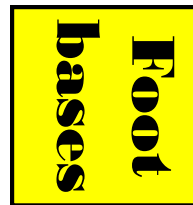## Foot group action points 1D6 (P78)

-2 if pinned.
-1 if raw.
+1 if veteran or PC/CC present.
**1AP minimum (residual) = set up/take down
OR move 1 square OR shoot 1AP OR attempt
pin removal OR attempt casualty removal**

Motivation (P70)

Count squares including start and end square.
1 diagonal allowed. THEN
**+1 wood, building/rocky/enemy foot (max 1)
Success if total equalled or exceeded.**

Foot Action Points (P73)

1	Shoot mg, rifle (max 3).
1	Attempt to remove pin 4,5,6 (3,4,5,6 if officer present).
1	To leave an open or partial square.
1	Attempt casualty removal(4,5,6)(whole unit contributes).
2	To leave difficult square.
2	Foot AT or mortar to shoot (max 2)(max 1 for light mortar).
2	Foot flamethrower (factor 7 at foot, 5ap at vehicles)/(max 1).
2	Occupants paying for disembarking
4	HMG shot at vehicle.
3	Deploy or pack up MMG or medium mortar.
4	Shoot panzerfaust.
4	Assault (-1AP if assaulters vet, Jap, Rus or target pinned)

Morale (P67)

2 or more problems must apply

Foot unit problems

1st two casualties

2nd two casualties **or** below half strength

Officer dead (CC can cancel if **with** unit)

Vehicle/towed gun problems

Immobilised

No OK vehicle of same unit in proximity

In proximity to wood/rocky/buildings.
Cancelled if own foot in proximity

Immobilised from 9+ gun or foot AT

ROLL 2D6

9+ Veteran rout
8+ Average rout
7+ Raw rout
**1 less = no motivation for foot bases and
deployed towed guns**

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Assault (P111)

Every assaulter or target base, tank/AC has 3D6 initially.
Adjustments are applied to **individual** bases or vehicles.

Assaulter (P115)

+3D6	Assaulter base flamethrower armed (max 1)
+3D6	Vehicle armour 6 + (not against build,rocky,wood)
+2D6	Short assault (foot that started in facing square)
+1D6	Vehicle armour 1-5 (not in building/wood/rock)
+1D6	SMG or assault rifle.
+1D6	Veteran, officer or armed with satchel charge
-1D6	Target in building, wood, rocky
-1D6	Raw

Mortar, MMG, AT (not panzerfaust), transport mounted
(max 2), bases all 1D6, no modifiers.

Target (P115)

+3D6	Flamethrower armed (max 1).
+3D6	Vehicle armour 6 + (not in build/wood/rock).
+1D6	Vehicle armour 1-5 (not in build/wood/rock).
+1D6	SMG or assault rifle or satchel charged armed.
+1D6	Veteran.
-1D6	Raw.
-1D6	Medium mortar, MMG, AT weapon, tow gun crew.
-1D6	Pinned.

Saving foot bases from shooting (P95)

Basic save = 4,5,6

Modifiers that improve the save roll	
1	Platoon commander or veteran
1	Partial cover
1	Target did not move in own turn
2	Target in wood, building, rocky

Modifiers that worsen the save roll	
1	Raw target
1	In proximity

1 = always dead   6 = always saved

Vehicle saving rolls in assault (P116)

Basic save roll = 3,4,5,6

Modifiers	
2 worse	**Vehicle is transport**
1 worse	**Enemy AT armed foot present**
1 worse	**In building, wood, rocky scenery**
1 better	**Armour 7 or greater.**

Roll 1D6

1 is always fail (destroyed).   6 is always a save.

Vehicle destroyed if save is failed.
Towed guns do not get a save.

All foot groups in destroyed transport 5,6 to save
(deads = owner choice) Any saved are placed in assault square if win or fall back square if lose.

Destroyed tank/ AC = 2 dead toward win/lose calculation.

Assault results (P116)

All 6 = casualty (vehicles are allowed save)

Owner choose own casualties.

Target kills more or draw	1. Count target bases = D6 = 6 = kills. Foot in destroyed transport 5,6 to save. 2. Assaulter falls back and become pinned 3. No additional opportunity shooting. 4. Assaulter bases turn finished.
Assaulter kills more or wipes out target	1.Count assaulter bases = D6 = 6 = kills. Foot in destroyed transport 5,6 to save. 2. Target falls back **2 squares** and is pinned. Deployed towed guns lost. Assaulter stops in assaulted square. Opponent opportunity shooting allowed.

Turn sequence

1. Asset selection and application
2. Company commander (carries out three things)
3. Morale for any platoon with two or more problems
(remember 1 and 2 base strengths are auto removed)
4. Opponent opportunity shooting from this point
5. Motivation and AP for a unit
6. Unit rolls for new officer if needed
7. Next unit
8. Roll to see if smoke maintained
9. Reinforcement rolls (not turn 1)
10. Arrivals and deviations
11. Game countdown in defender's turn only
12. Un-immobilise vehicles

HE at foot bases Hit in normal way   3/2/1 hits
owner chooses all targets then rolls.   Saves 3,4,5,6

Odds

Assault/towed gun arc starts in square in front
Vehicle group move re-roll AP
Vehicle morale instant when immobilised
Opp/return shooting 5,6
Smoke stops all shooting in or out of square
Transport capacity = 4
Flamethrower foot/vehicle 1/2 shot per turn. At foot 9/7   At vehicles gun 5.

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Transports

	Wheeled	1/2 track	Tank riders
Rifle / smg / MG / integral MG shooters	**1 (max , including vehicle mounted weapons)**		
Mounted MG/occupants save	4,5,6	2,3,4,5,6	4,5,6

Clustering does not count for transport occupants
Wheeled leaves game once empty, unless MG armed
Destroyed transport 5,6 to save each occupant base

Shooting   Stage 3   Effect of hit

If effects outnumber saves then damage has occurred		
1,2	**Immobilised** (2 of = destroyed) Morale caused	3,4,5,6 Veteran recovered 4,5,6 Average recovered 5,6 Raw recovered
3+	**Destroyed**	No morale caused

Vehicle action points

Roll 2D6 for initial allowance.

Modifiers	
+2	**Veteran**
-2	**Raw**
-4	**Pinned deployed towed gun**

After modifiers min residual = 2AP

Using Action Points

1	To remove pin on towed gun(4,5,6)
1	Leave an open square
1	Change facing by 45°
1	Add for **each** square reversing
2	Leave a partial square
1	Shoot MG (max 3 inc main gun shots)
4	Shoot main gun (max 3 shots inc mg)
5	Leave difficult square
5	Transport paying for disembark
4	Assault
6	Deploy or pack up towed gun

Shooting Stage 1   Achieving a hit

Roll 2D6 2,3,4,5 = auto fail 11,12= auto hit	
Modifiers that improve your dice score	
+1	**Veteran shooting**
+1	**Previous shot was at same square OR 1,2 square range (neither for foot AT) OR Defender's towed gun**
Modifiers that make your dice score worse	
-1	**Raw shooting**
-1	**Vehicle target moved 2 or more squares in it's last turn (or arrived)**
-1	**Foot base or towed gun target**
-1	**Foot or towed gun target at 4 or more range**
-1	**Shooter has already moved this turn**
-1	**Target in building/wood/rocky**

Final score 8 or greater =hit

Shooting Stage 2   Magnitude of hit

Shooter rolls gun D6 Every 3,4,5,6 = 1 effect	**Target rolls armour value D6** 3,4,5,6 = front saves 4,5,6 = side saves 5,6 = rear saves

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Mortar + artillery

Mortar + artillery	Mortar Smoke	Mortar H.E.	Off table smoke	Off table H.E.
Place shots	Each mortar all on same square		Shooter places 4 squares in square or row pattern	
Deviation	Target rolls 1D6 after all shots placed. 1 = 1 short. 6 = 1 over.		Target rolls 2D6 for each square **2 = 2 short,** 3, 4 = 1 short. **10, 11 = 1 over,** 12 = 2 over	
Effect of hit	Smoked. No shooting in or out	**2D6** on foot, unarmoured transport occupants and towed gun. **6=Hit** Then normal saves. 3rd HE mortar hit on	Smoked. No shoot in or out	**3D6 on everything. 6=hit.** **Saves (no save = immobilised)** Towed gun / wheeled transports = 5, 6 Half tracks and armour up to 5 = 4, 5, 6 Armour 6+ = 3, 4, 5, 6 Destroyed transport occupants save = 5, 6
			Defender may ask for deviation re-roll	

Maintain smoke 3,4,5,6. else removed.