

Combat! Rules



RULES OF PLAY

TABLE OF CONTENTS

Introduction.....	1
Game Components.....	2
Scenarios and Set Up.....	3
Sequence of Play.....	4
Line-of-Sight.....	5
Terrain Notes.....	6
Fortifications.....	7
Stacking.....	8
Infantry/SW/Gun Morale.....	9
Infantry/SW/Gun Movement.....	10
Vehicle Movement.....	11
Fire Combat.....	12
Smoke.....	13
Close Combat.....	14
Artillery and Air Support.....	15
<i>Combat! Normandy</i> UPGRADE.....	16
<i>Combat! Field Promotions</i>	17
QUICK START.....	18
Campaign Notes.....	19
Release Notes.....	20
Designer's Notes.....	21

1. INTRODUCTION

1.1 THIS EDITION OF THE RULEBOOK

Welcome to the new edition (version 4.0) of the *Combat!* Game System rulebook. This rulebook supplements all previous editions and provides rules of play for *Combat! Rangers*, and *Combat! Kursk*. You'll also find everything you need to play your earlier *Combat! Normandy* scenarios and all terrain and rules found herein can be ap-

plied to *Combat! Stalingrad*. The game system has continued to evolve since the release of the first module, *Combat! Normandy* (the first module, since sold out; *Combat! Rangers* now represents the introductory module for the system). Due to the many system changes reflected in these rules, we suggest a careful reading even if you are familiar with the previous releases. If you are not familiar with the flow of play, we suggest you proceed to the QUICK START (Section 18) and a review of the Designer's Notes at the back of this book. The first takes you through the start of an actual *Combat!* scenario with set up, movement, fire and some *rationale* behind the moves for both sides and the latter lets you familiarize yourself with what is 'under the hood'.

We aim to 'close the book' with this edition of the rules and concentrate our efforts on new modules and the interesting combatants and battlefields they entail. As always, your voice is needed to keep things moving forward. Write or E-mail us with your comments and we welcome your module designs for publication.

1.2 GENERAL CONCEPTS

1.2.1 **Fractions:** Round all fractions up.

1.2.2 **Scale:** The scale in *Combat!* is 50 yards per hex. *Combat!* maps have a Contour Interval of 30 feet. Each vehicle, anti-tank gun, mortar, flame-thrower, 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 non-commissioned officer, officer or Soviet Commissar.

1.2.3 **Fire and LOS Along Hexside:** Any fire or Line-of-Sight (LOS) traced directly along a hexside receives the effects of any

smoke, wreck or vehicle in hexes on either side of the hexside and on the same level or higher than the target.

1.2.4 **Adjacent Defined:** A unit is considered 'adjacent' to another if an infantry unit would be capable of moving into another hex that shares a common hexside or it could move directly into another location of the same hex with no intervening hex/location.

2. GAME COMPONENTS

2.1 RULES AND COMPONENTS

Each *Combat!* module is a complete game and provides everything needed for play (Exception: Folio modules require two ten-sided dice in different colors). Check the module-specific listing elsewhere in this rulebook for the exact components of each module. If any components are missing, please drop us a line by E-mail at Combat@Criticalhit.com or by mail at Critical Hit, Inc., PO Box 279, Croton Falls, NY 10519. If you get anything extra, keep it as our gift. No need to write and tell us or return it!

A simple numbering system helps organize the following rules in a logical sequence. An index at the back of this booklet makes it easy to find a specific rule.

2.2 COUNTERS

2.2.1 There are two kinds of game pieces, or 'counters' in the game: combat units, which represent the actual tanks, guns and men depicted in the game, and markers, which are used to indicate which units on the map are Disrupted, Pinned Down, etc. Counters come in two sizes: 1/2" (small) and 5/8" (large). Large markers include trenches, roadblocks, aircraft, AFVs, and some guns.

ABBREVIATIONS

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

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)
CFE	(Call For Fire)
CG	(Campaign Game)
CGS	(Combat Game System)
COT	(Cost of Terrain)
DC	(Demolition Charge)
DFET	(Gun Fire Effects Table)
DRM	(Dice Roll Modifier)
FFE	(Fire For Effect)
FF	(Firepower Factors)
FMPH	(Fire & Movement Phase)
FFT	(Firepower Factors Table)
FO	(Forward Observer)
FP	(Firepower Factor(s), also FF)
HE	(High Explosive)
HS	(Half Squad)
LOS	(Line of Sight)
LOST	(Line of Sight Table)
LMG	(Light Machine Gun)
MC	(Morale Check)
MG	(Machine Gun)
MP	(Movement Points)
MSR	(Morale Support Range)
MST	(Morale Support Table)
NCO	(Non-Commissioned Officer)
OB	(Order of Battle)
PAC	(Player Aid Card)
ROF	(Rate of Fire)
SSR.....	(Scenario Special Rule)
SW	(Support Weapon)
TCA	(Turret Covered Arc)
TEC	(Terrain Effects Chart)
TQ	(Troop Quality, a.k.a. Morale)
UA.....	(Unarmored)
VCA	(Vehicle Covered Arc)
VC.....	(Victory Conditions)
WIA	(Wounded in Action)

2.3 COMBAT UNITS

2.3.1 The combatants in *Combat! Rangers* are differentiated by color: Americans green; Germans blue and Russians brown.

2.3.1.1 **Leaders:** The NCO/Officer/Commissar counters represent the leaders for each side. The '1' on the front of a leader counter denotes of '1' Firepower (FP) factor and a range of '1'. Troop Quality (the unit's Morale) is in a colored circle. Flip a leader counter to its backside to signify it is wounded. A Wounded-In-Action (WIA) marker is not placed on a wounded leader (simply flip a leader to its wounded side for any WIA result and eliminate an already

wounded leader that receives another WIA result), and note the '1' is missing, replaced by an '+' to denote wounded leaders only *defend* in Close Combat with a value of '1' when wounded. Note that leaders with a Troop Quality one higher than the NCOs for that nationality represent officers (company or battalion commanders). Russian leaders with a Troop Quality of '9' (and their Troop Quality in red) are Commissars. Officers and Commissars have some special capabilities, noted later.

2.3.1.2 **Squad/Half-Squad Counters:** The front, or squad side of the infantry counters for all nationalities depicts three figures in various poses. The back, or half-squad (HS) side of each, depicts two figures. Firepower (FP), Range, Troop Quality (TQ) and a Unit ID# are found on the squad and half-squad sides.

2.3.1.3 **Support Weapon Teams/Gun Units:** The front of a Support Weapon Team and Gun Unit counter depicts the weapon, its FP, range, Rate of Fire (ROF is depicted only if greater than one, otherwise all are '1'), and Troop Quality. Gun units are similar to SW Teams but also depict a Gun Rating of A, B or C (A is best). The back depicts the unit's Move mode side, depicting a '1-2' half-squad (HS), serving as the crew of the weapon. The 1-2 denotes FP of '1' and Range of '2'.

2.3.1.4 **AFV/Vehicle Counters:** These large counters represent Armored Fighting Vehicles (AFV), representing tanks, self-propelled guns, half-tracks, and armored cars. They also include vehicles that are un-armored (denoted by "UA" as the armor modifiers on the backside), and both types may be armed (e.g., M4A1 Sherman tank, armed with a 75mm gun, co-axial machine-gun and AA machine-gun in its turret and a Bow machine-gun in its hull) or un-armed (i.e., no weapon of any type, e.g., Sdkfz 7 half-track).

2.3.1.4.1 **Movement Type:** Vehicles are all either tracked, or wheeled, which is important for determining the cost they pay to enter a hex as noted in the appropriate column on the Terrain Effects Chart. Note there are some rules that relate to semi-tracked (half-tracks) vehicles in the rules. These use the 'Tracked' column on the TEC for movement costs..

2.3.1.4.2 **Information on Front:** The front of each depicts the AFV in an overhead view, name, Gun Size, ROF (if greater than one, otherwise all are '1') and Gun Rating.

2.3.1.5 **Gun Rating:** Gun units, including AFV/Vehicle units armed with guns, have a rating of A, B or C on them, found in a white circle. This rating is used to determine which Direct Fire Effects Table (DFET) each gun uses, as well as to provide some modifiers to fire.

2.3.1.6 **Information on Back:** All vehicle counters have a menu of information found on the back of each counter. Refer to the key found on your Player Aid Card (PAC) for an explanation of the information provided on the back of each vehicle counter.

2.4 MARKERS

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

2.5 THE MAPS

2.5.1 *Combat!* uses color topographical maps to depict the battlefield from an aerial viewpoint with 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 in either small or large size (or a white center-square in its place) and coordinate to identify each hex, e.g., 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. A hex that is partial, or not numbered will be referred to in all cases as the number immediately preceding or following the next one in a hexrow (e.g., H0 is before H1).

2.5.2.1 **Hexsides:** The six lines that define each of the hexes are called hexsides.

2.5.2.2 **Hexspines:** The six hexsides that protrude outward from hexsides of a particular hex are hexspines (connect the circles in the example at right).

2.5.3 **Hex Direction:** Each map has a Compass Rose. For any rule that uses a hex 'direction', treat north as direction '1', with each hexside moving clockwise, counting as 2-6 respectively.

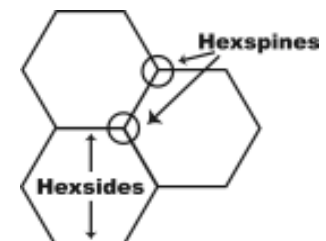
2.5.4 **Hex Location:** Some hexes on the map have more than one *location*, that is, more than one place units may be in a single hex. This is usually when the hex has more than one level, such as a building hex with a ground level and an upper level(s), or a Gully (with units in the Gully or on the 'Gully Lip'). Each of these locations is dealt with as a separate hex for stacking limits and may entail certain entry costs (see the Terrain Effects Chart).

2.6 DICE

2.6.1 *Combat!* uses ten-sided dice to represent fate. Players roll 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 two ten-sided dice, with the darker colored die

HEXSIDES/HEXSPINES



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.

2.6.3 Modifiers to d100 and d10 are referred to as a DRM (Die/Dice Roll Modifier). If both dice are the same number in a d100 DR (e.g., '33'), it is considered to be a roll of 'doubles'. A DRM of +20 means "add 20 to whatever was rolled" and a DRM of +2 means "add 2".

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 Players use the Firepower Factors Table (FFT) to resolve attacks using the Firepower (FP, also referred to as FF) factors of squads/HS and SW Teams and the FP Equivalents (EQUIV) or the 'HE' column for guns, aircraft, mortars and Offboard artillery. Guns round to the nearest row that does not exceed their Gun Size in the HE column of the FFT.

Example: A 75mm gun uses the 70 row for any fire using the FFT.

2.7.3 Use Direct Fire Effects Tables (DFET) to resolve fire by all non-mortar guns (including those on vehicles) using non-HE fire against AFVs. The FFT is used for *all other fire*, including fire against UA vehicles. DFET fire represents armor piercing shot. A gun may always opt to fire High Explosive at an AFV, using the appropriate HE row on the FFT to resolve their fire.

Example: An American M4A1 tank wishes to engage a German Pzkw 4H using its 75mm (Gun Size 75) 'B' (Gun Rating B) gun in its turret. It may use the 75B DFET on the American PAC to fire at the German Panzer. Alternatively, the American player may choose to attack the enemy tank on the FFT, using the 70 row in the HE column.

2.7.4 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 PAC. These are all explained later.

3. SCENARIOS AND SET UP

3.1 *Combat!* scenarios represent small, local battles players may play out alone or against others. Each of the scenario cards gives the players the information they need to play that scenario. At the end of this section are the rules for setting up a scenario once you've picked one to play. To get the most out of the historical presentation, we suggest you play the scenarios in chronological order.

3.2 SCENARIO CARD LAYOUT

3.2.1 The scenario card is broken down into sections with the available forces, map area to be used, number of turns in the scenario and any special rules provided on each card.

Combat! UNIT KEY (SEE PLAY AID FOR VEHICLE BACK)

GERMAN FLAK 88MM GUN (LIMBERED GUN)
 Unit ID#, Nationality Symbol (German cross), Troop Quality (6), Type (FlaK 18/36), Firepower (3), Range (6), Gun Rating (B), Rate of Fire (2), Gun Size (88)

GERMAN 6-6 SQUAD - HALF SQUAD
 Nationality Symbol (U.S. Star), Troop Quality (7), Rate of Fire (2), Firepower (3), Range (5)

AMERICAN BAR SW TEAM
 Nationality Symbol (U.S. Star), Troop Quality (6), Gun Rating (B), Range (0-1)

GERMAN PANZERFAUST B
 Troop Quality (7), Gun Rating (C), Range (2-40), Gun Size (60)

GERMAN 105MM GUN UNIT (NON-LIMBERED GUN)
 Gun Rating (B), Gun Size (105)

GERMAN PZKW 6E 'TIGER' TANK
 Gun Rating (B), Gun Size (88)

AMERICAN M2 LIGHT MORTAR GUN UNIT
 Troop Quality (7), Gun Rating (C), Range (2-40), Gun Size (60)

GERMAN FLOSSACK 35 RAFT
 Troop Quality (7), Armed with Machine-gun

AMERICAN M3 HALFTRACK
 FFT HE Equivalent (100), Troop Quality (6)

GERMAN NCO
 Troop Quality (7), Firepower and Range (1)

AMERICAN DEMO CHARGE
 Troop Quality (7), Rate of Fire (2), Firepower (8), Range (9)

GERMAN FLAMETHROWER
 Troop Quality (7), FFT DRM (-10), Range (0-1), FFT EQUIV (FT)

AMERICAN MACHINE-GUN
 Troop Quality (8), FFT HE Equivalent (150)

GERMAN SD KFZ 251C HALFTRACK
 Armed with Machine-gun

GERMAN JU 87G 'STUKA' AIRCRAFT (FRONT/BACK)
 Troop Quality (8), MG Firepower (6)

3.2.2 Orders of Battle (OB): This area of the scenario card shows the forces available to each side. The instructions those units must follow when setting up is also found here, including order of set up. Each unit counter shown on the scenario has a number printed under it that corresponds with the quantity of that type of unit provided for a scenario. 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 means you need to pick eight of that squad type, e.g., 8 x 6-6 squads.

3.2.2.1 Reinforcements: These are extra units available to a side. Sometimes reinforcements enter the scenario after turn one. Instructions are found on the scenario card.

Note: If the scenario does not specify a turn of entry, reinforcements set up with the rest of the friendly forces provided for a scenario.

3.2.2.2 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 a form of stacking. For the purposes of moving units onto the map, after units have entered in a particular hex in excess of normal stacking limits each additional unit pays an additional 1 Movement Point (MP) to enter on that hex.

Example: Three squads enter on hex A1, which is an Open Ground hex. If a fourth squad wishes to enter on A1, it will have to pay 2 MP (1 MP for Open Ground + 1 MP for entering an 'overstacked' entry hex). If a fifth squad enters on A1, it will have to pay 3 MP. If an AFV entered on A1 after the three (or five, for that matter) squads did, it would still pay just 1 MP, since the stacking limit in a hex is three squads and two vehicles, the AFV is not facing an 'overstacked' entry hex situation. If two AFVs had already entered using A1, a third AFV would have to pay 2 MP to enter there.

3.2.3 Victory Conditions: Victory or defeat is based achieving the conditions in this section. Victory may involve seizing terrain, advancing on the battlefield or causing enemy casualties. In order to win, a side has to *completely* fulfill the stated Victory Conditions. Draws are sometimes possible.

3.2.3.1 Victory Points: Some scenarios call for one side or the other to earn Victory Points. Use the values on the Victory Points Table.

3.2.3.2 Exit: Units exited to meet scenario Victory Conditions 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 scenario, paying 1 MP to move off the map.

3.2.3.3 Control: A hex can be Controlled, Disputed or Not Controlled. A side controls a hex only if it currently has or was the last to have at least one non-leader infantry unit in the hex and there are no enemy units in any location of the hex (e.g., on a Level +1 marker in a multi-level building). 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 scenario, the

hex is controlled by the side that had it in its set up area, if anyone did, otherwise it is Not Controlled. If Victory Conditions refer to 'capture', it means the named location must be controlled as per 3.2.3.3.

3.2.3.3.1 Building Control: A building is only controlled by a side if the enemy is in none of the building's hex locations and the friendly side meets the requirements of 3.2.3.3.

Example: Pointe du Hoc hexes P20 and P21 represent one building. If there were no German units in any location of P20 or P21, an American squad on the ground level of P20 would suffice to control the entire building.

3.2.4 Scenario Special Rules (SSR): This area provides any additional rules that are in force just for this scenario. Where SSRs vary from this rulebook they take precedence.

3.2.5 Map Configuration and Map Layout: Some scenarios restrict the map area in action. No unit may ever move or fire beyond the area listed as in play. This section also provides a graphical representation of where the units for both sides set up or enter. If the text for map configuration differs in any way with the graphic, the text supersedes the graphical representation.

3.2.6 Game Turn Track

3.2.6.1 A group of rectangular boxes is provided on each scenario card and shows how many turns the scenario lasts. Place the Initiative marker in the box for that turn, using it to denote what turn it is and which side was *first* to have the initiative that turn (i.e., do not flip it each time the a side uses an impulse).

3.3 SCENARIO SET UP

3.3.1 Set Up Order: Players set up in the order listed in their OB, with the side setting up first completing all set up before the side setting up second places any units on the map. In any scenario that has all the units of one side entering play from off map, the non-entering player sets up first.

3.3.2 Location in Hex: Unless the scenario has a special restriction, units can set up in any location and status inside the designated set up area.

3.3.3 Right of Inspection: Once set up on the map, opposing players may never look under the *top unit* in an enemy stack, ignoring markers. Players *may* inspect the entire stack of enemy units in a hex that receives an 'OK' result on the Line-of-Sight Table (LOST) (or rolls for one successfully).

3.3.4 Hidden Units

3.3.4.1 Routine: Some scenarios allow units to set up hidden, meaning the actual counters are not placed on the map during set up. Do not use this rule for solitaire play (i.e., set up all units on the map and see below for the inclusion of Dug In markers in exchange for hidden units). Units that are hidden should have their hex and Covered Arc (CA), Vehicle Covered Arc (VCA) and Turret Covered Arc (TCA) facings noted on a side note and if they set up

in any fortification (e.g., trench) that should also be noted (as well as the covered arc of any Pillbox or Roadblock that is set up hidden). The only fortifications that may be set up with any unit that is allowed to set up hidden are Pillbox, Trench and Dug In. Any other fortifications would have to be specifically listed as available for hidden set up by SSR. Once revealed, a hidden unit cannot become hidden again during that scenario. Gun units (not vehicle guns) and Mines may *always* set up hidden.

3.3.4.1.1 Solitaire Play: For solitaire play, Include two additional Dug-In markers per non-Mine hidden unit available in a scenario.

3.3.4.2 Reveal Hidden Units: Any time an enemy unit enters a hex location with a friendly 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 unless the unit fired at is eliminated by the fire and it was the only enemy unit with a LOS to the hidden unit. A hidden unit must be revealed to move or change its CA/VCA/TCA. Hidden units may also be revealed by Searching. A hidden fortification is revealed whenever an enemy unit comes within 6 hexes of it, even if any hidden unit in the fortification is not revealed (it does not have to be).

3.3.4.3 Reconnaissance By Fire: Units may fire into a hex that does not have any counters in it in an attempt to 'Recon By Fire'. This fire is resolved normally (including any Line-of-Sight Table or Screened Shot Table rolls) but attacks at 1/2 its normal FFT strength. Reveal any hidden unit(s) in the hex *only* if there is a MC/C/E result rolled during the FFT attack. These results are applied normally. Recon by fire never reveals hidden mines or wire.

Example: A German 6-6 squad and 4-8 MG 34 MG unit stacked in the same hex wish to fire into an empty woods hex. A d100 dice roll of 55 or less must be rolled on the LOST. The German rolls a 28. The two then combine for 10 FP halved = 5 FP. Using the 4 FP column on the FFT, the German player rolls an 07. After adding +10 for the woods terrain DRM, the final modified dice roll of '17' results in a Morale Check (M result on the 4 row of the FFT in the 16-25 dice roll column). A hidden American NCO is revealed. After the American player places the NCO in the hex, it must take a Morale Check.

3.3.4.3.1 Gun/AFV Recon By Fire: No fire that involves use of a DFET may be used as Recon By Fire. Any AFV that is Suppressed by FFT fire is revealed.

3.3.4.3.2 Searching: A squad (its equivalent, i.e., two half-squads) stacked with and moving with a leader may use an impulse to Search for hidden units during the Fire & Movement Phase. The stack uses Cautious or Crawling Movement after specifically stating that it is searching. At any point during its move, a searching unit may make a d10 dice roll on the Search Table to determine how many adjacent hexes the unit can search. Reveal any hidden units in the number of resulting 'Hexes Searched' after rolling on the table. Mark searching

unit(s) and the leader as Crawled Fired after they conduct their search (i.e., the unit may not use any form of fire except Desperation Fire later in the Fire & Movement Phase).

4. SEQUENCE OF PLAY

4.1 GENERAL RULES

4.1.1 *Combat!* is played in turns, each representing from one to five minutes of real time, depending on how much action transpires.

4.1.2 Each turn includes two phases, followed by a conclusion of the turn 'phase'. In the Command Phase, units organize for the turn. During the Fire & Movement Phase, units of both sides may fire and/or move, and engage in Close Combat fighting. Both players may move and/or fire all, some, or none of their eligible 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 a d10 for Initiative. The side with the higher roll wins the initiative. A tie leaves the initiative with the side that had the initiative the previous turn.

2 - Fire & Movement Phase

a - Players alternate moving, conducting close combat or firing their units. When both players announce a pass (no action) twice consecutively (a total of four), the Fire & Movement Phase ends. It may also end by mutual player consent.

3 - Conclusion of the Turn Phase











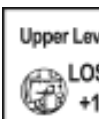












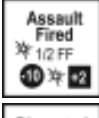


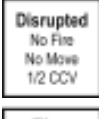















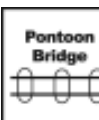

a - Remove all Fire and Movement markers (Exception: leave Movement on vehicles that wish to remain moving, noting that the arrow on the Moved marker should face in the proper direction—for forward or reverse movement); flip all FFE to their CFF side. Remove (or flip the turret to its non-Suppressed side if it is not facing to the front of the vehicle) Suppressed markers. Move the Game Turn marker to the next turn, with the initiative for the side that had the initiative the previous turn facing up.

b - Begin again with the Command Phase of the next turn.

4.3 COMMAND PHASE

4.3.1 **Unit Morale Recovery:** Both players remove, 'reduce', and make removal and reduction attempts for all yellow marker counters on their units with the exception of units in Close Combat. The term 'reduce' refers to the replacement of yellow markers (Pinned Down, Disrupted and WIA markers are all colored yellow) with another with a 'lower' level of damage, signified by replacing a WIA with Disrupted (Exception: Wounded leaders remain wounded permanently during a scenario), Disrupted with Pinned Down, and the removal of Pinned Down to return a

Combat! MARKER KEY

	Smoke		Turret CA		Wire
	Iron Cross		Pillbox		Mines
	Dug In		Trench		M-KILL
	Assault Moved		Upper Level		Moved
	Close Combat		Upper Level +1		Pinned Down
	Fire 1		Roadblock		Resistance Nest
	F-KILL		In Cover		Rubble
	Acquired		Bracketing		Assault Fired
	Crawled Fired		Crawled		Disrupted
	Enfilade		Fire 2		Fire (Flame)
	Mousehole		Moved		Suppressed
	WIA		Burning Wreck		Wreck
	Call For Fire		Fire For Effect		Silver Star
	AT Trench		Control (Russian)		Soviet Red Star
	Pontoon Bridge		Control (German)		

unit to 'Good Order' (no yellow markers on it). A full explanation of Morale Checks (MC), leader effects and yellow marker reduction and removal is provided later in the rules.

Note that all attempts to reduce or remove yellow markers are optional, they do not have to be attempted at the wishes of the player.

4.3.1.1 **Removal:** Remove all yellow markers from units in the same hex of a non-disrupted NCO/Officer/Commissar.

4.3.1.2 **Reduction:** Reduce all yellow markers from units within Morale Support Range (adjacent) of a non-disrupted Officer/Commissar.

4.3.1.3 **Leaderless:** All units outside of Morale Support Range of a non-disrupted leader must pass a MC to reduce any yellow markers. Apply any effects of a failed MC normally (MC routine is explained later) for these attempts.

4.3.2 **Regrouping Half Squads into Squads**

4.3.2.1 At the player's option, in any hex where there are two half-squads of the same type (e.g., 2 x 3-6 German HS) in the same hex location with a leader, one half-squad may be removed and the other flipped to its full squad side. Unless identical, half-squads may not be regrouped.

4.3.2.2 The leader remains in the hex with the replacement squad, and both units are free to act in the Fire & Movement Phase normally.

4.4 FIRE & MOVEMENT PHASE

4.4.1 **Impulses**

4.4.2 During the Fire & Movement Phase, both players may fire, move or conduct Close Combat (CC) with all, some or none of their eligible units (e.g., non-Disrupted units that have not moved yet and non-Disrupted or Pinned Down units that have not fired yet, etc.).

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

4.4.4 The player going first in the Fire & Movement Phase uses an impulse, i.e., he is the acting player until he finishes moving, firing or conducting CC with one unit or a group of units (using Platoon Movement, Platoon Fire or of a CC attack with a stack in the same hex), or until he declares a pass.

4.4.5 A pass only indicates that the player will not move, fire or conduct CC with a unit during *that* impulse. When the impulse comes back to the player that passed previously, after the opponent has used an impulse (or more than one impulses if provided in a scenario or the use of Random Impulses is in play), he may opt to move, fire, make a CC attack or pass again. If both opponents pass during two consecutive impulses *each* (i.e., a total of four), the Fire & Movement Phase concludes. It may also be concluded at mutual player consent.

4.4.6 **Defensive Fire** does not use an impulse. Defensive Fire is described in detail later in the rules.

Example: A German squad moves during a German impulse, prompting the Russian player to fire one of his squads using Defensive Fire. After the German squad's move ends, the next action will be a Russian impulse unless the German is allowed by Scenario 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.

4.4.8 **OPTIONAL RULE - Random Impulses:** Prior to using his first impulse, the Initiative player makes a Random Impulses d10 dice roll. This roll is halved, and indicates how many consecutive impulses the player may use. When play shifts to the non-Initiative player, the routine is repeated, and so on, until the Fire & Movement Phase is over. Do not use Random Impulses during turns specified with multiple impulses already for one side by the scenario.

Example: The Russians automatically receives the Initiative and may use 3 consecutive impulses in a scenario, during the Fire & Movement Phase of turn one. After the Russian has used his 3 impulses, the German player rolls d10 before using his first impulse on turn one, resulting in a '5'-halved to '2.5'-and rounded up to a '3', allowing the German to use 3 consecutive impulses on turn one. After the German uses his 3 impulses (or one then passes, or two then passes, or just passes without using any impulses), the Russian rolls a '6' - halved to '3' - and the Russian is allowed to use three consecutive impulses. The German then rolls for his impulses, followed by the Russian player, and so on.

4.5 CONCLUSION OF THE TURN PHASE

4.5.1 Remove all Fire and Movement (Exception: vehicles that wish to continue movement retain their Moved markers [or Assault Moved markers]) markers; flip all FFE to their CFF side. Remove Suppressed markers. Move the Game Turn marker to the next turn, with the side that had the first initiative on the previous turn facing up.

4.5.2 Begin again with the Command Phase of the next turn.

5. LINE OF SIGHT (LOS)

5.1.1 **Calculating Line-of-Sight:** The path of LOS is calculated from the firing unit's hex, along the shortest, most direct route,

to the target's hex. After determining the shortest path, the Line-of-Sight Table (LOST) is consulted to determine whether any terrain feature(s) intervenes to block or Hinder LOS.

5.1.2 **Defined:** LOS in game terms is plotted from the center-of-hex (white dot) to the center-of-hex. Use of thread or a straight edge is useful in this process and any hex touched is considered intervening terrain.

5.1.3 **Disputes:** When LOS is in doubt in any way, because of printing anomalies on the map, or a difference of opinion, it is considered to be blocked.

5.1.4 **Line-of-sight Table:** Each terrain hex or feature intersected by the straightedge must be evaluated on the LOST to determine if it constitutes blocking terrain. The table is used to evaluate the firing unit's hex, any and all intervening terrain Hindrance hexes, and the target's hex, in that order.

5.1.4.1 **From Firing Unit's Hex:** The "Inside to Outside" column is used to evaluate LOS out of the firing unit's hex.

5.1.4.2 **Same Hex:** If the target is in the same hex as the firing unit, use the "Inside to Inside" column.

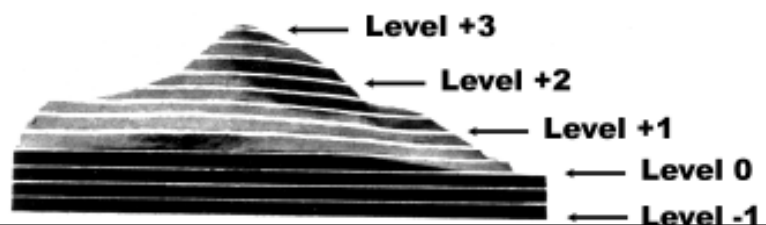
5.1.4.3 **Hindrances:** Intervening terrain is evaluated using the "Outside Through" column.

5.1.4.4 **Into Target Hex:** The "Outside to Inside" column is used to evaluate LOS into the target unit's hex (or target hex if no counter is in it).

5.1.5 **Line-of-sight Terms:** Each terrain hex and each terrain feature in the hex is evaluated separately, in the same manner in which movement costs are evaluated for the hex and the features in the hex (i.e., they are cumulative). "OK" means the LOS is not blocked. "BLOCK" means the firing unit cannot fire at the target hex or through the intervening hex (i.e., LOS is blocked). A number means that a d100 dice roll is required for LOS to exist inside (in the case of units firing at other units in the same hex), into or through that hex. If the dice roll is less than or equal to the number on the table, LOS is not blocked.

5.1.5.1 **LOST Dice Roll Routine:** A LOST dice roll is *not* necessarily made for each hex the straight-edge passes through. Use the lowest number for any hex the straight-edge passes through (intervening Hindrance hexes) or enters (the target hex) if

A SIDE VIEW OF A SLICE TAKEN FROM A TOPO MAP TO ILLUSTRATE *Combat!* LEVELS



all the terrain is of the same type (e.g., Grainfield). If LOS passes through more than one type, make a LOST roll for each type of terrain.

5.1.5.2 Terrain Obstacles: Terrain that creates a 'Block' on the LOST is termed an 'Obstacle' ('O' on the TEC) on the TEC. If any piece of terrain listed on the TEC as an Obstacle touches a thread drawn between the center dots of the firing unit's hex and the target's hex, the LOS is blocked (as signified by a 'BLOCK' result on the LOST). This means that there must be space showing between the terrain and the thread to declare an LOS.

5.1.5.3 Terrain Hindrances: This same method is used to determine if terrain listed as a Hindrance ('H' on the Terrain Effects Chart) in intervening hexes (between firing hex and target hex) applies to fire.

5.1.5.3.1 Inherent Terrain: Some hexes are Hindrances (H) and Obstacles (O) in their entire hex, including along their hexsides, not just if the terrain features are touched by a LOS straight-edge:

- 1) Orchard (H);
- 2) Smoke (H);
- 3) Fire (H);
- 4) Wreck/AFV (H);
- 5) Debris (H);
- 6) Rubble (O).

5.1.6 Observation Range: No artificial observation maximum range limitation is imposed in *Combat!* (Exception: in night scenarios, a limit on observation range is provided). Instead, a limitation is placed on the number of hexes that have a number (i.e., not 'OK') that can be made when determining a single LOS.

5.1.6.1 No LOS can be attempted through more than three Hindrance hexes (terrain with a number on the LOST) for each LOS situation. Terrain listed as 'OK' does not count towards this total in any manner. "BLOCK" results cause the LOS to end at the blocking terrain feature unless the firing unit or the target unit is at a higher level (Higher Level LOS).

5.1.7 LOS LIMITS: There is no theoretical limit to any LOS. It must stop, however, in the hex containing the targeted unit or the terrain feature (including hexside terrain such as Bocage or Wall) that causes the a third number, or due to a 'BLOCK' result.

5.1.8 Units LOS Automatically 'OK': Hexes that contains any unit in the following category is automatically 'OK' if the LOST calls for a number result:

- (a) Any unit using *in the act of* using any non-Crawling movement (not marked with Moved, i.e., actually being moved);
- (b) A moving Vehicle;
- (c) Marked Fired (any type, including Assaulted Fire and Crawled Fired);
- (d) For any unit marked as Moved, ignore the terrain *in its hex* for LOST purposes (i.e., only roll if there are intervening 'numbered' terrain Hindrances);
- (e) An Acquired marker in the hex.

Note: Non-vehicle units marked with Moved are not automatically 'OK'; they have to be fired at during the impulse they are being moved.

5.1.9 Non-Reciprocity: LOS is not necessarily reciprocal. It is possible for a unit to have Line-of-sight to a target, yet the target will not have Line-of-sight back to the firing unit based on the probability of making a dice roll to and from different terrain and in the case of units in terrain that requires a dice roll to see into.

5.1.9.1 Higher Level LOS: A LOST result of 'BLOCK' may be negated by LOS created when the firing or target unit is at a higher level than the terrain Obstacle causing the BLOCK.

Example: An American squad in Pointe du Hoc G19 wishes to fire at a German NCO in G15. There are three intervening Grainfield hexes between firing unit and target and the target is in a Grainfield hex. The 'Outside Through' column is used, calling for the American squad to roll a d100 of '50' or less to have an LOS. Since they are all Grainfield, only one roll is needed. If the roll is successful (i.e., less than or equal to '50'), an LOS exists and the owning player of the firing unit then makes a roll on the appropriate row of the Firepower Factors Table to obtain a result. Note there is no 'modifier' to the FFT dice roll created by a Grainfield (and thus no protection from stalks of 'wheat' once the unit(s) huddling behind them are 'spotted' using the LOST routine).

Example 2: If the German NCO was instead in G14, there could be no LOS as the fourth hex calling for an LOST dice roll is G15. Note the 'same-type' factor has no bearing on determining how many hexes have a LOST roll called for.

Example 3: An American squad is on an Upper Level LOS +2 marker in Pointe du Hoc N16. It wishes to fire at a German squad in K20. If the straight-edge hits the building depiction in M18, the result is 'BLOCK'. However, since the American is a full level higher than the M18 building (which is a Level +1 Obstacle—the firing unit traces its LOS from Level +2) an LOS exists. If K20 was a woods hex instead and the German unit was not marked with any counter listed for an automatic 'OK' (e.g., Fired, or if it was fired on while in the act of moving [not Crawling]), the American would have had to make a LOST d10 dice roll of 55 or less to gain an LOS.

5.1.10 LOST Failure: An attempt to obtain an LOS on the LOST represents the use of an impulse even if the firing unit is not successful in obtaining an LOS to the target hex. LOS cannot be 'saved', i.e., a unit may check for LOS on the LOST only when it wishes to fire at an enemy unit (Exception: LOS continues for all enemy units that are marked with an Acquired marker).

5.1.11 LOST Target Unit Categories: Use the category/LOST DRM modifiers in a given hex location most favorable to the firing unit.

Example: If there is an AFV in the hex location, use the -10 LOST DRM against all units in that hex location. An Acquired marker provides an LOS to all units in a hex (in all locations).

5.2 TERRAIN LEVELS

5.2.1 General Concepts: Combat uses color topographical maps to depict terrain. Map contours are described in terms of their relative height, as *Levels*. All heights terrain heights are described in terms of the Level a unit traces its LOS from, and

the level (or height) a terrain Hindrance or Obstacle *protrudes above* the level it is on.

Example: A one hex building is Level +1 tall. If it is in a terrain hex, that itself is at Level +1, the total Obstacle height is +2 for any LOS straight-edge that hits the building depiction is Level +2 tall (i.e., presents a Level +2 Obstacle to any LOS straight-edge that hits the building art—a unit would have to be at Level +3 or higher to see over the BLOCK created).

5.2.2 Terrain Levels: Levels on *Combat!* maps are printed in varying shades of green, with a dark gray edge to highlight their edges. Levels in *Combat!* are described as being 'above' and 'below' Level 0, an artificial 'sea level'. Levels above Level 0 are referred to as Level +1, +2, +3 and so on. Levels below 'sea level' are referred to as Level -1, -2 and so on. The maps used in *Combat! Kursk* has levels ranging from Level -1 (hex KK24) to Level +3 (hex B12). Level -1 is the Psel River on the *Combat! Kursk* map, printed in blue. On the Pointe du Hoc map, levels range from -3 (hex A24), -2 (hex B23), -1 (hex C23), and Level 0 (hex D22).

5.2.3 LOS Obstacle Height: The highest level of any terrain obstacle (e.g., building) in a hex further adds to the height of the obstacle to LOS represented by that hex for any LOS in which the straight-edge actually hits the art depiction of the obstacle. Treat a unit in a hex containing more than one level as at the level of the center dot in the hex.

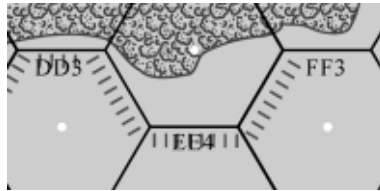
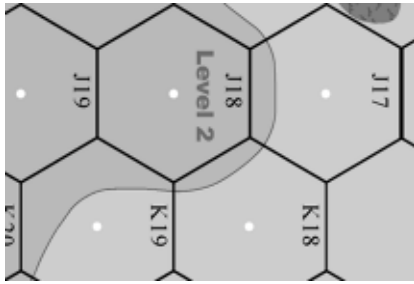
Example: On the Pointe du Hoc map, hex D20 is at Level 0, the level of the terrain its center-dot sits on (and its highest point). Hex N16 is at Level 0 but there is a Level +2 high building in the hex, making the Obstacle height in N16 Level +2 for any fire that hits the building. If the hex was at Level -1, the Obstacle height of the building would be Level +1 as the levels are cumulative when determining overall height.

5.2.3.1 Level LOS Traced From: LOS is traced from the level a hex center-dot sits on (or at the level of the hex location the unit is tracing its LOS from).

Example: In the above example, a German squad in N16 traces its LOS from Level 0 if in the ground level of the building (not placed on any Upper Level LOS +1/+2 marker). If it was in N16 on a Upper Level LOS +1 marker, it would trace its LOS from Level +1; on a +2 version of that marker, from Level +2.

5.2.4 LOS Height Advantage and 'BLOCK' Terrain: A unit at a higher level than any intervening terrain between it and the target hex (the terrain in the target's hex is not counted) may see over it and ignore any 'BLOCK' or 'number' outcomes on the Line-of-Sight Table for that terrain (in that particular LOS check). Blind hexes (the hex behind a LOST Obstacle) may still prohibit LOS.

Example: A German squad in Kursk hex J21 can see over the Level +1 height building in J23 (sitting on terrain at Level 0) due to the German's LOS height advantage, which is a two level advantage in this case.



5.2.5 Military Crest Lines: There are two types of Military Crest Lines ('Crests') on *Combat!* maps: Military Crest Lines and Minor Military Crests. Military Crests are formed on the hexsides of a hex wherever hexes of two or more different terrain levels meet. These types of crests block LOS past them when traced from a lower level to a hex beyond the first higher level hex the LOS enters.

Example: In the example above, hex Kursk J17 contains a Crest on its J17-J18 hexside. A unit in J17 is at Level +3 and can see across the J18 hexside to units on lower levels. A squad in Kursk J17 has an LOS to J20, J23, F23, and many other lower level hexes due to the height advantage this position provides any unit in hex J17. However, a unit in J19 (at Level +2) cannot see past J17, to other non-crest hexes on Level +3, e.g., it cannot see hex J16.

5.2.5.1 'Minor' Military Crests: These are lesser terrain undulations that are treated the same as Military Crest Lines for LOS traced across their hexsides, but they do not place a unit or terrain in the hex at a higher level. Minor Crests are signified by hash marks along a hexside. They do not block LOS past them like normal Military Crest Lines. They do cost units the same MP to enter as any increase in elevation.

5.2.5.1.1 LOS Height: LOS for units on Minor Military Crests is traced from Level +1, i.e., higher than the level of the hex.

Example: In the example above, Kursk hex EE3 has minor crests along three of its hexsides. A unit in EE3 traces LOS as if it is on Level +4 across these three hexsides. A unit pays 2 MP + the cost of terrain (woods in this case, 2 MP for infantry = 4 MP) to enter EE3 from EE4.

5.2.6 Terrain DRM: Non-vehicle target units receive a +10 Terrain DRM for fire resolved on the FFT if they are on a crest (of either type) and higher than the firing unit and otherwise receive no other terrain DRM.

Example: In the example above, a unit in Kursk hex EE3 would not get a +10 Terrain DRM as it already receives the terrain DRM for the woods

in the hex.
5.2.7 Effect of Lower Terrain on LOS: Unless the hex being seen over contains Flame or Smoke, there is no effect on the LOS on any fire by the intervening lower hex (Exception: unless a Blind Hex) if the firing unit is at a higher level than the intervening terrain. This ability to see over means Walls, Wrecks, Grainfields, Brush, Rubble or any other terrain listed as a "Level 1/2" Hindrance or Obstacle between a unit at Level +1 and a target at Level 0 have no effect whatsoever to LOS if between firing unit and target.

5.2.8 Blind Hexes: The adjacent hex behind any terrain that provides a 'BLOCK' on the LOST cannot be seen (or fired into) by higher level units if the LOS straight-edge touches that terrain depiction. These hexes are considered Blind Hexes.

Example: A German squad in Pointe du Hoc N16 on a Upper Level LOS +2 marker cannot see an American squad in L15. The building in M16 creates a Blind Hex.

5.2.9 MP Cost: Units pay a MP cost for each one level change in addition to the cost of the terrain in the hex being entered to move up (i.e., increase the level it is at). It costs nothing extra to move down a level unless descending more than one level in a move from one hex to an adjacent hex (see Steep Descent/Ascent).

Example: A squad moving from Pointe du Hoc hex B22 to C22 pays 3 MP (1 MP for Open Ground [COT] + 2 MP for moving up from Level -3 to Level -2. An Opel Blitz truck (wheeled) pays 6 MP for this same move (2 MP for Open Ground [COT] + 4 MP for moving up). A squad moving from C21 to D20 (or vice versa) pays 5 MP (1 MP for Open Ground + 4 MP for moving up two levels from Level -2 to Level 0, i.e., 2 MP each level).

5.2.9.1 Steep Descent/Ascent: Any unit moving down >1 Level in one hex pays the same MP costs as moving up. Moving up costs double. A wheeled vehicle must risk an M-KILL to make a Steep Ascent or Descent (down >1 level) or Steep Ascent (up >1 level). Make a d10 dice roll: on a 1-3, it is marked as M-KILLED in the hex it attempted to exit.

Example: To move from Pointe du Hoc hex D20 to C21 a unit must make a Steep Descent. A squad pays 2 MP instead of 1 MP to enter C21.

5.2.10 A Crest hex is considered to be whatever terrain is in the hex. However, the other terrain in a Crest hex does not negate the effects on movement and LOS represented by the Crest.

Example: Pointe du Hoc hex B15 is a woods hex. It is treated as Woods for all purposes, noting the LOS ramifications of the center dot being at Level -2 and the woods extending Level +1 above the ground level of the hex.

Example 2: A squad moving from A16 to B15 pays 2 MP to enter the woods; however, since it is also moving uphill, it also pays 2 MP for a +1 increase in level, for a total of 4 MP for a squad to move from A16 to B15.

5.2.10.1 Cliffs: The brown hexside in Kursk F25-E25 is a special type of Crest known as a Cliff. No unit may move across a Cliff. LOS is traced from the level a unit is on normally in a hex containing a Cliff hexside.

THE SCENARIO CARD

Scenario Title

Scenario #

German OOB

Capsule History

Soviet OOB

Game Turn Track

Victory Conditions

Map Configuration

Compass Rose

Map Diagram

Scenario Special Rules

6. TERRAIN NOTES

6.1 TERRAIN EFFECTS

6.1.1 **Terrain Effects Chart (TEC):** All terrain effects are summed up on the Terrain Effects Chart (TEC). Only terrain needing special notes will be referenced here.

6.1.1.1 **DRM/H Slash Mark Information:** Note the "DRM/H" column on the TEC does not denote that the information found in it is formatted with the DRM to the left of the slash-mark and H to the right. Any terrain (e.g., Trench) with its DRM formatted in this fashion denotes a DRM as follows: [All non-FFE or Mortar fire on the FFT / FFE and Mortar fire on the FFT]. The numerical information found in this column is either a terrain DRM (i.e., added to any FFT dice roll against units in such terrain) or a Hindrance DRM that is added for any fire into or through such terrain. If a terrain type is listed as neither an Obstacle (O) or a Hindrance (H), simply apply the terrain DRM listed for any unit in that type of terrain/counter.

Example: A squad in rubble receives a +20 terrain DRM for any fire against it on the FFT. A squad in a Shellhole receives a +10 terrain DRM. A squad behind a Roadblock hexside receives a +10 DRM. For each Graveyard hex fired into or through, add a +10 DRM. For each Debris fired into or through add a +10 DRM (ignore the 'O' notation for Debris). An attack against a squad in a Trench by a MG unit receives a +15 terrain DRM. If attacked by and FFE, the squad receives a +30 DRM.

6.1.1.1 **TEC Usage:** Reading the TEC from left to right, the first column denotes whether a particular terrain type is an Obstacle or Hindrance to LOS and its height in Levels. The 'DRM/H' column lists any terrain DRM for fire into the hex.. Any DRM for fire through the hex is also found in this column. The right of any slash mark in the DRM/H column denotes increased or decreased DRM for special situations for particular terrain/counters.

Example: Woods has a terrain DRM of +10 unless Air Bursts apply, in which case the DRM is -10 (unless a unit is Dug-In). Units on a Gully Lip receive a +10 terrain DRM, same for a Creek. The increased DRM to the right of the slash mark for Dug In, Trench, and Anti-Tank Trenches is for Offboard Artillery. Stone buildings (gray) receive a +20 DRM; wooden ones (brown) +10. A Pillbox receives a +20 for fire that crosses its covered arc; +40 otherwise.

The TEC lists the MP costs for different types of units to enter specific terrain, as well as Terrain and Hindrance DRMs (used on the Firepower Factors Table and Screened Shot Table) and whether specific terrain entails the use of the Immobilization Table for vehicles to enter.

6.1.1 **Hex Terrain Type:** When in doubt about what kind of terrain to consider a hex, use the terrain under the hex center dot.

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 a 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 Firepower Factors Table d100 DR and affect Screened Shots as d10 DRM on the Screened Shot Table.

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.

6.1.4 **Hindrance DRM:** Any DRM listed for Hindrance ("H") terrain is for fire through intervening Hindrance hexes. The Terrain Effects DRM are added for all Hindrances along the LOS of a particular shot unless that fire involves the use of the Screened Shot Table (in which case they are factored in when using the table). Note that Hindrances along a LOS are cumulative for the purpose of FFT DRM and Screened Shot Table usage, not for the LOST.

6.1.5 **Hexsides vs. Artillery:** If a wall hexside is between an 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.

6.2. OPEN GROUND

All hexes are considered Open Ground, no matter their level, unless another type of terrain (e.g., woods) is in the hex. Some counters negate the effects of Open Ground (e.g., Smoke/Fire/Wreck/AFV markers). A Crest hex is considered Open Ground if fired on from a hex at the same or higher level *only*. Any intervening hindrances between firing unit and target negate the negative DRM for moving in Open Ground.

6.3 ROADS AND PATHS

6.3.1 **Roads:** Roads run through hexes that are another terrain type, such as Open Ground and woods. Roads have no terrain DRM, no Hindrance. Roads may be Paved or Unpaved, as indicated by the color (brown - unpaved; gray - paved). Units may not Dig In in Paved Road hexes, nor can Trenches/AT Trenches be placed in a paved road hex. Mines may be placed in them but must be set up on map (i.e., not hidden). Unpaved roads do not have these restrictions.

6.3.1.1 **Movement:** Moving from one road hex to another allows a unit to ignore the other terrain in a hex.

6.3.2 **Paths:** Paths are treated in the same manner as roads only for non-vehicle units. Vehicles pay the COT the path is found in (i.e., ignore the Path).

Note: The TEC lists "COT" for Paths in the infantry column. It should instead say "1". Note that a Path that goes up a level (i.e., up a hill) also pays the COT for Crest.

6.3.3 **Other Terrain In Hex:** Shellholes, wrecks and wire are *not* negated for movement purposes by a road or path.

6.3.4 **Hexside Roads:** Some roads run directly along a hexside, instead of through a hex. These roads allow vehicles to move along the road depiction directly along

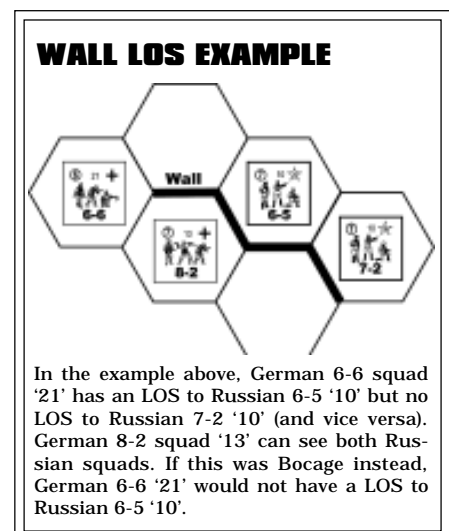
hexsides (Exception: Unless towing a gun; carrying a mortar does not restrict). If stopped (including by K-KILL or M-KILL results), a vehicle remains on the hexside road. To 'turn' and move to a new hexside, a vehicle must change its VCA. No turret with a Gun Rating of A may change its TCA when on a hexside road. Hexsides roads cost the same MP to move on as other roads.

6.3.5 **Sunken Roads and Rail Lines:** The terrain feature on the Shanley's Hill map that runs from PP18-PP23 is a sunken rail line. Treat all movement and LOS directly from PP18-PP23 (e.g., a squad moving from PP19 to PP20 pays 1 MP; an LOS exists from PP18 to PP20 as if all hexes are Road, i.e., in Open Ground) as if along a road. For all other purposes the terrain from PP18-PP23 is considered a Gully. The railroad depiction on the Shanley's Hill map has no effect on play.

6.3.5.1 **Raised Roads and Rail Lines:** The terrain feature on the Shanley's Hill map that runs from PP30-PP35 is a raised rail line. The brown terrain depicted in these hexes is a Military Crest that is Level +1 above the hex it is in (i.e., the hexes are at Level -1 but the raised rail line is at Level 0, as is the bridge in PP31). Treat any movement and LOS directly from PP30-PP35 as if along a road. For all other purposes, the terrain from PP30-PP35 is considered a Military Crest with the following exceptions:

- 1) Non-tracked vehicles may not move up and tracked pay double;
- 2) All vehicles risk a roll on the IMMOB table to move down (failure results in an M-KILL in the hex the unit is attempting to move into);
- 3) Non-vehicles pay double MP to move up or down.

Example: An M8 Armored Car attempting to move from PP30 to OO31 must risk a roll on the IMMOB table. If failed, place the truck with an M-KILL marker in OO31 (noting the correct VCA). A squad moving from OO33 to PP33 pays $[2 + \text{COT}] \times 2 = 6$ MP to enter, as does a tracked AFV.



6.4 BUILDINGS

Buildings consist of wooden or 'wood' and masonry or 'stone' structures. Wood buildings are brown in color. Stone are gray.

6.4.1 Building Levels: Some buildings have more than one 'floor' (Level in game terms), in them, with units on the higher floors shown by the placing them on 'Upper Level LOS +1 and +2 markers. Only infantry, non-Gun SW Teams (e.g., Panzerfaust, Bazooka, Flamethrower, Anti-Tank Rifles, etc.) and non-vehicle MG units may enter a building location above the ground level.

6.4.1.1 One Hex Building: A one hex building has a ground level only (Exception: Large center-dot) and is a Level +1 high Obstacle to LOS.

6.4.1.1.1 Large Center-Dot: A one hex building with a large center-dot (e.g., Kellam's Bridge hex J2) has two levels, a ground level and a Level +1. A unit may move up onto an Upper Level LOS +1 marker in such buildings.

6.4.1.2 Multi-Hex Building: Any building that consists of more than one hex is treated as if it is a large center-dot building (Exception: Buildings with center-squares instead of center-dots). A unit may move up onto an Upper Level LOS +1 marker from any hex of the building.

6.4.1.3 Large Center-Square: Any building that has a large center-square in any hex of it is treated as if it is a Large center-dot building with a Level +1 and a Level +2 above its ground level location (Exception: Stairways, depicted by large center-squares, denote a unit may only change levels in that building in the hex with the large center-square). Such buildings are Level +2 LOS Obstacles.

6.4.1.3.1 Changing Levels: The cost to move up one level in a building is 2 MP (the same cost to enter a building hex). A unit may move to the next highest or lowest level in a building hex from any hex of the building (Exception: Buildings with Stairways) by spending 2 MP.

6.4.1.3.1.1 Stairways: Units may *only* move to or from upper levels in the actual hex containing a white center-square.

6.4.2 Upper Level LOS: A unit on an Upper Level marker may trace LOS from the height level of that marker added to the height level of the ground the building sits on. Place any infantry unit that has moved 'upstairs' in a building *on top of* an Upper Level +1/+2 marker of the appropriate level.

6.4.3 Stacking: Each Upper Level is a 'floor', a hex that may contain units in keeping with normal stacking limits.

6.4.4 Building Exit: A unit must be on the ground level of a building to exit it A unit may move directly under an adjacent trench marker when exiting a building hex.

6.4.5 Dug-In in Building: Units may be Dug-In in building hexes on any level. This may not be accomplished during a scenario, but may be provided in the form of Dug-In markers provided by a Scenario Special Rule or purchase during a campaign game. Use normal Dug-In markers to indicate units Dug-In in a building hex. The DRM for a unit Dug-In in a building is an additional +10 to the building terrain DRM (Exception: An additional +20 is applied against Offboard Artillery fire).

6.4.6 Rooftops: Some buildings have a higher level than its highest 'floor' known as a Rooftop. Another form of rooftop location is a steeple. None of the buildings on the Kellam's Bridge, Timmes' Orchard' Shanley's Hill, Pointe du Hoc or Kursk have

rooftops. Some have steeples. Use the Rooftop row on the Terrain Effects Chart for Rooftops and Steeples.

6.4.6.1 Steeple: A white cross in a building hex indicates a steeple. The steeple consists of one additional Level +1 in height above the highest level of the building hex it is in. Only a leader, half-squad or MG SW Team may enter a steeple. Place units in a steeple on an Upper Level LOS Level +1/+2 marker that is one level higher than the highest level in the building (or combine two markers to 'create' an Upper Level LOS +3, etc.

6.4.6.1.1 Entry: A unit must spend 2 MP to climb into a steeple or onto a rooftop from the highest upper level of that building hex in the same manner it moves up to a higher level for that type of building.

Example: The building in Kellam's Bridge hex N1 (the cross in N0 should be in N1) has a steeple. Since it is a one hex building, a unit may move to the steeple location directly from the ground level location of the building. The building in Pointe du Hoc P20/21 has a steeple in P20. The steeple may be entered by any unit on an Upper Level LOS +1 marker as this building is of the two hex type without a large hex center-square (i.e., it has Level 0 and Level +1). The steeple in Timmes' Orchard B16 may only be entered by a unit on an Upper Level LOS +2 marker in that hex.

6.4.7 Combination Road/Building

Hexes: In some hexes, roads enter a hex also containing a building without running along the hexspine. A vehicle enters such a hex without entering the building by moving forward or in reverse from the connecting road hex into that with the building (e.g., a tank enters Shanley's Hill EE20 from FF19 paying the cost to move along the road. The following building hexes use this rule: Shanley's Hill EE20 and Kellam's Bridge AA9. Treat the road entering Kellam's Bridge Z9 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 Shanley's Hill EE20 using the road from FF19 to EE20. A German gun in Shanley's Hill DD20 cannot have a LOS to the M4A1. A squad in Shanley's Hill II19 does). Note for LOS terms these vehicles are in open ground.

6.4.8 Black Bar Building Hexsides: Any building with a black bar across any inside hexside (one with part of the same building in both hexes of the hexside) is a 'black bar' hexside. No movement or LOS is allowed across black bar hexsides unless a Mousehole is created across it.

Example: Three hexsides of the Kellam's Bridge map has black bars: AA8/AA9, BB8/AA9, and AA9/AA10. Timmes' Orchard D20/D21 is also a black bar hexside. Shanley's Hill S8/T7, T9/U9 and JJ28/KK28 are black bar hexsides. There are no black bar hexsides on the Kursk or Pointe du Hoc maps.

INFANTRY/SW TEAM/ GUN UNIT MOVEMENT SUMMARY

Move Type	MP	DRM	Marker	Squad, HS or Leader	Support Weapon*	Gun*
Running	8	-20**/-10	Moved	Yes	No	No
Cautious	6	-10	Moved	Yes	Yes	Yes
Assault	4	-10	Assault Moved	Yes	No	No
Crawling	1 hex	N/A	Crawled	Yes	Yes	Yes

* A SW Team or Gun Crew may only move once it is on its Move (1-2) side (the other side from the picture of the weapon) unless it uses Crawling. To flip over to the Move side costs 1 MP. To flip back to the weapon side it costs 1 MP. A Support Weapon Team or Gun unit may only fire its front-side weapon when it is on its weapon (it is a 1-2 HS otherwise) side. Note Gun units are treated as using Cautious Movement (i.e., -10 DRM) when moving with their weapon side up.

** The -20 DRM ([-10 for moving] + [-10 for running] = -20) for running units is only applied to Defensive Fire against the running unit as it is actually being moved. Once a Running unit is done moving and marked as Moved, the opposing player would have to declare any Defensive Fire against that Running unit before any other unit uses an impulse, or the extra -10 DRM for Running unit would no longer apply. Note the DRM is not -20 for Running *and* -10 for Moved.

6.4.9 Gatehouse Roads: Three hexes on the Timmes' Orchard map (only) contain large, gated archways with substantial gates. Any unit may enter such a hex through a road hexside unless a player with a friendly non-Disrupted infantry unit has used an 1 MP to close the gate. These gates are considered open unless closed during play. Denote the closing of a gate by placing a roadblock marker across the hexside.

Example: The following Timmes' Orchard map hexes have Gatehouse Roads: E6, D20 and Z20.

6.4.10 Fire (Flame) - Burning Building: A building (or rubble) hex that catches fire is marked with a Fire (Flame) marker in the hex. See below for the results of Fire (Flame) being placed in a hex.

6.5 URBAN BUILDING AND TERRAIN

6.5.1 Stalingrad Buildings: The buildings in this section are only found on the *Combat! Stalingrad* map. These rules may also be used to design your own scenarios depicting urban warfare. Most buildings on the *Combat! Stalingrad* maps consist of stone, or masonry construction, thus their gray color. Lesser structures, made of wood, are also found on the *Combat! Stalingrad* map. All Stalingrad buildings are treated as per 6.4-6.4.10 except as stated in this section.

6.5.1.1 Rooftops: All *Combat! Stalingrad* 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 Dzerhezinsky Tractor Works G22 from an Upper Level +2 marker in hex G22.

6.5.1.1.1 Entry: 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 Dzerhezinsky Tractor Works N19 may move to O19 or O20; it may not enter N18 or M19.

Units on a Rooftop receive a +5 DRM for fire and are treated as if they were on a Crest at the level of the Rooftop (i.e., no DRM for fire from units also on a same level or higher level and no DRM for being in a building).

6.5.1.1.2 FACTORIES: Factories are indicated by building images that have roads or railways entering them. 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 Dzerhezinsky Tractor Works map have had their roofs blown in, leading to our rule for Roofless Buildings.

Example: Dzerhezinsky Tractor Works hex O39 is a road entering a building, rendering it a factory in game terms.

6.5.1.1.3 Defined: A Factory is any building with a Road or Railway entering it at

some point.

Example: Building Dzerhezinsky Tractor Works hex V25 is a factory because a Railway enters it at hex V27.

6.5.1.1.4 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.

6.5.1.1.5 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., Dzerhezinsky Tractor Works hex 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 +10 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.

6.5.1.1.6 DRM: Factories are considered buildings for all purposes except where noted otherwise in this section. Fire from outside to units inside pays the normal building DRM as does any fire if the LOS leaves the building.

Example: A German squad in Dzerhezinsky Tractor Works hex O38 fires at a Russian squad in P36. It pays the +20 DRM, as the LOS leaves the factory to reach the target hex, also a factory.

6.5.1.1.7 Special Entry: Unlike with normal buildings, tracked vehicles may enter factories using road or railway entrances (such as into Dzerhezinsky Tractor Works Q19 from P18) without checking for Immobilization (as long as the hex is not also Debris or Rubble) if no enemy unit is in the hex with the road/railway entering it.

6.5.1.2 CELLARS: All multi-hex non-Factory buildings on the *Combat! Stalingrad* maps contain a Cellar level at Level -1. Dzerhezinsky Tractor Works hex B35 is an example of a Cellar hex.

6.5.1.2.1 Stacking/Entry: Cellar stacking is normal. Only infantry units may enter a Cellar, at a cost of 2MP, and only from the ground level location directly above the cellar. The DRM for units in a cellar is the same as that for a building.

6.5.1.2.2 LOS: Units in a Cellar have a LOS to the ground level location directly above the cellar and normally to other hexes (i.e., they fire up or out). A Mousehole may be created on the hexside between Cellar hexes as if its an interior factory wall to create an LOS. Place a Cellar marker *on top* of units in a cellar.

6.5.1.3 Fence: The terrain found on the hexside of Dzerhezinsky Tractor Works hex V24/W24 is a Fence. It is treated the same as a Hedge for all purposes.

6.5.1.4 Debris: Debris is a Hindrance with

a +10 terrain DRM for fire into its hex. It is an inherent Hindrance. Ignore tiny Debris specks in other hexes. The only hexes that Debris also exists in are Railway (not Rail Cars) and Road hexes as well as Factory interior hexes under Open-Roofed Factory hexes.

6.5.1.4.1 Immobilization: All vehicles face the possibility of Immobilization when entering Debris. Use the IMMOB table normally.

6.5.1.5 MACHINE PARTS AND LUMBER YARDS: These have slightly different artwork on the Dzerhezinsky Tractor Works map but represent similar impediments to movement and fire.

6.5.1.5.1 Fortifications: Mines may be set up in Machine Parts/Lumber Yards, but no other fortifications.

6.5.1.6 Railroad Terrain: The Dzerhezinsky Tractor Works industrial complex includes a number of railroad yards, complete with freight cars that remained on the tracks during the battle. These cars were a significant terrain feature on this battlefield.

6.5.1.6.1 Railway: A railway symbol has no effect on movement or LOS in the absence of Rail Cars (e.g., Dzerhezinsky Tractor Works hex T32) in the hex.

6.5.1.6.2 Rail Cars: Any hex containing rail car depictions is a Rail Cars hex. Each rail car depiction is a Level 1 Obstacle and has a DRM of +10. Vehicles may not enter Rail Cars hexes.

6.5.1.6.3 Fortifications: Fortifications may be setup in Rail Cars hexes.

6.5.1.7 Sewers [OPTIONAL RULE]: Since scenario balance could be tipped by a squad coming out of the sewers to affect the control of a key building, we made the rule optional for scenarios. Dzerhezinsky Tractor Works hexes N32 and P35 are examples of Sewer hexes.

6.5.1.7.1 Sewer Restrictions: A sewer is represented by a black circle in a hex bearing another type of terrain. Only Russian squads/HS/leaders may use sewers and a leader must accompany the other infantry units to use sewer movement *unless* the infantry unit is an Engineer. Sewers are mandatory for CG but optional for firefights.

6.5.1.7.2 Entry: Sewers in building hexes may only be entered by a unit in a Cellar if one exists. Otherwise, a unit must be on the ground level of a hex with a sewer symbol to use sewer movement. To enter or exit a sewer is considered Cautious Movement and consumes all of a unit's MP. A unit that has entered a sewer is placed *under* an In Sewer marker.

6.5.1.7.3 Sewer Movement: Units under an In Sewer marker are considered to be *in the sewer system*, a level below ground level in their hex. The only time an LOS exists to a unit under an In Sewer marker is when it exits the sewer (removes the In Sewer marker) in the location of a hex eli-

gible to enter the sewer. The one exception to this is a DC SW Team may attack a unit in a sewer hex with it if the DC SW Team is in a location eligible to enter the sewer as if the defending unit is in a Cellar. The In Sewer units may not return fire. Units marked as In Sewer spend the entire FMPH to be placed under an In Sewer marker. In later Fire and Movement Phases In Sewer units may move to any sewer hex within three hexes of their current hex by passing a AC. This movement uses all their MP and the unit is marked as moved. If they fail they are marked as moved and are placed in a sewer hex of the opponent's choice, representing being lost in the sewer system.

6.5.1.7.4 Campaign Ramifications: Units that are In Sewer when a Campaign Firefight ends are considered in the sector they ended in unless they successfully Re-Deploy using Sewer Movement. A unit may attempt to Re-Deploy using Sewer Movement (i.e., to a sewer hexes within three hexes) using the Re-Deployment Table normally applying the In Sewer DRM.

6.5.1.8 Open-Roofed Buildings: Open-Roofed buildings and factories have the same features as the building normally does, but the DRM of an open-roofed building hex is treated as +10 to attacks by Mortars, Aircraft, and Artillery. Thus, an open-roofed building such as Dzerhezinsky Tractor Works hex R22 is only +10 instead of +20 to such attacks. There is no Rooftop in Open-Roofed building hexes.

6.5.1.8.1 Debris: Open-roofed Factory (only) building hexes have Debris in their ground level. Instead of the usual +5 Hindrance in such hexes, treat the inside of the building hex (i.e., not the ground level outside) as if it has Debris at ground level.

Example: The Russian T34 76B above is in hex Kursk D18 with its VCA/TCA facing E18/E19. It chooses to move normally (i.e., it is not using AFV Assault Movement). It has 21 MP available. It move as follows: E18 [2 MP to start +1 MP for Open Ground] - change VCA to E17/F17 [1 MP] - E17 [1 MP for Open Ground] - E16 [1 MP for Open Ground] - F15 [1 MP] - G15 [1 MP] - H14 [1 MP] - I14 [1 MP] - J13 [1 MP] - K13 [2 MP + COT (brush 2 MP) for climbing the crest = a total of 4 MP to enter K13] - K12 [2 MP for brush] - K11 [2 MP for brush] - K10 [2 MP for brush] - remain moving (keep Moved marker on the AFV) - for a total of 21 MP used.

Example: A German squad in Dzerhezinsky Tractor Works O36 firing at a Russian squad in M35 pays a +15 DRM: +5 for the Debris terrain DRM in M35 and +10 for the Debris Hindrance in N35. A unit Bypassing M34 from L34 would pay 1 MP to Bypass M34 because the Debris from the rooftop is inside the building.

6.5.1.9 Fountains: Fountains are a +5 Terrain Hindrance for fire through their hex. They have no other effect on play.

6.6 RUBBLE

6.6.1 Creation: Rubble is created during play by any 'E' result on the FFT caused by artillery, Air Support or guns ≥ 75 mm fired using the FFT against a target in a building hex. Any unit(s) in a hex that become rubble (or on an upper level marker above a ground level location that becomes rubble) is eliminated. Apply any 'E' results normally. Rubble caused in a rubble hex does not cause any additional effect.

6.7 WALLS, HEDGES AND BOCAGE

6.7.1 Negated Cover: Any unit on an Upper Level marker negates the cover benefit for enemy units behind any Wall or Hedge hexside in an adjacent hex.

6.7.1.1 Gates: Some walls/hedges/fences/Bocage hexsides have openings, or 'Gates' through them (e.g., Pointe du Hoc hexside K16/L16). Units may move through these openings without paying the MP cost for the hexside terrain. Units behind a Gate hexside still get the terrain DRM but LOS may be traced through any gate if it does not hit the actual terrain depicted on the hexside. Wheeled vehicles cannot cross walls/hedges/fences/Bocage except at Gates.

6.7.2 Bocage: Bocage hexsides are considered Hedges with the following exceptions.

6.7.2.1 Terrain Effects Modifier: The TEM of a Bocage hexside is +20

6.7.2.2 LOS: A Bocage hexside is a Level +1 Obstacle that is treated in the same manner as a Wall, except for its height) for the purpose of tracing LOS. However, the negating of the TEM specified for Walls/Hedges is not in effect, i.e., a unit behind a Bocage hexside always gets the +20 and can be seen from higher levels. It does not create a blind hex.

6.7.2.3 Movement Penalties: The -10 DRM for moving infantry units is *not* applied when moving behind a Bocage hexside. Nor is the -20 DRM for Running.

6.8. VEHICLES, WRECKS, AND BURNING WRECKS

6.8.1 Creation: A K-KILL result creates a burning wreck in the hex of the vehicle/AFV. Remove the 5/8" vehicle/AFV counter from the map and replace it with a 1/2" wreck marker with its 'burning' side up (denoted by a plume of smoke on the counter). Non-burning wrecks are placed on the map whenever a vehicle/AFV has suffered both an M-KILL *and* an F-KILL result during play. Some scenarios place wrecks on map at the start of play. They

are non-burning unless stated otherwise.

6.9 SHELLHOLES

6.9.1 Effects: Shellholes may be 'entered' by infantry units by spending 1 or 2 MP. Infantry units may choose to enter the Shellhole hex for the cost of the terrain and an additional 1 MP to be receive the cover benefits of the terrain DRM for Shellholes. This is denoted by announcing the MP expenditure to enter the shellholes when entering the hex. Once a unit is no longer moving, it is always considered in the shellholes (i.e., gets the terrain DRM). There is no additional MP cost to exit shellholes. Units may not be Dug-In in a Shellhole hex.

6.10 GULLIES

6.10.1 A gully represents a dry streambed that is at level -1 below the terrain it rests on. Gully is treated as Open Ground (Exception: Shellholes in the hex provide a +10 DRM to units *not* on a Gully Lip). Gully LOS is traced to/from adjacent hexes and along the gully artwork *only* as long as the LOS does not leave the gully. In this way, a gully forms a unique type of crest in gully hexes.

Example: A German squad in Kursk hex D19 has a LOS to units in the gully (i.e., not on a gully lip) in E20, F20 and G21. If it was in F21, it could see into G22 and H22. If it was in D7, it could see into E7, F6, G6, and H5. If it was in I6, it could see into I5, I4, I3, I2 and I1.

6.10.2 Gully/Crest: Infantry already in a Gully hex may spend 2 MP or Crawl to move up to the Crest of a Gully hex (a place in the hex which represents men lying just below the edge of the Gully). Use a LOS Level +1 marker to signify this status, placing the unit on top of the marker. Units on a Gully/Crest may trace their LOS as if at the level of the ground the gully depiction is in (i.e., not at Level -1 below), and any fire against them receives a +10 DRM for non-Mortar/Artillery/Air Support fire. Units on a Gully Crest still pay the same MP to exit the Gully as units not on the crest.

6.11 WOODS

6.11.1 Air Bursts: Air Bursts apply for Firepower Factors Table attacks against non-vehicle units in Woods hexes by FFE and Mortar Gun units (on-board). The terrain DRM is -10 for such attacks, i.e., the Airburst DRM is not cumulative with the terrain DRM for woods. Note that the +20 DRM for Dug-In is cumulative (providing a total +10 DRM).

6.12 RIVER/POND

6.12.1 Rivers and Ponds: River/Pond is a Level -1 terrain type referred to collectively as 'water' and impassable by all units unless wading or using boats, rafts or on a bridge. A hex is considered water if the center-dot is in the blue portion of the hex. See the rules for boats and rafts for non-wading units.

6.12.2 Wading: If a Scenario Special Rule specifies a river may be crossed by Wading, infantry units may enter river hexes

as if they were open ground but may only Crawl once in a water hex and may not use Assault Fire.

6.12.3 Bridges: A bridge allows units to cross river terrain as if on a road one level higher than the level of the river. Non-pon-toon bridges may be eliminated in the same manner as rubble being created in a building hex.. Place a rubble marker in the hex of a knocked out bridge only to signify it has been eliminated or make a side note.

6.12.4 Rafts and Boats: There are three types of watercraft provided in *Combat! Kursk*. The Flossack 34 and 35 are rafts. The Sturmboot is a motorized boat. These counters have a 1-2 half-squad side to denote the crew of the raft/boat actually moving the raft/boat on land. They move in the same manner as Gun units with the following exceptions.

6.12.4.1 Raft/Boat Movement Transport: Raft/Boat units are Transport and may carry infantry/Gun units in keeping with the limits found on the Tow/Carry Table. Infantry being carried on either Raft type is placed on top of the raft counter in the same manner as mounting or hooking up (for guns) to Transport. Vehicles are placed on Flossack 35 rafts by moving into the raft's hex when the raft is adjacent to a water hex.

6.12.4.2 Raft/Boat Launching: The raft/boat may enter a water hex (launched) from and may re-enter land from water (lands) in any hex that is adjacent to a water hex from a land hex and vice versa. The raft/boat must be moved into launch hexes using their Move side in the same manner as a Gun unit and enters a 'landing' hex with its raft side up. Watercraft pay 1 MP to flip between sides.

6.12.4.3 Raft/Boat Movement in Water: A raft may move in water hexes in the same manner as Gun units on land (i.e., pay double MP costs; only use Crawling or Cautious Movement). Each River hex equals 1 MP for a Sturmboot and 2 MP for a raft (i.e., 1 MP doubled to 2 MP).

6.12.4.4 Fire Vs. Units on a Raft: Units on a raft are fired at as if they are using Cautious Movement in Open Ground. Vehicles carried on Flossack 35 rafts are treated as if they are moving in Open Ground.

6.13 FIRE (FLAME)

6.13.1 In certain instances a Fire (referred to as a Flame) marker is placed in a building or woods hex.

Example: Flamethrowers place a Fire marker in building or woods following any 'C' or 'E' result.

6.13.2 Effects: Once marked with Fire, no units may enter *any location* of the building/Woods hex. All units in any location of a 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 Fire & Movement Phase impulse they have available to use (i.e., if already marked as Moved they must use the first impulse available to that side in

the next Fire & Movement Phase) or they are eliminated. Fire creates a +10 DRM (for smoke) instead of the normal building/Woods (Exception: Air Bursts make this +10 a 0 [zero]) for units in the hex as long as they are in the building

7. FORTIFICATIONS

All of the units described in Section 7 of this rulebook are referred to as *fortifications*. They represent physical alterations to the battlefield (Trench) or state of an infantry unit (Dug-In).

7.1 DUG-IN PLACEMENT

7.1.1 Placement: To place a Dug-In marker, an infantry unit must expend all of its MP during the Fire & Movement Phase as Cautious Movement and pass an Action Check. Mark the infantry unit as Moved even if it fails the AC. Dug-In markers may be created by infantry units in non-building/water/paved road hexes during play to represent foxholes. Dug-In markers may also be provided in a scenario, in which case they may also be set up on AFV (which would also affect Screened Shots as a terrain DRM) and in buildings—as Dug In Buildings. Dug-In counters provided in the OB of a scenario may be used in any allowed terrain, as well as set up in buildings.

7.1.1.1 Platoon Movement: Units may use Platoon Movement to create Dug-In markers in one hex or up to three adjacent hexes. The normal requirements of Platoon Movement must be met (e.g., a leader in at least one of the hexes). Each unit must pass an AC to be marked as Dug-In but all units may roll using one impulse. No leader DRM applies. Each roll is considered a 'move' for Defensive Fire purposes (i.e., the rolling may be interrupted by Defensive Fire after any or each roll).

7.1.1.2 Dug-In Guns: All guns set up in eligible terrain are considered Dug-In until moved from their hex. Guns may not be Dug-In in any manner *during* a scenario, only during set up.

7.1.2 Only the unit that created a Dug-In counter may be placed under it (Exception: A Dug-In marker existed that Fire & Movement Phase). A unit may be placed under an existing Dug In marker by spending 1 MP in the hex location of the marker if it was exited during that Fire & Movement Phase, i.e., leave Dug In markers on the map until markers are removed during the Conclusion of Turn Phase if alone in the hex. No more than one non-leader unit may be placed under a Dug In marker unless the unit has already created its own marker, in which case only one Dug In marker may be placed above multiple units. If all exit, add extra Dug In markers to the hex to signify how many new units may move under. There is no cost to exit a Dug-In marker.

7.1.3 Effects: Dug-In units receive a cumulative +10 DRM, combined with other terrain DRM in the hex, to all fire on the Firepower Factors Table except against Offboard Artillery (CFF/FFE) and Mortars,

which receives a +20. AFV (not UA vehicles) marked with Dug-In markers also receive these DRM Vs. attacks on the FFT and as a Screened Shot Table terrain DRM. Note the Dug-In +20 DRM is *cumulative* with Air Bursts (for a total +10 DRM) against non-vehicle units in Woods.

7.2 TRENCHES

7.2.1 Trenches represent defensive positions similar to being Dug-In, except they are connected to each other. Trenches automatically connect to any trench marker in an adjacent hex. Infantry can move from one trench to a connecting trench on the same level for only one MP, but must pay one extra MP to exit the trench into the non-trench ground level location of their hex. Place such units *on top of* the Trench marker. Units are not penalized by the -10 Moving in Open Ground DRM or the -10 Cautiously Moving DRM when moving from in one trench to another. Walls, mines, wrecks, and wire do not affect movement between connecting trenches by infantry units.

7.2.1.1 Terrain DRM: Units in (placed under) a Trench receive a +15 terrain DRM to all fire except mortar/FFE/Aircraft bombs, from which they receive a +30.

7.2.2 Creation: Trenches are not created during play. They are only provided as part of a side's OB or purchased as an RG during a campaign.

7.2.3 Vehicle Entry: Only fully-tracked vehicles may enter a Trench hex. They risk a roll on the terrain M-KILL Table upon entry. They may change VCA freely once in the trench hex or exit with no penalty.

7.2.4 AT Trenches: An AT Trench is treated the same as a Trench except that no vehicle can enter a hex with an AT Trench. AT Trenches may be considered connected to normal Trench markers.

7.3 MINES

7.3.1 Mine Placement

7.3.3 Eligible Terrain: Mines may be placed in all types of terrain except water hexes. If placed in a Trench hex, the mines are always assumed to only be in the 'outside' of the hex, and thus effect units entering/exiting those hexes only if not moving from trench to trench (i.e., under a trench to under a trench), or into a building hex connected to a trench.

7.3.4 Hidden Mines: If an Order of Battle provides mines, they may be set up hidden. Mines may not be hidden in Paved Road hexes. For hidden mines, make a side note of the hex hidden mines are in, revealing them when an enemy unit enters the hex for the first time or via Searching.

7.3.5 Searching: Mines may be revealed via Searching as per 3.3.5.2.2.

7.3.6 Mines and Combat: Mines attack a unit immediately upon the unit entering the mine hex and also when it attempts to exit. An impulse is not used by the side that owns the mines for these attacks to occur.

7.3.7 EQUIV and Targets: Mine counters represent a combination of AP and AT mines in the same hex and attack non-vehicles on the APM (Anti-Personnel Mine) EQUIV row on the FFT. Vehicles are attacked on the ATM (Anti-Tank Mine) EQUIV row on the FFT. Mines are provided in the OB of a scenario and are never 'placed' or created after set up. Mines attack any non-Crawling infantry units and all vehicles entering and exiting a hex unless moving through a trench or from a trench into a building.

7.3.7.1 Results Vs Vehicles: Mines K-KILL AFVs on any E result and M-KILL them on any C result. Un-armored vehicles are attacked in the same fashion as AFVs except E and C results in a K-KILL and M/M+ results in M-KILL.

7.3.7.2 Any attack by mines resulting in a "00" result eliminates the mines (remove the Mine counter) and has no other effect.

7.3.8 Clearance: At least one squad (or more, up to stacking limits) and at least one leader may act as a mine clearing Platoon (Exception: Only in the same hex) and remove mines or wire.

7.3.8.1 Procedure: Units that will make up the mine clearing Platoon must enter the hex using Crawling movement (as per 7.3.9). The leader and at least one squad (or two half-squads) must then begin and complete a subsequent Fire & Movement Phase in the hex without becoming Disrupted. During the subsequent Fire & Movement Phase, mine clearing Platoon uses an impulse as Platoon Movement (one leader and at least one squad or its equivalent in half-squads) to remove a mine or wire counter. Treat them as using Cautious Movement (i.e., a -10 DRM) when clearing. Mark the units as Moved but note they do not move from the hex during the Fire & Movement Phase they remove mines.

Note: The only reason to make a mine clearing Platoon consist of more than one squad is to increase the chances that at least one squad will be non-Disrupted to attempt clearance. There is no other benefit of creating a larger mine clearing Platoon.

7.3.9 Crawl In and Out: Infantry may use Crawling movement to enter or exit mine hexes without being attacked.

7.3.10 Engineers: Some Scenario Special Rules designate certain squads as Engineers. These do not require a leader for Clearance.

7.4 WIRE

7.4.1 Placement: Wire may be placed in any non-building/water hex at the start of the scenario when provided by OB or RG purchase.

7.4.2 Entry: Wire may not be moved into by infantry except by Crawling. Mark such units as Crawled Fired upon entry. Only tracked vehicles may enter Wire without becoming automatically M-KILLed, which is the automatic outcome when a wheeled vehicle enters wire. Tracked vehicles must roll on the IMMOB Table upon entry.

7.4.3 Removal: Wire is removed by a FFT 'E' result from any HE/DC attack or via Clearance.

7.5 IN COVER MARKERS

7.5.1 Placement: A non-Pinned Down, non-Disrupted infantry unit in any terrain with a +10 terrain DRM or greater may be marked with an In Cover marker. To place an In Cover marker, a unit must use an impulse as Crawling movement, however it may 'crawl' without leaving its own hex (or crawl one hex and place an In Cover marker) and the unit may not use Assault Fire after crawling, as is normally allowed. Mark the unit as Crawled Fired.

7.5.2 LOS and Fire Effects: A unit marked with an In Cover marker has LOS restricted to its own hex and vice versa. The only fire allowed by or against a unit marked In Cover is Close Combat and same-hex fire or attacks (Example: Overrun). All other fire into a hex with no other targets is Recon by Fire (i.e., as if there is no unit there). Offboard artillery is not affected in any way by the placement of In Cover markers.

7.5.3 Removal: Units may remove a Cover marker at the cost of one MP during a subsequent Fire & Movement Phase after placement.

7.5.3.1 Disruption: An In Cover marker is immediately removed if the unit subsequently becomes Disrupted (or WIA for non-leaders).

7.6 MOUSEHOLES

7.6.1 A Demo SW Team may 'blow' a Mousehole into an interior 'black bar' building hexside, any other building hexside, across a wall/hedge/fence/Bocage (not a roadblock) or across a Pillbox hexside. A Mousehole allows units in a hex adjacent to the marker to move across the hexside for 1 MP (including wheeled vehicles across hexside terrain, e.g., wall, they cannot otherwise cross) and to allow units to enter a Pillbox with enemy units inside. Mouseholes also allow for a possible LOS through an interior black-bar building wall. Mark the hexside affected with a Mousehole counter straddling it.

7.6.2 Creation: To create a Mousehole, a Demo SW Team must declare the attempt and make an attack on the FFT, using the DC EQUIV column with *no terrain DRM*. Any E/C/M+ result creates the Mousehole. Any units on the far side of the Mousehole are attacked on the DC row on the FFT adding any terrain DRM (e.g., for buildings) *only* if the attempt succeeds. An original '00' destroys any units on the *both sides* of the Mousehole hexside and places rubble in both hexes (if the hex is a building).

7.7 PONTOON BRIDGES

7.7.1 Placement and Usage: Pontoon Bridges are only placed in water hexes by Scenario Special Rule. They are treated as roads at one level higher than the river hex. Treat a Pontoon Bridge as open ground that no unit may be Dug In or place a trench in.

7.7.2 Elimination: A Pontoon Bridge is eliminated on any E result on the FFT caused by a Gun/FFE/Aircraft bomb attack. Any units on a Pontoon Bridge when it is eliminated are also eliminated. Remove the Pontoon Bridge marker. No wreck is placed in the remaining water hex.

7.8 ROADBLOCKS

7.8.1 Roadblocks are provided for in the OB of a scenario and can only be placed during the set up of a scenario.

7.8.2 Placement: A Roadblock must be placed across a road hex so it covers a hexside crossed by a road depiction. A roadblock is treated like a Wall across the three hexsides it is placed pointing to. Unlike a Wall, no vehicle may cross these hexsides.

7.8.3 Removal: A Roadblock is removed by any FFT 'E' result from gun/mortar/demo firing on the FFT fire or in the same manner as mine Clearance. A Mousehole may not be created in a roadblock.

7.9 PILLBOX

7.9.1 Pillboxes are provided for in the OB of a scenario and can only be placed during the set up of a scenario.

7.9.2 Placement: A Pillbox must be placed in a non-building hex so it faces three hexsides. This will define the Pillbox's covered arc. Units in a Pillbox may only fire across the three hexsides it is placed pointing to. Any fire that crosses these three hexsides provides the occupants a +20 terrain DRM instead of the terrain of any hex it is placed in. Fire outside this three-hex CA receives a +40, as does all artillery, mortar, Aircraft and Overrun attacks against occupants of a Pillbox.

7.9.3 Entry and Exit: A Pillbox is entered and exited in the same manner as placing a Dug-In marker on a unit. Units may set

A SAMPLE DFET

Range	1	2	3-6	7-10	11-24	25-35
TP	① ②	③ ④	⑤ ⑥	⑦ ⑧	⑨ ⑩	⑪ ⑫
Front	21 73	19 57	11 40	7 20	5 18	2 10
Side	36 85	34 68	32 56	26 15	20 37	11 15
Rear	23 94	20 76	19 67	17 50	13 48	6 27

Above is the DFET for the German 50A gun. Each column denotes range, with Trigger Pull 1 and 2 data found in the TP column for each range category. The d100 DR needed to achieve a K-KILL on front, side and rear target facings (for both TP 1 and 2) are found in their own columns.

up in a Pillbox. No enemy unit may enter a Pillbox unless a Mousehole has first been created across one of the Pillbox's hexsides.

7.9.4 Stacking: No more than one squad, SW Team or Gun unit (non-vehicle) may enter or set up in a Pillbox. Stacking outside a Pillbox treats the Pillbox as if it is a separate location in the hex.

7.9.5 Elimination: A Pillbox and all its occupants are eliminated by any artillery/gun/mortar/Aircraft attack that obtains an E result on the FFT.

7.9.6 LOS: A Pillbox has no effect on LOS but it is harder to obtain a LOS to. A +15 LOST DRM is applied for LOS dice rolls for any terrain a Pillbox is in, including 'OK' terrain.

Example: A unit wishes to gain an LOS to a squad in a Pillbox that is set up in Open Ground. A d100 15 or less will have to be rolled on the LOST to obtain an LOS.

8. STACKING

8.1 STACKING LIMITS

8.1.1 Hex Limits: Each hex can normally hold up to three (3) friendly squad-equivalents and two (2) vehicles unless otherwise restricted (e.g., water hex). Stacking limitations are for each building level in a hex, i.e., there is additional stacking allowed because of the presence of a building with an Upper Level in a hex(es), with each 'location' in the hex capable of being stacked to the limit. Vehicles and Gun units may never be placed on Upper Level markers for any reason. Some terrain limits stacking (e.g., steeples).

Example: There could be three squads in the ground level in Pointe du Hoc hex N16, three more in N16 at Level +1 and three more in N16 at Level +2, without overstacking.

8.1.2 Stacking Equivalents: For the pur-

poses of stacking, two half-squads are the equivalent of one squad. Each Support Weapon team is the equivalent of a half-squad. A Gun unit is the equivalent of one squad.

8.1.3 Ignore: Leaders, Wrecks and marker counters do not count toward stacking limits.

8.1.4 Same Hex: Enemy units in the same hex have their own stacking limits, i.e., there may be three German squads plus two German AFV and three Russian squads and two Russian AFV in the same hex without overstacking.

8.2 OVERSTACKING

8.2.1 Entry: Units may voluntarily move into a hex if stacking limits would be exceeded, but they pay double the MP expenditure necessary to do so.

8.2.2 Effects: During the Command Phase, each player must mark any 'excess' units (his choice) in friendly overstacked hexes as Disrupted or Suppressed.

8.2.3 Stacking limits apply at all times during the game.

9. INFANTRY AND SW/GUN UNIT MORALE

9.1 TROOP QUALITY AND LEADER EFFECTS ON MORALE

9.1.1 The Troop Quality rating of a unit is used to represent Morale and is used whenever units take a Morale Check or an Action Check.

9.1.2 Morale Support: *Combat!* units support one another through proximity—the Morale Check d10 die roll for a non-leader receives a -1 DRM (i.e., their Troop Quality is increased by one) when a non-Disrupted friendly leader is anywhere in the hex location (or an Officer or Commissar is adjacent). Conversely, if the unit is Disrupted, in Enfilade or if an Acquisition marker is *anywhere* in the hex, apply a +1 DRM (i.e., reduced Troop Quality by one for each occurrence). Each situation provides a cumulative +1 DRM to Morale Check dice rolls. Leaders help reduce and remove yellow markers from other units by having them within their Morale Support Range during the Command Phase.

9.1.3 Morale Support Range (MSR): NCOs have an MSR of consisting of all locations of their own hex. Officers and Commissars have an MSR of two hexes, all locations of their own and all locations of any

adjacent hexes they are able to move to (i.e., an adjacent hex across a cliff hexside is not considered adjacent for MSR purposes).

9.1.3.1 Command Phase Actions: During the Command Phase, units in the same hex as a non-disrupted NCO/Officer/Commissar may remove any Pinned Down, Disrupted or WIA markers (these are termed, "yellow" markers). Units within the MSR (i.e., adjacent) of a non-disrupted officer/Commissar may automatically reduce yellow markers. Units that are not in the same hex with or within MSR of any eligible non-Disrupted leader must pass an Morale Check to reduce any yellow markers. Apply any effects of a failed Morale Check normally for these attempts. Note that all attempts to reduce or remove yellow markers are optional, they do not have to be attempted at the wishes of the player.

9.1.4 Morale (MC) and Action Checks (AC): A Morale Check differs from an Action Check. A MC is typically brought about by fire on a unit and failure of an MC leads to the placement of yellow markers (Pinned Down, Disrupted or WIA markers), Casualties (C) or Elimination (E). An Action Check is taken to see if a unit may undertake a certain action. Failure simply means the unit may not perform the desired action.

9.1.4.1 Whenever units are required to take a Morale or Action Check, they must roll less than or equal to their troop quality rating on a d10 roll. Such a roll represents 'passing' a Morale or Action Check.

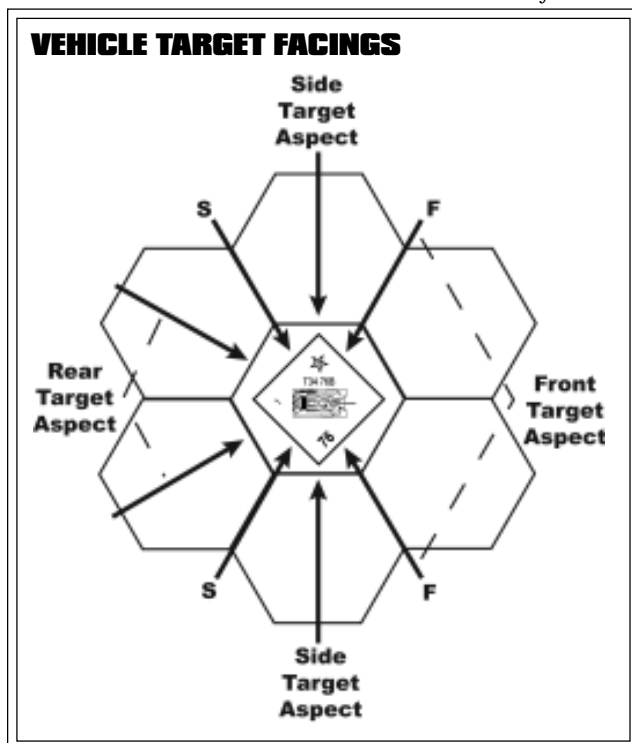
9.1.4.2 MC Results and Existing Yellow Markers: The results of Morale Checks vary if certain yellow markers are already placed on a unit (e.g., WIA), see the 'Morale Check Effects' on the Play Aid (found to the left of the Screened Shot Table). Modifiers listed on the Morale Support Table also affect Morale Checks. There are no modifiers for Action Checks and existing yellow markers also are not applied to ACs.

9.1.4.3 Leader Use: Leaders always take Morale and Action Checks first in any hex.

9.1.4.3.1 Leader Marker Removal: Leaders may remove Pinned Down markers from themselves during the Command Phase and still provide Morale Support Range benefits to other units in the same Command Phase of such removal. A leader marked with a Disrupted marker may remove it as its only action during the phase. It may not provide MSR benefits to any other unit. A Wounded leader of any type (NCO, officer or Commissar) not otherwise marked as Disrupted may only provide MSR benefits in its own hex (i.e., officers and Commissars are reduced in their MSR capabilities).

Note: Disrupted leaders should go last during the Command Phase (i.e., leave their Disrupted markers on them) so there is no confusion about which leaders began the phase Disrupted.

9.1.4.4 Commissars: Commissars make units in their hex location must pass an AC to remove their yellow markers. Units in the MSR of a Commissar 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 AC. 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).

9.1.4.4.1 Units in hex/MSR of a Commissar may not 'ignore' the Commissar. They must follow 9.1.4.4 if in the hex or MSR of a Commissar even if another leader is present that could otherwise affect the unit. The effects of a Commissar *also* effect non-Commissar leaders in the hex with or within the Commissar's MSR.

9.2 COURAGE AND PANIC

9.2.1 **Courage:** For any unit that rolls an original 0 during a Morale Check, make a subsequent d10 dice roll. If the subsequent roll is also 0 (i.e., in effect a 00 result), place an 'Iron Cross' (German), 'Red Star' (Russian) or 'Silver Star' (American) marker on the unit. Courage markers make units immune to any further Morale and Action Checks for the remainder of a scenario.

9.2.2 **Leaders:** A leader placed under a courage marker 'takes' any squads/HS/SW Teams in his hex location with him, i.e., these units are also placed under a courage marker for the remainder of the scenario. Mark them separately if they leave the hex of the leader.

9.2.3 **Panic:** Any infantry unit in a hex when a leader is Eliminated or Disrupted (not WIA) must immediately take a Morale Check with all results applied normally. See 12.3.3.1.8 for AFV crew Panic.

9.2.4 **Fanatic Resistance Nest:** The Russians may be provided a Fanatic Resistance Nest via SSR or Campaign purchase. If allowed, one Fanatic Resistance Nest consists of any one building of £ 4 hexes that is within the Russian set up for a scenario. Place a Fanatic Resistance Nest marker in any one eligible building to designate the building as a Fanatic Resistance Nest.

9.2.4.1 **Effects:** As long as there is a non-Disrupted Commissar in any hex of a Fanatic Resistance Nest all non-vehicle units in the 'nest' building are considered to be marked with a Courage marker. Placing a Red Star counter in a hex of the building serves as a good reminder. Once there is no non-Disrupted Commissar in a Fanatic Resistance Nest, this status (and the marker) are removed from play permanently.

10. INFANTRY AND SW/GUN MOVEMENT

10.1 INFANTRY MOVEMENT TYPES

10.1.1 Infantry and Gun units have up to four ways they may move during the Fire & Movement Phase. Infantry units may be Running, using Cautious Movement, Assault Movement, or Crawling. Support Weapon Teams move like infantry but must

pay to flip to their move side when not crawling and may not use Running or Assault movement. Gun units may only move using Cautious or Crawling Movement and pay double the usual cost to enter a hex. The owning player states what kind of movement he is using before actually moving the unit. Unless stated otherwise by the owning player, all units are assumed to be using Cautious Movement. Mark all units that move with a Moved marker.

10.1.2 **Movement Table:** Infantry units choose a movement type, then move from one adjacent hex to another, up to the limit of their Movement Points allotted for that type of movement. For every new hex a unit moves into it expends a number of Movement Points equal to the cost to enter that hex, as shown on the Terrain Effects Chart. See the Movement Table for a summary of the different movement types, including Assault Fire (or Crawled Fire, the equivalent fire opportunity for moving units that crawl) in the 'F' columns.

10.1.3 **Running:** Only squads and leaders may use Running movement. A unit may not fire when running. It is the most dangerous type of movement, with a -20 DRM applied to FFT attacks. It is also the fastest, providing 8 MP. Once a unit that used Running movement is not fired on during its impulse (i.e., as Defensive Fire), the DRM against it is only -10 (as any unit marked with a Moved marker).

10.1.4 **Cautious Movement:** Unit may not fire when using Cautious Movement. They receive a -10 for moving during the impulse and after being marked as Moved.

10.1.5 **Assault Movement:** Infantry using Assault Movement may use 1/2 of their Firepower Factors (if otherwise eligible to fire, i.e., not Disrupted) at any time during the impulse at a cost of 1 MP. If a unit using Assault Movement has not yet used its allotted Firepower Factors in the Fire & Movement Phase, it may do so later in the Phase by using a subsequent impulse to Fire. Mark with an "Assault Moved" or "Assault Fired" marker to show if the unit has used its fire opportunity yet during the Fire & Movement Phase.

Example: An American 7-6 squad in Pointe du Hoc hex E21 could be announced as using Assault Movement, providing it 4 MP. It may then spend 1 MP in E21 to fire 4 FP at a German NCO in E19. Then spend another 1 MP to move to F21, and so on. Mark the unit as Assault Fired. The squad could instead end its Assault Move in G22 without firing during the impulse. Mark it as Assault Moved. It

may fire as use of an impulse later in the Fire & Movement Phase.

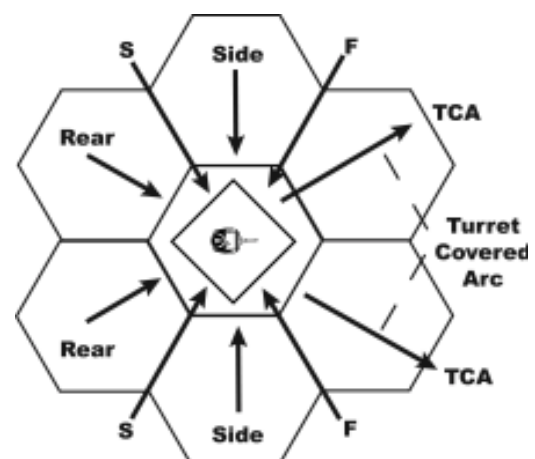
10.1.6 **Crawling Movement:** Infantry and non-vehicle MG units using Crawling Movement may use 1/2 of their Firepower Factors at any time during the unit's movement. If a Crawling unit does not use its Firepower Factors while moving, it may fire later as a separate impulse. Mark as "Crawled" or "Crawled Fired" to show if the unit has used its fire opportunity yet during the Fire & Movement Phase.

10.1.7 **Moving DRM:** Units marked as Moved or Assault Moved receive a -10 DRM for any fire against them during the same Fire & Movement Phase. The -10 in the red circle on the Moved/Assault Moved markers indicates this modifier. The -20 DRM for Running units is *only* in effect for Defensive Fire against that unit during the impulse it moved and is not cumulative with the -10. The "+2" on the counter refers to the +2 Screened Shot DRM against a moving AFV/vehicle unit.

10.1.8 **Enter Enemy Hex:** Infantry not moving with a leader may enter an enemy occupied hex location (i.e., entering the ground level of a building hex is OK if the only enemy unit in the hex is on an Upper Level LOS +1 marker) only by passing an Action Check. A leader or infantry stacked with a leader or part of a platoon (i.e., using Platoon Movement) may enter an enemy occupied hex location without an Action Check.

10.1.8.1 **Failure:** A unit that fails this Action Check may use any remaining Movement Points to continue moving but may not attempt another AC to enter an enemy occupied hex during that Fire & Movement Phase.

TURRET COVERED ARC (TCA)



In the example above the two hexes to the front of the turret define its Turret Covered Arc (TCA). Note that fire coming from within the TCA, as well as along hexspines marked "F" are Front shots; Side ("S") and Rear shots in the TCA are also defined in the above example. If the turret above was to turn (i.e., change its TCA) one hexspine, its TCA and what consists of a front/side/rear shot would change accordingly.

10.2.6 Enter Disrupted: Any unit (except a leader) must take a Morale Check immediately upon entering a hex location containing a Disrupted friendly unit, unless a friendly, non-Disrupted leader is present in the hex.

10.3 MOVING SW TEAMS

10.3.1 Unless crawling, a SW Team (Exception: see rules for Demo, flame-thrower and Molotov Cocktail) must first spend 1 MP to flip from its weapon side to its move side (1-2 side). A SW Team may set up on either side.

10.3.2 SW Teams may Crawl, i.e., one hex if their weapon side is facing up, and they may use Crawling Fire normally. Once the move side is facing up, the unit may move using either Cautious or Crawling Movement. Support Weapons may not use Running or Assault movement. They may Flee.

10.3.3 A SW Team may 'flip' more than once, by spending 1 MP each time, during a Fire & Movement Phase unless crawling.

10.4 GUN UNIT MOVEMENT

10.4.1 Guns are moved in the same manner as SW Teams with a few exceptions. Gun units pay double MP costs for each hex entered. They may not use Crawling Fire. A Gun moving with its weapon side up is treated as using Cautious Movement (-10 DRM).

10.4.1.1 **Limbered Guns:** Gun units provided in the form of 5/8" counters are limbered guns. They are treated as Gun units in all respects with a few exceptions. They may not move in any manner (including towing) unless flipped (pay 1 MP) to their Limber side (back). When on their Limber side, they are considered the equivalent of the 1-2 (Move) side of a non-limbered gun. They may fire as if a circled +5 turreted gun (turn the gun counter to signify its Covered Arc and pay the same penalties for changing CA as a +5 turret).

10.5 INFANTRY PLATOON MOVEMENT

10.5.1 Infantry units that begin the Fire & Movement Phase adjacent in three or fewer hexes, with at least one hex containing a leader, may move together as a group, or 'platoon' using the same impulse to move and any movement type. These units are moved simultaneously, i.e., each unit moving one hex at a time, paying the appropriate costs for moving into their respective hexes and are fired at using Defensive Fire as if moving at the same time.

10.5.2 Units using Platoon Movement must begin and end the Fire & Movement Phase adjacent or in the same hex, unless some or all elements of the 'platoon' are Pinned Down, Disrupted, or Eliminated, in which case the remainder may continue moving, but must attempt to 'close up' and become adjacent/same hex as another unit in the 'platoon'. If they are unable to close up, to meet this requirement as their next MP expenditure, any adjacent units or at

least one hex's worth of units may continue moving. All other units from the Platoon end their impulse. If the accompanying leader is Pinned Down, Disrupted or Eliminated, any units in the platoon that wish to continue moving must pass an Action Check, unless another non-Pinned Down/Disrupted leader began the Fire & Movement Phase accompanying that platoon and is still capable of moving. Any units that fail this AC must end their impulse immediately.

10.5.3 **Assault Movement and Fire:** Units may use Assault Movement and Assault Fire during Platoon Movement. Mark them appropriately.

10.5.3 **Bayonet Charge:** Infantry units (including those using Platoon Movement) may conduct a Bayonet Charge if an AC is passed at any point during the impulse, including after entering the enemy hex. If the Bayonet Charge AC is failed, an immediate CC attack may not be made (unless otherwise eligible, e.g., using Assault Movement) but there is no other effect. This is the only way a unit using Running or Cautious movement may make a CC attack during the same impulse it entered the hex.

10.5.3.1 **Platoon Movement:** When using Platoon Movement during a Bayonet Charge, units in at least one of the hexes must be able to reach a hex containing at least one enemy infantry unit during that Fire & Movement Phase and movement must be continued by the platoon if at all possible until at least one unit enters an enemy hex that impulse. Use the TQ of the leader for the AC when making a Platoon Movement Bayonet Charge.

10.5.3.2 **Impulse Use:** A Bayonet Charge may only be used during the impulse a unit or Platoon enters the enemy hex. This form of attack may not be used in subsequent impulses, i.e., once a unit(s) is in a hex marked with Close Combat.

10.5.3.1 **Charge and Close Combat:** Units making a Bayonet Charge may use Cautious or Running movement and may enter a hex containing enemy infantry (with no additional AC necessitated if the Bayonet Charge AC is taken at any time, including upon entry, i.e., there is no need for two ACs). Once all units using that Bayonet Charge complete their movement, any that reach a hex with an enemy unit(s), may conduct an immediate Close Combat attack, using the normal CC rules, after which they are marked with a CC marker normally. Units using a Bayonet Charge are not halved in CC.

10.6 FLEEING

10.6.1 Any infantry unit that becomes Disrupted while it is using an impulse to move (and was not already Disrupted) may use its remaining MP to head for the nearest (in hexes) terrain with a positive DRM as the remainder of its movement during the impulse it became Disrupted. A Disrupted infantry unit may always move one hex toward (using the shortest path in

hexes) the nearest eligible terrain during the impulse it became Disrupted even if the unit has no remaining Movement Points. Fleeing after the impulse that a unit became Disrupted uses an impulse.

Example: A squad selects to run in its impulse, giving it 8 MP. After spending 2 MP it is fired on by enemy units and becomes disrupted. Normally, a disrupted unit may not move. However, because of the fleeing rule, it may—but it does not have to—spend its remaining 6 MP to get to a positive terrain hex.

10.6.2 **Continuation:** Fleeing may continue in a subsequent Fire & Movement Phase by units that are Disrupted. A Disrupted unit may use an impulse to crawl during a subsequent Fire & Movement Phase.

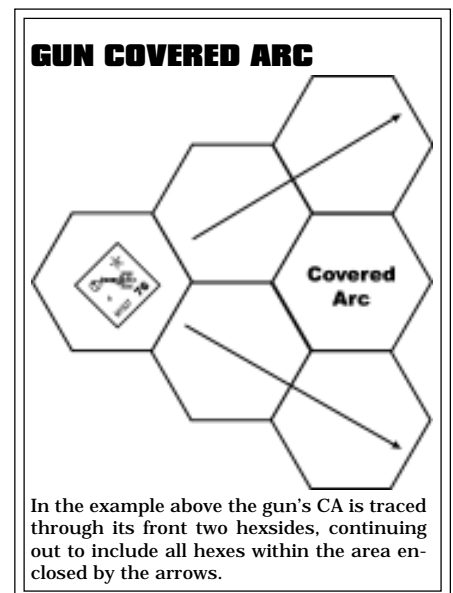
10.6.4 **Bug Out Retreat:** Before an enemy unit enters a friendly hex, the units in the hex may attempt to exit by taking a Morale Check. If successful, they may move one hex into an hex containing no enemy units. If Pinned, they remain in their current hex. If they become Disrupted (or WIA), they may Flee (10.8) one hex and are marked as Disrupted/WIA as appropriate.

11. VEHICLE MOVEMENT

11.1 MOVEMENT ROUTINES

11.1.1 **Vehicle Movement Modes:** On the back of each vehicle counter the two modes of Movement Points for that unit are found to the left of and printed on a gray arrow icon. The normal MP for that vehicle is the black number to the left of the gray arrow. AFV Assault Movement are provided in red, inside the gray arrow. The vehicle movement type is provided by the symbols for fully tracked, semi-tracked and wheeled vehicles.

11.1.2 Vehicles move forward or in reverse based on their facing, or Vehicle Covered Arc (VCA). A vehicle may only enter one of the two hexes in its VCA (or rear VCA if moving in reverse). Changing VCA when moving costs a vehicle 1 MP per hexspine change.



In the example above the gun's CA is traced through its front two hexsides, continuing out to include all hexes within the area enclosed by the arrows.

11.1.3 Starting and Stopping: Vehicles pay 2 MP to start, i.e., begin moving if they are not already marked with a Moved marker, and 1 MP to stop. This penalty is paid for both movement modes and for all types. A vehicle may not use both normal and AFV Assault Movement in the same Fire & Movement Phase.

11.1.4 Immobilization and Entering Enemy Hexes

11.1.4.1 Some terrain types are considered Immobilization Terrain, and are noted in the TEC column denoting which units must use the 'IMMOB Table' when entering such terrain. Make a d10 dice roll to enter such hexes. If an 'OK' result is *not* obtained, the vehicle is marked with an M-KILL marker.

11.1.5 **Reverse Movement:** Vehicles may move in reverse and pay quadruple the usual costs to move backward (except for wheeled vehicles, which pay double the usual cost). Any time a vehicle wishes to 'change gears', either to move in reverse or to move forward again (after paying 1 MP to stop), it must pay 1 Movement Point to change movement direction, and then may move normally.

11.1.6 **Moving and Firing:** A vehicle that moves may not fire or attack in any fashion unless it is performing an Overrun or uses AFV Assault Movement.

11.1.7 **Continued Vehicle Movement:** During the Conclusion of Turn Phase a player may opt to have a vehicle marked as Moved, Assault Moved or Assault Fired 'continue' moving. This is usually done to avoid paying the start MP to begin moving or to avoid enemy fire. For each vehicle that is chosen to have movement continue, leave a Moved/Assault Moved marker slightly behind the vehicle counter. If moving in reverse, face the arrow on a Moved marker accordingly. For units continuing to use Assault Movement that are doing so in reverse, place a Moved marker under the Assault Moved marker. Otherwise, place only an Assault Moved marker behind the AFV.

11.1.7.1 **New Fire & Movement Phase:** Vehicles that have a Moved/Assault Moved marker placed behind them to signify continued movement are treated as moving for any fire. The owning player must use an impulse on so-marked vehicles in the next Fire & Movement Phase to do one of the following (only):

- a) Stop (remove marker);
- b) Use Assault Movement (and Assault Fire) or normal movement (as marked).

11.1.7.1.1 **Suppression and M-KILL:** Any vehicle that is continuing movement that suffers a Suppression or M-KILL result immediately stops. Remove any Moved or Assault Moved marker from behind the vehicle. It is still free to use a friendly impulse and is no longer restricted to only the actions in 11.1.7.1.

11.2 AFV PLATOON MOVEMENT

11.2.1 Non-overstacked AFVs in up to three hexes may move together as a 'platoon' in a similar manner as outlined for infantry. However, AFV platoon members do not fire in the same impulse. Each AFV still uses its own impulse to fire.

11.2.2 AFV using Platoon Movement may not enter a hex that would result in overstacking.

11.2.3 AFV Platoon Movement may combine with infantry Platoon Movement as long as each infantry unit begins the impulse in a hex with an AFV. All AFV and infantry move as part of the same impulse and are subject to all normal movement rules. Infantry conducting Platoon Movement stacked with an AFV in the same hex are *not* subject to the -10 DRM for moving. They may not use Running Movement.

11.2.4 AFVs using Platoon Movement may make Overruns and use AFV Assault Movement. Roll all attack effects individually for each AFV in a platoon when called for. Infantry moving with AFV platoons may use Assault Movement.

11.2.5 Any gap that opens up in a platoon due to the M-KILL/K-KILL of an AFV must be closed-up so all remaining AFV of the platoon are once again adjacent, as the platoon's next MP expenditure. If this is not possible, any AFVs that remain adjacent or any *one* AFV may continue moving. Any AFV that wishes to move alone must pass an Action Check. All infantry moving with an AFV platoon, except in the hex(es) of those still eligible to move as a platoon, must also end their impulse.

11.2.6 As the platoon moves, each AFV pays the *highest* MP cost expended by any member of the platoon as it enters a new hex.

11.2.7 **Russian AFV Doctrine:** All fully-tracked Russian AFV must use AFV Platoon Movement at all times, including when entering play. Russian AFV platoons must consist of at least two AFV, but no greater than five, but upon entering play must consist of at least three AFVs (no overstacking is allowed, i.e., they must be in adjacent hexes). All AFVs in a Russian platoon may only move *or* fire in a particular Fire & Movement Phase. Further, if one member of a platoon fires at a particular target hex, all AFVs in the platoon must all fire on the same target hex (even if previously firing platoon member(s) were destroyed during that Fire & Movement Phase). No new target hex may be engaged by any member of the platoon until a subsequent Fire & Movement Phase or until there are no units left in the target hex if non-vehicle or all target vehicles in the hex have been K-KILLED (i.e., replaced by a burning wreck) during that phase.

11.2.7.1 **Dispersed Russian Platoon:** If an AFV finds itself alone or wishes to 'break off' from the platoon to move alone or fire at a different target than the rest of the platoon that phase, it must pass an Action

Check. If it fails this AC, it is considered to have used an impulse and may not exit its hex or fire. Mark the AFV with a Fire 2 marker.

11.3 AFV OVERRUNS

11.3.1 Any non-F-KILLED or M-KILLED AFV (not UA vehicles) may attack an infantry/un-armored vehicle in a hex it is allowed to enter while moving during the Fire & Movement Phase using AFV Overrun. Un-armored (UA) vehicles may not conduct overruns.

11.3.2 **Entry:** To conduct an Overrun an AFV must first pass an Action Check, taken from the hex adjacent to the target hex. There is no LOST check needed to conduct an Overrun. The AC is taken before expending the MP necessary to make the overrun. Any AFV that fails the Overrun Action Check may not conduct an overrun during that Fire & Movement Phase but may use any remaining Movement Points normally. An overrun attack costs the AFV three times (3x) the normal cost of to enter the hex being overrun.

11.3.3 **Immobilization:** Any terrain that requires a roll on the IMMOB Table is made after the AFV enters the hex but before it attacks. Any vehicle M-KILLED may still make the Overrun, but the Overrun FP are halved and it is marked with an M-KILL marker in the hex the overrun is conducted in and must immediately stop moving.

11.3.4 **Overrun CCV:** An Overrun is the equivalent of an immediate Close Combat attack against some or all of the ground level occupants of a hex. Calculate the overrun odds and DRM using the Close Combat Table. The vehicle making the overrun may choose which units to attack in the hex in the same manner as a Close Combat attack.

11.3.5 **Defensive Fire:** All Defensive Fire is conducted before the Overrun attack is made. Determine the target facing normally for same hex fire (see 12.3.1.4.1.1).

11.3.6 **Defense Vs. Overrun:** Infantry units may also attack an overrunning AFV using their as Close Combat Defensive Fire (mark as Fire 1 or Fire 2 appropriately and use the Close Combat Table) although they are not marked with a Close Combat marker to do so. This attack is considered simultaneous to the overrun so even if the AFV is eliminated or M-KILLED, the Overrun attack is made at full strength.

11.3.6.1 **Desperation Defense Vs. Overrun:** Units that have no fire opportunities (marked with Fire markers) except Desperation Fire must take a Morale Check to make any form of attack against an overrunning AFV. Any attack against an Overrunning AFV that involves Desperation Fire may be made only *after* the overrun is conducted. Note that units may make additional Desperation Fire attacks for Overrun defense purposes if they face additional overrun attacks that Fire & Movement Phase. A new Morale Check is taken each time Desperation Fire is used.

11.3.7 Overrun vs. Un-armored Vehicles and Riders: Any overrun attack eliminates any un-armored vehicle and all of its riders.

11.4 AFV/VEHICLE ASSAULT MOVEMENT

11.4.1 Assault Movement may be used to allow an AFV or any type of vehicle to fire *and* move during a Fire & Movement Phase. Vehicles use Assault Movement in a manner similar to infantry and use the red Assault Move MP provided for each vehicle.

11.4.2 A vehicle using Assault Movement must pay 1 MP (cumulative) each time it fires any weapon provided to that vehicle.

11.4.3 A vehicle firing its gun during Assault Movement must make a Screened Shot DR to use a DFET or add their TUR DRM to any fire on the FFT for that gun. Assault Moving vehicles never place acquisition markers. They may use their machine-guns without penalty.

Example: An American M4A1 that wishes to fire its 75B gun on the FFT must first make a Screened Shot dice roll. If it succeeds, it adds +5 to the FFT roll.

11.4.4 **Defensive Fire and Assault Fire:** Defensive Fire is used against an Assault-Moving AFV *before* the vehicle can declare any fire. Once the defender states no unit will use Defensive Fire at a particular Assault-Moving AFV before it makes its next MP expenditure, the vehicle may fire. Mark Assault Moving vehicles as Assault Fired when it has fired. If not marked as Assault Fired, it may fire as use of a subsequent impulse.

11.4.4.1 **Multiple ROF AFV:** AFVs with Rate of Fire greater than one should that use Assault Fire should also be marked with a Fire 1/2 marker(s) to denote they have additional Assault Fire opportunities available. They may use more than one Assault Fire 'shot' up to the limit of their ROF when moving, or use subsequent impulses for additional Assault Fire shots equal to their ROF. More than one shot, subject to the AFV's remaining ROF, may be used per impulse.

11.5 TRANSPORT AND RIDERS

11.5.1 The term Transport describes any vehicle/watercraft when in the act of carrying an infantry unit or towing a gun (or a Flossack 35 raft carrying a vehicle). See the Tow/Carry Table for capabilities by unit type.

11.5.2 **Riders:** Only infantry may ride on a vehicle and in each case, the listed capacity may not be exceeded. A Gun unit may use a vehicle with the capacity to Tow Guns. SW Teams need not have their move side up to ride. Gun units, including mortars, may be 'hooked up' for towing with their fire or move side up.

11.5.4 Any number of leaders may exceed the capacity limits.

11.5.5 **Mounting Transport:** A unit pays 1 MP to become a rider (or dismount) or hook up a gun or mortar for towing if it

moves to the transport's hex to mount it. Running movement may not be used by a unit to mount transport. When this 1 MP is spent, 1/4 of the transport's MP are also expended. Any remaining MP left to transport after being mounted or infantry after dis-mounting may be used. Transport may be moved to the hex of a unit that has not moved or fired and have a mounting unit get 'on board' (or hooked up, for towing). However, if the mounting unit has already moved, the vehicle may move no further that Fire & Movement Phase.

Example: An American squad in Pointe du Hoc F22 uses Cautious Movement to move to E20, where an M4A1 tank is. The squad uses 1 MP (its fourth of the move) to mount the tank, becoming a rider. The M4A1 has 1/4 (or 4 MP) of its Movement Points expended by the squad mounting. Later in the Fire & Movement Phase the American player may use the M4A1 to move up to 9 MP.

11.5.6 The Action Check for infantry not stacked with a leader entering an enemy occupied hex does not apply to infantry riding an AFV. Un-armored vehicles may not enter enemy occupied hexes.

11.5.7 **Restrictions:** No unit riding on a vehicle (Exception: half-tracks) may fire, except during Close Combat. Riders have 1/2 (fractions rounded up) firepower in CC. The only DRM received by riders are for hindered LOS, i.e., no terrain DRM apply when mounted on a vehicle (Exception: Units in half-tracks). The riders of any vehicle that fires are automatically dismounted. Place them in the hex the vehicle is in then it fires.

11.5.8 **Half-tracks:** The German Sd Kfz 251-C and American M3 are half-tracks. All rules for AFV and transport apply to this vehicle normally except where noted otherwise in this rules section. Riders in a half-track are immune to infantry or machine-gun SW Team fire from the same level unless they are marked with a 'Fired' marker of any type.

11.5.8.1 **Protection and Height Advantage:** Riders in a half-track may be fired on by any unit if the height advantage of the firing unit is at least equal to the range in hexes to the target (e.g., A Russian squad on Upper Level +2 may fire at a unit in a half-track up to two hexes away). Units fired on while in a half-track receive a +10 AFV terrain DRM.

11.5.8.2 **Fleeing:** Disrupted units inside a half-track may dismount to flee during any Fire & Movement Phase they *begin* Disrupted, i.e., they may not flee during the Fire & Movement Phase they become Disrupted. Their exit of the half-track uses an impulse as fleeing normally and cost the half-track 1/4 MP for their exit.

11.5.8.3 **Combined Fire:** Infantry riding in a half-track may combine their fire with the half-track. Infantry squads/half-squads may fire their FP and MG SW Teams of 4 FP or less may fire theirs when riding in a half-track.

11.5.8.3.1 **Assault Fire:** Infantry riding in a half-track may use Assault Fire normally

if the half-track uses AFV Assault Movement.

Example: An 8-5 German squad and a 4-8 MG 34 SW Team in a half-track may use its '8' firepower, plus the '4' SW Team, and the half-track's '4' machine-gun for a combined 16 firepower shot on the FFT. If the half-track moved using AFV Assault Movement the above units could combine for an 8 FP shot on the FFT.

12. FIRE COMBAT

12.1 FIRING ROUTINE

12.1.1 Whenever a friendly unit wants to fire at an enemy unit(s), announce the target hex(es) and adhere to the following routine:

1. Is there an LOS? If the enemy unit is not marked with Fired, Moved (or in the act of Running or Cautious Movement or a moving vehicle), or an Acquired marker is in the hex and the LOS is not 'BLOCK' on the LOST (without a height advantage to see over 'BLOCK' results), a d100 dice roll on the LOST is required if the LOST result is not listed as 'OK' on the table.

2. If there is an LOS (by LOST dice roll, 'OK' result of target unit marked with Fired [or in the act of Running]) is a d10 dice roll on the Screened Shot Table for any Gun (or vehicle gun) fire due to the status of the target or firing unit?

3. If any needed rolls on the LOST/Screened Shot Table are successful make a d100 dice roll on the appropriate DFET (Vs. AFVs using direct fire) or the FFT (for all other attacks except Close Combat).

12.1.1.1 **Impulse:** All fire (Exception: Defensive Fire) uses one impulse per ROF, or shot fired.

12.1.1.1.1 **Fire 1 and Fire 2 Markers:** All units that fire on the FFT or a DFET are marked Fire 1 for their first shot. Use Fire 2 markers for units that have a Rate of Fire greater than one and for units already marked with Fire 1 that use Defensive Fire, Fire 2 opportunity. Note that all squads and half-squads have a ROF of '1' and may only be marked Fire 2 if they use Defensive Fire after already being marked with a Fire 1 marker (i.e., they already fired).

12.1.1.1.2 **Assault and Crawled Fire:** Any unit already marked as Assault Moved or Crawled must use an impulse to Assault Fire or Crawled Fire, i.e., if they did not conduct such fire during the impulse they were being moved.

12.1.2 **Defensive Fire:** Any unit that is capable of firing (or not marked with a Fire 2 marker, see 12.1.2.2) can use Defensive Fire at any enemy unit when that enemy unit uses any form of movement (i.e., is in the act of moving or just rolled an AC for becoming Dug-In, etc.), including the expenditure of a Movement Point for any reason, or fires, provided the friendly (firing) unit has a LOS to the target's hex. Defensive fire does not represent using an impulse, and a player may use Defensive Fire at an enemy unit, and then use his next impulse normally. Note that units Defensive Firing against an enemy unit that fires

resolve their fire after the enemy unit's fire is resolved. Units using Defensive Fire are marked as Fired normally.

12.1.2.1 Order of Defensive Fire: Defensive Fire must be announced and used *immediately* following the use of an impulse to fire or Movement Point by the enemy unit 'triggering' the Defensive Fire. All other fire requires the use of an impulse to conduct.

12.1.2.2 Any infantry unit that is marked as 'Fire 1' (i.e., not Crawled Fired or Assault Fired) may use Defensive Fire at any target within their normal range (the range printed on the counter). Mark such units as Fire 2 to denote their only remaining fire opportunities must entail the use of Desperation Fire.

12.1.2.3 Vs. Assault Fire: Any unit that is capable of firing may use Defensive Fire against any unit using Assault Movement *before* the assault-moving unit can declare its Assault Fire. Once the defender states that he is done with Defensive Fire against a particular unit after it makes a MP expenditure using Assault Movement, the assault-moving unit may fire.

12.1.2.4 Vs. Close Combat Attacker: A unit may use Defensive Fire to conduct Close Combat against any enemy unit(s) that declare the use of an Impulse for a CC attack. Defensive Fire Close Combat is considered simultaneous to the attacker's (the unit using an impulse for Close Combat) CC attack.

12.2 UNIT TYPES

12.2.1 In firing terms, all weapons in *Combat!* are either Gun, Mortar, Infantry, Machine-gun (MG) or Other units.

12.2.1.1 Guns: For FFT use, any unit that has an 'A', 'B' or 'C' Gun Rating on its counter and a Gun Size provided in a numeric is a Gun (Exception: Unless a mortar, see 12.2.1.2). This includes the guns that are found on vehicles. Gun units use the 'HE' column on the FFT to determine their FP when firing. Guns are not doubled for Point Blank fire nor are they halved for Long Range Fire. Guns are the only weapons that may also use DFET to attack AFVs. It is the owning player's choice whether to attack an AFV using the FFT routine or the DFET for that Gun Size/Gun Rating combination.

Example: The '88' Gun Rating on the German Pzkw 6E AFV fires on the FFT using the '20' FP row and the 88B DFET.

12.2.1.2 Mortars: Mortars are Gun units that have a minimum range (always listed as a minimum-maximum range on a mortar counter) listed on the counter that is greater than one. Mortars are not doubled for Point Blank fire nor are they halved for Long Range Fire. They do not use DFET (their A, B and C rating is only used for range DRM on the Screened Shot Table).

Example: The '60' Gun Rating on the American M2 mortar fires on the FFT using the '12' FP row at any range. It may not fire at any target less than two hexes or greater than 40 hexes away. As a C Gun Class it pays a +2 DRM for fire from

13-23 hexes and an additional +2 for each 12 hexes thereafter on the Screened Shot Table.

12.2.1.3 Infantry: Any unit that has its 2-3 figures on it and its FP and range listed on the counter is an Infantry unit. Infantry units are doubled for Point Blank fire and halved for Long Range fire on the FFT.

Example: The German 6-6 squad fires at targets 0-1 hexes away with 12 FP; targets 2-6 hexes away at 6 FP; and targets 7-12 hexes away with 3 FP.

12.2.1.4 Machine Gun (MG): Any unit that has no figures on it and its FP and maximum range listed on the counter is a Machine Gun (MG) unit. MG units do not include Aircraft machine-guns. MG units are doubled for Point Blank fire and halved for Long Range fire on the FFT. Treat all vehicle machine-guns (including AFV machine-guns and vehicles armed only with MG on the front of their counter - MG FP factors are found on the back of all these large counters) as MG units on the FFT. Machine-guns have some additional characteristics that are discussed in the MG section below.

Example: An American BAR fires at targets 0-1 hexes away with 6 FP; targets 2-5 hexes away at 3 FP; and targets 6-10 hexes away with 1.5 FP.

12.2.1.5 Others: All remaining units fall into the Other category on the FFT and are handled separately. Demo (DC), Flamethrowers (FT), Anti-tank Rifles (GATR [German] - 7.92 and RATR [Russian] 14.5), Mines (APM Vs. Infantry and ATM Vs. vehicles), Offboard Artillery (FFE) and Aircraft, including Aircraft machine-guns (German Stuka and Russian Sturmovik) are all considered Other units for FFT usage. Other units are not doubled for Point Blank fire nor are they halved for Long Range Fire (Exception: Aircraft MG are doubled).

Example: A Flamethrower uses the 'FT' row (30 FP; same row as a 100mm gun) when firing. A German anti-tank rifle uses the 'GATR' (1 FP). A Stuka uses the '150' (40 FP) row for its bombs and 6 FP row for its machine-guns.

12.3 THE FIRING TABLES

12.3.1 Firepower Factors Table (FFT)

The most oft-used table in the game is the Firepower Factors Table. The FFT is used to determine the outcome of fire against all units except Armored Fighting Vehicles (AFVs) being fired at by guns using Direct Fire Effects Tables (DFET). The left-most column of the FFT lists Fire Power factors (FP) in rows from 1 FP to 50+ FP. The twelve columns to the right of the 'FP' column are for d100 dice rolls ranging from 1-2 (and less than one) to 100 (or greater). The 'HE' column is used to match the Gun Size of all guns with a FP row on the FFT. The final column, the 'EQUIV' column is used in the same manner as the 'HE' column for non-gun units, and includes a row for the minimum amount of FP needed to make a roll on the Suppression Table.

12.3.1.1 FFT Usage: To use the FFT, cross-reference the amount of firepower with a d100 roll, applying any cumulative DRM for FFT Modifiers listed below the table (e.g.,

Running is a -20 DRM). Apply the result(s) listed in the appropriate box of the table. Before using the FFT, in some cases a dice roll will have to be made on the Line-of-Sight Table Screened Shot Table to obtain an LOS and/or a 'hit' on the target.

Example: A German 6-6 squad in Woods fires at an American NCO in Open Ground at a range of three hexes. The NCO is marked as Moved (from a previous impulse, i.e., the German is not conducting Defensive Fire). Use the '6' FP row and apply a -10 DRM (for "marked with Moved"). The German rolls a 27 ('2' on the colored die and '7' on the white die). Applying the -10 DRM, the final result is a '17', an 'M' (Morale Check) result. The American NCO must immediately take a Morale Check as a result of this fire.

12.3.1.2 Range Effects on FFT Usage: Infantry and MG units have their FP increased or decreased for use on the FFT based on range to the target. Unless a maximum range is listed on the counter (only Mortars list a maximum range, and it is expressed as a minimum-maximum on those counters), Gun units have no maximum range in game terms. Some SW Teams (e.g., Flamethrowers) list a range limit on the counter (e.g., a FT is 0-1). The FP of these units is not affected by range. They may only be used within the listed range limitations.

12.3.1.2.1 Point Blank Fire: Infantry and MG units have their FP doubled for any fire at targets in the same or an adjacent hex.

Example: A German 6-6 squad uses 12 FP at targets 0-1 hex away.

12.3.1.2.2 Long Range Fire: Infantry and MG units have their FP halved for any fire at targets beyond their listed range and may only fire to a maximum range of twice their listed range.

Example: A German 6-6 squad may fire with 3 FP at targets 7-12 hexes away.

12.3.1.2.3 Assault/Crawled Fire: Any infantry unit that uses Assault Movement or Infantry/MG units that Crawl may fire at 1/2 of their FP and are marked as Assault Fired or Crawled Fired accordingly.

12.3.1.3 FFT Combat Results: Results on the Firepower Factors Table range from no effect (a "-" on the table), to the following:

M - MORALE CHECK - unit must make a Morale Check;

M + x - MORALE CHECK + a modifier (add DRM to Morale Check);

E - Eliminate at least one target unit (randomly selected by d10 dice roll); remaining units take highest Morale Check for that row; Eliminate vehicle;

2E - Eliminate at least two target units (randomly selected by d10 dice roll); remaining units take highest Morale Check for that row; Eliminate two vehicles;

C - Casualties, eliminate SW Team/Gun Unit/half-squad and flip at least one squad target (randomly selected by d10 dice roll), wound one leader or eliminate an already wounded leader; Eliminate UA vehicle; M-KILL (d10 1-6) or F-KILL AFV (d10 7-0);

C/M – Casualties plus Morale Check, apply C result first, any remaining units making a Morale Check; Eliminate UA vehicle; M-KILL (d10 1-6) or F-KILL AFV (d10 7-0); ‘-’ – No Effect.

12.3.1.3.1 Multiple Units in Hex: Any time a “C”, “E” or “2E” result is rolled against a target hex location (or hex for forms of fire, e.g., Offboard Artillery, that attack all units in a hex, not just one target or location) with more than one unit in it, a die must be rolled for each non-marker unit, in order of stacking (top to bottom), to determine the units affected. The unit rolling the highest is affected. In the case of ties, *all* units rolling the higher number are affected. In the case of a “2E” result, only roll if there are more than two units in the hex.

12.3.1.3.1.1 Units that flip because of a ‘C’ result retain any Pinned Down, Disrupted, or WIA markers already placed on them.

12.3.1.4 Vehicles as Infantry FFT Targets: The only effect a non-Gun/non-anti-tank rifle unit may have on an AFV is to possibly Suppress it if firing with 8 FP or more. Make a roll on the Suppression Table any time 8 FP or more is fired at an AFV that is not already Suppressed.

12.3.1.4.1 FFT Vehicle Armor Modifiers: Each vehicle has Armor Factors listed on the back of its counter, provided for Front, Side and Rear target facings. These are added (or subtracted if negative) as a DRM for any fire on the FFT. For Offboard Artillery roll for target facing in the same manner as same hex fire.

12.3.1.4.1.1 Same Hex Facing: When vehicles are in the same hex, the facing of a target is determined randomly. Make a d10 die roll. On a 1-4, the facing is front; 5-7 side; and 8-0 rear. Add a +1 DRM if the target is Suppressed and a -1 DRM if the firer is Suppressed.

12.3.1.5 Morale Support Table

12.3.1.5.1 Morale Check Results and Morale Tables: An infantry or Gun unit suffering an M/M+ result on the Firepower Factors Table must take a Morale Check, applying results based on its current status (Good Order [no yellow marker on the unit], Pinned Down, Disrupted or WIA [Wounded side for a leader]). The owning player rolls d10 and applies all relevant modifiers from the Morale Support Table to the number rolled. A final result less than or equal to the unit’s Troop Quality means the Morale Check has been passed. Otherwise, it has been failed.

Example: A unit with a TQ of 7 is already Pinned Down and now must take another MC. It rolls a final result of 8. This is 1 more than the TQ so the unit becomes Disrupted.

12.3.1.5.2 Leaders: A leader which suffers a ‘C’ result on the Firepower Factors Table is flipped to its Wounded side (i.e., do not place a WIA marker). A leader also suffers WIA results. Eliminate already wounded (flipped) leaders that suffer another C or WIA result.

12.3.1.5.3 Pinned Down Units: A unit that is Pinned Down may not move. It may still fire normally at 1/2 its Firepower Factors.

A unit already Pinned Down which fails another Morale Check by 1 or 2 is marked with a “Disrupted” marker instead. If it fails by 3+, it is instead WIA.

12.3.1.5.4 Disrupted Units: A Disrupted unit may not move or fire. It attacks and defends in Close Combat at one-half its Close Combat strength. An already Disrupted unit that fails another Morale Check by 1 or 2 is marked with a ‘WIA’ marker instead. If it fails by 3+, it receives a ‘C’ result.

12.3.1.5.5 WIA Units: A unit marked WIA is treated like a unit that is Disrupted (i.e., any rule which applies to Disrupted units applies to units marked as WIA) except for further Disruption results and Morale Reduction. A Disruption result against a WIA unit causes Casualties. A WIA squad unit that suffers Casualties is flipped to its half squad side and remains marked WIA. Any other WIA unit that suffers Casualties is eliminated and removed from play. A WIA unit that fails a MC by 3+ is eliminated.

12.3.2 Screened Shot Table

This table is only used for Guns (including vehicle guns), not infantry, MG units or Other (Exception: anti-tank rifles). After obtaining a LOS (using the LOST) or when use of the LOST is not needed (if a target unit is marked as Fired, Moved, a yellow marker or Acquired) or an ‘OK’ result some fire may involve the need to make a d10 dice roll on the Screened Shot Table before fire can be resolved on the FFT or a DFET. The following firing unit-based situations for Gun units (including vehicle guns), mortars and any unit capable of attacking with a DFET (i.e., not infantry, MG units, artillery, aircraft, etc.) require a roll on the Screened Shot Table:

- 1) Firing unit turns gun/mortar covered arc or turret/vehicle covered arc to fire;
- 2) Firing unit is a moving vehicle;
- 3) Firing unit is Suppressed;
- 4) Firing unit is a gun/mortar with B/C Gun Rating firing at range of 12 hexes or greater;
- 5) Firing unit is gun/mortar firing greater than 24 hexes

The following target-based situations require a roll on the Screened Shot Table for guns/mortars:

- 1) Intervening Hindrance hexes between target and firing unit;
- 2) Target in hex with Terrain DRM, including Smoke;
- 3) Target unit is a moving vehicle (not aircraft).

A Screened Shot d10 DR must be made to see if the shot hits (i.e., allows you to go to the FFT/DFET for a resolution d100 DR). Use the Screened Shot Table, applying all applicable cumulative modifiers. If the Screened Shot d10 is less than or equal to (i.e., it must exceed the final Screened Shot number) than the final Screened Shot number (after all DRM have been applied), the shot has been *screened* and misses. For

purposes of a Screened Shot number, do not count any terrain on the hexside (such as a wall) of the firing unit unless the target is also adjacent to it.

12.3.2.1 Screened Shot DRM: All DRM for a Screened Shot are found on the table. Target hex terrain DRM is expressed as “+X/10”. Round all fractions up. The “X” is the terrain DRM for that terrain type. The DRM for turning a turret is listed per hexspine change for that type of turret. The DRM for Moving Firing unit is cumulative with the DRM for changing turret CA, i.e., a Moving Firing unit adds a +2 DRM for moving whether it changes its TCA or not, then also adds its normal ‘TUR’ DRM. Any additional TCA changes are *added to this* cumulative DRM for moving firing units.

Example: A Russian T-34 76B fires at a German Pzkw IIIJ in a building. The Screened Shot DRM is 20/10, or 2. The T34 must roll a 3 or greater to secure a hit and use the DFET for this shot. If the T34 changed its TCA one hexspine, it would need to add a +2 DRM, requiring a DR of 5 or greater to achieve a hit. If the T34 was moving, it would add +4 (TUR = +2 plus +2 for moving); in addition to the +2 DRM for the building the target is in, the T34 would need to roll an 7 or greater to secure a hit. If the T34 also had to change its VCA one hexspine during all this, it would need to roll greater than a 10 to secure a hit, which is still possible if it rolls a ‘0’ as Desperation Fire.

12.3.2.2 Acquired Target: If the firing unit has an Acquired marker on a target unit no roll on the Screened Shot Table is required for *target-based* situations.

12.3.2.3 Screened Shot Desperation Fire: Any time a d10 dice roll greater than 10 is needed to secure a hit with the Screened Shot Table, the firing unit may still attempt to obtain one using Desperation Fire. A d10 dice roll of 10 (a ‘0’ on one die) results in a hit. If the Desperation Fire result is 1-2, mark the firing unit with an F-KILL marker.

12.3.2.4 Aircraft NA: Firing at Aircraft never involves the Screened Shot Table. They are assumed to be above all terrain and Smoke found on the map.

12.3.3 Direct Fire Effects Table (DFET)
A DFET is provided for each combination of Gun Size and Gun Rating in the game. A DFET may only be used by a non-mortar Gun to attack an AFV. Each DFET shows the Gun Type (Size/Rating), a series of ranges with Trigger Pull 1 and 2 columns for each, and a row for Front, Side and Rear target facings of the target AFV.

12.3.3.1 Target Facings: When firing on a vehicle using a DFET, there are three possible target facings: Front, Side, or Rear. Target facing is dependent upon which target hexside the firing unit’s LOS crosses. If the firing unit’s LOS runs exactly along the hexspine between the Front and Side of the target AFV, the fire is considered a Front shot, while a LOS traced exactly along the hexside between the Side and Rear hexspine is considered a Side shot.

12.3.3.2 DFET Results:

12.3.3.1.1 K-KILL: In order to eliminate a vehicle, the d100 roll must be less than or equal to the final K-KILL number (after

applying the appropriate armor factors for the target vehicle at the facing attacked) found on the DFET. If it is the vehicle is eliminated and replaced with a burning wreck counter.

12.3.3.1.2 M/F-KILL: If the d100 DR on the DFET was $\leq +10$ greater than (even if the original K-KILL number was 10 or less) the final K-KILL number (after applying the appropriate armor factors for the target vehicle at the facing attacked), a roll is made on the M/F-KILL Table. On a DR less than or equal to the listed numbers an M-KILL and/or F-KILL results. A no effect on the M/F-KILL Table results in the vehicle 'remaining' K-KILLED.

12.3.3.1.2.1 Table DRM: Note guns ≥ 75 mm receive a -15 DRM on the M/F-KILL TABLE.

12.3.3.1.3 M-KILL: On an M-KILL result, the vehicle may not move for the remainder of the scenario. Mark any newly M-KILLED vehicle as Suppressed (also).

12.3.3.1.4 F-KILL: In an F-KILL result, the vehicle may not fire any of its weapons for the remainder of the scenario. Mark any newly F-KILLED vehicle as Suppressed (also).

12.3.3.1.5 Overlapping Results: When a result on the M/F-KILL Table 'overlap', both outcomes are applied to the target. Mark M/F-KILLED vehicles accordingly and note a vehicle receiving both an M and an F-KILL should be replaced with a non-burning wreck marker.

12.3.3.1.6 DFET Table Modifiers - Armor Modifiers: Each vehicle has Armor Factors listed on the back of its counter, provided for Front, Side and Rear target facings. These are added (or subtracted if negative) from the K-KILL number listed on a DFET.

12.3.3.1.7 M/F-KILL Table Modifiers: The only DRM on the M/F-KILL Table is for guns ≥ 75 mm. No other DRM apply on this table.

12.3.3.1.8 Crew Panic: Following any M-KILL or F-KILL result (including M-KILL from entering terrain), a vehicle must take an immediate Morale Check, applying the -1 DRM for being Suppressed (see 12.3.3.2.1). If this Morale Check is failed, the vehicle is replaced with a non-burning wreck and considered eliminated (i.e., abandoned).

12.3.3.2 Suppression: If a DFET roll failed to result in a K, M, or F-KILL, and the target vehicle is not already Suppressed, make a d100 DR on the Suppression Table. Using the appropriate column and row, a DR equal to or less than the listed number results in Suppression. Mark the vehicle with a Suppressed marker. Suppression markers are removed during the Conclusion of the Turn Phase.

Example: A German PaK 38 AT-gun fires its second shot at the front of a Russian T34 76B at a range of six hexes. It needs a 30 (40 +10 front armor modifier) to achieve a K-KILL result. It rolls a 48. A d100 DR is then immediately made on

the Suppression Table using the >45 mm row. On a d100 DR of ≤ 41 , the T34 is marked as Suppressed.

12.3.3.2.1 Suppression Effects: Remove any acquisition markers in play that were placed by newly Suppressed vehicles. Suppressed vehicles must use the Trigger Pull 1 columns for all fire but may place new acquisition markers when they fire. When marked as Suppressed, a vehicle has its Troop Quality (Morale) lowered by one.

12.3.3.3 Trigger Pulls: The first time a unit fires on a target using a DFET, it uses the Trigger Pull 1 column, listed under the '①' in each range column. On the second and subsequent shots at the same target, (as shown by the placement of an Acquisition marker, see below for more on Acquired marker use), non-Suppressed units use the Trigger Pull 2 column, under the '②', if Acquisition is maintained on the target unit or its hex.

12.4 GUN/VEHICLE FIRE COMBAT DETAILS

12.4.1 Guns as Targets: Guns are targeted in the same manner as infantry units (i.e., Morale Checks are taken due to FFT results). Treat a Gun unit as a half-squad for 'C' results (i.e., eliminated on a C).

12.4.2 Gun Table Choice for Attacks: Any non-mortar gun (including the guns vehicles are equipped with) may use the appropriate DFET to attack an AFV. It is important to note a non-mortar gun may choose to use either the FFT or a DFET to attack an AFV.

12.4.3 Rate of Fire (ROF): Some weapons may fire more than once in a Fire & Movement Phase. Any unit with a Rate of Fire greater than one will have its ROF on the counter in a yellow circle. ROF is also found on the back of vehicle counters inside a triangle.

12.4.3.1 ROF Usage: If the ROF for a weapon is greater than one, it may fire more than once during a Fire & Movement Phase, if otherwise eligible (e.g., not Disrupted). Each time a multiple ROF weapon fires it uses one impulse to do so. Place a Fire 1 marker on it after its first shot and a Fire 2 marker after its second shot and a Fire 1 under a Fire 2 for a third shot (for weapons that exceed a ROF of 2), and so on. Different shots may be made at different units and at different points during the Fire & Movement Phase (Exception: Soviet AFV Doctrine) but each shot for a multiple rate of fire weapon uses one impulse, (unless the shot taken is Defensive Fire in which case it is still marked with a Fire 1 and Fire 2 markers but does not use an impulse).

Note: Most non-vehicle MG units have a ROF of 2 or more.

12.4.4 Acquired Target: Any gun that fires at a target using the DFET or FFT may place an Acquired marker on its target after declaring such a shot, as long as an LOS exists or was obtained, regardless of whether the target is affected by any DFET or FFT fire or a Screened Shot dice roll was suc-

cessful. Any subsequent fire by the unit that placed the acquisition marker on that target may use 'Trigger Pull 2' DFET or the FFT without the need for an LOST dice roll or *target-based* Screened Shot Table roll. An acquisition marker in a hex may be used against any target in any location of the hex in the firing units LOS.

12.4.4.1 Removal and Suppressed: Remove any Acquired markers in play for a unit immediately when a non-vehicle becomes Disrupted or when a vehicle becomes Suppressed. Note a Suppressed vehicle may not use Trigger Pull 2 column data as an Acquired marker is necessary for its use. An already Suppressed vehicle may place an Acquisition marker normally (i.e., placed by an already Suppressed vehicle with a new shot, which can be used when and if the AFV is no longer Suppressed). Once a unit fires at a new hex, remove the acquisition marker and place it in the new target hex. Do not remove acquisition markers unless the unit opts to fire at another hex or is Disrupted, Eliminated, or Suppressed (i.e., an acquisition marker may be left in a hex even if the original target exits or is eliminated, for use against new targets which enter the hex, in any location of the hex).

12.4.5 Turrets: Some vehicles have turrets. A turret allows the gun on a vehicle to fire 360 degrees. A vehicle turret is always assumed to be pointing *forward*. (Exception: On the GAZ AA truck the a turret is used to signify the direction the on-board 37mm AA gun is pointing; in the absence of a turret marker, it is always assumed to be pointing *directly starboard*) or in the same direction as the vehicle counter unless a turret marker is placed on the vehicle counter. The gun (also known as Main Armament) of a vehicle is found in the turret if that vehicle has one; otherwise it is in the hull (and fires through the VCA).

12.4.5.1 Turning a Turret: A turret may be turned freely any time by a *moving* vehicle. Each expenditure of 1 MP allows the turret to turn one hexspine in relation to its current position. It may be turned any number of hexspines when firing, forcing a Screened Shot DR when making a shot that uses a DFET or adding the number inside the turret circle per hexspine change (+5, +10 or +15) as a DRM to the FFT dice roll.

Example: An M4A1 tank in Pointe du Hoc K5 (VCA/TCA facing K6/L5) wishes to fire its 75mm gun at a German 6-6 squad in J2. The tank has a 'circled 5' (+5 per hexspine change) turret. It must swing its turret 'twice', to have its TCA face J4/K4, which adds $2 \times +5 (+10)$ to its shot on the Firepower Factors Table. The tank would fire on the '16' row with a +10 DRM for this shot. Place a turret marker facing J4/K4. Note the tank could also turn the entire vehicle to face J4/K4, in which case the 'non-turreted' +20 would apply to each hexspine change, for a cumulative +40 DRM to the 16 FP shot. In the latter case, turn the entire vehicle counter.

12.4.5.2 Target Facing: If an AFV *target* has its turret turned at the time it is fired at on the DFET or FFT, the ones die of any

DFET resolution DR or FFT DR against it determines whether the turret/upper superstructure or hull of the AFV is struck. On a ones die of 1-6 the hull is struck; 7+ it is the turret/upper superstructure. Use the applicable target armor factor based on the facing (front, side or rear) hit for the DFET or FFT attack.

12.4.5.2.1 Hull Down: A turret/upper superstructure hit must be obtained for any DFET fire against a non-moving AFV target that is behind a Bocage/Wall or that crosses a Military Crest. Otherwise, the fire is considered a 'miss' and has no effect whatsoever. Place a Acquired marker normally. All other rules for LOS and Screened Shot still apply normally.

12.4.5.3 Small Turrets: The combat effectiveness of many WW II tanks was greatly limited by their one- or two-man turrets. Vehicles with a turret rated +15 or greater may only fire a CMG/AAMG or turret main armament in the same Fire & Movement Phase, not both. Non-turreted vehicles (e.g., SU-122) are not affected by this rule.

12.4.6 Vehicle MG Usage: Treat Bow machine-gun (BMG) and Turret Co-axial machine-gun (CMG) fire as Fixed Fire, they may only fire into one hex. Any time a TCA change is made before a CMG/AAMG fires, add the number in the circle for that type of turret fire by the CMG on the FFT. Add +20 for each hexside turned by a VCA to fire by a BMG (or a CMG/AAMG if the VCA is changed to fire). Note that all MG provided to one vehicle may be combined to fire together during one impulse or the firing of each type of vehicle MG may use an impulse each, and fire during separate impulses. Place Fire 1 and Fire 2 markers (use Fire markers with a gray 'MG' on them to mark vehicles that have fired a MG but are yet to use their gun) and note vehicle MG use as Fixed Fire (one hex), whereas vehicles that are equipped with MG units (those marked with 'MG' on the front of their counter) may use all three types of fire provided for MG units, Fixed, Searching and Swinging Traverse. A vehicle may fire all its listed machine guns (Exception: KV1A) and any ROF for its main armament during the same Fire & Movement Phase unless restricted below.

Example: A German Pzkw IIIH in H6 (TCA/VCA I6/I7) wishes to fire its Co-axial MG at a non-moving Russian squad in H8. It must turn its TCA one hexspine, to TCA I7/H7 to make this shot. This tank has 4 CMG FF and a '6' turret. It pays a +5 DRM and fires on the 4 FF column of the FFT for this shot. If the German tank instead turned its VCA to I7/H7, it would add a +20 DRM to this shot.

12.4.6.1 Bow MG: Some vehicles are armed with a hull, or Bow machine-gun which may only fire through the VCA. The Bow machine-gun FP are found on the back of the vehicle counter, to the right of the tracked/semi-tracked/wheeled icon in gray. All Bow machine guns have a normal range of 6 hexes, and may fire out to twice that range at 1/2 FP. Point Blank doubling applies.

12.4.6.2 Turret MG: Some vehicles are armed with turret, or co-axial machine-guns (CMG). The co-axial machine-gun Firepower Factors are found on the back of the vehicle counter, to the left of the tracked/semi-tracked/wheeled icon in blue. All Co-axial machine guns have a normal range of 6 hexes, All Co-axial machine guns have a normal range of 6 hexes, and may fire out to twice that range at 1/2 FP. Point Blank doubling applies. A vehicle with a +5/+10 turret rating may fire its gun and turret machine-gun in the same Fire & Movement Phase (Exception: The KV1A has a machine-gun directly to the rear of its turret. It may fire its listed CMG to the front or the rear during a Fire & Movement Phase, not both). They may still fire a BMG and plus one turreted weapon.

12.4.6.3 Anti-Aircraft MG: Some vehicles are armed with an Anti-Aircraft machine-gun (AAMG), located on the outside of the turret. AAMG may be fired 360° (i.e., all around field of fire) without turning the turret or vehicle covered arc. AAMG may fire at Aircraft (see the rules for Anti-Aircraft fire). All AA machine guns have a normal range of 6 hexes, and may fire out to twice that range at 1/2 FP. Point Blank doubling applies, including against Aircraft in an adjacent hex. Searching and Swinging Traverse Fire is not used against aircraft.

12.4.6.3.1 Vehicle AAMG: Any vehicle with 'MG' marked on its front may also use its MG FP as an Anti-Aircraft MG. All other vehicles have an MG that is also capable of being used as Anti-Aircraft MG if a white number is found between the Co-Axial and Bow MG factors on the back of the vehicle counter (see the Vehicle Back of Counter Key on the DFET PAC).

12.4.6.3.1 Firing Restriction: AAMG may not be fired by Suppressed vehicles.

12.4.7 Un-armored (UA) Vehicle Targets: When targeting an un-armored target with the FFT, use the normal procedure to obtain an LOS or a hit (Screened Shot Table) as with any target, then the following procedure:

1) Any fire by guns of 75mm or greater automatically eliminates an un-armored vehicle and any riders.

Example: A Pzkw IVF1 fires at an American Jeep with an NCO riding in it at a range of three hexes away behind Bocage. It needs a 40 or less to have an LOS since the Jeep didn't fire or move. The German player rolls a 28, gaining LOS. He then has to roll on the Screened Shot Table, needing a d10 dice roll of 3 or greater. He rolls a 5. The Jeep and riding NCO are eliminated.

2) All other fire against UA vehicles using the applicable FP/HE/EQUIV row on the Firepower Factors Table. Any "E" result eliminates the vehicle and any riders; replace with a burning wreck. Any "C" result also eliminates the vehicle but places any riders in the same hex and replace with a non-burning wreck.

3) Any M+1/2/3 results M-KILL the vehicle. Apply any Morale Check results to any rid-

ers, including the 'C' that eliminated the vehicle they were riding in.

When multiple targets are in the hex, (a vehicle plus its riders) treat the vehicle as one unit for any selection dice roll.

12.4.8 Open Topped: Any vehicle with a Turret icon that is black with white text (e.g., Sdkfz 251 C) is considered to lack protection for its crew, i.e., it is Open Topped. FFT fire of 8 FP or more automatically Suppresses any Open Topped vehicle. Any failure of an M/M+ result, or receiving a C or E result on the FFT against the vehicle, eliminates it. Replace the vehicle with a non-burning wreck. Place all riders in the ground level of the hex after applying any C/E/M result they received.

12.4.8.1 Effects: Open Topped units marked as Suppressed may not fire any of their MG unit weapons. Guns in Open Topped vehicles use Trigger Pull 1 columns on DFET when Suppressed.

12.4.8.2 Half-Tracks: An armored (i.e., not 'UA' on back) half-track is handled differently than UA Open Topped vehicles. A half-track is only Suppressed if FFT fire of 8 FP or greater obtains an M/M+ result and if the half-track fails the M/M+. On a C or E result, the half-track is eliminated in the same fashion as a normal Open Topped vehicle.

12.4.9 Flame-throwing AFVs: Some AFVs are armed with a flame-thrower in their hulls instead of a Bow machine-gun. This is noted by the "FT" on the front of the counter. An AFV FT fires in the same manner as the FT SW Team with the changes noted below.

12.4.9.1 There is no -10 DRM against an AFV using an FT.

12.4.9.2 An AFV FT attacks in the FT EQUIV column and may use AFV Assault Movement using an FT as if it were an AFV MG (i.e., there is no penalty for firing the FT when Assault Moving).

12.4.9.3 An AFV adds any DRM to its FFT resolution DR for changing its TCA/VCA.

12.4.9.4 Running out of fuel: An FT AFV runs out of fuel in the same manner as a flame-thrower, but on a 'ones' die of 9-10. Place an F-KILL marker on the AFV as a reminder its FT armament can no longer fire. An FT AFV is retained during a campaign in the same manner as a Flamethrower.

12.4.10 Gun Critical Hit: Any FFT fire from guns with a Gun Size 75 or greater that results in an original '00' d100 roll K-KILLS any vehicle and eliminates all occupants of a hex. Places rubble and Fire (Flame) in any building hex (at the ground level) and Fire in any woods hex so-affected.

12.5 MORTAR FIRE COMBAT DETAILS

12.5.1 Covered Arc: Mortars need to change their CA to fire outside their front two hexes (with front being the corner of the counter with the Gun Size number).

12.5.1.1 Mortars as Targets: Mortars are

targeted in the same manner as infantry units (i.e., Morale Checks are taken due to FFT results). Treat a mortar as a half-squad for 'C' results (i.e., eliminated on a C). The following rules apply to mortar counters.

12.5.2 Fire: Mortars use the FFT to fire in the same manner as Guns with the restrictions listed below.

12.5.3 Fire Restrictions: Mortars may never fire from inside buildings.

12.5.4 Range: All mortars have a minimum and maximum range on their counter, with a minimum of 2 hexes. Do not count the firing unit's hex in this range.

12.5.5 Airbursts: Mortar targets in Woods and Debris hexes receive the -10 DRM for Airbursts. This DRM is not cumulative with the +10 terrain DRM of woods (i.e., the DRM is only -10).

12.5.6 LOS & Spotting: Mortars may use a unit in an adjacent hex to provide LOS for their fire (or in a higher level in the same hex or a higher level in an adjacent hex) to serve as an observation post or 'spotter'. Any adjacent non-Disrupted infantry unit may serve as the hex the LOS is traced from for an adjacent mortar. Treat spotting as a form of Platoon Fire. The spotter unit uses the same impulse, to spot, as the mortar uses to fire, and both units are marked as Fire 1 and Fire 2 markers accordingly. A spotter may not fire its own FP unless using Desperation Fire. It may only serve as a spotter. All other rules for mortar fire apply normally and all LOS rules apply to the spotter.

12.5.7 DFET Usage: Mortars never use a DFET.

12.5.8 Mortar Critical Hit: Mortars obtain Gun Critical Hits in the normal fashion.

12.6 INFANTRY/MACHINE-GUN FIRE COMBAT DETAILS

12.6.1 Enfilade Fire: Units may place enemy units in a 'crossfire', known as Enfilade Fire in game terms. They must fire during two consecutive friendly impulses at the same target, with the LOS for the second shot crossing a hexside separated by 2 or 3 hexsides from that of the first shot, to place an Enfilade marker in the target hex. Enfilade fire against a unit causes a +1 DRM to Morale Checks made by any unit in a hex marked with Enfilade.

12.6.1.1 Removal: To remove an Enfilade marker, a unit must exit the hex or be marked with a courage marker. Place any new friendly units that enter a hex with an Enfilade marker already in place, under the marker. They suffer Enfilade effects normally. Units marked with courage ignore the effects of Enfilade.

12.6.2 Desperation Fire: Any squad or MG unit, even if marked as Fired or Moved, including Pinned Down, Disrupted, or WIA units, may attempt to perform Desperation Fire against any moving (i.e., not already marked as moved) adjacent/same hex enemy unit. A separate Morale Check is made

using the 'ones' from the same d100 roll as used on the Firepower Factors Table to resolve the fire.

Example: If an FFT attack dice roll was '67', the Desperation Fire Morale Check result used would be '7'. Apply the results of this Morale Check normally. A squad may make any number of Desperation Fire attacks against *moving* units.. Only 1/2 of the unit's Firepower Factors may be used for Desperation Fire, so Desperation Fire conducted by Pinned Down/Disrupted/WIA is halved and then halved again.

12.6.2.1 Desperation Fire in Close Combat: Desperation Fire may also be used to conduct Close Combat attacks.

12.7 PLATOON FIRE

12.7.1 Squads, half-squads, leaders and MG units in up to three adjacent hexes may combine their fire as 'Platoon Fire', to fire at one target hex (or multiple hexes if one or more MG units in the Platoon are using Searching Fire). Units in the same hex may always combine their fire if stacked in the same hex location.

12.7.1.1 Eligibility: Units in three or fewer adjacent hexes may use Platoon Fire. At least one of the three hexes must contain a non-Disrupted leader. All units using Platoon Fire must have a LOS to the intended target hex (or hexes if using machine-gun Searching Fire), whether via an 'OK' result on the LOST or by obtaining one via a LOS dice roll on the table (i.e., due to a 'numbered' LOS; see 12.7.4). Units using Desperation Fire may not use Platoon Fire.

12.7.2 Usage: To conduct Platoon Fire, add the Firepower Factors of all the firing units and apply them to one target hex (or 2-3 hexes if using Searching Fire), and mark all of the units as Fired normally.

12.7.3 Leader Direction: Platoon Fire receives the leadership -5 DRM for one leader present among the firing units. Additional leaders do not add any additional DRM but may add their firepower if otherwise capable of doing so and the owning player wishes to use them as part of the platoon.

12.7.4 LOS: If the units in the Platoon have different LOS rolls or Hindrance DRMs, only one unit in the Platoon must make a successful LOST dice roll, but the lowest number (found on the LOST) of any participating unit is used. The entire Platoon uses the *least favorable* terrain DRM of any of its firing units.

12.8 MACHINE GUNS

12.8.1 Machine-guns may be used in one of three modes in *Combat!* Most MG units in the game are MG SW Teams, called "MG units" in game terms. Any vehicle marked with 'MG' on its counter is also considered a MG unit.

12.8.1.1 Fixed Fire: Fixed Fire is used to fire at one target hex. The full firepower of the MG unit is used. Point Blank doubling applies.

12.8.1.1.1 Vehicle MG: All machine-guns on a vehicle that are not marked with 'MG' on the front of the counter may only use Fixed Fire.

12.8.1.2 Searching Fire: Searching Fire is used to fire at targets in up to three adjacent hexes, all which must be in the MG unit's LOS. Searching Fire is used at 1/2 FP of the MG unit. Each hex is fired on as its own attack (i.e., separate dice rolls), applying any appropriate terrain DRM and Hindrances. Point Blank doubling applies.

12.8.1.3 Swinging Traverse: Swinging Traverse fire is a form of Searching Fire that may only be used against adjacent enemy targets, at least one of which must be moving (or marked with a Moved marker). Swinging Traverse Fire is conducted at 1/2 FP, doubled for Point Blank to equal the printed FP value for a MG unit. Roll for each hex individually once the firing player identifies the three hex 'string'.

12.8.1.3.1 MG Jamming: If the 'ones' roll of the Swinging Traverse d100 is 1-3, remove the machine-gun counter by flipping it to its 1-2 side (mark MG units on vehicles with an F-KILL marker) for the remainder of the game (making a side note of its ID#).

12.8.1.3.2 Vehicle Use: Only vehicles with 'MG' marked on the front of their counter may use Swinging Traverse Fire.

12.9 OTHER SUPPORT WEAPONS TEAMS

12.9.1 Demolition Charges (Demo) and Molotov Cocktails (MOL): Demo Charges (DC row on the FFT) and a Molotov Cocktails (MOL column on the FFT) are SW Teams that remain in Move mode (their 1-2 side) until ready to 'throw' their weapon into an enemy hex. A Demo may also be used to eliminate wire and mines as a Bangalore torpedo and may be used in Close Combat against AFVs (not UA vehicles).

12.9.2 Molotov Cocktail and Demo Use: A DC/MOL may be used by any DC/MOL SW Team from the following locations:

- 1) Same hex as an enemy unit, including one level higher or lower;
- 2) Adjacent hex on the same level;
- 3) Adjacent hex from a higher level, including higher building levels.

12.9.4 Demo/Molotov Cocktail Resolution: A Demo uses the DC row on the FFT. Only terrain DRM in the target hex affect a DC attack. Once the DC SW Team has attacked with its weapon, the counter is removed from play. DC SW Teams may be 'retained' during a CG on a d10 dice roll of 1-5 after usage. They are removed from the map and placed in the "Retained DC/FT/LATW" box for that side (found on the *Combat! Kursk* map).

12.9.5 Rubble/Flame: A Demo creates rubble in any building hex attacked on any 'E' result (after terrain DRM). A Molotov Cocktail creates Fire (Flame) in any building, rubble or woods hex it attacks in on any 'E' result.

12.9.6 Demo/Molotov Cocktail Vs. AFV/Vehicle: A Demo attacks a vehicle on the FFT normally. Molotov Cocktails may *only* attack vehicles, with the following change:

all C and E results K-KILL AFV and UA vehicles. All M results are ignored by vehicles but are taken by any riders (*only*, i.e., not other units in the hex in the case of MOL as only one vehicle in a hex may be targeted in an impulse). Otherwise, riders share the fate of their vehicle (i.e., eliminated on a K-KILL). MOL are used up (and may be retained in the same manner) as Demo charges.

12.9.7 Anti-Tank Rifles: There are two Anti-Tank Rifles (or ATR) in the game, the German 7.92 and the Russian 14.5. Anti-Tank Rifles may fire at enemy vehicles using the German 7.92 A DFET or the Russian 14.5 A DFET. ATRs may also attack on the FFT using the German GATR or Russian RATR EQUIV columns (1 and 2 FP respectively). They are normal SW Teams and are treated as the equivalent of a MG SW Team, not a Gun unit, for movement. If an ATR is eliminated during a Campaign Game scenario, it may be retained in the same manner as a Demo.

12.9.8 Flamethrowers: A Flamethrower (FT) is a SW Team that may flip to Fire mode without paying the usual 1 MP. Thus, it may fire even if its Move side is facing up and remains with its Move side up at all times (flip back over after it fires). FT are not removed upon firing unless their fuel runs out. FT SW Teams always receive a -10 DRM for fire against them (in addition to all other DRM for Running, terrain DRM, etc.) on the FFT. They are allowed to use Running movement.

12.9.8.1 FT Attack: FT use the FT EQUIV column on the FFT. Their attacks are *not* subject to terrain DRM. Only DRM for smoke or intervening Hindrances *between the target and firing hex* apply. An FT must still have an LOS to fire.

12.9.8.2 Vs. AFV: A FT attacks a vehicle on the FFT in the FT EQUIV column with the following results:

- 1) All E and C results K-KILL an AFV and M+1 or greater result (i.e., M+x) M-KILLS AFV; M Results F-KILL an AFV;
- 2) All E, C and M+1 results K-KILL a UA vehicle and M results M-KILL a UA vehicle;
- 3) All vehicle riders share the fate of the vehicle, but take any M results that M-KILL/F-KILL a vehicle.

12.9.8.3 Running out of Fuel: Whenever a flame-thrower rolls a 'ones' die of 8-10 on its FFT dice roll, the FT SW Team is removed from play. In a campaign game each FT that runs out of fuel may be retained in the same manner as a Demo if a subsequent d10 DR 1-7 is made after it is removed from play.

12.9.8.4 Flame: Any C or E result on the FFT causes by a flame-thrower places a Fire (Flame) marker in the hex.

12.9.9 Panzerfausts: Panzerfausts are German SW Teams that may only fire at AFVs. They use the Panzerfaust A or B DFET (the Panzerfausts in *Combat! Rangers* are all 'B' types). A Panzerfaust SW Team is treated as a 1-2 HS for all pur-

poses except as detailed below.

12.9.9.1 Range: Panzerfausts may only fire at targets that are within their range of 0-1 hexes (0 = same hex).

12.9.9.2 Depletion: Once a Panzerfaust SW Team fires it is removed from play.

12.9.9 Panzerschrecks and Bazookas: Panzerschrecks and Bazookas are German and American SW Teams that may fire at AFVs and infantry. Panzerschrecks use the 88 pz Bu 54 DFET. Bazookas use the M1 Bazooka 76 C or B DFET (the Bazookas in *Combat! Rangers* are all 'B' types). Panzerschreck/Bazooka SW Teams are treated as a 1-2 HS for all purposes except as detailed below.

12.9.9.1 Range: Panzerfausts may only fire at targets that are within the range printed on their counters (0 = same hex).

12.9.9.2 Gun Size: Non-DFET fire for a Panzerschreck uses its 88 Gun Size. Bazookas use a Gun Size of 76. The 'B' on a Bazooka and Panzerfaust counter is only used to denote its DFET, not as a Gun Rating.

13. SMOKE

13.1 INFANTRY SMOKE GRENADES

13.1.1 Limits: Only American and German squads and half-squads with Troop Quality of '6' or greater may use smoke grenades. A limit of one smoke grenade for every three German/American squads of Troop Quality six or greater may be added to the OB of each scenario. Make a side note of the number of smoke grenades used. A smoke grenade marker may be placed in the same or adjacent hex of the placing unit. A unit may only place one smoke grenade per turn. Placing a smoke grenade costs a unit 1 MP.

Example: In *Combat! Rangers* Scenario 2, 'Advance to the D514, the Americans may use four smoke grenades; the Germans two.

13.1.1.1 Engineers: German 8-2 and Russian 7-2 squads are considered Engineers. Add one smoke grenade for *each* such squad in the OB of a scenario.

13.1.2 Duration: Smoke grenades remain in effect for the remainder of the Fire & Movement Phase during which they are placed.

13.1.3 Effect: Any fire traced into or through smoke hexes receives a +10 Smoke DRM and all negative DRM for movement (e.g., Running) are negated by smoke in all forms (i.e., smoke grenades, artillery smoke) fired into or through the hex. The +10 is cumulative with the -10 for Moving but cancels the -20 for Running/-10 for Open Ground DRMs, i.e., smoke negates the movement and open ground DRMs.

Example: A running squad in an Open Ground hex with smoke in would be fired at with a cumulative 0 DRM on the FFT (+10 for smoke and -10 for Moving). Without smoke, it would suffer a -30 DRM (-10 for Moving and -20 for Running = -30 DRM).

13.1.4 Height: A Smoke grenade affects up to +3 levels above the level of the hex it is placed in.

13.2 GUN SMOKE SHELLS

13.2.1 Any American or German Gun unit of 75, 81/82 or 105 Gun Size (only) may place smoke in a target hex if it has an LOS to (and if it passes any required Screened Shot Table dice roll).

13.2.2 Smoke placed by firing a gun is treated in the same manner as noted for infantry smoke and is treated as normal fire for the purposes of ROF, Fire 1/2 markers, etc.

14. CLOSE COMBAT

14.1 When units of both sides are together in a hex, Close Combat can occur. This is often more lethal than other forms of combat, and follows a simple sequence. The Close Combat Table (CCT) is used for both Infantry Close Combat and AFV Overruns. See the rules elsewhere for details on AFV Overruns.

14.2 Infantry Close Combat: Any time a non-vehicle unit(s) of one side enters a hex location containing enemy units during the Fire & Movement Phase, place a Close Combat marker in the hex location after resolving all Defensive Fire and Crawled/Assault Fire that is part of or reacting (as Defensive Fire) to that movement, including from units in the hex. All other markers already in the hex remain, (e.g., Fire 1, etc.). The unit(s) in the hex may use any fire opportunities it has against the entering enemy unit, including Desperation Fire, before the CC marker is placed, and any Assault or Crawled Fire the moving unit(s) wish to use during that impulse may also be used in the hex before the Close Combat marker is placed. Additional units of both sides may enter the hex at any time, noting that units already in the hex marked with Close Combat may not fire outside of the hex (they may only conduct Close Combat attacks against units in the hex once a Close Combat marker has been placed).

Name	
Rank:	
2 Pvt	10 Lieut
6 Cpl	24 Cpt
12 Sgt	30 Maj

A sample Field Promotion Card. Use one for your promotions (victories) per nationality or one for your overall wins....it's your choice.

14.2.1 Conducting Close Combat: Any unit in a Close Combat hex may make a CC attack during a subsequent turn after it entered the hex. (Exception: Units making a Bayonet Charge may make an immediate Close Combat attack as may units using Crawled and Assault Movement types). A unit that enters a hex using Crawling or Assault Movement may make an immediate Close Combat attack or use an impulse later in that Fire & Movement Phase to do so but they attack at 1/2 CCV. Mark them as Crawled Fired or Assault Fired accordingly (in addition to placing any necessary Close Combat marker).

14.2.2 Attack and Defensive Fire: An attack is made on the Close Combat Table (CCT) as use of an impulse (Exception: Unless using Defensive Fire Close Combat against an attacker declaring the use of an impulse for a CC attack). Friendly units in the hex may choose to attack the enemy units announced as making a Close Combat attack, using Defensive Fire to do so. Close Combat attacks are not considered simultaneous unless Defensive Fire Close Combat is used by the defenders.

14.2.2.1 Odds Ratio: A Close Combat attack is made using the odds before any results were rolled for. All units involved in a Close Combat attack are marked with a Fire 1 marker (or Fire 2 to signify they used Defensive Fire 2 in CC and that they may not make another Close Combat attack without using Desperation Fire [or fire if the hex is subsequently cleared of enemy units]).

Note: Desperation Fire may also be used to for Defensive Fire Close Combat attacks, even if the unit is already marked as Moved.

14.2.3 Close Combat Value (CCV): Close Combat between all units is determined using odds, with each unit using an attack and defense Close Combat Value (CCV). A CCV is equal to that unit's FP value. All SW Teams/Gun units use the '1' attack/defense value from their 1-2 side (Exception: Certain MG units) during CC, even if they are currently front side up (they do not actually flip, just use the '1' value). Vehicles use the total of their MG FP as their CCV (or use '2' for AFV if they have no MG but note rules for UA vehicles in Close Combat). The CCV is doubled for AFV Overruns (only on the attack; AFVs still defend with their MG-based CCV) in Open Ground hexes. Disrupted units, Riders, and Pinned Down units have their CCV halved.

14.2.3.1 UA Vehicles: Un-armored vehicles are automatically eliminated in Close Combat if there are no other units friendly to them in the hex. They may also be automatically 'captured' in CC. Capture simply transfers the use and ownership of the UA vehicle to the other player. If not alone in the hex, treat a UA vehicle in the same manner as an AFV for Close Combat purposes.

14.2.3.2 CC Odds: When using the Close Combat Table (CCT), total the attacker's

CCV and compare it to the defender's, creating an odds-ratio. Round down to the nearest ratio.

Example: A German 8-2 squad has a CCV of 8. A German MG 34 has a CCV of 1. If they attack an American 7-6 squad, the odds are 9:7, or 1:1.

14.8 Resolution of CC Attacks: Make a d100 roll, modified by the DRMs shown under the Close Combat Table. Only "E" and "C" results appear on the Close Combat Table. Apply these results normally. All CC results are considered simultaneous. A C result against an AFV results in an M-Kill. An E eliminates any vehicle, replacing it with a burning wreck.

14.9 Exit: When enemy units are in the same hex, neither may exit the hex unless all units of one side are Disrupted, WIA, or M-KILLED (if an AFV). All non-M-KILLED AFV may ignore this rule (i.e., they may exit freely). If the infantry units of only one side remain after Close Combat, remove the Close Combat marker.

14.10 CCT DRM: Directed by Leader DRM apply to any Close Combat attack a non-Disrupted leader takes part in, unless he is alone or the owning player wishes to use the leader's CCV (1) instead of the -5 DRM. The leadership DRM is not used in any way while defending, the leader must use his CCV if alone or add it to the rest of the defenders CCV. A -10 is applied if a Demo SW Team adds its weapon (not its 1 CCV) to a Close Combat Vs. an AFV. There are -10 DRM Vs. M-KILLED AFV and for attacking an AFV in or from +10 or greater terrain DRM hex or smoke.

14.12 Fire from Inside CC: No unit in a hex location marked with Close Combat may fire outside of the hex. The only combat allowed between units so-marked is Close Combat. There is no change to their status as targets with the important exception that all non-vehicle units under a Close Combat marker must be targeted *together* (friendly and enemy) by all fire into their hex location.

15. ARTILLERY AND AIR SUPPORT

15.1 GENERAL ARTILLERY RULES

Offboard artillery is provided in some scenarios and is depicted as batteries of different Gun Sizes (e.g., 88mm). A scenario will provide artillery support in the form of a battery of a specific Gun Size and specify if the battery has High or Low Ammunition Supply Rate (both provide a modifier for Battery Response dice rolls). The Scenario Special Rule will also state if the battery is directed by a radio or phone provided in that side's Order of Battle by an Offboard Observer (recorded in a hex along the edge of the map). Finally, artillery support may also be specified as Plotted (no observer used) and if it is a Bombardment (larger blast area than normal artillery), it will also be stated.

15.1.1 General Routine: Artillery is brought into play by first 'calling down', i.e.,

placing a Call For Fire (CFF) marker in a chosen target hex as use of an impulse. A CFF is then 'converted', i.e., flipped, to a Fire For Effect (FFE) as use of an impulse during a subsequent Fire & Movement Phase. A CFF attacks all units in its final hex. An FFE attacks all units using the FFT and the specified Gun Size, in its target hex and all adjacent hexes (a 7 hex 'blast area'), if it is normal artillery or attacks all units in its target hex and all hexes in a three hex range (a 37 hex blast area).

15.1.2 Use of an Impulse: Calling for artillery uses an impulse even if not successful.

15.1.3 Units That May Call Artillery: Artillery may be called in by a leader or any non-vehicle unit (or an AFV designated by Scenario Specific Rule as an Observation Post [OP] AFV) using a radio or phone (or an inherent radio if an OP AFV). It may also be called in by an observer (called a Forward Observer or 'FO') recorded in a hex (at Level +3 unless specified at another level by Scenario Special Rule) on the edge of a map. It may also be Plotted, recorded by side note to arrive in a specific hex on a specific turn. The details for what type of artillery calling procedure apply for a particular scenario and any limitations are provided in Scenario Special Rules.

15.1.4 Calling Routine:

15.1.4.1 Plotted Artillery Procedure: For each off-map artillery battery provided in a scenario a player may make a side note listing the ID of two hexes. These are the intended plots for the battery. When recording plot hexes, also record one game turn (per battery, not per plotted hex, so both hexes for one battery will have the same game turn plotted) that the plotted artillery is planned to arrive.

15.1.4.1.1 Sequence: In a game turn an artillery plot is plotted to arrive, as the use of an impulse at any point during the Fire & Movement Phase, a d100 dice roll is made for Contact. If contact is established, another dice roll must be made, in this case a d10 for Battery Response. If the battery responds (i.e., ad10 is rolled greater than the turn number as per the Artillery Accuracy Table), place a Plot marker in one of the two recorded plot hexes and roll for accuracy normally. After resolving accuracy flip the Plot marker to its FFE side and attack all units in the blast area. If contact is not successful, or the battery fails to respond, the player *must* attempt to use his plotted artillery again in each subsequent Fire & Movement Phase until it comes down, it is called off or the scenario ends.

15.1.4.1.2 Plotted Artillery Removal: The FFE marker for Plotted Artillery is removed permanently during the Conclusion of Turn Phase following the Fire & Movement Phase it was placed.

15.1.4.1.3 Calling Fire Off: Before plotted fire arrives the player may use an impulse to try to call the fire off. He must

specify the plotted fire he is trying to lift and make successful contact and battery response rolls. Once called off, Plotted Artillery may not be used again in the scenario.

15.1.4.2 All Other Offboard Artillery: All other Offboard Artillery is called in by radios or phones provided in a scenario Order of Battle. Offboard observers are always considered to be using inherent phones.

15.1.4.2.1 Phone/Radio Use and Possession: Phone and Radio counters are possessed by a 'carrying' unit, i.e., they are not a form of SW Team or infantry unit in and of themselves. Any non-vehicle unit in a hex may carry a radio or phone and freely serve as a Forward Observer (FO), noting the limitations of non-leader use below.

15.1.4.2.1.1 Phone/Radio Usage: Any non-vehicle unit may use a phone or radio as use of an impulse to call in Offboard artillery provided in a scenario. However, only a leader may use a radio without first passing an Action Check (Exception: Offboard observers, Spotter Aircraft and OP Tanks do not need an AC). Only one unit may use an impulse during a Fire & Movement Phase to attempt to make contact for each phone or radio provided in the OB with an Offboard artillery battery.

15.1.4.2.2 Steps To Calling In Artillery: Artillery is called in as a Call For Fire (CFF) first, followed by 'converting' the CFF to a Fire For Effect (FFE).

15.1.4.2.2.1 Place New CFF Sequence: To place a CFF marker carry out the following steps as use of an impulse:

(1) Attempt Contact. If the attempt succeeds, move on to (b) the next step. If the attempt fails the impulse ends.

(2) Place a Call for Fire (CFF) marker in a target hex in the FO's LOS and continue with (c).

(3) Makes a d10 roll to determine Battery Response. If successful, continue with (d). If not successful, remove the CFF.

(4) Make a d100 roll for accuracy, placing the CFF in the resulting final hex.

15.1.4.2.2.2 Correct Existing CFF or Convert Existing CFF to FFE Sequence: To move a CFF already on map to a new hex or to flip an existing CFF to an FFE (including moving a CFF and then converting it to an FFE) carry out the following steps as use of an impulse:

(1) Attempt to make or maintain contact. If the attempt succeeds, move on to (b). If the attempt fails the impulse, ends and that battery's CFF remains where it is.

(2) Makes a d10 roll to determine Battery Response. If successful, continue with (c). If the attempt fails the impulse ends and that battery's CFF is removed. Use the place new CFF routine in a subsequent Fire & Movement Phase for that battery to place a new CFF.

(3) Convert a CFF to an FFE in its existing hex (no roll for accuracy is needed). Or you may move the CFF to a new hex in the FO's

LOS (any number of hexes) and convert it to an FFE in its new target hex (in the FO's LOS but not all hexes 'along the way' need to be in LOS, just the starting and final hex). If the CFF is placed in a new target hex, a roll is made on the Artillery Accuracy Table before converting it to an FFE. A CFF may not stray more hexes than it was corrected. Any CFF is now flipped to its FFE side and now attacks normally as the last action in the friendly impulse.

15.1.4.2.2.2 CFF and FFE Firepower: Both a CFF and an FFE attack on the FFT using the appropriate row for the Gun Size for that battery, listed in the Scenario Specific Rule. A CFF only attacks in its hex. Note that Smoke CFF/FFE make no attack, but place a Smoke marker in its own hex for a CFF and its own and all adjacent hexes for an FFE.

15.4.1 Offboard Observer Set Up: When an Offboard FO is specified, the player provided one simply records a hex along the listed map edge. When tracing LOS treat all Offboard FO's as if they are in that hex at level +3. There is no unit actually in the hex. An off-map FO is immune to enemy action and an Offboard FO may never be attacked in any way. Offboard FO's use a phone for contact.

15.4.2 Spotter Planes: Some Scenario Special Rules provide a Spotter Plane for a battery. This is an FO who uses a radio and has an LOS to all hexes on the map except 'interior' building and woods locations. An interior woods hex is a woods hex that has woods hexes in all six adjacent hexes. An interior building hex location is one that has building hexes in all six adjacent hexes.

15.4.2.2 AA Fire: An Aerial Observer may be fired at by AA fire as if it is currently in the same hex as any CFF/FFE it has placed on map.

15.5 FO LOS: For a FO to place, correct, or convert a CFF/FFE marker, a target in the ground level of the hex (or the hex itself if no unit is in it) containing the marker must be in the FO's LOS. An already placed CFF/FFE marker is assumed to have a 'height' of Level +2 above the level of the highest obstacle in a hex for LOS purposes, unless it is a Smoke CFF/FFE, which is at Level +3 above. All LOS rules apply to CFF/FFE markers, noting that the additional height of existing CFF/FFE markers make them easier to see. A CFF, FFE or Bracket marker not in LOS must be corrected into the FO's LOS and may not be converted to an FFE until it is first brought into LOS as a CFF (i.e., a CFF cannot be moved from out of LOS to a hex in LOS and converted to an FFE in the same impulse). Plots do not require an LOS.

15.6 NOTES FOR RADIOS AND PHONES

15.6.1 Provisions: Each artillery battery is provided with a radio or phone by Scenario Special Rule. In any scenario that provides Offboard artillery without adding a radio or phone to that side's OB, either

one may be chosen and added to any portion of that side's OB, unless Plotted Fire is being used.

15.6.3 Movement and Elimination: A radio or phone marker in *Combat!* needs to be 'carried' by an infantry unit. Any infantry unit in a hex location with a radio or phone may carry it. Place the radio/phone counter on top of the carrying unit. Once a unit carries a radio/phone it costs 1 MP to 'give' it to another unit in the hex but there is no cost for the receiving unit to begin carrying the radio/phone (unless a radio/phone is in a hex with no friendly units, then 1 MP must be spent to 'find' it. An enemy unit may eliminate a radio/phone in a hex alone at the cost of 1 MP. Any radio/phone carried by a unit that is eliminated is also eliminated. A side may only use a radio/phone of its own nationality.

15.6.3.1 Radio/Phone: There is no 'cost' to carry a radio or phone. A unit carrying a radio may move normally. A unit carrying a phone may only use Crawling movement. Until the time of first Contact the phone may Crawl freely any distance. However, once a phone makes Contact successfully for the first time it may not be moved more than three hexes away from its current hex.

15.7 OTHER ARTILLERY NOTES

15.7.1 Registration Hexes: Scenario Special Rules may allow one or more artillery batteries to make a side note of one or more 'registration' hexes during set up to increase accuracy for any CFF/FFE placed in that hex.

15.7.2 Artillery Accuracy Table Use: Unless the accuracy result is "On Target" or "Delay" or "Artillery Lifted", the player must roll d10 to determine in what direction the marker is moved the number of hexes specified on the table for movement of inaccurate CFF markers. This is done by referring a result of 1-6 to the Scatter direction diagram (1 is north, 4 is south, etc.). Dice rolls of 7-10 are to be re-rolled.

15.7.3 Bracketing: This is a method of depicting the process Forward Observers use to accurately bring artillery down on the battlefield. When correcting a CFF a bracketing marker is placed in the hex of the CFF before moving the CFF marker to its new target hex. Another, second bracketing marker (for the same battery), is placed in the existing hex of a CFF in a subsequent impulse before a player goes to correct it to a new target hex.

15.7.3.1 Effects of Bracketing Markers: Placing a CFF/FFE marker in any target hex with a bracketing marker or between two bracketing markers provides a -20 DRM when rolling on the Artillery Accuracy Table and negates the range Correction DRM. 'Between' is defined as any hex that is not greater in range (from either Bracketing marker) than the shortest distance in hexes between the two bracketing markers.

15.7.4 Replacing Bracketing Markers: Any later correction of a CFF allows the placement of one Bracketing marker in the current CFF hex. Simply remove either of the previous two (player's choice) bracketing markers and place it in the new CFF hex. There may never be more than two bracketing markers on map for a CFF. Remove any bracketing markers for any CFF removed from the board. Plotted artillery does not use bracketing markers.

15.7.5 Artillery Duration: During the Conclusion of Turn Phase flip all FFE markers to their CFF side. An impulse will have to be used in a subsequent Fire & Movement Phase to convert the CFF to an FFE.

15.7.6 Danger Close: If any friendly units are within 4 hexes of a CFF target hex there is a +2 DRM to the Battery Response d10 dice roll unless using CFF/FFE smoke.

15.7.7 Artillery Attack Resolution: Artillery attacks on the FFT against every location of a hex, not just one targeted unit or hex location. Any new units entering a blast area of an FFE or moving to a new location in a hex that is part of an FFE blast area are also attacked. Apply any terrain or movement DRM for each affected unit normally. Smoke DRM are ignored for the purpose of FFE attacks. Apply the Airburst -10 DRM to attacks on the FFT against units in Woods and Debris.

15.7.8 CFF/FFE Smoke: All Offboard artillery may place smoke unless smoke ammunition is listed as not being available in the Scenario Special Rules for that battery. Place a smoke counter in the CFF/FFE hex. Any fire traced into or through a CFF/FFE blast area receives the +10 DRM for smoke. Smoke exists +3 levels above the level of the hex. Smoke FFE markers have no firepower. Use a seven hex smoke marker in the FFE hex. Bombardments may not place smoke. Plotted artillery may.

15.7.9 Bombardments: A Bombardment follows the same routine as normal called in and plotted artillery for all purposes except blast area, duration and smoke use. A Bombardment affects all hexes within three hexes of the FFE marker, a cluster of 37 hexes in total and may not place smoke. A Bombardment only lasts for the Fire & Movement Phase its FFE is placed. It may not be continued in a subsequent turn.

15.7.10 Artillery Critical Hit: Any FFT fire from Offboard artillery of any size that results in an original '00' d100 roll K-KILLS any vehicle eliminates all occupants of a hex. Places rubble and Fire (Flame) in any building hex (at the ground level).

15.8 AIR SUPPORT

15.8.1 Air Support is provided in *Combat! Kursk* in the form of German Ju 87 G 'Stuka' dive-bomber or Ilyushin IL-2 'Sturmovik'-fighter-bomber counters. In game terms, Air Support is like an FFE attacking only one hex (Exception: Aircraft also attack a target hex with Aircraft Ma-

chine-guns). Air Support uses its own routine to determine number of aircraft in play (when not specified as a particular quantity by Scenario Special Rule) and accuracy.

15.8.2 Arrival and Exit: As the use of an impulse during the Fire & Movement Phase, the player provided Air Support by Scenario Special Rule makes a d10 dice roll to determine if any aircraft arrive this turn and what quantity they arrive in. If the d10 dice roll is less than or equal to the turn number 1-2 aircraft arrive for use in that impulse. No more than one attempt at receiving Air Support may be made during a Fire & Movement Phase, and even if not successful, the attempt roll is considered use of an impulse. If Air Support is successfully rolled for, roll a second d10. On a 1-3, one Stuka or Ilyushin IL-2 may be used. On a 4-10, two are provided. If two aircraft arrive, *both* must be used during the impulse received. No further Air Support dice rolls may be made once any quantity (one or two) aircraft are received by a side at any point during a scenario.

15.8.3 Actions: Aircraft have HE FP EQUIV and Aircraft MG FP found on the back of their counters (Aircraft MG FP are found to the right of the aircraft icon, e.g., an Ilyushin IL-2 has 12 Aircraft MG FP, a Stuka has 6). An aircraft may attack any non interior building/woods hex location. An aircraft with multiple weapons must use its HE EQUIV and Aircraft MG against the same target hex. The attacks for HE and MG are rolled for separately, i.e., they are not combined into one total FP on the FFT.

15.8.4 Air Attack Routine: Aircraft attack in the same manner as an FFE (i.e., effective for one Fire & Movement Phase), (noting they may also use their Aircraft MG, doubled for Point Blank), but they use their own table for accuracy (i.e., not the Artillery Accuracy Table). When using an Air Support impulse, the owning player simply places his aircraft counter in the hex he wishes to attack. A d100 dice roll is then made on the Air Attack Table (no modifiers apply to this roll) after any anti-aircraft Defensive Fire is resolved. When a result lists "Defender's Choice", it refers to the side being attacked by the aircraft, and it is considered to be a 'mistaken air attack'. The opponent may choose the hex of attack in keeping with the listed ranges. Even if no unit is in the hex attacked an FFT roll is made for possible Fire (flame) or rubble effects if the hex is a building or woods. For solitaire play, roll to choose which units are attacked if more than one enemy unit is within range of a mistaken air attack. All FFT DRM apply normally to an air attack.

15.8.4.1 Strafing: Instead of using its bombs, an aircraft may instead choose to make a Strafing Run using its aircraft MG. Note that an aircraft may only be used to bomb or strafe, not both. A Strafing Run attack is made in a row of four adjacent hexes and does not double the MG for Point

Blank in any of them. In some cases Scenario Special Rule will specify an aircraft lacks bombs. If so, aircraft may still attack with their MG using a Strafing Run.

15.8.4.1.1 Mistaken Attacks: When making a Strafing Run, a roll is made on the Air Attack Table for the first target hex and the defender may choose a new row of hexes for the Strafing Run within the range listed by the table result if the roll results in any 'Defender's choice' results (i.e., mistaken attack). A Strafing Run attack must be made in each hex even in the case of 'Defender's choice', i.e., no unit of the defender becomes 'immune' to attack if the only available choice of a row of four hexes includes units friendly to the defender.

15.8.5 Anti-Aircraft (AA) Fire: Several units in *Combat!* are capable of providing AA fire against attacking aircraft. The Russian GAZ AA truck, the German FlaK 38, FlaK 88 and all machine-guns with 8 FP or more may fire as Defensive Fire (if otherwise eligible, within normal range; and ignore any CA changes for the FlaK gun—simply spin the counter [i.e., change CA] to bring the aircraft hex within its Covered Arc) at an attacking aircraft in the hex the attacking aircraft is placed in prior to its roll on the Air Attack Table. An E result eliminates the aircraft *before* it makes its attack. A C result eliminates the aircraft after it makes its attack. Aircraft take any MC resulting from AA Fire normally with no DRM. Failure of a Morale check results in the aircraft exiting play immediately without making an attack. An aircraft forced to exit play by E or C is considered eliminated for Victory Point purposes (i.e., not one forced to cancel its attack due to Morale Check failure).

15.8.6 Air Attack Critical Hit: Any FFT fire from Aircraft non-MG attacks (i.e., bombs, not MG) that results in a '00' causes an Aircraft Critical Hit and is treated in the same fashion as a Gun Critical Hit.

16 *Combat!* NORMANDY UPGRADE

16.1 Using this UPGRADE information, conversion of all previous *Combat!* Normandy scenarios is a simple process. The scenario updates below, plus the counters, rules and play aids provided in *Combat! Rangers* provide everything needed to play your previous *Combat!* Normandy scenarios on the earlier Kellam's Bridge, Timmes' Orchard and Shanley's Hill maps.

16.1.1 The Counters: The identifying information found on the SW Team counters from the previous scenarios match the new counters (e.g., an American M2 mortar in Scenario #1, 'The Milling Crowd' is simply replaced by the new version of the same unit).

16.1.1.1 SW Teams: Use the same SW Team counter depicted in the earlier scenarios with the following notes and additions.

16.1.1.1.1 **MG 42:** All 'MG 42' SW Teams provided use the 12-9 MG 42 counter.

16.1.1.1.2 **Light Machine-Guns:** Add one 4-8 MG 34 for every three German squads found in a scenario OB. Add one BAR for every three American squads in a scenario OB. These must be added in 'proportion' to each part of the OB, and may not exceed the 'threes' in squads by more than one.

16.1.1.1.3 **Demolition Charges/Gammon Bombs:** Add one Demo for every three American (or for every seven German) squads in a scenario OB. Note these counters represent Gammon Bombs in the American OB and fractions are rounded up normally.

16.1.1.1.4 **Bazooka:** Replace M1A1 Bazookas with the new M1 Bazooka counter.

16.1.1.2. **Leaders:** Replace any one NCO with an officer in any portion of the OB for each side if 12 or more squads are provided in the overall OB for that side.

16.1.1.3 **Vehicles:** Replace the following vehicles with their new versions:

- (a) Pzkw 35R" with the new 35H 735 (f);
- (b) Pzkw 35-S with the new 35-S 739 (f);
- (c) Sdkfz 232 with the new Sdkfz 242;
- (d) Opel Blitz with the new Opel Blitz;
- (e) M4A1 with the new M4A1;
- (f) Jeep with the new Jeep.

16.1.1.4 **Gun Units:** All Gun units are replaced by the same-named counter in the new version.

16.1.1.5 **Offboard Artillery:** None of the Offboard artillery provided has High or Low Ammunition Supply Rate.

16.1.1.6 **Squads:** All American squads are 7-6 and half-squads are 4-6 unless stated otherwise in the scenario notes below. The Germans are a mix of 5-4 and 6-6 squads. For every five squads (account for two half-squads in an OB as squads for this purpose) provided the overall German OB of a scenario, three are 5-4 and two are 6-6 squads. Account for 5-4 squads 'first' so that any fractions of three squads result in more 5-4 squads in the OB. These squad-types may be distributed freely by the German player throughout his overall OB. Use any remaining squad-types in the counter mix if any one is exceeded in a scenario.

16.1.7 **Rally Points:** All references to Rally Points are ignored in previous scenarios. New methodology is provided for rallying troops.

16.1.8 **Mines:** Any mines provided in a scenario OB that show "AT" on the mine counter use Mines normally with one exception. They do not attack infantry in any manner. If placed in a road hex, they may be removed from play in the same manner a radio is 'carried'. Once a unit can 'carry' an AT Mine, it is removed.

16.1.9 **Burning Wrecks:** Some scenarios (e.g., #4) call for the placement of burning wreck markers during set up.

16.1.10 **Terrain DRM References:** New

terrain DRM replace any references to those used previously (e.g., Scenario #26 refers to "+5" smoke terrain DRM, now +10).

16.1.11 **Scenario Notes:** Use the information below for any scenarios that deviate from the information provided above.

16.1.11.1 **Scenario #1:** Ignore Special Rule #3.

16.1.11.2 **Scenario #7:** The two groups of squads in the American OB consist of the following: 8 x 7-6 + 4 x 6-5 squads. Each group receives one officer. The rest of the leaders are NCOs.

16.1.11.3 **Scenario #8:** Squads break down as follows: Fox Company - 4 x 6-5; 1 x 7-6; George Company - 3 x 6-5; 2 x 7-6; Easy Company - 1 x 6-5; 4 x 7-6. One of the leaders in the American OB is an officer. The rest are NCOs.

16.1.11.4 **Scenario #10:** Three of the squads in the American OB are 6-5s. The rest are 7-6s.

16.1.11.5 **Scenario #13:** The American reinforcements arriving on HH6 are 6-5 squads. For the German reinforcement platoon, make a d10 dice roll for squad-type for each new platoon. On a 1-6, the squad is a 5-4; on a 7-10 a 6-6. The German player may only ignore this roll if the remaining squads in his counter-mix will not fill out the reinforcement platoon as rolled. The American player may fill out his reinforcement platoon with 6-5 squads if insufficient 7-6s remain in his counter mix.

16.1.11.5 **Scenario #14:** All American squads are 6-5s.

16.1.11.6 **Scenario #15:** The Elements of the 1/325th Glider Infantry has of 8 x 6-5 squads and 4 x 7-6.

16.1.11.7 **Scenario #25:** Replace 2 x Jeep in the American OB with 2 x Studebaker trucks. The Objectives should read, "...if 3 or more Jeeps or Trucks have exited..."

16.1.11.8 **Scenario #26:** Eight of the squads in Easy Company are 6-5s. The rest of the squads/half-squads are 7-6/4-6.

17 **Combat! FIELD PROMOTIONS**

17.1 **Field Promotion Cards:** In your *Combat!* game you were issued Field Promotion cards for one or more of the nationalities in the module. These cards are used to record scenario wins, and to move up in rank as you gain experience in the form of success. The kind that is measured in fulfilling your scenario victory conditions.

17.2 **Earning a Field Promotion:** Each of the six red boxes on a Field Promotion card record that number of scenario victory conditions a player has succeeded in fulfilling. As each new level is reached, the player is issued a new rank in keeping with his experience.

17.3 **Validation:** Gamers may simply punch out the box (using a hole-punch is suggested) as they reach the 2, 6, 12, 18,

24 and 36 victory levels. For a more authentic promotion, players may send their Field Promotion cards in for an official validation by Critical Hit. To obtain official validation for each rank, send your Field Promotion card in, along with a S.A.S.E. and a scenario After Action Report to: Field Promotion, c/o Critical Hit, Inc., PO Box 279, Croton Falls, NY 10519. You will receive your card back with a validating stamp appended.

17.3.1 **After Action Report (AAR):** An After Action Report must accompany every submission made for official validation of your Field Promotion. An acceptable AAR must include the name, address and phone number of your opponent, the title or number of the scenario you won, and any notes about the scenario you wish to add.

17.3.2 **Major's Compensation:** All players that succeed in reaching the rank of officially validated Major will receive a written commendation from CH personally signed by General Tapio and a \$20.00 gift certificate from Critical Hit, Inc.

18 **QUICK START**

The purpose of the Quick Start is to familiarize the *Combat!* player to the lay of the land, the play aids and the game pieces. We suggest this section be read before attempting to assimilate the *Combat!* rulebook.

18.1 **POINTE DU HOC MAP TOUR**

18.1.1 **The Map:** The Pointe du Hoc maps depicts the thick, hedgerow-covered countryside south of the cliffs of the famous Pointe. Assaulted by the 2nd Ranger Battalion on D-Day, the 'Point' of Pointe du Hoc is found just off the north map edge. The action in this module picks up shortly after the Rangers D-Day landing, as they begin the push inland.

18.1.1.1 **Terrain Types:** The Pointe du Hoc has Bocage (V7/W8), Wall (O10/N10), Gate (O10/O11), and Hedge (S7/S8) hexsides. Note the difference in the artistic depiction of Bocage, a thick green line with mustard sides as compared to Hedge, a slightly thinner and green-only line. Grainfields (F16) are found on the map, usually surrounded by hedges or Bocage to form a well-defined field. The Paved Road (P2) that runs from P0 to K24 is the lateral highway known as the D514. It runs from Grandcamp to Vierville. The offshoot from L23 to S22 is also paved. Dirt Roads (U23) are also found on this map. Shellholes (T5) and Woods (L21) are also found on the map. Brush (N21) and Orchards (I20) provide the feeling of farm country. The lay of the land is all on one level, until one reaches the southernmost four hexrows on the map. The Level 0 terrain begins to drop off to Level -1 (e.g., D1/D2/D21) and continues down to Level -2 (e.g., B17/B18). The lowest level on the map is reached in the form of Level -3 in hexes A15-A24.

18.1.1.2 **Buildings:** All buildings on the map are Stone. There are buildings of three

different height characteristics on the Pointe du Hoc map. The Le Eglise St Pierre is a church that in game terms has a ground level and a Level +1 in P20 and P21. P20 also contains a Steeple, accessible to units on an Upper Level LOS +1 counter in P20. A unit in the Steeple in P20 should be placed on an Upper Level LOS +2 marker and traces its LOS from Level +2. The largest building on the map is Le Manoir du St Pierre, located in N16/N17. It has Upper Level +2 'floors' in each of its hexes, and stairways in each. The '2' found in the middle of the large center-squares in the Manoir are simply reminders of their height, provided on some maps. Thus, the Manoir is a Level +2 Obstacle to LOS and has a ground floor, Upper Level +1 and Upper Level +2 locations in its hexes. All other buildings on the map have a ground level only and represent Level +1 Obstacles to LOS.

18.1.1.3 Water Tank: The unusual building-like terrain feature centered between hexes L16/L17/M17 is a water tank. Treat its outline as an extension of the wall it is connected to (wall is on the hexside between hexes M17/L17).

18.1.1.4 Wall to Building Continuation: The wall found on the hexside between hexes N9 and O10 continues to actually touch the building in O9. The only effect this wall 'continuation' has in game terms is to BLOCK any LOS that hits it in the normal fashion for walls (e.g., A unit in N8 cannot trace an LOS to P10 because of this wall).

18.1.1.3 Shellholes: There are many shellholes on the map, created by the pre-invasion bombardments. As an Optional Rule, players may add a 1 MP penalty to entry and exit of Shellholes on the Pointe du Hoc map due to the depth of many of them.

18.1.1.4 On-Map Mines: Some hexes on the Pointe du Hoc map have Mine icons in them (e.g., X20). These hexes contain light minefields that attack on the FFT only if a unit rolls a '1' on a D10 dice roll upon entry or exit. Otherwise, they have no effect.

18.1.1.5 On-Map Wire Hexsides: A few hexsides on the northern portion of the map have special 'Wire' hexsides (e.g., Y20/X20). These are differentiated from walls by being thinner. Use the following list to find the wire hexsides on the map: Y22/Y20/W19/T18/T17/T15/R13-R11/R8/R9/Q6-Q9/P6/S5/R3-R2/S2/R1/S1/T1/U1/V1/X1/W1.

18.1.1.5.1 Entry: On-Map Wire is treated as Wire, but along a hexside.

Example: An infantry unit may only crawl to cross a Wire hexside.

18.1.1.6 Half-Hexes: The map edge contains some half-hexes. These are the equivalent of full hexes in game terms.

18.1.1.6.1 Map-Edge Hexsides: Some hexsides on the map edge (e.g., M1/M0) have terrain on the hexside. Units entering from off-map pay the cost of this

hexside terrain.

Example: Hexside I1/I0 contains Bocage. Any unit entering from I0 to I1 will have to pay for the Bocage hexside (or may be barred from entering there, e.g., a wheeled vehicle).

18.1.2 UNITS

18.1.2.1 Extra Counters: Additional counters, not used in any *Combat!* Rangers scenarios (e.g., Pzkw 4H) are provided for those wishing to design their own scenarios using the *Combat!* Rangers components. There will also be new scenarios and maps for download at www.Criticalhit.com for owners of *Combat!* Rangers.

18.1.1.7 Scenarios: Note the Map Layout entry and set up graphic is not correct. Refer to the Map Configuration text and set up and entry information for the OB of both sides, which is correct.

18.2 Combat! KURSK

18.2.1 The Map: The *Combat!* Kursk map depicts the generally flat terrain along the Psel River between Prokhorovka and Oboyan. The small riverside villages of Krasny Oktabyr and Kliuchi (south of the river), made up of mostly wooden huts are on the map. Long gullies, a few low but prominent hills, and an abrupt ending of the land in cliffs as it slopes toward the Psel dominate the area.

18.2.1.1 Terrain Types: Woods (R24), Brush (D26), Grainfields (G18) and Orchards (L21) show the land has been farmed. Minor Military Crests (B19/B20) are found, and they are used to create a low-lying, brush covered hillock between I11/I12 and M11/M12. Long Gully (F20) scar the land, and slope downward with the different levels. A Paved Road runs from T0 to LL9, representing the highway between Prokhorovka and Oboyan (and a crucial terrain feature on this battlefield). One of the Grainfields is a huge, Tiger-hiding terrain feature (DD13/DD15-LL11/LL17). The Psel River is at Level -1. The topography slopes up to Level 0, the height the villages are on. The land then climbs rapidly to Level +3 (marked as "Level 3" on the map) in the hexside marked with cliffs. In other places a Steep Ascent/Descent will be needed to move from Level 0 to or from Level +3. Note the change of more than one level on one hex in hexes R18/S18/T18/U19/H22/I22/J21/K21/K20.

18.2.1.2 Buildings: The buildings on the map are mostly Wood. only two, G25/H25 and O21/P21 have a ground level and an Upper Level +1. The rest are ground level only.

18.2.1.3 Walls: The walls on the Kursk map are a bit faint. Players may wish to darken them with a felt marker. Walls are found on some hexsides of the following hexes: N20; O20; P20; and P21.

18.2.1.4 Woods Crests: Note how the crest from O8-O7-S8-S10-T10-T11 is continued with a lighter shade under the 'see-through' woods.

18.2.1.5 Gully Movement: It is important

to note on this map that a unit that moves 'uphill' while moving in a Gully pays a cumulative MP cost for Crest and Gully, including for Steep Ascent/Descent situations found in Gully hexes.

Example: A squad moving in the Gully in H23 to H22 must use a Steep Ascent. If it was moving from G6 to H5, it would have to pay the MP cost for moving in a Gully and up a Crest. Thus, Crest costs 2 MP + COT [the COT = 2 MP for Gully] = 4 MP to move from G6 to H5.

18.2.1.6 Terrain Victory Points: The green circles with white numbers (e.g., LL1) are used to denote certain hexes used in scenario Victory Conditions.

18.3 Combat! QUICK START

18.3 Quick Start: We want to get you moving pieces around and rolling dice quickly! To that end, the Quick Start gets you into a game of Scenario #3, Wintz's Flank without asking you to crack the rulebook. It is suggested you set up your game pieces and follow along to get a feel for the action in *Combat!* Rangers. The pick up the action on your own where the Quick Start ends after reading the rules.

18.3.1 American Set Up (F indicates Fire Side up; Move for Move side up):

Units	Hex
7-6 + NCO	V21
7-6	X21
M1 Baz (F) + 4-6 + NCO	R18
Demo (M)	R15
M2 mortar (F)	U18
2 x 7-6 + NCO	R16
3 x 7-6 + Officer	V2 under Trench counter

American Rationale: I'm taking a chance here with so many of my units in the 'front lines' represented by the R hexrow. I'm hoping to give the Germans an early bloody nose and then use the time pressure of a five turn scenario to get him to make some risky moves I can respond to with my 'fire team' platoon back in V20.

1) Command Phase of Turn 1: No Actions;
2) Fire & Movement Phase of Turn 1 (R = Running; C = Cautious; A = Assault Move; Cr = Crawling; MP = Movement Points):

German Impulse 1: (Unit is followed by Action)

2 x 6-6 + Officer + MG 42 (M)

(R) N19 (1 MP)-O20 (2 MP)-P20 (2MP)-P20 Upper Level LOS +1 (2 MP)-mark with Moved

German Impulse 2:

3 x 5-4 + NCO

(A) N15 (1 MP)-O16 (1 MP)-mark with Assault Moved

American Impulse 1:

Pass

German Impulse 3:

3 x 5-4 + NCO carrying radio

(C)N22 (1MP)-N22 (1 MP)-through gate into P21 (2 MP)-P21 Upper Level LOS +1 (2 MP)-mark with Moved

American Impulse 2:

Pass

German Impulse 4:

6-6 + 5-4 + MG 34

(A) N16 (2 MP)-N15 (1 MP)-O15 (1 MP)-mark with Assault Moved

American Impulse 3:

Pass

German Impulse 5:

Grtwfr 34 (M)

(C)N22 (2 MP due to overstacking, unit must pay an extra 1 MP to enter)-O22 (1 MP)-Flip to F side (1 MP)-mark with Moved

American Impulse 4:

2 x 7-6 + NCO in R16 fire at O16. They have an automatic LOS due to the Assault Moved marker in O16.

The two American squads use 14 FP, choosing to use the leader for the -5 DRM on the FFT. The shot uses the 12 FP row on the FFT, adding 0 terrain DRM for the Orchards. A 38 (3 on the colored die and 8 on the white) is rolled, from which -5 is subtracted for the American leader and -10 because the unit is marked with Assault Moved (i.e., it moved). A final result of 23 is applied, resulting in an M+1. Mark the American hex with Fire 1. All units in)16 take the M+1 (Morale Check with a +1 added). The results are: NCO 9 (+1) = 10, Disrupted; 5-4 4 (+1) = 5, Pass; 6 (+1) = 7, Pinned Down; 8 (+1) = 9, Disrupted. Place the NCO and one 5-4 under a Disrupted marker. One 5-4 under a Pinned Down marker. One 5-4 is unaffected. Keep them Assault Moved marker on the stack to indicate it moved.

German Impulse 6:

Pass

American Impulse 5:

NCO + 4-6 + M1 Baz in R18

(C) Flip M1 to M (1 MP)-S18 (1 MP)-T17 (1 MP)-T16 (1 MP not using Shellholes)-U16 (1 MP)-mark as Moved.

German Impulse 7:

Pass. Players mutually agree they are out of actions and end Fire & Movement Phase. Conclusion of Turn Phase of Turn 1:

Remove all Moved, Fired and Assault Moved markers. Yellow markers remain.

Command Phase of Turn 2:

Initiative Roll:

German 0; American 4. German retains Initiative (moves or fires first)

Hex O16

5-4 rolls to remove Pinned Down-3; Remove Pinned Down. 5-4 rolls to flip Disrupted to Pinned Down (reduce damage level)-4; Flip to Pinned Down side. Leader automatically removes Disrupted marker as last action.

Fire & Movement Phase of Turn 2:

German Impulse 1:

Radio contact attempt (see contact numbers under Artillery Accuracy Table)-97. No contact (still uses up impulse. Mark the leader and radio with Fire 1 (to signify they

cannot be used again this phase).

American Impulse 1:

2 x 7-6 + NCO in R16

Pinned Down marker in O16 negates need for LOS roll so Americans in R16 fire there again. 12 FP row with -5 DRM for leader. Target no longer moving. $91 (-5) = 86$. No Effect. Mark with Fire 1.

German Impulse 2:

MG 42 (M) in P20/Level +1

Use Crawling Movement to Flip to F side (1 MP). Flip unit and mark as Crawled.

American Impulse 2:

M2 mortar in U18

Fire at P20 (no LOS check needed due to Crawled marker placed in hex) -1 Rate of Fire (out of 2 ROF used for this shot). Use the 60 row on the FFT and add a +20 terrain DRM. Roll of 49 (+20) = 69. No effect. Place an Acquired marker (any color) in the hex. Mark the mortar with Fire 1.

German Impulse 3:

3x 5-4 fire at U18

Range of 6 hexes halves all three for a total of $15/2 = 7.5$ (round up to 8 FP). A 75 on the 8 FP row on the FFT results in No Effect. Mark the three German squads with Fire 1.

American Impulse 3:

7-6 in X21

(C)-W21 under Trench counter. Mark as Crawled.

German Impulse 4:

2 x 6-6 + Officer + Assault Moved MG 42 fire at R16.

12 FP (2 x 6-6) + 12/2 FP (Crawled MG 42 using 1/2 FP for Assault Fire) = 18 FP. Use the 16 FP row and apply a -5 DRM for the leader. Mark the MG 42 as Crawled Fired and the squads and leader as Fire 1. The roll is 20 (-5) = 15, a C/M+2 result. A die is rolled for each unit in the target hex: NCO rolls a 2; 7-6 rolls an 8; 7-6 rolls a 2. The highest rolling unit (a 7-6) suffers the C (Casualties) result. Flip one 7-6 to its half-squad side. All surviving units in the hex now take an M+2, leader first. Leader rolls a 1(+2) = 3 and passes. The 4-6 rolls a 5 (+2 and -1—see the Morale Support Table for a -1 modifier provided by being in the same hex with a leader) = 6 and passes. The 7-6 rolls a 0. This suspends play for a subsequent die roll to see if Courage results. The 7-6 rolls another 0, resulting in an automatic pass and the placement of a Silver Star marker on the 7-6. It may now ignore all future Morale Checks.

END OF THE QUICK START

German Rationale: My plan is to use the firebase the P20 church represents as my fulcrum. The battlefield is split by the flimsy terrain feature the hedge along R18/R19-Y17/Y18, making it tough for the Americans to reinforce any side of the battlefield without exposing themselves to dangerous fire along the way. With the MG 42 in the upper floor in P20, the artillery FO looking out over the battlefield from P21, upper

floor, and the firepower of the massed squads, I plan to deplete the Americans along the western flank while pinning those enemy units to my immediate front in place. Extra support in the form of my 81mm mortar in O22, spotted from a unit in P21, can also reach all over the map. With the support from my church firebase, my small platoon in O15/O16 will be tasked to move forward carefully and await the opportunity to have one squad of their group dash off the map for a victory.

American Rationale: My strategy is all about stalling the German until he has to take undue risks to get anyone off the map. My group set up in the R hexrow will have to fall back to the west to gain cover in the hedgerows I can't wait long to make this move if he gets up in either the P20 church or the N16 Manoir. The trench-line in W21-T1 probably will suffice to cover that flank for the duration. I'm hoping the strong platoon in V20 will keep him from approaching the position until later in the game. I can then use the safety of moving behind the Bocage (hedgerow) along the V hexrow, hurling a few smoke grenades if need be, to get to the west and choke off any advance attempt over there. In the meantime, my units to the west will trade potshots and slow the Germans down as much as possible by forcing the enemy to continue engaging them.

19. CAMPAIGN NOTES

19.1 Campaign Games: All the information needed to play a Campaign will be found on a separate Campaign Scenario Card. Use the following general rules for all campaigns.

19.1.1 Terrain Changes: During the course of a campaign, any changes to the printed map terrain become permanent. Leave all counters for Trenches, AT Trenches, Mouseholes, Rubble, and Wrecks on-map between campaign Scenarios.

19.1.2 The Reorganization Phase: A special phase known as the Reorganization Phase takes place *before* each campaign scenario is played (including the first). During the Reorganization Phase, units are adjusted on the map as per provided SSRs for that Campaign. New units are then purchased for the upcoming campaign scenario. Both sides then secretly choose to either Attack or Defend during the upcoming scenario, then setup accordingly and begin play.

19.1.3 First CG Scenario: Each CG Card provides the at-start OB for that nationality. A supply of Campaign Points (CP) is provided. Units may be purchased using the provided CP for use in the first CG Scenario. The units provided in that side's at-start OB do *not* count toward the units eligible for purchase for the Campaign Game

19.1.4 Attack/Hold Option: Beginning with the first scenario in a campaign each side may choose to expend CP to Attack

(none need to be spent to Hold) unless that side is already delineated as Attacker or Defender under the Random marker on the CG Card (e.g., in CG I *Into the Inferno*, the German is automatically the Attacker; the Russian the Defender). If already delineated as an Attacker, no CP need be spent during the first campaign scenario to obtain this status.

19.1.5 CG Scenario Setup: The order of setup for a CG Scenario is based on a comparison of the chosen Attack or Hold options. If one side chooses Attack, while the other has chosen Hold, the Hold side sets up first and the Attack side sets up second. If both sides choose Hold, no scenario is played for that campaign scenario time. Proceed to the Reorganization Phase of the next CG scenario. If both sides purchased Attack a d10 DR is made and the side rolling highest is the Attacker.

19.1.6 Ending the Campaign: The campaign concludes when the campaign orders are fulfilled by one side, or if one side concedes, or upon completion of the last scenario of that campaign. Draws are sometimes possible.

19.1.7 Reorganization Phase: The following actions are conducted in order during the Reorganization Phase:

- 1) Pick out units provided in the at-start OB. Make any purchases with the CPs provided in the at-start OB, including an Attack option if not already delineated on the CG Card. For second and subsequent CG scenarios, resolve changes to on-map units.
- 2) Reveal Attack or Hold option to the opponent and setup in the applicable order. Pay additional CP for units purchased during this Reorganization Phase that you wish to setup on map. The remainder may enter during any turn from off-map along that side's friendly map edge (west for German; east for Russian).

19.1.8 Changes to On-Map Units: The following steps are conducted in order:

- 1) Flip all burning wrecks to their non-burning wreck side;
- 2) Replace any Fire markers in *building* hexes with Rubble markers. All other Fire markers are removed from play;
- 3) Hidden Mines are now placed on map;
- 4) A d10 roll is made for all M/F-KILLED markers: on a 1-5, remove the marker; on a 6-0, replace the vehicle with a non-burning wreck (roll for each marker);
- 5) Remove all Courage markers. Fanatic Resistance Nests may remain in play and may be used in an eligible setup sector if sector survivors remained in the current building meeting the requirements for a Fanatic Resistance Nest.
- 6) Make a d10 die roll for each wounded leader; on a 1-3 it is eliminated; on a 4-5 it is flipped to its non-wounded side; on a 6-10 it remains in play wounded (begins next CG Scenario wounded side up).

19.1.9 Campaign Points (CP): Each Reinforcement Group (RG) lists the total CP

which must be spent to purchase that RG during the Reorganization Phase. If no counters of a particular unit remain in the counter-mix, it may not be purchased. Partial fulfillment of a particular RG still costs 100% of the listed CP cost. Artillery is considered 'used up' if it placed an FFE during a previous CG scenario. Otherwise, it may be kept in the OB.

19.1.10 Isolation: All units which begin a new CG Scenario Isolated (see SSRs for that campaign) are marked as Pinned Down (if infantry) and Suppressed (if a vehicle).

20. RELEASE NOTES

20.1 COMBAT! RANGERS

20.1.1 Contents: *Combat! Rangers* includes the following:

- 1) Rulebook (ver. 4.0)
- 2) One map of Pointe du Hoc
- 3) Storage Folio
- 4) 56 5/8" counters
- 5) 320 1/2" counters
- 6) Six scenarios
- 7) Three Play Aid Cards

20.2 COMBAT! KURSK

20.2.1 Contents: *Combat! Kursk* includes the following:

- 1) Rulebook (ver. 4.0)
- 2) One map of Kursk (Psel River region)
- 3) Box
- 4) 120 5/8" counters
- 5) 560 1/2" counters
- 6) Seven scenarios
- 7) One Campaign Card
- 8) Three Play Aid Cards

20.3.1 Combat! Stalingrad Release Notes: The new rules and Play Aids found in *Combat!* version 4.0 may be used for *Combat! Stalingrad* with little effort using the following instructions.

20.3.2.1 Campaign Game: The Campaign Game presentation provided with *Combat! Stalingrad* remains unchanged.

20.3.2.2 AFV and Gun Ratings: Use the following comparisons for the AFV and Gun

unit counters provided in *Combat! Stalingrad*:

German:	
20mm FlaK 38	20B
50mm KwK 38	50B
50mm KwK 39	50A
75mm KwK 40 L/43	75B
75mm KwK 37	75C

Russian:	
Russian ATR	RATR
76.2mm	76B
45mm	45B
37AA	37A
M1927	76C

19.3.2.3 German 4-8 MG 34 Light Machine Guns: Apply the ratio from section 16.1.1.1.2 in all scenarios.

21. DESIGNER'S NOTES

The *Combat!* battlefield has become a far more lethal place with this new rules release. Now Morale Checks are required for units that attempt to reduce their yellow marker state without a leader present. Machine-guns get more lethal with Rate of Fire provided that can be used in each Fire & Movement Phase, in addition to an 'upgrade' from 1/3 FP to 1/2 for Searching Fire. Terrain is handled quite differently through the use of the Line-of-Sight Table (LOST). Where we used to provide all manner of hindrances to all fire traced through certain terrain types, now if you can see it, you can get off a pretty good shot at it in terrain that lacks 'hard' cover benefits (e.g., farmer's fields, a.k.a. Grainfields, etc.)

Close Combat is now conducted during the Fire & Movement Phase, and can be continued, albeit with no small risk to the attacker, as Desperation Fire.

The core of the system remains and we'll be taking urban combat to the next level with *Combat! Arnhem*.

Your *Combat!* Stalingrad module can be used 100% with the materials in this rulebook with the only necessary holdover being the Campaign Game presented in C!S. Enjoy the new rules!

Ray T. (8/1/01)

Acknowledgements and Credits:

DEVELOPMENT WÜNDERKIND: Kurt Martin, Ellis Simpson, Fen Yan, Jack Polonka, Marc Adda, Jim Thompson, Robbie Weissbard, Mark Porterfield and Nicholas Kabir

CONTRIBUTING SQUAD-MEMBERS: Craig Lanning, Sean Ormsby, John Williams, Bill Ramsay, Scott Fontenot, Dan Calaway, Rick Rodgers, PJ Norton, Nelson Isada, Brian Laethem, Troy Nichols, John Kisner, Mark Porterfield, Ian Dane, Dave Starry, Keith Higdon, Jack Decker, Klaus Fischer, John Hovey, William 'L-Rod' Petty (2nd Ranger Battalion), Dave Lamb, Steve Pleva, Bob Gray, Oliver Giancola and Paul Calvi

SERIES RULES DESIGN: Raymond J. Tapio

DESIGN & RESEARCH: Kurt Martin and Raymond J. Tapio

MAP: Phil Nobo (Pointe du Hoc) and Dave Lamb (Kursk)

ORDNANCE AND AFV DATA: Hal Hock

THE WEB SITE: www.CriticalHit.com

CRITICAL HIT