

Rally Retreated Unit

Rallying a retreated unit costs one extra pip. A commander can only rally one unit at a time. So, to rally two units the commander would have to spend two pips for the first unit, resolve the Rally Action, and then spend two more pips for the second unit's attempt, expending a total of four pips.

Unit Suppressed

Activating a suppressed unit costs one extra pip. As with the penalty for previous response actions, this cost is paid only once.

Unit Not In Command Distance

While radios potentially allow communication at great distance, a leader who cannot personally witness a unit's situation will not be able to give meaningful direction as a commander who is able to witness a unit's current situation.

The cost to activate units engaged by the enemy are doubled if the unit is beyond the Command Distance of their commander's stand. This distance is 9 inches [13 inches extended] for foot-based formations, and 12 inches [18 inches extended] for mobile commands. Armored infantry, all fighting vehicles, and towed-gun formations count as mobile commands.

If the commander is unable to see the unit because of terrain obstacles, then the Command Distance drops to 5 inches [7 inches extended]. After all modifiers have been applied, the activation costs for units out of Command Distance are doubled.

Command Distance is checked at the start of each friendly round. Units within the command distance of their commander are considered "in command" for the rest of the round. If a unit moves out of the leader's Command Distance during the round, or the leader moves and causes a unit to be out of its Command Distance, the unit is still considered in command. A unit which begins the round "out-of-command" remains that way, even if either it, or the commander, moves close enough so that Command Distance can be established. Next round, if it starts within Command Distance, it will be considered in-command.

Units that are not engaged by enemy units (see engagement in section three) are always considered in-command regardless of the distance between them and the command stand. This way, units placed behind the lines, in reserve, and remain unengaged will not cost twice as much to activate. Scenarios may want to designate certain troops that remain in their entrenchments, or other prepared positions, as automatically in-command, regardless of the Command Distance.

2.2. ACTIVATION COST MODIFIERS

Single activation	1 PIP
Unit is repeating same action this round	+1 PIP
Unit with response rating of 5-6 does second+; rating 7-8 third+; rating 9 fourth+ action this round	+1 PIP
Per unit's response during enemy round (pay once)	+1 PIP
Rally retreated unit	+1 PIP
Unit suppressed (pay once)	+1 PIP
Coordinate across formations (pay once)	+1 PIP
Engaged unit not in Command Distance (9" infantry; 12" mobile; 5" if no LOS)	x2

Coordinate Across Formation

Players may activate units from two (or more) different formations for a group action. Each Formation Commander pays a separate activation cost for the units from his formation— plus an extra pip for the cross formation coordination. This extra pip cost is paid only once per round. If the same units continue to coordinate throughout the round, no further additional activation costs are paid.

Activating as a Single Group

Commanders may activate units in groups. This has a number of advantages. First, it saves pips. Second, since play proceeds one activation at a time, once a commander makes an activation that action must be performed, and all enemy responses must be handled before play can proceed. If a player wants two or more units to act simultaneously, he must activate them as a group action. Third, enemy units can react each time a commander activates an action. A single enemy unit may, for example, attempt opportunity fire at each moving unit in a player's formation, if each is activated separately. In contrast, the enemy unit would get only one potential opportunity fire if friendly units were activated as a group. Finally, coordination also can be used to combine various troop types. For example, infantry may wish to move with an armored unit in order to use the vehicles as cover.

To coordinate, all units must perform the same action, in the same manner. If moving, all units must move in the same general direction and course, and they must maintain their position relative to each other. If firing, all units must fire in the same general direction, and at the same enemy formation or group of formations. Keep in mind that an activation represents a single order. If the activity cannot be specified in a single command sentence (without using "and"), coordination is not possible.

To determine the activation cost for a group, use the modi-

fiers for the unit with the greatest cost. For example, unit A has already fired and moved; unit B has fired and is suppressed. To group activate a fire, the commander would have to pay three pips—unit A's cost modifier is +1, while unit B's is +2—therefore the +2 is used).

Commander Movement

A commander stand may move in one of two ways. It may, at no extra pip cost, include itself in a move action being conducted by units under its command. Alternatively, the commander may move on his own at a cost of one pip (this is never modified). Infantry commanders move 12 inches, mobile commands 18 inches cross country, and 36 inches on roads. Should the units in a vehicle formation move faster, then the commander may move at the units' rate.

Commanders and Enemy Units

Commanders may never be fired upon by enemy units. Instead, if at any time a commander is closer to an enemy unit than the nearest friendly unit he must immediately move to correct this situation. For example, if the nearest friendly unit is 4 inches away, the leader must move if the enemy comes within 4 inches. Similarly, a friendly unit moves further away so that an enemy unit is now the closer of the two to the leader. A leader who has to make such a mandatory move pays two pips if the move is during the friendly round. If the move was done during the enemy round, then the pip costs are subtracted from the commander's command roll during the next friendly round.

Response Actions

While one side uses their commanders to activate units, the other side may respond. Response Actions are only allowed during an enemy round. A player may never use Response Actions during a friendly round. For example, a moving unit that receives opportunity fire cannot fall-back. Similarly, friendly units cannot opportunity fire on an enemy unit that falls back.

Generally units may only respond to enemy that are within their engagement range.

Opportunity Fire

Opportunity fire may occur at any point during the enemy's move, but only after the firing unit has observed the enemy for at least one-quarter of the target unit's movement rate. Opportunity fire is announced after the target has declared its full route of travel. After the fire is resolved, the moving target has two options. First, it may finish the move as originally declared. Second, it may stop at the point of opportunity fire.

Return Fire

A target may return fire even if it is beyond engagement range of the enemy. Furthermore it always gets to fire. A successful response roll allows the target to resolve its fire simultaneously with the enemy units. An unsuccessful roll means the target returns return fire after all casualties and morale checks have been applied. All other units respond only if they have engagement range and make a successful response roll.

Fall-Back

A fall-back may be attempted either during enemy move-

Sample file



ment, or in response to enemy fire. Fall-back allows a unit to move away from the enemy, and may allow it to gain back half the hits just received from enemy fire. Fallback is announced before the enemy resolves his fire, but is conducted only after the enemy fire has been resolved. If a unit fails to activate a fall-back in response to enemy fire, it may choose to return fire after all enemy fire has been resolved. (This procedure is explained fully in Section Three: Fall-Back and Voluntary Retreat.)

Voluntary Retreat

Voluntary retreat is similar to fall-back, except the unit voluntarily breaks its morale to conduct a retreat move. Unlike fall-back, voluntary retreat is automatically activated. No response roll is made.

When Is A Unit Eligible For Response Actions?

A unit may attempt to activate a response to the following enemy actions:

Movement

If an enemy unit moves over one-quarter of its combat movement rate, while both spotted and in line of sight, the observing unit may opportunity fire, fall-back, or voluntarily retreat. If a unit's one-quarter movement is a fraction, round up to the nearest whole number, as long as the unit is moving to cover which will block line of sight; otherwise, round down. Note that the one-quarter move comes from the unit's whole movement rate, not the actual distance traveled. For example, a unit may always avoid triggering opportunity fire by moving less than one-quarter of its movement rate. A unit may activate a response at any time, once it has observed one-quarter of the enemy's movement. When Response Action is announced, the enemy movement is temporarily suspended while the Response Action is resolved.

Fire

A unit that is fired upon may attempt to return fire, fall-back, or voluntarily retreat. In addition, other units that have an unblocked line of sight to the target may attempt these same actions. To fall-back, or voluntarily retreat, non-targeted units must be within 6 inches of the target. A unit may not fall-back or voluntarily retreat if attacked by some kinds of indirect fire or an air strike.

Response Procedure

Response Actions do not use commanders or pips. They are activated by the individual unit making a response roll with a D10. If the result is equal to or less than the unit's modified response rating, the action is activated. If the roll is greater, the unit has failed, and no Response Action may be performed. Remember that targets of enemy fire do get to return

fire but do so after the enemy fire has been resolved if they fail their activation roll.

Response Rating Modifiers

Table 2.3 summarizes the response number modifiers.

2.3. RESPONSE RATING MODIFIERS

-2 penalty for each Response Action already performed this round. Do not count the times that a unit attempts to activate a Response Action and fails.

+2 bonus modifier if the unit is responding to a moving enemy unit it has observed for three-quarters or more of its total movement allowance.

The final modified response number for suppressed units (see Suppression in section four) can be no greater than the Base Response Number divided by 2 (rounding down).

-3 penalty if responding to ambush fire (see Section Three, Ambush).

-3 if a firing or moving enemy is behind the unit's flank (see Section Three, Flanking Fire).

+2 bonus if the responding unit is in an ambush position.

-2 penalty if the unit attempts to adjust facing.

+3 bonus if the firing enemy unit adjusted facing.

Each time a unit successfully activates a Response Action, place a numbered chit next to the unit so that players can remember how many responses it has already performed. Each previous response makes further response rolls more difficult and increases the pip cost to activate a unit next friendly round. At the end of a round remove all remaining Response Action chits from the active side's units.

Phase Three: End of Round Clean-Up

After the active side has completed using pips to activate units, remove suppression and previous Response Action markers from that side's units.

Example of Unit Activation

The U.S. player begins activating actions for his infantry formation. The formation's information is presented below (figure 2.1.).

The U.S. player begins his round by rolling an average die for his commander. The resulting five, +1 for the command rating, gives the player six pips. He first activates a move with A Company. This unit returned fire once during the last enemy round. Therefore, the move costs two pips (one pip plus one additional pip for each action during the previous enemy round). Having paid the cost for that return fire, the U.S. player does not have to pay it again. He has four pips remaining. A Company's move advances upon a German in-



Figure 2.1. Information Card

fantry unit (response rating 8) which attempts to activate opportunity fire. The enemy has not seen the U.S. unit for more than three-quarters of its move, so there is no response roll bonus. The German player's roll of five successfully activates the action. The fire is resolved.

The U.S. player then activates A Company again, this time to fire at the German infantry company. This costs one pip since the action is not a repeat of a previous action this round. The U.S. commander has three pips remaining. Before the U.S. fire is resolved, the German player must decide whether or not to respond. The German company decides to try to fall-back. The German player rolls a seven. Since the unit's response rating is lowered by two, for the previous opportunity fire, this roll fails since the modified number to succeed is six or less. Because it is the target of the U.S. fire, the German unit may choose to return fire, but does so after the U.S. fire is resolved. Since the unit survived the U.S. fire, the German player elects to do so.

The U.S. player considers firing A Company again. However, this would cost all of his remaining three pips (one pip for activation, plus one additional pip for repeating an action, plus one more because firing again would be the third action for A Company this round). Instead, the U.S. player activates the A Company to improve position. This costs only two pips (one pip for activation plus one extra for taking a third action in the same round).

The U.S. player uses his last pip to activate the B and C Companies to move up to support the A Company. The German unit sees at least one-quarter of the move, so it may attempt opportunity fire. The German unit's response rating is four, since it subtracts two for each of the previous actions performed (although it failed the fallback, the unit elected to return fire, thus conducting an action). The German player

rolls a two, allowing the unit to opportunity fire.

Since the U.S. player has no remaining pips, the round is now over. Any markers for suppression or response actions from the previous enemy round, are removed from all U.S. units (but not the German units). During the German player's next round, the company which was involved in Response Actions would cost, for its first activation, four pips total (one pip for activation plus three additional pips for the three Response Actions it performed the previous round).



Full Game Activation Rules

The following command rules provide additional command flavor. Combined Arms Doctrine should be read and used once you have covered and played Section Three; Higher Level Headquarters is optional.

Combined Arms Doctrine

One of the key tactical ingredients distinguishing more from less effective troops lay in their relative abilities for coordinated action between the different arms. Unfortunately, miniatures gaming often gives players so much control over their troops that they always can fight with superb combined arms. The below rules impose limitations that reflect the quality of an army's combined arms doctrine and experience.

The Ratings

Each side has a Combined Arms Rating for tank-infantry coordination. If air support is used, that side must also have a ground-air rating. An army must be rated as ineffective, poor, good, or superior. For example, when the Americans invaded at Normandy, their tank-infantry cooperation was still poor. Their ground-air coordination was also ineffective, as official doctrine saw little need for close air support. As the campaign continued, the U.S. forces quickly produced major innovations to their close air support system. Similarly,

2.4. COORDINATE ACTIONS AND TARGET PRIORITY

RATING	COORDINATION ACTION	TARGET PRIORITY
Ineffective	Cost +2 (response -3)	Must fire at like target
Poor	Cost +1 (response -2)	Must fire at like target
Good	Cost 0 (response -1)	Roll under response rating to fire unrestricted
Superior	Cost 0 and no +1 pip across formations, no response modifier.	No restrictions

2.5. INFANTRY'S ABILITY TO PROTECT VEHICLES

RATING	INFANTRY FIRE AT TANKS	CLOSE ACTION
Ineffective	+1 to tank defense roll	Vehicles may be singled out as targets
Poor	+2	Every three stands (round down) may screen one enemy stand
Good	+3	Every two stands screen one enemy stand
Superior	+4	Each stand may screen one enemy stand

at the Battle of the Bulge, the Americans demonstrated superior tank-infantry coordination.

The effect of air support ratings is explained in the rules covering air strikes. The tank-infantry rating is explained below.

Infantry-Tank Coordination

Infantry-tank coordination effects four aspects of play. Unless otherwise stated, artillery units count as infantry for the purposes of the ratings on the Coordinate Actions and Target Priority chart (Table 2.4).

Coordinated Action Cost

Table 2.4 provides two different numbers for each rating. The first provides the extra pip cost for combining infantry and tanks for the same action. Armies with superior coordination do not generate an additional pip cost, nor must they pay the additional pip to coordinate across formations that is normally suffered. The second number provides the response rating penalty if a unit attempts to respond to enemy fire at a dissimilar unit type. For example, in armies with poor coordination, vehicles would be penalized -2 to their response rating when responding to enemy fire at friendly infantry, and infantry would be similarly penalized for fire at friendly vehicles.

Target Priority

For armies with ineffective and poor coordination ratings, vehicle units must fire at vehicle units, and infantry units must fire at other infantry units, as long as such targets are available. If a similar target is not available, this restriction does not apply. Anti-tank guns will prioritize vehicles, other artillery prioritize infantry.

If directly threatened by an enemy unit not of the same type, a unit may waive the above restrictions. Vehicles facing

enemy infantry, within 3 inches, may fire at the infantry regardless of other targets. Infantry units facing-off against vehicles that are not supported by infantry units, may fire at the vehicles, so long as the vehicles are not further than 2 inches away. Anti-tank guns fired upon by infantry, and other artillery fired upon by vehicles, may also waive the target priorities in the same way.

Units in armies with good coordination may roll a D10 to override target priorities. If the roll is under the response rating, they may fire unrestricted. Armies with superior coordination are not restricted.

Infantry Fire at Tanks

Table 2.5 lists the bonus added to a tank's defense number when attacked by enemy infantry fire, as long as friendly infantry is in support. The supporting infantry must be within 2 inches of the tank(s), and cannot be suppressed, shaken, or retreated.

Close Action

This effects the ability of friendly infantry to protect vehicles from enemy infantry attacks during close action. (See Section Four: Close Action) Infantry in ineffective armies provide no protection. In poor rated armies, one enemy infantry stand may be blocked from attacking protected vehicles for every three friendly infantry stands participating in the close action. For armies with good coordination, every two infantry stands may screen one enemy infantry stand. Each infantry stand in armies with superior coordination can screen enemy infantry stands on a one-to-one basis. Enemy stands screened from attacking vehicles may attack the infantry, as in normal close action. For example, in an army rated poor, a unit of three infantry stands would prevent one enemy attack roll from being made against accompanying tanks.

Higher Level Headquarters (Optional)

The basic rules represent only formation level leadership. Representing the chain-of-command one additional level higher adds flavor to the game and allows assets, recon units, and forward observers to move unattached.

Ratings

Higher Level HQs (regimental for most armies, division or tank corps for Soviets) have command and rally ratings similar to Formation Commanders.

Activating Recon Units

Higher Level HQs may activate the full range of actions for recon units just as if the Higher Level Headquarter was a Formation Commander.

Activating Assets and Forward Observers

All assets and FOs not attached to a formation are considered in higher command and are moved using the Higher Level HQ's command pips. Once an asset or FO moves within the Command Distance of a Formation Commander they may become attached to that formation. Simply move the FO or asset to the formation's command stand. On the following friendly round the assets may be attached to units. Similarly, the Higher Level HQ's command pips may be used to detach assets from a formation. The formation must be unengaged and the asset must be currently either with the command stand, or with a unit within the Formation Leader's Command Distance. Once a Higher Level HQ pip is spent to move the asset the stand is placed under its command and can only be activated by the HQ until attached to a new formation.

While under the command of a Higher Level HQ assets and

FOs can only perform grand-tactical march and withdraw actions. Thus, an asset may be blocked from reaching its intended formation by enemy engagement. While commanded by the Higher Level HQ an asset or FO is always considered in command.

Higher Level Headquarter Placement and Restrictions

Normally, Higher Level HQs are not placed on the board, but considered to be down a road and off a friendly board edge. If placed on the table, they are represented by several trucks, or command vehicles, mounted on an oversized stand. Higher Level HQs represent more than the actual command staff, but also provide a crucial clearing point for troop logistics. Therefore, if placed on the table, they must always remain on a road. They may move by spending pips to activate themselves, but must remain on roads. They move at the heavy truck rate.

Higher Level Headquarters are sighted using infantry distances. It may be fired upon by enemy units within 12 inches. If fired upon, the Higher Level Headquarter may return fire as a rule stand. Higher Level Headquarters can withstand three hits before being eliminated. If the HQ is eliminated the force loses three Morale Points.

Higher Level Leaders as Combat Commanders

For specific scenarios players may allow a side that faces a particularly desperate situation to use their Higher Level HQs as combat commanders leading regimental assets and whatever other troops it can scrape together. On the Eastern Front, for example, overextended German infantry regiments often had to resort to such measures. To do so the commander loses all special HQ functions and, instead, becomes a normal formation leader with the ad-hoc units under his



command. Note this does create a context for having machine gun and other troops that are normally broken up into assets fight as whole units.

Direct Leadership (optional)

In critical situations, formation commanders can take matters into their own hands and lead by direct example. At the cost of one pip a leader may attach himself directly to a unit under his command that is within his Command Distance. Direct leadership has the following effects:

- Increase the morale of the unit by one if the commander's rally modifier is not negative. Increase the unit's morale by two if the rally modifier is +2. A unit's morale may never exceed nine.
- Add the leader's command rating to the unit's response rating. Note this affects both pip activation costs and response rolls during the enemy's initiative.
- Double the costs (after all other modifiers have been applied) to activate all other units within the command.

Leader Casualties

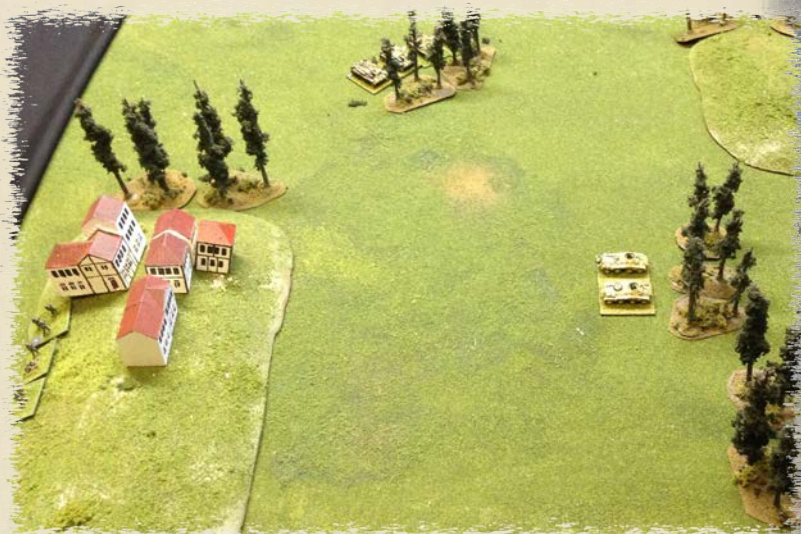
If a commander leads a unit that takes hits roll 1D10. If the result is less than or equal to the number of hits taken then the commander is hurt. All units in the formation make an immediate morale check. The leader is replaced by a subordinate whose command and rally modifiers are one less than the original commander. These new modifiers may never be less than -2. On the first round that the replacement commander rolls for pips, halve the result (rounding up).

Brute Force versus Mobile Defense: A Narrative of Scenario One

This summary provides an overall sense of the purpose and flow of the game's mechanics. Please note that for this narrative, Panzer IV tanks have been substituted for the Stug III Assault guns specified in the scenario.

Both players place the extra terrain and deploy their units as shown below. The Soviet goal is to get one unshaken unit on the hill by the end of turn four, otherwise the Germans win. The German player has opted for a mobile defense. He could have deployed his units forward so as to opportunity fire the Soviets from hidden positions. However, after this initial ambush, his units could easily get bogged down in a slogging match which the Soviets will generally win. Realizing that his superior command quality is his edge, the German player deploys most of his units where they can react flexibly to the Soviet advance. He places the armored cars well

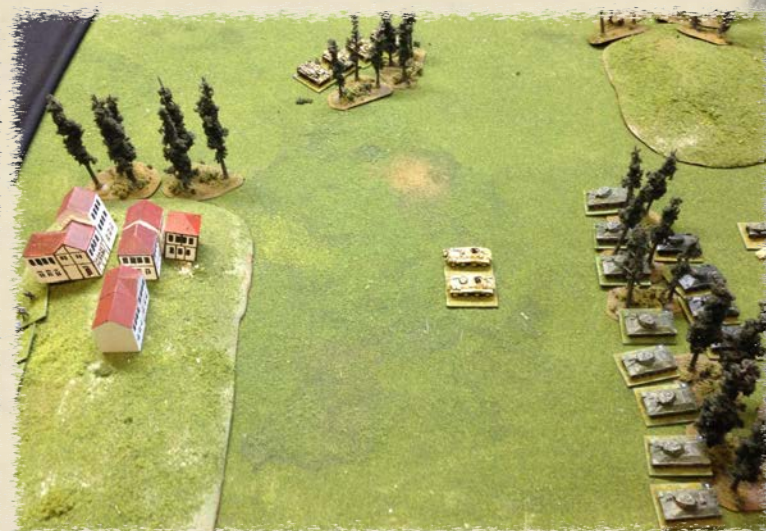
forward in order to halt a Soviet advance long enough so that his other troops can maneuver.



Turn One

The Soviet commander starts play by spending a pip to send his armored cars to recon around the right most woods. They are stopped, however, by opportunity fire from the German armored cars. The Soviet then pulls his now battered and shaken armored cars back. This recon episode has exhausted most of his scarce command pips. He uses his remaining pip to move the rest of his command through the woods. Generally moving through that much woods with vehicles is not a good idea. However, with surprisingly good terrain cost rolls, two of his three tank battalions reach the southern edges—placing the German armored cars in peril.

Play passes to the Germans. The +3 commander and good unit response rating gives the German player lots of options. However, he decides to let the Soviets further commit themselves. He simply spends two pips to inch his armored cars away from the Soviet tanks without triggering opportunity fire.



Turn Two

A lousy command roll leaves the Soviet player with few options. He fires on the armored cars with two tank battalions. The armored cars try to fall-back, but in a rare German moment of command confusion the unit sits in place. The armored cars are wiped out. Ouch! Half the German Force Morale is gone!

The Soviet uses his last command pip to send all his tanks straight ahead. Suspecting German positions in, and around, the town, the Soviet angles one to face the east edge of the top-most woods, and stops the other two battalions in line with the middle woods. The third battalion barely picks its way out of the earlier woods and moves into position.

On his round, the German player decides to spring his trap using his excellent command and control abilities. He sends his tanks through the top-most woods. They get fouled in the underbrush and barely make it to the other side. However, with command ability to spare, the German simply has the tanks move a second time—stopping just before they would trigger opportunity fire. He now fires them at two of the Soviet tank battalions—hitting them with morale-breaking flanking fire. Since he has been flanked, the Soviet commander contemplates falling back. However, with time running short, he decides to trade fire—hoping to put enough hits on the Germans to drive them away. This is risky since any hits against the flanked units will cause them to check morale with harsh penalties. The first Soviet tank battalion takes several hits and retreats without firing a shot, thanks to its bad response roll. The second battalion fares better. It trades simultaneous fire with one of the German units. While it takes casualties and becomes shaken, it also damages the Germans. German morale holds, however. The third Soviet battalion fires in support, but at longer range, and it only scores one hit.

The German commander now faces a dilemma. He's knocked out one tank battalion, and shaken another. He needs to get the third Soviet tank unit. However, if he gets unlucky in another exchange of fire he might just lose his one beaten tank unit—and that would collapse his Force Morale and end the game. Instead, he moves the tanks one more time. Once again, bad terrain rolls mire the units in the woods. The German commander spends his last pip to move his infantry up into the town.

Turn Three

With his forces scattered and mired in reactions to the Germans, the Soviet player now faces serious command and control problems. He decides to prepare for turn four by



End of turn two

rallying his shaken tank battalion. He sends his two infantry units, which dismounted from the tanks during last round's fire toward the town. As suspected they draw German infantry fire. One of the two takes hits and becomes shaken. Play now passes to the Germans.

Despite a rather bad command roll, the German commander decides to be tricky. He moves his tanks just within line of sight of the third Soviet tank battalion, using the woods to screen his forces from the other Soviet tanks. He then fires—the Soviets deciding to return fire. Both sides take hits. While the Soviets' morale holds, one of the German units goes to shaken. The German decides to risk all with a second round of fire. The Soviet player blows his response roll and has to first take the fire casualties before he can reply. The German tanks inflict their hits and drive the Soviets into shaken morale. The now much reduced Soviet return fire does little. The German commander does not have enough command pips left to continue activating the tanks. So he contents himself to fire his infantry at the Soviet infantry. His unit inflicts enough hits to push the remaining Soviet infantry into shaken morale. However, the Soviets decide to return fire with support from their other tanks. The



German infantry takes some hits, but their morale is firm.

Turn Four

With a low command ability, the Soviet commander is forced into some hard choices. He maneuvers his one tank unit that is still in good morale, back and then up to the hill. The German tanks opportunity fire, but do not inflict enough damage to stop the Soviet advance. However, with his other units mired by their Response Actions last round, the Soviet player finds that he simply does not have the pips to activate any other actions.

The German player is in a desperate situation. His forces are ill positioned to attack the Soviet unit on the hill. One tank unit can't advance because it is shaken. The other has to cross in front of the shaken Soviet tanks to get at the tank unit on the hill. The German player takes the risk and moves the one tank unit—hoping that the poor Soviet response ratings will save him from fire. Unfortunately, the Soviet tanks get a bit of luck and activate fire, but their shaken status reduces their effectiveness, and the Germans get through. The tanks then engage the Soviet tanks on the hill. Unfortunately, the lone tank unit's fire power is not strong enough. Two rounds of exchanged fire puts hits on the Soviet tanks. However, their morale holds firm. Taking advantage of his superior command abilities, the German player spends his remaining pips to fire his tanks one last time. The gambit backfires, however. Although he places hits on the Soviets, the return fire knocks the tanks to their elimination

point. The German Force Morale collapses—they automatically lose.

Notes on Play

Notice how both sides are active during each side's round the the non-active player reacting to the active. Although the Soviets have more units, and they are the attacker, the German is actually the more active player for most of the game. This shows how command abilities shape play. The Soviet player continuously found that he did not have the command ability to engage in all the activities he would have liked. Thus, either his entire command had to act as a block, or some units simply sat. Note that after their foray on turn one the Soviet armored car unit sat out the rest of the game. The Soviet player simply did not have the spare pips to try to rally it.

The German player faced a different set of opportunities and limitations. His tank units initiated far more actions than the Soviet tanks. Also note how the German player stripped away the Soviet player's command abilities by compelling the Soviet tanks to react. On turns three and four, the Soviet player had to spend most of his command ability simply to activate a few key units. If a bad command roll had occurred during one of these turns, the game would have been over. Although the German was the defender, beginning on turn two he was able to seize a substantial part of the initiative for the rest of the game. By picking his moment to pounce, he was able to face a numerically superior foe by hitting his flanks and isolating individual enemy targets.

The game ended with the classic German limitation. While they can out-maneuver their foe, their units are more brittle. As is often the case, the Germans simply ran out of staying power. The surprising Soviet dash through the woods, and the bad response roll by the armored cars on turn one proved a decisive blow. Kampfgruppe Commander severely penalizes players who push their units to their elimination point.



Mobile Warfare

Basic Combat Mechanics

Sample file



Mobile Warfare

Combat Movement

Infantry: move 5 inches [8 inches extended]. They may crawl 2 inches [3 inches extended]. Crawling infantry units are not considered to be moving, for purposes of opportunity fire and observation.

Vehicles: normally use their cross-country movement rate. They may use their paved and unpaved rates to move along roads, depending upon the road's condition. For a vehicle to use its road movement rate, it must begin its move within one-quarter of its cross country movement rate from the road, and must remain on the road for the rest of its movement that round. Essentially, this forces combat formations to commit to forming some kind of travel column to effectively use roads.

Towed artillery: normally moved by transport. There are four exceptions:

1. Anti-tank gun units 45mm in size or less (except the British 2pdr) may be hand pushed up to 3 inches by the crew. Others may be pushed 1". This movement will trigger opportunity fire.
2. Mortars under 120mm may be hand-carried at the infantry movement rate.
3. All towed artillery may pivot in place up to 180 degrees.
4. Towed guns attached as assets to a combat unit simply move with that unit.

Artillery moved under methods 2 and 4 may not fire after having moved in a given round. They may fire and then move, however.

How Terrain Affects Movement

To reflect the historical dilemma faced by commanders, the effect of terrain upon a unit's movement is not preset, but variable. When a combat unit entered terrain such as woods, a commander would have no firm idea exactly how long it would take to move through. The troops could find some easy trails and clearings, or they could get mired in unexpectedly flooded low lands. If several units entered a woods at the same time, a commander would have no guarantee that they would emerge from it at the same time on the other side. Historically, heavy terrain made command and control very difficult, since larger formations tended to break up.

Terrain Movement Cost Procedure

Whenever a unit enters or crosses any of the terrain types listed below, the owning player must roll 1D10 for the unit

and consult the Movement Cost chart (Table 3.1). Cross reference the modified die roll with the unit type. The result is the cost to move 1 inch in that terrain. For example, an infantry unit moves into an area of dense woods. The player rolls a five on the D10, modified for dense woods gives him a seven. Table 3.1 reveals that the unit's movement cost is "x 2". This means that for every inch the unit moves, it uses 2 inches of its total movement rate.

3.1. MOVEMENT COST

Roll	Foot	Vehicle	Linear Obstacle	Modifiers
3 or less	x 1	x 2	No Cost	+2 Dense woods or jungle
4-6	x 1.5	x 3	1/4	+3 Wheeled vehicle in any terrain but steep hill, bridge or ford
7-9	x 2	x 4	1/2	
10+	x 3	STOP	3/4	+2 Marsh

The die roll modifiers are cumulative. For example, wheeled vehicles moving through dense woods add five to the roll (dense woods +2, and wheeled in any terrain but steep hill +3).

For crossing linear obstacles such as walls, gullies, and embankments, the Movement Cost chart specifies what proportion of the unit's movement is lost crossing the obstacle. A unit with a 12 inch movement rate that gets a "1/4" result would have to pay 3 inches (one-quarter of its overall movement) to cross the obstacle. If the unit does not have sufficient movement remaining, it may not cross the obstacle this turn.

Each time a unit conducts a move action in terrain that requires a roll on Table 3.1, the player must roll for the effects of terrain anew, even if the unit is moving through terrain that it had previously crossed, or is still currently in. Units must roll to determine terrain effect separately, even if they are moving as part of the same action.

Terrain Which Impedes Movement

Woods, marsh, and rough terrain require a movement cost die roll.

These terrains may have tracks or paths running through them. Tracks or paths lower the terrain effect by one level. For instance, "Stop" becomes x 4; x 4 becomes x 3; x 1.5 becomes x1; and so on. Tracks may only be taken advantage of if the scenario designates that one side (or both) has