

## Introduction

Welcome to Foxhole™, a game of tactical combat during both World Wars. Foxhole™ is a stand-alone board game, but it may be used in conjunction with DE's TSWW™ series.

## Limited Warranty

If anything is missing or damaged upon the initial purchase of this product from DE Ltd you may receive a free replacement so long as you contact DE Ltd within 60 days of purchase and include a copy of your purchase receipt. If you received a damaged component we request that you return it to us so we can see what went wrong and attempt to prevent further occurrences.

## Contacting DE

To report a missing or damaged component:  
Diffraction Entertainment Ltd.  
www.tsww-online.com

If you have a rules question please email:  
ikeinthemed@hotmail.com

*NOTE: Neither Diffraction Entertainment nor The Knowledge Company provide rules support for this game please contact Glenn Davis directly.*

## Additional Material

If you enjoy your Foxhole™ product, please consider DE's other fine products. Future instalments of Foxhole™ will allow players to run all of Operation Overlord and more. TSWW™ (*The Second World War*) allows Foxhole™ players to enhance the scale of their game to cover the entirety of both World Wars from the tactical to the operational and strategic levels. Only with DE will you be able to play out the entirety of World War II down to the Platoon level!

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## Rule 1 – Game Components

- Rulebook
- Scenario Booklet
- 1 Map
- 2 Counter Sheets
- Chart 1 - Counter Identification Chart
- Chart 2 - Terrain Effects/Combat Effects Chart
- Chart 3 - Weather Chart
- Chart 4 - Dawn Briefing Chart
- Chart 5 - Sequence of Play Summary

## Rule 2 – General Concepts

**A. Rule Superiority.** When two rules seem to conflict, the rule earlier in the rulebook takes precedence. However, Scenario or Campaign rules always supersede these rules, as does official errata.

**B. Gameplay.** Gameplay revolves around any number of maps delineated by scenario or campaign rules.

**C. Dice.** Elements of chance are governed by rolling a ten-sided die, often abbreviated as a D10. Note that many D10 have a zero on the die; this zero represents the number ten (10), not zero. Occasionally a D5 will be called for. If this is the case, roll a D10 and divide the result by 2. Multiple dice are indicated by 2D10 (two ten-sided dice) and 2D5 (two five-sided dice). Finally, on one occasion a D100 is called for. In this case, distinguish between each D10; one represents the tens digit and the other the ones digit.

**D. Order of Mathematics.** Some rules will change numbers with addition or subtraction, while others with multiplication or division. When making calculations, do all addition and subtraction first, then do all multiplication and division.

**E. Fractions and Rounding.** Fractions are always retained in mathematical calculations (remainders should be converted into their appropriate fraction). However, once a final number is called for, round to the nearest whole number unless delineated otherwise. For example, 1.5 is rounded to 2, while 1.4999 is rounded to 1. Never round to less than 1.

**F. Cumulative and Doubling.** Unless mentioned otherwise all effects are cumulative. However, when rules call for a number to be doubled twice, it is tripled, rather than doubled, etc. For example, when a number is to be doubled five times, it is multiplied by six, while when a number is to be halved twice, it should be divided by 3. Nullify opposite multiples; for example if a number is to be doubled *and* divided by three, it would be halved only.

**G. Accumulation.** Unless stated otherwise quantities do not accumulate from turn to turn. For example, if a unit does not expend any movement points one turn, those movement points do not carry over to the next turn.

**H. Players.** Each game has two sides. Each side is run by a different player. Sides are usually denoted as either Allied or Axis. Allied units are the have a tan-brown background, while Axis units have a green background unless denoted otherwise. In each game one side is designated as the attacker and the other as the defender.

**1) Offensive Player.** The Offensive Player has the first Player Turn each Full Turn.

**2) Defensive Player.** The Defensive Player has the

second Player Turn each Full Turn.

**3) Acting Player.** The Acting Player is the player currently conducting his Player Turn.

**4) Reacting Player.** The Reacting Player is the player not conducting his Player Turn.

**I. Cardinal Directions.** Each scenario has six “Cardinal Directions” for the purposes of other rules. North is delineated in each scenario, and the other cardinal directions, rotating clockwise, are Northeast, Southeast, South, Southwest, and Northwest.

**J. Disclosure.** Unless specifically denoted elsewhere, all information available on this game is available to both Players. Both Players may investigate the Orders of Battle, stacks, maps, counters, etc. of the other Player. Both Players should have equal access to the rules, both these and the Scenario or Campaign Rules. Neither Player must tell the other of possible future actions they may take, however.

**K. Optional Rules.** *Optional Rules are indicated with italics. If a Rule's heading and text is in italics, that entire Rule is an Optional Rule. If only part of a Rule's text is in italics, only that part of the Rule is an Optional Rule. Both players should agree to all Optional Rules to be used (ie each player should be granted veto rights). Assume no individual Optional Rule is in play unless both players have agreed to it. See Rule 25.*

## Rule 3 – Maps & Game Setup

### A. Maps.

**1) Map Hexes.** As you have noticed each map is divided into hexagons, abbreviated as hexes. Each map is also hexagonal in shape, and referred to as a “maphex” for clarity.

**2) Sectors.** Each maphex can be subdivided into sectors. There are six sectors per maphex, each corresponding to a “Cardinal Direction” as per Rule 2I. A Sector begins along the maphex edge and proceeds to the center of the map in a triangular shape. Each maphex is rectangular in shape. Whenever one hex borders two sectors, consider that hex to be in both sectors.

**B. Game Setup.** The scenario or campaign you are playing will delineate which maps are to be used, their orientation, where the opposing sides may place their forces, and which forces are to be used. Players may setup their anywhere they wish within their side's setup area so long as stacking is not violated unless a specific scenario rule states otherwise.

**1) Highways and Railroads.** Highways, railroads, and bridges are not part of the map unless game rules provide for them. You should keep track of which highways and railroads are part of each game. Each scenario or campaign's rules will delineate which highways, railroads, and bridges are to be used. If you have a set of dry erase markers, you can draw on the map's laminate surface to indicate which transportation routes are genuine.

**2) Order of Battle.** The Order of Battle includes the maphex(es) and/or sectors the players may place their counters on and the counters each player receives to place. Orders of Battle are included in Scenario and Campaign booklets.

**3) Initial Counter Placement.** Counters should be placed on the map in the following order:

**a. Markers.** The Offensive, then the Defensive Player place any Defensive Works, Traps, and/or Bridge Markers (including Bridge Damaged Markers) they are permitted to place on their Maphex(es).

**b. Transports.** The Defensive, then the Offensive Player allocate any Transports to arrive that day on the Dawn Briefing Chart. If Air Drops or Marine Landings are allowed, Players in control of them privately write down in which hex those Units will land.

**c. Units.** Both Players move the maphex(es) they are to place their Units onto away from the other. Both Players are to place their Units on their maphex(es) in private. Once each player has completed placing the Unit indicated in his Order of Battle on his maphex(es), the maphexes are again placed adjacent together as indicated in the scenario or campaign rules

**4) Weather.** Make a Weather Forecast for the first two turns of the game assuming they had been made earlier. For example, assuming a game begins on a Morning turn, roll the forecast as though it had been made two turns prior, and make the forecast for that afternoon as though it had been made last turn. Then conduct Weather Resolution. All of this should occur after counters have been placed and maps have been moved adjacent to one another. Note some scenarios and campaigns may dictate a specific forecast and weather for the first few turns. These take precedence over this rule.

## Rule 4 – Game Types

**A. Historical Scenarios.** Historical Scenarios are small games using historically accurate units, terrain, and goals. The players should judge their performance against the history of each such scenario.

**B. Competitive Scenario.** Competitive Scenarios are created randomly using competitive scenario cards. The players should judge their performance against their success in meeting the goals of the scenario.

**C. Historical Campaigns.** Historical Campaigns are large, multi-maphex games using historically accurate units, terrain, and goals. The players should judge their performance against the history of each such campaign.

**D. Historical Grand Campaigns.** Historical Grand Campaigns are similar to Historical Campaigns except that they use more maphexes than Historical Campaigns. Additionally, since Historical Grand Campaigns use so many maphexes and counters, they generally require the purchase of more than one Foxhole™ game to be able to play.

**E. Operations.** Operations are a sequential number of scenarios and/or campaigns, often using one or more common Orders of Battle whereby the units that survive one scenario or campaign continues to the next, likely gaining experience as it goes.

**F. Conversion Scenarios.** Conversion Scenarios are scenarios used to downscale combat in DE's *TSWW*™ Game series into a game of Foxhole™. These conversions are covered in Rule 5.

## Rule 5 – Counters

**A. Units.** All of the square cardboard chits included with the game are called counters. Units are counters representing men, vehicles, and so on. Units have a

rectangular symbol in their center indicating the Unit's type and a size (or cadre) symbol in the upper-central portion of the counter.

**1) Firepower.** All Unit counters have Firepower ratings. These represent the capabilities of the weapons the associated unit has. Firepower is indicated at the bottom and bottom-left portion of the counter. For Units with only two numbers indicated on the bottom of the counter, the left-most number represents the Unit's Soft Firepower and it has no Hard Firepower (the right-most number indicates movement). For Units with three numbers on the bottom of the counter, the left-most number is the Unit's Hard Firepower, the middle number is its Soft Firepower (the right-most number is still the Unit's Movement). Whenever "Firepower" is referred to without distinction, both Hard and Soft Firepower is being referred to. For example, if a rule indicates a Unit is to increase its Firepower without distinguishing between Soft or Hard forms, increase both of the Unit's Firepower ratings. Exception: If the Unit has no Hard Firepower (a zero or is a Company) to begin with, however, do not add this to the Hard Firepower, only the Soft. Firepower that has been mathematically adjusted to below zero are calculated as zero.

**a. Soft Firepower.** Soft Firepower represents the Unit's small arms, and high explosive ordinance capacity, and its ability to damage "soft" targets such as men, animals, guns, trucks and halftracks.

**b. Hard Firepower.** Hard Firepower represents the unit's antitank capacity at ranges greater than 250m including antitank guns and the tank-killing and -immobilizing abilities of artillery. Batteries and Vehicles indicate their Hard Firepower right on the counter. Companies do not have Hard Firepower.

**2) Heavy Weapons.** Companies (only) do not have Hard Firepower ratings. Instead they have a Heavy Weapons rating which indicates their ability to damage Vehicle Units at close range. Company Heavy Weapon statuses are indicated on the lower left portion of their counter.

**3) Smoke.** Smoke is a special type of ammunition that alters the effects of combat. Artillery and Mortar Batteries are the only type of units with the capability to fire smoke. Whether a Battery may use Smoke is indicated in the upper right portion of the Artillery's counter.

**a. Smoke.** Artillery and Mortars that can use smoke have an unfilled circle in the upper right portion of their counter.

**b. No Smoke.** Artillery and Mortars that cannot use smoke have the upper right portion of their counter empty.

### 4) Vehicle Hardness.

**a. Hard.** Hard Vehicles are one of the few types of Hard targets in Foxhole™. Hard Vehicles are indicated by a filled circle in the upper right portion of the counter.

**b. Soft.** Soft Vehicles are Soft targets. Soft Vehicles have the upper right portion of the counter empty.

**c. Open-Top.** Open-Top Vehicles vary in whether Hard or Soft Firepower may be applied to them. During Barrages, only Soft Firepower applies. During Fights, only Hard Firepower applies. During Assaults, both Hard and Soft Firepower apply but are tracked separately, such that the Unit is hit once per each multiple of the Vehicle's Defence caused by either Soft or Hard Firepower.

**5) Defence.** Unit Defences are indicated on the upper left portion of each Unit's counter. The number in the upper-

left corner of Artillery Batteries does not represent Defence but rather Range. If a Unit does not have a Defence rating, as is the case with Artillery Batteries, assume the Unit's Defence is 1.

**6) Range.** Artillery Batteries do not have Defence, but rather Range indicates as a number in the upper left portion of their counter. This indicates the maximum number of hexes from which the Artillery may fire Barrages. The minimum range of Artillery is 3 hexes. At 3 hexes or less an Artillery Battery cannot fire Barrages.

**7) Movement.** Movement indicated as a number in the lower-right portion of the Unit counter. This number indicates the number of Movement Points a Unit has. Units with 0 movement may not move during the game. Units that cannot move but are forced to move are Reduced. If the Cadre side still cannot move the Unit is removed from the map.

**8) Unit Flipping.** Units have two sides, a Cadre side and a full-strength Side. The Cadre side is indicated by the Cadre indication in the upper-center portion of the counter. Full-strength Units have either a I or \*\*\* in the upper-center portion of their counter. Full-strength Units may be Reduced to Cadre strength. When indicated to Reduce a full-strength Unit, flip it to its Cadre side. When indicated to Reduce a Cadre, remove it from the map as it has been lost. If a Unit is Reduced to its Cadre side, remove its Pinned Marker if it has one (although a new one may be added).

**9) Eliminated.** A Unit that is Eliminated is removed from the map and not generally in play unless another rule explicitly allows its return. A Unit that is Reduced to Cadre and then Reduced again is Eliminated.

**B. Markers.** Markers are counters used to designate specific statuses of units, hexes, and so on. You will see that Markers have two sides to them, each side having a different purpose. Below, the opposite sides of the same Marker counter are indicated with a slash. Markers state what they are on the counter themselves.

**1) Trenches/Smoke Barrage.** Trench Markers indicate a Trench is in the hex. If only a single Trench Marker is in the hex assume the Trench level is 1. You may indicate increasing Trench levels by turning the Trench Markers such that the Trench level in the hex faces North. The benefits of Trench Levels are indicated on the Defensive Works portion of Chart 2 – Terrain Effects Chart. The Smoke Barrage Marker identifies that a Smoke Barrage has landed in the hex. If multiple Smoke Barrages land in a hex, indicate multiple Smoke Barrages with multiple appropriate Markers, such that the number of Smoke Barrages in a hex equals the number of Smoke Barrage Markers in that hex. For each Smoke Barrage Marker in a hex, one Unit firing a Barrage into the hex, Fighting into the Hex, or Assaulting the hex has its Hard Attack reduced by 1 and its Soft Attack reduced by 2. The Player whose Unit(s) are receiving the fire may choose which firing Units have the Barrage applied to them. For each Smoke Barrage in a hex being Assaulted, one Assaulting Unit may increase its Defence by 1. The Player conducting the Assault may select which Units receive this benefit. Smoke Barrages in addition to the number of Units attacking or Assaulting a hex have no

additional effect.

**2) Foxholes/Overwatch or Expended.** The Foxholes Marker indicate Foxholes are in the hex. The benefits of Foxholes are indicated on the Defensive Works portion of Chart 2 – Terrain Effects Chart. Foxholes are removed at the end of any Full Turn of Wet Ground Conditions. Overwatch markers placed on the Offensive Player's Units indicate they may fire on the Defensive Player's ensuing Player Turn, but may not do anything during the Offensive Player's turn. Expended markers placed on the Defensive Player's Units indicate they may not do anything except Trace Supply on his Player Turn.

**3) Pillbox/Scrapes.** Pillbox Markers indicate a Pillbox is in the hex. One Scrapes Marker indicates Scrapes are in the hex. Scrapes are removed at the end of any Full Turn of Wet Ground Conditions. The benefits of Pillboxes and Scrapes are indicated on Chart 2 – Terrain Effects Chart.

**4) Unimproved Fort/Improved Fort.** These Markers simply indicate the associated Fort is in the hex. The benefits of Forts are indicated on the Defensive Works portion of Chart 2 – Terrain Effects Chart.

**5) Tank Traps/Mines.** Place the number of Tank Traps or Mines Markers to equal the level of these Defences in the hex. The benefits of Trench Levels are indicated on the Traps portion of Chart 2 – Terrain Effects Chart.

**6) Suppressed/Pinned.** The Suppressed/ Pinned Marker indicates which units in a hex are Suppressed/Pinned. Place the Suppressed/Pinned Marker above the unit that is Suppressed/Pinned. Units which are not Suppressed or Pinned should be placed above these Markers. Companies and Batteries may be Suppressed, meaning their Firepower is halved. Vehicles may not be Suppressed. All Units may be Pinned, meaning their Firepower is divided by three and they may not move. Vehicle Units (only) that are already Pinned and are Pinned again are instead reduced.

**7) Boats/Rafts.** Boat Markers are less-sturdy craft used to allow non-Motorized Companies, Light Antiaircraft and Mortar Batteries to cross rivers. Raft Markers represent sturdy craft that can float all Unit types. Multiple Rafts may be combined to form Bridges.

**8) Foot Bridge/Vehicle Bridge.** These bridges can be used to cross full hexes of water. Each such hex costs 2 Movement Points, and Units on a bridge or assaulting off of it halve their Defence. Vehicles and Motorized Units cannot use Foot Bridges.

**9) Bailey Bridge/Bridge Damaged.** Bailey Bridges are placed across hexsides, not in hexes. They indicate the hex contains a Bailey Bridge, which may be crossed at a cost of 1 Movement Point. Units crossing Bailey Bridges halve their Defence. Bridge Damaged is a Marker placed on top of bridges printed on the map ("Printed Bridges") to indicate it is damaged. Two Bridge Damaged markers on the same map-printed bridge indicate that bridge is destroyed. A damaged Bridge has a 1 in 10 chance of becoming destroyed per Vehicle Unit that crosses it; if it does get destroyed in this manner, the Unit(s) crossing the Bridge are Eliminated.

**10) Fatigued/Exhausted.** The Fatigued/Exhausted Marker indicates which units in a hex are Fatigued/Exhausted. Place the Fatigued/Exhausted Marker above the unit that is Fatigued/Exhausted. Units which are not Fatigued or Exhausted should be placed above these

**Markers.** Units which are *Fatigued* halve their Firepower and reduce their movement rating by one. Units which are *Exhausted* divide their firepower by three and halve their movement rating. Units which do nothing for their entire Player Turn reduce their Exhaustion to Fatigue, and Fatigue to nothing. Units which are *Exhausted* may not do anything on their Player's Turn.

**11) Refugees/No Refugees.** Refugees indicate Refugees are fleeing down the transportation line(s) in the hex. No Refugees means this hex has expended its ability to produce Refugees throughout the course of the game.

**12) Fire/Burnt Out.** Fire indicates a fire is running through the hex. Burnt Out means this hex has already had fire burn through it, and cannot again throughout the course of the game. A Burnt Out hex cannot generate Refugees.

**Effects of the Burnt Out Marker**

Building hexes become Rough/Rubble

Forests become Woods

Woods become Scrub

**Effects of the Burnt Out Marker (con't)**

Scrub becomes Clear

Other hex types unaffected

**13) Supply Points #.** These Markers indicate the amount of supplies in the hex.

**14) Supply Reduced/Supply Depleted.** The Supply Reduced/Supply Depleted Marker indicates which units in a hex are Supply Reduced/Supply Depleted. Place the Supply Reduced/Supply Depleted Marker above the unit that is Supply Reduced/Supply Depleted. Units which are not Supply Reduced or Supply Depleted should be placed above these Markers. Units with Supply Reduced halve their Firepower. Units with Supply Depleted have zero Firepower. Motorized Units with Supply Depleted cannot move. Units with either of these Markers cannot conduct Activities.

**15) Rail Break/Port Damaged.** These markers indicate that Transport Counters cannot use these hexes. Note that Rail Break Markers are placed along hexsides, indicating the Railline is broken throughout that hexside.

**16) Sapping/Concertina Wire.** Sapping is placed on a Combat or Construction Engineer Company, indicating Sapping is occurring in that hex. Concertina Wire is placed in a hex indicating it is defended by Concertina Wire, which reduces the Firepower of any Company Assaulting into the hex by 1.

**C. Transport.** Transport counters represent non-combatant transportation methods used to transport engineering implements, supply and units on and off the map. Transport counters have small pictures indicating the type of Transport they are on the center of the counter. Transports move only during the Transport Phase. See Rule 16.

**1) Train.** Trains may move along railline hexsides that do not have a rail break marker in them. The number on the Train Transport counter is the number of cars that Train can pull. All Trains have a Movement Rate of 40.

**2) Trucks.** Trucks may move along Roads and Highways. The number on the marker is their Movement Rate. Trucks may Motorize any one Battery or Company or carry one Train Car's worth of Supplies.

**3) Ship.** Ships may enter any full water hex and Port hexes. The number on the Ship Transport counter is the amount of cargo that Ship can carry. All Ships have a Movement Rate of 20.

**D. Sortie.** Sorties represent off-map assets that come into play temporarily in the game. Air Sorties are obviously aircraft, while Gun Sorties may represent long-range artillery or Naval Gunfire.

**1) Air Sortie.** An Air Sortie works just like an Artillery Barrage that has no Range limitations. Campaign and/or Scenario booklets will indicate which Air Sorties are available to a Player. A Player must select which time of Day (Morning, Afternoon or Night) his Air Sortie will be available during the Dawn Briefing, and each Air Sortie may only be used once per Day. Please note that Atmospheric Conditions commonly effect Air Sorties (Rule 8C).

**2) Gun Sortie.** A Gun Sortie works just like an Artillery Barrage, with the Gun Sortie's Range being counted from any hex adjacent to a friendly off-map supply source. The Player on the receiving end of a Gun Sortie always applies all of its Barrage Firepower. Two Barrages fired by a Gun Sortie into the same hex reduce the Defensive Works in that hex by one level; Foxholes, Level 1 Trenches, Pillboxes and Scrapes are removed from play. Any Defensive Works that are Level 2 are reduced to Level 1, etc. Improved Forts are reduced to Unimproved Forts, and the latter the Pillboxes. Up to one Defensive Work level can be reduced per Barrage Phase. The Player who did not fire the Gun Sortie chooses which Defensive Work is reduced if more than one Defensive Work is in the same hex. Campaign and/or Scenario booklets will indicate which Gun Sorties are available to a Player. A Player must select which time of Day (Morning, Afternoon or Night) his Gun Sortie will be available during the Dawn Briefing, and each Gun Sortie may only be used once per Day.

## Rule 6 – Unit Types

All of the square cardboard chits included with the game are called counters. Units are counters representing men, vehicles, and so on. Markers are counters used to designate specific statuses of units, hexes, and so on.

**A. Units.** Units begin face up, with either the Battery/Company symbol (I) or the Platoon symbol (\*\*\*) on the top of the counter. Units can be reduced to Cadre status, representing a loss of manpower and/or vehicles from the unit due to death, desertion, destruction, surrender, or abandonment. This is done by flipping the counter over to its Cadre side. When a Unit is to be flipped twice, it is instead removed from the map. All Units indicate their type on the middle of the counter, which delineates both which categories the Unit falls in. Unit symbols can be identified via Chart 1 – the Counter Identification Chart.

**1) Companies.** These Units are usually are made up primarily of men armed with mainly small arms. Their most powerful weapons against hard targets are antitank rifles, bazookas, panzerschrecks and demolitions; none of which operate at decent ranges. Company Units represent approximately a company worth of force, or around 100 men. When a Company Unit is flipped to Cadre status it represents a collection about the size of a platoon, about 35 men. The information on a Company counter is as follows:

Upper Left: Defence  
 Upper Center: Company or Cadre  
 Upper Right: N/A  
 Lower Left: Heavy Weapons  
 Lower Center: Soft Attack  
 Lower Right: Movement Points

**2) Batteries.** These Units consist of guns and similar weapons, be they antiaircraft guns, antitank guns, and various forms of artillery in the form of field artillery, rocket artillery, siege artillery, mortars, and so forth. Each Battery represents about 6-8 weapons. Cadres may indicate about 2-3 weapons, or merely men who have abandoned their weapons, in the case of Batteries with substantially immobile weapons. The information on a Battery counter is as follows:

Upper Left: Defence\*  
 Upper Center: Battery or Cadre  
 Upper Right: Smoke Capability  
 Lower Left: Hard Attack  
 Lower Center: Soft Attack  
 Lower Right: Movement Points

\*Artillery reflect their range, not Defence, in the upper left. The Defence of Artillery is 1.

**3) Vehicle [Platoons].** These Units consist of 3-8 Vehicles designed not to carry other men and material, but rather to operate in combat themselves. A Vehicle Cadre represents 1-2 Vehicles. The information on a Vehicle counter is as follows:

Upper Left: Defence  
 Upper Center: Platoon or Cadre  
 Upper Right: Hardness  
 Lower Left: Hard Attack  
 Lower Center: Soft Attack  
 Lower Right: Movement Points

**4) Mounted.** Companies and Batteries may be Mounted, which means they are using trucks, halftracks, lorries, etc. in order to transport the men and material around the battlefield. When a Unit is Mounted the vehicles that drive the Company or Battery around the battlefield is integrated into the Unit's counter. Mounted Units are indicated with two small tires at the bottom of the Unit Identification picture, as indicated on Chart 1 – Counter Identification Chart.

**5) Motorized.** This is an umbrella term for both Vehicles and Mounted Units.

## Rule 7 – Special Unit Types

**A. Special Companies.** Companies with multiple special types, such as Marine Commandos, enjoy the benefits of all applicable types. Please see Chart 2 - Counter Identification Chart in order to identify what these special companies look like.

**1) Air Landing.** Air Landing Units may be Glider Air-Dropped.

**2) Bicycle.** Treat as Mounted despite the lack of a Mounted indication on the Unit counter. Bicycle Companies also never Pin when leaving a hex.

**3) Cavalry.** Treat as Mounted despite the lack of a Mounted indication on the Unit counter. Cavalry Companies also never Pin when leaving a hex.

**4) Commando.** When the Acting Player's Commando moves adjacent to a Reacting Player's Unit it may

attempt to continue moving into another hex not containing a Reacting Player's Unit. To make this attempt, roll a D10, add 6 and then subtract the Defence of the hex (ignore features which only hold a limited number of Units). If it is a Night Turn, subtract a further 3 from the result. Subtract an addition 1 per Smoke Barrage in the hex. If this total is less than the Commando's Experience the Commando may continue to move this Movement Phase, spending 1 Movement Point to use this ability.

### 5) Engineers.

**a. Assault.** When Assaulting a hex with a Building or Tall Building and Buildings and Tall Building hexes, and also when Assaulting Defensive Works, this unit's firepower is tracked separately. This unit ignores the Defensive characteristics of these terrain features and Defensive Works during Assaults. *These Units double the chance of Fire when Assaulting a hex.*

**b. Combat.** This unit may conduct Bridging, Construction and Maintenance activities.

**c. Construction.** This unit may conduct Construction activities.

**d. Maintenance.** This unit may conduct Maintenance activities.

**e. Port.** This unit may conduct Port Repair activities.

**f. Railroad.** This unit may conduct Railroad Repair activities.

**6) Headquarter.** Headquarter Companies may only move during the Supply-Movement Phase. The other effects of Headquarters vary based on the supply rules used. See Rule 12 for more information. Headquarter Companies may also effect Replacement Units, see Rule 7A17 below.

**7) Hospital.** During the Supply-Movement Phase, any Reduced Company that shares a Hex with a Hospital Company may be flipped up to full strength. In order to do so, both Companies must Trace Supply for no other purpose than this action, and neither may be Suppressed, Pinned, Fatigued, Exhausted, Supply Reduced or Depleted. The Hospital Company can only be used to flip up one other Company once per Turn. Hospital Companies have no Firepower nor Defence, and automatically are Eliminated if ever Assaulted or Fought.

**8) Light Infantry.** The Movement Point cost for entering Woods, Forest and Swamp hexes are one less for these Companies (not less than 1).

**9) Machinegun.** Machinegun Companies automatically add 1 Soft Barrage Firepower into any adjacent hex during the Barrage Phase.

**10) Marine.** When Marine Companies make Amphibious Landings, they reduce their Firepower and Defence by 1 rather than the standard effects for Amphibious Landings. Do not reduce their Defence below 1 when doing so.

**11) Motorcycle.** Treat as Mounted despite the lack of a Mounted indication on the Unit counter. Motorcycle Companies also never Pin when leaving a hex.

**12) Mountain.** Treat Cliffs as Embankments and ignore the effects of embankments for the purposes of any characteristic penalizing the Mountain Company. Still enjoy the benefits of both.

**13) Parachute.** Parachute Units may be Aircraft Air-Dropped.

**14) Partisans.** *At the beginning of each Movement Phase during which this unit chooses to move it may become a*

*Refugee and move as they do, ignoring most Reacting Player's Units in the process. Also, if a Reacting Player's Unit attempts to Fight or Assault a Partisan, it may become a Refugee and move as they do, once per Phase, instead. Partisans may never act as spotters for Barrages, and are not counted for Sector Control (Rule 24A).*

**15) Police.** *If both Police and Refugees are in a hex, Police allow friendly Units to use the Transportation Line in the hex without penalty, and Police also prevent the Refugee Marker from reducing the number of Supply Points in the hex. If a Partisan is ever adjacent to a Police Unit it has a 3 in 10 chance of being discovered. If a Partisan is ever in the same hex as a Police Unit it has a 7 in 10 chance of being discovered. If the Partisan Unit is discovered it is reduced and then Retreats, and is unable to use its Refugee movement ability for the remainder of the current Phase.*

**16) Political Police.** *These Units operate as Police as well as the benefits as the following: All Units in the same hex as a Political Police Company double their Defence for the purposes of hex Seizure only (Rules 20C8 and 22C6). If at any time a Hex containing a Political Police Company is forced to Retreat, all Units other than the Political Police Unit are Eliminated rather than retreat.*

**17) Replacement.** Full-strength Replacement Companies may replace any Infantry Company that has been previously Eliminated. In order to do so, the Replacement Company must share a Hex with a Friendly Headquarter Company, and both must Trace Supply only for this purpose during the Supply-Movement Phase. When complete, the Replacement Company is Removed from Play and replaced with a previously Eliminated Friendly Infantry Company.

**18) Security.** *Security prevent Refugee Markers from reducing the number of Supply Points in the hex. If a Partisan is ever adjacent to a Security Unit it has a 3 in 10 chance of being discovered. If a Partisan is ever in the same hex as a Security Unit it has a 7 in 10 chance of being discovered. If the Partisan Unit is discovered it is reduced and then Retreats, and is unable to use its Refugee movement ability for the remainder of the current Phase.*

**18) Signal.** Signal Companies are treated as Headquarters Companies except when the special ability of Replacement Companies are concerned.

**19) Ski.** Treat as Mounted when Ground Conditions are Snow. Ski Companies also never Pin when leaving a hex.

## **B. Special Batteries.**

**1) Antiaircraft.** When the optional Air Sortie rules are in play, antiaircraft may operate in three modes when conducting a Barrage: Up, Down and Mixed. When Up, Antiaircraft Batteries have no Firepower. When Mixed, Antiaircraft Batteries halve their Firepower. When Down, Antiaircraft Battery Firepower is as normal. Antiaircraft have no special abilities during other phases or when not firing a Barrage.

**a. Light Antiaircraft.** When Up Light Antiaircraft Batteries halve the Firepower of Air Sorties in their hex and adjacent hexes. When Mixed Light Antiaircraft

Batteries halve the Firepower of Air Sorties in the hex they are in. When at Reduced strength, Light Antiaircraft loses all special abilities (assume it's always Down).

**b. Heavy Antiaircraft.** When Up Heavy Antiaircraft reduces Air Sortie Barrage Firepower in the hex the Battery is in by dividing its strength in the hex by three; in hexes adjacent to the Battery by halving it; and reducing it in hexes up to three away from it by one. When Mixed Heavy Antiaircraft halves the Air Sortie Barrage Firepower in the hex the Battery is in. When Reduced, Heavy Antiaircraft may only operate in Up or Down mode, and when Up they halve the Firepower of Air Sorties in their hex only.

**2) Artillery.** Artillery Batteries have a number of qualities in common. First, unlike other Batteries (and indeed, most units) the number in the upper left portion of their counter indicates the artillery's Range, not Defence; all Artillery Battery Defences are 1. Second, Artillery may or may not be able to fire Smoke. Whether a Battery may use Smoke is indicated in the upper right portion of the Artillery's counter; an unfilled circle in the upper right portion of an Artillery Counter indicates Smoke capability, while Artillery that cannot use smoke have the upper right portion of their counter empty. Finally, Artillery Batteries may only use their printed Firepower in the Barrage Phase at Units at least 3 hexes from the Artillery Battery. When in the Combat Phase Artillery Firepower is 1 Soft, 0 Hard.

**a. Railroad Artillery.** Railroad Artillery cannot move unless pulled by a Train Transport counter. They may not fire unless a Rail Circle has been built for them.

**b. Rocket Artillery.** The Player on the receiving end of Rocket Artillery always applies all of its Barrage Firepower.

**c. Siege Artillery.** Barrages fired by a Siege Artillery Battery reduce the Defensive Works in that hex are reduced by one level; Foxholes, Level 1 Trenches, Pillboxes and Scrapes are removed from play. Any Defensive Works that are Level 2 are reduced to Level 1, etc. Improved Forts are reduced to Unimproved Forts, and the latter the Pillboxes. Up to one Defensive Work level can be reduced per Barrage Phase. The Player who did not fire the Siege Artillery Battery chooses which Defensive Work is reduced if more than one Defensive Work is in the same hex.

**3) Mortars.** Mortars may fire barrages at units from 2 to 3 hexes away. Their Firepower is halved when firing at shorter ranges.

## **C. Special Vehicle [Platoons].**

### **1) Special Armor.**

**a. Amphibious Tanks.** These Platoons may make Amphibious Landings without the assistance of an LVT.

**b. Engineer Tanks.** These Platoons ignore the effects of Mines and Bocage hexsides and may remove the former from the map.

**c. Flame Tanks.** When Assaulting a hex with a Building or Tall Building and Buildings and Tall Building hexes, and also when Assaulting Defensive Works, this Platoon's firepower is tracked separately. This unit ignores the Defensive characteristics of these terrain features and Defensive Works during Assaults.

**4) Assault Guns.** When Assaulting a hex or being Assaulted in a hex, Assault Guns halve their Firepower.

**3) Recon[naissance].** Recon Vehicle Platoons can may stop when moving adjacent to a Reacting Player's Units



along transportation lines, rather than having to assault them.

**4) Self-Propelled Artillery.** These Vehicles are treated as Hard with a Defence of 2. They are treated as Vehicles for Movement purposes and Artillery Batteries for all other purposes.

## Rule 8 – Weather

**A. Prevailing Weather.** The scenario or campaign which the players are participating in will indicate the prevailing weather. The prevailing weather does not change throughout the scenario or campaign. If the Prevailing Weather's Ground Conditions are Frost or Snow, Ground Conditions will not change throughout the scenario or campaign. **1) Desert.** If the Prevailing Weather is Desert, ignore (skip) Ground Conditions moistness of 5-8. Ground Conditions can only be 0-4 or 12.

**2) Snow Approaching.** If the Prevailing Weather indicates Snow Approaching, Ground Conditions change from Frost to Snow the first time a Storm occurs in the game. Ground Conditions do not later change.

**3) Spring Thaw.** If the Prevailing Weather indicates Spring Thaw, Ground Conditions remain at a moistness of 12 throughout the scenario, ignoring the effects of Atmospheric Conditions.

### B. Weather Forecasting & Resolution

**1) Weather Forecasting.** A forecast made each turn is for what weather is predicted to occur two Full Turns later. Use Chart 3A – Weather to Forecast Atmospheric Conditions. Instructions for using the chart are included thereon.

**2) Weather Resolution.** Weather forecasts are not always accurate, in Foxhole™ just as in life. After making the forecast for two Full Turns in the future, resolve what the actual weather will be for this Full Turn. Use Chart 3A – Weather to resolve Atmospheric Conditions.

### C. Atmospheric Condition Effects.

**1) Clear.** No Effect. Clear weather dries Ground Conditions by 1, which is recorded at the beginning of the Full Turn after the Full Turn the Clear weather occurs.

**2) Overcast.** Air Barrage Sorties are reduced by 1/3rd. Overcast weather has no effect on Ground Conditions.

**3) Precipitation.** Air Barrage Sorties are reduced by 2/3rds. All units reduce their Movement Points and Firepower by 1. Precipitation moistens Ground Conditions by two, which is recorded at the beginning of the Full Turn after the Full Turn the Clear weather occurs.

**4) Storm.** Air Barrage Sorties for this Full Turn are grounded (cancelled). They may not be used later this day. All Movement Points and Firepower are halved. Stormy weather moistens Ground Conditions by four, which is recorded at the beginning of the Full Turn after the Full Turn the Clear weather occurs.

**D. Ground Conditions Effects.** When Ground Conditions are indicated as other than Frost, Snow they may change throughout the course of the scenario. Note there are special rules for Ground Condition changes in Rule 8.A.

**1) Dry.** No effects.

**2) Wet.** Increase the Movement Point costs of moving into every hex by 1. Increase the Movement Point cost of moving along Paths and Roads by 1/2. Double the Movement Point Cost of all Activities. All hexes now have a 1 in 10 chance of Pinning Motorized Units when the attempt to leave the hex. If a hex already has a chance of pinning Motorized Units this chance increase by 1 in 10. Motorized Units do not get Pinned when moving along Railline hexsides and Highways, however. Additionally, roll this chance only once per two hexes moved when a Motorized Unit is moving along a Road.

**3) Flooding (Wet).** Flooding turns Calm River hexes into Swift River hexes and Ford, Gully and Stream hexsides into Small River hexsides. Otherwise Flooding is as Wet. Flooding is ignored in Dry Wet or Cold Wet Prevailing Weather except during Spring Thaw, when it is treated normally.

**4) Frost.** Units become Fatigued at the end of a Movement Phase if they move during it. Frost also doubles the Movement Point Cost of all Defensive Works and Fortifications Activities (Rules 19B3 and 19B4). Frost occurs when Prevailing Weather is Dry Cold or Wet Cold and Ground Conditions are Dry.

**5) Snow.** As Frost, above, but add the additional problems; All hexes and Activities cost an additional Movement Point to enter or conduct, respectively. Ski Companies (Rule 7A19) gain certain advantages in Snow. Snow occurs when Prevailing Weather is Dry Cold or Wet Cold and Ground Conditions are Wet.

**6) Frozen.** Frozen is a subset of Frost and Snow Ground Conditions, such that the ground can only be frozen if Ground Conditions are Frost or Snow. When Frozen, all water and Flooded Area hexes are treated as clear, all water hexsides are ignored, and Swamp hexes become Scrub.

## Rule 9 – Night

During each Night Full Turn, Change Ground Conditions, conduct Weather Forecasting and Weather Resolution. Do not otherwise conduct Night Player Turns unless applicable Optional Rules are in play.

**A. Fatigue.** If a Unit does anything during a Night Turn, add a Fatigue Marker to it before it does so (or if already Fatigued, make that an Exhaustion Marker). If a Unit does nothing on a Night turn, remove a Fatigue or Exhaustion Marker from it (do not reduce Exhaustion to Fatigue).

**B. Movement.** Each hex's Movement Point cost is doubled at night except when moving along Transportation Lines. Hexside terrain features each cost one more Movement Point to cross. All Activities cost one additional Movement Point, but Activity costs are not doubled when being conducted adjacent to an enemy Unit.

**C. Disengage.** Units which are adjacent to an enemy Unit need not Trace Supply during the Supply-Movement Phase, and as such may move during that Phase.

**D. Combat.** Units' Firepower are halved during Night Turns, and Smoke Barrages have no effect.

## Rule 10 – Stacking

**A. Stacking Limit.** Up to four Units owned by one Player may occupy the same hex at any one time. Players must obey this rule when their Units are moving or retreating.



Exceptions to this rule lie below:

**B. Bridges.**

**a. Foot Bridge.** Up to one Company or Battery may occupy or move across (ie Assault across) a Foot Bridge at one time.

**b. Vehicle Bridge.** One Unit of any type plus one Company or Battery may occupy or move across (ie Assault across) a Vehicle Bridge at one time.

**c. Printed Bridge.** Two Units of any type plus one Company or Battery may occupy or move across (ie Assault across) a Printed Bridge at one time.

**C. Defensive Markers.** Only a certain number of Defensive Works, Fortifications and Traps may be placed in a hex at one time. Specifically up to 4 "Levels" at a time, with each item's level indicated below.

**1) One Level.** Foxholes, Scrapes, Trench Level 1, Mine Level 1, Tank Traps Level 1 and Concertina Wire.

**2) Two Levels.** Pillbox, Trench Level 2, Mine Level 2 and Tank Traps Level 2.

**3) Three Levels.** Unimproved Fort, Trench Level 3 and Mine Level 3.

**4) Four Levels.** Improved Fort and Trench Level 4.

**D. Overstacking.** *4 Units of one Player, in addition to the normal 4 Units a Player may stack in a hex, may also stack in a hex with these restrictions. The owning Player may decide, during any given Phase, which 4 Units are not in Overstack, and which 1-4 Units are.*

**1) Movement.** *Units in Overstack act as Refugees for Movement purposes, costing Units entering the hex 1 additional Movement Point and preventing all Units from using any Transportation Line in the hex. Police may not nullify this effect.*

**2) Activities.** Units in Overstack may not conduct or assist with Activities, although they may Trace Supply as normal.

**3) Barrages.** *Units in Overstack are treated as having a Defence as zero for the purposes of Barrages. As such, a Barrage that manages to put any Firepower into a hex in overstack automatically Reduces and Pins all Units in overstack in that hex.*

**4) Combat.** *Overstacked Units do not use their Firepower or Heavy Weapons during Combat. Their Strengths are not calculated for purposes of determining Retreat. Units in Overstack may never use the beneficial effects of Terrain that has a Stacking limit.*

## Rule 11 – Movement

**A. Movement Points.** All Units have a number in the lower-right portion of their counter. This is that Unit's number of Movement Points. Movement Points are expended when a Unit enters a new hex. Whenever a Unit is permitted movement, it may expend up to its Movement Points at that time. Units need not spend all their Movement Points, and indeed need not move at all, at the owning Player's option. The amount of Movement Points a Unit expends in order to do so is dictated by Chart 2 – Terrain Effects Chart and as modified by Weather. Units may also expend Movement Points to conduct Activities during the Activities-Movement Phase, the cost of which is modified by Ground Conditions. Units may not expend more Movement Points in any one Phase than they have

Movement Points. Units must end their movement if they move adjacent to an enemy Unit, even if that Unit has movement points remaining.

**1) Motorized Movement.** Many terrain features indicate D after the Movement Point cost to enter the hex on Chart 2 – Terrain Effects Chart. This indicates the hex costs double the number indicated for Motorized Units.

**2) Motorized Pins.** When Motorized Units except Bicycle, Cavalry and Motorcycle Companies move to leave a hex, either during movement or in an attempt to Assault a hex, that Unit may become Pinned. Roll the Pin chance on a D10; if that number or less is rolled the Motorized Unit becomes Pinned and remains in the hex it was attempting to exit.

**a. Pinned while Assaulting.** If a Unit is Pinned while attempting an Ambush it cannot participate in that Ambush. At the Acting Player's option that Assault may be cancelled, or alternatively changed into a Fight. The Assault may also go forward with any other Units that were assaulting the hex.

**b. Pinned when Ambushing.** Ignore Pins that are to occur when a Unit would otherwise be Ambushed (see the Ambush rules below).

**3) Hexsides.** Moving across a hexside (from one hex to another where a hexside terrain feature is along the hex border being crossed) may cost Movement Points or Pins as indicated. If a Pin occurs to a Motorized Unit, it remains in its original hex.

**4) Prohibited.** Some hexes and hexsides prohibit movement into certain hexes. Units may not enter these hexes or cross these hexsides, respectively.

**B. Sequence.** When a player has the opportunity to move multiple Units at one time, the player must end the Movement of any one Unit the Player plans on moving before expending Movement Points for any one other Unit. A Player may not have a Unit spend some of its Movement Points, move another Unit, and then have the first Unit spend the remainder of its Movement Points. No Unit is forced to spend any or all of its Movement Points unless noted otherwise.

**C. Transportation Lines.** Transportation Lines include Highways, Paths, Railroads and Roads. When a Unit moves from hex to hex along a Transportation Line the Unit's owner may decide whether to use the Transportation Line or not. If the Player chooses to use the Transportation Line that Unit spends the Transportation Line's Movement Point costs and Pin chances rather than the terrain's. However, the Unit cannot stop its movement along a Transportation Line unless it moves adjacent to an enemy Unit, or enters a hex containing a friendly Unit, a Fire Marker, a Traps Marker, the Transportation Line ends or the Unit's Movement Points run out. Units may not "double back" on Transportation Lines in order to avoid an ambush.

*Police and Security Companies (only) may also stop such movement in a hex containing both Supply Point(s) and Refugees if the optional Refugees rules are in play.*

**1) "Moving Along".**

**a. Railroads.** "Moving Along" a Railroad means moving from hex to hex remaining adjacent to a railroad hexside in each hex.

**b. Other Transportation Lines.** "Moving Along"

Highways, Paths and Roads means moving from hex to hex, each containing a Transportation Line.

**2) Ambushes.** A Unit of the Acting Player other than Recon[naissance] Vehicle [Platoon]s may be Ambushed if it ends its movement along a Transportation Line only by moving adjacent to an Enemy Unit (ie none of the other methods of stopping movement while moving along a Transportation Line applies).

**a. Supply-Movement Phase Ambushes.** Any Unit that fits the above qualifications during the Supply-Movement Phase is Ambushed in the ensuing Combat Phase. The Unit may not conduct any action during the Barrage or Activities-Movement Phase.

**b. Activities-Movement Phase Ambushes.** Any Unit that fits the above qualifications during the Activities-Movement Phase is Ambushed in the ensuing Combat Phase.

**c. Motorized-Movement Phase.** Any Motorized Unit that fits the above qualifications during the Motorized-Movement Phase is Ambushed in the ensuing Combat Phase.

**D. Defensive Works, Trap and Bridge Marker Removal.** Units may spend their Movement Points while in a hex containing a Defensive Work or Trap to remove it. The Movement Point Cost to do so varies by what is being removed, and by the type of Unit conducting the action.

**1) Foxholes and Scrapes.** Any Company may spend 3 MPs, or any Combat or Construction Engineer Company may spend 2 MPs to remove a Foxhole or Scrapes Marker from the map.

**2) Trenches.** Any Company may spend 5 MPs, or any Combat or Construction Engineer Company may spend 3 MPs to remove all Trenches from the hex they are in on the map.

**3) Tank Traps.** Any Assault or Combat Engineer Company may spend 2 MPs to remove all Tank Traps from the hex they are in on the map.

**4) Mine Levels.** Any Assault or Combat Engineer Company or Engineer Tank Vehicle Platoon may spend 5 MPs to remove one Level of Mines from the hex they are in on the map.

**5) Bridge Markers.** Any Assault, Combat or Construction Engineer Company may spend 2 MPs, and any other Company may spend 3 MPs to remove the Bridge Marker from one adjacent hex not containing an enemy Unit, or across a hexside not containing an enemy Unit.

## Rule 12 – Supply

**A. Tracing Supply.** On occasion Units will have to Trace Supply. This rule indicates how Tracing is Supply is done.

**1) Unit-to-Headquarters.** Supply is first traced from a Unit towards a Headquarters Unit that does not move this Player Turn. The Unit traces supply by assuming half its Movement Point rating and moving in a general direction of a Headquarters Company, using the Unit's movement method. For example, if the Unit is Motorized, it uses the Motorized movement cost for terrain. Ignore the possibility of Pins, but include other movement-modifying effects such as weather, Night effects and

Refugees.

**2) Headquarters-Off-map.** Supply is then traced from the Headquarters Company off-map. This is done by tracing Supply from the Headquarters Company using the same method as indicated above, but using only half the Headquarter Company's Movement Point rating to a Transportation Line that travels off the map not moving adjacent to or through an enemy Unit. This Transportation Line must be indicated in the Scenario or Campaign Rules as being a source of supply. Players may not use their opponent's source of supply.

**B. Consequences of not being able to Trace Supply.** If a Unit cannot Trace Supply when called to do so it may not voluntarily do anything during the Supply-Movement Phase, Barrage Phase, Motorized Movement Phase or Vehicle Assault Phase. It may not conduct Activities during the Activities Movement Phase. Half all Factors on its Counter except Defence.

## Rule 13 – Turns

### A. Turn Sequence Definitions

**1) Day.** Represents three Full Turns, one Morning Turn, Afternoon Turn and Night Turn, and the Dawn Briefing.

**2) Player Turn.** Play proceeds such that one player (the Offensive Player) takes a turn. This is called a Player Turn. Then the other player (the Defensive Player) takes a turn. This is another Player turn. These two turns, taken in sequence, is called a Full Turn.

**3) Full Turn.** Two player turns during the same part of day (morning, afternoon and night) consisting of the Weather Forecast, Weather Resolution, the Offensive Player's Player Turn and the Defensive Player's Player Turn in that order.

**a) Morning [Full] Turn.** The first Full Turn of each day. Weather forecast is for this Day's Night Turn. Forecasts made on the Morning Turn are made at -1, making Night Turns tend to have slightly worse weather.

**b) Afternoon [Full] Turn.** The second Full Turn of each day. Weather forecast is for tomorrow's Morning Turn. Forecasts made on the Afternoon Turn are made with no modifier, making Morning Turns tend to have average weather.

**c) Night [Full] Turn.** The third and last Full Turn of each day. Weather forecast is for tomorrow's Afternoon Turn. Forecasts made on the Night Turn are made at +1, making Afternoon Turns tend to have slightly better weather. Units that do not Rest this turn become fatigued at turn's end.

**4) Dawn Briefing.** The Dawn Briefing is the last activity of each Day. Each player can conduct their own Dawn Briefing by themselves, and this part of the day is generally for administrative tasks not involving the opposing player. If the two player's actions are dependent on one another, the two players should then each conduct their Dawn Briefing secretly and separately.

## Rule 14 – Days

### A. Morning Turn

- 1) Change Ground Conditions
- 2) Weather Forecasting
- 3) Weather Resolution
- 4) Offensive Player Turn
- 5) Defensive Player Turn

**B. Afternoon Turn**

- 1) Change Ground Conditions
- 2) Weather Forecasting
- 3) Weather Resolution
- 4 Offensive Player Turn
- 5) Defensive Player Turn

**C. Night Turn**

- 1) Change Ground Conditions
- 2) Weather Forecasting
- 3) Weather Resolution
- 4) *Offensive Player Turn*
- 5) *Defensive Player Turn*

**D. Dawn Briefing**

- 1) Allocate Reinforcements
- 2) Allocate Support
- 3) Allocate Sorties
- 4) *Allocate Supply*
- 5) *Allocate Bridging Implements*

**Rule 15 – Player Turn Sequence**

*Remove Refugee Markers if this is a Night Turn*  
 Remove Overwatch Markers from the Offensive Player's Units if this is his Player Turn.

**Transport Phase****Supply-Movement Phase**

- Units Trace Supply one-by-one
- Units which may move can do so one-by-one
- Place Overwatch Units on the Offensive Player's Units that Trace Supply now and will not act for the remainder of this Player Turn.

**Barrage Phase**

- Place Expended Markers on the Defensive Player's Units that conduct Barrages.

**Activities-Movement Phase****Combat Phase**

- Mandatory Assaults (Ambushes)
- Other Assaults
- Fights
- Remove all Smoke Barrage Markers from Map
- Place Expended Markers on the Defensive Player's Units conduct Covering Fire.

**Motorized-Movement Phase****Vehicle-Assault Phase**

Remove Pin Markers from Acting non-Motorized Units  
 Remove Expended Markers from the Defensive Player's Units if this is his Player Turn.

**Rule 16 – Transport Phase**

All Transport counters may move during the Transport Phase. Their purpose is to move men, material and supplies to the front from off-map locations. Scenario or Campaign rules will handle where from off-map Transport counters may appear on the map.

**A. Air Drop.** The player with Air Drops as according to the Order of Battle determine which hexes each Air Drop will occur in before either player places their Units but after Markers (ie Defensive Works and Traps) have been placed. The Air-Dropping Player does this by looking at the map and writing down, in secret, where Units are to be Air Dropped. After this is complete, the map hexes are separated as usual for counter placement in secret. As

such, the player Air Dropping Units will not know whether a hex they have chosen will contain Units owned by the other player.

**1) What may be Air Dropped.** Any Unit with the Parachute or Air Landing Symbol may be Air Dropped. Additionally, in lieu of an Air Sortie ten Supply Points, two Raft Markers, or five Supply Points and a Raft Marker may also be dropped.

**2) Air Drop Procedure.** Air Drops conducted by a Player occur during that Player's first Activities-Movement Phase of the game unless specifically stated otherwise.

**a. Air Drop Location.** Roll 1D10, consider the below cumulative modifiers and consult the following table for each Unit or Supply Point that is making an Air Drop (Gliders landing on an airfield automatically arrive on target). Of the possible hexes off the Unit or Item lands, select one hex randomly. *If the optional Wind rules are in play, choose only those hexes in the three Leeward hexsides in Breeze, and along the one hexside in Gale.* If the Optional Wind rules are not in play, still determine a Wind Direction with them and allow all Units and Supply Points landing this turn to land as above, but do not use the Wind modifiers to the above chart. Units that land off-map are removed from play.

**Roll Effect** +0 Morning Turn

≤2 On Target +0 Afternoon Turn

3-4 One hex off +3 Night Turn

5-6 Two hexes off +0 Clear

7-9 Three hexes off +2 Overcast

10-11 Four hexes off +3 Precipitation

12-13 Five hexes off +4 Storm

14 Six hexes off +2 Fog

15 Seven hexes off +1 Battery Unit

16-18 1D10 hexes off +1 Motorized Unit

≥19 2D10 hexes off -1 Mortar Unit

+3 Enemy Unit(s) have been in the Target hex since last turn

-5 Friendly Unit(s) have been in the Target hex since last turn

-1 *Calm Wind* +1 *Breeze Wind* +3 *Gale Wind*

**b. Air Drop Effects.** Companies landing via Aircraft Air Drop do so at zero strength ( no Firepower nor Defence, immediately Eliminated if Assaulted) and must attempt to improve themselves or be eliminated. Indicate this be Reducing then rotating these Unit so they are oriented North (opposite of usual). In order to improve to Reduced Strength, they must attempt to spend a prerequisite number of movement points (see chart below). If they succeed, they may rotate themselves to be seen from the South. They may again attempt to spend the same prerequisite movement points (again, see chart below) to obtain Full Strength. Units cannot attempt to improve after the Player Turn in which they land. If they have not improved to at least Reduced status by this time, they are Eliminated.

**MPs Source of MP Cost to Improve**

D5-1	All Units rolled each attempt to improve
+2	Air Landing Non-Motorized Companies*
+4	Air Landing Battery or Glider Motorized*
+6	Air Landing Battery and Glider Motorized*
-3	Air Landing Unit landing at an Airfield
-2	Mortar Battery
+X	Weather, and Trap costs (ignore Building and Tall Building hex features).
+Y	Where Y is the Defence of this Terrain as applied to Barrages
+Z	Where Z is the number of enemy Units in the hex

**MPs Source of MP Cost to Improve**

+2	If landing on or adjacent to an enemy Unit
+3	If landing on enemy Heavy Antiaircraft Unit
+2	If landing adjacent to a Heavy Antiaircraft Unit or on a Light Antiaircraft Unit
+1	If landing three hexes from a Heavy Antiaircraft Unit or adjacent to a Light Antiaircraft Unit

\* - Choose one of these three, all others are cumulative.

**c. Supply Points and Rafts.** Supply Points and Rafts land in the hex they land in, with no further effects.

**B. Amphibious Landings.** The player with Amphibious Landings determines which hexes each Unit(s) will land on before either player places their Units but after Markers (ie Defensive Works and Traps) have been placed. The Landing Player does this by looking at the map and writing down, in secret, where Units are to Land.

**1) What may make Landings.**

**a. Companies.** Any non-Motorized Company may make Landings.

**b. Batteries.** Mortar Batteries may make landings.

**c. Vehicles.** Amphibious Tanks may make landings.

**d. LVTs.** When an OB indicates an LVT is available, any one Motorized Unit may land per LVT available.

**2) Amphibious Landing Procedure.** Amphibious Landings conducted by a Player occur during that Player's first Activities-Movement Phase of the game unless specifically stated otherwise. Units that do not land on or adjacent to an enemy Unit may spend up to half their Movement Points this Phase. After this Phase, they are treated as usual.

**a. Amphibious Landing Location.** Roll 1D10, consider the below cumulative modifiers and consult the following table for each Unit that is making an Amphibious Landing. Standard Effects are used if the optional Wind rules are not in play and for Landings made in Calm Wind or when the Wind is perpendicular to shore. Wind Effects occur with the Optional Wind rules in play and there is a Breeze or Gale. Modifiers for the Wind Effects chart are cumulative with the Standard Modifiers, when those optional rules are in play.

**Standard Effects Roll Wind Effects**

On-Target	1	2 hexes Windward
On-Target	2-3	1 hex Windward
One hex off	4-5	On-Target
Two hexes off	6-7	On-Target
Three hexes off	8-9	1 hex Leeward
Four hexes off	10	1 hex Leeward
Four hexes off	11	2 hexes Leeward
Five hexes off	12	2 hexes Leeward
Six hexes off	13	3 hexes Leeward
	14	4 hexes Leeward
	15	5 hexes Leeward
	16	6 hexes Leeward

**Standard Modifiers**

+1 Night Turn	<b>Wind Rule Modifiers</b>
+1 Precipitation	Gale+3 to Wind Effects Rolls
+2 Storm	+1 Fog

Landings that occur off-target do so by travelling along the shoreline the appropriate number of hexes. If a direction isn't indicated, randomly choose one direction for all landings this Player Turn.

**b. Landing on Enemy Units.** Units landing on Enemy Units must Assault them with Half Firepower.

**c. Amphibious Landing Effects.** Companies and Mortar Batteries that land have their Firepower and Defence halved until they leave the hex they landed in. If they return later these effects do not return. Motorized Units that land roll a D5 and suffer the effects of the following table upon landing:

**D5 Roll Effects**

≤3	No Effect
4	Pinned
5-6	Reduced
7-8	Reduced & Pinned
≥9	Remove from Play

**Standard Modifiers**

+1 Night Turn
+2 Storm

**Wind Modifiers**

+3 Gale
+1 Breeze or Fog

**C. Trains.** Rail Transports may move along railroad hexsides. Each Rail Transport arrives and exits the map as indicated in the scenario or campaign rule.

**1) Movement.** Trains may move along rail lines an unlimited number of hexsides during a Transport Phase. Trains actually exist on the hexsides, not in any one particular hex. No two Trains may cross each other in a single-track hexside. Also, no train may cross a Rail Break Marker nor move between two hexes containing enemy Units.

**a. Unloading.** Trains may drop their contents off along its route into any hex adjacent to a Rail hexside except into a hex containing or adjacent to an enemy Unit. Any contents remain in the hex when doing so.

**b. Loading.** Trains must be off-map during the Dawn Briefing to reload. Reloading is done during the Dawn Briefing.

**c. On-Map Loading.** Trains may Load any Battery, Company, Supply Point or Bridging Implement On-Map

from a hex adjacent to a rail line hexside the Train Transport counter is in. The Train may then move the Unit to another location on the map to Unload the Unit.

**d. Bridging Implements.** When unloaded, Boats, Rafts, and Bailey, Foot and Vehicle Bridges may move to a Headquarters Unit that can Trace Supply to the Unloading point.

**2) Capacity.** Each Rail Transport has a number of cars indicated by the Transport counter. The cargo that train is to carry may be allocated during the Dawn Briefing. Reinforcements may only come in accordance to the scenario or campaign rules. Supply Points and Bridging Implements may normally be ordered in any quantity except where the scenario or campaign rules indicate.

Item	Cars
Companies	3
Batteries	3
Vehicle Platoons	3
Boat Marker	1
Raft Marker	3
Bailey Bridge Marker	1
Foot Bridge Marker	2
Vehicle Bridge Marker	3
Supply Points 5 Marker	1
Railroad Artillery Battery	15

**3) Attacking Trains.** When a Train moves adjacent to or enters a hex containing an enemy Unit that Unit may fire on the Train at the owning Player's option. Only one Unit may fire at the Train per hexside it moves along. If the Unit's Hard Firepower plus a D10 roll equals 10 or higher the Train is removed from play; any Units on the Train may be Unloaded so long as they don't violate stacking, although Batteries and Vehicle Platoons are placed at reduced strength. Supply Points and Bridging Implements are placed. Trains remaining On-Map for any reason switch sides if the opposing Player has a Unit in both adjacent hexes.

**D. Trucks.** Truck Transports may move along Highways and Roads. Each Trucks Transport arrives and exits the map as indicated in the scenario or campaign rule.

**1) Movement.** Trucks may move along Highways and Roads up to 60 hexes per Transport Phase. Roads cost 2 hexes in Wet Ground Conditions as do hexes containing Refugees (both in one hex counts as 3 hexes).

**a. Unloading.** Trucks drop their cargo into any hex they move into.

**b. Loading.** Trucks must be off-map during the Dawn Briefing to reload. Reloading is done during the Dawn Briefing.

**c. Bridging Implements.** When unloaded, Boats, Rafts, and Bailey, Foot and Vehicle Bridges may move to a Headquarters Unit that can Trace Supply to the Unloading point.

**2) Capacity.** Each Truck Counter may carry 3 train cars worth of cargo as defined in Rule 16.B.2., except Trucks may not carry any Units.

**3) Combat.** Trucks are removed from play whenever they move adjacent to an enemy Unit or an enemy Unit moves adjacent to them.

## E. Ships.

**1) Movement.** Ship Transports may move through Deep Sea hexes and hexes with Ports in them. Each Ship Transport arrives and exits the map as indicated in the scenario or campaign rule. Upon entering the map they move any number of hexes to a Port hex via any Deep Sea or Port hex until it stops. The Ship may not move in the same turn after it Unloads. On an ensuing turn when the Ship does not Unload it may move off-map.

**a. Unloading.** Ships may drop Supplies and Bridging Implements off at any Port Marker it stops in. Any contents remain in the hex when doing so. Units may leave a Ship during an appropriate Movement Phase themselves, but do not Unload during the Transport Phase. It costs Units 3 Movement Points to move from the Ship to a Port hex.

**b. Boat and Raft Unloading.** Units, Supply Points and Bridging Implements may be ferried from Ships in a Deep Sea hex to a land hex during the Activities-Movement Phase.

**c. Loading.** Ships must be off-map during the Dawn Briefing to reload. Reloading is done during the Dawn Briefing.

**d. Bridging Implements.** When unloaded, Boats, Rafts, and Bailey, Foot and Vehicle Bridges may move to a Headquarters Unit that can Trace Supply to the Unloading point.

**2) Capacity.** The number on the Ship Transport Counter indicates the amount of cargo the Ship may carry. This Cargo is quantified the same way as Rail Transport Capacity, Rule 16.B.2.

**3) Combat.** Ships are unaffected by Combat.

## Rule 17 – Supply-Movement Phase

**A. Participants.** All of the Acting Player's Units may participate in this Phase except those which are Pinned and/or adjacent to an enemy Unit. Pinned Units may not do anything this Phase, while Units adjacent to enemy Units must attempt to Trace Supply and if they fail have a Supply Reduced Marker placed on them. Units may move or Trace Supply during this Phase. Headquarters may also be used to allow supply to be traced towards other Units if the Headquarters Company does not move. Certain Units may be required to Trace Supply during this Phase. If this is so, that Unit may not move; a Unit may Trace Supply or move this Phase, not both. Other Units may Resupply or move, at the owning player's option.

**B. Tracing Supply.** Units which Trace Supply during this Phase may conduct Barrages during the Barrage Phase or Activities during the Activities-Movement Phase. All Units that begin this Player Turn adjacent to a Reacting Player's Unit must attempt Trace Supply during this Phase, even if doing so fails to net the Unit supply as no method of Tracing Supply. This prevents the Unit from moving this Phase.

**C. Movement.** Any Unit of the Acting Player that does not, and is not required to, attempt to Trace Supply this Phase may instead move.

**D. Overwatch.** The Offensive Player may apply the Overwatch Marker to any Unit that successfully Traces Supply this Phase but is not forced to do so. That Unit may not do anything during the Offensive Player's Turn, but is available to act on the Defensive Player's next Player Turn.

## Rule 18 – Barrage Phase

### A. Participants.

**1) Acting Player Units.** All of the Acting Player's Batteries and Vehicles that opted to, but were not forced to, Trace Supply in the previous Phase, may participate in this Phase unless noted elsewhere. Those which do may not do anything in the ensuing Activities-Phase. Batteries and Vehicles must qualify, however, to participate:

**a. Artillery.** Artillery may fire a barrage into any hex that is at least 3 hexes from the Artillery Battery but no more than the Artillery's Range in hexes from the Artillery Battery.

**b. Mortars.** Mortars may fire a barrage into any hex that is 2 or 3 hexes from the Mortar Battery.

**c. Other Batteries.** Batteries that are not Artillery nor Mortars may fire barrages into adjacent hexes.

**d. Vehicles.** Vehicles may fire barrages into adjacent hexes.

**e. Sorties.** Sorties available this Turn may fire barrages anywhere on map.

**2) Reacting Player Units.** The Reacting Player's Units may fire Barrages if they qualify as indicated below; such Units fire at half their Firepower:

**a. Overwatching Artillery.** If the Offensive Player has an Artillery Battery on Overwatch it may fire a Barrage into any hex that is at least 3 hexes from the Artillery Battery but no more than the Artillery's Range in hexes from the Artillery Battery. Doing so causes that Battery to lose its Overwatch Marker.

**b. Overwatching Mortars.** If the Offensive Player has a Mortar Battery on Overwatch it may fire a Barrage into any hex that is 2 or 3 hexes from the Mortar Battery. Doing so causes that Battery to lose its Overwatch Marker.

**c. Unexpended Artillery.** If the Defensive Player has an Artillery Battery that does not have an Expended Marker on it may fire a Barrage into any hex that is at least 3 hexes from the Artillery Battery but no more than the Artillery's Range in hexes from the Artillery Battery. Doing so causes that Battery to have an Expended Marker placed on it.

**d. Unexpended Mortars.** If the Defensive Player has a Mortar Battery that does not have an Expended Marker on it may fire a Barrage into any hex that is 2-3 hexes from the Mortar. Doing so causes that Battery to have an Expended Marker placed on it.

**e. Sorties.** Sorties available this Turn may fire barrages anywhere on map.

**B. Spotting.** No hex may be barraged by a Player's Units or Sortie unless that same Player has at least one Battery or Company adjacent to or in the hex in question.

**C. Sequence.** The Acting Player may choose any one hex to fire a Barrage upon. All Units, Support and Sorties which participate in the Barrage are allocated and the results of the Barrage is determined. Then the Reacting Player does the same. Either Player may pass an opportunity to fire a Barrage. Once both Players pass such an opportunity in sequence (one right after the other), or neither Player has a Unit which qualifies as a Participant as per above, the Barrage Phase ends. No one

hex may be barraged by the same Player more than once per Barrage Phase (this does not mean that more than one Unit or Sortie may be fired into a hex, just that once a Barrage is resolved for a hex, that hex may not be Barraged again this Player Turn).

**D. Computation.** Both Barrage types are fired simultaneously into a hex. The results of a Smoke Barrage occur after the results of the Standard Barrage has been applied.

**1) Standard Barrage.** Each Unit or Support Barrage fired into the hex consults the Firepower Variability Table and modifies its Firepower. The Firepower is then summed and modified for Terrain, Weather and Defensive Works. When Players receive Firepower to allocate to a Unit, they allocate it secretly from that Player, only showing the other player when both have applied all Firepower that is to occur in the hex.

**a. Only one Player has Units in the Hex.** One Quarter of each type of Firepower is given to the Player whose Units are firing the Barrage and the other Three Quarters is given to the Player whose Units are in the hex. The Players then must apply all Firepower they can to the Units in the hex. No single Player may apply more than twice the Defence of any one Unit in the hex unless they have to. Then each amount applied to the Units are added together so there is one amount per Unit. See Hit Effects, below, for the consequences.

**b. Both Players have Units in the Hex.** The Player who is firing the Barrage(s) applies half the Firepower on his own Unit(s) in the hex, but may still not apply more than twice the Defence of any one Unit in the hex unless he has to. He also must apply all the Firepower to his Unit(s) in the hex. Then One Quarter of the total Firepower (not the remaining Firepower) applied to the is given to the Player who is firing the Barrage(s) to apply to the other Player's Units, again, not applying more than twice the Defence of any one Unit in the hex unless they have to. Finally, Three Quarters of the total Firepower (not the remaining Firepower) is given to the Player who did not fire the Barrage, to apply to his own Unit(s) in the hex, not applying more than twice the Defence of any one Unit in the hex unless he has to, and applying all the Firepower her is given. Then each amount applied to the Units are added together so there is one amount per Unit. See Hit Effects, below, for the consequences.

**2) Smoke Barrages.** Batteries which may use Smoke may fire Smoke Barrages into a hex rather than a standard Barrage. Place one Smoke Barrage Marker into the hex in lieu of that Battery's Firepower. Reduced Batteries alone may not create a Smoke Barrage, but two reduced Batteries operating together may produce a Smoke Barrage.

**E. Hit Results.** For each multiple of any one Unit's Defence the combined Firepower applied by each Player does to a Unit the following occurs (Rule numbers correspond with numbers of Hits). The effects of each Hit are not cumulative with one another; a Unit suffers the effects of either one or two hits, not both.

**1) Suppressed.** Unit is Suppressed. Place a Suppression Marker on the Unit. If the Unit at hand is a Vehicle ignore this Hit.

**2) Pinned.** Unit is Pinned. Place a Pinned Marker on the Unit. Note that when a Vehicle Unit (only) that is already

Pinned is Pinned again it is instead Reduced, and its Pin Marker is removed.

**F. Barrages onto Bridge Markers.** *If any Normal Barrage (ie not a Smoke Barrage) lands on a Bridge Marker, or in the case of a Bailey Bridge, in a hex adjacent to that Bridge, that Bridge has the following chance of the following effects, unless a Engineer is on that Bridge (or adjacent to its hexside). The player owning the Engineers may opt not to protect the bridge.*

**1) Bailey Bridge.** 1 in 10 chance to remove the Bailey Bridge.

**2) Foot Bridge.** 2 in 10 chance to remove the Foot Bridge and place 5 Raft Markers randomly in adjacent land hexes. Any Unit on the Bridge may move into any adjacent hex not containing enemy Units, or is removed from the map.

**3) Vehicle Bridge.** 2 in chance to replace the Vehicle Bridge with a Foot Bridge and place 5 Raft Markers randomly in adjacent land hexes. Any Vehicle or Unit greater than stacking (owning Player's choice) on the Bridge is Reduced and moved into any adjacent hex not containing enemy Units, or is removed from the map.

## Rule 19 – Activities-Movement Phase

**A. Participants.** All of the Acting Player's Units may participate in this Phase except those which are Pinned or participated in the preceding Barrage Phase. Units may move, make a Forced March, or conduct Activities during this Phase.

**B. Conduct Activities.** The Acting Player's Units which Traced Supply during this Player Turn's Supply-Activities Phase may conduct Activities. Activities are done in lieu of Movement; ie a Unit must be capable of moving this phase in order to conduct Activities. Reduced Units double the Movement Point costs of all Activities (for them).

### 1) Procedure.

**a. Movement Point Cost.** Each Activity costs Movement Points, such that a Unit may conduct an Activity and Move in any combination so long as the Unit does not expend more Movement Points than it has. Activities cost double when a Unit is conducting one adjacent to an enemy Unit, in Wet Ground Conditions.

**b. Cooperation.** Multiple Units that can conduct an Activity may combine their Movement Points in order to spend Movement Points on an Activity more quickly.

**c. Assistance.** If it is indicated a certain type of Unit may conduct assistance, that Unit may do up to half of the Movement Point cost of any one Activity being done by another Unit. However, each such Movement Point costs double for the Assisting Unit.

**d. Accumulation.** Movement Points for Activities may accumulate from Turn to Turn so long as the Units doing them do not leave the hex the Activities are being done in. Record the number of Movement Points spent on a scratch sheet of paper until the Activity is complete or the Unit leaves the hex.

### 2) Bridging.

**a. Bailey Bridge.** If a Combat Engineer and a Bailey Bridge are in the same hex the Bailey Bridge may be placed across one of that hex's Ford, Gully, Stream or Small River hexsides. Doing so costs 3 Movement

Points. Construction and Maintenance Engineers may Assist placing a Bailey Bridge. Any Company or Engineer Unit may spend 3 MPs in order to remove a Bailey Bridge Marker in one of that hex's hexsides.

**b. Foot Bridge.** If a Combat Engineer, 5 Rafts and a Foot Bridge are in the same hex the Foot Bridge may be placed in an adjacent Calm River hex. The Raft Markers are removed from the map. Doing so costs 9 Movement Points. Construction, Maintenance and Port Engineers may Assist placing a Bailey Bridge. Any Company or Engineer Unit may spend 6 MPs in order to remove a Foot Bridge Marker in their hex. They must have enough MPs to then exit the hex the same Phase.

**c. Vehicle Bridge.** If a second Foot Bridge is to be placed in the same Calm River hex, instead place a Vehicle Bridge Marker. No additional Bridges may be placed in this hex. Any Company or Engineer Unit may spend 6 MPs in order to turn a Vehicle Bridge Marker in their hex into a Foot Bridge.

**3) Defensive Works.** The effects of Defensive Works are indicated on Chart 2 – Terrain Effects Chart. Only one Defensive Work form may be in any one hex at any one time; when changing the type of Defensive Work in the hex remove the old Defensive Work counter. Any Company may dig Defensive Works; Combat and Construction Engineers halve the movement point costs of all Defensive Work Activities.

**a. Foxholes.** Costs 6 MPs.

**b. Scrapes.** Costs 12 MPs.

**c. Trench Level 1.** Prerequisite Foxholes in the hex; costs 14 MPs.

**d. Trench Level 2.** Prerequisite Trench Level 1 or Scrapes in the hex. With Trench Level 1 in the hex, costs 5 MPs. With Scrapes in the hex, costs 14 MPs.

**e. Trench Level 3.** Prerequisite Trench Level 2 in the hex; costs 14 MPs.

**f. Trench Level 4.** Prerequisite Trench Level 3 in the hex; costs 5 MPs.

**g. Removal.** It costs 3 MPs to remove any one Trenches, Foxholes or Scrapes Marker from a Hex.

**4) Fortifications.** Fortifications are a subset of Defensive Works, the effects of which are indicated on Chart 2 – Terrain Effects Chart.

**a. Pillbox.** Prerequisite Scrapes; replace the scrapes with a Pillbox when Combat or Construction Engineers (which also may assist) spend 12 MPs in the hex.

**b. Unimproved Fort.** Prerequisite Pillbox and Scrapes; replace both with an Unimproved Fort Marker when Combat or Construction Engineers (which also may assist) spend 12 MPs in the hex.

**c. Improved Fort.** Prerequisite Unimproved Fort and Foxholes; replace with an Improved Fort Marker when Combat or Construction Engineers (which also may assist) spend 12 MPs in the hex.

**d. Removal.** Any type of Engineer may spend 8 MPs to reduce an Improved Fort to Unimproved, an Unimproved Fort to a Pillbox, or to remove a Pillbox Marker from play (doing so does not allow the Player to place a Scrape Marker).

**5) Traps.** The effects of Traps are indicated on Chart 2 – Terrain Effects Chart. No more than 3 cumulative Trap Levels may be in the same hex (Concertina Wire counts as



one Level). Combat and Construction Engineers may place Traps, and any Company may Assist them.

**a. Tank Traps.** Costs 4 MPs to increase or decrease one level.

**b. Mines Level.** Costs 6 MPs to increase one level, 18 MPs to decrease one level.

**c. Concertina Wire.** Any Company may place Concertina Wire at the cost of 2 MPs, or remove at the cost of 3 MPs.

#### 6) Demolitions.

**a. Printed Non-Railroad Bridge.** Combat and Maintenance Engineers may set demolitions on a bridge to allow it to be destroyed. To do so, Combat Engineers must spend 10 MPs and Maintenance Engineers must spend 16 MPs on each hex the bridge runs through. The Unit in question must then move off the bridge and roll a D10:

Roll	Effects to each hex
1	No effect on Bridge
2	Bridge Damaged
3-10	Bridge Destroyed

**b. Printed Railroad Bridge.** Combat and Maintenance Engineers may set demolitions on a bridge to allow it to be destroyed. To do so, Combat Engineers must spend 5 MPs and Maintenance Engineers must spend 8 MPs on each hexside the bridge runs through. The Unit in question must then move off the bridge and roll a D10:

Roll	Effects to each hexside
1	No effect on Bridge
2	Bridge Damaged
3-10	Bridge Destroyed

**c. Rail Line.** A Rail Engineer may demolish a rail line hexside at the cost of 1 MP. An Assault, Combat, Construction, Maintenance or Port Engineer may demolish a rail line hexside at the cost of 2 MPs. Any Company in the same hex as or adjacent to any friendly Engineer Company may demolish a rail line hexside at the cost of 3 MPs. Any Company may assist in this demolition.

**d. Port.** A Combat, Construction or Port Engineer may demolish a Port at a cost of 30 MPs.

**e. Burn Out Buildings.** An Assault, Combat Construction or Maintenance Engineer may Burn-Out a Building (Tall or not) in a hex at a cost of 2 MPs. They may also Burn-Out a Buildings (Tall or not) hex at a cost of 6 MPs.

**f. Burn Out Woodlands.** Any Company may Burn Out a Forest, Woods or Scrub hex. Doing so takes 15 MPs.

**g. Sapping.** Combat and Construction Engineers may make underground tunnels towards enemy Defensive Works. Combat, Construction and Maintenance Engineers may assist them. Up to one Unit may Sap and another may Assist per hex. These Units place Sapping Markers on them. The rate at which the Units conduct their sapping needs to be recorded on a scrap sheet of paper off-map. It takes 100 MPs to build a sap mine one hex. The Sap line need be built from the Sapping hex to the target hex (which may remain the sapping Player's

secret). Then, 5 Supply Points need show up at the sapping Units' hex. Finally, as part of the Activities-Movement Phase, the sapping is completed, and the target hex

**h. Tunnels.** Tunnels may be dug in the same way that sapping mines are but without the Supply Point cost, either to provide an escape route or to stop sapping. If a tunnel is built into the same hex as a sapping tunnel, the sapping loses all MPs spent. If a tunnel is dug between two hexes any non-Motorized Company of the side that built it may retreat through the tunnel, showing up at the tunnel exit and ending its retreat then. If a Company retreating through a tunnel retreats into an enemy-controlled hex, the Company is removed from the map. Whenever the non-digging Player takes either hex containing a tunnel the tunnel is removed from play.

**7) Un-Pin other Motorized Unit.** If a Combat or Maintenance Engineer is in the hex of a Pinned Vehicle that Engineer may spend 2 MPs to attempt remove the Pin Marker from that Vehicle. For each attempt to Un-Pin a Vehicle conducted on that vehicle, there is a 5 in 10 chance that attempt will be successful; if successful the Pin Marker is removed from that Unit. Units may not use this ability to Un-Pin themselves. No Unit may Assist with this Activity.

#### 8) River Crossings.

**a. Boats.** Non-Motorized Companies may cross Calm River hexes and Small River hexsides in Boats. They may only move up to four hexes when crossing Calm River hexes. If the hex they arrive in has enemy Units this Unit must Assault on landing, with its Firepower halved and Defence Quartered. Doing so takes this Unit's entire Activities-Movement Phase. Mortar and Light Antiaircraft Batteries may also cross these features but may not do so into an enemy-occupied hex, nor may they Fight next Phase.

**b. Rafts.** Rafts act as Boats, above, but any Unit may cross as do Mortars and Light Antiaircraft Batteries do.

**9) Buildings.** Construction Engineers may build buildings. Combat or Construction Engineers may Assist them. Players will have to make their own counters.

**a. Building.** 20 MPs.

**b. Buildings.** Prerequisite Building: 60 MPs.

**c. Tall Building.** 50 MPs.

**d. Tall Buildings.** Prerequisite Tall Building: 100 MPs; or prerequisite Buildings: 140 MPs.

**e. Buildings with Tall Building.** Prerequisite Buildings: 35 MPs; or prerequisite Tall Building: 60 MPs.

**10) Airfields.** Construction Engineers may change a Clear Hex into a Tarmac hex at the cost of . Combat or Construction Engineers may Assist them. Players will have to make their own counters. A Maintenance Engineer is required per Building or Buildings hex an airfield has, or its Sorties may not fly.

**a. Level-1.** A full runway requires four Tarmac hexes, in a straight line. A full airfield requires a runway and a Building hex adjacent to the side of the Airfield. This holds one Sortie.

**b. Level-3.** An airfield that can maintain three Sorties requires a second runway in the same four hexes as the first and the Building hex changed into a Buildings hex.

**c. Level-6.** An airfield that can maintain six Sorties requires a second pair of runways that go along a new hexrow, intersecting the Level-3 Airfield's in one hex, and a

*Buildings hex adjacent to this new pair of runways.*

**C. Movement.** Any Unit of the Acting Player that is not Pinned and did not fire a Barrage in the preceding Phase may move. Movement Points may be spent on a combination of moving from hex to hex and on Activities.

**D. Forced March.** *The Acting Player may Force March his non-Motorized Companies, granting them double their Movement Point rating for this Phase. This is treated as Movement, but the Units may only move (not conduct Activities) and then place a Fatigue Marker on them when done moving. Pinned Units and Units that fired a Barrage last Phase may not Forced March.*

## Rule 20 – Combat Phase

**A. Participants.** The following Units may participate in this Combat Phase:

**1) Acting Player Units.** Acting Player Units may Fight or Assault Units adjacent to them. They may only Assault them, however, if they can move into the hex. No more Units may Fight or Assault a hex than may Stack there.

**a. Companies.** Any Company that may act this Player Turn.

**b. Batteries.** Any Battery that may act this Player Turn, did not fire a Barrage this Full Turn, and is neither an Artillery nor a Mortar Battery, may Fight this Phase. No Battery may participate in an Assault, however.

**c. Vehicles.** Any Vehicle that may act this Player Turn and did not fire the preceding Barrage Phase may Fight this Phase. The same Vehicles above that are not Pinned may conduct an Assault this Phase.

**2) Reacting Player Units.** Reacting Player Units may provide Covering Fire for friendly Units being Assaulted.

**a. Offensive Player's Companies.** The Offensive Player's Companies that have an Overwatch Marker may provide Covering Fire during this Combat's Assault Phase. Companies that do so have their Overwatch Marker removed.

**b. Offensive Player's Batteries.** The Offensive Player's Batteries that have an Overwatch Marker, except Artillery and Mortar Batteries, may provide Covering Fire during this Combat's Assault Phase. Batteries that do so have their Overwatch Marker removed.

**c. Offensive Player's Vehicles.** The Offensive Player's Vehicles that have an Overwatch Marker may provide Covering Fire during this Combat's Assault Phase. Vehicles that do so have their Overwatch Marker removed.

**d. Defensive Player's Companies.** Any of the Defensive Player's Companies that do not have an Expended Marker may provide Covering Fire during this Combat's Assault Phase. Companies that do so have an Expended Marker placed on them.

**e. Defensive Player's Batteries.** Any of the Defensive Player's Batteries, except Artillery and Mortar Batteries, that do not have an Expended Marker may provide Covering Fire during this Combat's Assault Phase. Batteries that do so have an Expended Marker placed on them.

**f. Defensive Player's Vehicles.** Any of the Defensive Player's Vehicles that do not have an Expended Marker

may provide Covering Fire during this Combat's Assault Phase. Vehicles that do so have an Expended Marker placed on them.

**B. Combat Phase Sequence.** The Acting Player may choose any one hex to Assault or Fight. No more Units may Assault or Fight than may stack in the target hex, assuming the target hex has no enemy Units in it. He then chooses the applicable Units that will participate in the Assault or Fight. The Fight or Assault is then resolved per Rule 13, and the Acting Player moves onto his next Assault or Fight this Phase. The Acting Player may determine the number and order of Assaults and Fights he initiates, if any, this Phase. No hex may be Assaulted or Fought more than once per Combat Phase, although the Reacting Player's Units may be Assaulted or Fought multiple times, if they Retreat to another hex that gets Assaulted or Fought. Once the Acting Player opts or cannot conduct any more Assaults or Fights, he moves on to his Motorized-Movement Phase. Note that Units that are Ambushed must Assault their target hex at some time during this Phase, but have no precedence in the sequence.

### C. Assaults.

**1) Assault Sequence.** After the Acting Player has chosen which Units will participate in an Assault, any Vehicles participating in that Assault roll any chance to Pin as is applicable (those made while leaving their hex, crossing the hexside into the target hex, or made while entering the target hex). All Units attempting an Assault must also roll the chance to Pin for Mines while leaving their hex. If a Unit Pins on attempting to Assault a hex another Unit may attempt to take its place. In the case of Assaults, the Reacting Player may choose any Units that may Participate this Phase to provide Covering Fire. Firepower is applied and the Assault is resolved, including any Retreats.

**2) Covering Fire.** Before an actual Assault occurs, the Defending Player may conduct Covering Fire. The Hit Effects of Covering Fire is resolved and takes effect before the Assault is Computed or Resolved.

**a. Participants.** In order for a Unit to qualify for Covering Fire, it must qualify as a Reacting Player Participant. No more Units may conduct Covering Fire than may stack in a single hex, although they do not necessarily have to be in the same hex. They do, however, have to be adjacent to a Unit participating in an Assault.

**b. Division of Fire.** If the Acting Player's Units are Assaulting from multiple hexes, track the Firepower going into each hex separately. Note a Unit providing Covering Fire can only allocate its Firepower into an adjacent hex. However, if a Unit providing Covering Fire is adjacent to two hexes, each containing a Unit that is Assaulting a hex, the Player may choose which hex to allocate the Covering Fire to. The Covering Fire may not be divided between hexes. The results of Covering Fire into each hex is determined separately.

**c. Application of Firepower.** When Players receive Firepower to allocate to a Unit, they allocate it secretly from that Player, only showing the other player when both have applied all Firepower that is to occur in the hex. All Units which participate in the Covering Fire diverted into one hex add their Firepower together. This Firepower is applied to all Units in that hex that are participating in the Assault. Half of this Firepower is given to each Player,

who may apply this Firepower to Units in the hex, never applying more Firepower to a Unit than three times the Defence of that Unit unless they have to, and always applying all their Firepower. The Players then determine the total amount of Firepower applied to each target Unit. See Hit Effects, below, for the consequences.

**d. Expended.** Once a Unit finishes providing covering fire it removes its Overwatch Marker (if an Offensive Player's Unit) or adds an Expended Marker (if a Defensive Player's Unit). No hex may have Covering Fire diverted to it more than once per Assault.

**3) Covering Fire Hit Effects.** For each multiple of any one Unit's Defence the combined Firepower applied by each Player does to a Unit the following occurs (Rule numbers correspond with numbers of Hits). The effects of each Hit are not cumulative with one another.

**a. Suppressed.** Unit is Suppressed. Place a Suppression Marker on the Unit. If the Unit at hand is a Vehicle ignore this Hit.

**b. Reduced.** Unit is Reduced. Flip a full-strength Unit being Reduced to its Cadre side, or remove an already-Cadre Unit from the map.

**c. Reduced & Suppressed.** Unit is Reduced and Suppressed. Flip a full-strength Unit being Reduced to its Cadre side and then place a Suppressed Marker on it, or remove an already-Cadre Unit from the map.

**4) Combined Arms.** In certain circumstances where Batteries and/or Vehicles conduct or defend against an Assault without the benefit of an accompanying Company, those Units may suffer penalties as indicated below.

**a. Batteries Attacking.** A Battery conducting an Assault (not defending against it) without a friendly Company assaulting the same hex has its Firepower halved.

**b. Hard Vehicles.** Hard Vehicles conducting or defending against an Assault without a friendly Company assaulting or defending in the same hex has its Firepower halved. Additionally, and only when the Hard Vehicle is defending against an Assault without a friendly Company also defending the same hex, the Hard Vehicle's Defence is halved.

**c. Open-Top Vehicles.** Open-Top Vehicles defending against an Assault without a friendly Company defending in the same hex has its Hard Defence halved. Its Soft Defence remains the same (see Rule 5.A.4.c.).

**5) Assault Computation.** Units conducting an Assault retain effects from the preceding Covering Fire Hit Effects resolution. All Units conducting the Assault add their Firepower as modified by the Firepower Variability Table, as do all Units being Assaulted. Players apply Three Quarters of all Firepower they have to enemy Units, and One Quarter of all Firepower their opponent has to their Units. Neither Player should apply more Firepower to a Unit than two times the Defence of that Unit unless they have to, and always applying all their Firepower. The Players then determine the total amount of Firepower applied to each target Unit. See Hit Effects, below, for the consequences.

**6) Assault Hit Effects.** For each multiple of any one Unit's Defence the combined Firepower applied by each Player does to a Unit the following occurs (Rule numbers

correspond with numbers of Hits). The effects of each Hit are not cumulative with one another; a Unit suffers the effects of either one or two hits, not both.

**a. Reduced.** Unit is Reduced. Flip a full-strength Unit being Reduced to its Cadre side, or remove an already-Cadre Unit from the map.

**b. Remove from Play.** Remove the Unit from play, regardless of its present strength.

**7) Heavy Weapons.** Only after Assault Hit Effect resolution has occurred are Heavy Weapon effects applied, if applicable. Companies with Heavy Weapons may apply their Heavy Weapons to Assaulting Units as they wish. The effects depend on how many Heavy Weapons ratings are applied to each Assaulting Vehicle:

**a. One Heavy Weapons Rating.** Pin a Vehicle with a Defence  $\leq 5$ .

**b. Two Heavy Weapons Ratings.** Reduce a Vehicle with a Defence  $\leq 5$  or Pin a Vehicle with a Defence  $\geq 6$ .

**c. Three Heavy Weapons Ratings.** Reduce and Pin a Vehicle with a Defence  $\leq 5$  or Reduce a Vehicle with a Defence  $\geq 6$ .

**d. Four Heavy Weapons Ratings.** Remove from map a Vehicle with a Defence  $\leq 5$  or Reduce and Pin a Vehicle with a Defence  $\geq 6$ .

**e. Five Heavy Weapons Ratings.** Remove from map a Vehicle with a Defence  $\geq 6$ .

**8) Seizure.** Once Assault Hit Effects and Heavy Weapons have been resolved, it is determined whether the Acting Player Seizes the hex, forcing the Reacting Player's Unit(s) in the hex to Retreat or not, resulting in the Acting Player's Unit(s) that Assaulted the hex Retreating. The Acting Player totals the remaining Defence of Units that Assaulted the hex, while the Reacting Player totals the remaining Defence of Units he has in the hex. If the Acting Player's Strength is equal or greater, he places the remaining Units that Assaulted the hex in that hex (with their Markers), and the Reacting Player's must Retreat. If the Reacting Player's total Defence is greater, the Acting Player's Units must Retreat. If both Players retain the same Defence in the hex, no Unit retreats and the Reacting Player will be forced to Assault the hex on their ensuing Player Turn (Rule 20F2).

**9) Retreat.** If the either Player's Units must Retreat, this rule governs that procedure. The Player's Units must move as per Movement at least out of the hex. If a Unit is Pinned (and so cannot move), Reduce the Unit and remove its Pin Marker to allow it to Retreat. A Unit may not move in any hex adjacent to an enemy Unit while Retreating (except the Units that just Assaulted their hex), nor end its Movement in or adjacent to the hex it Retreated from. If a Unit cannot do so, it is removed from the map/eliminated. Consequentially, a retreating Unit must move at least two hexes to ensure it does not end its Retreat adjacent to the hex that had been Assaulted. *A Retreating Unit adds Fatigue.*

**D. Fights.**

**1) Overlapping Fire.** The following Modifiers affect Firepower in the Combat Phase, in addition to modifiers indicated elsewhere. In the two subheadings below, "Firing Units" include all those Units Assaulting a hex, Fighting a hex, or providing Covering Fire into a hex. A Unit may enjoy the benefits of only one type of Overlapping Fire each Phase.

**a. Arcing Fire.** Arcing Fire occurs when two Firing Units are adjacent to a Unit being fired upon but not adjacent to each other, in the same hex, nor on opposite sides of the hex of the Unit being fired upon. If this is the case, both Firing Units have +1 applied to their Firepower. Note this bonus applies for each pair of Units in this position.

**b. Crossfire.** Crossfire occurs when two Firing Units are adjacent to and on opposite sides of the same hex. If this is the case, both Firing Units have +2 applied to their Firepower. Note this bonus applies for each pair of Units in this position.

**2) Fight Computation.** All Units conducting the Fight add their Firepower as modified by the Firepower Variability Table, as do all Units being Fought. Players each receive half of their Firepower to apply to their opponent's Units, and half of their opponent's Firepower to apply to their own Units. Neither Player should apply more Firepower to a Unit than three times the Defence of that Unit unless they have to, and always applying all their Firepower. The Players then determine the total amount of Firepower applied to each target Unit. See Hit Effects, below, for the consequences.

**3) Fight Hit Effects.** For each multiple of any one Unit's Defence the combined Firepower applied by each Player does to a Unit the following occurs (Rule numbers correspond with numbers of Hits). The effects of each Hit are not cumulative with one another.

**a. Pinned.** Unit is Pinned. Place a Pinned Marker on the Unit. Note that when a Vehicle Unit (only) that is already Pinned is Pinned again it is instead Reduced, and its Pin Marker is removed.

**b. Reduced.** Unit is Reduced. Flip a full-strength Unit being Reduced to its Cadre side, or remove an already-Cadre Unit from the map.

**c. Reduced & Pinned.** Unit is Reduced and Pinned. Flip a full-strength Unit being Reduced to its Cadre side and then place a Pinned Marker on it, or remove an already-Cadre Unit from the map.

#### **E. Special Combat Circumstances**

**1) Ambushes.** If a Unit or group of Units are being Ambushed in a hex, an additional D5-1 Firepower is applied against each Unit Assaulting (the Acting Player's Unit(s)) the hex after Firepower has been allocated by the Players, but before Hit Effects Resolution. This is applied even if none of the Reacting Player's Ambushing Units has a Hard Firepower rating. Additionally, during Ambushes, the Reacting Player's Units Firepower results are resolved first, and only then may the Acting Player's Units fire.

**2) Mandatory Assaults.** In the rare event that two or more Units share the same hex but are not on the same side, the Acting Player's Unit(s) in the hex *must* Assault the Reacting Player's Unit(s) in the hex, ignoring the Pin chance for Vehicles in the hex. Other Acting Units may join the Assault from neighboring hex(es).

#### **F. Terrain and Defensive Works Benefits.**

**1) Shared hexes.** When Units of both sides share a hex, both may enjoy Terrain Effects and Defensive Works, but stacking-limited features are on a first-come, first-serve basis. Players may not shift their Units around from feature to feature until after the hex only contains

Units from one Side.

**2) Defenders.** Defending Units (or the Units of the Reacting Player) always receive their hex's benefits. If there is a capacity limit to a Terrain or Defensive Works feature, the Defender may select which Unit is in what feature. No one Unit may be in both a building and a Defensive Work, nor in multiple Defensive Works at a time.

#### **3) Attackers.**

**a) Assaulting Units.** Assaulting Units receive the worst benefits between the hex they're attacking from and the hex they're attacking into. If attacking from a Building or Tall Building hex into another Assaulting Units may not take advantage of either, although they may take advantage when Assaulting from a Buildings or Tall Buildings hex into another. Assaulting Units may not take advantage of Defensive Works at any time.

**3) Fighting Units.** Fighting Units may take advantage of Terrain and Defensive Works as per Defending Units.

**G. Remove Overwatch Counters.** Remove Overwatch Counters from any of the Offensive Player's Units that still have one on them at the end of this Phase.

### **Rule 21 – Motorized-Movement Phase**

**A. Participants.** All of the Acting Player's Motorized Units may participate in this Phase. Motorized Units may move or attempt to Un-Pin during this Phase.

**B. Movement.** Motorized Units may Move, Vehicles prepare to Assault, any Motorized Unit may be Ambushed.

**C. Un-Pin.** The Acting Player's Vehicles that are Pinned and that successfully Traced Supply in this Player Turn's Supply-Movement Phase may make one attempt to become Un-Pinned themselves. There is a 5 in 10 chance that attempt will be successful; if successful the Pin Marker is removed from that Unit.

### **Rule 22 – Vehicle Assault Phase**

**A. Participants.** Any of the Acting Player's Vehicle Units that are not Pinned may conduct Assaults this Phase. Any of the Acting Player's Motorized Units, including Vehicles, may be Ambushed this Phase.

**B. Sequence.** The Acting Player may choose any one hex to Assault. No more Units may Assault a hex than may stack in it, assuming the target hex has no enemy Units in it. He then chooses the applicable Units that will participate in the Assault. The Assault is then resolved, and the Acting Player moves onto his next Assault this Phase. The Acting Player may determine the number and order of Assaults and he initiates, if any, this Phase. No hex may be Assaulted more than once per Vehicle Assault Phase, although the Reacting Player's Units may be Assaulted multiple times, if they Retreat to another hex that gets Assaulted. Once the Acting Player opts or cannot conduct any more Assaults, he ends his Player Turn. Note that Units that are Ambushed must Assault their target hex at some time during this Phase, but has no precedence in the sequence.

#### **C. Assaults.**

**1) Assault Sequence.** After the Acting Player has chosen which Units will participate in an Assault, any Vehicles participating in that Assault roll any chance to Pin as is applicable (those made while leaving their hex, crossing the hexside into the target hex, or made while entering the

target hex). If a Unit Pins on attempting to Assault a hex another Unit may attempt to take its place. Firepower is applied and the Assault is resolved, including any Retreats.

**2) Combined Arms.** In certain circumstances where Batteries and/or Vehicles conduct or defend against an Assault without the benefit of an accompanying Company, those Units may suffer penalties as indicated below.

**a. Batteries Attacking.** A Battery conducting an Assault (not defending against it) without a friendly Company assaulting the same hex has its Firepower halved.

**b. Hard Vehicles.** Hard Vehicles conducting or defending against an Assault without a friendly Company assaulting or defending in the same hex has its Firepower halved. Additionally, and only when the Hard Vehicle is defending against an Assault without a friendly Company also defending the same hex, the Hard Vehicle's Defence is halved.

**c. Open-Top Vehicles.** Open-Top Vehicles defending against an Assault without a friendly Company defending in the same hex has its Hard Defence halved. Its Soft Defence remains the same (see Rule 5.A.4.c.).

**3) Assault Computation.** Units conducting an Assault retain effects from the preceding Covering Fire Hit Effects resolution. All Units conducting the Assault add their Firepower as modified by the Firepower Variability Table, as do all Units being Assaulted. Players apply Three Quarters of all Firepower they have to enemy Units, and One Quarter of all Firepower their opponent has to their Units. Neither Player should apply more Firepower to a Unit than two times the Defence of that Unit unless they have to, and always applying all their Firepower. The Players then determine the total amount of Firepower applied to each target Unit. See Hit Effects, below, for the consequences.

**4) Assault Hit Effects.** For each multiple of any one Unit's Defence the combined Firepower applied by each Player does to a Unit the following occurs (Rule numbers correspond with numbers of Hits). The effects of each Hit are not cumulative with one another; a Unit suffers the effects of either one or two hits, not both.

**a. Reduced.** Unit is Reduced. Flip a full-strength Unit being Reduced to its Cadre side, or remove an already-Cadre Unit from the map.

**b. Remove from Play.** Remove the Unit from play, regardless of its present strength.

**5) Heavy Weapons.** Only after Assault Hit Effect resolution has occurred are Heavy Weapon effects are applied, if applicable. Companies with Heavy Weapons may apply their Heavy Weapons to Assaulting Units as they wish. The effects depend on how many Heavy Weapons ratings are applied to each Assaulting Vehicle:

**a. One Heavy Weapons Rating.** Pin a Vehicle with a Defence  $\leq 5$ .

**b. Two Heavy Weapons Ratings.** Reduce a Vehicle with a Defence  $\leq 5$  or Pin a Vehicle with a Defence  $\geq 6$ .

**c. Three Heavy Weapons Ratings.** Reduce and Pin a Vehicle with a Defence  $\leq 5$  or Reduce a Vehicle with a Defence  $\geq 6$ .

**d. Four Heavy Weapons Ratings.** Remove from map

a Vehicle with a Defence  $\leq 5$  or Reduce and Pin a Vehicle with a Defence  $\geq 6$ .

**e. Five Heavy Weapons Ratings.** Remove from map a Vehicle with a Defence  $\geq 6$ .

**6) Seizure.** Once Assault Hit Effects and Heavy Weapons have been resolved, it is determined whether the Acting Player Seizes the hex, forcing the Reacting Player's Unit(s) in the hex to Retreat. The Acting Player totals the remaining Defence of Units that Assaulted the hex, while the Reacting Player totals the remaining Defence of Units he has in the hex. If the Acting Player's Strength is greater, he places the remaining Units that Assaulted the hex in that hex (with their Markers), and the Reacting Player's must Retreat. If the Reacting Player's total Defence is greater, the Acting Player's Units must Retreat. If both Players retain the same Defence in the hex, no Unit retreats.

**7) Retreat.** If the Reacting Unit's Players must Retreat, this rule governs that procedure. The Player's Units must move as per Movement at least out of the hex. If a Unit is Pinned (and so cannot move), Reduce the Unit and remove its Pin Marker to allow it to Retreat. A Unit may not move in any hex adjacent to an enemy Unit while Retreating (except the Units that just Assaulted their hex), nor end its Movement in or adjacent to the hex it Retreated from. If a Unit cannot do so, it is removed from the map. *A Retreating Unit adds Fatigue.*

**D. Ambushes.** If a Unit or group of Units are being Ambushed in a hex, an additional D5-1 Firepower is applied against each Unit Assaulting (the Acting Player's Unit(s)) the hex after Firepower has been allocated by the Players, but before Hit Effects Resolution. This is applied even if none of the Reacting Player's Ambushing Units has a Hard Firepower rating. Ambushing Vehicles never cancel an Assault due to Pins; place the Pin Marker on the Unit after it initiates the Ambush/Assault but before Covering Fire is allocated. Additionally, during Ambushes, the Reacting Player's Units Firepower results are resolved first, and only then may the Acting Player's Units fire.

**E. Terrain and Defensive Works Benefits.**

**1) Defenders.** Defending Units (or the Units of the Reacting Player) always receive their hex's benefits. If there is a capacity limit to a Terrain or Defensive Works feature, the Defender may select which Unit is in what feature. No one Unit may be in both a building and a Defensive Work, nor in multiple Defensive Works at a time.

**2) Attackers.** Assaulting Units receive the worst benefits between the hex they're attacking from and the hex they're attacking into. If attacking from a Building or Tall Building hex into another Assaulting Units may not take advantage of either, although they may take advantage when Assaulting from a Buildings or Tall Buildings hex into another. Assaulting Units may not take advantage of Defensive Works at any time.

**F. End of this Phase:** Remove Pin Markers from Acting non-Motorized Units and Remove Expended Markers from the Defensive Player's Units if this is his Player Turn.

## Rule 23 – Dawn Briefing

**A. Allocate Reinforcements.** The scenario or campaign rules will indicate what Reinforcements, if any, are available each Day. Players should select which Units

should appear each Full Turn during the Day. When Reinforcements Appear they arrive on the edge of the map as indicated by the scenario or campaign rules. If the Transport Counter rules are in play they may be transported onto the map with those.

**B. Allocate Support.** Support includes Barrages fired from off-map sources. These would include long-range siege and railroad artillery ordinance fired from naval vessels. When scenario or campaign rules indicate Support is available, it is available once per day. Players decide which Full Turn during which they may use each Support element at this time. Each Support Barrage is the equivalent of 20 Firepower (both Hard and Soft), without Smoke capacity. Up to two Support Barrages may be sacrificed to give yet a third Support Barrage the same ability as Siege Artillery.

**C. Allocate Sorties.** Sorties provides Barrages released as bombs, rockets and strafing runs made by aircraft. When scenario or campaign rules indicate a Sortie is available, it is available once per day. Players decide which Full Turn during which they may use each Sortie at this time. Each Air Sortie is the equivalent of 20 Firepower (both Hard and Soft).

**D. Allocate Supply and Bridging Implements.** Supply that arrives each Day may be applied during the Dawn Briefing to show up on map that Full Turn. Supply is transported onto the map using Transport counters in the appropriate Turn. Players may exchange Supply Points for Bridging Implements in their allowance at the following rates:

Boat Marker = 1 Supply Point  
Raft Marker = 5 Supply Points  
Bailey Bridge Marker = 2 Supply Points  
Foot Bridge Marker = 4 Supply Points  
Vehicle Bridge Marker = 6 Supply Points

## Rule 24 – Victory

### A. Victory Conditions.

**1) Sector Control.** Please note Partisans (Rule 7A14) do not count for Sector Control.

**a. Secure.** In order for one Player to Secure a Sector, no enemy Units may be in that Sector.

**b. Control.** In order for one Player to Control a Sector, they must have at least ten Units in the Sector per each enemy Unit.

**c. Contest.** In order for one Player to Contest a Sector, they must have at least as many Units as ten less than the enemy in that Sector, but not zero.

**2) Losses.** When Victory Conditions call for the tracking of losses, consider a reduced Unit as one loss and an Eliminated Unit as two losses. This is not cumulative, such that if a Unit is at one point Reduced and later Eliminated, it counts for only two points of losses. Units that cannot Reduce, but are automatically Eliminated when otherwise Reduced from full strength still count as two losses. If a Unit Reduces, later returns to full strength through the use of a Hospital (Rule 7A7) and once again is Reduced in battle, it still counts as two losses.

**B. Historical Scenario and Campaign Victory.** The Scenario or Campaign Booklets contain Victory

Conditions for each such Scenario or Campaign. In the case whereby the Victory or loss of a Historical Scenario effects an Operation, it will be so noted in the Booklet. Please note that the Victory Conditions for Historical Events are generally to do better than the Players' Historical Counterparts.

**C. Conversion Scenarios.** In *TSWW™* Conversion Scenarios, the Order of Battle and Losses effects must be determined by the *TSWW™* Conversion Booklet. Conversion Scenarios last 8 Days.

		Ground
<i>TSWW™</i>	Foxhole™	Conditions
Calm in North Africa Desert or Middle East		1
<i>Above Freezing</i>		
Calm	Dry Warm	1
Light Storms	Mixed Warm	4
Heavy Storms	Wet Warm	7
<i>Near Freezing</i>		
Calm	Dry Cold	0
Light Storms	Mixed Cold	3
Heavy Storms	Wet Warm	8
<i>Below Freezing - Foxhole™ Frozen</i>		
Calm	Dry Cold	4
Light Storms	Mixed Cold	6
Heavy Storms	Wet Cold	8

What determines whether the defending side retreats is based on how well one side secures the Maphex in question. Whoever has the most control points as defined by the chart below wins; in the case of a tie, the Offensive Player retreats.

Sector Status	Value
Secure	7
Controlled	5
Contested	1

**D. Competitive Scenarios.** A Competitive Scenario does not on its own have a specific mapset nor Order of Battle. Rather, the Players themselves must devise them, and these rules are designed to assist them in doing so.

**1) Sequence.** Randomly select which Player will be the Offensive, and which will be the Defensive Player. Also randomly select which Player will be the Allied, and which will be the Axis Player. Then select the Mission (Rule 24C5), followed by adjusting the Prevailing Weather if applicable. Then decide how the Maphexes are to be arranged. Then have each Player choose their Units and place them on their Maphex in secret. Begin.

**2) Maphexes and Supply.** All Competitive Scenarios consist of each Player having one Maphex. Consider all transportation lines on this Maphex in existence. Once the two Maphexes are connected, each Player considers the Transportation Line(s) that exit the Maphex on the side opposite where their Maphex touches their opponent's to be a Source of Supply. Before Players place their forces the Maphex edge which will face the enemy should be chosen randomly, selecting a new Maphex edge if that face has a coast. Players should be able to see their and their opponent's Maphexes before setting up, including which Maphex edge will face them. However, each Player should

set up their forces in secret, and bring the two Maphexes together just in time to begin the first Turn.

**3) Prevailing Weather.** Prevailing Weather is generally determined by the Mission (Rule 24C5). However, each Player may spend Unit Points (see Rule 24C4 below) to adjust the weather in their favor. For each 150 Unit Points spent, a Player may adjust the weather on the below sliding scale up to once, whereby the Offensive Player may spend Points to move up along the scale, and the Defensive Player may spend Points to move down the scale:

Desert  
Dry Warm  
Mixed Warm  
Wet Warm

#### 4) Counter Valuation.

**a. Unit Valuation.** A Unit is worth:

[Heavy Firepower+1] or [Heavy Weapons-1]

plus

Soft Firepower-1

plus

Movement Points-1

plus

If Hard, Defence x4

If Open Topped, Defence x3

If Soft, Defence

plus

If Siege Artillery, Range ÷ 2 (round up)

If any other Artillery, Range ÷ 3 (round up)

If Bicycle, Cavalry, Motorcycle or Ski add Soft FP again

If Commando or Partisan double sum value

If an Assault or Combat Engineer or Hospital add MPs

again

If Parachute add 1

If an Assault Gun or Infantry subtract 1

**b. Marker Valuation.**

Marker	Point Value
Foxholes	2
Improved Fort	16
Mines	2
Pillbox	5
Scrapes	3
Tank Traps	1
Trench Level	4
Unimproved Fort	10

**5) Missions.** Please select randomly by rolling a D100 (2 x D10):

**1 - 3 Amphibious Assault.** Prevailing Weather is Dry Warm, Ground Conditions start at 3, Scenario lasts 3 Days. This Mission only uses one Maphex, chosen randomly, which contains a coastal Maphex edge. The Defensive Player receives 500 points worth of Counters, only 100 points worth of which may begin in the Sector containing the coastal edge. The Offensive Player receives 1000 points and must Control the coastal edge Sector at the end of the Scenario in order to win.

**4 - 5 Amphibious Invasion.** Prevailing Weather is Dry Warm, Ground Conditions start at 2, Scenario lasts 5 Days. This Mission only uses one Maphex, chosen randomly, which contains a coastal Maphex edge. The Defensive Player receives 500 points

worth of Counters, only 100 points worth of which may begin in the Sector containing the coastal edge. The Offensive Player receives 1250 points and must Secure the coastal edge Sector and Control at least 4 other Sectors at the end of the Scenario in order to win.

**6 - 9 Battle of Attrition.** Prevailing Weather is chosen randomly, Ground Conditions start at 4, Scenario lasts 8 Days. One Maphex is randomly allocated to each Player. Each Player receives 1000 Points worth of Counters, and the average value of each Player's Counters must be less than 30. The Player that takes the least Losses (Rule 24A2) wins.

**10 - 12 Blitzkrieg.** Prevailing Weather is Dry Warm, Ground Conditions start at 1, Scenario lasts 5 Days. Two random Clear or Desert Maphexes must be chosen and randomly allocate one to each Player. The Offensive Player receives 1800 Points worth of Counters and the Defensive Player receives 500 Points worth of Counters. The Offensive Player has 5 Days to cross the Defensive Player's Maphex and exit the far side with each of its non-Eliminated Units in order to win.

**13 - 16 Destroy Bridgehead.** Prevailing Weather is Mixed Warm, Ground Conditions start at 4, Scenario lasts 3 Days. The Offensive Player receives 1500 Points worth of Counters and the Defensive Player receives 500 Points worth of Counters. This Mission only uses one Maphex, chosen randomly, which contains a coastal Maphex edge. The Defensive Player places all of his Counters in the Sector containing the coastal edge. The Offensive Player's Units enter the Maphex from the opposite Maphex edge and must Control the coastal edge Sector at the end of the Scenario in order to win.

**17 - 20 Encirclement.** Prevailing Weather is Dry Warm, Ground Conditions start at 4, Scenario lasts 8 Days. Two Maphexes are selected randomly and the Offensive Player chooses which Player will start with each, which the Defensive Player selects which non-coastal Maphex edges will connect. The Defensive Player must deploy all Unit in his sector that borders the Offensive Player's Maphex. The Offensive Player receives 1500 Points worth of Counters and the Defensive Player receives 750 Points worth of Counters. If the Offensive Player has taken all of the Defensive Player's supply sources at any time during the scenario, the Offensive Player wins.

**21 - 26 Flank Attack.** Prevailing Weather is Dry Warm, Ground Conditions start at 3, Scenario lasts 5 Days. Two Maphexes are selected randomly. The Defensive Player chooses one and the Offensive Player receives the other. Both Players set up their Units as usual. However, after setup, the Offensive Player will select which of the Defensive Player's Maphex edges he will connect his selected Maphex edge to. The Offensive Player must force the Defensive Player to take twice as many losses to win. Each Player receives 1000 Points and the average value of each Player's Units must be less than 30.

**26 - 29 Guerilla Strike.** Prevailing Weather is Mixed Warm, Ground Conditions start at 4, Scenario lasts 3 Days. One random Maphex is selected. The Defensive Player first places his 500 Points worth of Units first on any 3 contiguous Sectors of the Maphex. The average value of his Units may not exceed 30 Points per Unit. The Offensive Player then selects any 100 Points worth of



Counters, likely including Commandos and/or Partisans, and places them on any one empty Sector. The Offensive Player must inflict at least 6 Points worth of losses (as defined by Rule 24A2) of the Defensive Player's Units and not suffer any Eliminated Units in order to win.

**30 - 35 Hold the Line.** Prevailing Weather is Mixed Warm, Ground Conditions start at 5, Scenario lasts 8 Days. Two Maphexes are chosen randomly. The Offensive Player receives 1500 Points worth of Counters and the Defensive Player receives 1000 Points worth of Counters. Defensive Player must Control all Sectors on his Maphex at the end of the Mission to win.

**36 - 39 Holding Action.** Prevailing Weather is Mixed Warm, Ground Conditions start at 5, Scenario lasts 3 Days. Two Maphexes are chosen randomly. The Offensive Player receives 1500 Points worth of Counters and the Defensive Player receives 500 Points worth of Counters. Defensive Player must Control all Sectors on his Maphex at the end of the Mission to win.

**40 - 42 Last Stand.** Prevailing Weather is Mixed Warm, Ground Conditions start at 5, Scenario lasts 5 Days. The Offensive Player receives 750 Points worth of Counters and the Defensive Player receives 250 Points worth of Counters. The Defensive Player selects one Building, Tall Building, Buildings or Tall Buildings hex on his Maphex. That hex counts as its own Supply Source. He must have at least one Unit in that hex at the end of the scenario to win.

**43 - 48 Meeting Engagement.** Prevailing Weather and Ground Conditions are selected randomly. Scenario lasts 5 Days. Each Player selects 1000 worth of Counters. Two Maphexes are selected randomly, but no Player places Units at the beginning of the scenario. Instead, Units may appear on the Maphex edge furthest from where enemy Units appear. Victory is determined as is retreat in Rule 24C, with the Player with the most Control Points winning. In case of a tie, the Player who took the least losses wins.

**49 - 52 Prepared Assault.** Prevailing Weather is Mixed Warm, Ground Conditions start at 5, Scenario lasts 8 Days. Two Maphexes are chosen randomly. The Offensive Player must Secure the Defensive Player's Maphex Sector that begins the Scenario adjacent to the Offensive Player's Maphex. The Offensive Player receives 1500 worth of Counters plus two Sapping Tunnels of any length (Rule 196G). The Defensive Player receives 1000 worth of Counters of which no less than 250 must be spent on Markers. The Offensive Player must Secure at least one Sector on the Defensive Player's Maphex at any one time, or Contest all Sectors on the Defensive Player's Maphex at the end of the Scenario.

**53 - 56 Pillage.** Prevailing Weather is Dry Warm, Ground Conditions start at 0, Scenario lasts 3 Days. Two Maphexes are chosen randomly. Each Player begins with 750 worth of Counters, but the Defensive Player may not set up in the Sector on his Maphex which is adjacent to the Offensive Player's Maphex. The Offensive Player must apply a Burnt Out Counter to each Building, Tall Building, Buildings or Tall Buildings hex in that Sector by the end of the

Scenario to win. If there are not at least 3 such hexes in the applicable Sector, re-rotate the Maphex or randomly select another Maphex as needed.

**57 - 60 Rearguard.** Prevailing Weather is Mixed Warm, Ground Conditions start at 4, Scenario lasts 3 Days. Two Maphexes are chosen randomly. The Offensive Player receives 1250 Points worth of Counters and the Defensive Player receives 500 Points worth of Counters. The Offensive Player must have at least three of his Units exit the far side of the Defensive Player's Maphex in order to win.

**61 - 64 Reconnaissance in Force.** Prevailing Weather is Dry Warm, Ground Conditions start at 0, Scenario lasts 5 Days. The Offensive Player receives 750 worth of Counters, and the Defensive Player receives 500 worth of Counters. The Offensive Player must Contest 5 separate Sectors on Defensive Player's Maphex, not all at once, at some point during Scenario to win.

**65 - 68 Relieve Pocket.** Prevailing Weather is Mixed Warm, Ground Conditions start at 0, Scenario lasts 5 Days. Three random Maphexes are selected and placed in a row. The Defensive Player receives 1500 worth of Counters, but may not spend any on Defensive Works or Traps, and sets them up on the center Maphex. The Defensive Player can trace supply to any Maphex edge on the central Maphex that does not touch one of the other two Maphexes. The Offensive Player places 1750 worth of Counters on his "home" Maphex, which contains sources of supply as usual. He then places 500 worth of Counters on the far Maphex with no supply sources. The Offensive Player wins if at any time during the scenario, all of his Units can Trace Supply.

**69 - 71 Scorched Earth.** Prevailing Weather is Dry Warm, Ground Conditions start at 0, Scenario lasts 5 Days. The Defensive Player selects any two non-Desert Maphexes and the Offensive Player selects one for himself. The Offensive Player receives 1500 Points worth of Counters and the Defensive Player receives 750 Points worth of Counters. If the Defensive Player manages to Burn Out more than half of the hexes on his Maphex among those that can be Burnt Out by the end of the scenario, he wins.

**72 - 76 Secure Bridgehead.** Prevailing Weather is Mixed Warm, Ground Conditions start at 5, Scenario lasts 5 Days. The Offensive Player receives 1250 Points worth of Counters and the Defensive Player receives 500 Points worth of Counters. Place a three-hex-wide River between two randomly-chosen Maphexes, with Bridge Destroyed Markers on all Bridges that would otherwise cross the River. If the Offensive Player Controls the Sector closest to his Maphex on the Defensive Player's Maphex, he wins.

**77 - 79 Seize and Hold.** Prevailing Weather and Ground Conditions are chosen randomly. Scenario lasts 8 Days. The Defensive Player selects any one Maphex with at least one Buildings or Tall Buildings hex on it. The Offensive Player selects which direction the objective Maphex will be oriented. The Buildings or Tall Buildings hex closest to the center of the Maphex becomes the objective. In case of two such hexes are equidistant, select the one of the most equal distance from the starting edges. Each Player's forces enters the Maphex from the opposite

edge. The Offensive Player must have a Unit in the objective hex at the end of the scenario to win. Both Players receive 750 worth of Counters.

**80 - 84 Skirmish.** Prevailing Weather is chosen randomly, Ground Conditions start at 2, Scenario lasts 3 Days. One Maphex is randomly allocated to each Player. Each Player receives 500 Points worth of Counters, and the average value of each Player's Counters must be less than 30. The Player that takes the least Losses (Rule 24A2) wins.

**85 - 87 Trench Warfare.** Prevailing Weather and Ground Conditions are chosen randomly. Scenario lasts 8 Days. Each Player receives 750 worth of Counters, plus 30 Trench Levels, and the average value of each Player's Units must be less than 25. The Player that takes the least Losses (Rule 24A2) wins.

**88 - 91 Total War.** Prevailing Weather is Dry Warm, Ground Conditions start at 1, Scenario lasts 5 Days. Two Maphexes are chosen randomly. The Offensive Player receives 1500 Points worth of Counters and the Defensive Player receives 500 Points worth of Counters. The Defensive Player receives one Point for each Burnt Out Marker it places on the map, while the Offensive Player collects Points using Losses per Rule 24A2. Whoever gains more of these Points for themselves wins.

**91 - 93 Vanguard.** Prevailing Weather is Dry Warm, Ground Conditions start at 6, Scenario lasts 5 Days. The Offensive Player receives 1250 Points worth of Counters and the Defensive Player receives 750 Points worth of Counters. The Offensive Player wins if he Controls the Sector closest to his Maphex on the Defensive Player's Maphex.

**94 - 96 Vertical Envelopment.** Prevailing Weather is Dry Warm, Ground Conditions start at 3, Scenario lasts 5 Days. Only one Maphex is used, and any Maphex edge is a supply source for both sides. The Offensive Player selects his 1500 worth of Counters and secretly plans his Air Drops first (all his Units must Air Drop). Then Defensive Player places his 500 worth of Counters. Victory is determined as is retreat in Rule 24C, with the Player with the most Control Points winning. In case of a tie, the Player who took the least losses wins.

**97 - 100 Wave Assault.** Prevailing Weather is Wet Warm, Ground Conditions start at 0, Scenario lasts 8 days. Defensive Player receives 1000 worth of Counters. Offensive Player begins with 750 worth of Counters. Then, on Morning of Turns 2 and 5 the Offensive Player may move onto his Maphex 500 worth of Counters (each such Turn) from any supply source (so from the Maphex edge on the Offensive Player's Maphex that is furthest from the Defensive Player's Maphex). Victory is determined as is retreat in Rule 24C, with the Player with the most Control Points winning. In case of a tie, the Player who took the least losses wins.

## Rule 25 – Optional Rules

### A. Optional Combat Rules.

**1) On-map Air Sorties.** Air Sorties using on-map Airfields may fly twice per Day, but require at least two contiguous hexes of Tarmac from which to operate. If

they do not have this, they may not fly from the hex at all. They are treated as Hospitals for the purposes of ground Combat.

**2) Barrages.** Barrages may be directed at non-Spotted Units contrary to Rule 18B. First, select one or more Units to conduct the Barrage and the target hex. Roll a D10. On a 2 or less the Barrage hits. On a 3 or higher the Barrage is fired but has no effect. If the target is an Artillery Battery that fired this Player Turn a 5 or less hits.

**3) Long Range Fights.** Fights may now be directed at hexes up to two or three hexes away. When Fighting a hex that is two hexes away, all Firepower is halved. Additionally, German Vehicles (only), due to their advanced optics at the time, may fire at targets up to three hexes away, only using a quarter of their Firepower when doing so.

**4) Formation Cohesion.** Soldiers of a Formation generally train and participate in combat together over a period of time. This gives them a better understanding and investment in their fellow soldier at arms. To reflect this, when more than one Battery or Company from the same Battalion, or more than one Vehicle [Platoon] from the same Company or Troop share a hex, treat each as having one higher Heavy Weapons, one higher Soft Firepower, and one higher Defence.

**5) Intra-Service Rivalry and the Language Barrier.** In order to properly reflect intra-service rivalry such as between the SS and the Wehrmacht, or the US Marines and the US Army; and also to reflect the difficulties of coordinating forces that speak different languages, prohibit Units from different Services or that speak different languages (even British versus American) from stacking in the same hex, Command Activating one another (if that Optional Rule is in play), or participating in the same Assault (including Covering Fire), Fight, or Spotting for one another's Barrages.

**6) Less Random Combat.** Ignore the Firepower Variability Table in Assaults and Fights, although still use it in Barrages, and use the bonus roll for Ambushes.

**7) Shellholes.** Shellholes are an optional type of Defensive Work that occur whenever an Artillery or Sortie Barrage hits a hex with at least 30 Soft Firepower at one time. They may also be dug by Units as a Foxhole at half the MP cost (3 MPs). A Shellhole may then be upgraded to a Foxhole by spending 3 MPs. Shellholes may only appear in the same hexes Foxholes may appear. Players may use upside-down (not flipped, but facing away from the Players) Foxhole Markers to represent Foxholes. Shellholes allow one Company to have 1B added Defence as per the Defensive Works Table on Chart 2 - Terrain Effects Chart.

**B. Command Activation.** Allowing each Unit to move of its own initiative at the Player's discretion does not perfectly simulate the difficulties inherent in the command and control of literally thousands of men. This rule better simulates that; basically, each Unit must be Command Activated by a Headquarters in order to be able to do anything during a Player Turn. There are two forms of Command Activation, via Radio, or via Runner. Via radio, one Unit can receive Command Activation from a Headquarters within 15 hexes. Via runner, effectively trace supply to a Headquarters, but for this purpose and not

interfering with movement or tracing supply for other means. Any below Unit which does not itself Move at all during a Player Turn (or in any way expend MPs) may double how much it may Command Activate. Reduced Units activate half as much as otherwise. Units adjacent to an enemy Unit can command one less. Suppressed Units can only command half as many as otherwise; Pinned Units one third as many.

### 1) Battalion Headquarters and Signals Companies.

A Battalion Headquarters or Signals Company can activate up to two non-Vehicle Units, up to four Vehicles, or a proportional combination. However, if the Battalion Headquarters receives Command Activation from a higher headquarters (Regiment, Brigade or above) it can Command Activate twice as much. Battalion Headquarters may only Command Activate themselves if they have received Command Activation from above.

### 2) Regimental or Brigade Headquarters.

A Regimental or Brigade Headquarters can activate up to three non-Vehicle Units, up to six Vehicles, or a proportional combination. However, if the Regimental or Brigade Headquarters receives Command Activation from a higher headquarters (Division or above) it can Command Activate twice as much. Regimental or Brigade Headquarters may only Command Activate themselves if they have received Command Activation from above.

**3) Higher Headquarters.** A Divisional or higher Headquarters can activate up to two non-Vehicle Units, up to four Vehicles, or a proportional combination. These Headquarters are always considered Command Activated themselves.

**C. Supplementary Environmental Rules.** These rules offer a comprehensive set of rules that cover a number of environmental effects. Because many of them are partially or fully dependant on the presence of one another, it is recommended that all of this rules subcomponents are used at once, or not at all.

**1) Fog, Smoke, Wind and Fire.** If using Wind, predict its strength and direction two turns ahead of time as per the Atmospheric Forecast; Wind Forecasts are always correct except as noted on the Chart. Wind effects Air Drops and Amphibious Landings as indicated in Rule 16A2a and 16B2a, respectively. Wind also effects Fog and Fire, below.

**a. Fog.** See the Wind Direction and Strength Chart for the chances of Fog, but only confirm Fog occurs when the Weather arrives; do not Forecast Fog. The effect of Fog is treated as an infinite number of Smoke Barrages in every hex for the duration of the Fog. See Rule 5B1.

**b. Fire.** Whenever a non-Smoke Barrage, Fight or Assault occurs in a hex during Dry Ground Conditions, check for the chances of Fire at the end of the Barrage or Combat. This chance is out of 10, and indicated on Chart 2 - Terrain Effects Chart. In case of Fire, any Unit(s) in the hex must choose between being Reduced or move to one adjacent hex that does not violate stacking nor force those Unit(s) to move adjacent to an enemy Unit. Units may move to different hexes. After doing so, place a Burnt Out Marker on the hex. After two Full Player Turns the Fire may spread; check each adjacent hex for Fire. This continues until the Fire has no hex to spread

to.

**c. Smoke.** In addition to effecting Units and Burning Out hexes (destroying their defensive benefits), Fire produces Smoke. Smoke appears in the Fire hex in case of Calm Winds. Smoke travels one hex in the direction of the Wind in case of a Breeze. Smoke does not have an in-game effect in case of Gale. Just place one Smoke Barrage Marker to represent the Smoke if applicable. Smoke lasts as long as Fire.

**2) Refugees.** Using the Refugees portion of these rules activates the special abilities of Police and Security Units.

**a. Generation.** There are two cumulative methods of Refugee Generation. First, whenever a Hospital Company (Rule 7A7) is Eliminated, its Counter is replaced with a Refugee Counter. Second, whenever a Unit enters a hex that may have Refugees as delineated by the Terrain Effects Chart, have the player whose Unit entered the hex roll a D10. If the number indicated or less is rolled, prepare one refugee counter. Roll additional D10s and prepare additional Refugee Markers until you roll above this number, at which point you stop. Place one Refugee Marker in each of the closest hexes containing a transportation line, not in the hex the Refugees originated in, and one Refugee Marker per hex. If there are multiple hexes equidistant from the originating hex, choose among them randomly via a convention (likely die-rolling) the players agree upon. If there is already a Refugee Marker in the hex continue radiating outward until an applicable hex (one with a transportation line) is found that does not contain a Refugee Marker. For the purposes of this rule only, Railroads do not qualify as transportation lines.

**b. Effects.** Refugees cause the hexes they are on to cost 1 additional Movement Point to enter and prevent the use of the transportation line in the hex (again, not effecting Railroads).

**c. Removal.** Refugee Markers automatically disappear if the hex is ever Barraged (but not Smoke Barraged) or attacked with a Fight or Assault. The Refugees may not be attacked themselves by such methods, only their hex if a Unit in the hex is being attacked. Refugees are also removed from the map at the beginning of any Night Turn.

**d. Supply Point Absorption.** If Refugees are in a hex that also contains Supply Points, remove one Supply Point when the Refugees are removed from the hex.

**e. No Refugees.** Each hex may produce Refugees only once per game. Once a hex has produced Refugees, place a No Refugees Marker in the hex to prevent the hex from generating further Refugees.

**3) Arctic.** Scenarios played at about 60 degrees latitude or further North (corresponding with Leningrad, Helsinki, Oslo) can for the most part be properly represented using the Frost and Snow Weather Conditions. However, during the middle of the summer or winter, lighting effects become problematic due to perpetual twilights and perpetual darkness, respectively. In order to reflect this, during Summer in these areas ignore the penalties to Movement and Combat, and the bonus to Disengage. During Winter, treat Night and Morning as Night except for the effects to Fatigue, which only applies at Night.

**4) Requisitions.** Using this rule, any Unit may attempt to requisition certain items in Building, Buildings, Tall Building, Tall Buildings or Port hexes. Requisitioning is an

Activity that costs any one Company 2 MPs and can only be attempted once per hex per Scenario; Players will have to keep track of which Hexes either sides' Units have attempted a requisition in. Check the table below. If the indicated amount is rolled (or less), reroll in an attempt for a second success. Only up to two successes are allowed, and the searching Player may select the nature of discovered items as indicated below.

Hex Type	Success Chance
Building	1/10
Tall Building	1/10
Buildings	3/10
Tall Buildings	4/10
Port*	2/10

\* - Boats or Rafts only.

**a. Bicycles.** One successful acquisition in a hex means that the Player may treat one non-Mounted Company as Bicycle for the remainder of that Player Turn, with a MP rating of 6.

**b. Vehicles.** Two successful acquisitions in a hex means that the Player may treat one non-Mounted Company as Mounted as Motorized for the remainder of the Player Turn, with a MP rating of 10 and can Pin as per Vehicles, although if doing so may abandon this special ability to proceed is MPs remain.

**c. Skis.** Two successful acquisition in a hex means that the Player may treat one non-Mounted Company as Ski for the remainder of that Player Turn, with a MP rating of 6.

**d. Boats.** One successful acquisition in a hex means that the Player may place a Boat Marker in that hex for free. In order for this to apply, the hex in question must be adjacent to a Shallow Sea, Calm River, Deep Sea or Swift River hex.

**e. Rafts.** Two successful acquisitions in a hex means that the Player may place a Raft Marker in that hex for free. In order for this to apply, the hex in question must be adjacent to a Shallow Sea, Calm River, Deep Sea or Swift River hex.

#### **D. Advanced Supply Rules.**

**1) Tracing Supply.** On occasion Units will have to Trace Supply. This rule indicates how Tracing is Supply is done. Supply is traced from a Unit towards a Supply Point. However, this line may not enter any hex containing or adjacent to a Reacting Player's Unit. The Unit traces supply by assuming half its Movement Point rating and moving in a general direction of a Supply Point, using the Unit's movement method. For example, if the Unit is Motorized, it uses the Motorized movement cost for terrain. Ignore the possibility of Pins, but include other movement-modifying effects such as weather, Night effects and Refugees.

**2) Consequences of not being able to Trace Supply.** If a Unit cannot Trace Supply when called to do so it should have a Supply Reduced Marker placed on it. If that Unit is already Supply Reduced, place a Supply Depleted Marker on it. These Markers are removed once the Unit can Trace Supply.

**3) Supply Points.** Supply Points are Supply Sources. When supply is traced to a Supply Point, remove that Supply Point from the map. When Supply is traced from

a hex containing multiple Supply Points, reduce the number of Supply Points indicated in that hex by one. Supply Points are accumulated via Transport counters.

**a. Accumulation.** One hex may hold any number of Supply Points. Place Supply Point Markers in the hex to indicate the number of Supply Points present.

**b. Capture.** Whenever a Unit enters a hex it may capture or destroy any number of Supply Points it wishes, taking the Supply Points for itself or removing the Supply Points from the board, at the Unit's owner's option.

**c. Headquarters.** Units Tracing Supply to Supply Points sharing a hex with a Headquarters Company that does not move or conduct and Activities this Full Turn may Trace Supply using that Headquarter's Full Movement Point rating, rather than the usual half.

**d. Refugees.** If a Refugee Marker and a Supply Point are in the same hex when the Refugee Marker is removed from the board, remove one Supply Point from the board as well. Do not remove this Supply Point from the hex if a Police or Security Company is in the hex.

**4) Bridging Implements.** Units Tracing Supply may acquire Bridging Implements. Upon Tracing Supply to any hex, move the Bridging Implement in that hex to the Unit Tracing Supply. Bridging Implements include Boats, Rafts, and Bailey, Foot and Vehicle Bridges.

**5) Long-Distance Transport.** Some Scenarios will call for a delay in Supplies. This means that a Player must decide how many of what types of Bridging Implements, Supply Points and/or Reinforcements may arrive from off map a number of Turns in advance. A Player must make this determination and the requested supplies arrive after the indicated delay, not in excess of the Transport available for that Turn.

#### **Optional Rules Checklist**

Optional Rule	Y	N
On Map Air Sorties		
Barrages		
Long-range Fights		
Formation Cohesion		
Inter Service Rivalry & Language Barrier		
Less Random Combat		
Shell holes		
Command Activation		
Fog, Smoke, Wind and Fire		
Refugees		
Arctic		
Requisitions		
Advanced Supply Rules		

**A Primer on Foxhole™ in 400 Words or Less**

Each **Player Turn** consists of 6 essential Phases:

**Supply-Movement Phase:** Units which are adjacent to enemies, plan on firing an artillery barrage or conduct an Activity this turn must Trace Supply instead of do anything this Phase. Otherwise they may move as usual.

**Barrage Phase:** Barrages may be fired this Turn by Sorties and Artillery. In the case of Artillery, they must have Traced Supply in the prior Phase and not move in the next in order to do so. Note that the Reacting Player may also be able to fire Barrages.

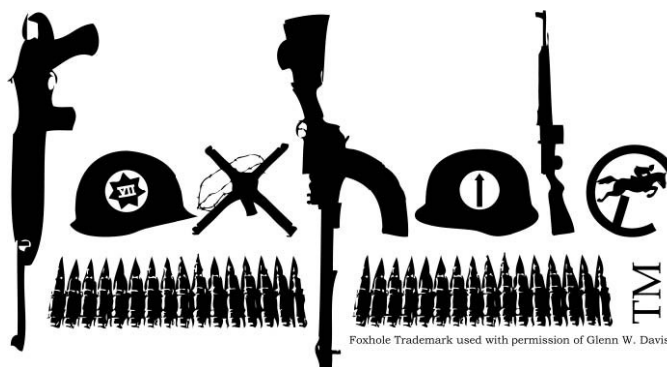
**Activities-Movement Phase:** It is during this Phase and only if the Unit Traced Supply in the Supply-Movement Phase that Units may conduct Activities other than Movement such as digging entrenchments, demolishing them, bridges, etc., crossing a river or un-pin a Vehicle Platoon (which represents Vehicles bogged down, etc.). Units may also move unless they fired a Barrage in the prior Phase.

**Combat Phase:** There are two kinds of Combat, and each hex may be attacked only once. Assaulting allows Units to enter and, if successful, secure a hex. Its disadvantages are that it allows the opposing Player to make Covering Fire against your Assaulting Units, you have less terrain benefits and are limited to 4 Units Assaulting the Hex. By contrast, Fights allow Units to attack enemy Units from range and has none of the above hindrances, but cannot secure a Hex and is less likely to do serious damage to the opposition.

**Motorized Movement Phase:** Motorized Units are all Vehicle Platoons plus any other Unit with the little wheels at the bottom. Any of such Units can move during this Phase. In lieu of moving, they may instead make a 50/50 attempt to Un-pin themselves from the hex (but they couldn't have moved anyway).

**Vehicle Assault:** During this Phase Vehicles Platoons (not all Motorized Units) may make Assaults.

**Full Turn:** A Full Turn consists of Weather Determination and Forecasting followed by a Player Turn from each Player. The Offensive Player always goes first, which is also the Allied Player in the Utah Beach Historical Scenario. There are three Full Turns each Day representing the Morning, Afternoon and Night. Preceding each Morning Turn and the beginning of the day both Players should conduct a Dawn Briefing.



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