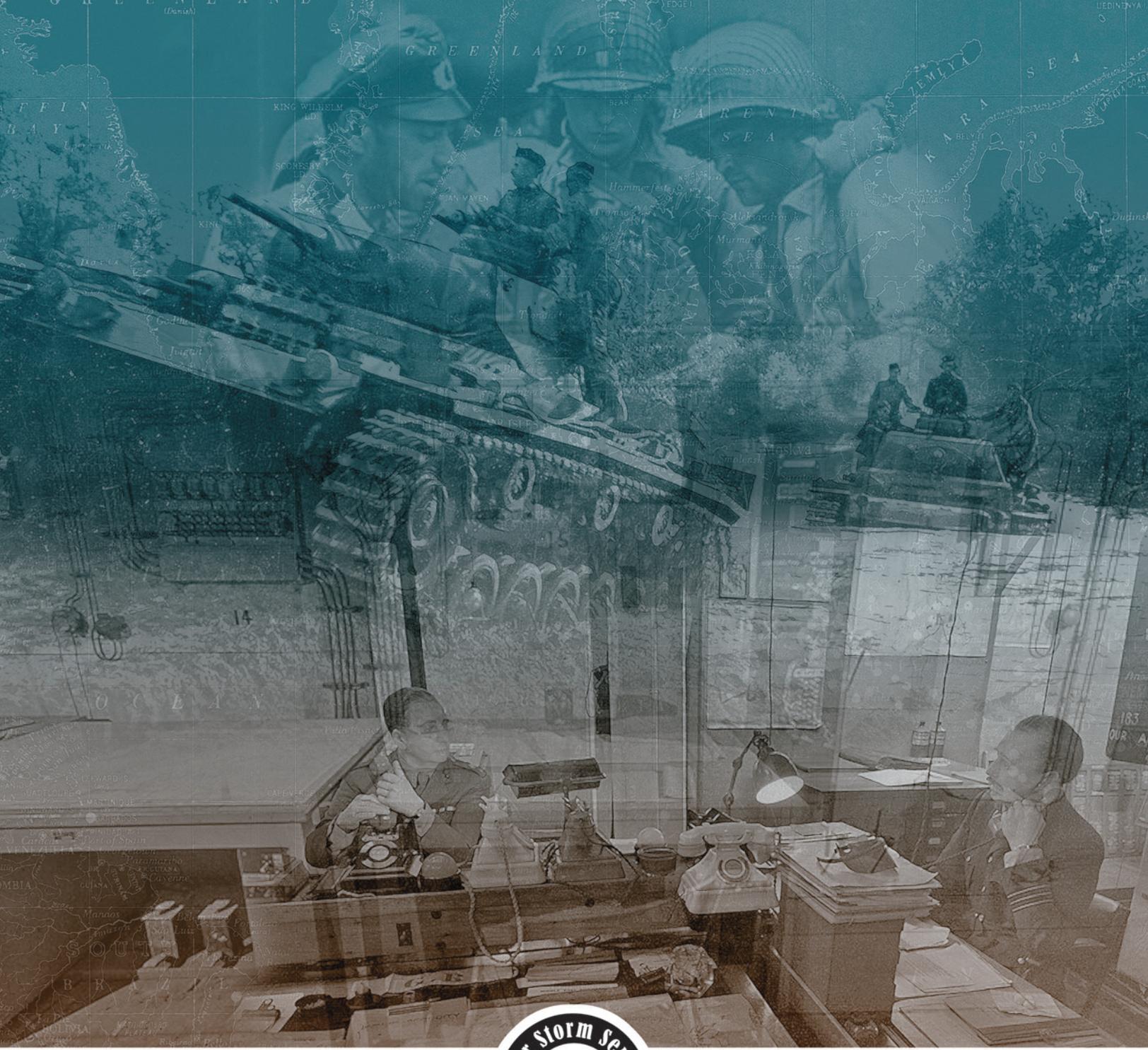


STANDARD RULES

War Storm Series ver. 2.1



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Note: All text in purple, are the updates or changes made in the rules.

1 Introduction

The **War Storm Series** is a game series designed to simulate combined arms company level combat. It is based on the principle of simultaneous execution, or simply "WE GO", a hybrid system of turns and "real time." The system's emphasis is on command, with officers being the main focus of the game.

The game is played on a board formed by one or more maps that abstractly represent the locations in which various battles took place. A hexagonal grid has been superimposed on the terrain to facilitate movement and combat.

The distance between the opposite sides of each hexagon (hereafter hex) represents a distance of approximately 150 to 200 meters. The terrain types represented on the board and how they affect movement and combat are explained elsewhere. Each hex has a centered dot to facilitate the process of determining line of sight.

All distances are measured in the same manner: The hex from which counting begins is not included, however the hex where counting finishes is included. E.g. the distance between two adjacent hexes is one hex.

Combat units are game pieces that represent platoons, officers, weapons, etc. In the upper left corner, a flag can be seen which serves to identify the side the platoon belongs to, as well as a background colour.

Furthermore, some markers are included in the game in order to provide information to the players. These markers reflect the status of combat platoons, the number of hits they have suffered, and other important data regarding them or the terrain they occupy. The rules indicate when one should mark combat platoons or hexes and with what marker.

Some of the game's mechanisms are resolved by means of dice rolls and cross referencing game charts. Hereafter, 1d6 means one die roll while 2d6 means two dice rolls.

During the game, it is sometimes necessary to divide two numbers, which may result in fractions. In such cases, count only the whole number result and discard any remainder. *For example, a result of 1.5 hits is converted to 1 hit, while 0.8 hits have no effect.*

Exception: If a player is calculating Fire Factors (hereafter FF), always round up. For example, if a platoon has a fire factor of 2.5, this becomes a 3.

This rulebook has been divided into 6 sections. Rules have been distributed in each section in order to introduce new rules in a smooth, progressive way. At the end of each section, players may try the new rules introduced by means of a specific scenario.



SECTION 1: BASIC RULES

2 Game components

Each game in the series is usually composed of the following game components (disclaimer: contents may slightly vary):

- Isomorphic maps
- 3/4" Countersheet
- 5/8" Countersheet
- Tables sheet
- Scenarios
- Standard rulebook
- Exclusive rulebook
- Dice

In any case, a detailed list will be included in the exclusive rules of each game.

3 Units

The game pieces are units and in the basic game mode the following units are available:

- **Officers:** There are various kinds of officers: infantry officers, heavy weapons officers, cavalry officers and tank officers. The latter are distinguished by a green or blue rectangle, respectively, on their right side (instead of a black one). Officers marked by a vertical red stripe on their front side are replacement officers.
- **Troop units:** These represent groups of between 30 and 40 soldiers, that is, approximately one platoon. There are two types of troop units: Infantry and Cavalry.

There are more unit types that shall be described in the following game sections. Hereafter, all land units, except officers, shall be referred to as platoons.

Combat platoons may be grouped into formations. A formation is a group of land combat platoons which are under the control of the same officer that more or less amounts to a **company**. For game purposes, from this point we will use the term **company** to define a group of platoons commanded by their parent officer. Platoons, according to their training and experience in combat may be divided into standard, veteran or green troops.

3.1 Troops

All land units, have three steps. Steps represent the number of men, heavy weapons and vehicles that make up the platoon, which decrease as they suffer losses. This affects both the morale and firepower of the platoon.

A platoon that has not suffered any casualties is represented by the front of the counter. The first step lost is indicated by placing a hit counter on the platoon. When a platoon loses its second step, remove the marker and flip the platoon over to its reduced side (crossed by a red stripe). This is valid for all units except for those with intrinsic transport, that show its transported side and thus, a -2 hit marker should be used. When a platoon loses its third step the platoon is completely eliminated and removed from the board.

Combat platoons have one or two boxed numbers in the upper left corner which display their Fire Factors (FF), with their range in superscript, and are colour-coded by attack type. In the basic game, only Anti-Personnel Fire Factor (AP FF), on yellow, shall be used.



When an infantry platoon is activated it can perform the following actions:

- **Open fire**, that is to say, shoot at enemy platoons. Platoons may form a fire group (see chapter 7 - Attack), allowing more than one platoon to combine their FFs to take this action simultaneously.
- **Move**. Platoons may move within the allowable map area. Platoons may use part of their movement to mount or dismount transport.
- Prepare for **Reaction**: That is, to place a Reaction marker on a platoon, which allows it to be activated and fire during opponent's activations as described in chapter 8.

There are further actions available for other specific combat platoons, but they shall be described in following sections.

Although machine guns are heavy weapon units, they are used as any other standard troops. Accordingly, they move and attack in the same way as infantry platoons

3.1.1 Semi-automatic fire

Some platoons show their FF printed in red colour (many American platoons and a few German platoons). This indicates that the platoon has a high fire rate when compared to other infantry platoons. When these platoons make a high fire rate attack, the combat is resolved by applying a -1 modifier on the dice roll on the combat chart. This bonus isn't accumulative, i.e. two or more American platoons with a high fire rate in the same fire group will modify the attack only with a -1, as it would happen for a single platoon with semi- automatic fire.

3.2 Officers

A company is a combination of land combat platoons that are under the command of an officer. If an officer is activated, all of the in-command platoons will automatically become activated and may perform an action as described in chapter 4.3. In the scenario notes it will be indicated if there are high-ranking officers (i.e. officers without a company) and the actions they can perform.

When they are activated together with their company, officers may:

- **Rally himself**, if he is marked as Routed.
- **Rally routed platoons** from his own company.
- **Move**, as described below.

As already said for combat platoons, further actions may also be available for officers. These actions will be described accordingly in the following sections of this manual.



3.3 Stacking

A maximum of 9 steps of combat platoons from the same side and an unlimited number of officers may occupy the same hex. A single hex may only contain combat platoons from one side, except during a close assault, in which case the limit is 9 steps for each side (18 total) and an unlimited number of officers (see chapter 14 - Close Assault). Officers do not count towards stacking limits.

Stacking limits should always be respected, even during movement.

Example: A company of 3 German infantry platoons with no hits taken (9 steps) begins a movement from hex A310. The first platoon moves towards A410, where there are two infantry platoons without any hits (6 steps) complying with stacking limits (9 steps) and continues moving to A409 to finish its movement in A408, where there is a reduced infantry platoon (1 step).

The second German platoon (3 steps) repeats the same operation complying with stacking limits. The officer continues the same movement without changes because it doesn't count for stacking limits. Lastly, the third German platoon (3 steps) starts its movement, and moves across A410 and A409, but it can't move onto A408 where there are 7 steps, because that would cause the hex to be overstacked. So, instead, the platoon moves from A409 to A508 or A308, where there are no other platoons.

4 Sequence of play

The game is divided into turns. Each turn represents about 12-15 minutes of real combat time. Each turn is divided into the following phases:

- Command Phase
- Initiative Phase
- Activation Phase and Performing Actions
- Marker Removal Phase

4.1 Command phase

At the beginning of each turn, both players must simultaneously determine which of their land combat platoons are "in-command" and which are "Out-of-Command" (OoC).

Platoons are in-command if they are at a distance from their officer equal to or closer than his command range (figure in the lower right-hand corner of the officer's photo). Conversely, platoons are Out-of-Command and marked as such if they are farther away. Command range is measured as indicated in chapter 1, i.e., an officer with a command range of 0 may only place

platoons in-command that are stacked with him, while an officer with a command range of 1 may only command platoons which are stacked with him or are in adjacent hexes.

If at the end of a company's activation or after a retreat due to in-game events, a platoon is out of its officer's command range, then it will be marked accordingly as "Out-of-Command".



4.2 Initiative phase

At the beginning of each turn, players must determine which side has the initiative, that is to say, which side will get the first activation on that turn. To do so, each player rolls a 1d6 and modifies the result as follows:

- +1 if the scenario indicates the player is the attacker.
- +1 if the player had the initiative during the preceding turn.
- +/-n as indicated by the scenario.

If the result is a tie, both players will roll again with the same modifiers until one side wins the initiative.

4.3 Activation phase

4.3.1 Activation

During the Activation Phase, players alternate activating an officer or an Out-of-Command platoon, starting with the player that has the initiative for that turn. Officers or platoons already marked as "Finished" may not be activated.

If an officer is activated, all in-command platoons of his company are activated automatically and therefore may perform actions.

Once an activation has been performed by one player and the corresponding action has been carried out completely, the opposing player then does the same. This way, players alternate activations until both have either already activated all available companies and out-of-command platoons, or choose not to activate more units and pass consecutively.

Out-of-Command platoons can be activated independently (even if stacked), costing one activation each. To activate such a platoon, it must pass a morale check following the procedure in chapter 9.2. If it fails, then it will be marked as

Finished and it loses its activation. Moreover, the opportunity to activate passes to the opposing player. In contrast, if an Out-of-Command platoon passes the check, it may perform an action.

When both players pass consecutively, then the Activation Phase finishes immediately, removing markers according to the procedure described below and the turn ends. If it is the last turn of a scenario, the game ends.

4.3.2 Performing actions

After each activation, the activated officer and the "in-command" platoons from his company (or the Out-of-Command platoon) may perform a single action. Thus, for example, they may either move or fire, as these are two different actions. Once an action has been resolved, place a "Finished" marker on the platoon that has performed it.

Platoons may not perform two different actions or repeat the same action twice in the same game turn.

When an officer is activated, he and the platoons from his company that are in-command may perform the same or different actions. For instance, the officer may try to rally a routed platoon from his company; one platoon from his company can move to one hex, while another prepares for Reaction, and the third may decide to open fire. These actions are resolved in whatever order the controlling player desires. One platoon must complete its action before another can start theirs, except for close assaults. In close assaults all platoons that participate in the assault can move adjacent to the target hex and wait for the others, and then proceed to assault it as per the rules stated for Assaults (see chapter 14 – Close Assault). A list of the possible actions that each specific type of platoon may perform are described throughout this rulebook. For infantry platoons, see 3.1.

As an exception to the general rules, while a player is performing actions with his activated platoons, the opponent may react to some of these actions, as described in chapter 8.

4.4 Marker removal phase

Once the Activation phase is over, to conclude the turn both players will remove:

- All "Out-of-Command" markers from platoons that have moved into command range of their officer.
- All "Finished" markers.
- If desired, "Reaction" markers.

Platoons which already have Reaction markers from preceding turns may be activated in addition to reacting in the manner described previously. Either in-command or out-of-command, they may perform any action available as always, not just for a fire action.

In addition, if one of the players only has platoons marked for Reaction remaining for activation, regardless of the turn in which they were marked, and the other player passes, the turn ends immediately. It is highly recommended to distinguish platoons that have been marked for reaction in the current turn from those that were marked in previous turns. To do so, rotate all reaction markers that will remain in play after the Marker Removal Phase.

5 Terrain effects

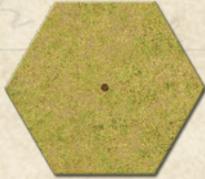
The maps contain different types of terrain which influence movement, spotting, Line of Sight (LOS), as well as combat platoon attack and defense.

The majority of these terrain types may also be crossed by a road or a trail which may modify movement as described in chapter 6.4.

5.1 Terrain types

5.1.1 Open ground (level: 0)

Open terrain is any hex devoid of another terrain type that would affect fire or LOS through the hex. Open ground has a greenish-brown colour.



5.1.2 Crests

The sides of the hexes that serve as terrain limits at different levels are considered crests. For instance, in the pictures below, the upper right-hand side of the hex is a crest hex side. A crest is the exterior boundary of an individual hill level.

Example: hex A510 has a crest on its six sides. Hex A602 has crests on all sides except that shared with hex A502.

Hex A503 has a crest on two sides: those shared with A602 and A604. Hex A306 has no crest.

For a platoon to be in 'crest status' with respect to LOS effects, LOS must cross a crest hex side in the hex containing the platoon.

For a crest hex side to improve a platoon's defense, the attacker must be at a lower level and LOS must cross a crest hex side in the hex containing the platoon.



5.1.3 Hills (Every hill level: +1)

The hex or combination of hexes within a given crest line forms one hill level. Each hill level adds one to the elevation of the ground on which it rests. Hills may have one or more levels of elevation.



5.1.4 Rough terrain (Level: 0.5)

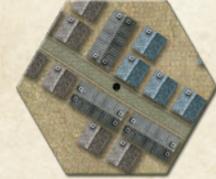
Rough terrain represents rough ground covered by stones, debris, pits, rubble, or small boulders. LOS is blocked if it crosses 3 hexes of level 0.5, i.e. rough, marsh, fields (or a combination of these). If the LOS crosses 1 or 2 rough or field hexes, any AP attack is modified by +1 to the die roll, **unless the target or firing**

unit is higher than the rough.



5.1.5 Built-up area (Level: 1)

Each such hex represents a group of buildings and streets and the usual features of a town or city. The underlying terrain may either be brown or grey, depending on whether the streets of the town or city are paved or not.



5.1.6 Dispersed buildings (Level: 1)

Each dispersed building hex represents a small group of structures, which may be a hamlet, farm buildings or suburban homes. They may be distinguished from built-up areas as they contain only two building depictions.

Entering a hex with dispersed buildings costs infantry 2 MP.



5.1.7 Woods (Level: 1)

Woods represent dense forested areas with underbrush.



5.1.8 Light woods (Level: 1)

Light woods represent sparsely forested areas without any underbrush in which the trees are not closely spaced.

They may be distinguished from woods as they contain only four tree depictions.



5.1.9 Fields (Level: 0.5)

These represent a wide variety of cultivated areas: ploughed fields, fallow ground, harvested and awaiting harvest. Any hex like those below is considered to contain fields.

If LOS passes through 3 or more hexes of level 0.5, i.e. rough, marsh, fields

(or a combination of these), it is blocked. If LOS crosses 1 or 2 rough or field hexes, any AP attack is modified by +1, **unless the target or firing unit is higher than the fields.**



5.1.10 Marsh (Level: 0.5)

A marsh represents ponds of deep water and soft ground with vegetation. Only foot platoons may move through marsh. If LOS passes through 3 or more hexes of level 0.5, i.e. rough, marsh, fields (or a combination of these), it is blocked. If LOS crosses 1 or 2 hexes of level 0.5, any AP attack is modified by +1 to the die roll, **unless the target or firing unit is higher than the marsh.**



5.1.11 Rivers (Level: 0)

Rivers are bodies of water which cross hexes containing other types of terrain. They are represented by a thick blue band.

The scenario will note whether the river is considered major, minor, or dry, depending on the amount of water flowing through it. A river hex is considered to be the same terrain type as the one it flows through, except for purposes of movement. *Example: A605 is woods.*

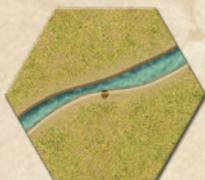
Exception: A dry river has no effect on movement.

5.1.11.1 Minor rivers

A minor river may be crossed, i.e. forded, at any point and by any kind of platoon, unless the scenario indicates otherwise. Platoons crossing must add the terrain cost of the underlying terrain in the hex to the cost indicated in the Terrain Effects Chart.

A platoon that finishes its movement in a hex with a minor river is considered to have crossed it. If the enemy assaults it, he only needs to pay the cost of the other terrain in the hex.

If a platoon wishes to pass through a hex with a minor river without crossing it, the cost to enter is equal to the cost of the underlying terrain in the hex. However, if the platoon ends its movement in a hex of the same river, it must pay the cost in MPs as if crossing the minor river as it is assumed the platoon actually crossed it.



5.1.11.2 Major rivers

Major rivers, due to the large quantity of water flowing through them, are prohibited terrain to all platoons. But this prohibition is not absolute:

- A platoon may enter major river hexes as long as it doesn't end its movement in them and comes out of it at the same bank of the river. This is not considered to be crossing the river. *Example: A platoon in 1308 may move to 1208 and then to 1108.*



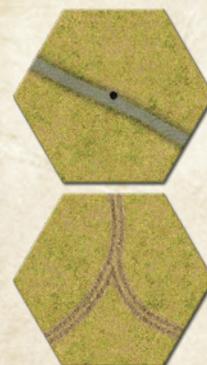
- It is possible to cross major rivers using the bridges printed on the maps. The movement cost is the same as a road hex.
- It is possible to cross major rivers at non-bridge hexes by conducting one of the following risky actions:

- All platoons may cross a major river at fords if specified in the scenario as if the hex were a minor river.
- All platoons may cross a major river using a pontoon bridge if the scenario indicates it.
- All platoons may cross a major river using boats if the scenario allows. To cross by boat, a platoon must begin its movement in a hex adjacent to the river and end its movement in a hex adjacent to the river on the opposite side. There may not be enemy platoons in the hex.
- Only foot platoons may cross a major river using pontoon bridges constructed by engineers during the course of a scenario.



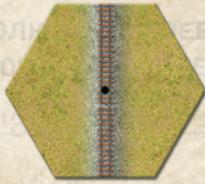
5.1.12 Roads and trails

The presence of a road or trail modifies the movement effects of the terrain in a hex according to the terms described in 6.4 about movement. These effects are only applicable as long as a platoon enters and leaves a hex side crossed by the same road or trail.



5.1.13 Railroad

A railroad does not affect platoon movement and costs movement according to the underlying terrain in the hex, unless otherwise stated in the scenario.



5.2 Spotting

A platoon is able to see every hex on the board that is in its line of sight (hereafter, LOS). A platoon can see another unit if the former has a clear LOS to the latter and is within spotting range.

Spotting range is the maximum distance at which a unit may see a target and is determined in the Spotting Chart. The possibility of spotting a platoon depends on its size and the type of terrain in which it is encountered. The size of a platoon is determined by the colour in its upper-right-hand corner, i.e. green (small), yellow (medium) or red (large).

Also, spotting range increases for stacked units, whether forming a company or not. **If the total steps in the stack is equal to or larger than 6, add +1 hexes for stationary units, or +2 hexes if they moved or fired this turn.**

A platoon may not necessarily be able to spot an enemy platoon located in a hex that it can see. In this case, for gaming purposes, the enemy is considered to be hidden.

Terrain Type & Recon	Inf./AT Small (Green)	Art./Cav. Medium (Yellow)	Mot./Mech. Large (Red)
Open/Road/Trail	7 / 10	8 / 12	12 / 18
Rough/Marsh	5 / 8	7 / 9	9 / 14
Wood/Disp. Buildings	3 / 5	4 / 6	4 / 8
Light Wood/Fields	4 / 6	6 / 8	6 / 10
Built-up Area	2 / 4	3 / 5	3 / 6
Crest Line	+1 / +2	+2 / +4	+2 / +4
Recon Units	+1 / +2	+2 / +4	+2 / +4

The first number in each column corresponds to a stationary target and the second to a moving target.

The Spotting Chart gives the maximum distance in hexes at which an enemy platoon can be seen. The first number in each column corresponds to a stationary target and the second to a moving target. A target is considered stationary if it has not moved during the current turn and a moving target is a platoon that has either fired, moved, or is currently moving this turn, even if it does not exit the hex it is on.

When two platoons are at different elevations, spotting becomes easier to the spotter if he is in a higher position. If the difference in elevation between the platoons attempting to spot is one level above, the "crest line" modifiers must be applied. Add the Crest Line modifier for each level of difference between the spotter and the spotted platoons.

Example: An infantry platoon in open terrain which is stationary will be visible up to 7 hexes away, 10 hexes if it moves. An enemy platoon that is one level above the platoon will be able to see it up to 8 hexes (+1) away and 12 (+2) if it moves. A platoon two levels above will see it 9 (+2) or 14 (+4) hexes away, and so on.

Notice how the Crest Line modifier must be applied once per each level of difference in height between the spotter and the target.

Spotting range may be modified by various factors, such as weather. Any such modifiers will be described in the scenario.

5.3 Line of sight (LOS)

In order for a platoon to see an enemy, in addition to being within the distance given by the Spotting chart, it must be able to trace a clear and unobstructed straight line from the center of its hex (source hex) to the center of the hex that is trying to spot (target hex). This line is called "Line of Sight" (LOS). To facilitate tracing LOS, the use of a string is highly recommended.

Unlike spotting, LOS extends indefinitely unless it is blocked by the printed terrain on the hex or due to markers or platoons placed on it. A hex that blocks LOS is considered to be in LOS, but hexes behind it are not.

Combat platoons never block LOS, whether traced at ground level or along a slope. Any other terrain type and its effects in regards to LOS and not described herein will be properly detailed by means of exclusive rules.

5.3.1 LOS along flat ground

A LOS along flat ground is applied when both source and target hexes are situated at the same elevation. Woods, Light Woods, Dispersed Buildings, Built-up Areas, and Hill hexes encountered along the trace will block LOS, if the trace of LOS is at the same level as their hex.

LOS is also blocked if it passes along a hex side separating two hexes containing blocking terrain. If only one of the hexes has blocking terrain, LOS is not blocked.

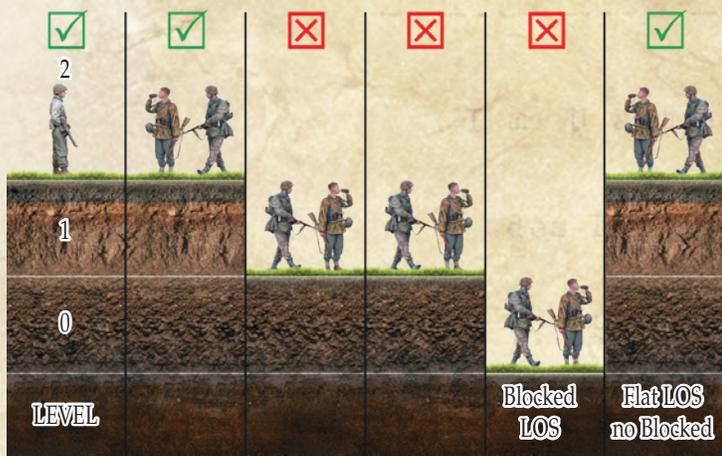


Finally, LOS is also blocked if it crosses 3 or more hexes of level 0,5, or any combination thereof.

5.3.2 LOS Along Slopes

Line of Sight along slopes is applied when both source and target hexes are placed at different elevations. LOS may only be traced along slopes if the higher of the two platoons is in a crest hex. If the higher platoon does not occupy a crest there is no LOS towards any hex placed in a lower level. For a platoon to be considered in "crest" status, the LOS in question must cross the crest in the platoon's own hex.

Diagram 1 - Spotter in a crest



In addition to the condition stated above, depending on the terrain type and its height with respect to the observer, it's possible to have hexes that block LOS and others that may obstruct LOS only to an adjacent hex.

Blocking hexes at slope LOS.

Any terrain type blocking flat LOS that is also located at an inferior level right after the observer's position does block LOS on a slope from that hex and beyond. Therefore, any type of terrain blocking a flat LOS will also block LOS along a slope of an observer located on a level 1 position. This can be seen clearly in the following diagrams:

Diagram 2 - Blocked LOS

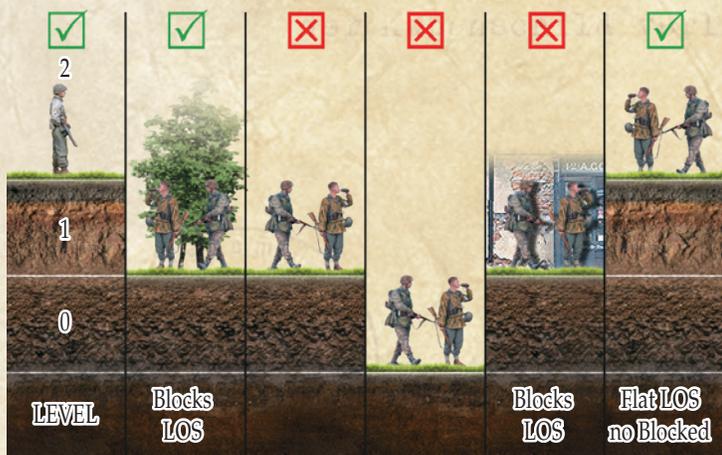
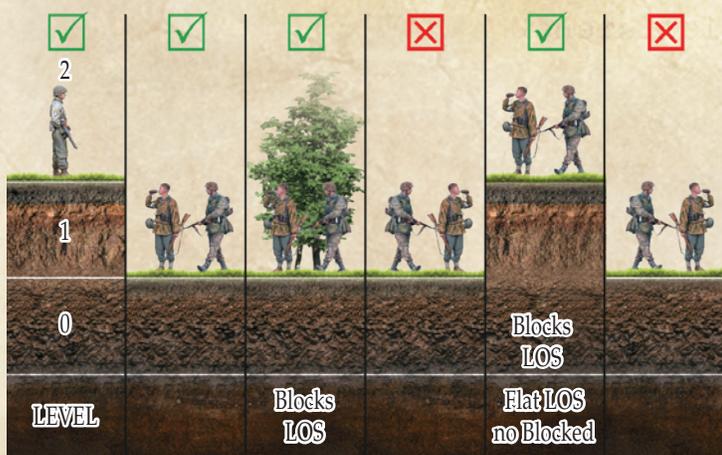


Diagram 3 - Blocked LOS



LOS blind at a slope.

Any type of terrain that blocks a flat LOS, and that is situated two levels below with respect to an observer does block LOS along a slope only to the next, adjacent hex.

Exception: a crest hex doesn't block LOS observed from another crest hex.

Diagram 4 - Blinded LOS

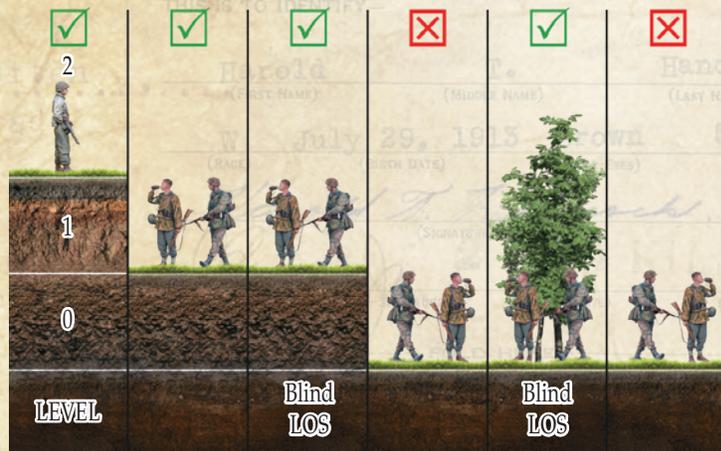


Diagram 5 - Blinded LOS

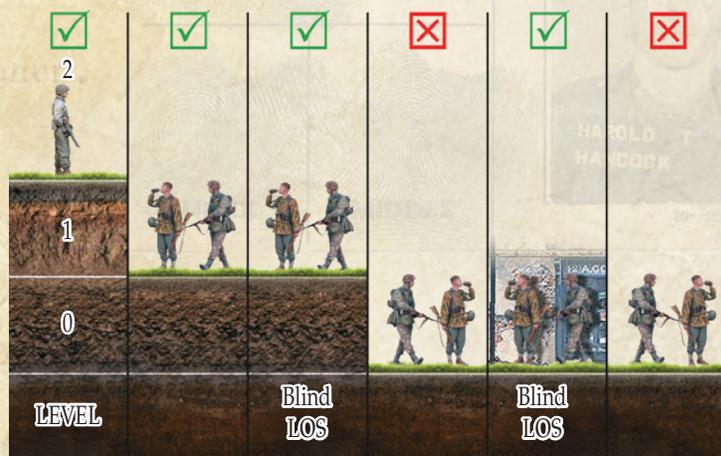
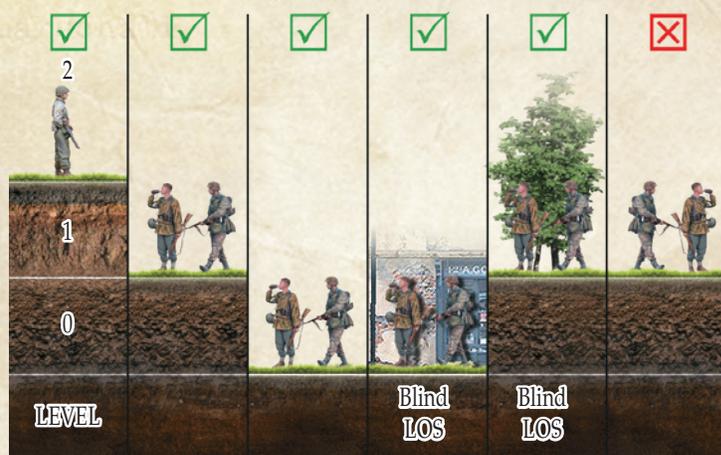
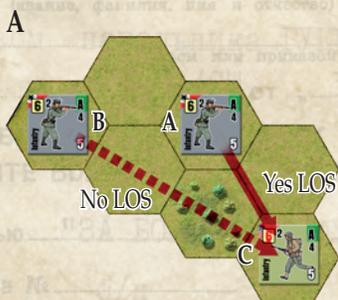


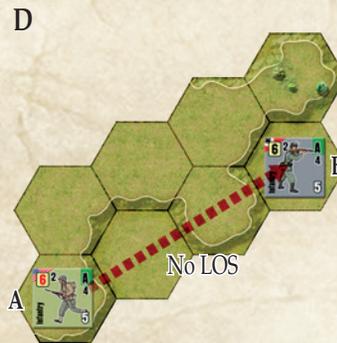
Diagram 6 - Blinded LOS



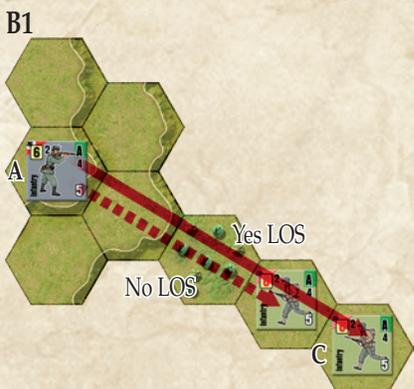
All these rules are depicted in the following examples.



Example A (flat LOS). The platoon in B cannot see platoon in C because the woods block LOS. The platoon in A can see the platoon in C because the LOS passes along a hex side between two hexes and only one (the woods) is terrain that blocks LOS.



Example D (slope LOS). The platoon in A cannot see the platoon in B because the LOS crosses a hill hex at the same level as the higher platoon (A) and is therefore blocked.



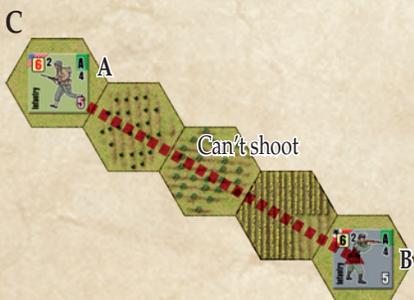
Example B1 (slope LOS). The platoon in A cannot see the platoon in B because the woods make B a blind hex. Nevertheless, it can see the platoon in C.



Example E (flat LOS). The platoon in A cannot see the platoon in B because the LOS crosses along a hex side separating two blocking terrain hexes.



Example B2 (flat LOS). The platoon in D cannot see the platoon in E because there is a hill hex between them.



Example C (flat LOS). The platoon in A cannot see the platoon in B because the LOS crosses two orchard and one field hex, and therefore is blocked.



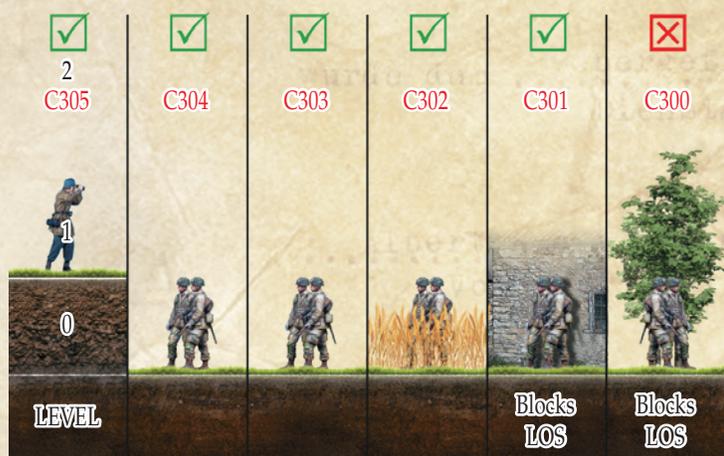
A complete example: Spotting and LOS: An American platoon, along with its officer, Lt. Jones (B), is on hex C300. Another platoon is on hex C301, and finally, the last platoon is on hex C401.

On the other hand, there is a German platoon on hex C305, another on C504 and the last one on hex C505 with its officer, Lt. Gielnik (D) on hex C405. Finally, an MG platoon is on hex C900.

Here, LOS and spotting will be reviewed in depth, using the 3 hexes where the American company is positioned. The platoon on hex C301 has a blocked LOS with the German platoon on hex C504, since the latter is on a higher position but not on a crest. Neither is there a clear LOS to the MG due to the light woods hex on C401. On the other hand, there

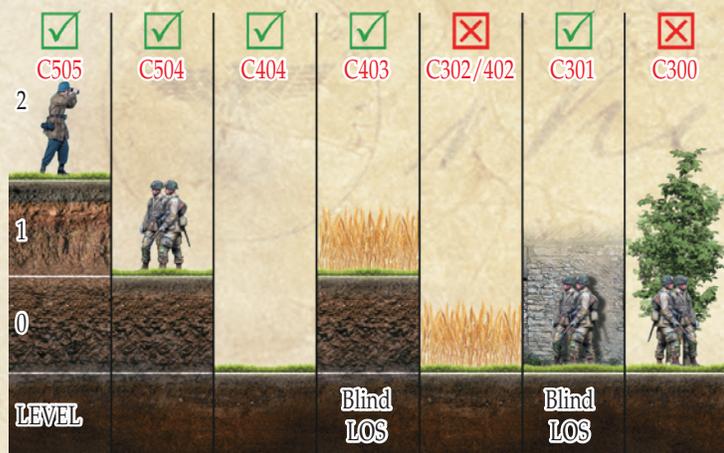
is a clear LOS to the German platoon on hex C305 and it may be spotted since it's only 4 hexes away and the observer, the German platoon, is on a crest at a higher level (which also results in a spotting modifier of +1). Under normal circumstances, a small platoon on a dispersed buildings hex may be spotted at a maximum range of 3 hexes, and up to 5 if it moved on that turn. Notice that the dispersed building hex on C301 blocks LOS along a slope for hex C300. Therefore, this analysis allows us to establish that the American platoons won't be visible to this observing German platoon.

LOS Examples C305 to C301 and C300



In this case, though the American platoon on hex C301 may be spotted by the German platoon, this is not reciprocal, since the crest hex bonus that allows the Germans to spot enemy units may not be applied. Additionally, the German platoon situated on hex C505 also has a clear LOS and may spot the target on hex C301 since it's 2 levels higher and may spot the unit up to 5 hexes away. In this specific situation, if hex C504 or C304 had a terrain type that blocks flat LOS (such as woods, light woods, buildings, etc.) LOS would be blocked along a slope and no other enemy platoon could be spotted. Finally, it's worth mentioning that the crest hex on C403 will block LOS for hexes C302 and C402. Similarly, the dispersed building hex on C301 blocks LOS for hex C300.

LOS Examples C505 to C301 and C300



The American platoon located on C401 has a blocked LOS with the German unit on C305 (LOS passes through a hill hex), and the one situated on C504 (located at a higher level but not on a crest hex). The MG platoon has a clear LOS with the American platoon on C401, but it cannot be spotted since it's at a range of 5 hexes. We already know that a small platoon on a light woods hex may be spotted up to 4 hexes away. All the same, this is not reciprocal since the MG platoon is on an open country hex, and thus, it may be spotted at a distance of 7 hexes. In the end, Lt. Jones and the platoon on C300 have a blocked LOS with respect to the infantry

platoons since both hexes, C301 and C401 (dispersed buildings and light Woods respectively) block LOS along a slope. Only the MG has a clear LOS, but as in the case of the platoon on C401, it cannot be spotted by the MG since it's 6 hexes away and a small unit may be spotted on a light woods hex at a maximum distance of 3 hexes if it didn't move on its turn. However, the American platoon may spot the MG which is at a range of 7 hexes or fewer.

6 Movement

Platoons activated may move individually or as a group if already stacked with other activated platoons prior to activation.

Only in that case, the player can move all the stacked platoons he wants at the same time

A stacked company with an Officer may leave some platoons behind during its movement and pick others up from their own company as long as the officer continues its movement with the stack. A unit leaving the moving stack may not continue its move.

6.1 Types of movement

Each combat platoon has a different type of movement indicated by the colour of its movement factor:

- Foot (white). This group also includes platoons which use animal transport (cavalry platoons)
- Wheeled (yellow). There are two types of wheeled platoons: motorized and unmotorized.
- Tracked (black).

In the basic rules, only foot movement (white) shall be used.

6.2 Movement capacity

The movement capacity of a platoon is represented by the number depicted in the lower right-hand corner of the counter. This is referred to as movement points, or MPs, although the number of hexes that can be travelled is influenced by diverse factors such as movement type movement or the terrain that is moved through (see Terrain Effects Chart).

Moving from one hex to another costs movement points. If a platoon does not have sufficient movement points remaining to enter a particular hex, it may not do so.



Costs to enter each type of terrain are detailed in the Terrain Effects Chart. Please take into account that in the basic rules only the first column regarding foot movement costs is used. Movement points may not be accumulated from one turn to another nor may they be shared between platoons. A platoon may choose not to spend all of its MP in a given turn.

The cost to cross a minor river or climb each level of elevation is indicated in the Terrain Effects chart with a "+" symbol; this number is added to the cost of entering the desired hex. For example, to pass on foot from one hex to a light woods hill hex costs 3 movement points (2 for light woods + 1 for moving one level uphill).

A platoon may not enter a hex occupied by enemy platoons except via close assault (see chapter 14).

If in one stack there are two different movement values, then you must always pay the most expensive for all the platoons in the stack.

Example: a company that is made up of one officer and 2 infantry platoons with a movement value of 5 MP (foot movement) and a reconnaissance platoon in a tracked vehicle (10 MP) are moving as a stack. They enter a rough hex. That movement costs 2 MP for the officer and the infantry platoons. For a vehicle platoon this movement costs 3 MP. Therefore, in this case, all of them have to spend 3 MPs as this is the most expensive for the platoons in the stack.

6.3 Double time

Platoons whose movement type is “foot”, i.e. infantry (INF), Machine guns (MG) and Mortar (MTR) heavy weapons, may move Double Time and thereby gain 1 extra MP. However, such movement may not begin, end, or pass through hexes adjacent to enemy platoons. In addition, a platoon may not use the Double Time ability on consecutive turns. Once a platoon has finished using Double Time, mark it with the corresponding marker as a reminder.

6.4 Armored unit tactical and operational movement, exclusive

The armored sections (AFVs and Mechanized) have the ability to perform two types of movement, both exclusive. Before moving the player chooses and declares what type of movement he will perform. Transported units (infantry, heavy weapons and artillery) are excluded.

6.4.1 Tactical Movement

The capacity of Tactical movement of an armored section is represented in each counter by the number located in its lower right corner, which indicates the amount of movement points available as explained in point 6.2. The Tactical movement allows us to move and once this movement is finished, shoot but with ½ FF unless AFV is gyro-stabilized then full FF. In either case the AFV also fires with a +1 DRM for tactical movement to 2D6.

6.4.2 Operational Movement

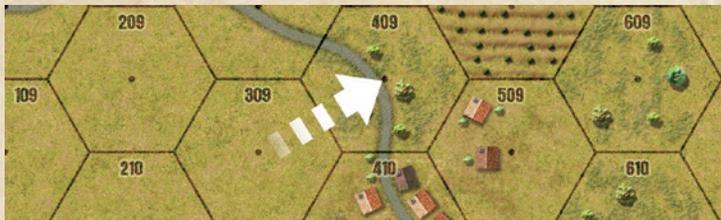
The armored units (AFVs and Mechanized) can perform the Operational movement and thus obtain 4 additional movement points but cannot finish said movement within 4 hexes of an enemy section. When your sections move using the Operational movement, they cannot fire once the movement is finished, in this case unlike the Tactical movement, it can only be moved.

6.5 Movement via road or trail

A platoon is considered to be moving via a road or a trail if it enters a hex by a hex side crossed by the road or trail and it leaves the hex by a hex side crossed by the same road or trail. Platoons that move via road or trail ignore all terrain costs except the additional cost for crossing linear obstacles, for example moving uphill.

A platoon moving on foot and spending its entire movement capacity moving along a road obtains a bonus of one additional hex movement along the same road because these represent paved surfaces.

To enter a hex with a road or trail from a hex without one has a cost equal to the underlying terrain. For example, moving from D309 to D409 costs 2 movement points since the road passes through light woods.



6.6 Prohibited terrain

For some platoons, moving onto certain types of terrain is prohibited due to their movement type. Prohibited terrain is indicated on the movement table by the word “NO” under the movement type. Furthermore, the presence of terrain markers (see chapter 22) such as barbed wire, roadblocks, dragon’s teeth, and anti-tank ditches may turn a hex into prohibited terrain for a given platoon type.

7 Attack

For an activated platoon to be able to attack, the platoon must have clear LOS with the target hex and be able to spot at least one platoon on the target hex. However, all platoons in the target hex are affected by the attack including, which also includes any applied modifiers and hit allocations.

There are four main kinds of attack, depending on the target type and the type of ammunition used.



Combat platoon counters have one or more boxed numbers which represent their fire factor (FF), with a superscript value that shows the maximum fire distance a platoon has with its full FF for this type of attack. This distance is called range. The colour of each box indicates the kind of ammunition used by the platoon:

- **Yellow:** Anti-personnel (AP). *Exception: MGs may use their AP factor to attack AFVs with an armor level of 0, but in all respects (targets affected, modifiers, divisors) this is considered an AT attack.*
- **White:** Anti-tank (AT)
- **Orange:** Artillery (ART)
- **Red:** Flame-throwing (see chapter 17.1. Flame-thrower Tanks and Engineers)

Although a platoon may have several types of attacks available, it may only be activated to fire once per turn, so under normal circumstances, only one type of attack may be used in a given turn.

Direct fire may not be traced through hexes containing friendly platoons unless the firing platoon or the target platoon is located in a higher-level hex than the platoon placed in the line of fire.

In the basic game only Anti-Personnel attack is available, and all platoons may cause damage only with this FF.

7.1 Fire groups

It is possible to combine platoons into groups, adding their fire factors, for an attack of the same type. Platoons may only form a fire group if they belong to a single company, are adjacent, and are also in-command.

7.2 Maximum attack range

Any combat platoon can use its entire fire factor against an enemy platoon within its range. If the target is farther than their normal range but equal to or less than twice the range, it may attack at half-firepower.

Example: A French infantry platoon (FF 5, Range 2) can attack with 5 factors up to two hexes away, and may attack with 3 factors at a range of 3 or 4 hexes.

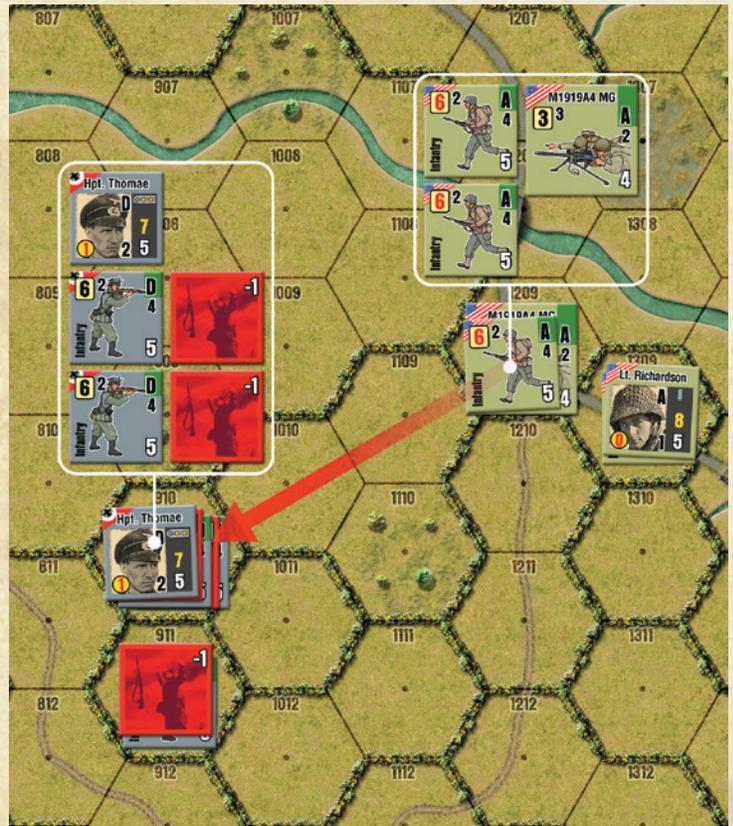
7.3 Attack resolution

Regardless of the type, the basic procedure to resolve an attack is as follows:

- Declare the type of attack, AP, AT or ART (in the basic game only AP is available).
- Count the distance in hexes to the target and check if there is a clear LOS between the attacker and the target. AP attacks may only be made against spotted enemy platoons. Platoons cannot fire on each other if there is a friendly platoon blocking the line of fire.
- Add the fire factors of the firing platoons (if the range is farther than their normal range, divide by two, rounded up).
- Look for the FF on the combat chart. If the exact factor does not exist, use the next lowest column. Example: a stacked company, combining its FF, has a total FF of 7 and opens fire against an enemy platoon within normal range. On the combat results table there is no column for a FF of 7, so the '6' column will be used to resolve the attack.

Veteran platoons use the fire column to the right of the column determined by their fire factor. Green platoons use the column to the left. Example: A platoon with a FF of 10 would attack on the 12 column if veteran, or the 9 column if green.

- Roll 2d6 and apply any relevant modifiers (listed in the Combat Chart). **The DRMs apply the entire turn.**
- Cross-reference the roll with the FF column to determine the effect of the attack.
- Divide the result by the defensive value of the target hex. The result is the number of hits the hex receives, which are then allocated to the platoons in the hex(es) affected by the type of attack used (rounded down).
- Allocation of hits and resolution of step losses.
- Perform a morale check (see chapter 9) if a platoon is eliminated. Also, perform this check for each hit exceeding the original number of platoons making up the company, not counting the officer.



Example: A German Company (D) is comprised of one platoon placed on hex D911 with one step loss, and two other platoons with one step loss, each one with their officer located on hex D910 too. The American player activates his company A. This company is made up of one platoon stacked with its officer placed on hex D1309, and two infantry platoons and one M1919A4 MG (3-3) located on hex D1209. The platoons on D1209 open fire using AP FF against the German platoons at D910. The infantry AP FF is halved because the enemy platoon is out of range but the distance is less than or equal to twice the range. So, the initial 12 AP FF is reduced to 6 AP FF due to the distance to the target. The American MG fires with his full AP FF (3 FF), so the final FF in the attack is 9 FF.

Now, players check the combat chart for the applicable modifiers for this combat. In this example, we have a -1 modifier due to the use of semi-automatic fire (red AP FF in the attacking platoons), and +1 because the attack is performed crossing a bocage hex side. So the final modifier for the combat dice roll is 0.

At this point, the American player (attacker) rolls 2d6. He gets a 2 (a very lucky dice roll!) which is not changed in this case after applying modifiers. The American player cross-references the FF value column (9) with the dice roll result row (2) to get in the combat table a result of 6. As the German platoons are located in open terrain, the player divides the combat table result (6) by the suitable terrain divisor (2) to get the number of hits. In this case, 3 hits are applied to the German platoons.

7.4 Determination of losses and their effects

The hits received by a hex must be allocated between all platoons in the hex that can be affected by the type of attack used.

Example: If a hex containing 2 AFVs and 1 infantry platoon (all without any step losses) suffers 2 hits from an AP attack, both hits must be allocated to infantry platoons. The AFV platoons cannot be affected as they are immune to AP attacks. All hits on a hex containing only one platoon are applied to this platoon.



If there are more platoons in the hex being hit, the hits must be allocated to them in the following manner:

1. If there are both veteran and green platoons in a hex, the green platoons are assigned hits first.
2. If there are both spotted and non-spotted platoons in the hex, the spotted platoons are assigned hits first.
3. Platoons with fewer step losses are assigned hits before those with more step losses. In addition, one must attempt to equalize the steps lost by all stacked platoons affected by the attack.
Example: A hex in which there are 2 platoons on their reduced sides and one on its full-strength side receives 3 hits. Two hits are applied directly to the full-strength platoon. The remaining hit is randomly assigned to one of the three platoons.
4. When more than one platoon is eligible to receive a hit, the hit is randomly assigned. Use 1d6 assigning numbers to each platoon. Given the example above, where the last hit has to be assigned among 3 platoons, assign value 1-2 to the first platoon, 3-4 to the second one and 5-6 to the third one.

As a special rule, in aerial attacks (chapter 24), hits are assigned to unarmored platoons before AFVs.

Not all hits produce step losses. For infantry, transport, and unarmored weapon platoons, each hit is equivalent to one step lost. However, this is different for AFVs as is described later in chapter 18.3.

7.4.1 Step-loss markers

If a full-strength platoon (with three steps) suffers a step loss it remains on its front side, but gains a “-1” step lost marker on top of it.

When a platoon loses its second step, remove the “-1” Step Lost marker and either:

- Flip it to its reduced side, if both the front and back side of the counter show the same picture.
- Gains a -2 Step Loss marker if the platoon counter shows a different picture at its front and back side (platoons with intrinsic transport, see 12.3). For example a motorized infantry platoon that have a truck in his back, or a Cavalry platoon has different pictures at both sides (mounted/dismounted).

Upon losing its third step, the platoon is eliminated, and removed from the board. When a company loses a platoon, it must make a morale check (as it is described at chapter 9).

7.4.2 Effect of step losses on fire factors

A full-strength platoon, with three steps, has the FF given in the square or squares on its full-strength side. The first step loss suffered by the platoon reduces its FF as follows:

- By 1, if it's FF is between 1 and 6.
- By 2, if it's FF is between 7 and 11.
- By 3, if it's FF is between 12 and 15.
- By 4, if it's FF is 16 or more.

The second step loss that a platoon receives either:

- Flips it to its reduced side, which shows a new (and lower) fire factor, if both the front and back side of the counter show the same picture.
- For those platoons that are not flipped when they receive the second hit (platoons with intrinsic transport), the new combat value will be half of their combat value, rounded down. So a 6 motorized platoon will have 5 after the first hit (-1 FF according to the list above) and 3 after the second (full strength FF halved). On the other side a 5 FF platoon will have 4 (-1 FF according above list) and 2 (full strength FF halved and rounded down).

7.4.3 Hits on officers

If an officer is alone in a hex he is eliminated if an enemy platoon fires on the officer and achieves at least one hit.

If an officer is accompanied by friendly platoons and these suffer one or more hits, either due to an attack or an assault, the owning player must check if the officer becomes a casualty or not. To do so, roll 2d6 subtracting 1 for each hit one of his platoons take in the attack. If the modified total is equal to 1 or less, the officer is eliminated.

The elimination of an officer takes effect immediately, causing an instant morale check for his company (see chapter 9.1).

7.4.4 Replacement officers

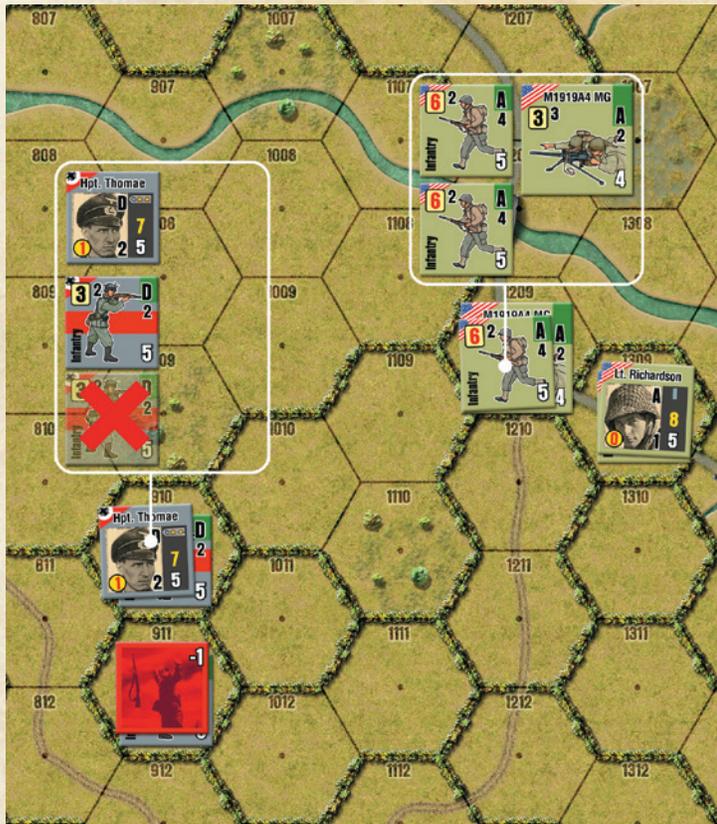
The officers with a red vertical stripe on their front are replacement officers. They represent officers of lower rank used to replace higher-ranked ones.

If an officer is eliminated during a turn, he is substituted by a replacement officer of the same type (infantry, hvy weapons, tank, etc) at the beginning of the following turn. When a officer is eliminated, select a replacement officer randomly. The replacement officer is placed with a platoon under command (the owning player decides which).

If there is no available replacement officer of the same type, an infantry replacement officer shall be selected to replace the eliminated one.

As an exception, a dead commissar or high-ranking officer can't be replaced by another commissar or high-ranking officer.

Officer	Replacement Officer



Example: following the example attack, we have to check hits on the officer. The owning player must roll 2d6, subtracting 1 for every hit his subordinate platoons received during the attack. Player rolls a 6 (2 & 4). Since, in this attack, the company received 3 hits, the modified result is a 3. As it's higher than 1, this implies the officer hasn't received any damage.

Now, the player has to allocate the 3 hits between the platoons present on the attacked hex. There aren't any veterans or green platoons. Both platoons have the same amount of steps, so we assign the first hit randomly according to the fourth criteria to assign hits. The second hit is assigned to the other platoon because now it has lost fewer steps. As there are two platoons, each one receives one hit, and the counters are flipped. The third hit is assigned randomly to one of the platoons, resulting in its elimination.

7.4.5 Companies that have lost their officer

From the moment an officer has fallen until he is replaced, the following rules apply:

- The platoons belonging to the officer's company will remain "Out-of-Command" and may only be activated under the rules for such platoons.
- The base morale of the company is that of the fallen officer, without adding his leadership value. This is calculated according to the general rules described in chapter 9. Once the replacement officer takes command, his morale is used as the company's base morale, adding his leadership value.
- If the officer is eliminated after having activated his formation, the elimination is immediate and as a consequence the formation will not be able to execute any type of order and the in-command platoons can't finish their action. Common examples are: The death of an officer in defensive fire prior to an assault does prevent the assault; the death of an officer by reaction fire when he moves does prevent the moving platoon from finishing its movement.

8 Reaction

As has been mentioned before (chapter 3.1), players may prepare platoons for **Reaction**, placing a "Reaction" marker on the platoon, which allows them to attack as described in this section. Note that, although the activated platoon shall be fired even if it receives hits, the reaction doesn't prevent the planned action, except if it loses its last step. Once the opponent has announced an activation, a player may activate any of his platoons marked with "Reaction" and fire upon the activated enemy platoons that move, except for routed movement. This may occur any time during enemy activation, even in the middle of a movement, but the enemy may not be attacked in the hex from where it starts the movement. Furthermore, a player may activate any of his platoons in "Reaction" and fire against a platoon that loads/unloads, limbers/unlimbers or performs a risky action, in the hex where this action occurs, even if they don't move. Platoons that perform no action, firing, rallying, preparing for reaction, or officers directing air or artillery missions may not be fired upon with reaction.

If a platoon is fired upon while it is moving through a hex with one or more platoons without exceeding stacking rules, all pertinent modifiers are applied to that platoon with the exception of the -1 modifier for "6 infantry steps in one hex" as the firing platoon is only firing on the moving platoon, not all platoons in the hex. However, if two or more platoons with a combined size of 6 steps or more are moving together and are fired upon in "Reaction", the modifier will apply.

Platoons that are stacked and belong to the same company may combine their fire even if they are not adjacent to their officer. Platoons may not combine fire with adjacent reacting platoons, even if they belong to the same company.

A player may choose the amount of platoons that react between those available to do so. Accordingly, a player may choose to react with only some of his platoons that are able to react, and save the remainder for another action or activation by his opponent.

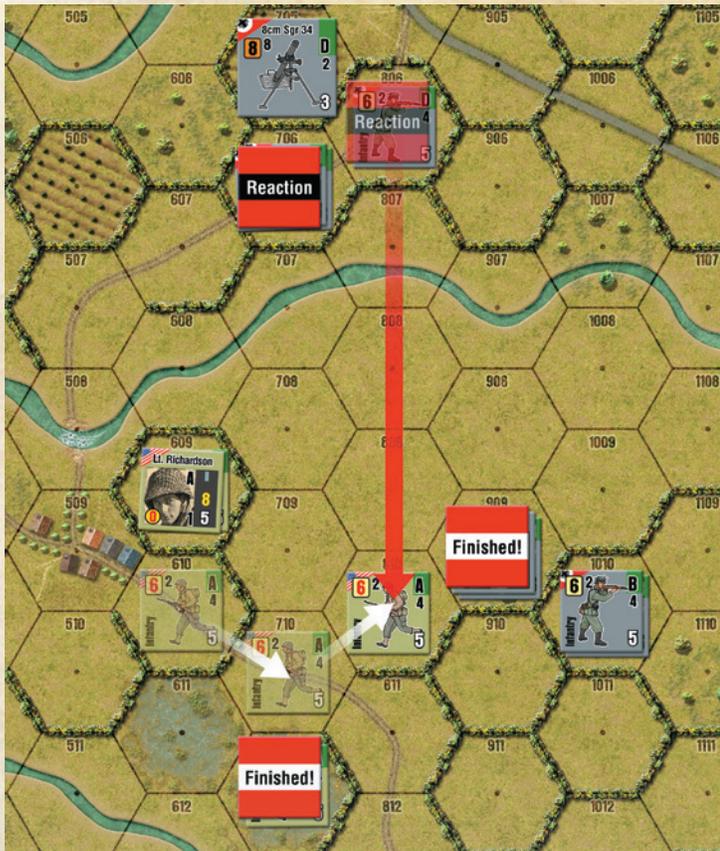
Out-of-Command platoons may be activated without the need of a morale check (chapter 9.2), and may also, as specified in the previous paragraph, they may combine their FF provided they are on the same hex.

The scenario may indicate that certain defending platoons start with Reaction markers at the beginning of the game. Any such markers provided by the scenario are placed by the defender during initial deployment.

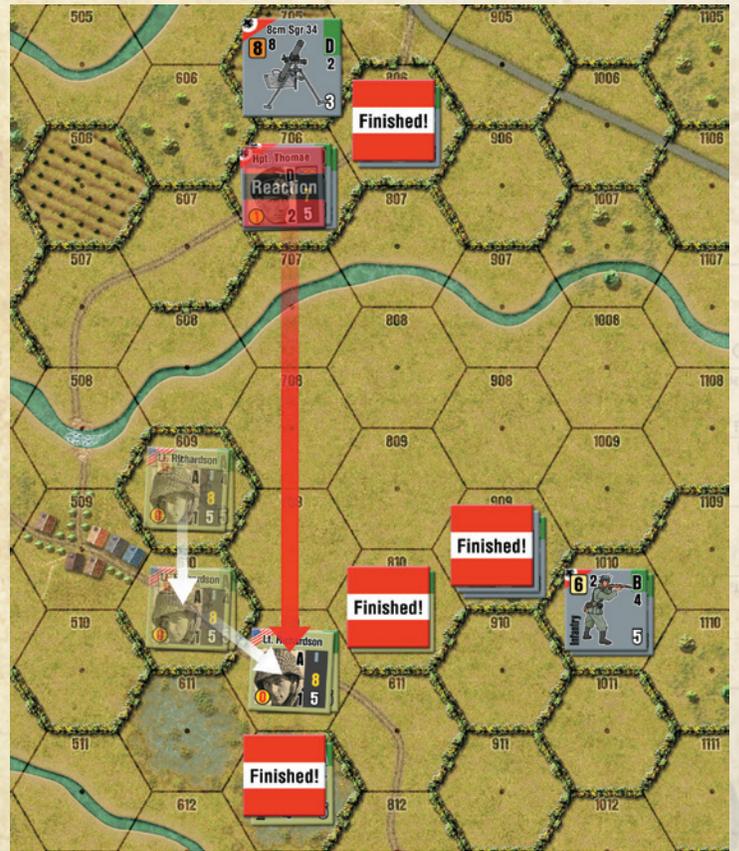
After a platoon marked with a Reaction marker announces its reaction and the fire is resolved, it will be marked as "Finished".

Reacting does not count as an activation (only marking a platoon or platoons for later reaction); therefore after his opponent's activation, the reacting player will take his normal activation, provided he still has eligible units left to be activated. ART FF may not be used for reaction, although those platoons with ART FF may be prepared for reaction using other FF types if available.

Reaction without marker: Platoons in command and non-finished may react as stated above, even if they are not marked for reaction, but their fire factor (FF) is halved. ART FF may not be used for reaction although those platoons with ART FF may react without a marker using other FF types if available. After reaction fire, a platoon is marked as "Finished".



Finally the last American platoon and his officer located at D609, move onto D610 and afterwards to D710. At this moment, the two German platoons located on hex D706 decide to react and attack at half FF because, although they are both marked with a Reaction marker, they are placed at 4 hexes (so they fire with 6 FF). Once the attack is resolved, the reaction markers are removed and both platoons are marked as Finished. The American platoon and the officer finish the movement and are marked as Finished as well.



The German mortar platoon placed on hex D806 may not attack because rules prevent ART FF from firing in Reaction. Likewise, once a German platoon has reacted and been marked as finished, it cannot be used to react during the following American actions.



9 Morale

Platoon and company morale represents the mental stamina and cohesion of the soldiers that belong to them. The higher the morale, the better chance they have of staying in combat after suffering step losses, losing an assault, or encountering any other negative effect.

WSS features two different types of morale: whole company morale and individual platoon morale. This is needed because during the game several circumstances may trigger a procedure called morale check, which is used to determine whether the unit is completely operative and under control to perform an action. This procedure may affect the whole company or just a single platoon.

9.1 Company morale

A company's morale is equivalent to the morale of its officer combined with his leadership value. For routed officers, leadership is not counted in morale calculation. However, company morale is reduced by 1 for each step loss suffered that surpasses the original number of platoons that belong to it, not including the officer.

Example: a company starts with four platoons and one officer. During combat it loses one entire platoon and the other three suffer 3 step losses. Thus, the total is 6 steps lost (3 for the eliminated platoon plus 3 more from the remaining platoons). The company's morale is thus reduced by 2 (6 minus 4).

9.1.1 Actions that trigger a company morale check

Companies must check morale under the circumstances detailed in this section, assuming that all of the platoons that form them at a given moment are either affected by the event that caused the morale check or have LOS to the hex that triggered the check. If not all the platoons of a company fulfill this requirement, a company morale check is not made. Instead those platoons that fulfill this requirement must check platoon morale as described in chapter 9.2.

A Company must check morale:

1. Whenever one of its platoons is eliminated.
2. If the company's officer is eliminated after receiving a hit.
3. Any of its platoons receives hits and the total number of casualties suffered by the company exceeds the total number of platoons that make it up at the start of the battle, not counting the officer. A single check is performed each time it occurs, regardless of the number of steps in which it is exceeded. If they are hit in subsequent attacks, their morale will be checked in the same way.
4. When more than one of its platoons loses a hand-to-hand combat or Armor support, either as attacker or defender (according to chapters 15 & 19).
5. After an armor assault, if more than one of the assaulted platoons suffer a step loss, even if the assaulting forces lost the assault (according to chapter 21).
6. After an anti-armor assault, if more than one of the assaulted vehicle platoons suffer a step loss, even if the assaulting forces lost the assault (according to chapter 20).

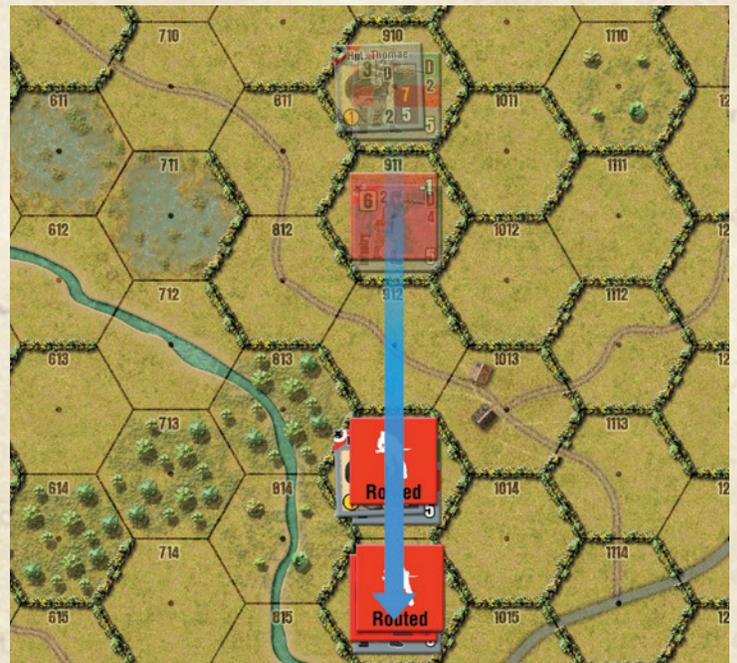
9.1.2 Company morale check procedure

Once an action triggers a company morale check, the affected player has to carry out the following procedure:

1. Roll 2d6.
2. If the result obtained is less than or equal to the morale of the company, it passes the morale check and, despite the negative effect suffered, maintains its strength and continues to fight.
3. If the result is greater than the company's morale, then the company fails the morale check and the effects depend on the difference between the roll and the morale of the company:
 - a) If the roll is greater than the morale by 1-4, the company is routed, a marker is placed on the affected platoons, and they must rout as described in chapter 9.3
 - b) If the roll is greater to or equal than the morale by 5, the company disintegrates and is immediately eliminated from the game.
 - c) If the company is already routed (that is, marked as such), when it makes a morale check, a result that is 3 or more greater than the morale causes disintegration.

Company morale check complete example: we continue with the previous example and after distributing hits between platoons and rolling for hits on the officer, we are going to check if a morale check is required.

In this example, there are some events that trigger a company morale check: one of its platoons is eliminated and the company has received its 4th, 5th and 6th hit (above the original number of platoons making up the formation, not counting the officer). Only one morale check is performed. The company morale is 7 (officer morale) +1 (officer leadership) -2 (hits over the original number of platoons). So the company morale value is 5. The player rolls 2d6. If he gets 5 or less than 5, company has passed the morale check and nothing occurs. However if he fails the consequences depends on the dice roll. Player rolls a 7. He has failed the morale check with a dice roll higher by 2, so as the roll is greater than the morale by 1-4, the company is routed, and a marker is placed on the affected platoons.



9.2 Platoon morale

Platoon morale is equal to the morale of its company. However, the leadership value of the commanding officer is added only if the platoon is within his command range. Morale for platoons Out-of-Command is the morale of its officer without adding leadership. Moreover, platoon morale is reduced by 1 for each step loss suffered whether in command or Out-of-Command.

Example: *a German company is made up of three infantry platoons and one officer. That officer is provided with 8 Morale, 1 Leadership, and 1 range. During the game, two platoons move three hexes away from the officer and the remaining platoon. In those circumstances, they are attacked by enemy forces and receive one hit. After their activation, both platoons will receive "Out-of-Command" markers. At that moment, the morale for each platoon is:*

- Infantry platoon stacked with its officer: morale value of 9 (company morale = officer morale + leadership) because this platoon is in command.
- Infantry platoon Out-of-Command: morale of 8 (officer morale) because this platoon is Out-of-Command.
- Infantry platoon Out-of-Command with one step loss: morale of 7 (officer morale modified with -1 for the step loss) because this platoon is Out-of-Command.

Please note that in this example, during the platoon morale check to activate the Out-of-Command platoons, the morale for both platoons is reduced again by one, so morale is 7 for the platoon without losses and 6 for the platoon with one step loss, following the rules described in 9.2.2.

9.2.1 Actions that trigger a platoon morale check

A platoon must check morale:

1. Whenever it attempts to cross barbed wire, as described in 22.2.
2. Whenever it is activated when Out-of-Command.
3. If an Out-of-Command platoon suffers a hit.
4. Whenever it attempts a close assault (pre-assault morale check), as described in 14.2.
5. Whenever a single platoon loses a hand-to-hand combat or Armor support as either the attacker or defender (according to chapters 15 & 19).
6. After an armored assault, if any one assaulted (defender) platoon suffers a step loss, although the assaulting forces lost the assault (according to chapter 21).
7. After an anti-armor assault, if only one assaulted vehicle platoon suffers a step loss, although the assaulting forces lost the assault (according to chapter 20).
8. A company morale check is triggered but it doesn't affect the whole company. In this case, only the affected platoons should make a platoon morale check.
9. An officer tries to rally himself or any platoon of its company, as described 9.4.1.

9.2.2 Platoon morale check procedure

The procedure for checking platoon morale is similar to a company morale check: once an action triggers a platoon morale check, the player controlling that platoon rolls 2d6 and compares the result with the platoon's morale value. If the result obtained is less than or equal to platoon's morale value, it passes the morale check. However, if the result is greater than platoon morale, the morale check is failed. However, the consequences of passing/failing the morale check are different depending on the action that triggered it:

- Attempting to cross barbed wire: if the result of the dice roll is less than or equal to the platoon's morale, barbed wire may be crossed. However, if the result is greater than the platoon's morale, it may not be crossed and is marked as "Finished".
- Attempting to activate an Out-of-Command platoon: in this case, the platoon

morale is reduced by 1. If the result of the dice roll is less than or equal to the platoon's morale, it may be activated. However, if the result is greater than the platoon's morale, it may not be activated and is marked as "Finished".

- Attempting a close assault: if the result of the dice roll is less than or equal to the platoon's morale, it may move onto the assaulted hex. However, if the result is greater than the platoon's morale, it may not enter the assaulted hex and is marked as "Finished".
- Attempting to rally a routed platoon/officer: if the result of the dice roll is less than or equal to the platoon/officer's morale, it is rallied; remove the "Routed" marker and it may be activated. However, if the result is greater than the platoon's morale, it isn't rallied and is marked as "Finished".
- For any other action that triggers the platoon morale check: if the result obtained is less than or equal to the morale of the platoon, it passes the morale check and, despite the negative effect suffered, maintains its strength and continues to fight. If the result is greater than platoon morale, the effects depend on the difference between the roll and the morale of the platoon:

- a) If the roll is greater than the morale by 1-4, the platoon is routed, a marker is placed on the affected platoon, and it must rout as described in chapter 9.3.
- b) If the result is greater than the morale by 5 or more, the platoon disintegrates and is immediately eliminated from the game.
- c) If the platoon is already routed (that is, marked as such), when it makes a morale check, a result of 3 or greater than the morale causes disintegration.

9.3 Rout

A company or platoon, immediately after being marked as "Routed", must conduct routed movement. In subsequent turns, it may not move or become activated except if fired upon. In such cases, they act as described in chapter 9.3.2. Routed platoons may not conduct defensive fire. Once Rallied, routed platoons regain their normal abilities.

9.3.1 Routed movement

A company or platoon, immediately after being marked as "Routed", must move away from the hex that caused the rout, that is to say, the hex the fire came from that caused the step loss and led to the failed morale check. All platoons and officers stacked in the same hex must move as a group. This movement must be performed even if the company or platoon has been previously marked as Finished.

After that, the routed company or platoon retreats towards its baselines (that is to say, toward its side of the board) 3 hexes, or 5 for vehicles, including the first retreating hex mentioned above. The side of the board belonging to each player will be given by the scenario notes.

A platoon's movement is considered to be 'towards its lines' when the platoon leaves its hex through one of the two (or three, depending on the hex grid) sides of the hex nearest to its side of the board.

A routed company or platoon is automatically eliminated after its movement in two cases:

- If it is forced to move into prohibited terrain or off the board.
- If it moves through or stops in a hex adjacent to enemy platoons, and there are no friendly troops in the hex, unless it can trace an alternate legal route. Alternate legal route: If a routing company or platoon is cut off by prohibited terrain or the presence of enemy platoons that would otherwise cause its elimination, it may change its direction of route, albeit under two conditions:

1. It may not move closer to the hex where the rout originally occurred.
2. If there are several alternate routes available, it must move, if possible,

towards its own baselines.

If there is no alternate legal route, the platoon or company is eliminated.

9.3.2 Fire against routed platoon

If platoons marked as "Routed" are fired upon, they must move again towards friendly lines, but in this case they use their full regular MP and pay movement costs corresponding to the terrain they pass through. This movement is triggered by achieving any effect on the combat table, even if no hits are received after applying the terrain divider.

As with routed movement triggered when the routed marker is placed, the company or platoon shall be eliminated if one of the two cases described above are met allowing the use of legal alternative routes. This movement must be performed even if the company or platoon has been previously marked as finished.

9.4 Rally

The platoons of a routed company may return to action if they rally. Officers marked as "Routed" may not attempt to rally platoons in their company until they have rallied themselves. Once the officer is not marked as "Routed", he may attempt to rally routed platoons of his own company.

Commissars not marked as "Routed" may attempt to rally routed platoons, officers, or other Commissars of any company on the same side. Furthermore, higher-ranking officers may attempt to rally subordinate officers and platoons of these subordinate companies.

In any case, only one attempt may be performed per turn to rally an officer or platoon, because if the first attempt fails the officer or platoon must be marked as Finished.

To rally, an officer or Commissar must be activated and they should be stacked on the same hex as the platoon, officer, or Commissar that is attempting to be rallied. Armor officers may rally platoons within command range.

9.4.1 Officers rallying

An officer that is marked as "Routed" must first attempt to rally himself as has been mentioned above.

The morale of a routed officer is indicated on his counter, without adding his leadership value. If a higher-ranking officer attempts to rally subordinate officers and platoons of their subordinate companies, the base morale of the platoon for rallying purposes is that of the higher-ranking officer (including his leadership value).

A player attempting to rally rolls 2d6 applying the appropriate modifiers. If the result of the die roll is greater than morale (higher ranking officer plus his leadership, or his own morale without leadership if he is attempting to rally himself), it has failed the attempt and the officer is marked as "Finished". The officer can't carry out any other action during this turn except routed movement if he is fired upon. If the result is less than or equal to the morale, it rallies. The "Routed" marker is removed.

If he succeeds in rallying himself, he is no longer routed and may immediately attempt to rally any platoons of his company stacked with him (or that are within command range in the case of an armor officer). If he has been successfully rallied by a higher-ranking officer or commissar, the rallied officer removes any Routed marker and may be activated (if it was not "Finished" previously) in the same turn

in which it is rallied, but not in the same activation in which it is rallied. At least one activation of the opponent must follow.

9.4.2 Platoon rallying

To rally a platoon, the player has to activate his company officer if it is stacked with the platoon (or within command range for armor officers), or with a higher-ranking officer or commissar.

Player rolls 2d6 applying the appropriate modifiers. If the result of the die roll is greater than officer morale, it has failed the attempt and the platoon is marked as "Finished". It cannot carry out any other action during this turn except routed movement if it is fired upon. If the result is less than or equal to the morale, it rallies. The "Routed" marker is removed.

Furthermore, the rallied platoon may be activated (if it was not "Finished" previously) on the same turn in which it is rallied, but not in the same activation in which it is rallied. At least one activation of the opponent must follow.

This can be done only if at least 2 officers/commissars take part in the actions. One of them rallies the section, and the second one activates the platoon later.

Exception: *if a Commissar fails the rally attempt, place a "Discipline Failure" marker on it and mark it as "Finished."* Each time a Commissar fails to rally a platoon marked with "Discipline Failure", the platoon loses 1 step. Once rallied, remove "Discipline Failure" marker.

Example: *One routed platoon with one step loss tries to be rallied by its officer, who is not routed, and has a morale of 7 and a leadership value of 1 (Lt. Jones B).*

The company the platoon belongs to originally had four platoons, but one of these has been eliminated and the other three have 4 step losses among them.

The total step losses the company has suffered is therefore 7. The morale of the company is reduced by 3 (7 steps lost - 4 original platoons = 3), so the morale is 7 (morale of commanding officer) + 1 (leadership) - 3 (step losses suffered) = 5.

Therefore the rallying platoon has a base morale of 5, but since it has one step loss, this is reduced by 1, i.e. it has a morale of 4. 2d6 are rolled and if a 4 or less is achieved, the platoon rallies. In this case, if a high-ranking officer is present, he could activate that platoon later in the same turn. However, if the die roll is greater than 4 (which is more likely), the platoon is not be rallied and it must be marked as "Finished".



10 Scenarios

The scenario sheets provide all the information needed to simulate a brief combat or skirmish. This information is organized as follows:

- **Basic information:** this section includes the scenario name and number, and the historic date it took place. Furthermore, the map orientation is shown too. This illustrates the correct layout of the maps that form the game board used in the scenario. The letters on each map are used to ensure the correct orientation of each. The arrow to one side indicates which side of the game board is north.
- **Historical background:** this includes a brief recap about the scenario.
- **Order of battle.** This indicates, separately for each side, which specific combat units took part in the scenario. For example: "Elements of the 2nd Battalion, 506th Regiment, 101st Airborne Division" "*Screaming Eagles*". The scenario will also indicate the place of entry or deployment of the combat platoons for each side. For example: "Deploy in or adjacent to hex B612." It also indicates which side of the map belongs to each player, that is to say, the baseline. Next, the platoons that each side uses in the scenario are listed, identifying any green or veteran unit(s). Also included, in this section is the availability of anti-aircraft points, air platoons, off board artillery, reinforcements (entry hex and turn) and obstacles (minefields, roadblocks, improved positions, etc.) for each side.
- **Victory conditions:** this section explains what each player must do to win the scenario. Some scenarios may have the possibility of ending in a draw or in different scales of victory (marginal, tactical or decisive) depending on the victory points the players earn.
- **Scenario length:** this includes a specific turn track for the scenario. The game ends after the indicated number of turns have been completed, at which time both players check to see if they have met their victory conditions. The Turn marker should be placed on the track to indicate the current game turn.
- **Special rules:** this section includes some particular instructions such as set up rules, victory marker application rules, initiative phase modifiers, or any other limitation to the standard and exclusive rules. The board edge corresponding to each player is also assigned here.
- **Historical outcome:** A brief description of the result of the historical battle.

10.1 Order of battle and deployment explanation

The order of battle states separately for each side the companies to be deployed grouped with the units they belong to. First, the unit is listed and whether it is a green or veteran unit. After that, the hexes where they should be deployed are described, and finally, the companies together with their platoons.

For example:

1st Fallschirmjäger Battalion 6th Regiment

They deploy on map B, south of the line formed by hexes B207-B1407

- *1x Officer, 3x Paratrooper, 1x 3-3 MG (x3) (A-B-C)*

2nd Fallschirmjäger Battalion 6th Regiment (Veterans). They deploy in any Hill hex on map C.

- *1x Officer, 2x Paratrooper (x2)*
- *1x Officer, 3x Paratrooper*

2nd Battalion 38th SS Panzergrenadier Regiment They enter through the south edge of map C in turn 4.

- *1x Officer, 3x Panzergrenadier (x2)*

First, we have the 1st Battalion, 6th Regiment of German paratroopers. This unit is deployed as described and complying with stacking limits. Now, we see "1 x Officer, 3 x Paratrooper, 1x 3-3 MG (x3) (A-B-C)" which identifies the companies. This indicates that one German paratrooper officer should take from the counter

mix. Together with the officer, three German paratrooper platoons, and one 3-3 MG platoon, all with the same officer letter. This is the first German company to be deployed.

After the Company identification, a number in parenthesis may be shown (in this case x3). This indicates that several identical companies (the number shown in parenthesis) are to be deployed. So in this case, the order of battle consists of three identical companies, each with the same composition. If there isn't any number in parenthesis, only one Company is deployed.

In the last part, a few letters in parenthesis may be shown. These letters refer to the ID of each officer that should be used for these companies. In this case, the German player has to use the paratrooper officers A, B, and C. If there isn't any ID letter, the officer has to be selected randomly. For this purpose, we suggest placing all officers that may be selected for this company (in this case paratrooper officers) in an opaque cup. Player takes one of them randomly for each company to be deployed.

Once the player has selected the requested officers to be deployed, he then takes the platoons that match the officer ID letter. In this case, for each company three paratrooper platoons and one 3-3 MG with the same ID letter.

If we continue with the order of battle example, we have to deploy the 2nd Fallschirmjäger Battalion 6th Regiment. In this case veteran companies are deployed. According to the first string, the first 2 companies shall made up of 2 paratrooper platoons with a random paratrooper officer. The last company is made up of 3 paratrooper platoons with a random paratrooper officer as well. Finally, the last unit in the order of battle, 2nd Battalion, 38th SS Panzergrenadier Regiment, is a reinforcement unit made up of 2 companies. If platoons can enter the board from the side of the map, they may deploy on the half hexes. The first hex entered will be any adjacent full hexes. The half hexes are otherwise not playable during the game. Platoons entering by a road line up off-map behind the first platoon and count road MPs while moving up to the map.

STOP! Now you can try scenario 1. It is suggested that you play it twice, once as each side, so that you can practice basic defensive and offensive infantry tactics.



SECTION 2: HEAVY WEAPONS & TRANSPORTS

This rulebook section introduces new unit types with different movement and/or attack abilities, increasing tactical choices for players needing to take advantage of them.

11 Heavy weapon platoons

These platoons represent groups of 3-4 heavy weapons with their accompanying crews (20-25 soldiers). Heavy weapons platoons in **War Storm Series** comprise a wide range of support and heavy weapons such as:

- Machine guns (MG)
- Mortars
- Artillery
- Anti-tank guns
- Infantry guns
- Anti-aircraft guns



Except for machine guns platoons that are used like other standard troops, the other heavy weapon platoons have new features, introducing new game concepts that will be explained throughout this chapter.

11.1 Actions & activations

Apart from the usual actions that troops may perform (move, open fire or prepare for reaction), some of these platoons may perform a pair of actions in relation to its movement: limber/unlimber. These actions are described in detail in chapter 12. However, *as an exception to the above, heavy weapon and mortar platoons which only feature ART FF, may not perform the action "Prepare for reaction", because it is not possible to react with ART attack type.*

In addition, and in relation to these new platoon types, officers may also perform this special action not described in the basic rules section:

- Direct one or two artillery missions. An artillery mission consists of an attack performed by one or several platoons stacked in a single hex using ART fire type against the same target hex. It's important to note that an officer may direct one artillery mission as his own action without penalties, but if an officer directs two artillery missions as his action, the remaining platoons of his company cannot perform any action and must be immediately marked as "Finished". For this purpose, it is irrelevant whether the artillery missions are on-board or off-board.

The enemy may not use reaction fire against an officer directing artillery.

11.2 Movement

In general, heavy weapon platoons use foot movement, like troop platoons, and they follow the same rules described in chapter 6. In some cases, this type of platoon can't move unless they are transported. This feature is represented on the counter with the letter "T" and by the absence of movement points. See chapter 12 about transporting platoons for details about their movement.

11.3 Attack

As described in chapter 7, in **WSS** there are four main kinds of attack depending on the target type and the type of munition employed. Heavy weapon platoons (depending on their type) may perform the three kinds of attack: anti-personnel (AP), artillery (ART), and Anti-tank (AT). Not every kind of attack affects the same target types. The following table outlines which types of attacks affects each

platoon type. Note that as an exception to these rules, MG heavy weapon platoons may use their AP factor to attack AFVs with an armor level of 0, but in all respects (targets affected, modifiers, divisors) this is considered an AT attack.

Target Type

Type of Munition	Infantry, weapons unit or transport unit	AFV
Anti-tank (AT)	No effect	AT Attack
Anti-personnel (AP)	AP Attack	No effect
Artillery (ART)	ART Attack	ART Attack

Follow the attack procedure described in chapter 7.3, with the following exception: AP and AT attacks may only be made against spotted enemy platoons, but ART attacks may be made against unspotted enemy platoons. In this latter case FF is reduced by half.

Tank destroyer platoons may not perform armored assaults or armor support. Furthermore, if these platoons are not spotted by their target when they attack with their AT FF, combat is resolved by shifting one column to the right in the combat chart. This bonus in the AT FF is not cumulative, so *for example two Tank destroyer platoons forming a fire group only shift one column to the right, not two (one per platoon)*. Furthermore, in certain scenarios, players will have available a fixed amount of off-board artillery missions. Although they are not standard platoons, they may fire using ART FF as described in this chapter.

ART attacks may be performed in two different ways: direct or indirect fire. Indirect fire will require the spotting aid of an officer, providing fire coordinates:

- Direct fire: in such a case, the heavy weapon platoon activates normally (along with the rest of its company when activated by its commanding officer, or alone if out of command) and may form fire groups with other platoons in the same company. As the attack doesn't require an officer acting as a spotter to direct it, direct fire may only fire on hexes in its LOS. Only on-board artillery can perform direct fire.
- Indirect fire: an activated officer may choose to direct (spot for) 1 artillery mission, either an off-board or on-board platoon in his company, and activate later the platoons of his company, or direct 2 artillery missions, losing the ability to activate his platoons that turn. Indirect fire may be used by both on-board and off-board artillery against any target placed within officer LOS. For this purpose, platoons can only do so if they are under command of their officer. However, it is not allowed if the artillery platoon is located in a woods or light woods hex and the line of sight crosses an adjacent woods or light woods hex.

However, indirect ART attacks may be performed even if there is a friendly platoon blocking the line of fire, due to the fact that this attack type uses parabolic fire and it isn't affected by intermediate obstacles. Furthermore, if there are enemy platoons in multiple hexes in the line of fire, the closest must be attacked, unless it is an indirect ART attack or the attack is up or downslope. In this case, the player may decide which hex to target.

Indirect artillery attacks (whether on-board or off-board) may be of two types:

- Concentrated Bombardment: attacks the target hex alone with the entire FF of the firing platoon. Direct fire is always resolved as a concentrated bombardment.
- Dispersed Bombardment: attacks the target hex and all adjacent hexes with half the FF of the firing platoon. **A single roll is made, applying its corresponding modifiers to the result for each hex.**

Heavy weapon platoons may combine their FF to form fire groups as described in chapter 7.1 if all platoons use the same type of attack.

11.4 Off-board artillery (OBA)

In addition to “close support” pieces (so-called because they are found near infantry platoons in order to support them against MG positions or fortifications), officers can call in support from artillery batteries assigned to the battalion or regiment. These batteries are normally located in the rear although they have sufficient range to bombard enemy positions. This type of artillery is available by scenario rule only. In order to represent all ART FF in the game in general, and particularly “off-board artillery”, artillery bombardment markers are used (target and caliber red markers). Off-board artillery can only attack hexes which are in LOS of the activating officer, i.e. they may only use indirect fire.

Off-board artillery batteries can be full-strength or depleted depending on if they are at full complement in terms of guns and crew. Batteries’ FF differ in the case of being at full-strength or depleted, as shown in the Off-Board Artillery Chart. The scenario will specify how many attacks or missions are available to each player, the caliber, and whether they are full-strength or depleted.



Example: according to the Off-Board Artillery Chart, a depleted 105mm caliber battery fires on the targeted hex with 6 ART FF, whereas if it were full-strength it would fire at strength 10. FF is applied on the target hex (for example, A714) in the case of a concentrated bombardment. If the attack were a dispersed bombardment, it would affect the target hex (A714) and the six adjacent hexes (A713, 814, 815, 715, 615 and 614) but at half-strength. That is to say 3 ART FF (depleted) or 6 ART FF (full-strength).

11.5 Artillery attacks procedure

Artillery attack resolution procedure (ART FF) is slightly different from the standard attack resolution described in chapter 7.3. In this chapter, all changes to be considered are detailed.

11.5.1 On-board artillery

Platoons with ART attack capacity that are not indicated as anti-tank on the counter itself as “AT”, “Pak” or “Flak”, will be considered as on-board artillery. As has been described before, these platoons may attack using its company officer as observer (indirect fire), or without external fire guidance when the target is in platoon LOS. The anti-tank platoons, although they have ART FF, lack the ability of parabolic fire, so they can only perform ART direct fire on hexes in its LOS.

Once a player activates a platoon with ART FF and announces that he is going to attack by means of a direct fire, the attack is resolved as described in chapter 7.3.

When a player announces that the activated officer is going to direct 1 or 2 on-board artillery missions (indirect fire), the following procedure is executed:

1. Place the suitable artillery bombardment marker (the ones with caliber) in the

target hex (or markers, if you wish to bombard the same hex with two missions).

2. Attacker declares if he is performing a concentrated or dispersed bombardment.

3. Roll 1d6 for each mission. The die roll is modified as follows:

- Attacker artillery nationality: these modifiers are applied:
 - * 0 for French and Soviet artillery
 - * -1 for British, German and American artillery

For other nationalities, check the exclusive rules manual.

- If the target hex doesn't have enemy platoons or they are hidden, i.e. they aren't located (see below), you will need to add 1 to the die roll except when firing smoke.
- If the officer directing the artillery is part of a reconnaissance company (identified by a “R” letter printed on his counter) or the officer directing the artillery is adjacent to a reconnaissance platoon that is in LOS of target hex, subtract one from the die roll.

4. If the modified result is 1, 2, 3 or 4 the attack occurs in the selected target hex.

5. If the modified result is 5 or 6, the Target marker drifts to an adjacent hex. Assign one number from 1 to 6 to each adjacent hex, in such a way that the hex located to the north of the desired target hex receives the 1 and continue in clockwise order with the remaining adjacent hexes. The player rolls a new 1d6 and according to the result places the bombardment marker on the hex determined by the last dice roll. Example: player assigns A710 as target hex for a concentrated bombardment. He rolls a 4, so bombardment drifts one hex. He rolls again and gets a 5, so the concentrated bombardment occurs in hex A611.

6. If at the end of the process the artillery target marker is in LOS of the officer who is directing the mission, he may complete the mission or, if he prefers, remove the marker and use it in a subsequent turn. This assumes that the officer has seen the bombardment drift and cancels it. If the marker is out of LOS, the attack cannot be cancelled and is lost, as it would have been performed in an empty hex.

Finally, if the bombardment is carried out, follow the procedure described in chapter 7.3 except for the first step (announcing the ART attack) in order to resolve the attack.

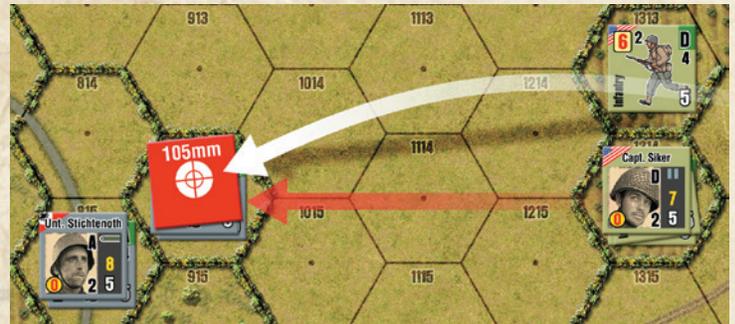


Example: The American player activates his G company under Captain Hood's command (three infantry and one 60mm mortar platoons) and first decides to fire with the mortar against hex A610.

The mortar has blocked LOS to the target, so must use indirect fire. The American player places a 60mm mortar target marker in hex A610 and decides to perform a concentrated bombardment. The dice roll is affected by a -1 modifier according to nationality. However, note that the Spotting Chart indicates that a small platoon (top right green square) situated in a dispersed building hex can be seen at a maximum range of 3 hexes, but as Capt. Hood is two levels above the target, the maximum sighting range is increased by two (one for each level), placing the target within view.

The result of the roll is a 4 modified to 3, which indicates the bombardment successfully lands on the target hex, but if the modified result had been a 5 or 6 it would have drifted one hex. A new 1d6 is made and if the player rolls a 1, the bombarded hex is hex A709 (assuming this is the hex located to the north according to the map board arrow), hex A710 for a 2, hex A611 for a 3 and so on. Mark the new target hex if it is drifted and afterwards proceed to resolve the attack as described in chapter 7.3.

Example: The American player activates his D company comprised of one infantry platoon at C1313, and two infantry platoons together with their officer on hex C1314. He first decides to use one depleted 105mm off-board artillery mission against hex C914 where two German platoons are placed. The third German platoon and his officer are located on hex C815. The American officer directs the artillery attack, so indirect fire is used. The American player places a 105mm artillery target marker in hex C914 and decides to perform a concentrated bombardment.



He rolls 1d6 with a -1 modifier for American artillery since the directing officer (Capt. Sicker) can see the hex. Note that the Spotting Chart indicates that a small platoon (top right green square) situated in an open hex can be seen at a maximum range of 7 hexes. The result of the roll is a 4 minus 1 for a total of 3, which indicates the bombardment successfully lands on the target hex., However, if the result had been a 4 or 5 it would have drifted one hex, or two hexes with a 6, after which we would proceed to resolve the attack as described in chapter 7.3.

11.5.2 Off-board artillery

When a player announces that the activated officer is going to direct 1 or 2 off-board artillery missions, the same procedure described in the previous chapter for indirect on-board artillery fire is executed with these changes:

- If the modified result is 1, 2 or 3, the attack occurs in the selected target hex.
- If the modified result is 4 or 5, the Target marker drifts to an adjacent hex, in the same way as described for on-board artillery.
- If the result is a 6 the Target marker drifts 2 hexes. Make a drift roll as above, and the attack takes place two hexes away in that direction. Following the same procedure as for 1 hex drifting, assign a 1 to the hex located two hexes to the north of the target hex. Assign a number to each hex in clockwise direction. The player rolls 1d6 and determines the hex where bombardment takes place. In the picture above, it is shown how hex B403 is the off-board artillery



bombardment target. Unfortunately, the bombarded hex drifted 2 hexes. Hex B401 receives a 1 on the dice roll because it is the hex located to the north. From that hex the remaining hexes are assigned: B602 for a 2, B604 for a 3 and so on. If the dice roll was a 4, bombardment would have taken place at hex B405. The German officer can't avoid it because he does not have LOS to that hex. If the dice roll was a 1, the bombarded hex would have been B401 and the German officer would have cancelled it.

11.6 Smoke

Smoke screens are used to blind the enemy, do not inflict any damage and may be fired by off-board or on-board artillery and mortars in the same way they fire normal ammunition. However, they may only be fired as a concentrated mission, affecting a single hex. Drifting can apply as described in chapter 11.5.1 and 11.5.2, although without causing any damage. Each scenario will indicate whether smoke shells are available or not and how many smoke screens each side possesses. For gaming purposes, a smoke column is considered to have an altitude of 3 and occupies the entire hex. Each smoke marker has two sides. One of these simulates dense smoke, represented by black smoke, while on the other there is grey smoke. Black smoke blocks LOS. All fire into, out of, on or through a hex containing black smoke is prohibited. Conversely, grey smoke does not block LOS, but it has the following effects on fire through it:

- Fire into or out of the hex containing grey smoke is modified by shifting FF one column to the left on the combat chart.
- Fire that crosses the hex containing grey smoke is modified by shifting FF two columns to the left on the combat chart.

Smoke markers have numbers ranging from 1-4 on their grey side and 5-8 on their black side, representing how long the smoke persists on the board measured in number of activations. To track the duration of a smoke screen, all activations will be taken into account, i.e. both friendly and enemy, except the activation in which the smoke screen was fired. The duration of smoke depends on the kind of platoon firing it and is shown in the following table:

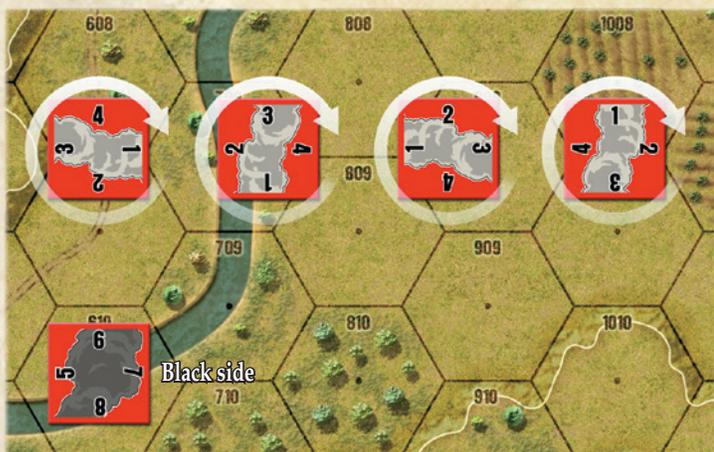
Full-strength off-board artillery	8 activations
Depleted off-board artillery	6 activations
Full-strength off-board artillery	6 activations
Reduced-strength on-board artillery	4 activations
Mortars	4 activations
Engineers	4 activations

Some scenarios with engineer platoons will indicate that they have access to smoke grenades. The procedure to lay smoke screens with engineers is as follows: when the engineer platoon is activated, prior to performing any other action, the player may place a grey smoke marker with 4 activations indicated in an adjacent hex.

The number of hexes that smoke may be fired onto will be indicated by the scenario. Each time a smoke screen is placed, the number available is decreased by one. Each engineer platoon may only lay smoke screens once per turn.

Once the player defines the hex where the smoke screen is to be deployed (cancellations must be decided as well, in case of drifting to a hex within the activated officer's LOS), a smoke marker is placed on that hex with the number corresponding to its duration oriented towards the hex ID number.

At the end of each activation, rotate each Smoke marker 90 degrees clockwise to the next lowest number. When the number moves from 5 to 4, flip the marker to its grey side to denote that it now modifies fire rather than blocks LOS. When the marker reaches '1' and the following activation is finished, it is removed from the board.



In this example we only show the grey side of the marker as it is the only kind of smoke that mortars may produce. The American player decides to activate Sgt. Argent (E) who begins by directing one of the smoke missions he may use with his 81mm mortar situated in hex 812. His target is hex 1008, which is allowed to be targeted as, despite not being in the LOS of the mortar, it is in the LOS of Sgt. Argent.

The procedure for firing smoke is described in chapter 11.5.1, since the mortar is on-board artillery. He rolls 1d6 and gets a 3, and so the smoke falls in the target hex, in which he places a smoke marker on its grey side indicating strength 4, as indicated by the Smoke Chart. Next Sgt. Argent orders one of his infantry platoons to move to hex 911, after which he ends his activation.

Then the German player activates his officer A and moves his MG42 to 1206, one of his infantry platoons to 1107, and the other to 1006. At the end of his activation, the German player rotates the Smoke marker to strength 3. After this the American player activates another officer and performs actions with his troops. Then, he rotates the smoke marker to strength 2.

Now it is the German side's turn to activate an officer and perform actions with his troops. At the end of this German activation, the marker is rotated to strength 1. Neither the American nor the German player has more officers to activate, so the turn ends. At the beginning of the next turn, the German player wins the initiative and activates his officer A, who orders all of his platoons to prepare for reaction. After this, the Smoke marker is removed from the map.



11.7 Counter battery

In the event that both players have off-board artillery they will be able to carry out counter battery fire, consisting of locating and bombarding the enemy artillery to neutralize it, spending an artillery mission. To be able to carry out counter battery fire, the enemy artillery must have carried out at least one bombardment, in the same turn they open fire. Only off-board artillery can be bombarded in this way. In order to be able to make counter battery fire, in addition to the previously described, it is necessary to have an artillery with a caliber equal or superior to the adversary. The caliber of the batteries are rounded to the smallest ten; if we have a 75mm battery we round and it results in 70mm. Mortars can't do counter battery fire and the rocket launchers (Nebelwerfers and Katyushas) can only do counterattack against artillery not bigger than 80mm and with a -1 to 2D6 due to its short range and poor accuracy.

11.7.1 Effects of counter battery bombardment

Once the player declares the counter battery bombardment, roll a 2D6 and crosses the result in the following table:

2D6	Counter Battery
1 - 7	No effect
8 - 10	Disrupted artillery (1D6 number os Turns)
11 - 12	Artillery destroyed

A disrupted artillery can't make a bombardment.

Modifiers:

For consecutive counter battery attempt: +1

Against a off-board rocket launcher (*): +1

Against a reduced off-board artillery: -1

(*) The rocket launcher batteries are penalized in this way for their ease of being located due to the large trails of smoke produced by the rockets being fired.

12 Transport platoons

Transport platoons represent groups of 3 to 5 vehicles with their corresponding drivers. These platoons do not count towards stacking limits, only the platoons (if any) they are transporting.

12.1 Actions & activations

Once activated, this type of platoon may move and some of them (those equipped with armed vehicles) may even open fire or prepare for reaction. There is no special action reserved for this type of platoon although other platoons (infantry and heavy weapons) that may be transported or towed perform 2 new special actions: mount/limber and dismount/unlimber.

Transport platoons are not assigned to any company while they are not transporting or towing other friendly platoons. They may be freely activated, just like out of commands platoons (but a morale check is not required to activate it). However, if the transport platoon is loading or towing a friendly platoon or officer (or during mount/limber or dismount/unlimber operations), then it may not be activated separately. It can only be activated when the transported or towed platoon or officer may be activated.

Transport platoons may be loaded with infantry, MG and mortar platoons. Furthermore, they may tow heavy weapon platoons such as artillery or AT guns. Loading troops and towing heavy weapon platoons at the same time is not allowed. Once a transport platoon is selected to tow a heavy weapons platoon, it may only transport an officer that is able to command the towed platoon.

Each transport platoon may tow or be loaded with a number of platoon steps, in the same company, equal to its own number of steps. Officers do not count towards this limit. Platoons that are mounted or limbered may not be fired upon independently of their transport or vice versa. Both are treated as the same platoon. A hit on a transport also affects transported/towed platoon(s). The only available action for a transported or towed platoon and/or officer is move.

12.1.1 Mount/limber action

In order to mount an infantry, MG, mortar or officer in a transport, both counters (transported and transport) should be placed in the same hex and they cannot be marked as finished (you cannot get on the transport if it has been activated and moved previously). If transported platoons and officers are not located in the same hex as their vehicles, they can be activated and moved to the hex where the transport platoon is waiting for them. However, they have to spend half of their MP, rounded down, to mount the vehicles. If both troops and vehicles are placed in the same hex, transport platoons must spend half of their MP, rounded down, to be loaded, and after that, may move the remaining MP using the transported platoons/officer activation. Once officer/troops have mounted onto the vehicles, place their counters under vehicle counters in the stack. In order to limber artillery or AT gun platoons, all requirements mentioned above for troop transports must be met. Please note that in most cases, due to limited or null (platoons marked with "T") movement capability, to be limbered the platoon must already be located in the same hex as the vehicle when it is activated.

12.1.2 Dismount/limber action

In order to dismount infantry, MMG, mortar or officers from the vehicle transporting it, the transport platoon must spend half of its MP rounded down. Afterwards, the transported counters are placed above the vehicles and both troops/officers and transport platoons are marked as finished. In order to unlimber artillery or AT gun platoons, all requirements mentioned for troop transport above must be met. Once it has been dismounted or unlimbered, transported or towed platoons or officers recover their movement capability, if any.

12.2 Movement

Until now, we have been focusing on foot movement (printed in white on counters) but transports may move using wheeled (yellow) or tracked (black) movement. Costs to enter each type of terrain are listed in the terrain effects chart. As can be seen on the table, the cost to enter each terrain type is different for a foot, wheeled or tracked unit. Furthermore, there are types of terrain or obstacles that are prohibited for wheeled or tracked movement, such as marsh hexes. As can be observed in the terrain effect chart, entering a built-up area via a road costs

AFVs and transports ½ MP while entering a built-up area via a hex which is not connected by a road or trail costs them 2 MP (the same for a hex with dispersed buildings.) Moving from one hex to another costs movement points, and if a platoon does not have sufficient movement points remaining to enter a particular hex, it may not do so.

Wheeled or tracked platoons are an exception, however, as they are allowed to spend all of their movement points to move one hex even if the cost to enter this hex is greater than their movement ability.

Transport platoons do not count towards stacking limits. However, mounted or limbered platoons do. Mounted or limbered platoons and mounted officers move along with transports which spend their MP on grouped movement.

If a transport platoon ends in the same hex as other platoons or officers, the transport counter should be placed in the stack below the other platoons in the hex. In this way, the player may clearly distinguish between platoons or officers that are out of the transports (stacked above the transport counters) and those that are mounted/limbered (stacked below the transport counters). Motorized units move according to the costs under the "Wheeled" column on the Terrain Effects Chart. Unmotorized units, which are marked with a red T, move according to the costs under the "Wheeled" column except when moving on paved roads and build up area, for which they apply the costs under the "Foot" column. This is to represent that unmotorized units cannot move faster than the crew pushing the weapon.

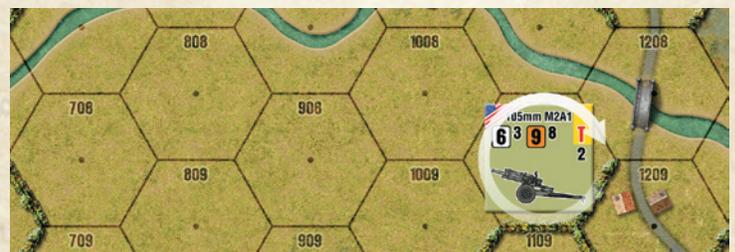
12.3 Attack

Transport platoons do not have the ability to attack except when clearly shown on their counter. Platoons that are mounted or limbered may not be fired upon independently of their transport or vice versa. A hit on a transport also affects the mounted/limbered platoons.

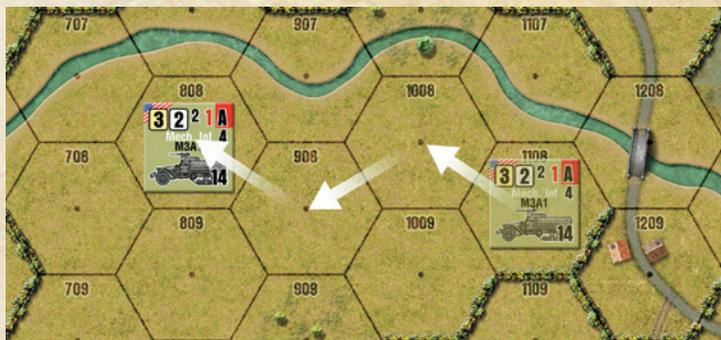
12.4 Platoons with intrinsic transport

A number of platoons (motorized, mechanized, cavalry and motorcycle troops) have intrinsic transport capacity that allows them to move around the battlefield more quickly, although usually at a cost to their combat abilities. Platoons with intrinsic transport show on their rear side of the counter an illustration of their transport, and on the front side an illustration of the corresponding dismounted platoon. In addition to the platoon itself, their intrinsic transport allows them to carry any number of officers. Applicable rules for officers mounting/dismounting on/from an intrinsic transport are the same described in chapters 12.1.1 and 12.1.2.

In order to mount infantry, MG, mortar or officers on an intrinsic transport, it must be activated. Spend half of its MP, rounded down, to mount the vehicles and then flip its counter over. This must be performed as a player's first action of the activation, spending MP from the transport side and being able to continue moving after that. In any case, it is not allowed to move prior to mounting and then move again in the same activation. This rule is applicable to artillery or AT gun platoons to be limbered to their intrinsic transports. A platoon that is towed or mounted on intrinsic transport moves at the speed of its conveyance and uses its movement costs for terrain. For intrinsic transport platoons, both dismounted/unlimbered platoons and transport are treated as the same platoon. A hit on the dismounted platoon affects their intrinsic transport too and vice versa. Dismounting or unlimbering the platoon requires half the platoon's MP, rounded down, calculated from its transport side. When it dismounts or is unlimbered, the counter is flipped to its dismounted/unlimbered side (artillery, anti-tank or infantry), and is marked as "Finished".



Intrinsic transport examples: To limber the artillery platoon in the picture, flip the platoon to its transport side and spend half its MP, rounded down, calculated from its transport side. (in this case, 7 movement points).



After the counter is flipped over, the platoon may continue its movement with its remaining MP (7). Since the transport side is a halftrack that spends 2 MP to move into any hex of clear terrain, this platoon may move up to 3 hexes spending a total of 6 MP. If the player tries to move a fourth hex the platoon would spend 8 MP and this would exceed its remaining MP after limbering (7 MP).



The American player wants to move a motorized infantry platoon and after that dismount it. In order to perform these actions, the player should calculate the dismounting cost and reserve these movement points for the action (6 MP). So, in this case, the player has 7 MP available.

This truck spends 2 MP to move into any hex of clear terrain, so it may move up to 3 hexes spending a total of 6 MP. If the player tries to move a fourth hex the platoon would spend 8 MP and this would exceed half of its MP, avoiding the final dismounting action.



To dismount the platoon, flip the counter over to its troop side, spending 6 MP of the remaining 7 MP. After the platoon is flipped, mark it as "Finished".

In addition to the above, each type of platoon with intrinsic transport has its own special rules as described in the subsequent sections.

12.4.1 Motorized Platoons



Motorized units are those artillery (including mortars), anti-tank, MG or infantry platoons whose counters are flipped over to show the illustration of a truck or a transport with wheeled movement. Motorized artillery, anti-tank and infantry may not take any other action than movement or dismount/unlimber when they show their transport side.

Motorized Infantry platoons that dismount from their transport may not remount unless stated otherwise in the scenario notes. Motorized Artillery, anti-aircraft and anti-tank platoons may limber and unlimber any number of times unless otherwise indicated by the scenario rules.

These platoons move on foot (if they have their own MP) when their counters are placed on the dismounted side and used wheeled movement when the counter is placed on the transported side. To recognize the front side, the movement trait is in a yellow box (wheeled movement).

When dismounted, these anti-tank, artillery and anti-aircraft always keep their transports. Although they move on foot, they cannot enter those hexes prohibited to wheeled vehicles as these platoons never abandon their transport vehicles.

Motorized artillery, anti-tank and infantry platoons may only be attacked with AP or ART fire, mounted/limbered or not.

12.4.2 Mechanized Platoons



Mechanized units are those artillery (including mortars), anti-tank, MG or infantry whose counters are flipped over to show the illustration of an AFV that uses track movement. To recognize the front side, the movement trait is in a black box (tracked movement).

The transport sides of mechanized artillery, anti-tank and infantry platoons are considered to be AFVs. For that reason, this type of platoon will be described in chapter 17.2.

12.4.3 Cavalry



Cavalry platoons may mount/dismount as many times as the player wishes unless otherwise indicated by the scenario rules. When dismounted, a cavalry platoon is treated as infantry. When firing, mounted cavalry's firepower is reduced as indicated on its counter.

Furthermore, firing against mounted cavalry gets a -1 modifier on the fire table as they are larger than normal targets.

Cavalry platoons, like infantry, may only be attacked by AP or ART fire, mounted or not.

12.4.4 Motorcycles



Motorcycle platoons may mount/dismount as many times as the player wishes unless otherwise indicated by the scenario rules.

Motorcycle platoons retain their vehicles when dismounted. Although they are dismounted, they may not enter terrain prohibited to wheeled platoons.

Motorcycle platoons may only be attacked by AP or ART fire, mounted or not.

12.5 Reconnaissance

Reconnaissance platoons (identified with a red 'R' on their right side) are able to more easily detect enemy forces. In the game, this is represented by a positive modifier on the Spotting Chart as follows:

	Stationary Target	Moving Target
Small (green)	+1	+2
Medium (yellow)	+2	+4
Large (red)	+2	+4

Whenever an officer from a different company is within the command range of an officer of, or adjacent to, a reconnaissance platoon, he may benefit from the modifier if he can see the same hex as the officer/platoon. Officers of reconnaissance platoons gain a positive modifier when directing artillery fire or air missions as described in chapter 25.1.

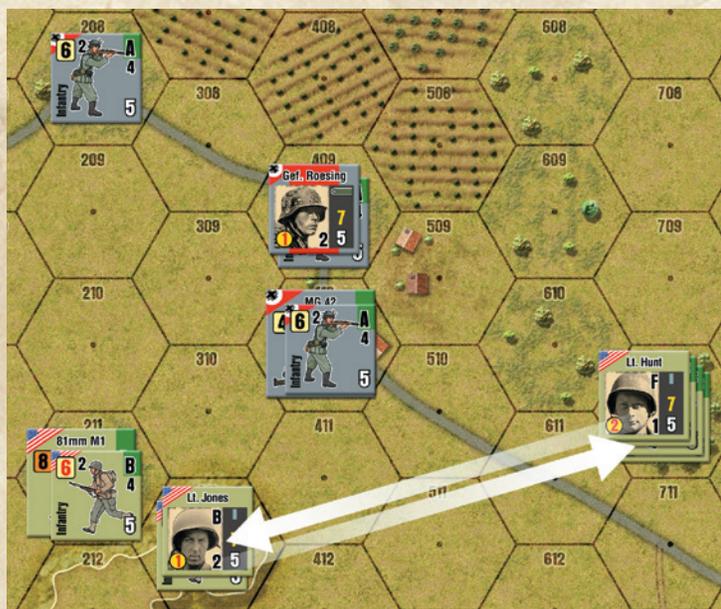
13 Coordination of officers

Coordination allows the activation of two companies simultaneously as if all of the corresponding platoons belonged to the same company for activation purposes, (but not for morale or fire group purposes). This coordination is useful for close assault purposes as described below.

To do this, the player attempting coordination selects an officer that will act as the main officer, and then selects another officer belonging to the same side which is no further away than double the first officer's command range. Selecting officers marked as finished is not allowed. Afterwards, he rolls 1d6 and successfully coordinates if the result is less than or equal to the sum of the leadership values of both officers.

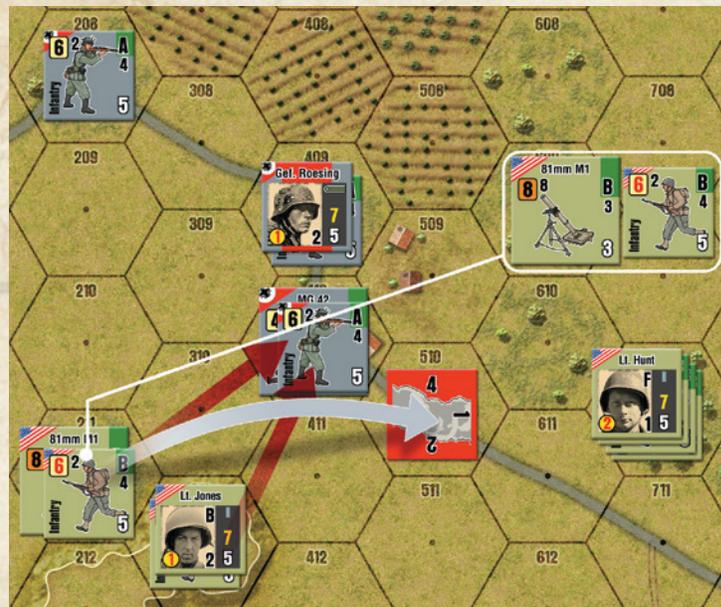
If the result is higher than that value, coordination fails and the main officer together with all his platoons are activated as usual. The other officer is not activated and thus remains available for activation later in the same game turn.

If the coordination roll is successful, the player may activate both officers together with all platoons under command at the same time.



Example: The American player wishes to coordinate Lt. Jones (hex 311) with Lt. Hunt (hex 710) to attack the town occupied by the Germans. Jones is designated as the main officer and can attempt to coordinate with Hunt as they are 4 hexes apart

(equal to double the command range of Jones). Hunt could not be designated as the main officer in this case because the distance between both officers is higher than double his command range. The American player rolls 1d6 and achieves a 3, so the coordination is successful, since the result obtained is the same as the sum of the two leadership values of Jones (1) and Hunt (2). Please note that with a result of 4, 5, or 6, coordination would have failed and only Jones' company would have been activated.



Next, the American player proceeds to activation and decides to open fire on the German platoons in hex 410 (dispersed buildings) with the two infantry platoons under the command of Lt. Jones (hexes 211 and 311) forming a fire group with AP FF of 12. The result of the attack die roll is a 5. The two values are cross-referenced on the Combat Chart and the result, a 5, is divided by 4 (the defense value of dispersed buildings against an AP attack). The result is one hit, which is equivalent to one step loss. The German player chooses rolling a dice which of his two platoons in 410 is marked with one step loss. Next the 81mm mortar fires a smoke mission against hex 510. The result of the die roll is 3, so the mission is successful. Finally, the American player, making use of the smoke as cover, assaults hex 410 with Lt. Hunt's company. But that is another story!

STOP! Now you can try scenario 2. It is suggested that you play it twice, once as each side, so that you can practice artillery and transport tactics.



SECTION 3: ASSAULT

In this section, rules for assaulting enemy positions are introduced. Tactics used by players to defend their positions change and must be adapted to this new combat type.

14 Close assault

Assault is a form of combat that takes place when platoons from both sides occupy the same hex. There are four kinds of assaults depending on the attacking and defending platoon types. Each kind has specific rules for resolving the assault. In all cases, the defending platoons must be attacked and an assault is not possible if the assaulted hex contains ineligible defenders. Motorcycle, artillery, anti-tank, anti-aircraft, vehicles without FF (including mounted motorized units), and mortar platoons cannot enter an enemy occupied hex to assault it. The only heavy weapon unit that may assault is the MG platoon.

The procedure for assault is as follows:

1. One activated platoon moves to a hex adjacent to enemy platoons and may declare an assault. During this movement, before declaring assault, the defender may react as usual following reaction rules described in chapter 8.
2. The activated platoon may have to pass a pre-assault morale check (depending on the assault and platoon type), as described in chapter 14.2.
3. If the activated platoon passes the pre-assault check (if required), it may enter the enemy hex
4. **The non-routed enemy platoons in the assaulted hex may use Defensive Fire (DF) (14.4).**
5. This procedure can be repeated from step 1 during the same activation as long as there are platoons chosen to join the assault. The assault is resolved once steps 1 to 4 have been performed for all platoons involved. After the assault is resolved, other activated platoons may attempt an assault against other hexes following the same procedure.

Note that assaulting platoons located in the same departure hex may be moved separately to diminish the effects of a defender's reaction or may use grouped movement. In the case of the latter, the defender's reaction and FDF affect all platoons belonging to the group.

14.1 Declaration of the assault

A platoon activated to move may declare an assault if it complies with the 3 following conditions:

- It has moved or is adjacent to enemy platoons that are going to be assaulted.
- It has enough MP to enter the enemy hex.
- It is eligible to assault all the platoons in the enemy hex.

14.2 Pre-assault morale check

Infantry (including dismounted motorized and mechanized units), dismounted cavalry and MG assaulting platoons must pass a pre-assault morale check in order to enter the assaulted hex for Hand-to-Hand and Anti-Armor Assault (Armor Support does not require this morale check).

An officer may add his leadership to platoons located in his hex or under command for pre-assault morale checks only if the player chooses him to participate in the assault. If the player decides not to risk his officer and keeps him out of combat, his leadership factor does not affect the pre-assault morale check roll. Officers do not need to pass the morale check and they must be the last counters to be moved

into the assaulted hex. They may only enter that hex if at least one platoon under their command has previously entered the assaulted hex. Therefore, an officer may support all morale checks for platoons under his command that join the assault.

If it passes the pre-assault morale check, the platoon may join any platoon that enters the assaulted hex. However, if this morale check fails, the assaulting platoon may not enter the enemy hex and is marked as finished.

If none of the platoons pass their pre-assault morale check, the officer may not enter the assaulted hex and there is no assault. No more than 9 steps of assaulting platoons may be located in the assaulted hex at a given time. Therefore, once 9 steps have passed the pre-assault morale check the procedure is immediately halted for the remaining platoons that moved adjacent to the enemy with the intention to take part in the assault. All platoons are then marked as "Finished".

14.3 Entering the enemy hex

Any assaulting unit that passed the pre-assault morale check (if required) enters the enemy hex. An officer may enter this hex if at least one platoon from his company has entered that hex.

Routed platoons are immediately and automatically eliminated when an enemy platoon moves into their hex, except if they are stacked with other non-routed platoons. In the same way, a lone officer or any combination of both (officers and routed platoons) are also automatically eliminated if an enemy platoon moves into their hex. This happens before any Defensive Fire.

Any defending motorcycle platoon is flipped on its dismounted side. However, mounted cavalry is not dismounted if assaulted.

Note that no more than 9 steps of assaulting platoons may be located in the assaulted hex.

14.4 Defensive fire (DF)

Any non-routed defending platoon in the assaulted hex may use Defensive Fire. Reaction-marked platoons fire at full FF, while other platoons, even those marked as Finished, fire at half FF. Routed platoons may not perform defensive fire.

Platoons that are out of command can fire but are not allowed to form fire groups. DF is resolved as normal AP/AT/ART fire. The defensive value of the assaulted hex is applied in this attack without counting defensive value provided by any terrain markers or obstacles such as trenches or barbed wire. If defending platoons are of mixed types (i.e. AP and ART FF) then each type will conduct Defensive Fire separately.

14.5 Resolving assaults

At this point the attacker (the player whose platoons have entered the hex containing enemy platoons) resolves the assault according to the attacking and defending unit types. In WSS you may find the following close assault types:

- Hand-to-hand combat: assaulting infantry, cavalry, and MG platoons against defending platoons other than AFVs, NAFVs or transports. See chapter 15.
- Armor support: assaulting infantry, cavalry, and MG platoons with at least one AFV or mechanized platoon, against defending platoons other than AFVs, NAFVs or transports. See chapter 19.
- Anti-armor assault: assaulting infantry, cavalry, and MG platoons against defending AFV, NAFVs, transports, or mounted motorized/mechanized units. See chapter 20.

- Armored assault: assaulting AFVs against defending platoons other than AFVs, NAFVs or transport units. See chapter 21. Detail instructions on how each assault type is resolved are described separately.

DEFENDER			ATTACKER																																							
			CAT	TYPE	PLATOON	Infantry	Motorcycle	Cavalry ***	MG	Mortar	Artillery Guns	Anti-tanks Guns	Anti-aircraft Guns	Heavy Weapons (No MG)	Motorized & Mechanized Dismounted (without FF)	Troop/MG	Trucks	Light/Heavy Vehicle (without FF)	Mounted Motorized (without FF)	Mounted Mechanized (with FF)	Non Armored Vehicle (with FF)	Armored Vehicle (with FF) ****																				
DEFENDER	TROOPS	INF	Infantry **	HAND TO HAND *	PROHIBITED	HAND TO HAND *	PROHIBITED	HAND TO HAND *	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED	PROHIBITED																				
		MOTORCYCLE	Motorcycle																																							
	CAB	Cavalry/Wagon																																								
	HEAVY WEAPONS	MG	MG																																							
		ART	Mortar																																							
			Artillery Guns																																							
		AT	Anti-tanks Guns																																							
	AA	Anti-aircraft Guns																																								
	VEHICLES	MOT	Mounted Motorized (without FF)																				ANTI-ARMOR ASSAULT	PROHIBITED	ANTI-ARMOR ASSAULT	PROHIBITED	ANTI-ARMOR ASSAULT	PROHIBITED														
		MEC	Mounted Mechanized (with FF)																																							
		TRANS	Trucks																																							
			Light/Heavy Vehicle (without FF)																																							
NAFV		Non Armored Vehicle (with FF)																																								
AFV		Armored Vehicle (with FF)																																								

- Notes:
- * These assault types should change to **ARMOR SUPPORT** if the attacker includes both troops/MG and AFV/NAFV platoons.
 - ** Under INF term there are other specific platoons like Engineer, Militias, Airborne, Panzergrenadier, Waffen SS, Rangers, etc....
 - *** Cavalry should be mounted to assault Troops and Heavy Weapons (HtH/Armor Support) and dismounted to assault Vehicles.
 - **** Except for Tank Destroyers that may not take part in assaults.

14.6 Epilogue

After its resolution, an assault may continue or end if a side makes a voluntary or forced retreat. In any case, all platoons involved in the assault are marked as finished if they have not already been.

An assault ends if at least one of the following conditions occurs:

- All assaulting or assaulted platoons voluntarily abandon the assaulted hex (to make this movement, it is not necessary a morale check). First, the attacker decides whether he will leave the assaulted hex voluntarily and then the defending platoons may make the same decision. If one side decides to leave the assaulted hex, all withdrawing platoons, prior to abandoning the hex, may be targeted by enemy platoons in the hex at full-strength, except by those previously marked as finished, which may fire at half-strength. The side abandoning the hex must move towards their own lines, if possible.
- The close assault result indicates that one side has to retreat 1 or 2 hexes (R1 or R2 result on the Hand-to-Hand Combat chart).
- All assaulting or assaulted platoons have been entirely eliminated.

However, if none of the listed conditions above take place, then the assault continues and the following special rules apply:

- No other platoon may enter into the assaulted hex on the same turn in which the assault began.
- In subsequent turns, when the officer of the assaulting company is activated, the owner may reinforce the assault by attempting to move new platoons belonging to the same company into the assaulted hex. The rules for stacking limits are in effect, so the limit of 9 steps per side may not be exceeded in the assaulted hex.
- Any unit designated as reinforcing the close assault must follow the general procedure for close assaults, including pre-assault morale checks with the exception that Defensive Fire (DF) is not applicable. An officer may add his leadership value to the pre-assault morale check if he is outside of the assaulted hex and attempting to enter it, but not if he is already in the assault hex or chooses not to move into the hex.
- Note that reinforcements may include different platoon types and this may cause a change in the nature of the assault. For example, if an AFV arrives to reinforce the close assault then combat would change from Hand-to-Hand to Armored Support.
- Platoons in the assaulted hex may be fired on by either side, but all hits are distributed among all platoons from both players in the hex as if they belonged to the same side. This occurs if platoons from both sides are eligible to receive hits according to the attack type. For example, if an AP attack occurs on a hex where an Armor assault is taking place, assaulting platoons may not be affected and all hits shall be assigned to defending platoons. Otherwise, the first hit is assigned randomly (for example, a dice roll) to a platoon from one side, and the second one is assigned to a platoon from the other side, and so on in order to ensure that all hits are distributed equally among platoons from both players. If one player has lost his last platoon in the hex, the remaining hits are assigned to the other player (to platoons eligible to receive them). Each player, following loss assignment rules, should evenly allocate hits received among all his platoons in the assaulted hex.
- When one player activates at least one platoon involved in the assault, he can either resolve a new attack or voluntarily abandon the assaulted hex

(receiving the enemy's attack). If he has platoons from different companies in the assaulted hex, then all platoons in that hex must be activated (officers coordination is automatic, but only for the platoons in the assaulted hex), regardless of their parent company.

- If the player decides to resolve a new attack, the continuing assault is resolved according to the specific rules for the assault type (if it has changed), and the odd ratio is recalculated, but the activating player is considered the attacker. In addition, only those modifiers listed in the table "Die roll modifiers if the assault continues" apply. All attacking platoons are marked as "Finished" after resolving the assault, but no defending platoons may be activated to reinforce the hex and resolve it again or retreat.

15 Close assault: hand-to-hand combat

For gaming purposes, the term "Hand-to-hand combat" describes both unarmed engagements as well as close combat involving firearms and other weapons used at short range. Hand-to-Hand combat (HtH) occurs between assaulting troops and MG (infantry, machine guns, or cavalry) platoons and assaulted troops and MG, including dismounted mechanized or motorized platoons. This type of close assault follows the procedure described in chapter 14. The assault is resolved as follows:

1. Intent to assault

Once the unit that is going to carry out the assault is selected, it is activated, makes the movement until it is placed adjacent to the hex it intends to assault and the intention to carry out the assault is declared. The assailant must have enough movement points to subsequently enter the hex being assaulted. During the approach, before the active player declares his intention to assault, the defender may react normally, as indicated in chapter 8.

2. Defensive fire (DF)

Units that are the target of an assault must conduct a defensive fire with a full FF power (if marked with "Reaction"). A unit that has performed an action during its impulse/shift and is marked as "Finished", may always perform defensive fire but with a halved firepower and this will occur if it suffers several assaults during the same impulse as described in chapter 14.4. All necessary attack modifiers will be applied to the DF. The defender may decide to perform the DF at this point or wait for the opponent to complete the pre-assault check and enter his hex.

3. Pre-assault morale check

Once the defensive fire is over, the sections that are going to carry out the assault must pass a pre-assault moral check as described in chapter 14.2; this way we will know how many of our platoons are going to carry out the assault. All enemy platoons attempting a pre-assault morale check are considered to have participated in the assault, whether or not they passed.

4. Assault

Once the pre-assault morale check is passed, the assaulting units come into close contact by placing themselves in the same hex as the defending units.

5. Assault resolution

To determine the assault value of each unit, use the Infantry and Weapons Values Chart, adjusting values for step losses. Each side adds together the assault value of their participating platoons. Once we have the assault strength of both sides, we will use the Hand-to-Hand Combat Chart (if we have any difficulty determining the force ratio, we can use the Odds Chart). Example: The attacking platoons have a combined assault value of 11 and the defender platoon has an assault value of 4. The chart indicates '2.5:1' which is the column of the Hand-to-Hand Combat Chart used to resolve the assault. The attacker makes a roll of 1D6, applies the modifiers that can be given and references the result on the table, this way we get and apply the result of the assault.

Each result on the Hand-to-Hand Combat Chart is given as two numbers (from 0 to 2) separated by a dash. The first applies to the attacker and the second to the defender and is the number of steps lost. In addition, R1 or R2 may appear, which indicates the number of hexes the losing side of the assault must retreat.

The following special rules apply to resolving this assault type:

- When in hand-to-hand combat not all of the platoons have the same morale; use the highest morale from all participating platoons. This value is the one used to determine the morale modifier for HtH combat.

- If one side is forced to retreat due to Hand-to-Hand combat chart results, the path of retreat is determined as follows:

- * **Defending platoons:** must retreat through the hex side opposite the one the assaulting platoons attacked from or through either hex side adjacent to it. If the attacker entered the hex through multiple hex sides, the defender may retreat through any hex side opposite to the one the attacker entered from, or one adjacent to these.

- * **Attacking platoons:** They must retreat through the hex side they originally crossed to assault or through either hex side adjacent to it. If they use several hex sides the player may use any of those adjacent to them.

If the losing side of an assault (attacker or defender) must retreat 2 hexes, the second retreat must be in the same direction as the retreat into the first hex.

If a platoon ends its retreat movement in an open terrain hex or a hex with friendly platoons causing an over stack, the retreating platoons may continue to retreat until reaching a non over stacked/non-open ground hex.

- The defeated side must take a morale check. Only the side forced to retreat from the assaulted hex is considered defeated. If there is only one defeated platoon, it must take a platoon morale check (chapter 9.2.2). If there are two or more defeated platoons, the company must take a morale check (chapter 9.1.2). Failure of the morale check results in the platoon or Company routing. (Per Rout rules section)

- A defeated platoon is eliminated if:

- * It is forced to retreat into prohibited terrain, off the board, or into an enemy-occupied hex.

- * If it is forced to move through or stop in a hex adjacent to enemy platoons that did not participate in the assault, and there are no friendly troops in the hex.

- Any non-MG heavy weapon platoon that loses an assault is automatically eliminated. This is only possible if they are assaulted because these platoons cannot assault.

- Motorcycle platoons may not assault and if assaulted they are immediately dismounted (flip them to their infantry side).

What happens if the Assaulted hex contains ONE (if it contains more, a HTH Assault cannot be performed) armored platoon?

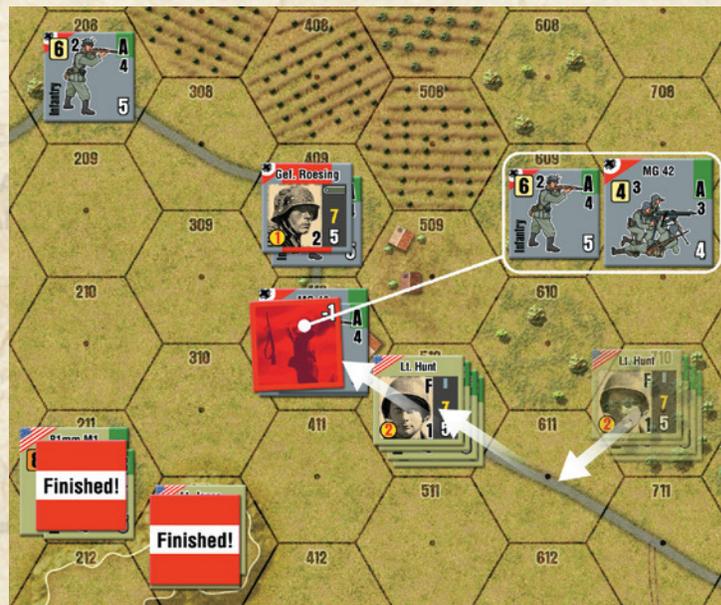
The assault continues to target their infantry or heavy weapons, but the defending armored platoon participates in the DF with its AP FF. If as a result of the assault, infantry/heavy weapons platoons are removed or eliminated; in both cases, the armored platoon retreats 3 hexes into its lines without further consequences. Exception, if the armored platoon is forced to retreat into a hex of prohibited terrain, off the board, or an enemy-occupied hex, it is eliminated.

Complete close combat (HtH) example:

Lt. Hunt is activated by the American player. He decides to make a grouped movement from hex 710 to hex 510 adjacent to German platoons. The German player has to decide if he is going to react to this movement or if he prefers reserve his troops to hit the enemy in their own hex (where there is no smoke marker modifying the fire) using Defensive Fire (DF). He decides to wait because his platoons do not have "Reaction" markers.

After moving into hex 510, where the grey Smoke marker is, Lt. Hunt declares an assault into hex 410 with the three platoons of his company.

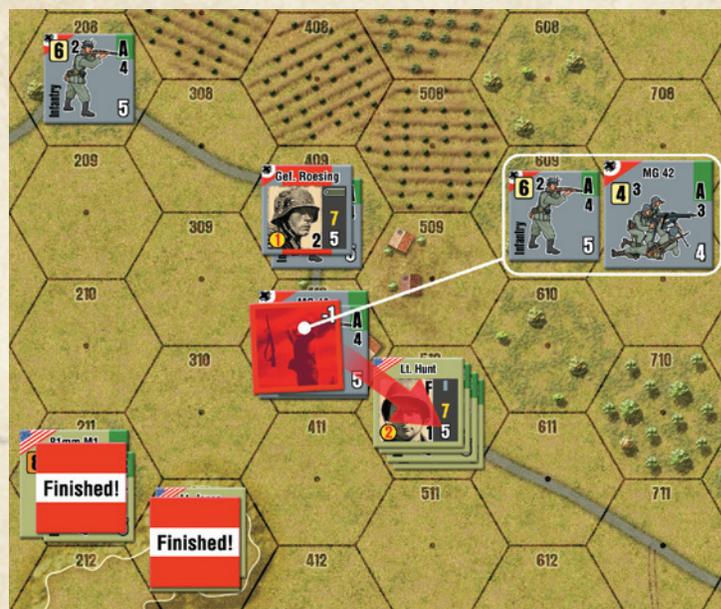
As the next step after the assault is declared, each one of the assaulting platoons has to make the pre-assault morale check. Lt. Hunt decides to accompany his men (without needing to check morale), so his leadership may be used for the morale



check. The morale of these platoons, which do not have any step losses, is 9 (since Lt. Hunt's morale is 7 and his leadership value is 2). 2d6 are rolled for each platoon, needing a 9 or less to pass the pre-assault morale check. The first dice roll is a 7, and the first platoon is moved into the assaulted hex. The second one is a 5 and the section is moved also. The last one gets a 9 and therefore, all three platoons have been moved to hex 410 in order to assault it. After all platoons have moved, Lt. Hunt joins his troops and moves to the assaulted hex.

Next, the German platoons (one infantry platoon with one step loss and an MG42 platoon at full-strength) may perform DF as a fire group.

The FF of the fire group is 9 (4 for the MG42 + 5 for the infantry, who have a FF of 6 reduced by 1 as they have suffered a step loss), but as neither platoon has a reaction marker, the FF is halved to 5 (rounded up for FF calculations). The modifiers to the German FDF are: -1 for more than six American steps, -2 for MG firing one hex away and another -1 for firing on moving platoons (-4 total). The result of the 2d6 roll is 11. Subtracting 4, the result is 7, which is crossed with the 5 fire column, which produces no losses. Lt. Hunt and his men are lucky and avoid any losses from DF.



After receiving DF, and having reached this point, we now proceed to assault resolution. As both assaulting/assaulted platoons are troops/MG, the assault type is Hand-to-Hand (HtH). The steps to be followed are:

1. Calculation of assault values: the assault value of the German platoons is 6 (the infantry with one step loss has a value of 3 and the MG42 without losses is also worth three). The assault value of the assaulting American platoons is 12 (each of

- the infantry platoons without a step loss has a value of 4).*
- 2. Consulting the Odds Chart, we get a result of "2:1," which is the column of the Hand-to-Hand Chart which will be used for resolving the assault.*
 - 3. The American player rolls 1d6 with a result of 2. The following modifier applies to this roll: +1 for an assault in a built-up hex. After applying these modifiers, the final result is 3, which on the 2:1 column gives a result of 1/1R2.*
 - 4. Finally, the result is applied. This means that one American platoon receives a step loss as does the MG42. In addition, the German platoons must retreat 2 hexes.*

Lt. Hunt has succeeded in liberating the village but must check to see whether he died in the assault, since one of his company's platoons has suffered a step loss. 2d6 are rolled and 1 is subtracted from the result (since the American suffered one step loss). A 9 is obtained, so Hunt remains alive, since to be eliminated he would have had to roll a 2 (due to the -1 modifier).

As the German player has lost HtH assault, and 2 platoons have retreated, he has to pass a company morale check to finish the assault.

STOP! Now you can try scenarios 1 & 2 again, but this time, try to assault and seize the enemy positions.

16 Cavalry charges

Charging is the way cavalry platoons perform an assault and some special rules described in this chapter should be applied.

Cavalry platoons may charge against enemy platoons if they are mounted. Dismounted cavalry is treated as infantry and therefore cannot charge. Furthermore, if they are dismounted they may only perform anti-armor assaults. To charge, the cavalry platoons do not require a pre-assault morale check to engage in Hand-to-Hand combat or Armor Support against the enemy. Mounted cavalry platoons may not charge against platoons that are in a built-up area, woods or marsh.

When cavalry charges, it may increase its movement points by 50% but may not benefit from the road bonus nor use Double Time (chapter 6.3). Furthermore, a cavalry unit may not charge two turns in a row and may use only half its movement points the turn following a charge.



SECTION 4: AFV

This rulebook section introduces the use of armored vehicles. Here you may find rules for firing on and assaulting these vehicles and how they assault other platoons. Also, new special units are described.

17 Special units

This chapter groups several different unit types together and outlines special characteristics which modify combat or assault abilities and/or procedures.

17.1 Flame-thrower tank and engineers

Flame-thrower tanks act identically to other AFVs. An AFV platoon with 'flame-throwing factor' is identified by an FF printed inside a red square on its counter. This FF is used in close assaults because it has a range of 0. So, when a platoon of this type takes part in an Armored Assault or Armor Support, use this FF instead as its assault value.



Flame-thrower engineers have special modifiers used to resolve HtH combats (+2/-2), improving their abilities in close assaults. They are identified by an "A" in a red square.



17.2 Mechanized platoons

Mechanized units are artillery (including mortars), anti-tank, MG or infantry whose counter is flipped over to show the illustration of an AFV with tracked movement. In general, this type of platoon has its own attack ability on its transport side, so mechanized artillery, anti-tank and infantry may move, dismount/unlimber or attack when their transport side is face-up. Furthermore, they gain the advantages of armored vehicles while being transported, so that they may not be attacked with AP fire.



Mechanized infantry, artillery and anti-tank platoons may mount/limber and dismount/unlimber any number of times unless the scenario rules indicate otherwise.

These platoons move on foot (if they have their own MP) when their counters are placed on their dismounted side, and they move tracked when the counter is placed on the transported side. To easily identify tracked movement, on its front side the movement factor is in a black box.

When they are dismounted, these platoons always keep their transports; this is reflected by their higher firepower. Although they move on foot, they cannot enter those hexes prohibited to tracked vehicles, because these platoons never abandon their transport vehicles.

Mechanized artillery, anti-tank and infantry platoons may only be attacked with AT or ART fire if they are mounted/limbered, and AP or ART fire once they are dismounted/unlimbered.

Mechanized units on their transport side with a fire value may use it just like other AFVs: they may fire, participate in an armored assault or give armored support to an attack.

17.3 Amphibious tanks

Amphibious tanks, like the Russian T-38 or the American M4 or M4A1 DD, are identified by an 'A' inside a blue circle on their counters. This type of platoon may cross rivers. They ignore the terrain cost of a minor river when crossing it only taking into account the cost of other terrain in the hex.

Furthermore, it can cross a major river for a cost of 5MP but must roll a D6 every time it attempts this. If the result is 6, the platoon loses a step. Regardless of the result, the platoon may continue its movement as normal.



17.4 SMG platoons

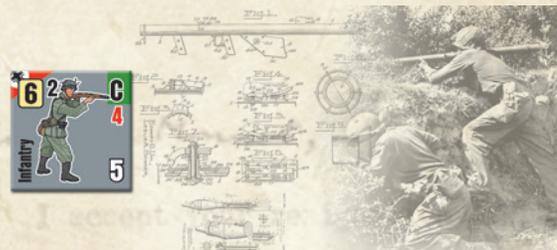
SMG platoons have a range of 0 so they can use their entire Fire Factor only in their hex (when assaulting or being assaulted). They can attack adjacent hexes at half strength because their real range is considered to be 0.5, which means 1 hex is double their range.



17.5 Bazooka, Panzerfaust and Panzerschreck

Some platoons show their assault value in red. This is used to indicate that those platoons are equipped with AT weapons such as Bazookas, Panzerfausts, or Panzerschrecks. When these platoons take part in an anti-armor assault, it is resolved according to the rules detailed in chapter 20.

For American platoons armed with Bazookas, the column to be used to resolve the



assault is shifted one to the right of the column from the **Hand-to-Hand Combat Chart** (if we have any difficulty determining the force ratio, we can use the **Odds Chart**). For German platoons armed with Panzerfausts and Panzerschrecks, the assault is resolved by shifting two columns to the right.

This bonus in anti-armor assault does not add. This means, *for example, two American platoons armed with Bazookas modify the assault by shifting only one column to the right and not two (one per platoon armed with Bazooka).*

17.6 Tank destroyers

Tank destroyers show a black line and the letters “TD” on the left part of the counter. These platoons may not perform armored assaults or armor support. Furthermore, if these platoons are not spotted by their target when they attack with their AT FF, the combat is resolved by shifting one column to the right on the combat chart. This bonus in AT FF does not add. This means, *for example, two tank destroyer platoons forming a fire group modify the fire factor by shifting only one column to the right, not two (one per platoon).*



17.7 NAFV

NAFVs (Non-Armored Fighting Vehicles) such as the Tachanka or Gaz AA, represent groups of 3 to 5 vehicles and their crews. These platoons are vehicles with AP fire capacity so they may open fire and react but cannot assault.



18 AFV

AFV (Armored Fighting Vehicles) platoons represent groups of 3-5 vehicles and their crews. They have their own FF and according to their movement type may be:

- Tracked: such as Tanks or Halftracks.
- Wheeled: such as Armored and Recon cars.

Flamethrower
(Red Fire Factor)



Armor
value

Antitank
(White Fire Factor)



Furthermore, these vehicles are divided into three types depending on their armor and cannon: light, medium or heavy. The vehicle assault values chart includes the type assigned to each AFV available in the game.

18.1 Equipment special cases

Some vehicles may or may not have certain equipment or certain peculiarities that offer advantages or disadvantages. All of them are indicated in the tables (page 48).

18.1.1 Faulty Vehicles

These vehicles are weighed down by constant breakdowns. Before starting the movement, the player has to indicate the type (tactical or operational). If he selects the **operational movement**, once finished, he will roll 1D6, if the result is a “1”, one of the vehicles breaks down, being immobilized and abandoned by the crew. To represent this loss, a platoon is selected at random and a casualty marker (-1) is placed on it, said loss does not cause any type of morale check but will count from this moment as one more casualty to all effects.

18.1.2 Bad optics

Some AFVs suffer from poor quality or ineffective aiming systems and optics, penalizing them during combat. When a vehicle with this deficiency performs a **tactical movement**, a +1 penalty must be added to 2D6 adding to the existing ones. This rule applies only to AT fire, AP fire is not affected.

18.1.3 Small turret

Turrets in which only one crew member (tank commander) is allowed inside. This represents a great disadvantage since the tank commander performs the tasks of loader and gunner. When a vehicle with this deficiency makes a **tactical movement**, a +1 penalty must be added to the 2D6, adding to the existing ones. This rule applies only to AT fire, AP fire is not affected. Likewise, when enemies have to be located, it will have a -1 penalty on the **Spotting Chart**.

18.1.4 Without radio

Without radio AFVs cannot act autonomously. The platoons of a company without radio must be located at a maximum of one hex from their officer since their communication is carried out by visual signals. If a vehicle without a radio is more than one hex from its officer, it is considered “Out of Command”.

18.1.5 Open-topped

Any vehicle open-topped. In any attack of bombardment or indirect fire (artillery or aviation) a modifier of -2 is applied to 2D6 in the resolution of the attack. If a vehicle with this characteristic suffers an anti-armored assault, a -1 modifier is applied to the 1D6 in the resolution of the assault.

18.1.6 Schürzen

The Germans reinforced their AFVs by adding metal plates on the sides, both on the hull and on the turret. The plates had the mission of protecting the AFVs from the hollow charge projectiles by detonating them before hitting the main armor. If a tank with this type of armor suffers an anti-armor assault by **units equipped with bazookas** (assault factor in red) a modifier of +1 is applied to the 1D6 in the resolution of the assault.

18.2 Actions & activations

This type of platoon may move, open fire, or prepare to react. There are no special actions reserved for this type of platoons.

18.3 Movement

AFVs move using wheeled (yellow) movement or tracked (black) ones. Costs to enter each type of terrain are listed in the terrain effect chart. Special rules concerning these movement types described for transport platoons in chapter 12.2 are applicable to AFVs as well.

Like artillery, anti-tank or anti-aircraft motorized units, dismounted mechanized units always keep their transports even though they move on foot. Therefore, they cannot enter hexes prohibited to their vehicles due to terrain type because these platoons never abandon their transport vehicles.

18.4 Attack

AFV platoons (depending on the vehicle used) may perform the four kinds of attack: anti-personnel (AP), artillery (ART), Anti-tank (AT), even flame-throwing (FTA). AFVs follow general combat rules described in chapters 7 and 11.3 when they open fire. However, AFVs only may be affected by AT or ART attacks.

An AFV can only be affected by an ART attack if its caliber requirements are met and can only be affected by an AT attack if its penetration requirements are met. Therefore, hits on AFVs do not produce step losses if these requirements are not met though AFVs are still taken into consideration for the purposes of distributing hits. *Example: if a hex with a heavy AFV and two infantry platoons receives three hits from an ART attack by a 75mm gun, these three hits must be distributed among all platoons but only infantry platoons lose a step as a heavy AFV is not affected by 75mm ART fire. In this same example, if the hex is fired upon with AP FF, then all 3 hits must be shared between both infantry platoons, causing 3 steps lost, because the AFV platoon is not affected by this type of FF.*

AFVs may form fire groups except when AFV platoons with different penetration factors open fire using AT FF against other AFVs. The same occurs for heavy weapon platoons which open fire using AT FF against AFVs.

18.4.1 Caliber requirements

Hits produced by ART attack cause step losses to AFV platoons depending on the kind of AFV (light, medium or heavy) and the caliber of the gun:

- If the caliber is less than 100mm, only light AFVs may be affected. Roll 1d6 for each hit and apply 1 step loss for a result of 6.
- If the caliber is between 100 and 120mm, medium and light AFVs may be affected. Roll 1d6 for each hit and apply 1 step loss to a medium AFV if the result is 6, or to a light AFV if the result is 5 or 6.
- If the caliber is larger than 120mm, any AFV may be affected. Roll 1d6 for each hit and apply 1 step loss to a heavy AFV if the result is 6, a medium AFV if the result is 5 or 6, and a light AFV if the result is 4, 5, or 6.

Example: A hex contains 1 M5A1 platoon and 2 infantry platoons. An 81mm mortar platoon makes an ART attack against the hex that results in 3 hits. As the ART attack affects all of the platoons, each one is assigned 1 hit. The infantry platoons each suffer 1 step loss as a result. On the other hand, since the M5A1 is a light AFV, it may or may not be affected by the attack. A 1d6 roll is made to determine if a step loss occurs and will only do so if the result is a 6. Otherwise, the AFV platoon are not affected by the mortar attack.

18.4.2 Penetration requirements

When an AT attack is performed and after resolving the attack, if a hit is produced on an AFV the Penetration Chart must be checked, cross-referencing the type of AT gun which opened fire with the distance to the target. If the number obtained is greater than or equal to the armor value of the target, the hit results in a step loss. This penetration check should be performed for each AFV present in the target hex since a hex may contain vehicles of different armor values. Therefore, it is possible that some hits will result in step losses and others will not.

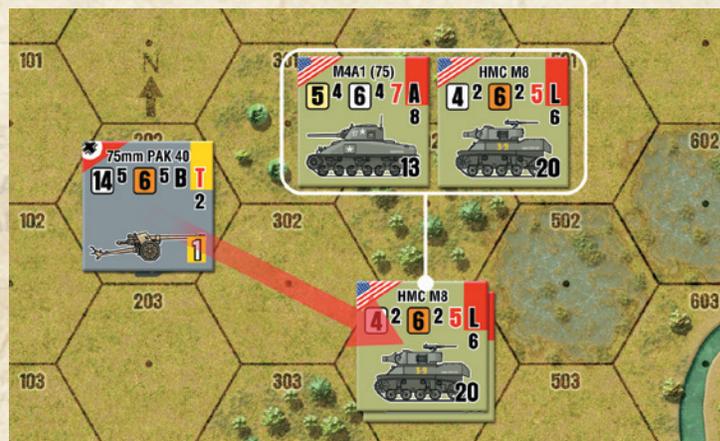
As a special case, when an MG fires on AFVs with an armor value of 0, for each hit received roll 1d6. For each 6 rolled, the AFV suffers a step loss.

Furthermore, for any AT attacks, after checking the penetration requirements, and if the penetration factor is up to 2 points above or below the armor value of the target, then the player rolls a dice. On a 1, the AFV does not receive damage due to ammunition failure (despite the penetration requirement being met). On the other hand, even if the attack does not meet penetration requirements, a dice roll of 6 represents a critical hit and the defending AFV platoon receives a step loss. Two or more platoons using AT FF with different guns may form fire groups to attack if they have the same penetration factor, otherwise they have to fire separately.

Example: A hex contains an M4A1 (armor value 7) and an HMC M8 (armor value 5). A German PAK 40 75mm AT gun makes an AT attack against them from 7 hexes away and inflicts 2 hits. This translates to 1 hit per tank platoon.

A cross-reference is made on the penetration chart between the 75mm gun and the distance (7) to get a penetration factor of 8. The hit on both AFVs applies due to the penetration value being higher than the armor value. The hit on the HMC M8 (armor 5) will cause a step loss, but now a 1d6 dice roll is required for the M4A1 because its armor is 7 (1 point below penetration factor).

The player rolls 1d6 and gets a 1 and although penetration is higher than armor the platoon does not lose a step. This is considered to be a failure (ammunition failure or ricochet).



18.5 Armor officers

At the beginning of any scenario the owning player assigns armor officers to a specific AFV counter. Throughout the game, the officer counter remains assigned to the same platoon. While both counters are associated, the officer's movement type and MP are ignored because he is considered to be leading the platoon in one of the vehicles. If the platoon is eliminated and the leader survives (see hits on officers, chapter 7.4.3), the officer counter must be transferred to a platoon of the same company located in the same hex. If there is no option available, he must move using his on-foot MP to reach another friendly platoon in the same company.

If there are no remaining AFV platoons in the same company, he is removed from play. An armor officer may not be transferred freely from one platoon to another unless specifically allowed by scenario rules.

19 Close assault: armor support

Armor support occurs between assaulting infantry, MG, or motorized/mechanized mounted cavalry platoons (the same as for HtH) together with at least one AFV (or mounted mechanized platoon) and assaulted infantry, cavalry, or heavy weapon units (including motorized ones that are immediately dismounted). The difference between this type of combat and HtH combat is that at least one AFV is supporting the assaulting forces.

This type of close assault follows the procedure described in chapter 14. As described in chapter 14.2, assaulting infantry platoons that have armor support do not need to pass a pre-assault morale check.

To make an assault with Armor Support the infantry or MG and AFV platoons must begin their movement in the same hex. If the attacking platoons belong to different companies, they have to attempt to coordinate in order to execute the assault with Armor Support.

The assault is resolved (chapter 14.5) in the same way as HtH combat (chapter 15) with the following changes:

1. Intent to Assault

For an AFV section or mechanized unit to provide Armored Support in an assault, the platoon must begin movement adjacent to the target hex of the assault, in the same hex as the infantry or MG platoons. If the assaulting platoons belong to different companies, they must pass a coordination check in order to execute the Close Assault Armor Support.

2. Defensive fire (DF)

If the defenders don't have an AT Fire Factor (FF), they select only the enemy infantry to perform the DF. But if it has platoons with AT FF, the defender must split the DF, AP FF only against the infantry, and AT FF only against the AFV or mounted mechanized platoon.

The defender may decide to perform DF at this point or wait for the opponent enter his hex.

3. Pre-assault

Infantry receiving armored support do not have to pass the pre-assault check.

4. Assault

In the case that infantry platoons, if as a result of the DF the assaulting infantry platoons have been eliminated or forced to retreat, thereby abandoning the armored platoon, the assault is aborted. If during the DF the armored assaulting platoon is eliminated or forced to retreat, the armored-supported assault becomes a HtH assault applying its normal procedure. At this point, the assaulting player, decides to continue with the assault or suspend it, if suspended must mark the platoons as "Finished" where they are at the same time when it has been eliminated or forced to withdraw.

5. Assault resolution

Same procedure, just adding the assault factor from the armored platoon.

What happens if the assaulted hex contains ONE (if it contains more, an armored-supported assault cannot be performed) armored platoon?

The assault continues to target their infantry or heavy weapons, but the defending armored section participates in the DF with its AT FF always attacking the assaulting armored unit.

If the assaulting armored platoon is not eliminated, and neither is the defender, the assault with armored support continues its procedure but the assaulting armored platoon will remain in the hex adjacent to the target without participating in the assault as will the defending armored platoon. If the defending armored platoon is eliminated, the attacker does participate in the assault with his Assault Factor.

If as a result of the assault, the defender infantry/heavy weapons platoons are removed or eliminated; in both cases, the armored platoon retreats 3 hexes into its lines without further consequences. Exception, if the armored platoon is forced to retreat into a hex of prohibited terrain, off the board, or an enemy-occupied hex, it is eliminated.



Hpt. Hendriks (C) orders the platoons located in hex 606 (an MG and infantry platoon), to open fire on the enemy position in hex 807, defended by 2 American infantry platoons.

The sum of the two platoons' FF is 10 (6 for the infantry and 4 for the MG), and this attack has a -1 modifier (for 6 or more steps of infantry in the target hex). The result of the die roll is a 6, which is a 5 with the modifier. We cross-reference this result on the Combat Chart in column 10 (the total FF of the attacker), applying the result obtained, a 5 (including the -1 modifier). This result is divided by the defensive value of the terrain in which the defender is located (in this case woods), which can be found on the Terrain Effects Chart. The divisor given by the chart is 4, and so we divide 5 by 4, which produces a result of 1. The German player has scored a hit, and now the American player decides which of his two platoons receives the step loss.



Now the rest of the company under the command of Hpt. Hendriks is ordered into the woods (hex 807) with the intention of assaulting and forcing the American platoons to retreat. They move from hex 605 via 705 and 806, but before beginning the assault the American platoons use reaction fire. They are allowed to do this because they are marked for reaction.



The American platoons have chosen to engage in reaction fire against the German infantry, so we add together the FF of the American platoons and obtain an 11 (6 for one full-strength infantry and 5 for the infantry platoon with a step loss). A die is rolled to which various modifiers are applied: a -1 for firing against a platoon moving, another -1 for 6 or more steps in the target hex, -1 for semi-automatic fire and a +1 for having armored vehicles in the same hex with infantry. We consult the Combat Chart again and locate the 10 columns (although the FF total is 11, there isn't a specific column for this value). The dice are rolled and the result is a 9, to which we apply the modifiers: -1 -1, -1, and +1, making the final result a 7. This result applied to the 10 column produces a result of 3, which is divided by the terrain defensive value (in this case "open ground =2") which produces one step loss, and the German player must decide which of his infantry platoons receives the step loss.



Now the German infantry along with the StuG III enter the woods and initiate the assault (in an assault supported by armor no pre-assault morale check is required).

First, we add up the combat odds for the Hand-to-Hand Combat:

- Americans: 2 infantry platoons, one with a step loss (each platoon has an assault value of 4 and subtracting one for each step loss we get $4+3=7$).
- Germans: 2 infantry platoons, one with a step loss, $4+3=7$, and one StuG III platoon =8, so that the German total is 15.

To obtain the combat odds ratio we divide the attacker's value (15) by the defender's value (7) which gives us 2:1 odds.

The modifiers to the die roll are the following: -1 for combined assault, -1 for an assaulting platoon having a morale of 8 or higher (Hpt. Hendriks) and another +1 as the defender is in woods. The total die roll modifier is -1 (-1, -1 and +1). The German player rolls the die, 1d6, and obtains a 3, to which we apply the modifier, resulting in a final roll of 2. We check this result on the Hand-to-Hand Combat Chart on the 2-1 column and find the result is 1/2R1. This result means that the German player receives a step loss and the American player receives 2 step losses and must retreat 1 hex, so the Germans win the assault and therefore achieve their goal: gaining control of the hex.

20 Close assault: anti-armor assault

Anti-Armor Assaults occur when infantry, machine guns, or cavalry platoons (that is, the same types of platoons that can initiate a HtH assault) assault any type of vehicle (which includes AFVs, NAFVs or transport), motorized mounted units (that are dismounted when assaulting forces enter the assaulted hex) or mounted mechanized units. Therefore, the difference between this close assault type and HtH combat is that defenders are vehicle platoons (motorcycle platoons are not considered vehicle platoons for assault purposes).

This type of close assault may occur as a normal attack when platoons move towards a hex with the intention of assaulting it. The procedure is the same as in the HtH assault with these differences:

2. Defensive fire (DF)

To perform the DF, the AFV sections will use their FF AP. The defender may decide to perform DF at this point or wait for the opponent to complete the pre-assault check and enter his hex.

3. Pre-assault

Once the defensive fire is over, the platoons that are going to carry out the assault must pass a pre-assault moral check as described in chapter 14.2; this way we will know how many of our platoons are going to carry out the assault. The pre-assault morale check is modified by -1 to the officer's morale for each AFV platoon present in the hex (e.g. a -3 would apply if there are 3 AFV platoons).

5. Assault resolution

To determine the assault value of each unit, use the Infantry and Weapons Values Chart, applying the number of hits if applicable. Check if any of the attacking sections have their assault factor in red, as this means that they have anti-tank weapons (Bazooka, Panzerfaust and Panzerschreck) and apply what is described in point 17.5 Bazooka, Panzerfaust and Panzerschreck. Once we have the assault strength of both sides, we will use the Hand-to-Hand Combat Chart (if we have any difficulty determining the force ratio, we can use the Odds Chart). The attacker makes a roll of 1D6, applies the modifiers that can be given and crosses the result on the chart, this way we get and apply the result of the assault.

What if the assaulted hex contains platoons of infantry or heavy weapons?

The assault continues to target their armor but the defending infantry or heavy weapons platoons participate in the DF with their AP or ART FF (excluding mortars). Once the DF is finished, the process of resolving the assault described above continues.

If the armored platoons are forced to retreat, the infantry and heavy weapons platoons will accompany them on that retreat, but the heavy artillery or AT weapons platoons are automatically eliminated.

If the armored platoons are eliminated, the assailant decides to stay in the assaulted hex or retreat to one of the adjacent hexes. If the armored platoons are not eliminated they will remain in the assaulted hex.



Example: three American infantry platoons attempt to assault a hex with two Pz IV platoons. The American officer has a morale of 7 and a leadership rating of 1 and the American player decides the officer will take part in combat. He makes pre-assault morale checks with his infantry platoons, needing to roll a 6 or less (morale of 7, plus 1 for leadership, -2 for two AFVs in the hex), and rolls a 3, 6 and 8. Two of the infantry platoons pass and enter the hex with the leader. None of the participating platoons have step losses, but one of them has its assault value marked in red which means this platoon is armed with bazookas.

The defending platoons have a combined FF of 4 (4 of each section but since they do not have reaction markers their FF is halved) which will be the FF value used in the DF. Once the DF is resolved, assuming they do not suffer any step losses during DF, noticed the American attack has an assault value of 8 according to the assault value chart (4 + 4). However, due to the bazookas this result is shifted one column to the right in the HtH combat chart, which is used to resolve the assault, from 1-1,5 to 1-1.

21 Close assault: armored assault

Armored assault occurs between assaulting AFV (or mounted mechanized platoons) and assaulted infantry, cavalry, motorcycles, heavy weapon units, mechanized units, transports, NAFV, or motorized ones (that are immediately dismounted) not located in woods, built-up areas, or dispersed buildings. Note: players may perform Armored Assault against mechanized platoons (which are AFV) but may not assault 'pure' AFV.

This type of close assault follows the procedure described in chapter 14 with these exceptions:

1. Intent to assault

Once the unit that is going to carry out the assault is selected, it is activated, makes the movement until it is placed adjacent to the hex it intends to assault and the intention to carry out the assault is declared. The assailant must have enough movement points to subsequently enter the hex being assaulted. During the approach, before the active player declares his intention to assault, the defender may react normally, discussed in chapter 8.

2. Defensive fire (DF)

Units that are the target of an armored assault and have AT FF must take a defensive fire with full FF power if marked in "Reaction". A unit that has performed an action during its impulse/shift and is marked as completed, may always perform a DF but with a halved FF power and this will occur if it

suffers several assaults during the same impulse/shift with no limit whatsoever. All necessary attack modifiers will be applied to the DF. In the event that such platoons or part of them lack FF AT, they may not make DF.

The defender may decide to perform the DF at this point or wait for the opponent to complete the pre-assault check and enter his hex.

3. Pre-assault

Once the defensive fire is over, the platoons that will carry out the assault do not have to pass a pre-assault morale check.

4. Assault

Once the pre-assault is over, the assaulting units come into contact by placing themselves in the same hex as the defending units. At this time, before the attacker initiates the Assault Resolution procedure, platoons that do not have AT FF, can perform an Anti-Armored Assault, (they will not need to pass any moral check) once resolved we will move on to point 5.

5. Assault resolution

To determine the assault value of each unit, use the Vehicles Assault Value Chart for the armored platoons, applying the number of hits if applicable. Once we have the assault strength of both sides, we will use the HtH chart (if we have any difficulty determining the force ratio, we can use the Force Odds Chart). The attacker makes a roll of 1D6, applies the modifiers that can be given and crosses the result on the chart, this way we get and apply the result of the assault. If the target is heavy artillery or AT weapons platoons, and no infantry or MGs are present, the assault resolution die roll will apply -1 to 1D6 and if these are forced to retreat, they will be automatically eliminated.

What happens if the Assaulted hex contains ONE (if it contains more, an armored assault cannot be performed) armored platoon?

The assault continues to target their infantry, heavy weapons, cavalry, motorcycles, mechanized, or motorized units, but the defending armored platoon participates in the FD with its AT FF.

Surviving DF assaulting platoons will begin an attack with their AT FF but with a +1 to D6 against the defending armored platoon in the same hex where the DF occurred. Attacking armored platoons may not assault until they eliminate or make retreat the defending armored platoon. Each attacking armored platoon that conducts the AT attack against the defending armored platoon may not participate in the armored assault and will be marked as "Finished". If in this process the assailant is left with one armored platoon to assault with, he may suspend the assault by marking that platoon where it is like "Finished".

If as a result of the attack the armored platoon is forced to retreat into a hex of prohibited terrain, off the board, or an enemy-occupied hex, it is eliminated.

The following special rules are applied to the assault resolution:

- If the loser is forced to withdraw due to the result of the HtH combat table, and the path of retreat is determined as follows:
 - If the loser was the assaulting AFV, it must retreat three hexes towards its line through the hex side it crossed to assault or through either hex side adjacent to it. It may not attempt another Armored Assault during its activation.
 - If the loser was the assaulted platoons they must retreat two hexes towards their lines unless their movement ends in 'open-ground' terrain, in which case they are to be moved an additional hex in the same direction (unless it is prohibited terrain), The shortest route must always be taken.
 - If the defeated side is the assaulting side, their platoons should make a morale check. If there is only one defeated platoon, it must pass a platoon morale check alone. If there are two or more defeated platoons, their company must pass a morale check.
 - If the assaulted platoons are the loser, they are eliminated when:
 - They are forced to retreat into prohibited terrain, off the board, or into an

enemy-occupied hex.

- They are forced to move through or stop in a hex absent of friendly troops and adjacent to enemy platoons that did not participate in the assault.
- An artillery, anti-tank or mortar unit that loses an assault is automatically eliminated.

Full Armored Assault and Anti-Armored Assault Example: The American Player announces an armored assault with two M4A3 platoons, moving them to an adjacent hex with three German infantry platoons and one officer in light woods (chapter 14.1). During the movement, the German player does not try to react because there is no reaction marker present. They fire at half FF, but cannot damage these tanks with AP FF. As this is an Armored Assault (AFV against infantry platoons) the pre-assault morale check is not needed (chapter 14.2), so both M4A3s enter the assaulted hex. Defensive Fire (chapter 14.4) is now carried out. As the German player does not have AT FF, he decides to make an anti-armor attack (chapter 21, point 5). As the anti-armor assault is a result of DF against an armored assault, the German player does not need to pass the pre-assault morale check. None of the participating platoons have step losses, so according to the printed assault value for each German platoon, every platoon has an assault value of 4 for a total of 12, the defender does the same, 16 (8+8). 1d6 are now rolled. Cross-reference the result obtained by the dice (4) with the 1-1 column (12 vs 16) in the Hand to Hand Combat Chart gives us a 1-1, a hit for each. Once the anti-armor assault is resolved, the three German platoons are marked as "Finished".

Now it's time to continue resolving the armored assault. The American player adds the assault value for both M4A3s, 14, (8+6), the defender does the same, 11 (4+4+3) and rolls 1d6. As a result of cross-referencing in the Hand to Hand Combat Chart, column 1-1 with the dice roll (2) we get a 1/1R1 = a hit for the American, another for the German and these have to retreat one hex.

STOP! Now you can try scenario 3 and 4, which are designed for practicing the rules that AFVs introduce and the first scenarios to include these platoons.



SECTION 5: Obstacles

This section includes descriptions of obstacles that are placed on the map by means of markers or overlays. They modify the terrain features, making the hex prohibited for some platoon types or providing penalties or bonuses to movement or attack.

22 Terrain markers

Beside the terrain types described in chapter 5.1, this chapter describes special terrain obstacle markers that provide special abilities to the hexes containing them.

22.1 Improved Positions



An infantry, MG or mortar platoon in open terrain, woods, light woods, crest line, orchard, or fields (whether or not there is a road in the hex) may attempt to construct improved positions that will aid their defense against any AP or ART attack. However, the improved position will not modify their defense against a close assault. Constructing an improved position requires two activations by the same platoon.



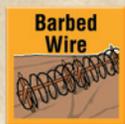
For the first activation in which a platoon begins construction of the improved position, place a "Construction" marker on top of it and mark the platoon as finished. On the following game turn, the player flips it over to its improved position side, and afterwards the platoon is marked as "Finished". Starting after the second activation (used to finish construction), the improved position is active and a +1 combat dice roll modifier is applied to any AP or ART attack on the hex where the marker is located.

If after the marker is placed but before it is flipped, the platoon attempting to construct an improved position abandons the hex or is assaulted by the enemy, the marker is immediately removed. The position is considered assaulted as long as at least one enemy platoon passes its pre-assault morale check and enters the hex. The hex also loses the Improved Position marker (whether finished or not) if there are no platoons present that can be protected by the marker (infantry, MG or mortar). Note that platoons can only be protected by Improved Position markers if they are from the same side that constructed it.

If an Improved Position marker is given by the scenario, it is active from the start of the game and protects the hex the owner chooses. At least one friendly infantry, MG or mortar platoon must be placed in the hex.

When a close assault against an Improved Position occurs, the marker is removed regardless of who wins the assault. This means that the marker is still removed even if the defender manages to maintain their position and the attacker is the one who is forced to retreat.

22.2 Barbed Wire



Barbed Wire is placed by players at the start of the scenario according to scenario instructions. Barbed wire impedes the normal movement of platoons. AFV and mechanized units with tracked movement (black MP) may cross barbed wire automatically without any negative effect. For wheeled movement platoons including mounted motorized (yellow MP) and heavy weapon platoons (except MG) with on foot movement (white MP), barbed wire is considered prohibited terrain. Barbed wire hexes are also considered prohibited for both mounted or dismounted cavalry and motorcycle platoons.

The counter of any platoon that enters a hex with a barbed wire marker should be placed below the barbed wire marker in order to indicate that the platoon has not crossed the barbed wire yet. When the platoon entering the barbed wire hex is an

AFV or a mounted mechanized platoon, it may continue moving. However, any other platoon must end its movement once it has entered a hex with barbed wire. Infantry, MG or mortar platoons (including dismounted motorized platoons of these types) may attempt to cross barbed wire. To do so, they must begin movement in the hex under the wire and pass a morale check as described in chapter 9.2. If they pass, they have crossed the barbed wire and are placed on top of counter. They may then continue to move up to their MP value and are marked as finished afterwards. If the platoon fails the morale check, it remains in the hex, placed underneath the barbed wire counter, and is marked as finished.

If a platoon or company that is not an AFV or mounted mechanized unit with tracked movement is forced to retreat to a barbed wire hex after losing an assault, it is eliminated.

Barbed wire may be destroyed in several ways:

- An AFV or mounted/dismounted mechanized platoon with tracked movement passes through the barbed wire hex and pays a further movement cost of +1 MP. This action is not mandatory, so if the owner of a tracked vehicle decides not to pay the additional 1 MP, his platoon may cross barbed wire without destroying it.
- Off-board artillery. The artillery must make a concentrated attack against a hex with barbed wire and obtain an effect of 3 or more on the Combat Chart.
- Engineers. In order for an engineer platoon to remove a Barbed Wire marker it must be activated while underneath the barbed wire counter make a morale check. If it passes, the barbed wire marker is removed; if it fails, it stays in place. In both cases, the engineer platoon is marked "Finished".

22.3 Roadblocks

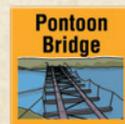


Roadblocks are located in a road hex to impede normal movement along the road. Only foot platoons may cross a roadblock (although they must pay 1 MP in addition to the normal cost of the terrain). Note that platoons with intrinsic transport may not cross roadblocks.

The scenario instructions will indicate whether players have roadblocks to place. In addition, during a scenario an engineer platoon can construct a roadblock in any road hex passing through or adjacent to woods or light woods hex. To do so, the engineer platoon must be activated in the hex where the roadblock is desired for two consecutive turns without performing any other action. On the first turn the engineer platoon is activated the marker is placed on its "Construction" side, and once the second activation is finished, the marker is flipped to its roadblock side, which is now considered active. If for any reason the engineer platoon leaves the hex where the roadblock is being constructed, all effort up to that point is lost.

An engineer platoon may remove a roadblock using the same procedure for removing barbed wire: it must be activated under the roadblock marker and make a morale check. If it passes, the marker is removed; if it fails, it stays in place. In both cases, the engineer platoon is marked "Finished".

22.4 Pontoon Bridges



Pontoon bridges are placed in a river hex to allow combat platoons to cross the river or facilitate such movement. The scenario instructions will indicate if any pontoon bridges are to be placed by the players and if they may be crossed by any platoon or only certain types. In addition, during the game an engineer platoon may construct a pontoon bridge to permit infantry, mounted/dismounted cavalry/motorcycles, and heavy weapon platoons to cross using 'on foot' movement.

To do so, the engineer platoon must be activated in a hex adjacent to the river where the pontoon is to be constructed on two consecutive turns without performing any

other action. The first turn the marker is placed on its “Construction” side, and once the second activation is finished, the marker is flipped to its Pontoon Bridge side which is now considered operational.

The cost of crossing a pontoon bridge as indicated in the terrain effects chart is in addition to any cost of the terrain the river passes through.

22.5 Anti-Tank Ditches



Anti-tank ditches are provided by scenario instructions and may be placed in any hex other than marsh, rivers, or built-up areas. Anti-tank ditches prohibit the movement of all platoons with tracked or wheeled movement as well as some platoons that use ‘on-foot’ movement. Only infantry, MG and mortar platoons moving on foot can enter the hex but must spend an additional 2 MPs to do so.

An engineer platoon may remove anti-tank ditches using the same procedure as for removing barbed wire or roadblocks: it must be activated under the anti-tank ditch marker and make a morale check. If it passes, the marker is removed; if it fails, it stays in place. In both cases, the engineer platoon is marked “Finished”.

22.6 Dragon’s Teeth



Dragon’s teeth are provided by scenario instructions and prohibit the movement of all wheeled or tracked platoons, including some platoons with ‘on-foot’ movement. These obstacles may be placed in any type of terrain except marsh and rivers. Only infantry, MG and mortar platoons that move on foot may enter hexes with dragon’s teeth and must spend an additional 1 MP to do so.

An engineer platoon can remove dragon’s teeth in a hex using the same procedure as for removing barbed wire, roadblocks or anti-tank ditches: it must be activated while underneath the obstacle marker and make a morale check. If it passes, the marker is removed; if it fails, it stays in place. In both cases, the engineer platoon is marked “Finished”.

22.7 Minefields



An engineer or specially adapted vehicle platoon can be activated to detect minefields in adjacent hexes. The owner of the platoon simply asks his opponent if minefields are present. If they are, his opponent places the appropriate Minefield counters in those hexes. Whether there are minefields or not, the platoon is marked as ‘Finished’.

22.7.1 Types & effects

There are different kinds of minefields in the game. They may be dispersed, normal or concentrated, depending on their density. The FF of a minefield depends on its density: dispersed minefields have an FF of 3, normal minefields have an FF of 6, and concentrated minefields an FF of 10.

They also vary in their attack, being either anti-personnel (AP), anti-tank (AT) or mixed. According to this classification, an AP minefield affects all infantry, cavalry, and heavy weapon platoons with ‘on foot’ movement entering the hex. An AT minefield attacks all wheeled or tracked platoons (AFV, transports, NAFV, motorcycles, mounted motorized or mechanized units) entering the hex. A mixed minefield attacks all platoons entering the hex.

Minefields may be placed in open, woods, light woods, or fields (whether or not these hexes contain rivers, roads or crests).

The scenario instructions will indicate to the players the number and type of minefields which are available as well as the area where they may be placed.

The player with minefields notes on a sheet of paper the location of each hex with

mines, their type and density, keeping this information secret from his opponent until the mines are revealed, which occurs when an appropriate type of platoon enters the hex. For this purpose, a minefields log sheet is provided and is available for download at www.dracoideas.com. If there is no attack, it is not necessary to reveal the Minefield marker. For example, nothing will happen if an infantry platoon enters an AT minefield hex. This way the enemy will not know its density or location.

When a minefield is triggered and the moving platoon is attacked, place the marker as per the written deployment, revealing its type and density to your opponent. To resolve the attack roll 2d6 and cross-reference the result with the minefield’s FF. The effect of the attack is then divided by 2 (despite the terrain divisor) to calculate the number of hits inflicted, which are divided among the moving platoon(s) according to the general rules for distributing hits and calculating step losses. As AT mines attack the undercarriages of vehicles, which have the weakest armor, no penetration check is needed. This means each hit will inflict a step loss on AFVs and mounted mechanized units.

22.7.2 Sweeping minefields

A minefield may only be swept by engineers or special minesweeping vehicles according to the following rules:

- Engineers or minesweeping vehicles must begin their movement adjacent to the minefield.
- To enter the minefield, first determine whether the mines detonate or not by rolling a d6. If an engineer platoon is sweeping, the mines detonate on a roll of 1, but the engineer platoon is only affected if it is an AP or mixed minefield. If a vehicle is sweeping, the mines detonate on a roll of 1 or 2 (but the vehicle is only affected if it is an AT or mixed minefield)
- If after entering the minefield the mines do not detonate, the sweeping operation is completed successfully. Mark the platoon as ‘Finished’ and reduce the density of the minefield by one level (concentrated to normal, normal to dispersed; a dispersed field is removed). To reduce the minefield level, replace the marker with one of the next lower number.

Each platoon trying to sweep a minefield has to make a new dice roll to try to deactivate it. Furthermore, each subsequent turn the platoon has to make a new deactivation attempt dice roll. If it moves out of the hex without a deactivation attempt, the minefield detonates and the attack is resolved. So, having 2 or more engineer platoons or special vehicles in the same hex does not modify the detonation dice roll. It only allows the minefield density to be reduced in less time, because more deactivation attempts may be made in the same turn.

22.8 Trenches



A Trench marker may only be placed in a hex before the scenario begins, as stated by the scenario instructions. Trenches may be placed in open, woods, light woods or field hexes.

A trench is considered occupied by those platoons whose counters are placed underneath the trench marker. Platoons whose counters are placed over the trench marker are considered to be out of the trench.

Up to 6 steps and an unlimited number of officers may be placed underneath a trench marker. If the trench is occupied by at least one platoon, no other friendly platoon can be stacked outside the trench, although as usual, trench hexes may be assaulted by up to 9 steps of enemy platoons that occupy the same hex outside the trench.

AFVs, transports, NAFVs, mounted motorized cavalry platoons, motorcycles, mechanized platoons (both mounted and dismounted) may not occupy a trench. Tracked movement platoons may cross it.

Adjacent trench markers are considered to be connected and it costs 1 MP to move from one to another if they are at the same level. To enter a trench from outside costs 1 MP in addition to the MP necessary to enter the hex itself. If a platoon has sufficient MP to enter a hex, but not the occupy trench itself, it does not benefit from the protection provided by said trench.

22.9 Fortified positions



The scenario instructions will indicate the type of fortified position (fortification or MG bunker) to be used, and towards which hex vertex or vertexes the white arrow needs to be pointed. They can be placed in any hex except on a road, bridge, gully or railway; they cannot place more than one fortified position in the same hex and its type will be indicated. The red bar at the top of the marker indicates where the LOS of the fortified position starts, because for this type of obstacles, LOS is limited to its front side.

A fortified position is considered occupied by those platoons whose counters are placed underneath the fortified position marker. Platoons whose counters are placed on top of the marker are considered to be on the outside of the fortified position. Every fortified position occupied by individual platoons that do not belong to a company, have morale 8, unless the scenario indicates otherwise.

There are 3 types of fortified positions:

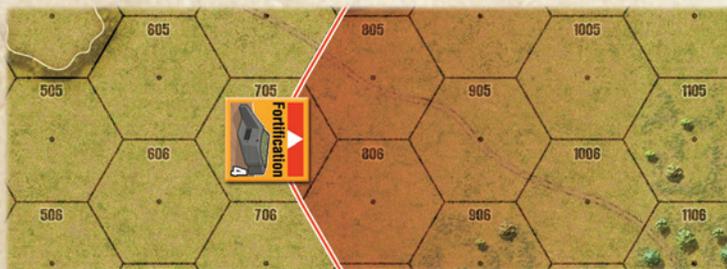
- **Fortifications:** up to 6 steps (being able to be of different type as indicated below as long as they do not exceed the 6 steps indicated) and an unlimited number of officers may be placed underneath a fortification marker, being able to have the limit of 6 steps occupying the interior of a fortification and having 3 steps outside the fortification but all located in the same hex without modifying the stacking limit of 9 steps in a hex.

The steps located outside, if the hex is attacked the defensive value will be the terrain type on which the fortification is located. A fortification does not offer additional protection to the platoons located outside.

The arrow of the marker should point towards a specified hex vertex. They can accommodate the following type and number of platoons:

- Infantry: 6 steps
- AT Gun: 3 steps
- ART Gun: 3 steps

AFV platoons, transport, NAFV, mounted motorized units, cavalry, motorcycles, mechanized units (mount and dismount), cannot occupy fortifications.

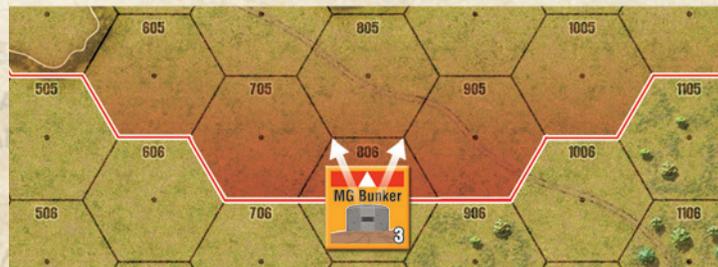


- **MG Bunkers:** up to 3 steps of MG platoons (including dismounted motorized units) and an unlimited number of officers may be placed underneath a fortification marker, being able to have the limit of 3 steps occupying the interior of a fortification and having 6 steps outside the fortification but all located in the same hex without modifying the stacking limit of 9 steps in a hex.

The steps located outside, if the hex is attacked the defensive value will be the terrain type on which the fortification is located, A fortification does not offer additional protection to the platoons located outside.

Therefore MG bunkers have a lower capacity but a greater viewing angle. The arrow of the marker should point towards a specified hex side.

AFV platoons, transport, NAFV, mounted motorized units, cavalry, motorcycles, mechanized units (mount and dismount), cannot occupy fortifications,



- **Turret Bunkers:** Bunker equipped with a mobile or tank turret on top, being able to shoot at 360° and using the same firing process as a tank. The attack on this type of bunkers is the same as that performed on an armored unit, each turret bunker marker will indicate the armor value. These types of bunkers cannot be occupied by platoons as they have their own crew, said type of bunker always has a morale of 8, unless the scenario indicates otherwise.

A hex with a Turret Bunker, can be occupied by 9 steps but they will always be located outside, if the hex is attacked the defensive value will be the terrain type on which the fortification is located. A fortification does not offer additional protection to the platoons located outside.

LOS

A fortified position has a level 1 and blocks the LOS. A bunker/Turret bunker has a level 0 and doesn't block the LOS.

Movement cost

A fortified position has a +1 for the units on foot, and it's forbidden terrain for wheeled and tracked.

Attack a fortified position

They can only be attacked with two types, AP and ART; units within a fortified position are protected, therefore they can only be shot where the Firing Ports/ Firing arcs are located. Said zones being represented by the viewing arc of said fortified position.

AP shots

AP shots to impact are made with a modifier depending on the target (no other type of modifier is taken into account except the losses that count).

AP Shots - 2D6		
Type	Modifier	To impact
Infantry	-2	8
MG	-1	7
Artillery	---	6

In the case of having more than one platoon of the same type, the impacts it receives are distributed as follows:

1. If there are both veteran and green platoons in a hex, the green platoons are assigned hits first.
2. Platoons with fewer step losses are assigned hits before those with more step losses. In addition, one must attempt to equalize the steps lost by all stacked platoons affected by the attack. Example: A hex in which there are 2 platoons on their reduced sides and one on its full-strength side receives 3 hits. Two hits are applied directly to the full-strength platoon. The remaining hit is randomly assigned to one of the three platoons.

3. When more than one platoon is eligible to receive a hit, the hit is randomly assigned. Use 1d6 assigning numbers to each platoon. Given the example above, where the last hit has to be assigned among 3 platoons, assign value 1-2 to the first platoon, 3-4 to the second one and 5-6 to the third one.

ART shots

Direct firing of ART guns, AT guns, AA guns (as long as they have ART capability) and vehicles for impact on fortified positions is made with one or more D6.

Firepower table to impact fortifications	
Caliber	Firepower
60mm and smaller	1D6
61mm to 90mm	2D6
91mm to 115mm	3D6
140mm to 165mm	5D6
165mm and higher	6D6

In order to impact a fortification, a roll of 6 must be obtained. The number of hits achieved is the number of 6s rolled. Any success of impact will mean the immediate destruction of the gun located within it. In case a fortification is occupied by 2 infantry platoons, the impacts are distributed randomly as specified in chapter 7.4.

Assault on a fortified position

The assault procedure is the normal one of the general rules described in chapter 15, but the assailants can only be thrown into the assault by the openings of the fortified position, said areas being represented by the viewing arc of said fortified position. Exception, if an assaulted bunker is one of the type with turret, this limitation does not apply. If the fortified position is occupied by at least one platoon and friendly platoons outside of it, respecting the general stacking rules, in this case, if you want to assault the fortified position, first, the hex will have to be cleared from enemy units and once it has been achieved, it will be possible to carry out the assault on the fortified position. When platoons are assaulted within a fortified position, the assault will be resolved by adding a +2 modifier to the dice roll on the HtH combat table. If the assault is carried out by units that were already in hex adjacent to the fortified position, they will have a in-cover modification of -2 to 1D6.

Destruction of the fortified position

Each fortified position marker has a printed defensive value. When applying hits by artillery of 105mm caliber or greater (and bombardment of FF9 or greater), reduce the value of the fortified position by 1 for each hit. For any other ART or air attack, the received hits do not affect the fortified position. Damage received by the fortified position may be indicated by the use of step loss markers used for platoons. If there are platoons outside the fortification (and therefore none inside), when distributing hits, the fortification counts as one platoon, but hits must be assigned to platoons outside the fortification before the fortification itself.

Example: in a hex with a fortification of value 4 there are two infantry platoons outside. If two hits are caused by an artillery attack, assign one to each infantry platoon. If 3 hits are caused, one is assigned to each infantry unit and the third to the fortification, which, depending on the artillery caliber or bombardment value, may or may not cause the fortification's defensive value to be reduced.

A fortification is destroyed when its defensive value is reduced to 0 or if the hex is occupied by enemy platoons, provided there are no friendly platoons in the hex, whether inside or outside the fortification or because of artillery attacks that reduce their defense value to 0.

If a fortification / bunker collapses as a result of the bombing and contains units inside, these are automatically eliminated.

22.10 Rubble (Optional rule)



When a successful ART attack with a FF of 12 or more, or a aircraft bombardment of 20 FF or more, is made against a built-up area or dispersed building hex, a 1d6 dice is rolled modifying the result by adding the hits which the platoons in the hex have received. The hex is converted to rubble if the modified result is one of the followings:

- 9 or more for a built-up area hex
- 7 or more for a dispersed building hex.

If the first attack does not succeed in converting a hex to rubble, place a "Rubble +X" marker in the hex, where X is equal to the number of hits received by the targeted platoons. In a subsequent attack on the same hex that meets the requirements for turning a hex into rubble the dice roll to check if that hex is converted to rubble is modified by the value of this marker together with the hits received by platoons in the new attack. Hexes converted into rubble are indicated by a Rubble marker, and from that point on the following special rules apply:

- For spotting and LOS purposes, a rubble marker in a built-up hex has level 1, but in a dispersed building it is 0.5.
- The movement cost to enter the hex is 2 MP for on foot movement platoons and 3 for tracked platoons. This type of hex is prohibited for wheeled platoons and dismounted motorcycles. Motorized dismounted platoons may enter rubble hexes but must abandon their vehicles to do so and therefore cannot mount/limber again during the game.
- An anti-armor assault attempted by platoons in a rubble hex receives a -1 modifier to the dice roll, although the hex's defensive value is not modified.

Example: A combined 24 FF artillery attack takes place against a built-up hex where 3 German infantry platoons are positioned. The American player rolls the dice and gets a 3. He applies the -1 modifier for 6 or more steps of infantry in the target hex, producing a result of 2, which determines the result on the Combat Chart, in this case a 12. After applying the divisor for a built-up hex against ART fire (5), 2 hits are produced, which are converted into step losses and distributed among the infantry platoons. Next, a 1d6 roll would occur to see if the hex is converted into rubble. In this case the roll is not required because even if a 6 is rolled, the modifier of +2 from the steps lost would result in an 8, lower than the 9 needed to turn the hex into rubble. So, the hex is marked with a "Rubble +2" marker.

In the following turn if the American player makes a new attack against the hex and inflicts 1 step loss, he will roll 1d6, adding +1 (for the step loss this turn) and +2 (for the "Rubble+2" marker). If the modified dice roll fails to reach 9 again, swap the "Rubble +2" marker for a "Rubble +3" marker, and so on for each successive attack.

22.11 Observation Posts



Observation posts represent special structures or natural elevations located 2 levels above that of the hex where they are placed according to what is indicated in the scenario rules.



An observation post is considered occupied by those platoons whose counters are placed on top of the observation post marker. Platoons whose counters are placed underneath the marker are considered to be on the standard terrain shown in that hex.

Up to 3 steps of MG platoons (including dismounted motorized units) and an unlimited number of officers may be placed on top of an observation post marker.

The stacking limits determine the number of steps that may be stacked under the observation post marker. Scenario rules may specify other stacking limits for these hexes as an exception to the general stacking rule.

As an example, in a built-up area hex, the observation post is placed at level 3 because the buildings are located at level 1. This observation post simulates, for example, a Cathedral's towers.

23 Risky action

An action is considered a Risky Action if a platoon or company is more vulnerable to enemy fire or assault, which is represented by adding fire and assault modifiers when attacking these platoons. These actions are:

- Crossing a river.
- Constructing an improved position.
- Crossing or removing barbed wire.
- Constructing or removing a roadblock.
- Constructing or crossing a pontoon bridge.
- Removing anti-tank ditches.
- Removing dragon's teeth.
- Entering or sweeping minefields.

When a platoon performs a Risky action, place a Risky Action marker on it. If at any time a platoon/company fires at a hex where there are platoons performing a Risky Action, a -2 modifier is applied to the combat dice roll. Similarly, if such platoons are assaulted, there is a -2 modifier to the dice roll for resolving assaults.

24 Overlays

Overlays are provided in some games of the series. They provide variations to the original included maps and may even contain obstacles such as bunkers or fortifications. Each Overlay is identified by a letter. The front of each multi hex overlay has one small "1" in one hex and one small "2" in another hex. These numbers are used to orient the overlays on the map.

Please note that any Overlay from any WSS game can be used to design your own map in a Point-Based Scenario if agreed upon by both players.



STOP! Now you can try scenario 5, which introduces obstacles and their corresponding special rules.

SECTION 6: Air Support & Battalions

In this last section of the standard rule book, players may find additional rules for air operations and battalions.

25 Air units

Air units represent between one half and one full squadron of aircraft and are either Bombers or Close Support aircraft.



Close Support Squadron



Bombardment Squadron



Bombardment Squadron multiple attack

25.1 Actions & activations

Air units are used in a similar way to off-board artillery in that an officer is required to direct them. An officer can direct one or two air missions in the same way as indirect artillery, described in chapter 11.1.

The activated officer may choose to direct 1 air mission along with activating the platoons in his company or may direct 2 air missions. This latter option results in the officer losing the ability to activate the platoons in his company. The activating officer may not direct both an artillery mission and an air mission in the same activation. The enemy may not make reaction fire against an officer that has been activated to direct air missions.

25.2 Air missions

Each scenario will indicate the number and type of aerial missions available, if any, as well as any anti-air points each side has at their disposal. Furthermore, in point-based scenarios, players may purchase air missions and anti-aircraft points using their recruiting points.

Air missions may be either close air support or bombardment. Close Air Support is carried out by fighter-bomber squadrons which perform strafing and bombing runs, while heavy bombardment is carried out by medium and dive bombers. Scenario rules may specify the type of mission available. If unspecified, the player randomly selects an air platoon of the type corresponding to each mission.

In order to call in an air strike, a friendly officer must be activated to direct it. This officer must have clear LOS to the target hex, but does not necessarily need to spot the enemy. The player who executes the air mission(s) must be the attacker and assigns targets by placing one air squadron in the enemy hex or hexes he wishes to attack. Two air missions may have the same target but may fire as a single fire group only if they are of the same type (Bombardment or Close Air Support).

Once air missions have been assigned, the enemy, as defender, may fire anti-aircraft points in response, as described in chapter 25.3, if he has any.

Once anti-aircraft fire is resolved, if the air mission was not aborted, the player directing the mission has to locate the enemy according to chapter 25.4 and the attack may drift to an adjacent hex as outlined in chapter 25.5. After that he may resolve it described in chapter 25.6.

25.3 Anti-aircraft points

In each scenario, and for each side, the number of anti-aircraft points available for use against enemy Close Air Support and Bombardment missions is indicated.

These anti-aircraft points represent off-board anti-aircraft fire and defending fighters that may intercept the enemy air mission before it is able to reach its target on the map. Anti-aircraft points are not consumed and they are available for all enemy air missions during the game. Anti-aircraft fire is resolved after air missions are placed by the opponent. To resolve it, the defender rolls 2d6 for each of the attacker's air missions:

- If the result is greater than the number of anti-aircraft points you possess, the air mission is not intercepted and is resolved as normal.
- If the result is equal to the number of anti-aircraft points, the enemy air mission is partially intercepted, but the attack is resolved with a +2 modifier to the attack dice roll.
- If the result is less than the number of anti-aircraft points, the air mission is intercepted and, therefore, is aborted and lost.

25.4 Air location

Once anti-aircraft fire is resolved, if the air mission was not aborted, the attacking player rolls 2d6 for each air mission using the Air Location Chart. The enemy is considered to be hidden if none of the platoons in the target hex are spotted by the officer directing the mission. The enemy is considered to be spotted if the officer is able to spot any platoon in the target hex.

To attack the enemy, air units must be able to locate the enemy platoons. In order for this to happen, the aerial spotting roll result must be within the range shown depending on the terrain type the enemy platoon is located in and if it is hidden or not. If the result of the roll is outside of the specified range, the air mission is lost.

25.5 Attack drifting

If the aerial spotting roll result is outside the indicated range, the enemy is not located and therefore the air mission is lost. Otherwise, the air attack takes place although it may drift to another hex according to the following rules:

- If the mission is Close Air Support (vertical bomb icon in white), the attacker rolls 2d6. The effect of the air attack depends on the result:
 - * 2-10: The air attack occurs in the target hex.
 - * 11: The air attack occurs in an adjacent hex occupied by enemy platoons. If there is no such hex, the attack occurs in an adjacent hex occupied by friendly platoons. If there is no such hex either, the attack is not carried out and the air mission is lost.
 - * 12: No attack occurs and the air mission is lost.
- If the mission is Bombardment (horizontal bomb icon in red), the attacker rolls 2d6. The effect of the air attack depends on the result:
 - * 2-8: The air attack occurs in the target hex.
 - * 9-10: The air attack occurs an adjacent hex occupied by enemy platoons. If there is no such hex, the attack occurs in an adjacent hex occupied by friendly platoons. If there is no such hex either, the attack is not carried out and the air mission is lost.
 - * 11-12: No attack occurs and the air mission is lost.

If the air attack drifts one hex and there is more than one hex with enemy platoons, first choose the hex with the most enemy steps. Otherwise, choose the hex randomly (for example with a dice roll). Likewise, the same procedure must be followed if the attack takes place in a hex with friendly platoons and more than one such hex is available.

25.6 Resolving air attacks

Once it has been checked that anti-aircraft points have not intercepted the air attack and that the attack occurs in the target hex (or any adjacent ones occupied by friendly/enemy platoons), it is resolved as an ART attack. Each air squadron counter indicates the ART FF to be used. Please note that the dice roll to resolve the attack, apart from any other applicable modifiers, has a +2 modifier if the attack was partially intercepted.

When more than one platoon is eligible to receive a hit, hits are assigned to unarmored platoons before AFV or mounted mechanized platoons. Otherwise, the hit is randomly assigned to those affected. Use a d6 and assign numbers to each platoon (1-3 and 4-6 if there are two platoons, for example). Therefore, if an air mission obtains 2 hits against a hex in which there are 2 infantry platoons and one AFV, only the infantry platoons will receive hits.

Whether successful or not, once used the air mission cannot be employed again during the game.

Caliber requirements should be met for air attacks against AFV or mounted mechanized platoons in order to convert hits to step losses. For that purpose, the following rules are to be observed:

- For Close Air Support missions:
 - * If the aerial attack has an FF of 10 or less, only light AFVs may be affected. Roll 1d6 for each hit. For each result of 6 the hit causes 1 step loss.
 - * If the aerial attack has an FF of 11 to 19, medium and light AFVs may be affected. Roll 1d6 for each hit and apply 1 step loss to a medium AFV if the result is 6, or to a light AFV if the result is 5 or 6.
 - * If the aerial attack has an FF of 20 or greater, any AFV may be affected. Roll 1d6 for each hit and apply 1 step loss to a heavy AFV if the result is 6, to a medium AFV if the result is 5 or 6, and to a light AFV if the result is 4, 5, or 6.
- For Bombardment missions:
 - * If the aerial attack has an FF of 14 or less, any AFV may be affected. Roll 1d6 for each hit and apply 1 step loss to a heavy AFV if the result is 6, to a medium AFV if the result is 5 or 6, and to a light AFV if the result is 4, 5, or 6.
 - * If the aerial attack has an FF of 15 to 24, any AFV may be affected. Roll 1d6 for each hit and apply 1 step loss to a heavy AFV if the result is 5 or 6, to a medium AFV if the result is 4, 5 or 6, and to a light AFV if the result is 3, 4, 5, or 6.
 - * If the aerial attack has an FF of 25 or greater, any AFV may be affected. Roll 1d6 for each hit and apply 1 step loss to a heavy AFV if the result is 4, 5 or 6, to a medium AFV if the result is 3, 4, 5 or 6, and to a light AFV if the result is 2, 3, 4, 5, or 6.

Some bombing squadron attacks affect more than one hex (red symbol). When the player attacks with one of these air squadrons he decides which side of the hex to attack from (after rolling to locate the enemy as indicated above), and the air mission will affect both the hex determined by the location roll and the next hex opposite the side from where the air platoon will approach. The full FF value is applied to both affected hexes.



Example of air mission: An American A-20G squadron (FF=24) tries executing a bombardment air mission against hex A509, where there are enemy platoons. The air mission is directed by Lt. Endl from hex A211 who has clear LOS and may spot the enemy German platoon (according to the spotting chart, a platoon of small size may be spotted in a disperse building hex at 3 hexes if it has not moved, and this is the distance from the American officer to his target). Once the air mission has been assigned, the German player uses his 6 anti-aircraft points. The German player rolls 2d6 in order to try to intercept the air mission. He gets a 6 (equal to the anti-aircraft points used), so the attack has been partially intercepted. A +2 modifier will be applied during the air attack. Now we have to check if the squadron can locate its target. We see that in the air location chart for a non-hidden platoon (as mentioned at the beginning of the example, the American officer may spot the German platoon) in a disperse building hex, the player needs to get a 2-6 result in the 2d6 dice roll to locate the enemy platoon. He gets a 5, so the enemy has been located by the air unit and we can proceed with the bombing run. Next, we check if drifting occurs. We make a new 2d6 roll and get a 9. For a bombardment mission, the attack drifts to an adjacent hex from the targeted one (A509). There are 2 hexes that may be selected for attack: A510 and A610. The American player chooses one of them randomly (for example, with a dice roll). The selected hex is A610. The American player decides that the A-20G bombers attack hex A610 from hex A509, which means the attack will affect both hexes A610 and A710. The American player rolls a 2d6 to resolve the first attack against A610. He gets a 10, which is modified by +2 due to anti-aircraft fire (as mentioned before, the German player used their anti-aircraft points to attempt interception). With a 24 FF, a result of 3 is obtained but as the dispersed building divisor is 4, it does not cause any hits. For the 2nd attack on A710, the player gets a 5 which is modified to 7. This provides one hit after dividing the result achieved, 6, by the terrain divisor (5 for a built-up area). In this case, the MG 42 platoon that was well protected and far away from the original target of bombardment, has lost one step. Afterwards, the air unit counter is removed from the map.

26 Special AA platoons

26.1 88mm Flak36 AA gun

This platoon can both attack ground platoons (via AT/ART attack) and engage in reaction fire against any air bombardment missions that take place within 5 hexes of the platoon. Platoons already marked as "Finished" cannot contribute to AA fire and therefore cannot react against enemy air missions. The platoon is activated as usual to move, attack, or prepare for reaction. After that it is marked with the corresponding "Finished" or "Reaction" marker. If the owner decides to use the 88mm gun as an AA platoon, add 3 anti-aircraft points if the platoon is marked with a "Reaction" marker and 1 if not. If the enemy executes 2 air missions in the same activation within the specified range, this platoon may react to both air missions, adding its anti-aircraft points both times. Once AA fire is resolved, mark it as "Finished".

As pictured below, the 88mm FLAK36 platoon, having a "Reaction" marker, may add 3 anti-aircraft points against the air mission which is going to attack hexes 509 & 508.



26.2 GAZ truck, Flakpanzer IV, M16MGMC and the Sdkfz 6/2, Sdkfz 10/4 guns

These platoons can both attack ground platoons (via AP/AT attack) and engage in reaction fire against any air bombardment missions that take place within 3 hexes of their location. Platoons already marked as "Finished" cannot contribute to AA fire and therefore cannot react against enemy air missions.

The platoon is activated as usual to move, attack, or prepare for reaction. After that it is marked with the corresponding "Finished" or "Reaction" marker.

If the owner decides to use the platoon as an AA platoon, add 2 anti-aircraft points if it is marked with a "Reaction" marker and 1 if not. If the enemy executes 2 air missions in the same activation within the specified range, this platoon may react to both air missions, adding its anti-aircraft points both times. Once AA fire is resolved, mark it as "Finished".



27 Battalions

As described before, the War Storm Series system is based on combat platoons. A company is a collection of platoons that are under the command of the same officer. Likewise, a collection of companies that are under the command of the same officer form a battalion. Each scenario indicates if there are battalion officers present along with which companies make up the battalion under his command.

27.1 Battle stress



If the scenario indicates the presence of battalion officers, use the Battalion Battle Stress Chart. Each battalion has three stress or fatigue levels or states related to its morale: Normal, Shaken, and Rout. At the beginning of the game, place the battalion's morale marker in the leftmost space of the display in the row corresponding to its initial morale state (stated by scenario rules). Each time one of the following situations occur, the morale marker is moved the indicated number of spaces to the right (negative number) or left (positive number):

- Battalion officer dies: -2.
- A company officer belonging to the battalion dies: -1.
- Any company platoon loses an assault (any type): -1.
- Battalion company eliminated: -2.
- Battalion company is marked as routed (not caused by rout battalion): -1.
- Lost objective (indicated by the scenario): -1.
- Routed company rallies (all platoons under command are rallied): +1.
- Any company platoon wins an assault (any type): +1.
- Objective taken (as indicated by the scenario): +1.
- Beginning of new day (as indicated by the scenario): +x.

When the marker reaches or is moved to the right of the Shaken space, the battalion officer must make a morale check taking into account the morale modifier shown at the top of the corresponding column on the Battalion Battle Stress Chart.

The morale check is made once the company whose actions prompted the movement of the marker has finished its activation and before activating any other

friendly or enemy platoon. This morale check is not considered an activation of the battalion officer and is made each time the morale marker is moved to the Shaken space or any space to the right of it.

If the morale check passes, move the morale marker to the space to the left of the 'Shaken' space. The battalion retains Normal fatigue level. If the morale check fails, the battalion becomes shaken.

The companies in a shaken battalion may hold their positions or retreat but may not move closer to the enemy. They may attempt anti-armor assaults (as FDF in response to an Armored Assault), fire on the enemy, move away from the enemy, mount/limber or dismount/unlimber, prepare for reaction, and construct improved positions, pontoon bridges or roadblocks. A platoon entering the map may do so normally (even if this means moving closer to enemy platoons) despite its battalion having the 'shaken' status. However, in its next activation, it suffers the same penalties the rest of the battalion does.

When the marker reaches the Rout space (last section of the Battalion Battle Stress Chart), the battalion officer performs a morale check taking into account the morale modifiers listed in the corresponding column on the Battalion Battle Stress Chart. The morale check is made once the company whose actions prompted the movement of the marker has finished its activation and before activating any other friendly or enemy platoon. This morale check is not considered an activation of the battalion officer and is made each time the morale marker is moved to the Rout space.

If the battalion officer passes this morale check, the morale marker is moved one space to the left and the battalion remains Shaken. If he fails this morale check, the battalion reach rout status.

The companies of a rout battalion are each marked as routed and act correspondingly. They are marked as routed immediately after the failure of the morale check, regardless of their previous state, retaining any 'Finished' markers they might have.

Note that if one of the routed companies rallies, the Battalion Morale Marker will move one space to the left and the battalion will no longer be rout, but the individual companies retain their routed markers and must be rallied individually. The morale modifiers corresponding to each column of the Battalion Battle Stress Chart affect all morale checks made by company officers of the battalion (both company and platoon morale checks).

- Direct artillery attacks or air missions.
 - Move
 - Attempt a battalion morale check taking into account only the morale modifier shown in the corresponding column on the Battalion Battle Stress Chart.
- If the battalion officer chooses to attempt a morale check and fails, nothing happens. If he succeeds, the effects depend on the state of battalion's battle stress:
- Shaken Battalion: move the Battalion Morale Marker to the left of the Shaken space. The battalion returns to Normal status.
 - Normal Battalion: If no platoon from the battalion has been fired upon by the enemy this turn, move the Battalion Morale Marker to its starting space (indicated by the scenario).

Additionally, battalion officers are responsible for performing morale checks when the battalion's battle stress reaches shaken or rout. These checks are performed without having to activate the battalion officer.

Battalion officers may not be routed, although they may be killed in the same as company officers. They provide the same spotting benefits as Reconnaissance platoons (chapter 12.5). If assaulted, a battalion officer has an assault value of 2. The battalion officer is eliminated if:

- The officer counter is alone in a hex and the enemy inflicts at least one step loss.
- An enemy assault causes at least one step loss.

If a battalion officer is lost, follow the replacement officer procedure described in chapter 7.4.4.

Credits

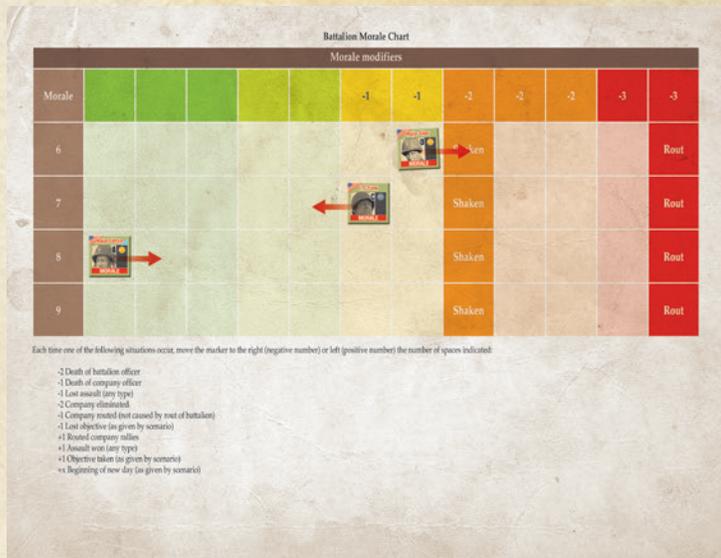
Game Designers: Nicolás Eskubi

Grafic Artist: Nicolás Eskubi

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Developers: José Manuel Moreno, Javier Romero, Sergio Rodríguez, Enrique González, Luis Hernández, Terry Simo and George Young.

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27.2 Battalion officers



Battalion officer counters represent the battalion officer, his staff and security forces. They are identified by a red square with "BT" on their face-up side. Battalion officers may perform any of the following actions when activated:

- Attempt to rally the officers of their Battalion (he cannot rally platoons).



GERMAN VEHICLES	
Light tanks	Description
Pz 35 (t)	Faulty vehicles
Medium tanks	Description
Pz III N	Schürzen
Pz IV H	Schürzen
Pz V D	Faulty vehicles
Pz V A	Schürzen
Pz V G	Schürzen
Assault-guns	Description
StuG III G	Schürzen
StuG IV	Schürzen
StuH 42	Schürzen
Stpz IV Brumbär	Schürzen
Sturmfiger	No tactical movement
Tank destroyers	Description
Panzerjäger I	Open-topped
Sdkfz 10 Pak 38	Open-topped
Sdkfz 6/3 Diana	Open-topped
Sdkfz 8 Flak 18	Open-topped
(Sdkfz 135) Marder I	Open-topped
(Sdkfz 131) Marder II	Open-topped
(Sdkfz 132) Marder II	Open-topped
(Sdkfz 138) Marder III M/H	Open-topped
(Sdkfz 139) Marder III	Open-topped
(Sdkfz 164) Hornisse	Open-topped
Pzj Tiger (P) Ferdinand	Faulty vehicles
JadTiger	Faulty vehicles
Tanks of French origin	Description
PzKpfw 17R(f) MMG	Without radio
PzKpfw 17R(f)	Without radio - Small turret
PzKpfw 38H-H35-H39 (f)	Small turret
PzKpfw Somua S35 739 (f)	Small turret
PzKpfw 35R 731(f)	Small turret
47mm PAK(f) R-35	Open-topped
Self-propelled artillery	Description
sIG 33 Ausf Pz I	Open-topped
sIG 33 Ausf Pz II	No tactical movement
105mm Lorraine Sch.	Open-topped
150mm Lorraine Sch.	Open-topped No tactical movement
sIG 33 Grille H	Open-topped
sIG 33 Grille M	No tactical movement
Wespe	Open-topped
Hummel	Open-topped No tactical movement

AA vehicles (anti-aircraft)	Description
Flakpanzer I	Open-topped
Sdkfz 251/17 - Sdkfz 251/21	Open-topped
FlakPanzer 38(t) - FlakPanzer IV	Open-topped
Möbelwagen - Ostwind	Open-topped
Wirbelwind	Open-topped
Half-tracks	Description
Sdkfz 250-250/1 /9/10/11	Open-topped
Sdkfz 250/7	Open-topped No tactical movement
Sdkfz 251-251/1/9/10/16/22	Open-topped
Sdkfz 251/2-Wurfrahmen 40	Open-topped No tactical movement
Sdkfz 4/1 Raketen-Vielfachwerfer	Open-topped No tactical movement
Armored cars	Description
Kfz-13 - Sdkfz 233	Open-topped
Sdkfz 221-221 sPzB41-222	Open-topped
Sdkfz 234/1-234/4	Open-topped

US VEHICLES	
Light tanks	Description
M3A1 - M5A1 - M22 Locust	Gyro-stabilizer
Medium tanks	Description
M3 Lee/Grant	Gyro-stabilizer
M4-M4A1-M4A2	Gyro-stabilizer
M4A3 (75) - M4A1 (76)	Gyro-stabilizer
M4A3 (76) - M4A3E8	Gyro-stabilizer
M4A3E2 Jumbo (75)/(76)	Gyro-stabilizer
M4 Anfibio	Gyro-stabilizer
M4A1 DD	Gyro-stabilizer
T34 Calliope	Gyro-stabilizer
M4A3R3 Zippo	Gyro-stabilizer
Heavy tanks	Description
M26 Pershing	Gyro-stabilizer
Tank destroyers	Description
M6 GMC 37mm	No tactical movement
M3 GMC 75mm	Open-topped
M10 Wolverine	Open-topped
M18 Hellcat	Open-topped
M36 Jackson	Open-topped
M36B1 Jackson	Open-topped
Self-propelled artillery	Description
M7 Priest	Open-topped
M12 HMC 155mm	Open-topped No tactical movement

AA vehicles (anti-aircraft)	Description
M13 GMC	Open-topped
T28E1	Open-topped
M15 GMC	Open-topped
M16 MGMC - M19 GMC	Open-topped
Half-tracks	Description
M2-M3-M5	Open-topped
Armored cars	Description
M3A1 Scout car	Open-topped
M8 Greyhound	Open-topped - Gyro-stabilizer
M20 Utility car	Open-topped

SOVIET VEHICLES

Light tanks	Description
T-37 - T-38 - T-40 - T-50 - T-60 - T-70	Bad optics - Without radio
T-26 B/T-26S (mod. 1933 y 1938)	Bad optics - Without radio
OT-26/OT-133	Without radio
BT-2 - BT-5/BT-5 A - BT-7/BT-7M/BT-7A	Bad optics Without radio - Faulty vehicles
Medium tanks	Description
T-28B/T28E	Bad optics Without radio - Faulty vehicles
T-34A/T-34B/T-34C	Bad optics - Without radio
T-34/57	Bad optics - Without radio
T-34/85	Bad optics - Without radio
OT-42 - OT-34	Without radio
Heavy tanks	Description
T-35	Bad optics Without radio - Faulty vehicles
KV-1 - KV-1A - KV-1E	Bad optics Without radio - Faulty vehicles
KV-1B - KV-1C - KV-1S	Bad optics - Without radio
KV-8/8S	Bad optics - Faulty vehicles
KV-2	Bad optics Without radio - Faulty vehicles
KV-85 - IS-1 - IS-2	Bad optics - Without radio
Assault-guns	Description
SU-76	No tactical movement
SU-76M	Open-topped - Bad optics - Without radio
SU-122 - SU-152	Bad optics - Without radio
ISU-122 - ISU-152	Bad optics - Without radio
Tank destroyers	Description
Zis-30	Open-topped - Bad optics - Without radio No tactical movement
SU-57	Open-topped - Bad optics - Without radio
SU-85	Bad optics - Without radio
SU-100	Bad optics - Without radio

AA vehicles (anti-aircraft)	Description
M17 MGMC	Open-topped
Half-tracks	Description
M2-M3-M5	Open-topped
Armored cars	Description
BA-20 - BA-64 - FA-I	Without radio
BA-3 - BA-6 - BA-10 /10M	Bad optics - Without radio
M3A1 Scout car	Open-topped

FRENCH VEHICLES

Light tanks	Description
AMR-33V - AMR-35 ZT1	Without radio
AMR-35 ZT3 - FT-17 MMG	Without radio
FT-17 - AMR-35 ZT2 - FCM-36	Without radio - Small turret
H35 - H39 - R-35 - R40	Without radio - Small turret
Medium tanks	Description
Somua S35	Small turret
Tank destroyers	Description
Laffly W15T CC	Open-topped No tactical movement
Armored cars	Description
Schneider AMR P16	Small turret

BRITISH VEHICLES

Light tanks	Description
M3A1 Honey - M5A1 Honey	Gyro-stabilizer
Medium tanks	Description
A9 - A9 CS - A10 - A10 CS	Faulty vehicles
A13 - A13 II - A13 CS	Faulty vehicles
Crusader I - Crusader I CS	Bad optics - Without radio Faulty vehicles
M3 Lee/Grant	Gyro-stabilizer
Sherman I - II - IIA - III - IV - V	Gyro-stabilizer
Sherman III DD	Gyro-stabilizer
Sherman Firefly	Gyro-stabilizer
Heavy tanks	Description
Matilda I	Without radio - Unreliable mechanics
Churchil I	Faulty vehicles
Tank destroyers	Description
Deacon	Open-topped No tactical movement
M10 Wolverine	Open-topped
M10 Achilles	Open-topped
Archer	Open-topped
Vehículos AA (antiaéreos)	Description
M17 MGMC	Open-topped

Half-tracks	Description
Bren Carrier A/B/C/D/MG	Open-topped
Bren Carrier ATR/MMG	Open-topped
Bren Carrier mortar 2"	Open-topped No tactical movement
Bren Carrier mortar 3"	Open-topped No tactical movement
WASP Carrier	Open-topped
Lloyds Carrier	Open-topped

JAPANESE VEHICLES

Light tanks	Description
Type 97B Te-Ke	Small turret
Type 95 Ha-Go	Small turret
Self-propelled artillery	Description
Type 1 Ho-Ni I	Open-topped
Type 1 Ho-Ni II	Faulty vehicles
Type 4 Ho-Ro	Open-topped

ITALIAN VEHICLES

Light tanks	Description
L5/21 - L5/30	Without radio
L3/35 - L/35 ATR	Without radio
L3/35 Mortar	Without radio
L3/35 LF	Without radio
R-35	Without radio
Medium tanks	Description
M11/39	Without radio - Faulty vehicles
M13/40	Without radio - Faulty vehicles
Tank destroyers	Description
Semovente 47/32	Open-topped
Semovente 90/53	Open-topped
Self-propelled artillery	Description
Autocannone 65/17	No tactical movement
Autocannone 75/27	No tactical movement
Autocannone 102/35	No tactical movement

Note: If the vehicle you are looking for does not appear in the charts, it means that no extra rule or modifier has to be applied to it.

Minefields Chart

Mine Type	Dispersed Minefields (have a FF of 3)	Normal Minefields (have a FF of 6)	Concentrated Minefields (have a FF of 10)
Anti-Personnel			
Anti-Tank			
Mixed			

Minefields Chart

Mine Type	Dispersed Minefields (have a FF of 3)	Normal Minefields (have a FF of 6)	Concentrated Minefields (have a FF of 10)
Anti-Personnel			
Anti-Tank			
Mixed			

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