

CAMPAIGN COMMANDER SERIES RULEBOOK 3.0

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1. INTRODUCTION

We designed the games in the Campaign Commander Series with three guidelines in mind: #1) Create a realistic gaming simulation of the greatest campaigns of military history so that each time the games are played a different outcome will result; #2) Our gaming simulations should be playable by two players in under four hours; #3) Our games should allow for flexibility in outcomes as players react to the environmental conditions facing the real commanders of the campaigns being simulated.

Our game scale is operational, and the players represent the field commanders of the opposing armies. Players must use their forces judiciously as they strive to achieve victory by acquiring Victory Points through the attainment of objectives.

Players will direct their strategies through the use and management of resources, the use of their combat units, the impact of random events, and of course, the enemy's strategies.

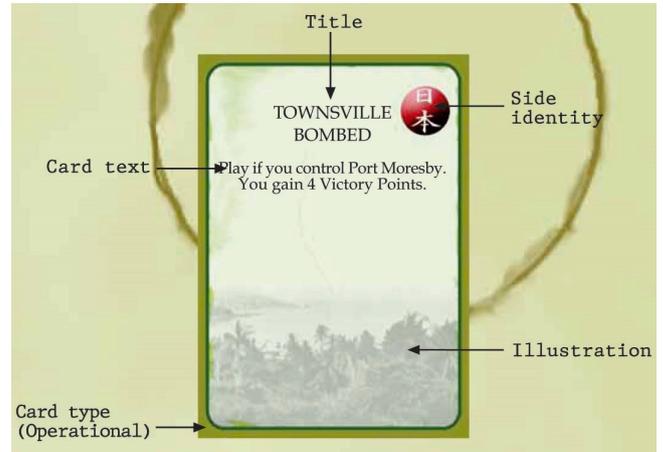
The rules described below govern all the games in the Campaign Commander Series. Each game is accompanied by its own Campaign Specific Rules which will indicate special guidelines for the specific game.

2. COMPONENTS

2.1. Game Map: The area in which the military campaign historically took place is printed on the Game Map. Both sea and land are divided in areas in order to regulate movement and locate the units on the map. There are spaces left aside on the map for the placement of Campaign Cards, discards, destroyed units, and other counters used in the game. The map's terrain legend, as found on the back of this rulebook and in the player's aid, describes the various terrain features, and effects, as well. All of these elements affect game play and should be considered in the player's choices.

2.2. Game Counters: There are four different types of Game Counters. They represent ground units, naval units, leaders, and other markers used in the game (Card/Map, Isolated, Disorganized, Resource Points, and various Battle Chits). The markers are used to indicate information on the map or for the resolution of a game process (i.e.: Card/Map, Battle Chits.)

2.3. Campaigns Cards: The Campaign Cards are used during the game for several purposes. You can have up to five cards in hand at any one time.



2.3.1. There are four types of Campaign Cards:

- Tactics (blue edge) affect the outcome of a battle. You can only play them during a battle.
- Attack (yellow edge) supports the attacker in a battle. You can only play them during a battle you initiate. *Note: these cards are not present in all the campaigns of the series.*
- Events (red edge) have a strategic impact, and are played exclusively during an On-Map Operation.
- Operational (green edge) dictate the impact and availability of resources, reinforcements, replacements, and other strategic options. You can only play them during your own turn.

2.3.2. The descriptions on the Campaign Cards take precedence over the Campaign Commander Series and Campaign Specific Rules.

2.3.3. The effect of a Campaign Card is applied by the player who plays it, unless otherwise specified on the card itself.

2.3.4. Before taking an action, it is recommended that the opponent be given ample time to play Tactics or Event Campaign cards, as he may play them while an opponent is taking an action.

2.4 Dice: each die has ten sides and its results go from 1 to 10 (0 is considered 10).

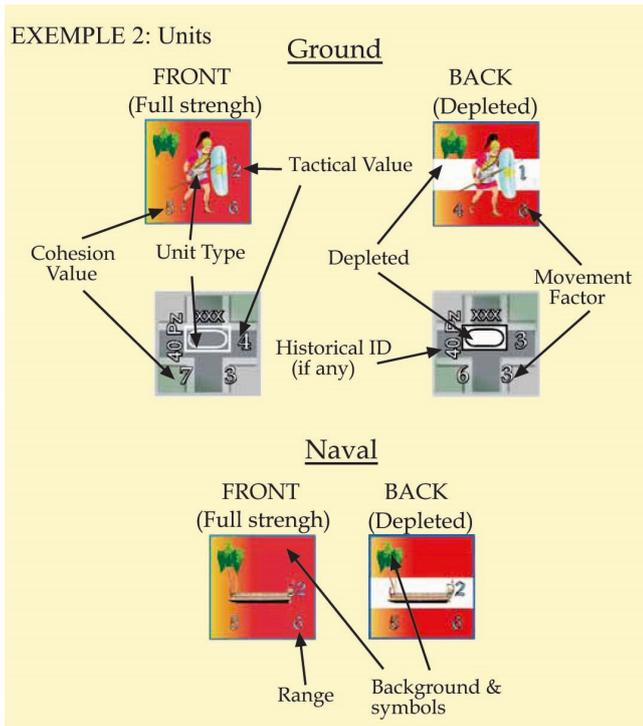
3. UNITS

3.1. Depending on the campaign depicted, there may be up to two types of combat units used in the game: ground or naval.

3.2. Ground units have the following indicators on their counters: Unit's Type indicator, which may affect combat (infantry, armor, cavalry, etc.); Historical Identification (if any), helpful in understanding the historical elements of the game; Cohesion Value, utilized to determine combat

outcomes; Movement Factor, consumed when the unit is activated to move from place to place on the map; Tactical Value, utilized to resolve battles.

3.3. **Naval units** have the following indicators on their counters: Unit's Type indicator, which may affect combat; Historical Identification (if any), helpful in understanding the historical elements of the game; Cohesion Value, utilized to determine combat outcomes; Range, utilized to determine the extent to which a naval unit may move; Tactical Value, utilized to resolve battles.



4. GAME SEQUENCE

4.1. **Game Preparation:** After setting up the game each player shuffles his own Campaign Card deck, and places it face down on the space provided on the game map. Each player draws five cards, at random, from his Campaign Card deck. He may look at his own hand of cards to familiarize himself with the possible starting strategies available. The Campaign Specific Rules will indicate any further game preparation needed to play the Campaign.

4.2. **Operational Sequence:**

4.2.1. The Campaign Commander Series does not utilize a conventional "turn-based" system as found in most boardgame combat simulations. Players instead decide whether they will play a Strategic Effect –through card play-, or conduct an On-Map Operation. Based on each player's choice there may be different Operational Sequences involved.

4.2.2. At the beginning of each Operational Sequence both players select the Card/Map counter, secretly choosing for a

"Card" or "Map" Operational Option. Next they simultaneously show each other their choice.

Operational Option Chosen	Procedure
Both chose "Map"	<ul style="list-style-type: none"> Both players roll 1d10 The player with Initiative adds +2 to his result. Both sides add any other modifiers that are available. The player with the highest modified die roll may conduct one <i>On-Map Operation</i>. Initiative side wins ties. <ul style="list-style-type: none"> Whenever a player conducts one <i>On-Map Operation</i>, he must spend 1 Resource Point from those located on the map to conduct any actions with his units. The player with the lowest modified die roll must wait for the next <i>Operational Sequence</i> and try again. He cannot do anything.
Both chose "Card"	<ul style="list-style-type: none"> The player with the Initiative can play a Campaign Card from his hand or draw a card from his face-down deck, or discard a card. The player can only choose one of these options. The other player may now do the same.
One chose "Card" the other chose "Map"	<ul style="list-style-type: none"> The player choosing "Map" will resolve one <i>On-Map Operation</i>. <ul style="list-style-type: none"> Whenever a player conducts one <i>On-Map Operation</i>, he must spend 1 Resource Point from those located on the map to conduct any actions with his units. Then the other player may play a card from his hand, draw a card from his face-down deck, or discard a card. The player can only choose one of these options.

4.2.3. When a player chooses the "Card" Operational Option, he must do one of three things:

- Play a card:** now you can play one Operational Card from your hand. Some cards require that certain prerequisites (i.e.: "Sudden Death") are met. Playing these cards may result in new Resource Points, reinforcements and other aid.
- Draw a card:** when a player has less than five cards in his hand, he may draw a new card from his face-down deck. When a player draws the last card from his face-down deck, the game ends immediately.
- Discard a card:** a player who has cards in his hand can discard a card and obtain 1 Resource Point that he can place on the map according to the Campaign Specific Rules. These cards are discarded, face-down on the Discard Pile and their descriptions cannot be referenced by either player during the rest of the game.

4.2.4. The Operational Sequence is repeated until a game ending event occurs.

- a) When a player draws the last card from his face-down deck, the game ends immediately.
- b) Some Strategic Campaign Cards may dictate a game ending event (i.e.: “Sudden Death”). If the conditions on the card are met, the game is over.

4.3. Victory Point (VP) calculation.

4.3.1. Players total their accumulated VP and the one with the highest VP total wins.

4.3.2. In the case of a tie in VP total, the game is a draw.

4.3.3. The Campaign Specific Rules will indicate the specific objectives for each player and their associated VP. Generally, these will be tied to the occupation of map areas, the destruction of enemy units, and the attainment of objectives that appear in Campaign Cards.



5. RESOURCE POINTS, OPERATIONS AND SUPPLY POINTS

5.1. Resource Points (RPs) markers are used on the map to supply On-Map Operations.

5.2. Whenever a player conducts an On-Map Operation he must spend 1 Resource Point –just one, no more. Each RP is used to help supply units within their reach. Place the marker “Active Operation” in the area to mark where the RP was spent.

5.2.1. Each RP provides 6 Supply Points (SPs).

5.2.2. Units cannot take part in On-Map Operations without the expenditure of SPs.

5.2.3. SPs are used by units that can trace a path consisting of no more than three land areas free of enemy units and non-besieged enemy fortresses from their location to the “Active Operation” area.

5.2.4. RPs on board naval units in a naval area can be spent, but their SPs may only be used by any naval unit in the naval area and any ground unit in a land area adjacent to that naval area.

5.2.5. A unit –ground or naval- cannot perform more than one action in the same On-Map Operation.

5.3. Movement of RPs.

5.3.1. RPs cannot be moved by ground except through the use of an Operation Card.

5.3.2. Naval units can transport RPs (see rule 7. Naval Transport).

5.4. RPs and Combat.

5.4.1. If at least one unit finds itself alone (without any enemy unit or fortress) in an area with enemy RPs, the owning player immediately captures half of the RPs (rounding down) stored in the area, substituting them with his own RPs markers. The rest are destroyed.

5.4.2. RPs in a fortress that is under siege can only be utilized by the units within that fortress.

5.5. Use of Supply Points (SPs).

5.5.1. SPs are used to move units, stack units, conduct combat, play Campaign Cards (if required), to reorganize units and to rebuild units that have become depleted.

5.5.2. The SP costs are listed in the following table, however Special Campaign Rules may have modifications to this list:

Action	SP cost
To move one ground unit or stack	1 SP
To move one naval unit or stack	2 SPs
To stack units in land areas	+2 SPs (it is added to the cost of the movement that produces the stack)
To reorganize one unit that is disorganized*	1 SP
To rebuild a depleted unit* (only one unit per Operation)	1 SP
To besiege	4 SPs

*Naval units must be in a port to be “repaired” (reorganized or rebuilt)

5.5.3. Usually every game map will provide a Supply Track for each side to track of SP expenditure during an Operation.

6. MOVEMENT

6.1. Ground units can only move through land areas – including islands- and naval units can only move through naval areas. Naval units can also be “inside” ports that are on land areas, as long as they are friendly.

6.2. Units –ground or naval- may move on their own, or grouped in a stack (see 8.4).

6.3. Ground units conducting an On-Map Operation can move as many areas as allowed by their Movement Factor, and the terrain costs, according to the Campaign Specific Rules.

6.3.1. The usual cost of entering an adjacent land area is 1 Movement Factor.

6.3.2. If ground units enter a port and the only enemy units in the area are naval units, the naval units must leave the area according to the rules regarding naval retreat –See: 9.6.3.e.

6.4. Naval units can move through naval areas and ports in the same way that ground units move through land areas.

6.4.1. However, naval units must start and finish their movement in a port or a naval area adjacent to a port, unless the Campaign Specific Rules state otherwise.

6.4.2. The naval unit's Range is the number of naval areas and ports which it can enter whenever it is activated.

6.4.3. Usually each naval area or port passed through costs 1 point of their Range.

6.4.4. A naval unit cannot enter a port if it is enemy-occupied (i.e. contains any type of enemy units).

6.5. When ground or naval units move into an area containing opposing units of the same type (ground/naval) a battle must immediately take place, and is resolved before continuing to conduct the remainder of the On-Map Operation.

Exception: A ground unit that moves into an area with a besieged enemy fortress is not forced to stop and may continue moving.

7. NAVAL TRANSPORT

7.1. Embarkation and debarkation of ground units.

7.1.1. A naval unit or stack can suspend its movement to either "embark" or "disembark" ground units, and then continue its movement. Embarking ground units has a Range cost (see 7.1.6). Disembarking ground units does not cost any Range Factor (but it can force the expenditure of Supply Points, if Stacking happens as a result, see 7.1.2). Transported ground units are never activated; embark, transport and disembark is conducted by naval units and they must be activated for it.

7.1.2. Embark and disembark is made:

- a) Between a naval area (including those adjacent to a port) and a land area (including areas with a port), as long as both areas are adjacent.
- b) Inside a land area with a friendly port. In this case, both the naval units and the ground units must be stacked in the same land area with a port when the embark or disembark is conducted. To be embarked inside a port, the ground units must begin the On-Map Operation already stacked with the naval units (see 7.1.5).

Embark and disembark cannot be made between two naval areas, or inside a naval area.

Disembarking ground units from a naval area into an adjacent land area, or disembarking inside a port, where there are already friendly units –ground or naval- costs 2 Supply Points (SPs) (because it means stacking units, see 8.2).

Ground units which are disembarked in a land area containing enemy units must immediately combat with them (see 9.2). Note that it can only happen following disembarking as per 7.1.2.a, as your naval unit cannot enter an enemy controlled port.

Naval units that embark or disembark ground units may continue their movement afterwards, as long as Range

remains, but any combat caused by a disembark must be resolved before continue moving.

7.1.3. Once per On-Map Operation, any one naval unit or stack can either embark at sea or disembark from sea (but not both things).

7.1.4. Ground units that have disembarked from a naval area cannot be activated later during that same Operation. Ground units that have disembarked inside a port (the transporting naval units having entered the same port) may be activated later during that same Operation (but see 5.2.5). Ground units may also possibly be activated before being embarked; remember that being transported is not considered as being activated (as it is explained in 7.1.1).

7.1.5. Ground units stacked with naval units in a port area at the beginning of an On-Map Operation can be embarked and transported by those naval units.

Clarification: Naval units that did NOT start the On-Map Operation stacked with the ground units in the port can only embark these ground units as per 7.1.2.a (i.e. from an adjacent naval area), and subject to the limitations shown in 7.1.3.

7.1.6. Naval units spend 2 Range factors at the moment of embarkation (per 7.1.2).

7.1.7. Naval units stacked with ground units in a naval area at the beginning of an On-Map Operation can move and transport them, but they have their Range factor reduced by 2 (-2) for movement.

Clarification: Naval units may NOT transport ground units located in naval areas if they do not begin the On-Map Operation stacked with them. *I.e.: if a naval unit that transports a ground unit moves to a naval area where there is already another friendly naval unit, if that naval unit moves later it will not be able to transport the ground unit it is now stacked with.*

This cost is in addition to 7.1.6. above. That is, naval units that begin an On-Map Operation in a naval area (out of a port) stacked with ground units, reduce their Range by 2, and if later they embark other ground units, they will reduce their Range by 2 again.

Clarification: Naval units that begin their movement in a port stacked with ground units, will not reduce their Range if they move alone (but they will reduce their Range by 2 if they embark any ground unit, as usual).

7.1.8. Naval units may disembark any ground unit they are transporting in any port (or ports) they pass through during their movement. They may also disembark them from a naval area into any one land area, as per 7.1.2.a (remember limitations on embarking and disembarking out of a port, see 7.1.3).

7.1.9. Ground units transported by naval units that finish their movement within a port disembark automatically. If there are already friendly units in the port area, it means stacking and costs 2 SPs (see 8.2), but the disembark will be free (the same stacking is never paid twice). The naval units

and the just disembarked ground units, together with any other unit that was already in the port, are now part of the same stack. If later the naval units wish to transport any ground unit from that area in a later Operation, they will have to spend 2 Range factors (as explained in 7.1.6).

7.2. If there are more than three ground units in any one naval area at the end of any On-Map Operation, the excess ground units are eliminated at the discretion of the owning player.

7.3. Naval units may transport Resource Points (RPs).

7.3.1. The naval units and the RPs must begin the Operation stacked in the same port (naval units may not move and later embark RPs). Embarking RPs does not cost Range.

7.3.2. The transporting naval units can disembark the RPs into any port which they enter throughout their movement during the Operation. It is not allowed to disembark RPs out of a port.

7.3.3. RPs transported by naval units that finish their movement within a port disembark automatically.

7.4. Effects of naval combat on transported ground units and RPs

7.4.1. Whenever a naval unit becomes disorganized, one ground unit transported by the naval stack, chosen by the owning player, also becomes disorganized. A ground unit disorganized while being transported does not retreat on its own, but a retreating naval unit may transport out of the battle ground units and RPs (subject to the carrying capacity of the retreating naval unit), chosen by the owning player. The last friendly naval unit retreating from battle must transport any remaining ground units and RPs (subject to carrying capacity of the retreating naval unit; any ground unit or RP in excess will be eliminated). Also, a retreating naval unit may bring out of the battle any friendly leader(s) present in the battle.

7.4.2. If a naval unit becomes depleted, one ground unit transported by the naval stack, chosen by the owning player, is also depleted.

7.4.3. If a naval unit is destroyed, one ground unit transported by the naval stack is also destroyed, chosen by the owning player.

7.4.4. If a naval stack is completely eliminated, all the ground units and RPs they are transporting are destroyed.

7.4.5. All the effects of the naval combat are applied immediately at the very moment any naval unit is disorganized, depleted or eliminated (you must not wait until the end of the battle).

NAVAL TRANSPORT		
EMBARK		
WHERE?	COST	LIMITATION
From a land area to an adjacent naval area	2 Range factors	Only once per Operation ¹
Inside a port ²	2 Range factors	They must begin the Operation stacked
DISSEMBARK		
WHERE?	COST	LIMITATION
From a naval area into an adjacent land area	Nothing ³	Only once per Operation ¹
Inside a port ²	Nothing ³	Nothing
TRANSPORT (continuation)		
WHERE?	COST	LIMITATION
In a naval area ⁴	2 Range Factors	They must begin the Operation stacked

¹ One naval unit or stack may embark or disembark (not both things) only once per Operation out of a port.

² Naval units and transported ground units must be stacked in the same land area with port at the beginning of the On-Map Operation.

³ It costs 2 SPs to disembark in a land area where there are already friendly units (stacking cost).

⁴ The naval units transporting ground units finished their movement in a naval area in a previous On-Map Operation.

8. STACKING

8.1. Any number of units may be stacked in any naval or land area (but see rule 7.2 above).

8.2. To stack ground and/or naval units in a land area a player must expend 2 Supply Points (SPs). There is no cost for stacking units in a naval zone. Important: there is no cost for stacking units that retreat (in combat) or arrive as reinforcements (through card play).

8.2.1. The cost to stack units is paid immediately at the moment the stacking is accomplished, regardless of how many units are stacking together.

8.2.2. The moment that stacking takes place is when a unit or stack finishes its movement in an area in which there is another friendly unit or stack –even if those units move later. Moving through a zone with friendly units without stopping on it is not considered stacking.

8.2.3. This cost is independent of the distance from the stack to the place where the “Active Operation” marker is located.

8.3. Units that begin stacked at the start of a campaign are assumed to have been stacked prior to game start, so the cost of stacking the units has already been paid prior to game start.

8.4. When more than one unit are moved together as a stack, the stack of units must begin their movement in the same area/port, and must remain together throughout the

movement, and finish their movement in the same area together (the stack may not “drop” or “pick up” units during its movement).

8.5. You don't need to move every unit in an area together as a stack. It is possible to move only a portion of them, or some individually and some stacked, or whatever combination you want. Non-activated units in the original stack may later do independent actions paying the corresponding cost.

9. COMBAT

9.1. A unit or stack can only conduct a battle by way of an On-Map Operation.

9.2. When opposing ground or naval units are in the same area with units of the same type (ground/naval), battle immediately ensues before continuing the On-Map Operation underway (but see exception in 6.5).

9.2.1. In naval areas, naval units may only battle other naval units; any transported ground unit will be subject to the battle results (see rule 7.5 for “collateral damage”), but do not take part in the actual naval combat.

9.2.2. If the attacker wishes to attack with several units, they must first be stacked together in previous operations, since combat occurs at the very moment the attacker moves a unit or stack of units into an area occupied by enemy units.

9.3. After resolving a battle the side who was involved in an On-Map Operation can continue spending SP's in that Operation. However, the units that have participated in the battle have already acted, and cannot continue the On-Map Operation, or spend any further SPs.

9.4. During battles the player who initiates them –the attacker- can play Campaign Cards that have an SP cost attached.

9.4.1. In order to play them -besides any other condition indicated in the card- their SP cost will have to be paid.

9.4.2. This cost does not depend on the distance between the area the battle is taking place and the area where the “Active Operation” marker is.

9.5. Battle Resolution.

9.5.1. Each side places a number of “Battle Chits” (BCs) into an opaque container of his own. The number of Battle Chits he places in the container will be determined by the Campaign Specific Rules.

9.5.2. Each side then draws a number of BCs from his container equal to the highest Tactical Value of his units involved in the combat.

9.5.3. Alternatively, each player must choose, reveal and play a BC from those he just drawn from the container. The attacker reveals his BC first and applies the effect of the BC

in full, then the defender chooses his BC, reveals and plays the BC, and so on.

9.5.4. Each BC will produce a specific effect or will force a die roll which may result in depleted and/or disorganized units. All combat effects are resolved first on the defending player's units, then on the attacking player's units. Usually the owning player will choose which units he will check and which suffer the effects of combat, unless stated by the BC or any Campaign Card played.

9.5.5. When a side is out of BCs, after applying the effect of his last BC, he next draws a number of BCs out of his container equal to the current highest Tactical Value of his units involved in the combat. If there are no more BCs in the container, the player then refills the container with the prescribed number of BCs, and continues play (as in 9.5.2. above).

9.5.6. The battle finishes when all the units on one side have become disorganized and retreated. All the effects of the last played BC must be resolved (that is, even if the last defending player's unit retreats, if the BC has an effect over the attacking player, this effect must also be resolved). If the last units from both sides retreat as a result of the same BC, the attacking player will be considered the winner of the battle, because the last defending unit will have retreated before his last one.

9.6. Combat Effects

9.6.1. During a battle units are required to check for Cohesion: a Cohesion check is made by rolling a D10, and comparing the result –modified by any effect of any BCs in play- with the unit's Cohesion Value. If the modified die roll is equal to or less than the Cohesion Value of the unit, the unit has passed its Cohesion check. Otherwise it has failed.

9.6.2. Units can either become both “Disorganized” and “Depleted” during the course of the game.

- a) If a unit gets both effects, the effects of disorganization are combined with the effects of depletion resulting in a cumulative effect on the unit.
- b) When a unit that is depleted becomes depleted again, it becomes disorganized instead (in addition to its existing depleted state.)
- c) None of the unit's values can ever be reduced below one.

9.6.3. When a unit becomes disorganized all of its values are reduced by one (-1).

- a) Place a Disorganized (DG) marker of its side on the unit to show its state.
- b) A unit may only have one Disorganized marker.
- c) A disorganized unit that becomes disorganized again is only affected if it is in the middle of battle (because it is forced to retreat, as explained below).
- d) As soon as a unit becomes disorganized in battle it must retreat immediately from the battle (do not wait until the end of the battle).
- e) Naval units must retreat inside a friendly port within Range of its current position. If there are no friendly ports within range, then they must move towards the

nearest friendly port to the extent of their Range. A unit may never retreat into an area occupied by an enemy naval unit. Remember that Range is reduced by one for being disorganized. It is not reduced for being accompanied by ground units that are being transported (i.e. 7.1.7. is not applied in this case). There is no cost for stacking units that retreat.

- f) Ground units retreat two areas towards their nearest friendly Resource Point (RP) located in a land area and not in a besieged fortresses. If they cannot retreat more than one area they must do so, and conclude their retreat there. If a retreating ground unit retreats into an area with a friendly RP or fortress, it may end its retreat in that area. If there are no friendly RPs on the map, then the retreating units must retreat towards the map edge indicated in the Campaign Specific Rules. A unit may never retreat into an area occupied by an enemy unit or RP (exception: a besieged enemy fortress does not block retreat). A defending unit cannot retreat into the area that the attacking units came from. An attacking unit must retreat, initially, into the area that it came from to enter the battle. A unit that has been disembarked cannot retreat (unless allowed by the Campaign Specific Rules). A retreating ground unit may take along any leader(s) out of the battle. There is no cost for stacking units that retreat.

9.6.4. A depleted unit's counter is flipped over to show its depleted values. The depleted side of the counter shows a white stripe in the unit's type symbol.

9.6.5. Units are usually only destroyed if they must retreat but cannot do so.

- a) Naval units are also destroyed if they were depleted and disorganized and receive another depleted result.
b) Destroyed units cannot return to the game unless stated in Specific Campaign Rules or Campaign Card text.

9.6.6. Isolated Units

- a) A unit that cannot retreat is considered to be "Isolated".
Especial cases:
- A ground unit in a zone with a friendly non-besieged fortress is never considered isolated, because it may retreat inside the fortress (see 11.3).
 - A ground unit inside a besieged friendly fortress without a port is always considered isolated (even if it attacks besieging enemy units, see 11.3.5.a).
 - A ground unit inside a besieged friendly fortress with a port is never considered isolated, unless the port is under blockade; that is, unless there are enemy naval units in the naval area adjacent to the port.
 - A naval unit in a zone with a friendly fortress with port is never considered isolated, unless the fortress is besieged and the port is under blockade (see above).
- b) An "Isolated" marker is placed on the unit the moment it becomes Isolated.
c) An Isolated unit applies a -1 to its Cohesion Value, and will be destroyed if it becomes disorganized during

combat (due to being unable to retreat). The only exception is a besieged unit that attacks, see 11.3.5.b.

- d) The unit is still considered Isolated if one or more of the units surrounding it move to attack it.
e) When the prior conditions cease to exist, the unit is no longer considered Isolated; remove the marker immediately.
f) An Isolated unit ceases to be considered Isolated if it leaves the area that it occupies, as the area it leaves is not enemy held, so 9.6.6.a. above no longer applies.
g) An Isolated unit cannot be reorganized or rebuilt.

10. REORGANIZATION AND REBUILDING

10.1. When SPs are used to reorganize a disorganized unit, the reorganization is automatic, and it is not necessary to roll any dice. The disorganized marker is removed.

10.2. One SP per On-Map Operation can be used to rebuild a unit that is depleted. Flip over the counter.

10.3. Only ONE SP, on ONE unit, may be spent this way per On-Map Operation.

11. FORTRESSES

11.1. Each fortress has an intrinsic garrison, and must be besieged in order to be taken over. The intrinsic garrisons are considered to be ground units, but do not stop the movement of enemy units (but they do block retreat, see 9.6.3.f) and cannot be attacked in the normal fashion (only through siege). They also do not count for the purpose of SP's stacking cost, or against the limit of ~~stacking~~ of ground units that may be "inside" the fortification.

11.2. In addition, up to 4 ground units can be "inside" the fortification at any one time, and contribute to its defense. There is no limit to the number of naval units that may be inside a fortress that is also a port. However, naval units do not contribute to the defense of a fortress.

11.3. When an enemy ground unit/stack enters an area with a friendly fortress, each ground units present in the fortress area can choose to either engage in battle "outside" the fortress in the normal fashion, or take refuge "inside" the fortress (up to the limit given in 11.2). If all ground units take refuge inside, a siege will commence.

11.3.1. If a ground battle is fought in the area with a fortress, up to 4 units of the side who controls the fortress may retreat into the fortress instead of moving out of the area.

11.3.2. As soon as enemy units finish their movement -or a ground battle- in the area with a friendly fortress, the fortress is then placed under siege. Place a "Siege" marker of the besieging side on the fortress.

11.3.3. The siege is resolved by activating the stack that is carrying out the siege through an On-Map Operation. This may be done only once per fortress and Operation. Upon activation, the besieging player rolls a D10 against the

number printed on the siege marker. If the result of the modified die roll is equal to or less than that number, the fortress falls and all the besieged units are destroyed (naval units in a besieged port that falls have to retreat, if possible, as per 6.3.2). The modifiers to this roll are:

- + The factor of the fortress
- + Number of enemy ground units within the fortress
- Number of units that form the stack that besieges the fortress

11.3.4. Remove the siege marker immediately when all enemy units have left the area containing the besieged fortress.

11.3.5. Besieged units and On-Map Operations.

- a) Units that are “inside” a besieged fortress can conduct On-Map Operations normally, but can only use RPs that are in the fortress, or, if it has a port, in an adjacent naval area. They can only carry out a battle with the units which are besieging them.
- b) In the case that the besieged units need to retreat, they must retreat back into the besieged fortress.
- c) They can also participate normally in a battle that is initiated by friendly units that are coming to their rescue from another area (they must pay the stacking cost for stacking with the besieged units in the fortress area). If those units that come from another area have to retreat, they cannot retreat into the besieged fortress, but to the adjacent area from where they came.



12. LEADERS

12.1. Some counters represent the commanders that took part in the historical campaign and have a number of special abilities that produce modifications to the rules. These abilities and modifications are discussed in the Campaign Specific Rules.

12.2. Leaders and movement: Leaders always move as part of a stack of naval or ground units, and may never move, embark or disembark independently.

12.3. Leaders and combat: Leaders are not considered units and are not affected by disorganized or depleted results. They cannot retreat from combat alone, they always retreat with a naval or ground unit. If all the units a leader is stacked with are eliminated, so is the leader.

ABBREVIATIONS

BC: Battle Chit
D10: Ten-sided Die
RP: Resource Points
SP: Supply Points
VP: Victory Points

GLOSSARY OF TERMS

Land area: Map area that represents a land zone. There are land areas totally surrounded by land, and coastal land areas adjacent to a naval area. Land areas may contain terrain features, settlements, fortresses, ports, etc. that affect the game as indicated by each scenario's specific rules. Only ground units may move through land areas. The only exception are coastal land areas with a port, where naval units may also enter.

Naval area: Map area that represents a sea zone. There are naval areas totally surrounded by sea, naval areas adjacent to coastal land areas, and naval areas adjacent to ports. Only the naval units may move through naval areas. Ground units cannot enter naval areas unless they are transported by naval units.

Naval area adjacent to a port (Punic Island): Naval area with a rectangular shape placed next to a port symbol. Units that enter or go out from a port must pass through the naval area adjacent to the port.

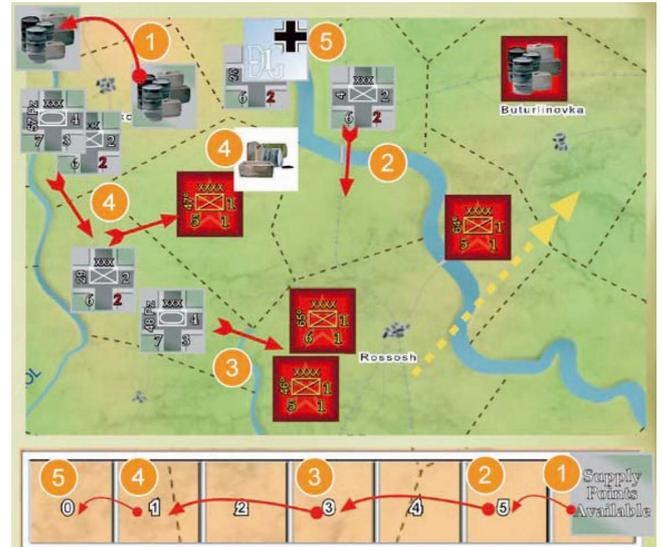
Port: Some coastal land areas contain a port, indicated on the map by the corresponding symbol. Naval units may enter a friendly port, and when they do so they are considered in the coastal land area with a port (you place the naval stack in the land area). Each port has an adjacent naval area. If enemy ground units enter the port, the naval units must retreat from it (if able) or they will be destroyed.

Stack: When there is more than one unit –same or different type, ground or naval- in an area, that group of units is called a “stack”. A player may move a complete stack or just part of it, as he wishes.

Stacking: When one or more units end their movement in an area where there are already one or more friendly units, that action is called “stacking”. It does not matter if the units are the same or different type –ground or naval-, if they enter an area occupied by any friendly unit and stop, they are stacking. Stacking in a land area has a cost in Supply Points (SPs).

EXAMPLES OF OPERATIONS

ROADS TO STALINGRAD



- 1 Axis player is going to conduct an On-Board Operation. So he uses one Resource Point from the map and sets his Supply Points Available marker at 6 on the Supply Track. Now he can begin using Supply Points and acting with his units.
- 2 He uses 1 SP to move an Infantry Unit. He now sets his Supply Points Available marker at 5 on the Supply Track.
- 3 Then he chooses to move 1 infantry and 1 panzer unit together. This action costs 2 SP. So he must set his Supply Points Available at 3 now. By moving this stack he initiates a battle that is resolved immediately. After the battle Soviet units have retreated to Buturlinovka and German units firmly hold Rossosh (See next example for battle resolution)
- 4 Now he chooses to spend another 2 SP moving another Pz unit. As soon as 57th Pz Corps moves his first area 47th Soviet Army gets ISOLATED - as every adjacent area is enemy-occupied- and an Isolated marker is put over him. Then 57th Pz Corps enters 47th Soviet Army's area and initiates a battle that destroys the Soviet Army.
- 5 With the last SP Axis player chooses to Reorganize 30th German Infantry Corps. He withdraws his DG marker. Supply Points Available marker reaches 0 space. Operation ends. Play resumes.

CORAL SEA



- 1 Allied player is going to conduct an On-Board Operation. So he uses one Resource Point from the map and he sets his "Supply Points Available" marker at 6 on the Supply Track. Now he can use Supply Points to perform actions with his units. He decides to use up one RP from those in the naval area adjacent to Port Moresby.
- 2 He spends 2 SP to move the USA naval unit accompanied by the Australian infantry unit and the remaining RP. That naval unit's range is 4 as he is stacked with a land unit in a naval area at the beginning of his movement (-2 to Range). He moves into the adjacent naval area and disembark the Australian infantry -halting temporarily the naval movement. If a battle results, due to enemy land presence, the battle would be resolved and then naval movement would resume. The USA naval unit returns to his initial area and finish his movement here. Set the "Supply Points Remaining" at 4.
- 3 The Australian HS unit moves to Australia. His range is 6 as there is no land units stacked with him. He arrives at port. Set the "Supply Points Remaining" at 2.
- 4 Ending his movement into the port the Australian HS unit stacks with other units -land or naval- in a land area, so Allied player must pay another 2 SP for stacking. "Supply Points Remaining" reach number 0 so the On-Board Operation ends.
- 5 Allied player could have done actions with the USA infantry unit at Port Moresby, but not with the USA naval unit present at the port, as he used a Resource Point located in a naval area.

EXAMPLE OF COMBAT

ROADS TO STALINGRAD

Exemple Battle of Rossosh

German forces	Soviet forces	German Battle Chits	Soviet Battle Chits

A) German forces have initiated the battle by entering the Soviet-occupied area. So Germans are attackers. They will play the first Battle Chit. Both players must draw, at random, a number of Battle Chits from an opaque container. They will draw a number of Battle Chits equal to their best Tactical Value present in the battle. German is 4 for 48th Pz Corps and Soviet is 1 for any of his participating armies. Battle Chits effects are explained and the end of this booklet. Battle Chits initially drawn for this battle are shown face up, above.

B1) Axis player plays "AIR STRIKE" first. This BC make a Soviet unit check Cohesion with a malus of +2, if he fails he will Desorganize. Soviet player chooses to check with 65th Army. He rolls 1d10 and gets a 7, modified to 9 for the malus. 9 is greater than 65th Army Cohesion Value (6), so he gets Desorganized and retreats immediately from battle. He must retreat towards the nearest Soviet Resource Point, this is towards Buturlinovka, two areas away. 65th Army is displaced there immediately.

B2) Now Soviet player must play one BC. As he only has one he must play it:

"HUMAN WAVE". This BC depletes one Soviet unit immediately and makes one German unit check Cohesion. If this unit fails it will Desorganize. Soviet player depletes 46th Army. Axis player chooses to check with 48th Panzer Corps. He rolls 1d10 and gets a 7, which is the same as 48th Panzer Corps Cohesion Value. So he passes the check. As Soviet player has no more BC in his hand he must draw more. His best Tactical Value is 1 so he draws another one BC. He gets "POOR COORDINATION".

C1) Now, Axis player must play another BC. This time he plays "ASSAULT". This BC makes one Soviet unit check Cohesion to avoid getting Desorganized and one German unit check Cohesion to avoid getting Depleted. Axis player chooses to check with 29th Infantry Corps. Soviet has no choice. Soviet player rolls 1d10 and gets a 2, so 46th Army is unscathed. Axis player rolls a 8 and 29th German Infantry Corps is Depleted.

C2) Soviet player must play his only BC: "POOR COORDINATION". This chit makes one Soviet unit check Cohesion to avoid getting Disorganized. Soviet player rolls a 6. This is greater than 46th Army's Cohesion Value, so he gets Disorganized and must retreat as 65th Army did previously.

Battle ends as there are no more Soviet troops in the area. Active On-Board Operation resumes.