



# Quick Reference Playsheet

## Movement

**REMEMBER, THESE FIGURES ARE THE UNINTERRUPTED MAXIMUM MOVE.**

Troops	Ground	Tactical	Non-tactical	Road Column	River Crossing
Horse drawn Infantry & Paras.	All terrain	15	25	30	Possible
Mech. or motorised	Close	18	28	64	impossible
	Open	30	32	64	impossible
Tanks or SPGs	Wood/ Town	18	28	64	impossible
	Marsh	8	18	64	impossible
	Open	30	32	64	impossible
Motor towed arty	All terrain	-	-	75	impossible
Recce and lt. tanks	Close	18	28	100	possible
	Open	30	35	100	possible

Units which have moved for more than half a turn cannot fight in that turn (i.e. they fight in the next turn) - EXCEPT OVERRUNS

## Combat

**Orders to prepare for an attack must be made**

ANY ATTACK	1 Ammo Supply point per unit
ANY ARTILLERY USE	1 Ammo Supply point per unit
DEFENDING	No Supply points (except defending Arty)
MECHANISED UNITS	1 FUEL Supply point per unit per turn moved

(Attacker's status + factors) MINUS (defender's status + factors) **PLUS1d6**

Per Unit:	-1 from another formation
+1 for clear tactical advantage	-2 non-tactical
+1 'combined arms attack'	-1 Mech/Armour with no fuel
-1 per unit of light infantry attacking	+1 defending close country vs tanks
-3 for Unprepared attack	-1 unsupported inf vs tks in open vs tanks
+4 for ordinary air support	+8 for overwhelming air support
+6 for superior air support	+10 for apocalyptic air support

## Supporting Artillery

Unit	Effective Range (km)	Long Range (km)
Field Artillery	8	12
Medium Artillery	12	20
Rocket Artillery	6	n.a.
Infantry Guns	6	n.a.
<b>EFFECT</b>	<b>Normal Status</b>	<b>HALF status</b>

## Air-Ground Attacks

Type	Normal	Superior	Overwhelming	Apocalyptic
German GA	1-2	3-5	6-9	10 or more
Allied GA	1	2 - 3	4 - 7	8 or more
Hvy Bomber	-	-	1 - 2	2 or more

## Results Table

NORMAL TERRAIN	BAD TERRAIN	Standard Results	Special Results
12 +	20+	<b>Total success.</b> Attacker: -1 per unit Defender: -2 per unit, retire 2d6 km in open or 1d6 in woods/close. Lose 2 SP per unit. May not counter-attack.	If att mostly armour + TWICE status of def + breakthrough order = SUCCESSFUL OVERRUN. Move through enemy up to ½ remaining move. May fight again.
8-11	12-19	<b>Success.</b> Attacker: -1 per unit. Defender: -1 per unit and must retire 1d6 km in the open or 1d3 in woods/close. Lose 1 SP per unit. May not counter attack.	If att mostly armour + TWICE status of def + breakthrough order = SUCCESSFUL OVERRUN. Move through defeated enemy up to ½ remaining movement. Takes -1 <b>extra</b> loss on attackers. May fight again.
5-7	7-11	<b>Limited Success.</b> Attacker: -1 per unit. Defender: -1 loss per unit and must retire 2 km in open or 1 km in woods/close. May counter-attack. Lose -1 SP per unit.	If att mostly armour + TWICE status of def + breakthrough order = SUCCESSFUL OVERRUN. Move through defeated enemy up to ½ remaining movement. Takes -1 <b>extra</b> loss on attackers. May NOT fight again.
4 to -1	2-6	<b>Confused combat.</b> Both: -1 loss per unit, and remain in position. No counter-attacks.	No breakthrough.
Less than -1	Less than 2	<b>Attackers badly beaten.</b> Defender no loss. Attackers: -1 per unit and thrown back to start line or 1. Defender may counter-attack.	No breakthrough.



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**Air Recce:** Reconnaissance of an air zone per squadron/move.

Armoured vehicles in built up areas cannot claim cover. +1 > 3 units in same square.

Target: Die roll d6	Vehicles in Moving open	Vehicles stationary in open	Infantry etc stationary in open	Infantry Moving in open
6	Direction, type and size of unit	Type and size	Type	Direction, type and size of unit
5	Direction and type	Type reported	'Enemy Spotted'	Direction and type
4	Direction	'Enemy Spotted'	No report	'Enemy spotted'
3	Direction	No report	No report	'Enemy spotted'
2	'Enemy spotted'	No report	No report	No report
1	No report	No report	No report	No report

## Air to Air Combat : Fighter Vs Fighter:

Numbers of fighter sqns on each side. Largest side is the attacker (and therefore rolls).

ODDS: Score d6	1-1	2-1	3-1	4-1	5-1	6-1(+)
1	Lose	Lose	Draw	Draw	Draw	Win
2	Draw	Draw	Draw	Draw	Win	Win
3	Draw	Draw	Draw	Win	Win	Win
4	Draw	Draw	Win	Win	Win	Win
5	Draw	Win	Win	Win	Win	Win
6	Win	Win	Win	Win	Win	Win

WIN = Attacker loses 10% of def str, Defender loses 20% of att's str

DRAW = Each side loses 10% of their opponent's strength.

LOSE = Attacker loses 20% of def's str, Defender loses 10% of att's str

Losses are in complete squadrons, rounded to the nearest squadron.

## Air to Air Combat : Fighter Vs Transport Aircraft.

If the fighters win against the air cover, they inflict losses on the transports.

Losses are 1 transport serial out of action per squadron that breaks through to the stream.

For attacks on bombers, quarter these losses.

## Losses from Flak

Target:	Overflight (not fighters)			Air landing / drop within 2km			Air landing / drop within 4km		
1d6 per air serial	Loss	Dam	NE	Loss	Dam	NE	Loss	Dam	NE
Heavy Flak	6	5	1-4	5-6	3-4	1-2	6	5	1-4
Light Flak	-	6	1-5	5-6	4	1-3	-	6	1-5

Loss = unit loses 1 status AND air unit takes 1 dam (2 dam = one lost serial/squadron)

Dam = air unit takes 1 dam. NE = no effect

## Bombing/Interdiction

When carrying out interdiction attacks or flak suppression either by aircraft or long range artillery, the rules are different. Take the number of squadrons used and use the following table:

Roll 1d6 per unit in the interdicted area.

Force being used		Result on Die		
Tactical Sqns or Arty Bns per map square	Heavy Squadrons per map square	One Step loss & immobilise d	Immobilise d	No effect
1-2	-	6	5	1-4
3-4	1	6	4-5	1-3
5-6	2-3	5-6	3-4	1-2
7-8	4-5	5-6	2-4	1
10-12	6-7	4-6	2-3	1
12+	8+	3-6	2	1

## Air Resupply

Use the following ready reckoner Roll 1d6 plus factors

### Factors

Poor terrain	-1
If the zone is contested at the time of the drop,	-3
If the supplies are landed on an airstrip	+2
If the supplies are landed on an airstrip with AFDAG deployed	+5
Enemy fighters intervene	-3
Enemy flak intervenes	-2

No of points	6+	5	4	3	2	1	0	-1	-2	-3	-4
10	10	9	8	7	6	5	4	3	2	1	0
9	9	8	7	6	6	5	4	3	2	1	0
8	8	7	6	6	5	4	3	2	2	1	0
7	7	6	6	5	4	4	3	2	1	1	0
6	6	5	5	4	4	3	2	2	1	1	0
5	5	5	4	4	3	3	2	2	1	1	0
4	4	4	3	3	2	2	2	1	1	0	0
3	3	3	2	2	2	2	1	1	1	0	0
2	2	2	2	1	1	1	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0	0	0

The lift for supplies will vary according to the plan and air interference etc.

The resulting supply counters will be placed on the appropriate dropzones by Air Control Team.