effect weapon and all targets in a hex are attacked separately with the same FP.
9. Attached Leaders take Leader Casualty rolls in the attack, while Leaders on their own are attacked normally.
10. Vehicles are hit automatically and resolve the attack against their flank Defense.
11. Defending units receive all terrain and fortification modifiers. Exception: hedges, stone walls and bocage provide no defensive bonus.
12. When foot units and Crewed Weapons are attacked by OBA in a Woods hex, **Airburst** applies.
13. For Airburst, the Woods +2 Defense is removed and a -1 Defense modifier is applied. Fortification modifiers are still used.
14. An OBA strike is considered to be active for the entire turn, so the Strike marker is left in place and any units moving into the 7 hexes must undergo the attacks with the same FP.
15. Units caught in the original strike may move out without undergoing another attack, as long as they don't move through another hex in the strike zone.
16. Well placed OBA strikes can deny large areas of the battlefield to the enemy.
17. A player can fire smoke rounds instead with any OBA strike. A Smoke counter is placed in the Strike hex and Smoke 2 counters are placed in the 6 surrounding hexes.
18. The type of strike, artillery or smoke, must be declared by the player before rolling for accuracy.

108/ Accuracy
1. Place the Strike marker in the target hex and roll 1D6 for

accuracy. Each type of artillery has an Accuracy number.

2. If player rolls equal to or higher than the Accuracy number, the Strike marker remains in place and the attacks are carried out.
3. +1 is added to the roll for accuracy if the spotting unit is in range of a good order Leader.

109/ Drift

1. If the Strike is not accurate, rolls must be made for drift to see where the artillery lands.
2. Roll 1D6 for direction, with 1 being the hex on the North side and counting clockwise.
3. Then 1D6 is rolled for distance in hexes the strike will drift (not counting the Strike hex).
4. Move the Strike marker to the new hex and carry out the attacks.
5. Once called, the strike is carried out and cannot be cancelled.
6. A strike may drift onto a player's own forces and the attacks are carried out as normal.
7. If the Strike marker drifts off the playable map, it affects nothing and is discarded.

N
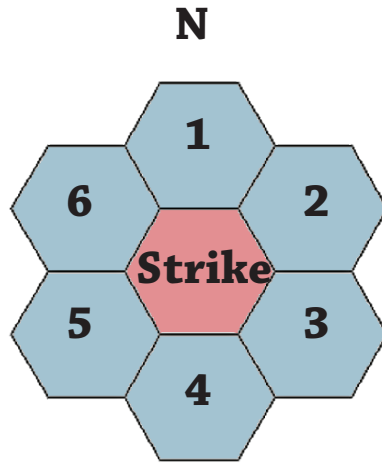
110/ Structure Collapse

1. When a hex with a structure is attacked by OBA, Air Strikes, and some heavy weapons, a 1D6 is rolled by the attacking player to check for collapse.
2. Heavy weapons that can collapse structures and bunkers, have 'collapse' listed on their unit data cards.
3. Check for collapse after initial attack on any units in the structure are resolved.
4. Check for structure collapse even if there are no units in the hex.
5. Light Structures collapse on a roll of 5 or 6.
6. Heavy Structures collapse on a roll of 6.
7. Rockets and Satchel Charges add +1 to the collapse roll.
8. A rubble counter is placed in the structure hex with a collapse.
9. Any units in a collapsing structure undergo an attack using the structures Defense modifier as FP against the units' unmodified Defense.
10. +1 to FP when collapsed structure is multi-level.
11. For example, a rocket strike collapses a Heavy Structure with a Rifle Squad inside. The Rifle Squad, having survived the initial artillery attack, then undergoes an attack of 2 FP against its unmodified 4 Defense. An attack is carried out on the -2 column of the ICT.
12. All support weapons are destroyed when a structure collapse.
13. Crewed Weapons are also lost in a collapse. A crew counter replaces the weapon counter and 1 Casualty Point is scored by the attacker. The Crew counter must also take the attack.

111/ Turn Sequence

The sequence of play is fairly straight forward.

Turn Marker - Adjust the Turn Marker. Turns count down, so move down 1 number on the Turn tracker at the beginning of a new turn.

Reinforcements - Any reinforcements for a scenario become available for the turn.

Attach Leaders/weapons
- Leaders can be attached to new units. Weapons can be transferred to new units.

Smoke Counters - Smoke lasts for 2 turns, so the counters are changed to a new state at the beginning of a new turn. Smoke counters are flipped over to Smoke 2. Smoke 2 counters are removed.

Scenario Rolls - Some scenarios require die rolls for certain things such as OBA availabilty, weather conditions etc.
Free Rally/Bog rolls - All Shaken / Broken units get a free Rally attempt using normal Rally rules and modifiers. Any Bogged vehicles roll in an attempt to free themselves.

Initiative Roll - Both players roll 2D6. Highest roll wins initiative (first action)for the turn. Ties are re-rolled.

Impulse Roll - Roll a number of dice, set by the scenario, to get a number of Impulse Points for the turn.

Play Turn - All actions are carried out using the Impulse Points available.

Melee Phase - All Melee combat takes place in Melee hexes.

Remove Unit Markers - Remove all markers from the map that are no longer active. These include Moved, Fired, Intensive Fire, Strike and Acquired Target markers.

Score Victory points - Total Victory points if required at this point in a scenario.

End of Turn - Turn is over, return to the top for the start of a new turn unless it is the last turn.

Extended Play check - If it is the last turn (the Turn marker is on 1 on the Tracker), check for extended play.
Each player rolls 1D6. A total of 7 or greater and there is 1 turn of extended play, otherwise the scenario is over.

End of game - Game over.

Victory - Victory conditions are counted and a victor is declared.

Rules Index

Note: All references are in the form of "Page/Rule". For instance, a listing of 9/54 would refer to the Degrade LOS rules on page 9.
Main reference listed first.

Glossary:

These are various terms are used in the rulebook.

AP - Armor Piercing. Attack value used against armored vehicles.

ATG - Anti-tank Gun. Heavy weapons used against armored vehicles.

ATR - Anti-tank Rifle. Support weapon used against armored vehicles.

COT - Cost Of Terrain. Number of Movement Points required to move into a hex of that terrain type.

D6 - A six sided die. 1D6 means rolling 1 six sided die, 2D6 means rolling 2 six sided dice, etc.

Def - Defense. Value used by target unit in combat.

DRM - Die Roll Modifier. A number that is either added or subtracted from a die roll.

FP - Firepower. Value of attack used in combat against an enemy unit.

HE - High Explosive. Attack value used against soft targets.

ICT - Infantry Combat Table. Table on Player Aid used when attacking soft targets.

LOS - Line Of Sight. Tracing a line to a target hex and determining if it can be seen and attacked.

MA - Main Armament. The primary weapon of a vehicle.

(max) - Maximum. Term used when limiting modifiers.

Melee - Close combat in a hex.

MG - Machine Gun. Can be LMG- Light, MMG- Medium and HMG- Heavy.

MP - Movement Point. Each unit has a value in Movement Points which it expends moving to new hexes.

OBA - Off Board Artillery. Mortars, Artillery and Rocket units which are not on the map but which make attacks.

Spot - Spotting means being able to see and target a hex for mortar, OBA and Air Strikes. Spotting not required in normal attacks.

OppFire - Opportunity Fire. Targeting and firing at enemy units when they are moving.

To Hit - Rolling dice and determining if your shot at a vehicle strikes it.

VCT - Vehicle Combat Table. Table on Player Aid used when attacking armored vehicles.

Notes

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