

FIRE DIE:

INFANTRY FIRE DIE: Each non-fragmented formation will roll the appropriate FIRE DIE based on their respective Morale. Remember to Drop to the Suppressed FIRE Die for unit being Suppressed. Add any modifiers as appropriate.

	Formed/Suppressed	
Hardened	d12	d10
Elite	d12	d8
Veteran	d10	d8
Regulars	d10	d6
Reservists	d8	d6
Recruits	d8	d4
Militia	d6	d4
Partizans	d6	No fire if suppressed

INFANTRY FIRE DIE MODIFIERS:

+1 per attached MMG/HMG/Mortar/Support Inf Co./AT Co. vs infantry/IG Co. 45mm or less/AFV with 40mm gun or less Co./Flank Target

+2 per attached AFV with 41mm or greater/ Flamethrower/AT Co. vs AFV formation/IG 46mm or greater Co./HMG at Short Range

-1 Target Moved/having moved

-2 for Target Entrenched/Target is any AFV formation

AFV/AT FORMATION FIRE DIE: Each non-fragmented AFV formation will roll the appropriate FIRE DIE based on their respective Caliber. Remember to Drop to the Suppressed FIRE Die for unit being Suppressed. Add any modifiers as appropriate.

	Formed/Suppressed	
AFV Fire MMG/20mm or less	d4	
AFV Fire 50mm or less	d6	d4
AFV Fire 76mm or less	d8	d6
AFV Fire 105mm or less	d10	d8
AFV Fire 160mm or less Shift	d12	d10

AFV/AT FIRE DICE MODIFIERS:

-1 for having moved/being surprised/shooting blind fire/target moving

-2 for Target Entrenched

+1 per attached MMG/HMG/Mortar/Support Inf Co./AT vs infantry/IG 45mm or less/AFV with 40mm gun or less Co./Flank AFV Target/Target in Short Range

+2 per attached AFV with 41mm or greater/ Flamethrower/AT vs Tanks/IG 46mm or greater Co./Rear AFV Target/Target in Transit Column

AFV/AT QUALITY FIRE DIE MODIFIERS:

-1 for Recruits or less/Inferior Weapon

+1 for Regular or Veteran Crews/for being SS/ Superior Weapon

+2 for Elite or Hardened Crews

COVER DIE:

All targets of enemy FIRE DICE will roll a COVER DIE to represent the defensive nature of the terrain or position if any:

Infantry/Indirect COVER DIE:	AFV/AT Weapon COVER DIE
Open	d4
light Cover	d6
Medium Cover	d8
Heavy Cover	d10
Super Heavy Cover	d12

Modified FIRE DIE is:

Below or Equal COVER DIE roll: No Effect

Greater than COVER DIE: Target receives 1 Disorder Marker

Double COVER DIE: Target receives 2 Disorder Markers

Triple COVER DIE: Target receives 3 Disorder Markers

COVER DIE SHIFTS:(i.e. up from light to Medium AFV)

Indirect Artillery 75mm or less Shift up 3 COVER DIE VS AFV

Indirect Artillery 149mm or less Shift up 2 COVER DIE VS AFV

Indirect Artillery 220mm or less Shift up 1 COVER DIE VS AFV

Indirect Artillery 221mm or Greater—no change

Indirect Artillery 320mm or Greater Shift down 1 COVER DIE VS AFV

COVER DIE SHIFTS:(i.e. up from light to Medium AFV)

Dive Bombers—No Change vs.AFV

Light Bombers—Shift up 3 COVER DIE VS AFV

Medium Bombers Shift up 2 COVER DIE VS AFV

Heavy Bombers Shift up 1 COVER DIE VS AFV

Super Heavy Bombers—no change

Ballistic Missile (i.e. V2) Shift down 1 COVER DIE VS AFV

AFV & AT DIRECT FIRE RANGES

Caliber	Short	Long
20mm-40mm	12	18
41mm-60mm	18	35
61mm-80mm	24	42
81mm-100mm	32	62
101mm-125mm	38	72
126mm-150mm	44	82
Bazooka Panzerschrek	2	3

SMALL ARMS/MG/ATR RANGES

Anti-Tank Rifle	2 Inches
Short	6 Inches
Long	12 Inches
AFV Co-Ax Close Support	2 Inches
Flame Thrower	2 Inches

INDIRECT FIRE RANGES & FACTORS

40mm-60mm	60 inches
61mm-90mm	90 inches
91mm-110mm	120 inch.
111mm-155mm	160 Inch.
156mm-210mm	200 Inch.
211mm-340mm	290 Inch.
341mm+	360 Inch.

DISENGAGE FROM FIRE FIGHT MUST ROLL D10 FACTOR OR LESS TO DISENGAGE BASE: 5

+2 to Base for Elite
-2 to base for Militia or lower morale
+3 to Base for Hardened

INDIRECT ACCURACY D6

On Target	1-2
D6 right	3
D6 left	4
D6 Closer	5
D6 Farther	6

TACTICAL MOVEMENT FACTORS

Wheeled Vehicles move 10 inches	Tracked Vehicles 9 inches	Cavalry units in Line move 10 inches
Infantry units move 4 inches	Light Tracked Vehicles add 2 inches	Cavalry units in column 18 inches
Infantry units at the Double Quick 7 inches	Heavy Tracked Vehicle deduct 3 inches	Cavalry units additional Charge distance 4
Road Bonus Add 4 inches	Super Heavy Tracked Vehicle deduct 6	Horse drawn wagons move 5 inches
Partisan units add 2 inches	AT/INF Guns pro-long 2 inches	

TERRAIN MODIFIERS TO TACTICAL MOVEMENT

Hill each level -1 1/2 inches	Marsh, Mud -2*
Wall, hedge, fence, works -2*	Steep hill one level -4 inches
Gully or Stream -2*	River -4*
Large River i.e. Dnieper. Must use bridge or pontoon bridge	Woods: light -1, medium -2*, heavy -3*
Light built up area i.e. farm -2	Medium built up area i.e. village -3
Sand Except camels, Snow Bank -3 *	Heavy built up area i.e. town -5
Scrub, brush -1	Breached City Wall/Rubble - 4*

*Roll d4 Terrain Caused Disorder markers for Tracked or Wheeled vehicle formations—
 Modifiers:
 +2 '44-'45 Japan
 +1 Italy +1 Japan
 +1 China
 +1 '44-'45 German
 +1 '39-'41 Russian

WIND DIRECTION & VELOCITY ROLL ONCE PER DAY SEGMENT FOR WIND EFFECTS

Roll d6 for Wind Velocity	Roll d10 for Direction
0-2 No Wind	1 North
3 Light Breeze	2 North-East
4 Light Wind	3 East
5 Medium Wind	4 South-East
6 Heavy Wind	5 South
	6 South West
Roll before the next Day Segment/adjust smoke as needed	7 West
	8 North West
	9-10 No Change
Modifiers Velocity only:	-2 for Summer -1 for Lt. Summer +1 for Fall



CO/KAMPFGRUPPE/Front/DIVISION LEADER RATING

Character Rating	Activation Roll
A Legendary	9
B Exceptional	8
C Inspirational	7
D Gallant	6
E Career	5
F Despicable	4
G Oppressive	3 (Add -1 to Morale Die)
H Unreliable	2 (Add -2 to Morale Die)

Activation Die Roll Modifiers:
 +1 Out of Supply/Rain, mud or snow, or Fog/Visibility Problems
 +2 Leader is unwilling, conquered/pressed into service

ADDITIONAL MODIFIERS TO MOVEMENT

SS +1 inch	Militia -1 inch
Elite +1 inch	Hardened +2 inches

SPOTTING TABLE D6

Spotter:	Spots on or less:
Infantry	1-4
Recce	1-3
AFV	1-2
Deployed Guns	1-4
<u>Modifiers to d6</u>	
Target Moved	-2
Target fired	-3
Unit Spotting moved	+1
Target Entrenched	+2
Target in Open	-2
Target in Cover	+1
Spotter is Veteran or higher	-1

BATTLEFIELD SEGMENT SIMULATOR

Early Morning 6am to 8am	Morning 8am to 10am	Late Morning 10am to 12 Noon	Midday 12 Noon to 2pm	Afternoon 2pm to 4pm	Evening 4pm to 6pm	Dusk 6pm to 8pm	Night 8pm to 12am and night
An A, B, or C commander may force battle to start by rolling 4,5,6 on d6 Fog and Visibility rules are in effect.	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator Visibility rules are in effect.	Conduct the number of turns as dictated by the modified die rolls from the Segment Simulator Night rules are in effect. Withdrawal loses any captured equipment.
<p>Night Segment Midnight to 6am 1 turn Only—radar equipped/Night aircraft are allowed to fly combat missions. Any forces whose command failed their Intrinsic Command Roll must be removed unless surrounded. All movement outside of 6 inches visibility will use double movement.</p>							

BATTLEFIELD SEGMENT SIMULATOR CHART & MODIFIERS

Die Roll to determine number of turns per Day Segment: d6	CO Leader values; Average them to come up with modifier to Die Roll. Person with Initiative rolls.	Other Modifiers to the Die Roll:
7+ or more after modified d6 = 4 turns	"A" CO = +4	+1 Air Superiority
5 to 6 on a modified d6 = 3 turns	"B" CO = +3	-1 for Rain, Sand, Mud
3 to 4 on modified d6 = 2 turns	"C" CO = +2	-2 for Snow, Fog, Ice, Marsh
0 to 2 on modified d6 = 1 turn	"D" CO = +1	-1 out of Supply
-1 or less after modified d6	"E" CO = 0	-1 for second or successive day battle/ +1 for arriving the day before
= 0 turns./ roll next Day segment	"F" CO -1 "G" CO -2 "H" CO -3	-1 for 60% or more of the Force Reservists or worse morale

INITIATIVE MODIFIERS GROUP/DIVISION LED BY:

Legendary "A"	+3/-3
Exceptional "B"	+2/-2
Inspirational "C"	+1/-1
Gallant "D"	0
Career "E"	0
Despicable "F"	-1
Oppressive "G"	-2
Unreliable "H"	-3



SEQUENCE OF PLAY

<p>Begin Day Segment</p> <p>Roll for number of turns per Day Segment modified by Force Group's Command Rating</p>
<p>Check Initiative</p>
<p>Begin Tactical Turns</p>
<p>Logistics phase-Simultaneous</p> <p>Air Support/Bombardment Phase-Simultaneous.</p> <p>Movement Phase-Initiative Player rolls DD and moves first -Conduct Overruns</p> <p>Fire Phase-Initiative player fires first</p>
<p>Close Combat</p> <p>Morale-Check morale for effects of routed units.</p> <p>End of first Tactical Round</p>
<p><u>Continue Tactical Turns until completed a Full Day Segment. Then begin New Day Segment.</u></p>

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FIELDWORKS SUCCESS TABLE

Roll d6 per unit attempting	Officers unable to organize work parties for fear of enemy, proper orders, Regimental officers disagree with strategy.	Officers lead task/2 Day segments for completion	NCO's lead task/1 Day segment for completion
Die Roll	1-4	5	6
Modifiers:	-2 Division Leader is A-D	+1 Leader is F-H +1 if Russian	

CLOSE ASSAULT TABLE

COMBATANT	Hardened	Elite	Veteran	Regular	Reservist	Recruit	Militia	Partisans	Panic
Hardened	D	D	C	C	B	B	A	A	A
Elite	E	D	D	C	C	B	A	A	A
Veteran	E	D	D	C	C	B	B	A	A
Regular	E	E	D	D	C	C	B	B	A
Reservist	F	F	E	E	D	D	C	B	B
Recruit	G	F	F	E	D	D	C	B	B
Militia	G	G	F	E	E	D	D	C	C
Partisans	G	G	F	F	E	E	D	D	C

MORALE RESULTS TABLE:

Hardened	D12	Panic Recovery: 4
Elite	D12	Panic Recovery: 4
Veteran	D10	Panic Recovery: 3
Regulars	D10	Panic Recovery: 3
Reservists	D8	Panic Recovery: 2
Recruits	D8	Panic Recovery: 2
Militia	D6	Panic Recovery: 1
Partisans	D6	Panic Recovery: 0

Panic Recovery—Number of times a formation may Panic before forced to retire/Place Red Marker for each Panic failure.

Morale Results Table:

4=Add One Disorder Marker

3=Add Two Disorder Markers

2=Fall back normal move facing enemy adding 3 Disorder Markers

1=Panic/ Normal move +1d6 Foot/+1d10 AFV/Cavalry facing away from the enemy adding 4 Disorder Markers

Morale Modifiers:

- +1 Each Decorated Leader
- +1 seeing ea. enemy formation Panic or falling back within 20 inches up to +3
- +1 Formation in Cover
- +2 Formation in Entrenchments
- -1 Each Disorder Marker/Under Artillery Fire/Partisans
- +3 SS
- +3 Fanatics/Hardened

Disruption Recovery: Removed During Movement phase

- Each non-movement turn remove one Disorder marker
- Remove one Disorder Markers per Decision Die Auto-Rally allocated
- Remove one Disorder marker for each Decorated leader with the formation
- Remove one Disorder marker for formation being Regular or Veteran
- Remove two Disorder markers for formation being Elite or Hardened
- Remove two Disorder markers for having Divisional HQ Company attached



CLOSE ASSAULT RESULTS TABLE:

A	7 Disorder Marker
B	6 Disorder Marker
C	5 Disorder Marker
D	4 Disorder Marker
E	3 Disorder Marker
F	2 Disorder Marker
G	1 Disorder Marker

Close Assault Intensity Shift Modifiers:

(All shifts will be to the left of the initial Column and are cumulative) Column Shifts:

Facing any AFV	1 Column
Suppressed	1 Column
Fragmented	2 Columns
Out of Supply	1 Column
Facing Fanatics	1 Column
Facing MMG/HMG	1 Column
Facing Flamethrower	1 Column
Facing 2 or more units	1 Column
Fighting in Light/Medium cover	1 Column
Fighting in Heavy cover	2 Columns
Fighting in Super Heavy cover	3 Columns

Leadership Roll: 1d6

Players Dice off with loser getting 1 Column shift

Modifiers:

- +1 per decorated leader with fighting unit
- 1 Russia 36-42/Italy 44-45/Vichy France
- +1 Germany/Britain/US 43-45
- +2 Japan

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Decision Dice d6	Yellow	Blue	Red	White	Black	Results
Command Color	1	-1	-4	-5	-6	Panic-Freeze for 2 Turns in cover, otherwise fall back for 2 turns—full move
Complete each Force Command one at a time	2	0	-3	-4	-5	Freeze for 1 Turn-All Units Morale test if within 20 inches of known enemy
Modifiers for Decision Die Roll: Force Group Size: 7-8 -1 5-6 -2 3-4 -3 1-2 -4 Add # of Attached Leaders with modifying formation as a + to DD die	3	1	-2	-3	-4	Move 1 Unit
	4	2	-1	-2	-3	Move 1 Unit
	5	3	0	-1	-2	Move 2 Units
	6	4	1	0	-1	Move 3 Units
	7	5	2	1	0	Move 3 Units/Auto Rally 1
	8	6	3	2	1	Move 4 Units/Auto Rally 2
	9	7	4	3	2	Move 5 Units/Auto Rally 3
	10	8	5	4	3	Move 6 Units/Auto Rally 4
	11	9	6	5	4	Move 7 Units/Auto Rally 5
	12	10	7	6	5	Move 8 Units/Auto Rally 6 1 Formation Free Move
	13	11	8	7	6	Move 9 Units/Auto Rally 7 2 Formations Free Move
	14	12	9	8	7	Move 9 Units/Auto Rally 8 3 Formations Free Move

AIR FIRE DIE

AIR FIRE DIE—Each Firing Squadron will roll the appropriate FIRE DIE based on their respective Morale. Add any modifiers as appropriate.

Pilot Morale BASE

Hardened d12

Elite d10

Veteran d10

Regulars d8

Reservists d8

Recruits d6

Militia d6

Modifiers to AIR FIRE DIE

-1 Italy 1940-1942

-1 Japan 36-42

-1 American 42-43

-1 Russia 39-42

-2 China

-1 Non-Frontline Fighters

-1 Inferior Class

+1 Superior Class

-1 vs bombers

-2 vs H. Bombers

-3 vs Super H. Bombers

-5 vs jets

Pilot Skill Initiative Table Roll 1d6

High roll wins:

Modifiers to d6:

+1 Japan Army 37-41

-1 Japan 1944

-2 Japan 1945

+1 Japan Navy 39-42

+1 Germany 38-40

-1 Germany 1945

+1 Italy 37-40

-1 Russia 39-41

-1 USA 1942

+1 USA 1944-1945

-1 Poland '39

-2 China

+2 AVG

+1 Finland 38-40

+1 Britain 41-45

+1 Commonwealth

AIR COMBAT MORALE MODIFIERS

Hardened D12 +3

Elite D12

Veteran D10 +2

Regulars D10

Reservists D8 +1

Recruits D8

Militia D6

Morale Results Table:

4=Add One AIR DAMAGE Marker

3=Add Two AIR DAMAGE Markers

2=Add Three AIR DAMAGE Markers

1=Disengage/Abort and return to base adding Four AIR DAMAGE Markers

Morale Modifiers:

- +1 Each Decorated Pilot
- 1 Each round of Dogfighting after the first
- +2 Formation in Entrenchments
- 1 Each AIR DAMAGE Marker/Anti-Aircraft Fire/No other friendly squadron
- +3 Fanatics
- 1 Squadron testing to commence bombing run while under AA fire

AIR TARGET DIE TABLE

D6—Slow

D8—Normal

D10—Fast

D12—Jet

AIR DAMAGE MARKERS

(ADM)

FIRE DIE over AIR TARGET

DIE = 1 ADM

FIRE DIE double AIR TARGET

DIE = 2 ADM

FIRE DIE triple AIR TARGET

DIE = 3 ADM

AIR COMBAT TABLES & DECISION DIE CHART



THEATRE BATTLEFIELD TERRAIN GENERATOR ROLL D6

Western Front	Eastern Front	North Africa/Middle East	Asia	Pacific Islands	Sub-Saharan Africa	North America	South America	Italian/Iberian front
Cold Hills 2xd6	Cold & Wet Hills 1xd6	Dry Hills 1xd6	Warm & Wet Hills 3xd6	Warm & Wet Hills 1xd6	Warm Hills 2xd6	Cold & Wet Hills 2xd6	Warm & Wet Hills 1xd6	Warm Hills 4xd6
Woods 3xd6	Woods 1xd6	Woods 1xd6	Woods 3xd6	Woods 4xd6	Woods 3xd6	Woods 3xd6	Woods 4xd6	Woods 2xd6
River/stream 2xd6	River/stream 1xd6	River/stream 1xd6	River/stream 2xd6	River/stream 2xd6	River/stream 2xd6	River/stream 1xd6	River/stream 2xd6	River/stream 1xd6
Gully 1xd6	Gully 2xd6	Gully 2xd6	Gully 3xd6	Gully 3xd6	Gully 2xd6	Gully 2xd6	Gully 3xd6	Gully 3xd6
Brush 2xd6	Brush 2xd6	Brush 3xd6	Brush 3xd6	Brush 4xd6	Brush 5xd6	Brush 2xd6	Brush 3xd6	Brush 2xd6
Village/Town 3xd6	Village/Town 1xd6	Village/Town 1xd6	Village/Town 1xd6	Village/Town 1xd6	Village/Town 1xd6	Village/Town 3xd6	Village/Town 1xd6	Village/Town 3xd6

TERRAIN FEATURES CHART ROLL 1D6

Woods	River	Gully	Brush	Village/Town	Hills
1-3 Light	1-3 Stream Fordable	1-3 Broken Ground	1-2 Brush	1-3 Farm/light cover Roll d6 for # of 6 inch walls	1-3 Rolling Hill
4 Medium	4 Minor River/1 ford placed by enemy.	4 Gully	3-4 Tall 5 ft. Brush/Hedgerow	4 Village/medium cover	4 Two Level Hill
5 Heavy	5 Major River/1 bridge placed by enemy.	5 Large depression	5 Heavy growth/Vineyard	5 Town/Heavy cover/d6 for # on sections	5 Two level hill with impassible side as cliff
6 Woods/Unknown	6 Shore/Beach/edge of river	6 Cliff/Chasm	6 Jungle/Unknown	6 City/Super heavy cover roll again for # of sections	6 Steep hill

FORCE AVAILABILITY CHART ROLL 1D10

1-3	Each Force Group entering the battle
4-5	Deployed at least 30 inches from all known enemy
6-7	Can start rolling on Arrival chart on 1st Day Segment
8-9	Can start rolling on Arrival chart on 2nd Day Segment
0	CinC receives message from force that they will be late. Roll on Arrival Chart after 3rd day segment. CinC has received word that force has been delayed and will not arrive at all. Reroll if there is a second day.

Modifiers:

Force Led by A -2, B -1
 Ground is mostly Woods +1
 Ground is mostly Swamp, Mountain +2
 Ground is mostly Clear -1
 Rain +1, Mud +2, Snow +3
 Home nation -1
 Force Led by F +1, G, +2, H +3
 Out of Supply +2
 Force all Mechanized -2 /Motorized -1

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DEPLOYMENT CHART 1D6

All troops march on in Transit column formation

1-4	Enter Central Deployment Zone
5	Enter on Left deployment zone
6	Enter on right deployment zone
7+	Enter on either flank of the enemy zone. Re-Roll 1-3 right 4 -6 left.
+1 All Mechanized +1 for Air Superiority +1 Home Nation +1 A-C leader -2 E-H leader +2 Advance vs. Move order	

ARRIVAL CHART

Force Led by:	A 40%
General Type	B 35%
	C 30%
	D 25%
	E 20%
	F 15%
	G 10%
	H 5%
Add 5% for each Day segment since first attempt	Roll at or below to arrive on the field