

Rules for playing World War Two divisional battles on a hex gridded table top.

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1. Basic Concepts

1.1 Standard Units

The standard unit is a battalion. A battalion is usually made up of 3 company stands and 1 Head Quarters company stand. These, and artillery stands are known as Core Stands. Only 1 of these can be in a single hex.

A number of Support Platoons can be attached to the battalion. These are either light artillery stands [represented by mortars and infantry guns], or combat platoons such as Machine Guns, combat engineers and anti-tank guns. A maximum of one supporting platoon can be in a hex with a core stand. A support stand in the same hex as a core stand is referred to as attached to that stand.

All stands in the same Battalion must stay within 2 hexes of the HQ stand to be fully effective. This is the effective communication and co-ordination range, referred to as being in Command or in Command Range. Stands which are not in command range of their HQ suffer penalties.

Artillery units operate independently. This is covered in the separate artillery rules [section 5, page 7].

Battalions operate under general orders which determine what actions they can undertake each round. These orders are issued at the start of every round.

1.2 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 platoon can fit comfortably into whatever sized hex you are using.

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

1.3 Stacking Limit

The stacking limit is one core stand, one supporting platoon and one transport truck in one hex. A supporting platoon or a truck can never be in a hex by itself. Support and Transport platoons move with the core stand they are in the hex with.

1.4 Strength and Fighting Points

Each core stand has a number of strength points. When these are exhausted the stand is removed. It also has a fighting strength as outlined on the unit table. Its fighting strength equals the number of six sided dice [D6s] it throws in combat subject to modifications.

1.5 The Game Turn

The game is played in a series of rounds during which all battalions 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. Generally five Rounds and a night Round make up a day during a multi-day battle. Scenario specific rules may vary this.

1.6 Orders

At the start of each round the commander determines what orders a battalion 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 affects its ability to move and fire during the round. A Dug in unit can only be changed to Hold, and only a unit in Hold status can go Dug in. All stands in a unit operate under the same orders.

1.7 Turn Sequence

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

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

2. Movement

These movement distances apply to core stands and support platoon stands equally. If support platoons are attached to fully motorised or armoured battalions then it is assumed that they will be similarly equipped. Movement is from hex to hex in any direction, facing is unimportant. A stand that has a movement of 3 can move 3 hexes subject to terrain restrictions [2.4 below]

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

*A unit using strategic movement cannot start, move or finish within 2 hexes of an enemy stand and it cannot initiate combat of any kind. It will defend normally if attacked later in the round.

2.1 Transport Stands

Some units have built in transport and always get the movement allowance for that vehicle. This includes most HQs and all artillery. Others have transport vehicles available as support stands. These provide wheeled or tracked movement to the core stand they are with. A transport truck can be in a hex with an infantry core stand and a supporting platoon and can be lost as 1 strength point during combat.

Some infantry core stands are classified as Armoured Infantry, these have attached armoured transport which is classified as a support platoon and is always considered to be a machine gun platoon in combat as well as providing armoured infantry advantages to the infantry stand [see combat factors 3.7]. This armoured transport can be eliminated like any other support platoon returning the infantry to standard foot infantry. Armoured transport counts as a MG support platoon and nothing else can be in the hex with it and the infantry core stand.

2.2 Movement and Battalion Order Status

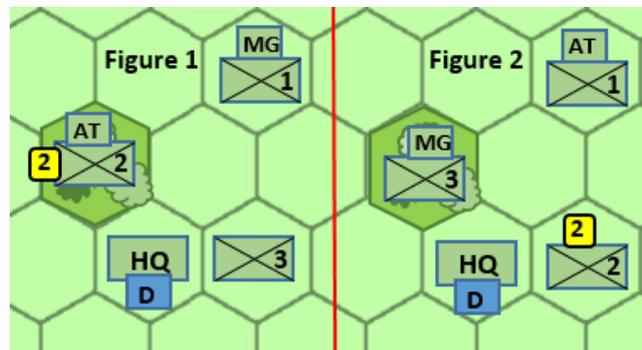
A Battalion in Move or Retreat status is the only kind of unit that can move normally from hex to hex. Units on Dig In or Hold can move core stands *which commence and finish the turn* in command range of the HQ stand. They can only move into hexes which were already occupied by stands of their battalion. Terrain and movement restrictions [normal move only] apply to this shuffling of stands. Stands cannot cross a vacant hex during this movement.

2.3 Moving Support Platoons

Support platoons of a unit may be swapped between stands of the unit at the completion of the units movement, so long as the stands losing and gaining support platoons are all within command range of the HQ. This applies to units operating under Hold and Dig In orders as well.

The infantry battalion in figure 1 is in Dig In status. It cannot move normally but can shuffle core stands and Support Platoons subject to the restrictions in 2.2 and 2.3 of the rules. Company 2 has suffered 2 hits and the commander wants to replace it with a fresh company. Company 1 cannot be moved because a D unit is not allowed to move a core stand across a vacant hex. Companies 2 and 3 can swap. The support platoons can be swapped around even if it means crossing vacant hexes so long as the units they commence and finish with are in command.

Movement Example – Battalion on Dig In orders



2.4 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. Move status stands which commence their move more than 2 hexes from their battalion HQ can move normally, but unless they finish the turn in range of the HQ cannot initiate an attack, join an attack or have any Light Artillery which is in their hex participate in an attack by another stand.

2.5 Terrain Restrictions

All stands halt on entering woods, rough ground, fordable streams, towns if moving normally. A stand making a strategic move will halt before entering these features [except for town hexes, a stand moving strategically can move into town without halting]. All stands halt before entering a large river, and halt again on entering, but move out normally. A stand fording a stream or in a bridge hex will always fight as though in Move status irrespective of its battalions status.

2.6 Retreat Movement

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 into an enemy ZOC during retreat it loses a Strength Point for each hex it passes through in an enemy ZOC. If it starts in an enemy ZOC it loses one SP before moving. Retreating units are vulnerable to fire and combat.

3. COMBAT

Columns 2 and 3 of the chart below shows the generic strength points combat strength of stands used in the game. All combat is calculated in terms of how many 6 sided dice [D6] are thrown. Ranged fire is 3 hexes for most stands. Three hexes is long range and strength is reduced 1D6.

3.1 Unit Table	Strength Points	Fighting Strength* in D6s.
Core stands		-1D6 at 3 hexes for non artillery.
HQ	6	1 [close combat defence only]
Infantry	5	3
Militia/poorly trained	3/4	3
Artillery	4	2 [12 hex range]
Heavy Armour	5	4
Medium Arm.	4	4
Light Arm./Armd cars	3	3
Support units		
AT vs tank, armd inf, armd art *	1	2
AT vs soft	1	1
Light artillery [can fire overhead]	1	1 [4 hex range]
MG and Armoured Transport	1	1
Engineers	1	1 [Close combat only]
AA	1	1 [Close combat defence only]
Transport Vehicles	1	

*See rule 3.7.3. When calculating battle strength take any losses the stand has taken from its commencing Strength Points, if the result is lower than the Fighting Strength use the lower number to determine the number of D6 rolled. Eg an infantry stand that has taken 3 strength points losses would get 2D6 in close combat or when firing at close range and 1D6 firing at long range.

3.2 Combat Status Chart

The order status of your unit and whether it is defending or attacking determines the D6 result that causes a hit on the enemy. The terms attacking and defending in this chart refers to both distant fire attacks and close combat attacks.

Status of unit	D6 result that produces a hit
Move unit <i>attacking</i> H old or D ug In stands.	6
H stand <i>defending</i> against an attack by a H or M unit.	5, 6
D stand <i>defending</i> against an attack by a H or M unit.	5,6 or Double 4
M vs M <i>attacking and defending</i> . H unit <i>attacking</i> M unit. M stand <i>defending</i> against an attack by a H unit.	6 or Double 5
M , H or any Art attacking a R etreating stand	5,6 or Double 4

3.3 Combat Overview

There are 2 kinds of attack: Distant Fire and Close Combat. Distant Fire occurs at ranges up to 3 hexes. Three hexes is considered long range and each core stand loses 1D6 firing at that range. Close combat occurs if you are fighting an adjacent stand. No stand is ever required to attack even if adjacent. Only Move or Hold status units can initiate a distant fire attack or a close combat attack. The attacked stand will fight or fire back. Distant fire cannot be conducted through friendly or enemy stands. Only light artillery and field artillery can fire overhead.

Most importantly 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. Only Infantry and Tank stands can initiate combat of any kind.

Only two kinds of attack can be initiated.

1. A **M**ove Status Unit Attack.

A battalion in Move status can use two of its core stands and their attached platoons to initiate an attack, which can be distant fire, close combat, or a combination of these two, against *a single* enemy occupied hex. These two stands attacking 1 Hex is the maximum attack a Move order battalion can carry out in one turn.

The attack strength in this combat is the combined fighting strength of the two stands plus any support weapons which can be used [rule 3.5] modified by the items from the combat charts [rule 3.7]. The final figure is the number of six sided dice that they throw in their attack. Hits as a result of the dice roll are determined by the order status of the attacker and defender as detailed in the Combat Status Chart above [3.2].

2. A **H**old Status Unit Attack.

A battalion in Hold status can initiate a distant fire or close combat attack against *a single* enemy hex with only one core stand. Combat examples can be found of pages 14 [distant fire] and 15 [close combat]

A defending stand always gets at least 1D6 if it is in close combat.

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 2 hexes 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. Light Artillery platoons of your own battalion which are within command range can fire up to 4 Hexes to support a core stand of their battalion in combat if the core stand they are supporting is also in command range of the battalion HQ. Standard field artillery can support from 12 hexes away. Again it can only support stands which are in command range of their HQ.

3.5.1 Support when Attacking

A **M**ove status battalion initiating an attack can call in support from:

- light artillery platoons from its own battalion even if this is not attached to one of the 2 core stands which are making the attack.
- Divisional artillery in range. [A maximum of 2 guns per combat can be used].

A **Hold** status battalion initiating an attack can attack with the stands in the attacking hex, plus any Light Artillery platoons from its own battalion in range.

3.5.2 Support when Defending

A **Hold or Dig In** status stand being attacked can call in support from:

- light artillery platoons from its own battalion even if this is not attached to the core stand being attacked.

- Divisional artillery in range [2 guns max per combat].

A **Moving** stand being attacked responds with the strength of the stands in its own hex only plus any battalion light artillery in range subject to the usual command rules.

3.6 Retreat Status Units in Combat

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

3.7 Combat Factors

Dice are added and subtracted depending upon a range of factors detailed below

3.7.1- Weapons Additions [accumulative]

+1D6 Tank core stand *distant firing* or in *close combat* against non-armoured infantry/artillery in open ground, unless the defender is in Dig In status.

+1D6 Elite infantry core stand in *close combat* against any

+1D6 Core stand has a superior gun conducting *distant fire* or in *close combat*

+2D6 Anti tank support platoon *distant fire* or in *close combat* with armour, armoured infantry or armoured artillery.

+1D6 Anti tank support platoon *distant fire* or in *close combat* with a non-armoured stand.

+1D6 combat engineers platoon attached in *close combat*.

+1D6 Attached tank platoon *distant fire* or in *close combat*

+1D6 tank platoon attached to infantry and vs non-armoured Move or Hold status infantry/artillery in the open in *close combat* [this is additional to the above Attached tank platoon 1D6]

+1D6 attached MG platoon *distant fire* or in *close combat*

3.7.2 Armour and cover subtractions [these factors are not accumulative – the maximum loss will be -1D6 per Core Stand from these factors alone]

-1D6 each infantry or artillery stand *distant firing* on armoured stands [tank, armoured infantry/artillery]

-1D6 each non-armoured infantry stand in *close combat* with an armoured stand [tank, armoured infantry/artillery] unless the infantry are on Hold or Dig In orders *and* are defending* cover.

-1D6 each core stand attacking [*distant firing* on or in *close combat* with] a Hold status stand defending* in cover or a Dig In status stand anywhere. There is no 1D6 loss if the attacking core stand is in *close combat* with an attached Engineer platoon.

* A defending unit is one that is not *initiating* the attack. Stands in a hex that would otherwise provide cover not get cover benefits if they launch an attack out of it. Cover is bocage, woods, town, defensive works or other terrain as defined by the scenario.

3.7.3 Other factors [these are accumulative with Cover and Armour factors]

-1D6 if a Core stand is in a river, crossing a bridge, or conducting a beach landing [*distant firing* or in *close combat*, defending or attacking]

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

-1D6 each non artillery core stand firing at long range [3 hexes]

4. Combat Results

Both sides throw the number of dice resulting from their combined Fighting Strength, Support Units, Artillery and the combat factor additions and subtractions above. Cross reference this with the combat chart and the order status of the relevant stands involved to determine the number of dice that have caused hits. The maximum physical losses a stand can take in any attack or defence is 2 strength points. This can be 2 strength points from the core stand in the hex or 1 from the core stand and 1 support platoon.

Combat losses can be shared around the 2 attacking core stands at the attacker's discretion. If the attack is a combination of close combat and distant fire at least one of the losses must come out of the close assaulting hex. A Support Platoon cannot be left alone in a Hex as a result of a core stand being destroyed, the platoon 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 1 hex. 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 strength points losses but if one side scored more actual hits through the dice roll it is the winner. A stand in ***Dig In*** status that is defeated in close combat and occupies defensive terrain may choose to take another strength point loss and hold its position.

Retreat is 1 hex if the retreating stand is able to reach a hex clear of enemy ZOC. Retreat may be through an enemy ZOC without penalty and must continue until clear of all enemy ZOC and friendly occupied hexes. It can include horizontal movement to avoid impassable terrain or the edge of the board.

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, a battery. It is not given orders and is not in any given status. It acts as a Hold stand if fired on or engaged in Close Combat. If attacked it can call in support from any artillery of its division in range.

Artillery are given a number of shots per round [usually 3] at the very start of each round. These can be used for combat support fire. The firing status of artillery is always determined by the status of the unit it is supporting. If the artillery is forced to retreat from combat before all of its shots for that round are used the remaining shots are lost. A maximum of 2 artillery can support one attack.

Firing range for standard Field Artillery batteries is 12 hexes. Lighter guns with shorter ranges may be used in some scenarios. 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 battalions 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. In this phase each Artillery battery can cause a maximum of only 1 hit per shot per gun. The batteries fires as though in Move status vs the status of their target. Artillery can fire on an adjacent stand during this phase. 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, at the tracked vehicle speed, even if it has no shots remaining.

5.2 Artillery Spotting

Spotting range is 4H in the open. 3H into cover or at Dig In status stands. Any friendly stand in command can spot. A spotting stand can see through friendly and enemy units to call in fire, but not through blocking terrain.

6. HQ Rules

An HQ cannot initiate or support combat. It cannot return distant fire attacks only close combat. Armoured HQs defend with all of the factors of standard armoured stands.

If an HQ stand is destroyed the battalion will not be given orders or move until the HQ returns. Move or Retreat status units will go to Hold on the following turn. Hold and Dig In will stay in that status. No stand can summon support or use any support stands outside of its Hex until a new HQ is allocated. No core or support stand reshuffles are permitted. A new HQ will appear in the Battalions turn of the round immediately following its destruction. No other movement of the battalion is allowed on the turn it returns. It can be placed anywhere adjacent to an existing stand of its battalion that is 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. The unit will be able to conduct a normal night move and a normal move the first round of the next day.

A unit reduced to just its HQ will be removed.

7. Airpower

An army may be given air power points which can be called in to support attacks and defences like artillery under the same conditions as artillery except that only 1 air attack can be added to each combat which can be in addition to 2 artillery supporting the attack or defence. If the airpower attack point is within 2H of enemy AA the AA can fire 2D hitting on 6. A hit stops the air attack and removes the plane for that round. Unused airpower can attack at will in the Artillery Phase. Each point gives 2D on the same basis [and with the same penalties] as artillery causing a maximum of one hit per shot.

8. Length of Game

Generally each day consists of 5 day rounds and one night round. Some battles and single day operations may play best as a long single day encounter with more moves. Specific scenarios on the website www.hexesandminiatures.com will provide those details for each game.

9. Night Moves

In multi day games there is a night move at the end of each day.

9.1 Night Recovery

During the night strength points are recovered which can be used to rebuild the strength of core stands [point for point] and support points are available to recover Support Platoons [1 point per platoon]. Only support platoons that were originally in a particular battalion can be reallocated to it.

Recovery rate depends on the supply level of the army. Average supply is 2 Strength Points and 1 Support Point per initial Battalion. These points are amalgamated so that a force with 5 battalions would get 10 Strength Points and 5 Support Points in total. These can be allocated to any of the battalions as determined by the commander. Points to rebuild strength can only be allocated to stands that are within command range of their HQ. Scenarios may specify different levels or recovery. Lost core stands can be recovered using these points and these do not have to be returned at full strength. They are placed adjacent to a stand in their battalion but cannot be placed in an enemy ZOC [support stands and strength points can be allocated to existing stand even if these are in an enemy ZOC].

9.2 Night Reshuffle

Stands in a battalion that are in command can be shuffled at will overnight This reshuffle can only use Hexes that the battalion occupies at the start of the night round. During this reshuffle move distances and terrain restrictions do not apply, just so long as all moves are done within the command radius.

9.3 The New Day

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

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.

12. Sample organisation and variations on standard strength.

Reading historic orders of battle helps to determine realistic battalion/battle group composition at different stages of the war and in different battles and theatres. Additionally some core stands will not neatly and realistically fit into the standard categories. For instance in the early war in France and the desert a Matilda may best be categorised as a medium tank company with 5 strength points but only 3 combat points. This represents its strong armour compared to Axis weapons of the time but relatively weak hitting power for a tank of its weight. In some of the later war battles like Normandy and the Bulge a Tiger tank company could be represented as having 6 strength points, 4 CP and a superior gun.

Standard infantry battalion: 3 infantry core stands, 1 HQ core stand. Attached support platoons: 1 MG platoon, 1 light artillery [mortar] platoon. All move at foot rate.

Sample German Panzer kampfguppe: 2 Panzer IV medium armour stands, 1 Infantry Panzer Grenadier stand with armoured halftrack machine gun, HQ stand. Support platoons: 1 anti-tank platoon, 1 light artillery [infantry gun] platoon. All support platoons are considered to have tracked movement.

British early war armoured battalion: 3 medium tank battalions each with 4 strength points and 3 combat points, HQ stand, attached anti-tank support platoon.

13. Terrain Chart

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.	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	

PLAY SHEET

3.7 Combat Factors

3.7.1 - Weapons Additions [accumulative]

+1D6 Tank core stand *distant firing* or in *close combat* against non-armoured infantry/artillery in open ground, unless the defender is in Dig In status.

+1D6 Elite infantry core stand in *close combat* against any

+1D6 Core stand has a superior gun conducting *distant fire* or in *close combat*

+2D6 Anti tank support platoon *distant fire* or in *close combat* with armour, armoured infantry or armoured artillery.

+1D6 Anti tank support platoon *distant fire* or in *close combat* with a non-armoured stand.

+1D6 combat engineers platoon attached in *close combat*.

+1D6 Attached tank platoon *distant fire* or in *close combat*

+1D6 tank platoon attached to infantry and vs non-armoured Move or Hold status infantry/artillery in the open in *close combat* [this is additional to the above Attached tank platoon 1D6]

+1D6 attached MG platoon *distant fire* or in *close combat*

3.7.2 Armour and cover subtractions [these factors are not accumulative – the maximum loss will be -1D6 per Core Stand from these factors alone]

-1D6 each infantry or artillery stand *distant firing* on armoured stands [tank, armoured infantry/artillery]

-1D6 each non-armoured infantry stand in *close combat* with an armoured stand [tank, armoured infantry/artillery] unless the infantry are on Hold or Dig In orders *and* are defending* cover.

-1D6 each core stand attacking [*distant firing* on or in *close combat* with] a Hold status stand defending* in cover or a Dig In status stand anywhere. There is no 1D6 loss if the attacking core stand is in *close combat* and supported by an attached Engineer platoon.

* A defending unit is one that is not *initiating* the attack. Stands in a hex that would otherwise provide cover not get cover benefits if they launch an attack out of it. Cover is bocage, woods, town, defensive works or other terrain as defined by the scenario.

3.7.3 Other factors [these are accumulative with Cover and Armour factors]

-1D6 if a Core stand is in a river, crossing a bridge, or conducting a beach landing [*distant firing* or in *close combat*, defending or attacking]

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

-1D6 each non artillery core stand firing at long range [3 hexes]

Artillery Spotting range is 4H in the open. 3H into cover or at D stands.

Night Recovery. 2SP and 1 Support Unit per battalion.

COMBAT

3.1 Unit Table	Strength Points	Fighting Strength* in D6s.
Core stands		-1D6 at 3 hexes for non artillery.
HQ	6	1 [close combat defence only]
Infantry	5	3
Militia/poorly trained	3/4	3
Artillery	4	2 [12 hex range]
Heavy Armour	5	4
Medium Arm.	4	4
Light Arm./Armd cars	3	3
Support units		
AT vs tank, armd inf, armd art *	1	2
AT vs soft	1	1
Light artillery [can fire overhead]	1	1 [4 hex range]
MG and Armoured Transport	1	1
Engineers	1	1 [Close combat only]
AA	1	1 [Close combat defence only]
Transport Vehicles	1	

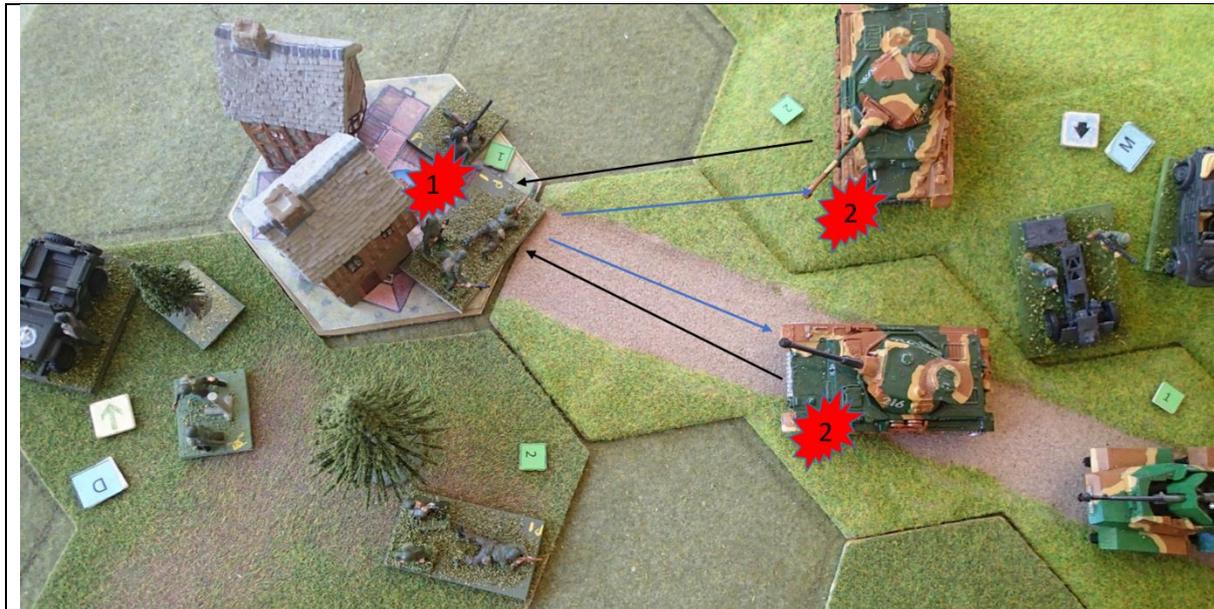
Status of unit	D6 result that produces a hit
Move unit <i>attacking</i> H or D ug In stands.	6
H stand <i>defending</i> against an attack by a H or M unit.	5, 6
D stand <i>defending</i> against an attack by a H or M unit.	5,6 or Double 4
M vs M <i>attacking and defending</i> . H unit <i>attacking</i> M unit. M stand <i>defending</i> against an attack by a H unit.	6 or Double 5
M , H or any Art attacking a R etreating stand	5,6 or Double 4

Movement

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

*cannot start, move or finish within 2H of enemy stand or conduct fighting.

Examples of Combat



Example 1. Distant combat example.

2 Panzer IV companies of a German Panzer Battalion are in **M** status. It is their turn. They have moved to within 2 hexes of a village held by a company of Allied paratroopers in **D** status and decide to fire on it. One panzer is at full strength, it is a Medium Tank and its fighting strength is 4, so it commences with 4D6. It loses 1 D6 for firing on a stand in D status. Leaving 3D6.

The other panzer has lost 2 strength points so is reduced to 2D6 less 1 for the D status of its target for 1D6. A combined total for both tanks of 4D6. There is light artillery, an infantry gun, attached to the Battalion HQ behind the panzers and it adds 1D6. Additionally there is artillery located 8 hexes away who are going to support the attack. As it is firing against a stand on D status it loses 1D6 leaving one additional D6. The Germans are attacking with a total of 6D6. As they are in M status vs D they will only hit on a throw of 6.

The paratroopers have taken 1 hit, this will not affect their fighting strength as they start with 5 strength points, less 1 is 4 and their fighting strength is 3. Paratroopers get +1D6 fighting in close combat but no such addition at range. In this case they lose 1D6 for firing on armour reducing them to 2D6, but get 1D6 for the machine gun. As they are in D status they can call in the mortar/light artillery which is with their HQ for +1D6. There are 2 supporting artillery batteries located 6 hexes behind them. As they are firing on armour they get 1D6 each. So the paratroopers have a total of 7D6 hitting on 5, 6 or double 4. The panzers are stirring up a hornets nest and are more likely to suffer losses than the defenders!

The panzers throw 1,3,3,4,5,6 causing 1 Strength Point loss to the paratroop company. It chooses to lose a strength points from its core stand as that will not affect its fighting strength. [5 strength points-2=3]

The paratroops throw 1,1,3,4,4,5,5. That is 3 hits but as the maximum loss for either side is 2 strength points the panzers lose 2. The Germans decide to take both from the already damaged Panzer IV leaving one Company at full strength.

Any losses to the defender come from the target hex, whereas the attacker can spread the losses amongst the 2 attacking panzer companies.



Example 2. Close Combat

A US armoured combat group is attacking a German infantry Battalion. Both units are in M status and both are undamaged...as yet. The Sherman gets 4D6 for medium tank +1D6 for tank in close combat with non armoured infantry in the open. The armoured infantry get 3D6 +1D6 for the half track machine gun. An additional +1D6 is available for the light artillery, a half track based mortar platoon with the HQ. This gives a total of 10D6 hitting on 6 or double 5.

The Germans get 3D6 for their core stand +2D6 for an anti tank platoon vs armour, less 1D6 for being non-armoured infantry in close combat with a tank. As an M unit they are able to call in support from their light artillery [the mortar behind them in the trees] so fight with 5D6, hitting on 6 or double 5.

The US armoured has a good throw getting 2 sixes and 2 fives in their handful of dice. The Germans are even luckier getting 2 sixes back out of 5 dice. Both sides have lost 2 strength points but as the Americans had 3 scoring hits the Germans lost and are forced back and 1 of the US stands can occupy the vacated hex if it wishes. The Germans retreat 2 hexes to behind the infantry stand at their rear as this is the shortest retreat that doesn't involve going into an enemy ZOC or breaking movement through forest restrictions.