

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

NIGHT MOVES x 1/4

Combat

Orders to prepare for an attack must be made

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

Per Unit: +2 per unit for each clear tactical advantage +2 per unit if 'Combined Arms'(prepared) -2 per unit if light infantry attacking -4 per unit for unprepared attack +2 heavy tanks vs tanks	+2 per unit if defending close country against tanks -2 per unit if unsupported infantry in open against tanks x ½ unit factor unit if moving non-tactically -2 for each unit from another formation x ½ unit factor tanks at night
+4 for ordinary air support +6 for superior air support	+8 for overwhelming air support +10 for apocalyptic air support

Supporting Artillery Unit

Unit	Effective Range (km)	Long Range (km)
Field Artillery	8	12
Medium Artillery	12	18
Heavy Artillery	10	16
Rocket Artillery	8	n.a.
Infantry Guns	6	n.a.

Quick Reference Playsheet

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+	Total success. Attacker: -1 per unit Defender: -2 per unit, retire 1d6 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	Success. 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 extra loss on attackers. May fight again.
5-7	7-11	Limited Success. 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 extra loss on attackers. May NOT fight again.
4 to -1	2-6	Confused combat. Both: -1 loss per unit, and remain in position. No counter-attacks.	No breakthrough.
Less than -1	Less than 2	Attackers badly beaten. Defender no loss. Attackers: -1 per unit and thrown back to start line or 1. Defender may counter-attack.	No breakthrough.

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:	Vehicles in Moving open	Vehicles stationary in open	Infantry etc stationary in open	Infantry Moving in open
Die roll d6				
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.

Quick Reference Playsheet

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 (4km x 4km)

Force being used			Result on Die		
Spitfire Sqns or Arty Bns per AREA	Typhoon / Mustang / Fortress / Liberator Squadrons per AREA	Lancaster / Halifax / Stirling Squadrons per AREA	One Step loss & immobilised	Immobilised	No effect
LIGHT	MEDIUM	HEAVY			
1-2	1	-	6	5	1-4
3-4	2	1	6	4-5	1-3
5-6	3	2	5-6	3-4	1-2
7-8	4	2	5-6	2-4	1
10-12	5	3	4-6	2-3	1
12+	6-8	4-5	3-6	2	1
-	9+	6+	3-6	1-2	-