

SEQUENCE OF ACTION

1. Check orders & communications status
2. Target location
3. Direct fire calculations
4. Infantry and Area fire calculations
5. Movement
6. Close assaults
7. Check for morale and rallying
8. Update logistics status
9. Engineering and digging

RADIO COMMUNICATION:

Score	Effect
Less than 3	Orders take twice as long to complete
3 - 6	Orders take 20 minutes longer to complete
7 or more	Orders not delayed at all
+2	Signal Platoon with HQ
+1	Mainly US units
-1	Mainly German units

1.3 TARGET LOCATION 1d10 per company (0=0).

Target:	IN OPEN		IN COVER		DUG IN		
	Qty of VEHICLES	Not firing	Firing	Not firing	Firing	Not firing	Firing
Platoon	4	2	6	4	7	6	6
Company	3	2	5	3	6	5	5
2 Coys	2	1	4	2	5	4	4
Battalion	1	0	3	1	4	3	3
Battalion +	0	-1	2	0	3	2	2
GUNS DEPLOYED							
½ Battery	5	3	6	4	7	6	6
Battery	4	2	5	3	6	5	5
2 Battery	3	1	4	2	5	4	4
Battalion+	2	0	3	1	4	3	3
INF PLATOONS							
Platoon	6	4	8	6	10	9	9
Company	5	3	7	5	9	8	8
2 Coys	4	2	6	4	8	7	7
Battalion +	3	1	5	3	7	6	6

OBSERVER IS:

Moving	-2
Pinned	-2
Suppressed	-4
< half company	-1
Under smoke	-6
Veteran	+2
Green	-2

TARGET IS:

Moving	+2
Non-tactical	+2
Fired from same position	+2
Green	+1
Veteran	-1
Under 200m (5cm)	+2
Over 1000m (25cm)	-1
Over 2000m (50cm)	-3
More than one company	+2

1.5 THE STONK ARMOUR TABLE

Roll 1d10 (0=0)

WEAPON RANGE BANDS IN CM	Roll 1d10 (0=0)							
	Light Inf AT	Infantry AT	Heavy Inf AT	Medium AT Gun	Heavy AT Gun			
	-	0	-	2.5	-			
	0	2.5	-	-	-			
	10	20	25	60	-			
	15	30	50	7.5	-			
	2.5	7.5	17	25	50			
	7.5	15	30	50	-			
	12	27	40	62	-			
INDIRECT FIRE WEAPONS								
AIR MED FIELD MOR								
↓Target Situation ↓								
SIO	MIO	IC	HD	↓	↓	↓	↓	↓
-	-	-1	1-2	P	-	-	-	-
-1	-1-0	0-3	3-6	P	P	-	-	-
0	1	4	7	1P	P	P	-	-
1-2	2-3	5-6	8-9	1P	1P	P	-	-
3	4	7	10+	2P	1P	P	P	-
4	5	8	-	2S	2P	1P	P	-
5	6	9	-	2S	2S	1P	P	P
6-7	7-8	10+	-	3S	2S	1P	P	P
8+	9+	-	-	3S	2S	1S	1P	P

Additions to die roll:

Disappearing target	-2	Firer Pinned	-1	Target heavy armour	-1
Target TIGER TANK	-2	Firer moving	-3	Target non-tact	x2 effect
		Target Light armour	+1	Firing from >1 direction	+1

1.6 SHOOTING AT INFANTRY AND ARTILLERY TABLES 1d10 (0=0)

TABLE A : INFANTRY TYPE WEAPONS :

Up to 10cm and Mortars						Up to 20cm					
Die	DDI	DI	IC	SIO	MIO	Die	DDI	DI	IC	SIO	MIO
0	-	-	-	-	-	0	-	-	-	-	-
1	-	-	-	-	P	1	-	-	-	-	P
2	-	-	-	P	P	2	-	-	-	P	P
3	-	-	P	P	1P	3	-	-	P	P	P
4	-	P	P	P	1S	4	-	-	P	P	P
5	P	P	P	1P	1S	5	-	P	P	P	1S
6	P	P	P	1S	1S	6	-	P	P	P	1S
7	P	P	S	1S	2S	7	-	P	P	S	1S
8	P	S	1S	1S	2S	8	-	P	S	1S	1S
9	S	S	1S	2S	2S	9	P	P	S	1S	2S
10	S	S	1S	2S	2S	10	P	S	S	1S	2S

TABLE A : FACTORS AND MODIFIERS:

Firer pinned	-1	Per casualty over 2 SP.	-1
Heavily Armed Infantry / MMG	+1	Speculative fire	-3
Lightly Armed Infantry	-2	Firer Veteran Infantry	+1
Target Green Infantry	+1		

TABLE B : TANKS OR CLOSE SUPPORT TANKS OR EQUIVALENT:

Up to 10cm						Up to 25cm					
Die	DDI	DI	IC	SIO	MIO	Die	DDI	DI	IC	SIO	MIO
0	-	-	-	P	1S	0	-	-	-	-	-
1	-	-	P	P	1S	1	-	-	-	-	P
2	-	P	P	P	1S	2	-	-	-	-	P
3	P	P	P	P	1S	3	-	-	-	-	P
4	P	P	P	1S	1S	4	P	P	P	P	P
5	P	P	S	1S	1S	5	P	P	P	P	1S
6	P	S	1S	1S	2S	6	P	P	P	P	1S
7	S	S	1S	1S	2S	7	P	P	S	S	1S
8	S	1S	1S	2S	3S	8	P	P	S	S	1S
9	1S	1S	2S	2S	3S	9	P	P	S	S	1S
10	1S	1S	2S	3S	3S	10	P	S	S	1S	2S

TABLE B : FACTORS AND MODIFIERS:

Moving vehicle	-2	Less than 3 SP.	-2
Firer pinned	-1	Speculative fire	-3

TABLE C : ARTILLERY WEAPONS:

Field Artillery						Medium Artillery / Air					
Die	DDI	DI	IC	SIO	MIO	Die	DDI	DI	IC	SIO	MIO
0	P	P	P	P	1S	0	P	P	P	S	1S
1	P	P	P	P	1S	1	P	P	P	1S	1S
2	P	P	P	P	1S	2	P	P	P	1S	1S
3	P	P	P	P	1S	3	P	P	P	1S	2S
4	P	P	P	S	2S	4	P	P	S	2S	2S
5	P	P	P	1S	2S	5	P	P	1S	2S	2S
6	P	P	S	1S	2S	6	P	S	1S	2S	2S
7	P	S	S	1S	2S	7	S	S	1S	2S	3S
8	S	S	1S	1S	2S	8	S	1S	1S	3S	4S
9	S	1S	1S	2S	3S	9	1S	1S	2S	3S	4S
10	S	1S	2S	2S	3S	10	1S	2S	2S	3S	5S

TABLE C: FACTORS AND MODIFIERS:

Heavy Rate of Fire (double ammo)	+2	Per casualty over 2 SP.	-1
Firer pinned	-3	Speculative fire	-3
Air attack	+2		

For each AA unit per air unit within 500m (12.5cm) of target area -1 (see notes).

Unobserved map fire: counts as speculative.

1.9 MOVEMENT

Unit Type	Tactical cm	Non-Tactical cm
Armour or APC	15	50
Fast armour or carriers	20	50
Slow armour	10	40
Armoured cars	20	75
Infantry	5	15
Horse transport on roads	5	25
Horse transport off roads	2.5	Not possible
Lorries on roads	15	75
Lorries off road	5	Not possible

Movement Restrictions:

Minifields	Maximum 2.5cm move
Open woods	HALF speed for tracked armour IMPASSABLE for lorries. QUARTER speed for light armour
Close woods	QUARTER speed for tracked

Forest	IMPASSABLE for wheeled vehicles IMPASSABLE for all vehicles HALF speed for infantry
Low density built up area	HALF speed for all vehicles
Dense Built-Up area	HALF speed for all troops
Debuss / Load up / Deploy	ONE turn

1.11 CLOSE ASSAULT

Score 1 point SP of infantry, 2 per tank, or 4 per CS tank. (Halve tanks in close wood or BUA)

Roll 1d10 per side (0=0), add leadership score. Add following:

Deeply dug in	+4	Unsupported tanks	-2	Outnumbered	2-1	-1
Dug in	+3	Surprised	-2		3-1	-2
Att >1 direction	+2	Tiger tanks	+2		4-1	-3
Pinned	-1	Specialist CA troops	+2		5-1	-4
Suppressed	-3	Non-tactical	-3			

RESULTS TABLE

Take difference in resulting scores: Attacker score minus defender score.

SCORE	RESULT
5+	Position carried. ATT pinned, DEF surrenders. If DEF DDI then attackers 1P for every defending unit
1-4	Position taken. DEF successfully withdraws 5cm. ATT takes 1P per DEF unit. DEF takes 1P each
0	Confused fighting over trenches. 1 st round : ATT takes 2P per DEF unit. DEF take 1P per ATT unit. Next rounds all take 1P per enemy.
-1 to -4	ATT halted at 2.5cm and takes 1P per DEF unit.
-5 to -8	ATT halted at 2.5cm and takes 2P per DEF unit
-9 to -12	ATT halted at 2.5cm and takes 3P per DEF unit.
Less than -12	ATT breaks and runs non-tact. Takes 3 per DEF unit, and S on arrival at cover. If last move was a 'confused' close assault result then ATT surrenders.

1.12 MORALE

Morale is tested for each company when

The moment it encounters a Big Surprise	Drops below 25% strength
Drops below 75% strength	Every turn it is below 10% strength
Drops below 50% strength	

1d10 (0=0)

+ Leadership score	+2 for veterans	-1 if below 75% strength
+2 if dug in	+1 in cover / buildings	-3 if below 50% strength
+2 if on captured objective	-2 if Morale Shaken	-5 if below 25% strength
-2 if suppressed	-2 for green troops	

Results

Score 4+	Company Ok, may fight on
Score 0-3	Morale Shaken.
Score less than 0	Demoralised – surrender to enemy if within 200m (5cm)

1.13 RALLYING

Roll 1d10, add leadership. If the result is greater than or equal to the units rally score, then the unit has rallied one level. If the result is double the required rally score then the unit can rally two levels.

Pinned or suppressed by air attack or flame, -2 Under fire whilst trying to rally -1

1.14 TROOP QUALITY

Veterans are always pinned by fire.

Green units may ignore pinned results if attacking (i.e. moving forward to the objective)