

### TERRAIN EFFECTS TABLE

Types of terrain	Movement cost						Effects on combat	
	Infantry	Motorized	Tanks	Cavalry	Artillery	AT	Apply to defender as die modifier	Apply to Defender as divider of CF
Clear	1 MP	1 MP	1 MP	1 MP	1 MP	1 MP	0	-
Wood	2 MP	2 MP	2 MP	2 MP	2 MP	2 MP	+2	-
Swamp (From Turn 7 clear)	2 MP	3 MP	Only Road/Rail	3 MP	3 MP	3 MP	+2	-
Major town	Other terrain	Other terrain	Other terrain	Other terrain	Other terrain	Other terrain	+3	-
Small town	Other terrain	Other terrain	Other terrain	Other terrain	Other terrain	Other terrain	+2	-
Lake	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	0	-
Main road	1 MP	0,5 MP	0,5 MP	0,5 MP	1 MP	1 MP	Other terrain	-
Back road or Railway	1 MP	1 MP	1 MP	1 MP	1 MP	1 MP	Other terrain	-
River	+1 MP Or if road	+1 MP Or if road	+1 MP Or if road	+1 MP Or if road	+1 MP Or if road	+1 MP Or if road	-	Divide CF / 2
Major	+2 MP Or if road	+3 MP Or if road	+3 MP Or if road	+3 MP Or if road	+2 MP Or if road	+2 MP Or if road	-	Divide CF / 3

### WEATHER CHART

1D6	Turns 2 to 3 October	Turns 4 to 9 November	Turns 10 to 15 December
1	Clear	Clear	Clear
2	Fog	Fog	Clear
3	Rain	Fog	Fog
4	Rain	Fog	Fog
5	Heavy rain	Snow	Snow
6	Heavy rain	Snow	Snow

### COMBAT FLOW CHART

**Choose the hex to attack**  
Select attacking units and add their CFs

The defending units of the hex attacked add their CFs

**CF modifiers**  
Swamp  
Crossing minor river  
Crossing major river

**Only attacker**  
Tanks can only cross by road or rail  
CF/2 even with bridges  
CF/3 even with bridges

**Combat die roll modifiers**  
**Only attacker (with lower ratios you cannot attack, but higher ratios are resolved with the 6:1 modifier).**  
Combat Ratio: 1:3 1:2 1:1 1,5:1 2:1 3:1 4:1 5:1 6:1  
DM: -2 -1 0 +1 +2 +3 +4 +5 +6

**Combat die roll modifiers**  
**In favour of the defender only**  
Terrain type: Clear Wood Swamp Minor town Major town  
DM: 0 +2 +2 +2 +3

**DM for efficiency Comparison**  
The efficiency of the units of each side that have the most combat factors is compared. The difference is given as DMs to the side with the highest efficiency.

**DM for fire supports**  
Artillery support: +1 or +2 per unit  
Air support: +1 per unit

**DM specials**  
Shock: Tanks attacking hex in clear terrain +1  
If defenders have AT or tanks do not apply Not apply  
T10 to T15: The Germans always apply -1 to all their rolls of attack or defense.  
Enveloping attack: Attacking from 4 hexes +1 to attacker  
Attacking from 5 hexes +2 to attacker  
Attacking from 6 hexes +3 to attacker

**Combat rolls**  
Attacker 1D6 +DM  
Defender 1D6 +DM  
The player with the highest roll wins

**Determining casualties**  
Winner: 1D6 Result 1 to 2 3 to 5 6 Effect 0 CF losses 1 CF losses 2 CF losses  
Loser: Attackers casualties +1  
If the difference in the combat roll is double but less than triple 1CF additional casualty  
If the difference in the combat roll is triple or more 2 CF additional casualty

**Additional casualties by the quantity of modified CFs involved in combat**  
The side with less quantity of CFs have from 8 to 15 CF +1 additional loss to the casualty die roll  
The side with less quantity of CFs have from 16 to 20 CF +2 additional loss to the casualty die roll

### SEQUENCE OF PLAY

**1. Administrative phase (both players)**  
1.1 Weather  
1.2 SuPPLIES  
1.3 Reinforcements and replacements  
1.4 Assignment of units to the HQs

**2. Operations phase**  
2.1 Determination of the initiative for the turn  
2.1.1 Activation of HQ or unit out of command  
2.1.2 Movement Segment  
2.1.3 Combat Segment  
2.1.4 HQ movement segment  
2.2 Second Player Segment. Repeat 2.1.1 to 2.1.4.  
2.3 Alternate activations between the first and second players, until all HQs and out-of-command combat units on both sides have been activated.  
2.4 The HQs revert to their non-activated state and the artillery and aviation are flipped to become available. Determination of victory conditions on the last turn.

### Turno Turn

1	☀️	R	★
2	🌿	R	★
3	🌿	R	★
4	🌿	R	★
5	🌿	R+	★
6	🌿	R	★
7	🌿	R+	★
8	🌿	R	★
9	🌿	R+	★
10	🌿	R+	★
11	🌿	R+	★
12	🌿	R+	★
13	🌿	R	★
14	🌿	R	★
15	🌿	R	★

**Change of initiative and terrain status**  
**Inicio de la penalización en combates del jugador alemán**  
**Start of the German combat penalty**

### PV / VP

1	2	3
4	5	6
7	8	9

### COUNTERS

**Units on the map**

11 ID 2 xx 4 Infantry	44 D.F. 1 xx 4 Guard	4 D.F.Gu. 2 xx 4 Guard
12 PzD 5 Mot 3 III 8 Motorized	6 Br.L.N. 2 xx 4 Naval	1 Br.Mnt. 2 x 4 Mountain
8 PzD 10 Pz 3 III 8 Tanks	46 B.T. 1 x 7 Cavalry	25 D.Cab 1 xx 7 Cavalry
2 ARKO 2 III 4 Artillery	6+9 B.Kat 1 III 4 Antitank	884 ATR 1 III 4 Antitank
1 A. Korps XXX HQs activated	4 Ejército XXXX Non activated	4 Ejército XXXX Non activated
Air force units +1	Air force units +1	Air force units +1

### COUNTERS

**Units on the CF control sheet & assignment to HQs**

11 ID 2 xx 4	44 D.F. 1 xx 4	4 D.F.Gu. 2 xx 4
12 PzD 5 Mot 3 III 8	6 Br.L.N. 2 xx 4	1 Br.Mnt. 2 x 4
8 PzD 10 Pz 3 III 8	46 B.T. 1 x 7	25 D.Cab 1 xx 7
2 ARKO 2 III 4	6+9 B.Kat 1 III 4	884 ATR 1 III 4

**Legend:**  
A. Nacionalidad / alemanes  
B. Denominación histórica  
C. Eficiencia en el combate  
D. Tamaño de unidad  
E. Puntos de movimiento  
F. Tipo de unidad

### MARKERS

**Activated units** Turns 1 & 2

**Units out of command range**

**Units out of supply**

**Turn** **Weather** **Victory Points**

**Example of Zone of Control (ZOC)**

### Claves de terreno Terrain Keys

Claro	Clear
Bosque	Wood
Pantano	Marsh
Ciudad mayor	Major town
Ciudad menor	Small town
Lago	Lake
Carretera principal	Main road
Carretera secundaria	Back road
Línea férrea	Railroad
Línea de despliegue	Deployment line
Río	River
Río mayor	Main river

**Legend:**  
A. B. Units on the back  
C. D. Units display on the back

### REPLACEMENT POINTS (RP)

1D6	Result	Effects	1	2	3 & 4	5	6
1D6	Result	Effects	1 RP	2 RP	3 RP	4 RP	5 RP

Recovery of CF with RP		Additional RP	
Unit	+	★	Turns
Infantry Efficiency 1	-	-	1 RP 1 CF
Infantry Efficiency 2	1 RP 1 CF	2 RP 1 CF	T2 to T4 Table +2 RP
Infantry Efficiency 3	2 RP 1 CF	-	T5 to T6 Table +1 RP
Tanks	2 RP 1 CF	-	T7 to T9 Table
Cavalry	-	-	T10 to T15 Table -2 RP
Artillery	2 RP 1 CF	2 RP 1 CF	★
Antitank	-	-	T2 to T5 Table
			T6 to T10 Table +2 RP
			T11 to T15 Table +4 RP

To enable recovery of CF with RP the unit must be in supply and within range of Command and control.