

SEQUENCE OF PLAY

1. INITIATIVE PHASE

- 1D6 + Unit Cohesion.
- Highest total has initiative this turn.

2. POSTURE DETERMINATION PHASE

- Mark each group/stand in the movement or fire/move posture.

3. JOINT ARTILLERY FIRE PHASE

- Players alternate artillery fire actions.
- See Direct and Indirect Artillery Fire Procedure Charts

4. JOINT FIRE PHASE

- Players alternate Standard fire actions.
- One stand may be the target of only one attack per fire phase.
- See Standard Fire Procedure Chart

5. JOINT PLOT PHASE

- Players plot artillery fire for future turns.
- Players plot air strikes for future turns.
- See Indirect Fire Procedure & Air Strike Procedure Charts

6. JOINT MOVEMENT PHASE

- Roll 2D6 on Movement Orders Chart for # of orders.
- Players alternate ordered movements, w/ Op Fire & Cover Fire.
- Players alternate non-ordered movements.
- Any stand entering an artillery impact marker rolls for effect.

7. MARKER REMOVAL PHASE

- Remove movement and impact markers.
- Attempt to remove combat effects markers by making a successful cohesion roll.
- See Marker Removal Procedure Chart.
- Check for engineering tasks needing resolution in this turn (breaching mine fields, barbed wire, etc.)

STANDARD FIRE PROCEDURE

1. Designate a target stand.
2. Designate all firing (attacking) stands. Verify clear LOS from each stand, mark each with 'fired' marker.
3. Roll cohesion roll for each attacking stand. Modify the result:
 - +3 if firing unit is Suppressed
 - +4 if firing unit is Disrupted
 - +3 if firing unit is in fire/move posture

Modify result for terrain occupied by the Defender per the Terrain Effects Chart.

- Success = The stand fires. Proceed to next step.
- Failure = The process ends here

4. Determine firepower value of firing stand.
 5. Determine defense value of target stand.
 6. Subtract modified defense value from modified firepower value for combat differential. $[FV-DV= CD]$ See CRT.
 7. Roll 2D6. Modify result for terrain occupied by the Defender per the Terrain Effects Chart. Modify result for the range to target per the Range Effects Chart.
 8. Cross-reference the modified die roll and combat differential on the CRT. Apply result to the target.
- See section 7 for more details.

DIRECT ARTILLERY FIRE PROCEDURE

1. Identify the target stand/location.
2. Designate the firing stands. Verify clear LOS from attacker to target.
3. Roll cohesion roll for each attacking stand. Modify the result:
 - +4 if firing unit is Suppressed
 - +3 if firing unit is Disrupted
 - Success = the stand fired.
 - Failure = the stand did not fire.
4. Mortar attacks must roll for deviation. See steps 3 & 4 of Indirect Artillery Fire Procedure.
5. Determine the defense value of the target.
6. Determine the firepower value applicable to the target for each attacking stand.
7. Reduce defense value of armored stands by 50%, rounded up. Reduce open-topped armoured vehicles by 75%, rounded up.
8. Subtract the modified defense value from the modified firepower value for the combat differential. $[FV-DV= CD]$ See CRT.
9. Roll 2D6. Modify result for the terrain occupied by the Defender per the Terrain Effects Chart.
10. Cross-reference the modified die roll and combat differential on the CRT. Apply the result to the target.

INDIRECT ARTILLERY FIRE PROCEDURE

1. Refer to this turn's plotted indirect fire missions for target locations and firing stands.
2. Roll cohesion roll for each firing stand.
Modify the result:
 - +4 if firing unit is Suppressed
 - +3 if firing unit is Disrupted
 - 2 if firing a pre-registered fire mission
 - Success = Stand fires. Proceed to next step.
 - Failure = Stand does not fire.
3. Make another cohesion roll for each stand which fired.
Modify the result:
 - +4 if firing unit is Suppressed
 - +3 if firing unit is Disrupted
 - 2 if firing a pre-registered fire mission and the weapon is not a rocket artillery weapon
 - Success = Fire lands where plotted. Skip to step 5.
 - Failure = Fire deviated from its plotted coordinates. Proceed to next step.
4. Roll 1D8 for the direction of the deviating fire. Roll 1D8/2 (or 1D6 for rockets) for the distance in inches of the deviation. Impact markers must maintain the plotted 'sheaf' pattern.
5. Determine the defense value of the target in the impact zone.
6. Determine the firepower value applicable to the target in the impact zone.
7. Reduce the defense value of armored stands by 50%, rounded up. Reduce open-topped armoured vehicles by 75%, rounded up.
8. Subtract the modified Defense Value from the modified Firepower Value for the combat differential (see CRT). [FV-DV= CD]
9. Roll 2D6. Modify the result for the terrain occupied by the defender per the Terrain Effects Chart. Modify result by +2 if this is a barrage fire mission.
10. Cross reference the modified die roll and the combat differential on the CRT. Apply the result to the target.

COMBAT RESULTS TABLE

		Combat Differential															RESULTS
Die Roll		-3	-2	-1	0	1	2	3	4	5	6	7	8	9			
	19													S	19	Blank = no effect If attacker is an artillery, MMG, light mortar, or support stand, result is "S". S = Suppressed +4 to all cohesion rolls. Effect is not increased by additional "S" results. (S) = S Parens If already "S", treat this result as a "D". Otherwise apply an "S" result. D = Disrupted +3 to all cohesion rolls until it rallies. If unit already has a "D", then treat this result as "E". E = Eliminated Remove unit from play	
	18												S	S	18		
	17											S	S	(S)	17		
	16										S	S	(S)	(S)	16		
	15									S	S	(S)	(S)	D	15		
	14									S	(S)	(S)	D	D	14		
	13								S	(S)	D	D	D	D	13		
	12							S	S	(S)	D	D	D	D	12		
	11						S	S	(S)	D	D	D	D	E	11		
	10					S	S	(S)	(S)	D	D	D	E	E	10		
	9					S	(S)	D	D	D	D	E	E	E	9		
	8				S	(S)	D	D	D	D	E	E	E	E	8		
	7			S	S	(S)	D	D	D	E	E	E	E	E	7		
	6		S	S	(S)	D	D	D	D	E	E	E	E	E	6		
	5	S	S	(S)	(S)	D	D	D	E	E	E	E	E	E	5		
	4	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E	4		
	3	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E	3		
	2	(S)	D	D	D	E	E	E	E	E	E	E	E	E	2		
	1	D	D	D	D	E	E	E	E	E	E	E	E	E	1		
0	D	D	D	E	E	E	E	E	E	E	E	E	E	0			
	-3	-2	-1	0	1	2	3	4	5	6	7	8	9				
The Terrain Effects and Range Effects charts display modifiers to this roll																	

RANGE EFFECTS CHART

Range	1" or less	2" to 5"	6" to 10"	11" to 15"	each additional 5"
Die Roll Modifier	-1	0	+1	+2	+1

MINEFIELD CHART

Minefield Concentration	CRT Differential Column
Hasty	-2
Standard	+1
Concentrated	+7

MOVEMENT ORDERS CHART

2D6 Die Roll	≤3	4	5	6	7	8	9	10	11	12	13≥
# of Orders	0	1	1	1	2	2	3	3	4	4	5

Apply the GHQ's quality value to this roll.

MOVEMENT COHESION CHART

Condition:	Cohesion Die Roll Modifier
GHQ eliminated	No further orders allowed
Each (G)HQ attached to a unit or group	-2
Unit or group with an order	No effect
[R] units or group	No effect
Unit or group without an order	+3
Unit 'Suppressed'	+4
Unit 'Disorganized'	+3

MARKER REMOVAL PHASE PROCEDURE

1. Remove all "movement," "fired," "fire/move" markers, as well as "smoke" and artillery "impact" markers from fire missions of only 1 turn of duration.
 2. Make a cohesion roll for any stand with an "S" and or "D" marker. Modify the result as follows:
 - +4 if firing unit is Suppressed
 - +3 if firing unit is Disrupted
 - 1 if the affected stand is adjacent to an HQ or GHQ
- If the recovery cohesion roll = 20 (unmodified), the stand receives an "(S)" combat result (Panic).
 - If the modified result is equal to or less than the player's cohesion value, remove the "S" marker. The unit has recovered.
 - If the unmodified roll = 1, remove the "D" marker. The unit has rallied.

Some Combat Engineering procedures have outcomes determined at this time, see rules for details.

CLOSE ASSAULT PROCEDURE

1. If the defending stand is in the fire or fire/move posture, the Defender makes a cohesion roll modified by the following:
 - +4 if Suppressed
 - +3 if Disrupted
 - +3 if in the Fire/Move posture
2. If successful, see the notes below and calculate the combat differential for the defending stand to attack one assaulter with a -3 to the CRT die roll.
3. The Attacker rolls to check cohesion for each attacking stand modified by the following:
 - +4 if Suppressed
 - +3 if Disrupted
4. For each successful roll see the notes below and calculate the combat differential for the assaulting stand to attack the Defender. Apply a -3 to the CRT die roll.
5. A disorganized Defender must move 1 inch away from Attackers. If it may not move into an empty space it is eliminated.

Notes:

- Defending stands with a restricted field of fire must use their nation's Infantry HQ firepower values if the close assault comes from a direction in which their main weapon does not face.
- Engineer stands get an additional -3 to the CRT roll in close assault events.
- Cavalry stands double their printed combat value when close assaulting personnel or other nonarmoured stands.
- All rolls are considered to be at zero (0) range.

See Rule 8.8 for further details.

OVERRUN PROCEDURE

1. Perform all movement connected with this overrun. Vehicles may not overrun stands in terrain as follows:

Defender is in:	Vehicle may overrun if:	
	Wheeled	Tracked
Jungle	No	No
Marsh	No	No
Soft Sand or Mud	No	No
Steep Slope	No	Yes
Depression or Ridge Crest*	No	Yes
Bocage	No	Yes
Rough Terrain 2	No	Yes
Medium Buildings	No	Yes
Heavy Buildings	No	Yes
Rubble	No	Yes
Med Improved Positions	No	Yes
Hvy Improved Positions	No	No
Anti-Tank Ditch	No	No
Minefield	No	No

2. The Defender makes one cohesion roll per overrunning stand with the following modifiers:
 - +4 if Defender is Suppressed
 - +3 if Defender is Disrupted.

- +3 if Attacker is a tracked vehicle and Defender is a personnel stand.
- +4 if Attacker is a tracked vehicle and Defender is a weapons stand.
- +3 if Attacker is a wheeled vehicle and Defender is a weapons stand.

All modifiers are cumulative.

3. For each failed cohesion roll, the Attacker rolls 2D6. The Defender applies the die result from the +5 combat differential column of the CRT to his overrun stand.

4. The Attacker makes one cohesion roll for each overrunning stand.

+4 if Attacker is Suppressed

+3 if Attacker is Disrupted

+3 if Defender is a personnel stand with an AP firepower of 2 or higher.

All modifiers are cumulative.

5. For each failed cohesion roll the Defender rolls 2D6. The Attacker applies the die result from the +2 combat differential column of the CRT to the overrunning stand. If the Defender is a personnel stand with an AP of 5 or higher use the +3 combat differential column.

See rule 8.7 for further details

FORCE DETERMINATION SUMMARY

Cards: 1 poker deck per GHQ, minus the jokers.
cards = face values, A=1, J=11, Q=12, K=13

Basic Rule:

- Whenever a stand is Eliminated from play ("E" result), for any reason, draw one 1 card.
- If an HQ stand is Eliminated, draw 2 cards. For GHQ stands, draw 3 cards.
- You are not required to show your cards to your opponents during play. You may show them to allied players.
- Whenever the sum of your cards exceeds the unit's "determination value," your force has reached a crisis of command and is broken. At this point you must reveal your cards to your opponents.
- If more than one GHQ is in use on one side, separate "draw piles" are kept for each GHQ.
- More than one formation may reach its break point in the same turn.
- All players must reveal their drawn cards at the end of the game, regardless if anyone reached their break point or not.

Effects - On the next turn:

1. The cohesion value of all components of the broken formation is reduced by 5 (-5) for all purposes except movement for the rest of the game.

2. Stands of a broken formation may only fire if fired upon that turn. They may fire at any enemy units within 5 inches after they have been fired upon.

3. Off-map artillery belonging to the broken formation may complete any multi-turn fire missions. No further indirect fire may be plotted for that formation.

4. Any unused air strikes assigned to that formation are canceled.

5. The cohesion value of all components of a broken formation is increased by 2 (+2) for movement purposes for remainder of the game.

6. Units belonging to the broken formation must move towards a friendly map edge, as agreed upon by the players. They must use their full movement allowance if possible.

7. Units of the broken formation are assumed to be in the movement posture, even if they fire during the fire phase. Recall that they may only fire if fired upon (per step 2 above) and may not move if they fire (per standard rules).

8. If, and when, all formations of one side have broken, the opposing side must make a successful cohesion roll at the beginning of each ensuing turn to keep fighting. This die roll is modified by +2 for each additional turn. If the opposing player fails this cohesion roll the game is over as everyone has ceased fire.

TERRAIN EFFECT CHART

TERRAIN TYPE	Movement Point Cost per 100m			Firing Unit Cohesion & CRT Die roll effect for target in this terrain	Is Line of Sight Blocked?
	Tracked Unit	Wheeled Unit	Foot Unit		
Clear	1	2	1	None	No
Jungle/Dense Forest	5	Not allowed	2	+4 if personnel, +2 all others	Yes ++
Woods	3	4	1	+4 if personnel, +2 all others	Yes ++
Grove/Orchard	2	3	1	+2 if personnel, +1 all others	Yes ++
Marsh	5	Not allowed	1.5	+4 if personnel, +2 all others	No
Ford, Soft Sand, Mud	4	6	3	Target in movement posture -1	No
Gravel Plain	1	1.5	1	None	No
Broken Rock	2	5	1.5	None	No
Depression	2	4	1	+4 if personnel, +2 all others	Yes
Gentle Slope	1	2	1	None	Yes ++
Steep Slope	3	Not allowed	2	+1	Yes
Hilltop or Ridgecrest	+1	+3	+1	+2**	Yes
Bocage/Hedgerows	4	Not allowed	2	+4 if personnel, +2 all others	Yes ++
Rough Terrain 1	1	3	1	+2 if personnel, +1 all others	If personnel: Y, others: N
Rough Terrain 2	2	5	1.5	+4 if personnel, +2 all others	If personnel: Y, others: N
Rough Terrain 3	4	7	3	+6 if personnel, +4 all others	Yes ++
Light Buildings	1	2	1	+4 if personnel, +2 all others	Yes ++
Medium Buildings	1	2	1	+5 if personnel, +3 all others	Yes ++
Heavy Buildings	1	2	1	+6 if personnel, +4 all others	Yes ++
Rubble	4	Not allowed	2	+8 if personnel, +5 all others	No
Good Road	0.5	0.5	1	None \$	No
Poor Road	1	1	1	None \$	No
Track	1	1.5	1	None \$	No
Smoke	+1	+2	+1	Firing into or out of smoke +3	Into: N, Through: Y
Artillery Impact Zone	+1	+3	+2	Firing into impact zone +3	Into: N, Through: Y
Light Improved Position	2	3	1	+4 if personnel, +1 all others	No ++
Medium Improved Position	2	4	1	+5 if personnel, +2 all others	No ++
Heavy Improved Position	3	N/A	2	+7 if personnel, +3 all others	No ++
Barbed Wire	+3	N/A	+2	-1	No
Minefield	+1*	+1*	+1*	-2	No
Anti-Tank Ditch	N/A	N/A	+2	+4 personnel in ditch	No
Wreck	+0	+1*	+0	+1	No

ALL TERRAIN EFFECTS ARE CUMULATIVE!

Notes:

* - Applies only when leaving the area

** - Applies only to fire coming through the ridge crest or from below the hilltop

++ - Concealing Terrain: If a stand in this terrain has fired this turn, ignore the cohesion roll modifier. The CRT modifier is always in effect.

\$ - Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that road or track passes. Stands on a road or track which are stationary or paying the terrain penalty while moving do get the benefits.

All terrain effects, except smoke and artillery impact zones, only affect fire into the terrain, not fire from the terrain.

Regardless of terrain or other effects, a 'natural' cohesion roll of "1" always succeeds, and a "20" always fails.

AIR STRIKE PROCEDURES

PRIOR TO START OF PLAY:

Record the 'turn of arrival' of each aircraft, provided in the Order of Battle (OOB). If the OOB does not provide the force with a FASC team: Plot bombing missions of all aircraft, after terrain setup but before forces are deployed.

DURING PLAY:

If the OOB provides the force with a FASC team: Plot bombing missions of each aircraft during the Joint Plot Phase, 1 turn prior to the aircraft's 'turn of arrival.' If the plane is capable of 2 ordnance attacks, the 2nd attack may be plotted in the Joint Plot Phase during the aircraft's 'turn of arrival.'

STRAFING ATTACKS (NOT PLOTTED):

1. The Attacker places an impact marker on the target of the strafing attack. Position the airplane model on the board adjacent to the marker/target, facing the impact marker.
2. The Defender may then use any anti-aircraft (AA) weapons to affect the attack as follows:

For each AA gun in the fire posture that has not fired previously in the turn, and is within range of the impact marker, make a cohesion roll. Each successful cohesion roll by AA gun stands adds a modifier to the attacking aircraft's cohesion rolls:
 - AA stand of 40mm or less: +2 to air strike cohesion rolls
 - AA stand larger than 40mm: +1 to air strike cohesion rollsThese airstrike modifiers are cumulative for each successful AA stand roll.
3. The Attacker then makes a cohesion die roll, modified by any AA fire
 - Failure: Remove marker and plane model, attack doesn't occur.
 - Success: Proceed
4. The Attacker then rolls a 2nd cohesion die roll, also modified by the previous AA fire.
 - Failure: The attack location deviates. Roll 1D8 to determine direction (see compass rose) and 1D6/2 to determine distance. If this location is empty, the strafing run was ineffective, and no attack occurs. If this location contains any stand, it is attacked. Proceed to step 5.
 - Success: Proceed to step 5
5. Determine the defense value of the target in the impact zone.
6. Determine the attack value applicable to the target in the impact zone.
7. Reduce the defense value of armoured stands by 50%, rounded up. Reduce open-topped armoured vehicles by 75%, rounded up.
8. Subtract the modified defense value from the modified firepower value to determine the "combat differential" (see CRT). [FV-DV= CD]
9. Roll 2D6. Modify the rolled total by the targets' terrain
10. Cross-reference the modified die roll and the combat differential on the CRT. Apply the result to the target.
11. If the attack succeeded in step 4 and there is a stand adjacent to the target, and the airplane model is facing toward that adjacent stand, it too may be attacked now beginning with step 3, but with an additional +3 modifier and no roll for deviation. This second attack may be performed only once and only if the first attack was a success, and not a result of deviation.

BOMBING ATTACKS:

1. Consult the Artillery Plotting Record Sheet for the location of the bombing mission's intended location. Place the bomb markers on the board at the recorded location. Place the airplane model on the board adjacent to the impact marker.
2. The Defender may then use any AA weapons to affect the attack (see AA Procedure).
3. The Attacker then makes a cohesion die roll and modified by AA fire.
 - Failure: Remove marker and plane model. Attack doesn't occur.
 - Success: Proceed.
4. The Attacker then rolls a 2nd cohesion die roll, also modified by the previous AA fire.
 - Failure: The attack location deviates. Roll 1D8 to determine direction (see compass rose) and 1D6 to determine distance. If this location is empty the bombing mission was ineffective. If this location contains any stand, it is attacked. Proceed to step 5.
 - Success: Proceed to step 5
5. Determine the defense value of the target in the impact zone.
6. Determine the attack value applicable to the target in the impact zone.
7. the defense value of armoured stands by 50%, rounded up. Reduce open-topped armoured vehicles by 75%, rounded up.
8. Subtract the modified defense value from the modified attack value to determine the "combat differential" (see CRT). [AV - DV = CD]
9. Roll 2D6. Modify the rolled total by the targets' terrain
10. Cross reference the modified die roll and the combat differential on the CRT. Apply the result to the target.

ANTI-AIRCRAFT FIRE

- Any AA gun stand in the fire posture that has not fired previously in the turn and is in range of the intended air strike target may attempt AA fire on the air strike. +2 to the air strikes' cohesion rolls. Mark the AA stand as 'fired'.
- For each stand attempting AA fire against the airstrike make a cohesion roll. If successful and the AA weapon is larger than 40mm, add +1 to the air strikes' cohesion rolls and mark the AA stand as 'fired'.
- If successful and the AA weapon is 40mm or less, add
- If unsuccessful mark the AA stand as 'fired'.

AIRBORNE LANDING TERRAIN EFFECTS

Terrain Type	Paratroopers Cohesion Roll		Glider Infantry Cohesion Roll	
	Pass	Fail	Pass	Fail
Clear	NE	S	NE	S
Jungle	S	D	D	E
Woods	S	D	D	E
Grove	S	D	S	D
Gravel Plain	NE	S	NE	S
Broken Rock	S	D	D	E
Soft Sand, Mud	S	D	D	E
Depression	S	D	D	E
Gentle Slope (see notes)	NE	S	NE	S
Steep Slope (see notes)	D	E	D	E
Hilltop or Ridgecrest	NE	S	NE	S
Bocage/Hedgerows	S	D	S	D
Rough Terrain 1	S	D	S	D
Rough Terrain 2	S	D	D	E
Rough Terrain 3	D	E	D	E
Light Buildings	S	D	S	D
Medium Buildings	S	D	D	E
Heavy Buildings	S	D	D	E
Rubble	S	D	D	E
Good Road (see notes)	NA	NA	NA	NA
Poor Road (see notes)	NA	NA	NA	NA
Track (see notes)	NA	NA	NA	NA
Smoke	D	E	E	E
Artillery Impact Zone	E	E	E	E
Light Improved Position (see notes)	NA	NA	NA	NA
Medium Improved Position (see notes)	NA	NA	NA	NA
Heavy Improved Position (see notes)	NA	NA	NA	NA
Barbed Wire	S	D	D	E
Minefield	S	D	D	E
Anti-Tank Ditch	NE	S	D	E
Wreck	NE	S	NE	S
Water	E	E	E	E
River	E	E	E	E
Stream, Ford	D	E	D	E
Marsh	D	E	E	E

Die roll modifiers: +2 if nighttime +1 if enemy units within range of landing position

NOTES

Slopes and Ridge Crests: If the slope or ridge crest is in any other terrain besides 'clear,' see that terrain type for the effects on the stand.

Roads and Track: Apply the effects of terrain type that the road or track is in.

Improved Positions: If the improved position is occupied, apply the effects of the terrain type it is in before resolving the 'occupied' landing location effects.