

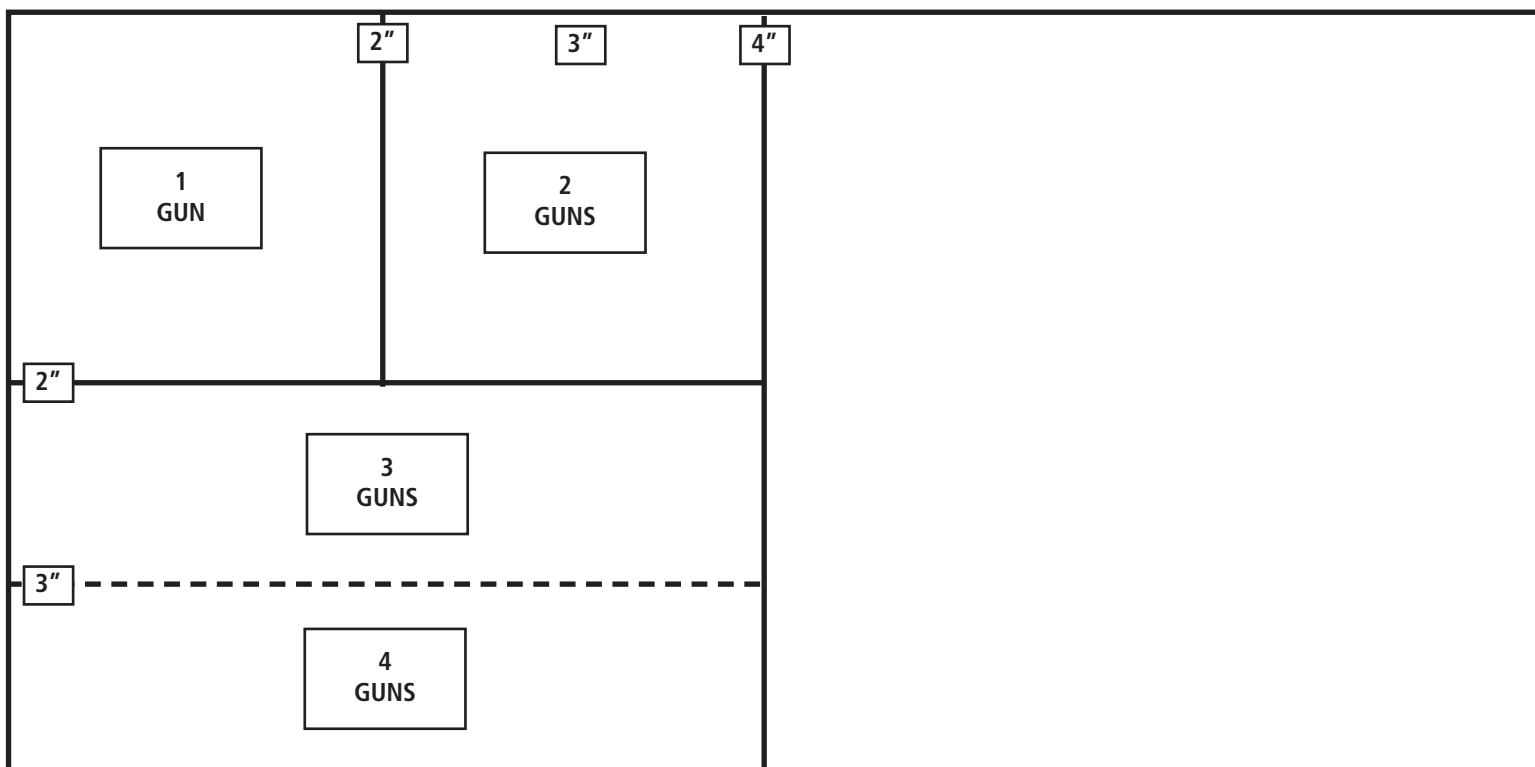
UNIT MARKERS

Pinned, suppressed, damaged and low on ammo markers are provided for players use and may be photocopied. If mounted on card and appropriately covered they can take repeated handling.

LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED
LOW ON AMMO -1 FIRE MODIFIER	BATTLE HARDENED!	SUPPRESSED	DAMAGED

15MM ARTILLERY TEMPLATE

USE ENTIRE TEMPLATE FOR ALL OFF BOARD ARTILLERY.
8" x 4" [20mm = 12" x 6"]



GAME SET UP FLOW CHART

1.

ESTABLISH AIR SUPERIORITY AND MISSIONS

ROLL 1D6 TO ESTABLISH AIR SUPERIORITY.

NATIONALITY	YEAR	MODIFIER
German	1939-42	+1
German	1943	0
German	1944-5	-1
Russian	1939-43	-1
Russian	1944-45	+1
British/US	1939-41	0
British/US	1942-43	+1
British/US	1944-45	+2
Japanese	1939-45	0
Other	1939-45	-1

PLAYER WITH AIR SUPERIORITY ROLLS 1D6 TO CALCULATE THE NUMBER OF AIR MISSIONS

SCORE	AIR MISSIONS A	AIR MISSIONS B	AIR MISSIONS C
1-2	0	0	1
3-4	1	1	2
5-6	2	1	3

- A =** GERMAN 1939-43 / BRITISH 1941-45 / US 1941-45 / RUSSIAN 1944-5
B = GERMAN 1944-45 / BRITISH 1940 / RUSSIAN 1939-43 / OTHERS 1939-45
C = MAJOR OFFENSIVE BY GERMANS 1939-43 or BRITISH/US/RUSSIAN 1944-45

2.

ESTABLISH OFF BOARD ARTILLERY FIRE MISSIONS

BOTH PLAYERS ROLL 1D6 TO ESTABLISH NUMBER OF OFF BOARD ARTILLERY FIRE MISSIONS

SCORE	FIRE MISSIONS A	FIRE MISSIONS B	FIRE MISSIONS C
1-2	2	2	0
3	3	2	2
4	4	3	2
5	5	4	3
6	6	6	4

- A =** BRITISH & US 1943-45.
B = BRITISH 1940-42 / US 1942 / GERMAN 1939-43 / RUSSIAN 1944-5
C = GERMAN 1944-45 / RUSSIAN 1939-43 / OTHERS 1939-45

3.

ESTABLISH CONCEALED & DUMMY UNITS

BOTH PLAYERS ROLL 1D6 TO CALCULATE THE NUMBER OF HIDDEN UNITS & ROLL 1D6 TO CALCULATE THE NUMBER OF AMBUSH CAMOUFLAGED UNITS.

MAJORITY BATTLEGROUP UNITS ARE:	MODIFIER FOR HIDDEN UNITS:	MODIFIER FOR AMBUSH CAMOUFLAGE UNITS:
ELITE or VETERAN	+ 2 to die roll.	-3 to die roll.
REGULAR or INEXPERIENCED	+1 to die roll	-4 to die roll.
MILITIA	No modifier.	-5 to die roll.
RUSSIAN 1942-43	+1 to die roll.	-
FINNS, JAPANESE, , GERMAN 1944-5	+1 to die roll.	+1 to die roll.

FINAL MODIFIED SCORE = NUMBER OF UNITS PERMITTED IN THAT CATEGORY.

N.B. If more than one HQ is fielded, players may roll on this table for each HQ deployed. Similarly for particularly large games that are only fielding one HQ per side roll twice for each category.

Plus automatic hidden status for: HQs, HQ FOO or FAC, battery observers & all units starting the game over 24" [36"] from the nearest enemy and in dead ground, buildings or woods.

DEFENDING PLAYER ROLLS 1D6 TO CALCULATE THE NUMBER OF DUMMY UNITS.

MAJORITY BATTLEGROUP UNITS ARE:	MODIFIER:
ELITE or VETERAN	-1 to die roll.
REGULAR or INEXPERIENCED	-2 to die roll.
MILITIA	-3 to die roll.
FINNS, JAPANESE, RUSSIAN 1942-43.	+1 to die roll.

FINAL MODIFIED SCORE = NUMBER OF DUMMY UNITS PERMITTED.

AIR ATTACK QUICK REFERENCE PAGE

Random Aircraft Entry: Roll 1D6

SCORE	RANDOM AIRCRAFT ENTRY POINT	EXIT POINT
1 - 3	Enter anywhere on players friendly table edge.	Anywhere on the opponents table edge.
4	Enter anywhere on players right table edge.	Anywhere on the players left hand table edge
5	Enter anywhere on players left table edge.	Anywhere on the players right hand table edge
6	Enter anywhere on enemy table edge.	Anywhere on the player friendly table edge

AIR SUPPORT REQUEST Roll 2D6

HQ NATIONALITY	SCORE REQUIRED
German	8
British/US	7
Russian & French/Low Countries & Axis allies.	9
Japanese	9

MODIFIERS:

British HQ 1940-41	-2
Russian HQ 1944-45	+1
German HQ 1945	-1

AIRCRAFT TO HIT TABLE - ROLL 2D6

DIE SCORE	HIT RESULT
UNMODIFIED DOUBLE 1	FRIENDLY FIRE!
4 or less	TARGET NOT ACQUIRED!
5	TARGET ACQUIRED BUT UNDERSHOOT TARGET BY 2" [3"] + 1D6".
6	TARGET ACQUIRED BUT OVERSHOOT TARGET BY 2" [3"] + 1D6".
7+	TARGET ACQUIRED! PLACE ARTILLERY TEMPLATE ON CENTRE OF TARGET

MODIFIERS:

Each "Hit" by Anti-Aircraft fire (Suppression result)	-2
Target is in Cover	-2
Target is Small Vehicle Or Deployed AT Gun	-2

ANTI-AIRCRAFT FIRE MODIFIERS:

Single/Twin auto-cannon or multiple MG's	-2
Triple/Quad auto-cannon	0

AIR ATTACK RESULTS:

Score	Infantry & Artillery in Open/Cover	Infantry & Artillery in Buildings/Trenches	Light AFV & Open Top AFV	Medium AFV	Heavy AFV	Strongpoint
2 - 5	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
6	Suppression Test	No Effect	No Effect	No Effect	No Effect	No Effect
7	Suppression Test	Suppression Test	Suppression Test	No Effect	No Effect	No Effect
8	Retreat Test	Suppression Test	Retreat Test	Suppression Test	Suppression Test	Suppression Test
9 - 10	Abandon Position Test	Retreat Test	Damage Test	Retreat Test	Retreat Test	Retreat Test
11	Disperse Test	Abandon Position Test	Destroyed Test	Damage Test	Retreat Test	Abandon Position Test

12+ All take Dispersed or Destroyed Tests.
(Heavy AFV's take Damage Test on 12 but Destroyed Test if score of 13 or Double Six!)

N.B. For the purposes of Air Attack the Panther is considered a Medium AFV.

AIR ATTACK Modifiers

German 1939 - 1943	+5
British & US 1944 - 1945	+5
Russian 1945	+5
All Others	+4



BATTLEGROUP PANZER GRENADIER QUICK REFERENCE SHEETS



GAME TURN

1. COMMAND & INITIATIVE PHASE - Simultaneous. 2A. PHASING PLAYERS COMMAND ORDERS PHASE. 2B. NON-PHASING PLAYERS DEFENSIVE FIRE.
3A. NON-PHASING PLAYERS COMMAND ORDERS PHASE. 3B. PHASING PLAYERS DEFENSIVE FIRE. 4. RALLY & MORALE PHASE - Simultaneous.

COMMAND

HQ INITIATIVE & COMMAND POINTS: Roll 1D6. Highest score has Initiative. German/Japanese win draws '39-44. Lose draws in '45.

NATIONALITY	HQ MODIFIERS:	NATIONALITY	HQ MODIFIERS:
GERMAN 1939-44	+2 (+1)	GERMAN 1945	+1
BRITISH/US 1941-45	+1	ALL OTHERS	0
RUSSIAN 1943-45	+1	ALL - HQ SUPPRESSED or DISPERSED	-1

ACTIVATION

ROLL 2D6 & APPLY MODIFIERS - Equal or exceed score below to activate.

1st DOUBLE 1 = All HQ CP's Lost & Opponent may Seize the Initiative! 2nd DOUBLE 1 = "FUBAR" Players Command Orders Phase ends!

NATIONALITY	COMMAND ACTIVATION			ARTILLERY REQUEST	AIR MISSION REQUEST
	Activate a: SENIOR COMMANDER	Activate a: PLATOON COMMANDER	NOT COMMANDED Recon/ Elite/ FOO/ Sniper All Others cost 1 CP	COST 1 CP	Direct / General
GERMAN	5	7	7	7 / 9*	8
BRITISH/US	5	7	7	6 / 8*	7
RUSSIAN	6	8	8	8 / -	9
ALL OTHERS	6	8	8	8 / 10*	9

* = If 2D6 roll is <3 = Loss of Support. (See Chapter 11 - General Artillery support.)

Artillery Mission Request Modifiers		Other Artillery Request Modifiers		Air Mission Request Modifiers	
British HQ 1940-41	-1	Senior Command Unit		British HQ 1940-41	-2
German HQ 1945	-1	(Company Commander or Tank Group Commander)	-2	German HQ 1945	-1
Russian HQ 1944-45	+1			Russian HQ 1944-45	+1

SENIOR COMMANDER

MAY ACTIVATE UP TO 5 UNITS IF FIRE & MANEUVER

MAY ACTIVATE UP TO 10 UNITS IF RAPID ADVANCE

Command Radius: INFANTRY = 8" (12") All AFV's = 12" (18").

PLATOON COMMANDER

MAY ACTIVATE UP TO 5 UNITS

(OR up to 10 units if HUMAN WAVE or ROAD CONVOY)

Command Radius: INFANTRY = 6" (9") All AFV's = 10" (15").

ORDERS: Commander may order Combat Group to either: FIRE & MANOEUVRE (may also Recon) or RAPID ADVANCE!

FIELD PROMOTION 1CP/Senior Cmn'd Unit in contact. Elite = 6+ Veteran/Regular = 7+ Inexperienced/Militia = 8+

MOVEMENT

Vehicles: Double One for Movement or In Woods or Hazardous Terrain = **Bogged Down Check!** Double Six = +1D6"

UNIT TYPE	STANDARD MOVE	ROAD MOVE	RAPID ADVANCE!	RETREAT & ABANDON POSITION	HIDDEN MOVE
INFANTRY & HQs	2D6"	2" + 2D6"	+1D6"	Retreat = Fallback up to 6" (9") towards cover. Can remain in buildings, trenches, strongpoints. Abandon Position = Must flee 10" (15") directly away from threat. Vehicles face to the rear. (Heavy AFV Retreat & take Bog Test)	½ Speed Infantry only.
SLOW AFVs	2D6"	4" + 2D6"	Use different colour die!		
MEDIUM AFVs	4" + 2D6"	10" + 2D6"			
FAST AFVs & ARMoured CARS	6" + 2D6"	16" + 2D6"	NO FIRING or RECON PERMITTED		
WHEELED VEHICLES	2" + 2D6"	16" + 2D6"			
CAVALRY	2" + 2D6"	6" + 2D6"			

ROAD MOVE Entire move must be on road to qualify.

Half Movement if : Vehicle in Difficult / Hazardous Terrain/ Reversing / Mount or Dismount Inf./ Manhandle Arty.
Lumber/Unlumber Artillery Up to 82mm = ½ movement allowance Over 82mm or Large AT Gun = Whole move. Pivot only.

BOGGED DOWN CHECK! Roll 2D6 & add/subtract modifiers.

Vehicle is:	Modifier
• T/34	+1
• On Road	+1
• Wheeled Vehicle if off road / Tiger 1, Tiger 2, JagdTiger, Elephant & Panthers at Kursk / IS2, ISU122/152, KV2, T/35 / A9, A10, A13 & Challenger	-1
• In Snow, Mud, Desert / In Buildings / Militia/Inexperienced AFV / Abandon Position Test	-1
• Marsh/Swamp/Jungle	-3

RESULTS

3 or less = **Bogged Down!** AFV's Damaged & Suppressed. Vehicles abandoned (destroyed)
4-5 = **Stuck!** No Move/Fire this turn.
6+ = **OK!**

WEAPON RANGES

RECON & WEAPON RANGES	CLOSE	EFFECTIVE	LONG
RECON DISTANCES	0 - 8" (12")	9" - 16" (24")	17" - 30" (45")
Rifle sections (including Russian 1943-45)	0 - 4" (6")	5 - 12" (18")	-
Russian Rifle section 1940-2; No MG & Militia Rifle sections	0 - 4" (6")	5 - 10" (15")	-
SMG sections	0 - 4" (6")	5 - 6" (9")	-
LMG sections (N/A if US BAR)	0 - 4" (6")	5 - 12" (18")	13 - 16" (24")
HMG & MMG sections	0 - 4" (6")	5 - 16" (24")	17 - 20" (30")
Snipers	0 - 4" (6")	5 - 14" (21")	15 - 16" (24")
AT Rifles - Always fire at Effective Range	-	0 - 8" (12")	-
Panzerfaust, Bazooka, PIAT. Always fire at Effective Range	-	0 - 4" (6")	-
Light Mortars	-	0 - 12" (18")	13" - 16" (24") 60mm only.
TANK & ARTILLERY GUNS: LOW VELOCITY (*)	0 - 8" (12")	9" - 16" (24")	17" - 30" (45")
TANK & ARTILLERY GUNS: STANDARD	0 - 8" (12")	9" - 22" (33")	23" - 36" (54")
TANK & ARTILLERY GUNS: HIGH VELOCITY (#)	0 - 8" (12")	9" - 24" (36")	25" - 44" (66")
Flamethrowers		Manpack = 4" (6")	AFV = 6" (9")
Indirect Ranges - Medium Mortars (81mm/82mm & 3")	MIN: 10" (15")	MAX: 100" (150")	All other = Unlimited

DIRECT FIRE & RECON

DIRECT FIRE = ROLL 2D6 AND APPLY RANGE & DIRECT FIRE MODIFIERS TO DICE.

If a hit, add weapon factor (4a) to score and deduct armour (4b) if required to give the total score.

RECON = Apply range & Recon modifiers below (in blue) then go to results table.

LOW ON AMMO? - If initial unmodified "to hit" dice roll is number listed then firer goes "LOW ON AMMO"

All AT/AFV MMG/HMG fire	Double 1	Sustained or Intensive Fire	3 or less	Guns 100mm - 128mm	3 or less
Guns 150mm +	4 or less	All Flamethrowers	5 or less		

DIRECT FIRE & RECONNAISSANCE MODIFIERS

Close Range (N/A if hand-held AT weapon)	RECON	+2 (+3)	+3 if SMG's; US Inf. and Assault Rifle Units
Long Range	RECON	-2 (-1) (-3)	-1 if German 88mm -3 if Russian AFV
Firing unit Elite or on High Ground*	RECON	+1	High ground must be at least a medium hill/ridge.
Firing Unit is Supported - Small Arms only		+1 per unit	2 Supports max. N/A to Sustained Fire.
Firing unit Militia	RECON	-1	
Firing unit AFV with Single Man Turret		-1	Single Man Turret- only apply if 37mm or larger gun
Sustained MMG/HMG Fire: (& Quad Autocannon)		-1	3 Targets max within 4" (2 Targets max if German LMG)
Intensive A/T or SP Gun Fire		-1	2 Targets. N/A if:- Moved, Low on Ammo or 100mm+
Firing unit is Low on Ammo or Damaged AFV		-1 for each	No Intensive or Sustained Fire permitted.
Difficult Target = Small; Fast; Out of Arc; Infantry at 16" +		-1 for each	Include Lt Mortar, WP; Assault Eng. & Wreck Smoke.
Target in Cover		-1	Includes Hull Down if Inexperienced/Militia AFV
Target in Hard Cover		-2	In Buildings/Behind AFV & Dug-In/Hull Down AFV
Target in Strongpoint	RECON	-3	In Bunker or Pillbox

SCORE OF 5 OR LESS = MISS. SCORE OF 6 OR MORE = HIT! NOW ADD WEAPON FACTOR

4a

WEAPON FACTOR

(ADD ONLY IF TARGET IS HIT.)

= High Velocity Gun * = Low Velocity Gun If APDS; HVAP, etc = +2 to AT Factor. @ = Use 2" x 2" beaten zone.

SMALL ARMS & Infantry A/T Weapons

	RIFLE, SMG Lt. Mortar	LMG & Vehicle MG's	MMG	HMG	20mm*	Quad 20mm* Quad .50cal	Infantry Flame Thrower (Ignore modifiers)	Anti-Tank Rifle	PzFAUST, PIAT BAZOOKA A/T Section
Anti-Infantry	0	1	2	2	2	4 / 4	3	0	0
Anti-Tank	(-2)	(-2)	-1	0	1	4 / 2	3	0	6 / 5 / 4

GUNS UP TO 57mm

	French 25mm*	Short 37mm*	37mm* (US 37mm*)	37mm* Auto-Canon*	British 2pdr*	47mm* Russian 45mm*	German Short 50mm*	German Long 50mm	Brit 6pdr US 57mm (Russian Long 57mm)
Anti-Infantry	-1/N/A	1	1	2	-1/N/A	1	1	1	1
Anti-Tank	1	1	2 (3)	3	3	3	3	4	4 (5)

GUNS UP TO 85mm

	75/76mm Inf.Gun*	Short 75mm* Russian Short 76mm*	Early US 75mm Early Russ 76mm	US 75mm Russ76mm	German Long 75mm	US 76mm British 3"	German 75mm L70#	British 17pdr#	Russian 85mm
Anti-Infantry	2	2	2	2	2	2	2	2	2
Anti-Tank	2	3	4	5	6	6	8	8	7

GUNS UP TO 152mm

	German 88mm# US 90mm#	German 88mm, L71#	Short 95mm* Short 105mm*	Russian Short 122mm*	Russian Long 122mm#	German 128mm#	150mm+ HE @	Russian Short 152mm* @	AFV Flame Thrower (Ignore all modifiers)
Anti-Infantry	3	3	3 / 4	4	4	4	5	5	4
Anti-Tank	8	10	4	5	9	11	5	7	4

4b

SUBTRACT AFV ARMOUR FACTOR FROM MODIFIED SCORE

AFV ARMOUR FACTOR	AFV FRONT	AFV SIDE/REAR
A Tiger II, JadgTiger, Elephant.	8	5
B TIGER I, PANTHER*, Churchill VII-VIII, IS2.	7	4 [*Panther = 2]
C Matilda 2, Churchill I-V, T34/85, KV1.*	5 [*KV1= 6]	3
D Late PzIV, StuG III/IV, Cromwell, SHERMAN, Char B, T34.	4	2
E Late PzIII, PzIV, Crusader, Lee/Grant, M10, Somua S35.	3	1
F PzIII, Early PzIV, Stuart, M13/40, H35/39, R35, Heavy A/C.	2	1
G PzII, M18, Chi-Ha, BT7, T26, T60, Medium A/C.	1	0
H PzI, MkIVB, Ha-Go, Light A/C, Half-tracks, Bren carriers.	0	0

DIRECT FIRE & RECON RESULTS

** SCORE OF 6 OR LESS = NO EFFECT!**

SCORE OF:	7	8	9	10	11	12+	Double 6!
INFANTRY TARGET RESULTS	Suppression Test	Suppression Test	Retreat Test	Retreat Test	Abandon Position Test	Dispersed Test	Dispersed Test
AFV TARGET RESULTS	No Effect	Suppression Test	Retreat Test	Damaged Test	Damaged Test <i>Destroyed Test if Light AFV</i>	Destroyed Test	*See Below*
RECON RESULTS	AFV Spotted	1 x Spotted	1 x Spotted	1 x Spotted	1 x Spotted	2 x Spotted	All Spotted.

*Heavy / Medium AFV minimum result of Damaged & Abandon Pos. unless firer is MMG then Retreat only. Light AFV destroyed automatically

MORALE TESTS

MORALE TEST MODIFIERS

Command Unit + 1	(N/A to Destroyed or Damage tests)	Veteran + 1	(Rally Test only)
Elite + 1	(N/A to Destroyed or Damage tests)	Inexperienced -1	(Rally Test only)
Militia - 1	(N/A if Human Wave)	In contact with Command Unit + 2	(Rally Test only)

** MORALE TEST RESULTS TABLE**

SCORE	SUPPRESSION TEST	RETREAT TEST (ABANDON POSITION TEST)	AFV DAMAGE TEST	DISPERSED & DESTROYED TEST	RALLY TEST
2 or LESS Or any Double 1	INF. DISPERSE AFV's DAMAGED & RETREAT	INF. DISPERSE AFV's DAMAGED & ABANDON POSITION	AFV DESTROYED	INFANTRY DISPERSED AFV's DESTROYED	INF. & ARTY DISPERSE AFV ABANDONED
3	RETREAT	INF. DISPERSE AFV's DAMAGED & RETREAT	AFV DESTROYED	INFANTRY DISPERSED AFV's DESTROYED	RETREAT
4	SUPPRESSED	RETREAT (INF. DISPERSE)	AFV'S DAMAGED & ABANDON POS.	INFANTRY DISPERSED AFV's DESTROYED	FAIL
5 - 6	SUPPRESSED	RETREAT (ABANDON POSITION)	AFV'S DAMAGED & ABANDON POS.	INFANTRY DISPERSED AFV's DESTROYED	FAIL
7	SUPPRESSED (Obey Orders if Human Wave)	RETREAT (ABANDON POSITION)	AFV'S DAMAGED & RETREAT	INFANTRY DISPERSED AFV's DESTROYED	RALLY!
8	OBEY ORDERS	SUPPRESSED	RETREAT	INFANTRY DISPERSED AFV's DESTROYED	RALLY!
9	OBEY ORDERS	SUPPRESSED (Obey Orders if Human Wave)	RETREAT	INFANTRY DISPERSED AFV's DESTROYED	RALLY!
10-11	OBEY ORDERS	OBEY ORDERS	OBEY ORDERS	INFANTRY RETREAT AFV's DAMAGED & RETREAT	RALLY!
12+ Double Six	OBEY ORDERS Battle Hardened?	OBEY ORDERS Battle Hardened?	OBEY ORDERS Battle Hardened?	SUPPRESSED Battle Hardened?	RALLY! Battle Hardened?

Retreat = Units in Buildings/Trenches/Strongpoints may remain suppressed in place. Abandon Pos. = Heavy Weapons & Arty = Low on Ammo.

Damaged* = All Armour Class H AFV's are considered Destroyed if they receive a Damaged result.

Panzer Fright! - 1939-42. Infantry or Artillery Overrun or Close Assaulted by AFV's must take Suppression Test.

Infantry Test To Close Assault AFV's In Open - Each unit must pass Suppression Test to assault: Pass = Assault. Fail = Stay Put.

CLOSE ASSAULT

DETERMINE FACTOR, ADD 2D6 ROLL & APPLY MODIFIERS. DIFFERENCE IN SCORES = RESULT.

CLOSE ASSAULT FACTORS

INFANTRY FACTORS	Command Unit	Infantry Unit	US Infantry Unit	Assault Rifle Unit	SMG Unit	Assault Engineers	Crewed Weapons
Vs. Infantry/Guns	3	2	3	3	4	5	1
Vs. AFV's	3	2	2	2	2	5	1

AFV FACTORS	Heavy AFV (A-B)	Medium AFV (C-F & Panther)	Light AFV (G-H) & Open Top AFV	Tankette Or Bren Carrier	Soft Skin Vehicle
In Open Terrain	6	5	4	3	2
In Woods/Hazardous Terrain	4	3	2	1	0

SITUATION: Infantry & AFV's	MODIFIER	SITUATION: Infantry & AFV's	MODIFIER
COMBAT GROUP HAS FLAME-THROWER	+3 / +4	EACH SUPPORTING UNIT (Suppressed units may not support.)	+1
HUMAN WAVE or BANZAI CHARGE - 1st Round only	+2	SUPPORTS INCLUDE ASSAULT ENGINEERS	+1
COMBAT GROUP HAS PZFAUST/BAZ/PIAT vs. AFV	+2	SUPPORTS INCLUDE AFV'S	+1
COMBAT GROUP DEFENDING STRONGPOINT	+2	SUPPORTS INCLUDE AUTOCANNONS	+1
ASSAULTING or OVERRUNNING - 1st Round only**.		50% OR MORE OF UNITS MILITIA	-1
Not applicable if Human Wave/Banzai charge.	+1	LEAD ASSAULT UNIT IS DAMAGED AFV	-1
50% OR MORE OF UNITS ELITE.	+1	LEAD ASSAULT UNIT IS LOW ON AMMO	-1
COMBAT GROUP HAS A/T RIFLE vs. AFV	+1	AFV ATTACKED FROM REAR OR NO MG's	-1
COMBAT GROUP DEFENDING BUILDINGS	+1	LEAD ASSAULT UNIT IS SUPPRESSED	-2

** = No Assaulting or Overrun Bonus if a Human Wave or Banzai charge.

CLOSE ASSAULT RESULTS

DIFFERENCE BETWEEN SCORES	CLOSE ASSAULT RESULTS
0	Stubborn Resistance! Immediately fight a further round or retreat. Player's choice, defender decides first. (N/A To AFV overruns. AFV's continue with movement. Defenders remain in place.)
1- 2	They Don't Know They've Lost! One Losing unit is Suppressed, the rest fight on! Those that remain of good morale immediately fight a further round. If all Suppressed then Retreat. (N/A To AFV overruns. AFV's continue with movement. Defenders remain in place, unless retreating.)
3 - 4	Losers Overrun! 1 losing unit Dispersed OR 1 AFV Damaged. All others Retreat. (If Japanese = Disperse.)
5 - 7	Losers Routed! 2 losing units Dispersed/Destroyed, including the lead assault unit. All others Abandon Position
8 or more	Losers Dispersed! 4 losing units Dispersed/Destroyed, including the lead assault unit. All others Abandon Position.

INDIRECT ARTILLERY & AIR ATTACK

ARTILLERY ACCURACY MODIFIERS

ROLL 2D6 * = N/A if Rocket Artillery

No FOO	-1	Battery can see the target*	+2
Opening Bombardment	+1	Same target area but missed target last turn*	+2
Rolling Barrage	+1	Same target area and on target last turn*	+3
Prominent Target*	+1	Pre-Registered Target*	+3

ARTILLERY ACCURACY RESULTS

2 = **Undershoot** - Double Deviation!
6 = **Left of Target** - Check Deviation.

3-4 = **Right of Target** - Check Deviation.
7 = **Overshoot** - Check Deviation

5 = **Undershoot** - Check Deviation.
8 - 12 = **On Target!**

ARTILLERY MISS DEVIATION

1st Turn = On Board = 2" + 1D6. Off Board = 4" + 1D6.

2nd Turn+ = 1D6"

INDIRECT ARTILLERY & AIR ATTACK RESULTS:

Roll 2D6 & apply Morale Test result to units under template.

Score	Infantry & Artillery in Open/Cover	Infantry & Artillery in Buildings/Trenches	Light AFV & Open Top AFV	Medium AFV	Heavy AFV	Strongpoint
2 - 5	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
6	Suppression Test	No Effect	No Effect	No Effect	No Effect	No Effect
7	Suppression Test	Suppression Test	Suppression Test	No Effect	No Effect	No Effect
8	Retreat Test	Suppression Test	Retreat Test	Suppression Test	Suppression Test	Suppression Test
9 - 10	Abandon Position Test	Retreat Test	Damage Test	Retreat Test	Retreat Test	Retreat Test
11	Disperse Test	Abandon Position Test	Destroyed Test	Damage Test	Retreat Test	Abandon Position Test
12+	All take Dispersed or Destroyed Tests. (Heavy AFV's take Damage Test on 12 but Destroyed Test if score of 13 or Double Six!)					

ON BOARD Modifiers	Rocket Artillery = +2	150mm+ = +2	122mm - 105mm = +1	25pdrs & 85mm - 75mm = 0
OFF BOARD Modifiers	Brit/US 1944-45 = +2	Russian 1944-45 = +2	Other 1939-45 = +1	Japanese 1937-45 & German 1945 = 0
AIR ATTACK Modifiers	German 1939-43 = +5	Brit/US 1944-45 = +5	Russian 1945 = +5	All Others = +4

AIR ATTACK ACCURACY & MODIFIERS - ROLL 2D6

Each Hit by AA Fire (Suppression result) = -2

Target is Small Vehicle or AT Gun = -2

Target is in Cover -2

RESULTS:

Double 1 = Friendly Fire!

4 or Less = Target Not Acquired

5 = Target Hit But Undershoot by 2" + 1D6

6 = Target Hit But Overshoot by 2" + 1D6

7+ = Target Acquired! = Place Artillery Template on Centre of Target.