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1. Basic Concepts

The standard unit is a regiment, brigade or similar sized battle group. A regiment is generally made up of 3 battalion stands and 1 HQ battalion stand. These are known as core stands [CS] and only 1 of them can be in a single hex.

A number of supporting companies can be attached to the regiment. These are:

- fire support [FS] stands
- combat stands such as combat engineers and anti-tank guns,

1.1 Stands

The stands can be any size, and can contain any number of figures or vehicles in any scale, so long as a core stand and an attached company stand can fit comfortably into whatever sized hex you are using.

All stands can move, fight and fire in any direction, facing is not important.

1.2 Stacking Limits

A maximum of one supporting company can be in a hex with a CS. All stands in the same Battalion must stay within 2 hexes of the HQ stand. Some units have built in transport and always get the movement allowance for that vehicle. This includes HQs, Motorised Infantry, Armoured Infantry and all artillery. The transport cannot be lost separately to the infantry stand but is removed when the core stand is removed due to losses.

1.3 Strength and Fighting Points

Each core stand has a number of strength points [SP]. When these are exhausted the stand is removed. It also has a battle strength [BS] as outlined on the unit table. Its BS equals the number of D6s it throws in combat.

1.4 The Game Turn

The game is played in a series of rounds during which all regiments move. The round ends once they have all moved. The last phase of each round is the artillery round when artillery can fire any unused ammunition, or move if able. Four Rounds and a night Round make up a day.

1.5 Orders

At the start of each round the commander determines what orders a regiment is operating under: move [M], hold [H], dig in [D] or retreat [R]. A marker with these initials is placed face down with the HQ stand of each battalion. They are revealed before the round starts. The status of a unit effects its ability to move and fire during the round. A Dig in unit can only be changed to Hold, and only a [H] unit can go [D].

1.6 Sequence of Play

Both sides throw 2 D6 and the person with the highest number chooses which regiment to move first. A regiment in M status is the only kind of unit that can move out of the hexes it commences the round in. The chosen regiment moves and conducts distant fire or close combat immediately. The regiment attacked fights back. Whilst a regiment can only move and initiate combat one per round a regiment that is attacked by multiple regiments throughout the round fights back normally against all of them.

Once the regiment has finished its move both sides throw again to determine who moves next. One side cannot move 3 regiments in a row so if they move twice in a row the next move is automatically the other sides.

2. Movement

Unit	Normal	Strategic*
Wheeled	3	6
Tracked [slow tanks]	3 [2]	5 [4]
Foot	2	4

*cannot start, move or finish within 2 hexes of an enemy stand or attack [but will defend normally if attacked later in the round.

2.1 Movement and Regimental Order Status.

A Regiment in Moving status is the only kind of unit that can move. Units on D or H can move core stands *which commence the turn* in range of the HQ stand. They can only move into hexes which were already occupied by stands of their regiment. Terrain and movement restrictions apply to this shuffling of stands. Stands cannot cross a vacant hex during this movement.

2.2 Movement Restrictions

Movement always halts on entering a hex adjacent to an enemy stand. All hexes adjacent to an enemy stand are an enemy zone of control [ZOC]. Stands can move freely through other friendly stands. M stands more than 2 hexes from their battalion HQ can move normally, but unless they finish the turn in range of the HQ they cannot initiate an attack or have any attached Fire Support participate in an attack.

2.3 Terrain Restrictions

All stands halt on entering woods, rough ground, fordable stream, town if moving normally. Halt before entering these features if moving strategic [except town, a stand moving strategically can move into town without halting]. All stands halt before entering a large river, and halt on entering, but move out normally.

2.4 Moving Support Companies

Support Platoons may be moved and swapped before any core stand in the unit moves so long as all CS are within two hexes of the HQ. This movement is available to H and D units as well as M. The support companies are subject to movement and terrain restrictions during this shuffling. However, this movement has no effect on the subsequent movement of the battalion which can move full move with the shuffled platoons.

2.5 Retreating Units

A unit with a Retreat order moves before any other unit. It can move strategic distance even if it moves into an enemy ZOC. If a stand has to move adjacent to any enemy it loses a SP for each hex in an enemy ZOC. Retreating units are vulnerable to fire and combat.

3. Combat

3.1 Unit Table	Strength Points [SP]	Battle Strength [BS]	
Companies		Up to 2 Hexes	8H
HQ	6	1 [close combat defence only]	
Infantry	5	3	
Militia	4	3	
Artillery	4	2	2
Heavy Armour	5	4	
Medium Arm.	4	4	
Light Arm.	3	3	
<u>Support units</u>			
AT vs tank, armd inf, armd art *	1	2	
AT vs soft	1	1	
Fire support [can fire overhead]	1	1 [can fire 3H]	
Engineers	1	1 [Close combat only]	
Other Support Battalions and transport	1	0	
AA	1	1 [Close combat defence only]	

*AT can includes Tank Destroyers, jagd panzers etc where these are present as support Companies rather than battalions/core stands in their own right.

When calculating battle strength take any losses the stand has taken from its Commencing SP, if the result is lower than the Battle Strength use the lower number to determine the number of D6 rolled. Eg an inf stand that has 3 SP losses would get 2D6 in combat.

3.2 Combat Status Chart

Status of unit	D6 result that produces a hit
Moving unit attacking Hold or Dug In.	6
H unit attacked by H or M unit.	5, 6
M vs M attacking and defending. H unit attacking M unit. M unit defending against H attacker.	6 or Double 5
D Unit attacked by M or H	5,6 or Double 4
M, H or any Art vs Retreating	5,6 or Double 4

The status of unit is determined by the core stands attacking, so artillery supporting M inf in an attack on an S stand will hit on 6 only. Art firing in the art phase do so as M vs relevant unit..

3.3 Combat Overview

There are 2 kinds of attack: distant fire [DF] and close combat [CC] if adjacent. No unit is ever required to attack even if adjacent. Only an M or H unit can initiate a distant fire combat attack or a

close combat attack. The attacked stand will fight back. Distant fire cannot be conducted through friendly or enemy stands. Only light artillery and field artillery can fire overhead.

The status of a unit [M, H, D, or R] determines the circumstances in which it can fight and what support weapons it can use.

3.4 Initiating an Attack

To initiate an attack a stand must be within 2 hexes of its HQ stand.

Two Core Stands and their attached companies from an **M** Regiment can initiate an attack, either distant fire or close combat, or a combination of these, on one enemy occupied hex. These two stands attacking 1 Hex is the maximum attack an M battalion can carry out in one turn. Their attack strength is their combined fighting strength plus or minus items from the various charts. The final figure is the number of six sided dice [D6] that they throw in their attack. Hits as a result of the dice roll are determined by the combat chart above. A stand in close combat will always defend with at least 1D6.

An **H** regiment can initiate a distant fire or close combat attack against an enemy stand with only one CS.

3.5 Support in combat

In all cases a stand can only call in support for an attack or defence from outside of its own hex if it is within 2H of its HQ. Being able to call in support enables you to add a number of dice equal to the Fighting Strength of the support stands.

3.5.1 Support when Attacking

An **M regiment** initiating an attack can call in support from: fire support from its own battalion even if not attached to one of the 2 attacking core stands. Divisional artillery in range. [2 guns maximum per combat].

An **H regiment** initiating an attack can attack with the stands in the attacking hex, plus any regimental fire support companies from its own battalion in range.

3.5.2 Support when Defending

A **H or D** stand being attacked can call in support from: fire support from its own regiment even if not attached to the attacked core stand. Divisional artillery in range [2 guns max per combat].

Fire support companies can fire up to 3 Hexes to support a core stand of its battalion if all stands in the combat are within 2 Hexes of the battalion HQ and the total range does not exceed 4 Hexes.

A **M stand** being attacked responds with the strength of the stands in its own hex only plus any regimental fire support companies in range.

Fire Support Companies can fire up to 3 Hexes to support a core stand of its regiment if all stands in the combat are within 2 Hexes of the battalion HQ and the total range does not exceed 3 Hexes.

3.6 Retreating Units in Combat

Units on retreat order cannot initiate combat. They do not fight back if attacked.

3.7 Combat Factors - Weapons Additions [accumulative]

+1D6 Tank stand distant firing on M or H non armoured infantry/artillery in open.

+1D6 Stand has a superior gun

+2D6 Anti tank support company firing on armour, armoured infantry, armoured artillery .

+1D6 Anti tank support company firing on non armoured stand

+1D6 combat engineers company attached in close combat.

+1D6 Attached tank company [+2D6 if attached to infantry and vs non armoured M or H infantry/artillery in the open in close combat]

+1D6 attached MG company

3.7.1 Armoured and cover factors [not accumulative – maximum will be -1D6 per core stand from these factors alone]

-1D6 each infantry stand firing on armoured vehicle [tank, armoured infantry/artillery]

-1D6 each non armoured infantry stand in close combat with armoured vehicle [tank, armoured infantry/artillery] unless infantry on **H or D orders defending*** cover.

-1D6 each Core Stand attacking [firing on or in close combat with] an **H** stand **defending*** in cover or a **D** status stand anywhere. No 1D loss if attacking core stand is in close combat with an attached Engineer platoon.

-1D6 each artillery stand vs armoured vehicle [tank, armoured infantry/artillery]

* A defending unit is one that is not *initiating* the attack. H stands that launch an attack on an enemy stand do not get cover benefits. Cover is bocage, woods, town, defensive works or other terrain as defined by the scenario.

3.7.2 Other factors [are accumulative with Cover and Armour factors]

-1D6 if a Core Stand in a river or crossing a bridge, or beach landing [firing from or in close combat]

-1D6 for each Strength Point lost below Fighting Strength rating.

4. Combat Results

Both sides throw the number of dice resulting from their combined Fighting Strength, Support Units, Artillery and the additions and subtractions above. They cross reference this with the combat chart and the status of the relevant stands involved to determine the number of hits. The maximum physical losses a Hex can take is 2 SP. This can be 2 SP from the core stand or 1 from the core stand and 1 support platoon.

With close combat losses can be shared around the 2 assaulting CS at the attacker's discretion. If the attack is a combination of Close Combat and Distant Fire at least one SP of loss must come off of the Close Combat stand first. Losses can be taken from the Core Stand or by removing Support Companies. A Support Company cannot be left alone in a hex as a result of a CS being destroyed, the SC must be removed first.

4.1 Close Combat – Fall back

If one side causes more hits in close combat the other side is forced to fall back. In the case of an attacker this may mean 2 adjacent core stands being thrown back. Hits are the total hits from the dice roll, not just losses. So both sides could take the maximum two SP losses but if one side scored more actual hits through the dice roll it is the winner. A stand in **D** status that is defeated in close combat may choose to take another SP loss and hold its position. Retreat is 1 hex only if able to reach an hex clear of enemy ZOCs. Retreat may be through an enemy ZOC but must continue until clear of enemy ZOCs and friendly occupied hexes.

Movement restrictions do not apply to achieve this outcome although the path of retreat that is shortest and breaks the least movement restriction rules must be taken.

Artillery forced to retreat can move their full move, including strategic movement if after the first hex of retreat they do not come within 1 hex of an enemy and they finish more than 1 hex from an enemy.

4.2 Pursuit

Holding and **Moving** stands that *initiated an attack* and won may occupy the hex of defeated or eliminated stands up to the stacking limit. If the attacker took more hits than the defender, but eliminated them, they will not advance. If the results were even and the defender was eliminated the attacker may advance.

5. Artillery Rules

Each gun is its own unit, referred to as a battery. It is not in any given status but acts as H if fired on or in Close Combat. Artillery are given a number of shots per round [usually 3] at the very start of the round. These can be used as combat support fire. Its firing status is always determined by the unit it is supporting. If the artillery is forced to retreat from combat before the shots are used the remaining shots are lost.

Firing range is 8 hexes. The battery does not need any ammunition to defend itself in close combat, it does not use up any ammunition to fight in close combat and will fight even if out of ammunition. It does need ammunition to respond to distant fire.

5.1 Artillery phase.

After all the regiments on both sides have finished moving there is an artillery phase. Both sides throw for who moves first in this phase. Movement/firing is as follows.

If the artillery has any shots left at the end of the round it can fire artillery barrages against any targets that can be spotted by any friendly stands that are within command radius of their HQ. Each Artillery battery can cause a maximum of 1 hit per shot per gun. Fires as per M vs status of target. Artillery can fire on an adjacent stand. This is not considered to be close combat and the attacked unit will not fire back.

If there is at least one shot remaining the artillery can move at the wheeled rate discarding the shot.

Mobile armoured artillery can move at the end of the round even if it has no shots remaining.

5.2 Artillery Spotting

Spotting range is 3H in the open. 2H into cover or at D stands. A spotting stand can see through friendly and enemy units to call in fire, but not through blocking terrain.

6. HQs

An HQ cannot initiate or support combat.

If an HQ stand is destroyed the unit will not be given orders or move until the HQ returns. M or R units will go to H on the following turn. H and D will stay as is. No stand can summon support or use its own support stands until a new HQ is allocated. And no core or support stand reshuffles are permitted. A new HQ will appear in the Regiment's turn of the next round after its destruction. No other movement of the regiment is allowed on the turn it returns. It can be placed anywhere adjacent to an existing stand of its unit not in an enemy ZOC. It will not return until this condition is met. A unit which loses its HQ on the last round of a day will always recover it overnight. A unit reduced to just its HQ will be removed.

7. Length of Game

Each day is 4 rounds followed by a night move..

8. Night Moves

During the night SPs are recovered which can be used to rebuild the strength of stands [point for point] and support points are available to recover Support company stands [1 point per stand].

Recovery rate depends on supply level of army. Average supply is 2 Strength Points and 1 Support Point per Regiment. These points are amalgamated so that a force with 5 Regiments would get 10 Strength Points and 5 Support Points in total. These can be allocated to any of the Regiments as determined by the commander.

Points to rebuild strength can only be allocated to stands that are within range of their HQ.

Lost stands can be recovered using these points and do not have to be returned at full strength. They are placed adjacent to a stand in their Regiment not in an enemy ZOC [support stands and strength points can be allocated to existing units even if in an enemy ZOC].

Stands in a Regiment can be shuffled at will overnight but only using those Hexes that the battalion occupies at the start of the night round.

The Regiment can start the new day in any order status regardless of the order it finished the previous day in.

9. Airpower

An army may be given air power points which can be called in to support attacks and defences like artillery. Each point gives 2D on the same basis [and with the same penalties] as artillery. If the airpower attack point is within 2H of enemy AA the AA can fire 2D hitting on 6. A hit stops the attack and that attack is lost without adding to the combat..

10. Player Aids needed.

Tokens marked: **M** [move], **H** [hold], **D** [dig in], **R** [retreat]

Numbered chits to show losses from 1 to 6.

Markers to show which battalions have moved.

Lots of 6 sided dice.

11. Setting up Battles

These games are best played for possession of target hexes over a set number of days/turns. Determine a number of key terrain objectives before the battle [towns, road junctions, high points etc] and decide on victory conditions. It may be simply who holds the most target hexes at the end of the battle, or in some defensive scenarios the attacker may need to capture some or all target hexes to win. If you are setting up scenarios based on real historic events it will often be clear from history what features and terrain the two sides were aiming to hold or capture.

Summary Sheet

Movement

Unit	Normal	Strategic*
Wheeled	3	6
Tracked [slow tanks]	3 [2]	5 [4]
Foot	2	4

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3.1 Unit Table	Strength Points [SP]	Battle Strength [BS]	
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Infantry	5	3	
Militia	4	3	
Artillery	4	2	2
Heavy Armour	5	4	
Medium Arm.	4	4	
Light Arm.	3	3	
<u>Support units</u>			
AT vs tank, armd inf, armd art *	1	2	
AT vs soft	1	1	
Fire support [can fire overhead]	1	1 [can fire 3H]	
Engineers	1	1 [Close combat only]	
Other Support Battalions and transport	1	0	
AA	1	1 [Close combat defence only]	

3.2 Combat Status Chart

Status of unit	D6 result that produces a hit
Moving unit attacking H or Dug In.	6
H unit attacked by H or M unit.	5, 6
M vs M attacking and defending. H unit attacking M unit. M unit defending against H attacker.	6 or Double 5
D Unit attacked by M or H	5,6 or Double 4
M, H or any Art vs Retreating	5,6 or Double 4

Spotting range is 3H in the open. 2H into cover or at D stands. A spotting stand can see through friendly and enemy units to call in fire, but not through blocking terrain.

Combat Factors - Weapons Additions [accumulative]

- +1D6 Tank stand distant firing on M or H non armoured infantry/artillery in open.
- +1D6 Stand has a superior gun
- +2D6 Anti tank support company firing on armour, armoured infantry, armoured artillery .
- +1D6 Anti tank support company firing on non armoured stand
- +1D6 combat engineers company attached in close combat.
- +1D6 Attached tank company [+2D6 if attached to infantry and vs non armoured M or H infantry/artillery in the open in close combat]
- +1D6 attached MG company

Armoured and cover factors [not accumulative – maximum will be -1D6 per core stand from these factors alone]

- 1D6 each infantry stand firing on armoured vehicle [tank, armoured infantry/artillery]
- 1D6 each non armoured infantry stand in close combat with armoured vehicle [tank, armoured infantry/artillery] unless infantry on **H or D orders *defending**** cover.
- 1D6 each Core Stand attacking [firing on or in close combat with] an **H** stand ***defending**** in cover or a **D** status stand anywhere. No 1D loss if attacking core stand is in close combat with an attached Engineer platoon.
- 1D6 each artillery stand vs armoured vehicle [tank, armoured infantry/artillery]

* A defending unit is one that is not *initiating* the attack. H stands that launch an attack on an enemy stand do not get cover benefits. Cover is bocage, woods, town, defensive works or other terrain as defined by the scenario.

Other factors [are accumulative with Cover and Armour factors]

- 1D6 if a Core Stand in a river or crossing a bridge, or beach landing [firing from or in close combat]
- 1D6 for each Strength Point lost below Fighting Strength rating.

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Terrain Feature	Movement	Combat
Towns 	All halt on entering.	H and D stands count as being in cover when defending. -1D6 from each attacking hex without engineers. -1D6 from each battery firing on. No -1D6 for unarmoured infantry stands vs tanks if H or D stands defending.
Forest 	All halt on entering if moving normally. Halt before entering if moving strategically.	M unarmoured infantry stands are not in cover, but do not count as being in the open if fired on by tanks, or in close combat with tanks. Tanks therefore do not get +1D6 benefit. As above.
Small Fordable River 	All halt on entering if moving normally. Halt before entering if moving strategically.	- 1D6 if attacking from or defending in a river or bridge hex. Will always count as M class if attacked in a river or bridge hex.
Large Fordable River 	All halt before entering, then halt on entering each hex. Move out normally	As above.
Lake/Sea 	Impassable	