

# Combat! Stalingrad



## RULES OF PLAY

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If you have been gaming on a tactical level you're going to find lots of comfortable old concepts in these rules, as familiar as Zones of Control to you old hands. We tip our cap to warfare gaming concepts that found their way into earlier games. The heart of this system is your men, tanks and guns in any order. The core of the tank warfare model in *Combat!* is ordnance on armored vehicles. You will have to throw away your *phaseset* and master a new approach to be successful in *Combat!* This rulebook is a 'working-class' document with an intentional 'throwback' look. We want you to fold it in half, shove it in your back pocket and carry it around to glance at while you're waiting for the bus. Don't worry if it gets dog-eared. We'll get you another copy for a few shekels if you drop us a line.

## 1. INTRODUCTION SECTION

### 1.1 INTRODUCTION

Welcome to *Combat! Stalingrad*, the second module in the *Combat Game System (CGS)* series. While part of a series, this game is self-contained; there is nothing more to buy to play *Combat! Stalingrad*. The game system has continued to evolve since the release of the first module, *Combat! Normandy*. Due to the many system changes reflected in these rules, we suggest a careful reading even if you are familiar with the previous release. We encourage feedback in an effort to continue the evolution of the CGS, drop us a line soon at [Combat@CriticalHit.com](mailto:Combat@CriticalHit.com) or visit our website.

*Combat! Stalingrad* introduces a host of new units including: flamethrowers, Stuka dive-bombers, new tank types, sub-machine gun squads, and demolition charges. The Campaign system allows players to play out a sequence of linked firefights for larger objectives, providing a 'campaign' experience.

The scale in *Combat!* is 50 yards per hex. Each vehicle, anti-tank gun, mortar, flamethrower, or machine-gun counter represents one actual weapon, with crew. Each squad represents six to twelve men, with half-squads representing three to six men. Each leader counter represents one NCO or other officer. The game maps found in *Combat!* are color topographical maps, extensively researched to represent the terrain of the actual battlefields. The aim of the game is to bring the gamer to the very same battlefields visited by our researchers, placing him or her in a time machine of sorts, in the midst of a pitched small unit battle.

## 2. GAME COMPONENTS

### 2.1 RULES AND COMPONENTS

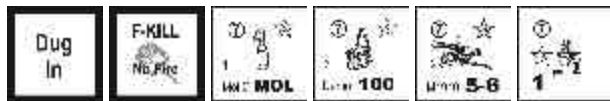
Each copy of *Combat Stalingrad* contains this rulebook, the DTW Map, four sheets of die-cut counters, two ten-sided dice, 10 scenarios and four Play Aid Cards. If any of these are missing, please drop us a line by E-mail or at Critical Hit, Inc., PO Box 279, Croton Falls, NY 10519. If you get anything extra, keep it. No need to write and tell us!

Note that abbreviations and nicknames are used for some charts and game terms and should be part of the *Combat!* 'lingo'. They include:

AAT (Artillery Accuracy Table)	AC (Action Check)
AT (Anti Tank)	ATR (Anti Tank Rifle)
AFV (Armored Fighting Vehicle)	BAR (Browning Auto. Rifle)
CA (Covered Arc)	CC (Close Combat)
CCT (Close Combat Table)	CFF (Call For Fire)
CG (Campaign Game)	CGS (Combat Game System)
COT (Cost of Terrain)	DC (Demolition Charge)
DFET (Gun Fire Effects Table)	DRM (Die Roll Modifier)
DTW (Dzerzhinsky Tractor Map)	FFE (Fire For Effect)
FF (Firepower Factors)	FMPH (Fire & Movement Phase)
FFT (Firepower Factors Table)	FO (Forward Observer)
FP (Firepower)	GE (Grain Elevator Map)
HE (High Explosive)	HS (half squad)
Kb (Kellam's Bridge Map)	LOS (Line of Sight)
MC (Morale Check)	MG (Machine Gun)
MP (Movement Points)	MSR (Morale Support Range)
MST (Morale Support Table)	NCO (Non Comm. Officer)
OB (Order of Battle)	PAC (Player Aid Card)
RET (Random Event Table)	ROF (Rate of Fire)
Sh (Shanley's Hill Map)	SW (Support Weapon)
TCA (Turret Covered Arc)	To (Timmes' Orchard Map)
TQ (Troop Quality)	VCA (Vehicle Covered Arc)

A simple numbering system helps organize the following rules in a logical sequence. A table of contents at the front of this booklet makes it easier to find a specific rule.

## 2.2 COUNTERS

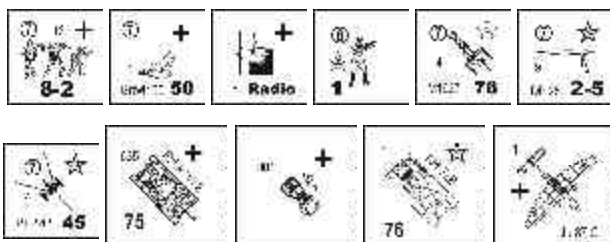


An important change was made between releases to provide counters in two different sizes: 1/2" and 5/8". While this was a change urged from the outset by hobbyists, one of the main reasons we went to this format was to portray AFVs in color—and enough detail—to make military modelers appreciate using them on the game map. Some marker counters were also 'moved' to the 5/8" size, based on our judgement of their utility in the larger size.

2.2.1 The game pieces or counters are die-cut cardboard squares representing squads, officers, guns, tanks and informational markers used in play. To avoid ripping them, we suggest you cut the individual counters carefully from the full counter-sheets using a hobby knife.

2.2.2 There are two kinds of counters in the game: combat units, which represent the actual combat formations in the game, and markers, which are used to indicate which units on the map are Disrupted, Pinned Down, etc. Counters now come in two sizes: 1/2" (small) and 5/8" (large). Large markers include trenches, roadblocks, Random, AFVs, trenches, etc.

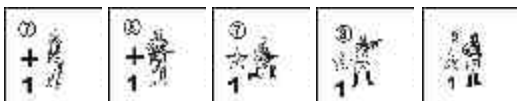
## 2.3 COMBAT UNITS



One of the most significant changes made in the CGS between releases was the choice to put much of the information for each unit *on the counter*. And this information has changed significantly, being rounded to the nearest factor of ten. Both of these changes were made in response to customers requests: the first to avoid frequent reference to the Gunfire Tables and the latter to reduce the amount of mathematical calculations necessary to conduct firing. We're generally happy with the resulting counters; the German vehicle ID numbers could be darker, but as these play virtually no role in the game they won't diminish your enjoyment. Placing the AFV and vehicle data on the back of the counters almost eliminates the need for the Gunfire Tables altogether; they're still part of the game, and you will find the complete reference information for each weapons system on them—but once you familiarize yourself with the units provided we expect play to involve little use of these tables.

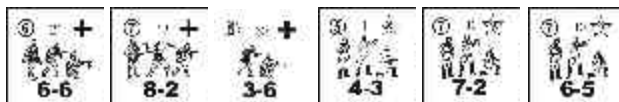
2.3.1 The combatants in *Combat! Stalingrad* are Russians (khaki counters) and Germans (gray-green counters). Infantry and SW Team units are provided as 1/2" counters. AFV, vehicle and aircraft are provided as 5/8" counters. Combat units are further differentiated as detailed below.

The intent of the CGS is to reflect leadership, for the most part, above the *squad* level. Each squad is assumed to have a squad leader, reflected in its ability to recover from the effects of fire during each Command Phase by 'reducing' yellow markers. The NCO/Officer (and in the case of Russian units, the dreaded Commissar) represents command at the Platoon level and up.



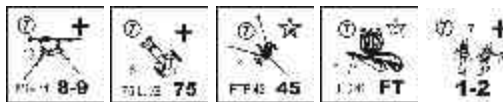
2.3.1.1 **NCO/Officer/Commissar:** Referred to as 'leader' counters, the NCO/Officer/Commissar counters represent the leaders for each side's combat units. The '1' on the front of a leader counter denotes its firepower *and* range. Troop Quality is in a circle. Flip a leader counter to its backside to indicate wounded status and the lack of firepower (Exception: a wounded leader still has a value of '1' in Close Combat

and a WIA marker is not placed on a wounded leader). A Commissar is denoted by having its Troop Quality in a *red* circle. Officers for a nationality have a TQ '1' > NCOs.



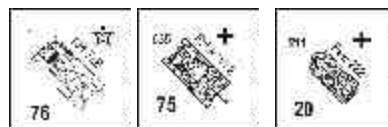
2.3.1.2 **Squad/Half-Squad Counters:** The front of the infantry squad counters for both nationalities depicts three figures in various poses. Firepower, Range and Troop Quality are also denoted on the squad and HS counters. The back, or HS side of each, depicts two figures.

Example: The 8-2 German squad above (2nd from left) has Firepower of 8, Range of 2 and TQ of 7. The 13 is its unit ID.



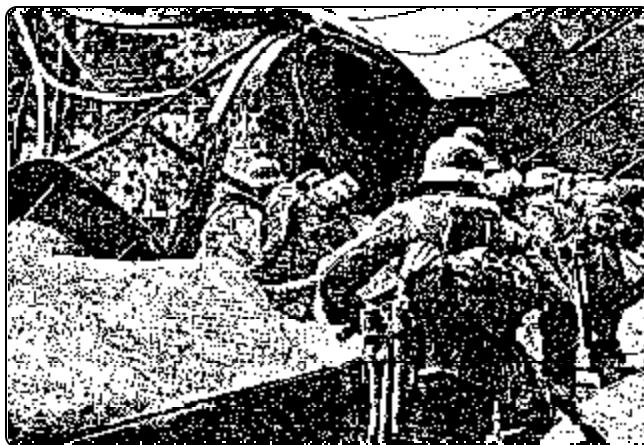
2.3.1.3 **Support Weapon Teams and Gun Crews:** The front of a Support Weapon Team (e.g., MG 34) counter depicts the weapon, its firepower, range and Troop Quality. The front of a Gun/Mortar counter (e.g., PTP 39/BM 37) depicts the weapon, its gun caliber, and Troop Quality. The back of each depicts the manning crew or team of infantry in Move mode. SW Team/Gun units on their backside are considered moving, and cannot fire their weapons; they fire as 1-2 HS for both nationalities.

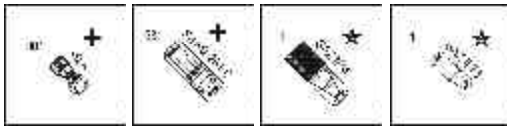
Example: The German MG 34, above left, has 8 Firepower Factors and a Range of 9. Its TQ is 7. The 8 FF are applied directly on the Firepower Factors Table (FFT). The German 75mm L.I.G. must use the HE To Hit Table to achieve a hit before it may apply the "FP Equivalent" of its 75mm caliber (using the 16 column on the FFT). Same for the PTP 42 (at 45mm, or 8 FP Equivalent on the FFT). The Russian LPO 41 is a flamethrower, described later in these rules under Special Support Weapons. The '1-2' (above right) is the back of a German SW Team/Gun Crew.



2.3.1.4 **AFV/Vehicle Counters:** These counters represent Armored Fighting Vehicles, or AFV (tanks, self-propelled guns, half-tracks, and armored cars) and vehicles that are un-armored (denoted by "UA" as the armor modifiers on the backside). They are all either tracked, semi-tracked, or wheeled, which is important for determining their ability to move on the battlefield. The front of each depicts the AFV, its ID number, name, and gun caliber.

Note: The MP columns on the Terrain Effect Chart do not delineate between tracked and semi-tracked vehicles. Future rules will involve the difference between these types. All rules references to tracked refer to both.





2.3.1.5 **Transport:** ‘Transport’ as used in these rules refers to *all vehicles* e.g., GAZ MM truck, Sdkfz 251 C half-track, T34 76B tank, and staff cars like the Kfz 4 and GAZ II 73) when used for transporting infantry and guns.

2.3.1.6 AFV/Vehicle counters have a menu of information found on the back of each counter. Refer to the key for an explanation of the information provided on the back of each counter. Use the appropriate column on the Terrain Effects Chart for movement costs for each type.

2.3.2 The term Infantry as used throughout these rules refers to any non-vehicle, non-Gun/Mortar unit. This includes all squads, leaders, and SW Teams, including FT, DC, MOL and ATR.

Another major change between releases was the decision to put the information for each AFV/vehicle on the back of the counter. A key for this information is found on the Direct Fire Effect Table (DFET) card for each nationality.

## 2.4 MARKERS



A word of explanation about the use of markers in *Combat!* is in order. Players have commented there are ‘a lot’ of markers in the CGS. That is certainly so, and with good reason. The selection provided, and more importantly one of the primary aims of their use, leads to the marking of any unit that used an impulse during the Fire & Movement Phase. This allows the players to scan the map area and obtain an immediate reading on what units are still available to move or fire. Markers also serve as a reminder of which units have certain modifiers applicable to them (e.g., -10 DRM for movement). This system of global marking has a subtle but powerful effect on the speed the game can be played at. Other tactical level games rely on quite a bit of recall, to remember which units moved when the moved and non-moved units look exactly alike on the map. A minor detail, but one exacerbated as regards speed of play when dozens of combat units are in play.

2.4.1 Markers are used for indicating game and unit status. They are not combat units, and never count for stacking purposes.

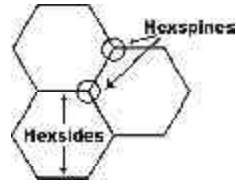
2.4.2 Examples of such markers are Close Combat, Moved, Fire 1, F-KILL and AT Trench markers shown above.



## 2.5 THE MAPS

The Dzerzhinsky Tractor Works (DTW) map is hand-painted and unique. It is based in German aerial reconnaissance photos of the area taken during the battle.

2.5.1 *Combat!* maps depict the battlefield from an aerial viewpoint with realistic images of buildings, roads and other major features of the terrain.



2.5.2 Each game map is overlaid with a hex-grid, with each hex bearing its own white hex center-dot (or center-square) and coordinate, such as hex ‘B10.’ Some hexes along the edge of the map are only partial hexes, and only some of them have printed coordinates. These

are completely valid locations for play and the equivalent of full hexes (e.g., DTW B3). The six lines that define each of the hexes are called hexsides. The six hexsides that protrude outward from hexsides of a particular hex are hexspines (connect the circles in the example at left).

2.5.3 Each map has a Compass Rose. Some rules use a hex ‘direction’ (e.g., Random marker). Treat North as direction ‘1’, with each hexside moving clockwise counting as 2-6 respectively.

2.5.4 Some hexes on the map have more than one location, that is, more than one place units may be. This is usually when the hex has more than one level, such as a building hex with a ground level and an upper level(s). Each of these locations has its own stacking limits and entry costs, and in some cases, DRM and other modifiers.

## 2.6 DICE

2.6.1 *Combat!* uses ten-sided dice to represent ‘fate.’ Players roll the dice to determine combat and other results during the game, and to check a unit’s ability to perform tasks.

2.6.2 The term ‘d100’ refers to rolling both ten-sided dice, with the darker colored die used as the ‘tens’, and the lighter colored die used as the ‘ones’. A roll of ‘00’ equals 100. The term ‘d10’ refers to rolling a single ten-sided die. Read the ‘0’ on the die as 10, not zero. For example, when called upon to roll ‘d100’, a player rolls both dice. If the darker die is a 7 and the lighter die a 0, the d100 result is ‘70.’ Both may be referred to as DR; dice roll(s).

2.6.3 Modifiers to d100 and d10 are referred to as DRMs (Die/Dice Roll Modifiers). Rolling doubles (such as 33 or 88) on a d100 sometimes requires a subsequent roll on the Random Events Table. A DRM of +20 means ‘add 20 to whatever was rolled’ and a DRM of +2 means ‘add 2’. A +20 added to the above example would result in a DR of ‘90’.

2.6.4 Some results are based on the *original* roll, which means the roll before any DRM is applied.

## 2.7 CHARTS AND TABLES

2.7.1 *Combat!* uses charts and tables to help players determine the results of events during the game.

2.7.2 The game’s tables rate the weapons, showing the number of Firepower Factors fired at different ranges or the d100 rolls needed to secure a hit.

2.7.3 Players use the Firepower Factors Table (FFT) to resolve attacks using the Firepower Factors (FF) of squads/HS and SW Teams and the FP Equivalents of various calibers of HE (using the HE To Hit Table to secure a hit before proceeding to the FFT) from aircraft bombs, artillery, gun (crews) and the guns of tanks, armored cars, and other vehicles.

2.7.4 Players use the Direct Fire Effects Tables to resolve fire by guns against AFVs. The FFT is used for all fire against un-armored (UA) vehicles.

2.7.5 There are additional tables, such as the Terrain Effects Chart,

Artillery Accuracy Table, Morale Support Table, and Close Combat Table, all found on the provided Player Aid Cards. These are all explained later.

### 3. THE FIREFIGHTS

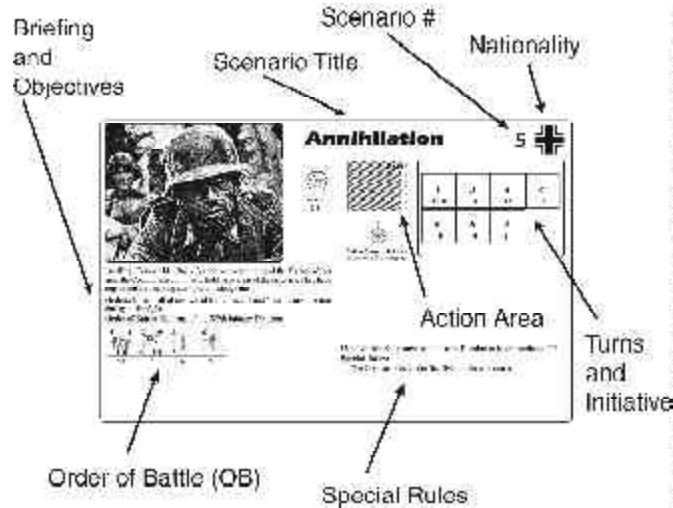
#### 3.1 FIREFIGHT CARDS

Another change between releases was to move the scenarios, or firefights, onto smaller cards, providing one for each side. This format allows for a modicum of *fog of war*, albeit not a large dose. But for those in the spirit of things, a new Combat! release can be 'run through' the first time around before reviewing the cards for both sides. We're confident in simply relying on the human factor, i.e., forgetfulness, to provide a hedge against 'squad counting', and the omniscience that leads to a player knowing *exactly how many units* the enemy has on the map at a given time. Another change is the use of an 'orders' scheme, instead of providing an historical paragraph (an historical article, with scenario 'links', can be found at the back of these rules). This change was made to provide more of a 'briefing', i.e., information transmitted more in line with a battlefield setting. Finally, artistic images replace on-site photos for decorative purposes.

3.1.1 **Combat!** is played in the form of a series of scenarios referred to as *firefights*. Firefights represent small, local battles players may play out alone or against others. Each of the firefight cards shows available forces, setup information and rules for the firefight. Each firefight is broken into two separate sections—one for each nationality. If players choose, they can use this to preserve greater fog of war by not reading their opponent's firefight information. The firefights are designed to play either way, but it can be more fun and realistic to postpone reading the opponent's firefight info and the historical background on the battle found in this rules booklet until after the firefight has been enjoyed 'blind'.

3.1.2 The firefight card provides all the information needed to play a particular action in Combat! The firefight is broken down into sections, each providing the orders of battle, map area in action, number of turns for that firefight and any special rules in force for that firefight. Note that some of the information printed on one side's firefight card is *not* repeated on the other card. For instance, Special Rules that only apply to one side usually only appear on that side's card.

#### 3.2 FIREFIGHT CARD LAYOUT



3.2.1 **Action Area:** Some firefights restrict the map area in action. This section also advises which map or maps to use for that firefight. The Dzerhezinsky Tractor Works map is referred to a "DTW" while the Grain Elevator map is "GE". No units may ever move or fire beyond the Action Area.

3.2.2 **Briefing:** This area of the firefight provides the players information about the situation his troops are in, including recent events,

enemy strengths and weaknesses and intelligence on what might be coming next.

3.2.3 **Orders:** Success at achieving the Orders listed in this section determines the winner of a firefight. Orders may involve seizing terrain, advancing on the battlefield or causing enemy casualties. In order to win, a side has to *completely fulfill* all of its orders. Draws are sometimes possible.

3.2.4 **Victory Points:** Some firefights call for one side or the other to earn Victory Points. Use the following values for Victory Points scored when a player eliminates enemy units:

P	
R	P
Squad/HS Eliminated (E)	2/1
NCO/Officer/Commissar Eliminated	1/2/4
SW team/Gun crew eliminated (E)	2/3
AFV/Armed Vehicle K-Kill	4
AFV/Armed Vehicle F-Kill/M-Kill (each)	1
Unarmed Transport destroyed	2

3.2.5 **Exit:** Units exited to meet a firefight objective are worth the same value to the *exiting* side as if they were eliminated. These units simply move off the map from the exit hexes listed in a firefight.

3.2.6 **Control:** A hex or location can be Controlled, Disputed or Not Controlled. A side controls a hex only if it has at least one unit in the hex and there are no enemy units in *any* location of the hex (e.g., in a cellar is a location). If both sides have units in the hex at the same time, the hex is Disputed. If no units have entered a hex during the firefight, the hex is controlled by the side that had it in its set up area, if anyone did, otherwise it is Not Controlled. However, only an *infantry* unit 'larger' than a leader counts as a controlling unit. That is, vehicles, wrecks, artillery markers, information counters, and NCOs may not Control. When Orders refer to 'capture', it means the named location must be Controlled.

3.2.7 **Building Control:** A building is only controlled by a side if the enemy controls *none* of the building's ground level or Cellar locations and the friendly side has at least a 3:1 advantage in squads/HS (counting '2' for each squad and '1' for each HS) in the building. Otherwise control is Disputed. A 'building' consists of any hexes connected to the same building depiction, including rubble hexes of the same building.

Example: DTW V33-V34-U35 consist of *one* building; so does DTW W37-V37.

3.2.8 **Deployment:** This area of the firefight card indicates what limits an Order of Battle must follow when setting up. For instance, Deployment will indicate exactly which hexes the units of the OB may use for setup or entry on the map.

3.2.9 **Entry:** Some units enter the game from off-map. Unless stated otherwise, a unit may enter on or adjacent to any listed entry hex. Entry from off-map is still subject to normal stacking rules. For the purposes of moving units onto the map from off-map, a hex grid of off-map



Open Ground hexes (or Road hexes, if the entry hex is a road hex) is assumed to extend from the map edge. Units set up off-map in keeping with stacking limits and pay for each off-map hex they move through before entering an on-map hex.

Example: Three squads set up off map at DTW T3 and another squad in T2. After the first three squads enter the map, paying 1 MP to enter hex T4, the squad in T2 pays 1 MP to enter T3, then 1 MP to enter T4.

### 3.2.10 Setup Restrictions

Each player sets up his units to the map out of the sight of all other players, following his Deployment orders on his firefight card.

**3.2.11 Right of Inspection:** Once setup on the map, opposing players may never look at the contents of enemy stacks of units on the map; although they can see the top unit (all markers *except* Cover are ignored), they can only 'inspect' what is underneath when those units are in LOS and conduct one of the following actions:

- 1) move in Open Ground within the LOS of a friendly unit;
- 2) enter an enemy-occupied hex;
- 3) take a Morale Check or Action Check or;
- 4) when they fire.

Exception: Players may not ignore a Cover marker and examine enemy units under it unless the unit under the Cover marker is in a hex with *only* Open Ground and the LOS does not cross a Wall/Hedge/Fence/Bocage.

The use of hidden units was included to make face-to-face play more exciting, but limited in scope to avoid solitaire play suffering as a consequence. Hidden units are not an integral part of play balance in Combat! firefights by design. As a general rule of thumb when hidden units are in the OB, players may include two additional Dug-In markers per hidden squad/SW Team/Gun/AFV (one per HS) for each scenario using hidden units that *lacks instructions* (found in the Special Rules) dealing with solitaire play when hidden units are in the Order of Battle.

### 3.2.12 Hidden

**3.2.12.1** Some firefights allow units to setup hidden, meaning the actual counters are not placed on the map during Deployment. Do not use this rule for solitaire play (i.e., deploy all units on the map). Units that are deployed Hidden should have their hex and CA, VCA and TCA facings noted on a piece of paper. Once revealed, a hidden unit cannot become hidden again during that firefight. Guns (crews) may always setup hidden in a firefight, including for a campaign firefight following one in which they were placed on map for any reason. Setting up guns hidden does not require an additional CP expenditure during a CG.

**3.2.12.2 Discovery:** Any time an enemy unit enters a hex location with a hidden unit, reveal the unit by placing it on map. If a hidden unit fires, reveal the hidden unit following the resolution of the fire. A hidden unit must be revealed to move or change its CA/VCA/TCA. Hidden units may also be searched for in the same manner as Mines. Hidden trenches, wire, roadblocks and AT Trenches are placed on map as soon as any enemy infantry unit comes within 2 hexes or a vehicle

moves adjacent to one these hidden fortifications.

**3.2.12.3 Recon By Fire:** Units may fire into a hex that does not have any enemy units in it in an attempt to 'recon by fire'. This fire is resolved at 1/2 strength (rounded up) of its normal strength and the units doing so are marked as fired normally, even if there are no hidden units in the target hex. There is no effect on the HE To Hit Table process; only the resulting Firepower Factors applied on the FFT are halved. Reveal the hidden unit only if there is any effect in the form of a MC/C/E result on the hidden unit. Apply any results of the fire normally. To be considered 'firing' into a hex, the firing unit must achieve a hit, i.e., it must apply Firepower Factors to the hex. Recon by fire never reveals hidden mines.

**3.2.12.3.1 Gun/AFV Recon By Fire:** No fire that involves use of a DFET may be used as Recon By Fire. A hidden vehicle must be searched or revealed using HE fire on the FFT.

### 3.2.13 Shadow Markers

This rule is another new addition aimed at enhancing face-to-face play. It is implemented in a limited manner to avoid limitations on solitaire play. An easy way to use this rule when playing solitaire is to simply place the units on the map, *under* their respective Shadow markers; then place the remaining Shadow markers on the map. Make a Random Selection DR to determine which Shadow markers have units whenever they come into play. Note five of the Russian Shadow markers (21-25) are printed on a German-colored background; use these normally if the quantity of correctly colored markers 1-20 do not suffice (they should).

**3.2.13.1** Certain firefights allow units to set up using Shadow markers. Using this rule, some vehicle, half-squad, squad, SW, and Gun units may be placed off-map, represented on-map by a Shadow marker. For every two (fractions rounded up) Shadow markers provided in a side's Order of Battle, one additional Shadow marker may be setup on map *with no units in its play aid box*—as 'dummy' Shadow markers. Shadow markers are placed on the map in place of unit(s) they represents (or no units, if a dummy). A play aid is provided with numbered boxes. Use these to hold units that correspond to the Shadow marker(s) on-map. Each Shadow marker (and thus each box on the Shadow Card) has to follow normal stacking rules.

Example: The Russian player receives 6 shadow markers in a firefight; he may place *nine* Shadow markers on map, only six of which actually contain units. The remaining three are dummies.

**3.2.13.2** All units in the box for a particular Shadow marker is represented by one Shadow marker. Shadow markers *may never move*; some or all of the units stacked on that Shadow marker's play aid box may 'exit' the Shadow marker and move from the hex normally. Even if *all* units from a particular Shadow marker's play aid box move away (i.e., none remain for that Shadow marker), the Shadow marker remains on the map until an enemy unit does one of the following:

- 1) Enters the hex;
- 2) Searches the hex;
- 3) Fires on the hex causing a MC/C/E result using Recon By Fire.

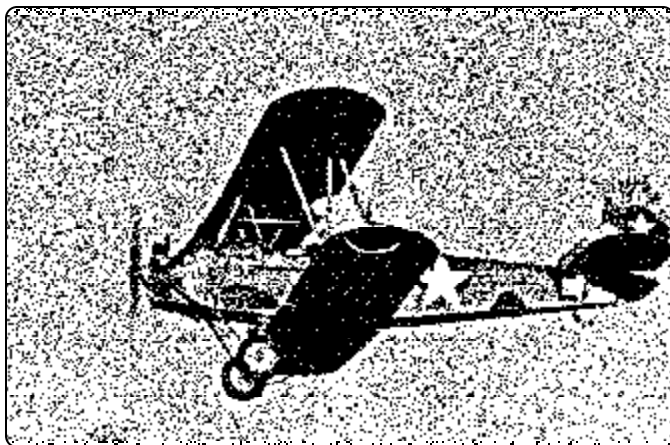
A Shadow marker is also removed immediately, and all units in its play aid box are placed on map if any unit *currently represented by that Shadow marker* (i.e., still on the Play Aid) chooses to fire. Other units in the hex, not represented by the Shadow marker, may fire without causing removal of any Shadow marker in that hex.

**3.2.13.3** A Shadow marker is considered hidden for the purpose of fire. (i.e., fire against a Shadow marker is resolved at resolved at 1/2 FF strength [rounded up] of its normal strength) [Exception: FFE]. Fire effects on the FFT are otherwise resolved normally against units represented by a Shadow marker, as if they were stacked in the hex.

Example: A 7-2 squad firing on a Shadow marker is resolved instead on the '4' column of the FFT.

### 3.2.14 Order of Battle

**3.2.14.1** This area of the firefight card shows the players exactly what units are available to him. Each unit counter depicted on the firefight has a number printed under it which corresponds with the quantity of



that type of unit provided for that firefight. There is no need to pick out a specific piece from those provided. A squad depiction in the order of battle with an "8" under it simply means you need to pick eight of that squad type (e.g., 8 x 6-6 squads).

**3.2.14.2 Reinforcements:** Reinforcements are units that players add to their OB. Sometimes a firefight requires a player to choose between a selection of available reinforcements, as stated on the firefight card. Sometimes these reinforcements enter the firefight after turn one. Instructions are found on the firefight card.

Note: If the firefight does not specify a turn of entry, the reinforcements setup with the rest of the OB at the beginning of the firefight.

### 3.2.15 The Turn Box

**3.2.15.1 Turns:** A rectangular box in the upper right hand corner of each firefight card shows how many turns the firefight runs and what modifiers that side gets to each initiative d10 for each of those turns. "Auto" means that side automatically gets the initiative for that turn. When the German side has "Auto" Initiative, the other side's firefight card says "German" for that turn. Numbers needed for DR to secure demo charges and air support are also found in the Turn Box to the right of their respective icons.

Example: A +6 in the box for turn three means that side adds 6 to its d10 initiative DR on turn three. A '4' after the demo charge icon means a DC is secured on a DR 1-4 that turn.

### 3.2.16 Random Events

**3.2.16.1 Optional Rule:** The use of the Random Events Table (RET) is considered *optional* for Firefights and Campaign Games. The hex ID under the Random marker on a Firefight Card indicates the hex the Random counter should be placed in at the beginning of the firefight. There it is also noted which side is considered the 'Attacker' or 'Defender' for that firefight.

**3.2.16.1.1** Whenever a player rolls doubles on any Firepower Factors Table (FFT) DR during the Fire & Movement Phase, he then rolls a subsequent d10; on a DR of 1-2, play is suspended pending a d100 DR on the Random Event Table (RET). There are separate columns on the RET by nationality and for Attacker and Defender. If an event is called for by the table, the Random marker is moved with a Scatter and then resolved according to that event. Once the Random Event is resolved, the Random marker is left in the new hex where the event was resolved (i.e., not necessarily the hex it landed in after the Scatter) and play continues normally.

Example: In a firefight where the Germans are attacking the Russians, the Germans will always use the German Attacker column on the Random Events Table and the Russians their Defender column.

#### 3.2.16.1.2 RANDOM EVENTS TABLE:

In all cases where there is more than one unit equidistant to the Scatter marker when applying a Random Event, use a random selection dice roll to determine the hex location, then any units in that location receives the RET result. Shadow and hidden units are ignored for Random Events. The term 'enemy' as used for Random Events refers to the side *that was being fired at* by the fire that resulted in a Random Event and the other is 'friendly'. Unless "(V)" follows the RE, it only applies to infantry. Apply C and E results normally to any vehicle targeted by a Random Event.

**Booby Traps** - One enemy unit in the enemy-occupied hex closest to a Scatter suffers Casualties (a C result).

**Sniper** - The enemy unit closest to a Scatter suffers Casualties.

**Bomb (Unexploded Shell Detonates) (V)** - The hex with enemy units in it closest to a Scatter is attacked by a single 150mm 'Bomb' on the FFT. Apply terrain DRM normally.

**Shell (Unseen Enemy Field Piece Opens Up) (V)** - One friendly unit in the closest friendly-occupied hex is attacked by a 75mm shell on the FFT. Apply terrain DRM normally and no HE To Hit is needed for vehicles.

**Mistaken (Friendly) Fire (V)** - The enemy unit closest to a Scatter is attacked by the next-closest (including in the same hex) enemy unit in

its LOS in any manner chosen by the enemy. Re-roll Scatter if none apply. Mark the firing unit with a Fire 2 marker.

**Fear (Cowardice in the Ranks)** - The two enemy units closest to a Scatter is treated as if it just failed a Morale Check by '2'.

**Battle Fatigue** - Mark the non-Moved/non-Fired enemy unit closest to a Scatter as Moved in its current hex.

**Ammo Shortage (V)** - Mark all enemy units adjacent to the Scatter with Fire 2.

**Fire (Blaze)** - Mark the building hex closest to a Scatter with a Fire (burning) marker.

**Confusion (Old Maps Being Consulted)** - Mark the enemy unit closest to a Scatter as Moved.

**Looting** - Two enemy infantry units closest to a Scatter are Disrupted.

**Arty (Artillery) (V)** - The enemy-occupied hex closest to a Scatter is attacked by a 100mm artillery FFE which is then immediately lifted (removed).

**Berserk** - The friendly unit closest to a Scatter has any yellow markers and/or Fire/Move markers immediately removed and a Courage marker placed for this FMPH *only*. It must use an immediate impulse (this use of an impulse interrupts all others) for Running movement. During that movement it must move to enter the nearest (in hexes of the shortest path in MP expenditure it can take) hex occupied by an enemy (to it) units. Re-roll the Scatter if none applicable (i.e., cannot reach in one Running Move). Mark the hex with Close Combat if the berserk unit survives to enter.

**Nothing (No Effect)** - No event. Breathe a sigh of relief and prepare for tomorrow.

**Mines** - Place a Mine in the (allowable) hex the Random marker lands in after a Scatter.

**Wind/Weather (Gusts/Dark Clouds)** - Remove all Smoke counters currently on the map. *All* aircraft in play must immediately return to base (i.e., are removed).

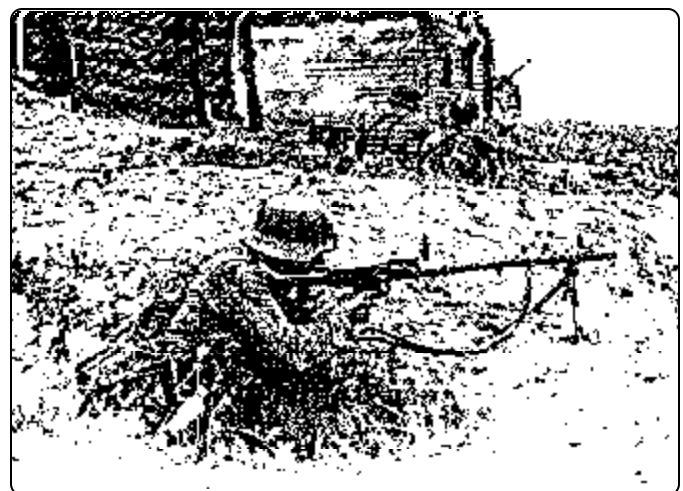
**Intelligence (Scouts Return)** - The nearest enemy hidden or Shadow enemy unit to a Scatter must be placed on the map.

**3.2.16.2 Scatter:** Whenever a Scatter is called for, usually for a Random Event, make a d100 DR on the direction diagram to determine the direction and distance of the scatter. The 10's die (darker) determines the direction and the 1's (lighter) die the distance. Note that directions 7-10 require a re-roll of the d10.

Example: The Random marker is in DTW E19 when a Random Event results. On a d100 DR the blue die the roll results in an '8'; the white die is a '2'. Keep the '2' and re-roll the blue die. On a subsequent DR, the blue die results in a '3'. The result is to move the Random marker two hexes in direction three: move the Random marker to hex G20.

### 3.2.17 Special Rules

**3.2.17.1** This section shows any Special Rules only used for that



firefight.

3.2.17.2 Some Firefights have Special Rules that allow units to withdraw from the map. This withdrawal does not involve Exit Victory Points. It is instead an additional capability provided in the form of withdrawal of units that might otherwise become casualties. Simply move these units off the map at the referenced withdrawal hexes.

## SEQUENCE OF PLAY SECTION

### 4. SEQUENCE OF PLAY

#### 4.1 GENERAL RULES

The express design goal at the outset of the CGS was to avoid a large number of phases, with their sub-phases, and so on. We've stripped things down with the aim of a more 'free-form' play experience. The result is a system that allows gamers to 'paint' the canvas as they see fit: one man's emphasis on artillery (by bringing it down as his first impulse) is another man's Panzer overrun. We the designers choose not to tell you what we think is the best order, by imposing an "artillery phase" and so on in the order of our choosing. This approach may make *Combat!* hard to master and often wildly unpredictable.

4.1.1 *Combat!* is played in turns, each representing from one to five minutes of real time, depending on how much action transpires. Games may last from only a few to more than ten turns.

4.1.2 Each turn includes three phases, followed by a conclusion of the turn 'phase'. In the Command Phase, units organize for the turn. During the Fire and Movement Phase, units of both sides may fire and/or move. Finally, during the Melee Phase units engage in close quarters fighting. Both players may move and/or fire all, some, or none of their units each turn.

#### 4.2 DETAILED TURN SEQUENCE

##### 1) Command Phase

- a) Both players adjust the morale state of their units (Morale Reduction).
- b) Half-squads may be combined into squads (Concentration).
- c) Each player rolls d10 for Initiative, adding any modifier for the current turn specified in the firefight. The side with the higher total wins the initiative. A tie leaves the initiative with the current initiative side.

##### 2) Fire and Movement Phase

- a) Players alternate moving and/or firing their units, until both players pass consecutively.

##### 3) Melee Phase

- a) Both players participate in Close Combat.

##### 4) Conclusion of the Turn Phase

- a) Remove all Fire and Movement markers; flip all FFE to their CFF/Plot side. Remove Suppressed markers. Move the Initiative marker to the next turn.
- b) Begin again with the Command Phase of the next turn.

#### 4.3 COMMAND PHASE

During the Command Phase one of the keys of the infantry combat system is revealed clearly. The linear nature of the unit disintegration in the CGS: Pinned Down  $\Rightarrow$  Disrupted  $\Rightarrow$  WIA  $\Rightarrow$  C (Casualties)  $\Rightarrow$  E (Eliminated) is evident by its reverse function—as men recover from the effects of the first three levels (all noted by the use of yellow markers) of the effects of taking fire (C & E are quite permanent). Time to recover and the impact of leaders is represented in the 'reduction' and removal of yellow markers.

##### 4.3.1 Morale Reduction

4.3.2 Both players remove, reduce, and make removal and reduction attempts for all yellow marker counters on their units.

4.3.3 The term 'reduce' refers to the replacement of *yellow* markers (Pinned Down, Disrupted and WIA markers are all yellow) by an 'improvement' to the *lesser* level of damage signified by replacing a WIA with Disrupted, Disrupted with Pinned Down, and the removal of Pinned Down.

##### 4.3.4 Rally Points

Another change is in hand with the replacement of Rally Point *markers* with the NCO/Officer/Commissar counter itself. The Rally Point concept remains the same, with less overhead and improved ease of play.

4.3.5 *Combat!* recreates command and control issues with a playable system in which leaders interact with other units, including removal of yellow markers, Platoon Movement, and Platoon Fire. The use of rally points recreates the function of company commander and platoon leader's command posts on the battlefield and their effect on unit cohesiveness.

4.3.6 Officers and Commissars have all the capabilities of a NCOs. Officer counters are noted as having a higher Troop Quality value than NCOs for that nationality (i.e., NCOs will be the lowest Troop Quality value of any single man counter for a nationality; officers usually one higher). Anywhere the rules mention *NCO* or *leader* they refer to an NCO, Officer or Commissar counter except where noted otherwise (i.e., rules applied to only officers or Commissars). The different capabilities of Officers are specified where they apply.

Example: The Morale Support Range of an Officer is 2; Commissars may form Fanatic Resistance Nests during campaign games, etc.

4.3.7 **Rally Points:** A Rally Point is any non-Rooftop location with a positive terrain DRM that contains a non-Disrupted leader. A Non-Disrupted leader under a Dug-In marker in terrain that does not meet the terrain requirements of 4.3.7 may also serve as a Rally Point.

4.3.8 A Rally Point is considered to be at the same hex location of the hex as the leader.

Example: If a German NCO is on an Upper Level +2 marker in hex DTW H21, the Rally Point is also at Level +2 (only).

4.3.9 There is no limit to the number of Rally Points in play; they are limited only by the number of non-Disrupted leaders on the map.

4.3.9.1 No Rally Point may exist in a hex location containing an enemy unit or adjacent to an AFV on the same level.

Example: A Russian T-34 76B in hex DTW E21 will not allow a German NCO in F21, ground level, to declare a Rally Point. One may be declared in F21 Cellar/Level +1/Level +2.

##### 4.3.10 Reduction and Removal

4.3.10.1 Remove *all* yellow markers from units in a friendly Rally Point.

4.3.10.2 All units in Morale Support Range of a non-Disrupted leader may reduce their current yellow marker counter one level automatically. The MSR of an NCO is defined as within one hex or one level up/down for units on different levels. (e.g., if the unit is in the adjacent hex but a different level to the NCO's level, then the unit is outside the MSR of the NCO.) The MSR of an Officer /Commissar is *two* hexes and/or two levels, so an Officer/Commissar could affect units one hex away and one hex lower, etc.

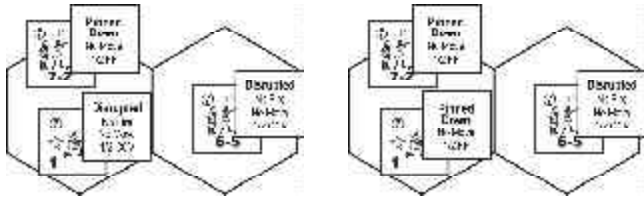
Example: An NCO at the ground level of hex DTW B16 has the ground level of C16 in his MSR, but not the Upper Level +1 of C16. An officer at the ground level of B16 has all Cellar, ground level and Upper Level +1 locations of C16, C17, B16 and A17 in his MSR, as well as the ground level of B18.

4.3.10.3 All units outside of Morale Support Range of a Good Order leader may *reduce* their yellow marker counter one level if they pass an Action Check.

Example: All infantry and Gun Crew units (i.e., all combat units on the map except vehicles) marked with yellow markers should be taking Action Checks during the Command Phase to improve their situation, i.e., reduce their markers, if they are not within MSR of a leader or in a Rally Point.

4.3.10.4 A leader marked with a Disrupted marker during the Command Phase may remove it as its only action during the Command Phase. These leaders may not provide Morale Support to other friendly units in the Command Phase, i.e., do not form a Rally Points. Leaders may remove Pinned Down markers from themselves and still serve as Rally Points in the same Command Phase. A wounded Officer/Commissar has an MSR of one hex.

Note: We suggest your Disrupted leaders go last (i.e., leave their Disrupted markers on) in the Command Phase. In this way there will be no confusion between which leaders began the phase Pinned Down and those that reduced to that yellow marker from Disrupted *during* the phase.



Example: In the example at left (above), a Disrupted Russian NCO is in the same hex with a squad marked as Pinned Down and adjacent to another marked as Disrupted. The NCO removes his Disrupted marker as sole action in the Command Phase. The squad marked as Pinned Down must pass an Action Check to remove it. The unit marked as Disrupted must pass an Action Check to replace it with a Pinned Down marker. If the Russian NCO was Pinned Down (at right), the NCO removes his Pinned Down marker; the squad in the same hex removes *his* Pinned Down automatically and the adjacent squad automatically replaces his Disrupted with a Pinned Down marker.

**4.3.11 Commissars:** A Commissar is a political officer assigned to a Russian combat unit. Commissars act as a special type of leader and take precedence over all other NCOs/Officers in hex/in Morale Support Range. They are treated as NCO/Officer units except as stated below.

**4.3.11.1** Commissars make units in a Rally Point remove their yellow markers and units in their Morale Support Range of two hexes reduce their yellow marker level by two levels. All units removing or reducing their yellow markers under the influence of a Commissar must pass an Action Check. Units that fail this check adjust their yellow markers *up* one level instead of reducing them. Units *already* marked WIA suffer a 'C' result. Otherwise, no worse than a WIA may result (NCO/Officers are flipped to their WIA side).

**4.3.11.2** Units in hex/MSR of a Commissar may not 'ignore' the Commissar; they must follow 4.3.11.1 if within the listed range even if another leader is present in the same hex or MSR. The effects of a Commissar *also* effect leaders within the Commissars MSR (two hexes).

#### 4.3.12 Regrouping and Deployment

**4.3.12.1** At the player's option, in any hex where there are two half-squads of the same squad-type stacked together with a leader, the half-squads may be removed and replaced with a full squad of the same type. A full squad may also deploy into two HS (subject to counter-mix limitations).

**4.3.12.2** The leader remains in the hex with the replacement squad, and both units are free to act in the FMPh without restriction.

### 4.4 FIRE AND MOVEMENT PHASE

This is the heart of the CGS. The goal is to provide a free-form, and chaotic combat experience with tanks moving up while artillery rains down—and everything that can be found on the tactical-level battlefield in between. While we want the *action* to be intense and full of the unexpected, ease of play is enhanced by the fact that *all* units that move or fire in any manner are clearly marked with counters. When the gamer scans the CGS battlefield, he instantly knows what has and hasn't moved or fired. An ancillary benefit of this system of marking units that have used impulses is to greatly speed up play. To make things even more unexpected, we've introduced Random Impulses as an Optional Rule in this module.

#### 4.4.1 Impulses

**4.4.2** During the Fire and Movement Phase, both players may fire *or* move all, some or none of their eligible units.

**4.4.3** The player with the Initiative may choose to go first or second in the Fire and Movement Phase. Some firefights allow a side to begin with two or more consecutive impulses. No impulse may be 'saved', i.e., once a player passes, all previous impulses are used up.

**4.4.4** The player going first in the Fire and Movement Phase uses an *impulse*, i.e., he is the acting player until he finishes moving and/or firing one unit or group of units (using Platoon Movement or Platoon Fire), or until he declares a pass, i.e., no unit will move or fire (or

receives more than one impulse). Generally, a player may only move or fire one unit during an impulse unless he uses platoon movement or platoon fire.

**4.4.5** A *pass* only indicates that the player will not move or fire a unit during *that* impulse. When the impulse comes back to the player that passed previously, after the opponent has moved or fired, he may opt to move, fire or pass again. If both opponents pass on consecutive impulses, the Fire and Movement Phase is over.

**4.4.6** Defensive Fire (15.1.7) does not use an impulse.

Example: A German squad moves during a FMPh German impulse, prompting the Russian player to fire one of his squads using Defensive Fire. After this German squad's move, the next action will be a Russian impulse unless the German is allowed by Special Rule or the use of Random Impulses to use two or more consecutive impulses.

**4.4.7** Units may only move once per turn. Once a unit has moved during an impulse, it may not move again during a subsequent impulse, unless fleeing.

**4.4.8 Random Impulses:** This is an Optional Rule that adds quite a bit of uncertainty to the FMPh. Prior to using his first impulse, the Initiative player makes a Random Impulses d10 DR following the roll made to determine which side has Initiative. The results of the Random Impulses DR halved (fractions rounded down), represent the number of consecutive impulses the player may use. When play shifts to the non-Initiative player, the routine is repeated, and so on, until the FMPh is over. Do not use Random Impulses during turns specified with multiple impulses already for one side.

Example: The German automatically receives the Initiative in *Iron Coffins*. Before using his first impulse on turn one, the German player makes a d10 DR, resulting in a '3'—halved to '1.5'—and rounded up to a '2' allowing the German to use two consecutive impulses on turn one. After the German uses his two impulses (or one then passes, or passes), the Russian rolls a '6'—halved to '3'—and the Russian is allowed to use three consecutive impulses. The German then rolls for more impulses, followed by the Russian, and so on.

### THE AREA OF PLAY SECTION

## 5. LINE OF SIGHT (LOS)

### 5.1 LOS AND COVERED ARC (CA)

The difference between Line of Sight (LOS) and Covered Arc (CA) can be simply defined as the ability to see something (LOS) compared to the ability to fire at it (CA). Another term that comes into play is Field of Fire (FOF). This term is usually used to describe units that do not have a CA, i.e., a 360 degree FOF, and can fire at any unit in their LOS. An example of a unit that has a 360 degree FOF is a squad, or machine-gun SW Team; each of these can fire at any unit in their LOS without reference to a CA.

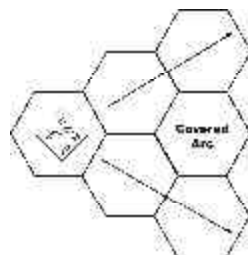
**5.1.1 LOS:** A clear Line of Sight (LOS) is required for a unit to see and fire at another unit. All units have a 360 degree LOS, but some are restricted to firing in a 120 degree (two hex) field of fire.

**5.1.1.1 LIMITS TO LOS:** LOS is not limited in range except during firefights specified as taking place at night. Night firefights (only in the CG in *Combat! Stalingrad*) limit LOS to three hexes. However, a LOS exists to any unit marked with any type of Fired marker and to any unit adjacent to a Fire (burning) marker.

Example: The front of the CA for the Russian M1927 in the example at left is where the gun caliber, the '76' is, on the counter.

**5.1.2 Covered Arc (CA):** Guns in all forms using DFET or the HE To Hit Table (including tank guns in turrets) may only fire in a field of fire defined by the two hexes faced by the counter/turret marker.

This is their Covered Arc, or CA. As a reminder that all Gun and some Mortar counters (e.g., German Grtwwr 34 is 120; Russian BM 37 is 360) need to turn their counter to fire outside of their CA, their Field of Fire is listed as 120 degrees on their Gunfire Table. The front of a gun's CA is the lower right corner of the counter, where the caliber number is found. Most other units have a 360 degree FOF, i.e., they can see and fire at units in any direction without having to make a VCA (Vehicle Covered Arc)



or CA (turning the entire counter as in the case of a Gun) change. Units that only have to turn a turret (TCA) or can fire 360 degrees with no restriction (e.g., squad, MG 34) are listed in the FOF column on the Gunfire Table denoting that information. However, Guns and AFVs usually have modifiers which makes fire outside of their Covered Arc of fire more difficult (see the Screened Shot Rules and Turrets). The CA of a vehicle is called its VCA; for a turret it is TCA.

## 5.2 DETERMINING LINE OF SIGHT

Things can get fun when it comes to stringing thread from center-dot to center-dot. For the most part, LOS will be obvious. Players will only occasionally find themselves using thread or a straightedge to determine if a LOS exists between hexes. There is no penalty for a non-existent LOS (e.g., forcing the unit to be marked with a Fired marker if a shot is declared and no LOS exists). In games that utilize such a penalty, we find the fodder for disagreements or the occasional gamer that memorizes LOS on certain maps or boards. Both experiences are strictly *verboten* in the CGS.

5.2.1 Use a thread or straightedge to draw a line between the center dot (or the center of a center square) of the hex the checking unit is in with the center dot of the target hex. If there is no center dot, the players must agree as to where it 'would' be, using the rest of the center dots as a guide. The existence of blocking terrain in the firing or target hex will not block LOS.

5.2.2 To block LOS, an obstacle must lie between the firer and the target at a higher level.

Example: The squad in hex DTW C25 Level +1 is not affected by the hedge or fountain in E24 when firing at the squad in G23 Level +1 since the hedge (Level +1/2 Obstacle) and the fountain (Level 1/2 Hindrance) are not *above* Level +1, the level of both the firer and the target.

5.2.3 Players may make LOS checks before choosing to fire. If the LOS is blocked, they are not required to fire.

5.2.4 If *any* piece of terrain listed on the Terrain Effects Chart as an Obstacle connects to a thread drawn between the center dots of the firer's hex and the target's hex, the LOS is blocked. This means that there must be space showing between the terrain and the thread to declare an LOS. In the event of a dispute, make a friendly d10 DR before having an argument.

5.2.5 Units that *see* (have an LOS) can be seen, i.e., the converse of all LOS rules applies, except for hidden (not Shadow markers) units.

## 5.3 TERRAIN AND LINE OF SIGHT

5.3.1 If a Wall/Hedge/Fence/Bocage is on a hexside/hexspine that borders either the firer's or target's hex, the LOS is not blocked. That is, if the unit is looking along the length of the wall/hedge down the hexspine, rather than across it, the LOS is good. Bocage also allows LOS across the hexside, but blocks it along the hexspine. Units may not see past hexside terrain if the target unit is In Cover in a terrain hex and the firer is *not* adjacent.



5.3.2 **Hindrances:** Certain terrain (and some counters, such as smoke and wrecks) makes it more difficult to fire through a hex without blocking LOS. These terrain types/counters create a Hindrance DRM for fire between units on the same level as the Hindrance.

Example: All Hindrance terrain on the DTW/GE maps are considered in effect for fire between ground level units only; there are no hills on those maps. Note that Hindrances for smoke, fire and burning wrecks rises to the height of Fire/Smoke (Level +3).

Modify all fire by a DRM listed for each Hindrance caused by a terrain type/counter (on the Terrain Effects Chart) in which the LOS goes through any part of a hex (including directly along its hexsides).

Example: A German squad in hex DTW F14 firing at a Russian squad in F18 pays a +10 DRM for the Debris Hindrance in F16. A squad in D15 would also pay +10 firing at a unit in F15.

5.3.3 **Hindrance blocks:** LOS may not go through more than two Grain, Debris or Marsh hexes (exception: ignore this if firing from a higher level than the Grain/Debris/Marsh).

Example: A German squad in Level +1 of DTW hex H14 may ignore the Debris Hindrances in E16 and D16 when firing at a Russian squad in any level of C17. If the German squad was on the ground level of H14, it would have no LOS to C17 due to the Hindrance Block caused by the two Debris hexes; if the Russian squad went up to Level +1 in C17, a ground level German squad in H14 *would* have an LOS.

5.3.4 **Fire/Smoke/Burning Wreck markers:** Fire/Smoke/Burning Wreck markers cause a +10 DRM to all fire into or through (including along hexspines/hexsides) each hex up to Level +3 above their base level (ground level, or Level 0 on the DTW/GE maps) due to smoke. Fire may be caused by Critical Hits in any building, rubble, machine parts or lumber yard.

5.3.4.1 Wrecks cause a +5 DRM. Multiple wrecks in one hex create cumulative Hindrance DRM but a DRM equal to one wreck.

Example: 3 wrecks are in hex DTW X20; cumulative Hindrance is +15; terrain DRM is +5.

5.3.5 **Levels:** Some maps show different levels of hills and valleys in various colors to represent the levels of terrain, while symbols and markings show the height of buildings. Different shades indicated changes in terrain levels, with darker colors denoting higher levels. Hill levels, such as ToD11 (+1) and ToD14 (+2), are like a stack of pancakes, with the darker colors layering on top of the lighter ones. (Kb/To/Sh are from *Combat! Normandy*).

Example: KbAA10 is at level 0, and KbBB9 is at level +1 (i.e., a unit moves uphill to go from KbAA10 to KbBB9). There are no hills on the DTW/GE maps. All three maps from *Combat! Normandy* have hills as will subsequent system releases.

5.3.5.1 The most common level on all maps is level 0. Each higher level equals about one building story, so the next height is level +1, about one story high. The heights of terrain LOS obstacles are cumulative.

Example: Hex ToC19 is at level +1, the building in ToC19 is a +1 level building, and thus, the cumulative height of the LOS obstacle in ToC19 is +2.

## 5.4 SEEING OVER OBSTACLES - LOS HEIGHT ADVANTAGE

While the key to using the terrain on CGS maps, one may not get this rule right away. Simply put, a unit must be higher than the terrain it wishes to see over to have an LOS over it. And unless the hex being seen over contains smoke, there is no effect on the LOS or any fire by that hex if the firing unit is at a higher level than the intervening terrain that is being seen over. This ability to see over means debris or rubble between a unit at Level +1 and a target at Level 0 has no effect whatsoever.

A unit that is at least +1 level higher than the level of an obstacle can see over it into the hexes behind, usually not including the hex directly behind, barring any reduced or extra blind hexes due to range effects. The only exception to this is for an LOS drawn over a 1/2 level obstacle or Hindrance (wall/hedge/fence/bridge/vehicle), which needs only to be at a greater height to see over.

Example: A German squad on an Upper Level +2 marker in DTW H21 can see over the building in H19 (level +1) to see a Russian squad on H17 due to the German's LOS Height Advantage.

5.4.1 **Blind Hexes:** The adjacent hex behind a Level +1 or higher terrain feature that blocks LOS cannot be seen (or fired into) by units whose LOS is blocked by that terrain. These hexes are considered Blind

hexes. Walls/Hedges/Fences/vehicles/wrecks only block or Hinder same level (level 0) LOS. They do not create blind hexes.

Example: The German squad in the example above cannot see a Russian squad in the Machine Parts Yard (level 1/2) in H18 due to the Blind hex behind H19.

5.4.1.1 For every ten hexes between the firing unit and the target, counting the target's hex but not that of the firing unit, one additional Blind hex is created.

Example: A German squad in DTW F21 Upper Level +2 cannot see a Russian squad in F7 due to the additional blind hex caused by the range of 12 hexes between the firer and the +1 level building in F9.

5.4.1.2 Each advantage in level of height *greater* than +1 between the firing unit and LOS blocking terrain (i.e., the firing unit is higher) reduces the Blind hex by one, to a minimum of zero.

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## 6. TERRAIN

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### 6.1 TERRAIN EFFECTS

The reference to hex center-dots is meant to clarify terrain in a specific hex; don't play dot cop! If a hex that is filled with a building depiction just misses the hex center dot, it is still a building hex. Use your common sense here.

6.1.1 This section and the Terrain Effects Chart (TEC) explain the game effects of each of the kinds of terrain represented on the game maps. When in doubt about what kind of terrain to consider a hex, use the terrain under the hex center dot or note certain terrain that presents a hindrance in the entire hex (e.g., Debris). The descriptions and location listed indicate which hexes on the map correspond with that kind of terrain. The three "MP" columns on the TEC list how many movement points different kinds of units must expend to move into each terrain type.

Example: Debris costs infantry 2 MP to enter. Tracked vehicles and wheeled vehicles pay 3MP and 6 MP respectively.

6.1.2 **Terrain DRM:** Some terrain offers protection in the form of modifiers to fire attacks against units in that terrain. Note that any hexside terrain, such as Wall, can only give protection if the enemy fire crosses the actual drawing of the terrain, as indicated by a LOS string drawn between the two units. Terrain DRM are added to the HE To Hit Table and Firepower Factors Table d100 DR and affect Screened Shots as DRM.

6.1.3 Use the highest terrain DRM for a particular hex when firing at a target unit, i.e., applicable terrain DRM are not cumulative. Note that Hindrances are cumulative.

Example: A Russian squad in hex DTW G18 receives fire from a German squad in E17. It receives a +25 for the stone building, not +35. The +10 for the Wall on the hexside of F17/G18 is not used.

6.1.3.1 **Hexsides vs. Artillery:** If a Bocage/Wall/Hedge/Fence hexside is between a CFF/FFE marker and the target unit, add the hexside terrain DRM to any in-hex terrain. Note that this is an exception to the use of the highest terrain DRM in 6.1.3.

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### 6.2. OPENGROUND

Open Ground such as DTW H22 has no DRM, no Hindrance, and only costs 1 MP for infantry and tracked vehicles. Open Ground costs 2 MP for wheeled vehicles. Trenches/Anti Tank Trenches/Roadblocks/Dug-In counters can be placed in Open Ground hexes.

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### 6.3 ROAD

Roads run through hexes that are primarily another terrain type, such as Open Ground. Roads have no terrain DRM, no Hindrance, but wheeled vehicles moving from one road hex to another along a road only pay 1 MP, unless there is other terrain in the hex. Infantry and tracked vehicles also pay 1 MP. Roads can be Paved or Unpaved, as indicated by the color (brown - unpaved; gray - paved). Units may not Dig In in Paved Road hexes, nor can fortifications such as Trenches/Anti Tank Trenches (nor may Mines be *hidden*) be placed there. Un-

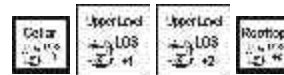
paved roads do not have these restrictions, but placement of fortifications are dependent on the other terrain in the hex.

6.3.1 **Other Terrain In Hex:** Shellholes, Rubble and Debris are not negated for movement purposes by a road.

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## 6.4 BUILDINGS

There are a variety of different buildings depicted on the DTW and GE maps, ranging from small outbuildings to massive factories. Most buildings on the DTW and GE maps consist of stone, or masonry construction, thus their gray color. Lesser structures, made of wood, are also found.



6.4.1 Buildings may have more than one 'floor' in them, with the higher floors shown by the use of a Upper Level markers. Only infantry units may enter levels above the ground level of a building; guns may setup in Cellars. Some buildings also have a Cellar and a Rooftop. Units in a building may be in one of five locations, the cellar, ground floor, Upper Level +1, Upper Level +2, and the Rooftop (or the steeple, if one exists—there are no steeples on the DTW map—hex GE A5 is a steeple and there is a special Upper Level +3 in hex GE I6). A unit on an Upper Level marker may trace LOS from the height level of that marker. Place any infantry unit that has moved 'upstairs' in a building *on top of* an upper level marker of the appropriate level or *under* a Cellar marker.

The actual level of the hex is denoted in the large white circle/large white square. The '2' in DTW G22 denotes all four hexes of that building have up to Upper Level +2. Now units may be on the actual level of the building, making for a greater number of discrete locations within a building hex. This change only affects buildings of Level +2 (or higher) since the earlier presentation already allowed a unit to be at ground level or on an 'upper' level (the equivalent of Upper Level +1); while LOS before was traced from the highest level in a building for units on the old Upper Level marker, there was still only one additional 'floor' to flush them out of. Now, an Upper Level +2 building has an entire additional 'floor' for units to setup, move and fight to and from.

6.4.2 **Elevation:** The elevation of a building is equal to its height in levels plus the elevation of its hex (level 0 on the DTW/GE maps). A one hex building without a large white center-dot (example: DTW C23) has a ground level only and is a +1 level obstacle to LOS. Buildings that cover more than one hex *and* building hexes with a large white center dot (and a building depiction in one hex only) have a level 0 (ground level) and an Upper Level +1. They are also Level +1 obstacles to LOS. Building hexes with a large white square center-dot have Upper Level +1 *and* +2. They have two levels above ground level, providing an LOS from Level +2 and a +2 level obstacle height.

6.4.3 Each Upper Level is now a 'floor' with its own hexes, as is the Rooftop and Cellar when present (i.e., no Cellar/Rooftop in a Factory). Changing levels in a building costs 2 MP.

6.4.4 **Stairways:** A white center-square/large center-dot shows the height of the building as well as the location of a stairway. In buildings with white center-square, units may move to/from the upper level/rooftop only in the hex with the white center-square. Once on an Upper Level +1/+2 marker, units may move to other connected upper level hexes of the building on the same level.

Example: A Russian squad in hex DTW G23 on an Upper Level +2 marker may not move to G23 level +1 (nor does it have an LOS to that hex); nor may it move to any other hex of the building on another level until it enters the stairway in G22. It may then descend to G22 Upper Level +1, or ascend to a Rooftop marker in G22.

Multi-hex buildings without a white center square have a stairway in each hex. Units may move to/from Upper Level +1 markers in any non-Rubbed hex of the building and may enter the rooftop from an Upper Level +1 marker. The large circular white center-dot in some buildings (e.g., DTW C35) is also a stairwell and shows a one-hex building that has an Upper Level +1.

Hex Center	LOS Height	Obstacle Height
Normal center-dot/one hex	0	+1
Normal center-dot/multi-hex	+1	+1
Large center-dot	+1	+1
Large center-square	+2	+2
Steeple (x = Obs Height)	1+x	1+x
Rooftop (x = Obs Height)	x	x

6.4.5 **Steeple:** A white cross in a building hex indicates a steeple (e.g., GE A5). The steeple consists of one additional +1 level in height (shown by 1+x in the table above). Only a leader, HS or machine-gun SW Team (or any SW Team in move mode) may be in a steeple. A unit must expend another 2 MP to “climb” into a steeple from the highest upper level of that building hex (i.e., the unit must already be on top of an upper level marker of the appropriate height). Being in a steeple is signified by placing the unit(s) on top of a Rooftop marker in a Steeple hex. No hex with a steeple is considered to have a Rooftop. The white cross in GE A5 affects the building in GE A5. That building has a ground level, an Upper Level +1 and a steeple at level +2 in hex GE B5.

6.4.6 **Rooftops:** All DTW/GE map multi-hex buildings have a Rooftop level. A unit enters a Rooftop in the same manner as a Stairway (or lacking one), from the highest Upper Level marker in that building. A Rooftop does not increase the obstacle height of the building in the manner a Steeple does.

Example: A German squad may enter the Rooftop of building DTW G22 from an Upper Level +2 marker in hex G22.

6.4.6.1 A unit may move from Rooftop to Rooftop location on the same building (Exception: A unit may not enter a Roofless Building hex on the Rooftop.)

Example: A German squad already on a Rooftop marker in DTW N19 may move to O19 or O20; it may not enter N18 or M19.

Units on a Rooftop receive a +5 DRM for fire as if they were on a Hill (i.e., no +5 DRM for fire from units also on a same level or higher Rooftop).

6.4.7 **Building Exit:** A unit must be on the ground level of a building to exit it. It may not exit from the Cellar unless exiting to an adjacent Trench.

6.4.8 **Combination Road/Building Hexes:** In some hexes, roads enter a hex also containing a building without running along the hexspine. These hexes are not covered by Vehicle Bypass Movement (11.2). A vehicle enters such a hex without entering the building (i.e., avoiding payment of 1/2 MP and not risking the roll to determine if it is M-KILLED) by moving forward or reverse from the connecting road hex into that with the building (e.g., a T-34 enters ShEE20 from FF19 paying the cost to move along the road. The following building hexes use this rule: ShEE20 and KbAA9. Treat the road entering KbZ9 from Z8 as if it runs along the Z9/AA9-Z9/AA10 hexsides. Such AFV/vehicles are placed with their front or rear (if they entered using reverse movement) CA on the hex center-dot of the building hex. LOS to/from such AFV/vehicles is traced from the hex center-dot but any LOS which crosses the building depiction in the hex blocks LOS (e.g., an M4A1 enters ShEE20 using the road from FF19 to EE20. A German gun in ShDD20 has no LOS to the M4A1. A squad in ShIII19 does).

6.4.9 **Fire/Burning Building:** A building or rubble hex that catches fire is marked with a Fire marker in the hex. Once marked with Fire, no units may enter *any location* of the building hex. All units in any location of the building hex at the time it catches fire must exit (by fleeing *legally*, i.e., *not toward an enemy unit in LOS*—or moving normally) during the next FMPH impulse or they are eliminated. These units re-

ceive a +10 DRM (for smoke) instead of the normal building DRM as long as they are in the building. Guns and Artillery start fires with Critical Hits. Flamethrowers also start fires on E results on the FFT. Fire is only placed in building/rubble hexes.

6.4.10 **Dug-In in Building:** Units may be Dug-In (see 7.1) in building hexes on any level. This may not be accomplished during a firefight, but may be provided in the form of Dug-In markers provided by a Firefight or Combat Campaign RG. Use normal Dug-In markers to indicate units Dug-In in a building hex. The DRM for units Dug-In in a building is an additional +10 to the building DR (e.g., +35 for a unit in a stone building hex). No enemy unit may enter a building hex location if with a Dug-In marker if it is occupied by at least one non-Disrupted squad or two HS/SW Teams.

## 6.5 FACTORIES (V25)

Not surprisingly, the most important terrain feature on the DTW map are factories. Many dot this industrial area, large and small. Factories are indicated by building images that have roads or railways entering them (e.g., hex DTW O39 is a road entering a building, rendering it a factory in game terms). Factory hexes represent large, open interior working halls, laden with machinery, much of it strewn about following German bombardments. Many of the factories (and other buildings) on the DTW map have had their roofs blown in, leading to our rule for Roofless Buildings.



6.5.1 **Factory Defined:** A Factory is any building with a Road or Railway *entering it* at some point.

Example: Building DTW V25 is a factory because a Railway enters it at hex V27.

6.5.2 **Levels:** Factories never have an Upper Level. Factories with large white square center dots are +2 level obstacles to LOS; all other factories are +1 level obstacles. Factory rooftops are reached by Stairways or from their ground level as if entering from Upper Level +1 in a multi-hex building.

6.5.3 **LOS:** Factories are different from other buildings in that as long as a LOS inside the building does not cross a heavy black hexside (representing an interior wall, e.g., DTW R15/S15) the LOS is not blocked (Exception: By > 2 interior Debris hexes). Any LOS between units inside the same factory that does not exit that factory has a +5 Hindrance per hex (Exception: Debris hexes under Open Roofed hexes). The heavy black hexsides (representing heavy interior walls) cannot be moved or fired across, except via a Mousehole.

6.5.4 **DRM:** Factories are considered buildings for all purposes except where noted in 6.5 - 6.5.4. Fire from outside to units inside pays the normal +25 DRM as does any fire if the LOS leaves the building.

Example: A German squad in DTW O38 fires at a Russian squad in P36. It pays the +25 DRM, as the LOS leaves the factory to reach the target hex, also a factory.

6.5.5 **Movement:** Infantry pay 2 MP per hex, while tracked pay 4 MP and wheeled 6 MP (and both risk Immobilization) if already *inside* a factory. Unlike with normal buildings, tracked vehicles may enter factories using road or railway entrances (such as into DTW Q19 from P18) without checking for Immobilization (as long as the hex is not also Debris or Rubble) if a friendly unit Controls the hex with the road/railway entering it.