

# DEATH OF EMPIRES STANDARD RULES

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# 1.0 INTRODUCTION

This rules booklet contains the Standard Rules (3rd Edition) used for all games in the Death of Empires series. These Rules provide the foundation for all the games of the series. The Exclusive Rules included with each title modify the Standard Rules to accommodate the unique aspects of the campaign being modelled. The rules are generally presented in the sequence the game turn follows, after some key initial concepts have been presented.

Underlining emphasizes the importance of a set of rules. *Examples and Notes are printed in Italics.*

## 1.1 General Rules

This game involves a great deal of limited intelligence, the use of inverted counters, and so on. Players should exercise special care to adhere to rules that their opponents will not be in a position to enforce due to lack of knowledge (e.g., overstacks that may occur in a hex containing units hidden from your opponent). When players are conscientious, these rules can provide a detailed working model of the historical campaigns. When players are not conscientious, trust and enjoyment can erode, and the pace of the game will decrease.

## 1.2 Important Concepts

The use of Formations and off-map Command Counters are important design concepts which players may find unfamiliar. As will be explained below in greater detail, the term "Formation" is used to describe a unit or set of units which share a common attachment. (see 3.1) A unit is always part of several formations at different levels of attachment.

# 2.0 GAME EQUIPMENT

## 2.1 The Playing Pieces

The sheets of die cut counters represent the units that took part in the campaign being modelled. These pieces can be divided into three broad categories: Troop Units, Command Counters, and Markers.

• **Troop Units:** Troop units are the playing pieces that make up the formations of the opposing armies in a campaign. Most playing pieces fall into this category. Printed on the front side of a counter is information indicating the Primary Formation the unit belongs to, its class, its type within its class, strength, mobility rating, machine gun rating, barrage strength and other important game information. With few exceptions, the back side of a counter indicates the nationality of the unit and which direction it is facing.

• **Command Counters:** There is a Command Counter for each Primary Formation. These

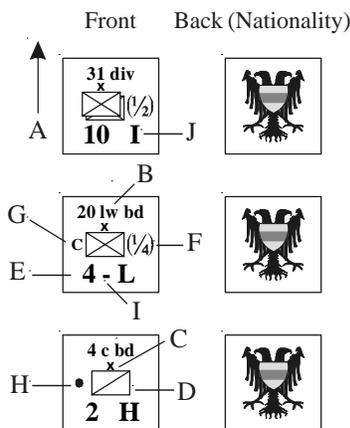
pieces do not represent troop units but are used to establish the Chain of Command for each Primary Formation, and are operated on the Command Tracks. They represent logistical troops and any leaders commanding the formation not represented by a separate leader counter. The only time a Command Counter is not placed on a Command Track is when a Primary Formation is isolated; the Command Counters of isolated Primary Formations are flipped to their isolated side and placed on the map. (see 7.23.C)

• **Markers:** Markers are used to indicate important bits of information and provide reminders to players about special conditions. Each marker is described in detail in the relevant portion of the rules.

## 2.2 Troop Units

Troop units represent organized groups of frontline soldiers that operate on the map or are placed in Headquarters Holding Boxes (HQHB) on a chart. Troop units are divided into six classes: Combat Class, Artillery Class, Headquarters Class, Supply Class, Fortress Class, and Air Class. These classes of troop units are explained below.

**2.21 Combat Class Units:** Combat Class units represent the front line units that do most of the fighting and dying. They are the most numerous class of troop units. They are made up primarily of foot soldiers or cavalry. Engineer and Armored units, when present, also fall into this class. Most Combat Class units are brigade or regiment-sized.



**A. Unit Facing:** All Combat Class units have a specific facing. Facing is the orientation of a unit's counter in the hex it occupies. The three hexsides adjacent to the top of the counter are the unit's front facing, the three hexsides adjacent to the bottom of the counter are the unit's flanks and rear. (see 3.2)

**B. Primary Formation Identifier:** Printed at the top of the counter is the unit's Primary Formation Identifier which designates the unit's attachment to a Primary Formation.

This number or designation is used to identify the unit and its relationship in the Chain of Command. Units whose Primary Formation is an Army have their Primary Formation identifier spelled out in italicized uppercase letters. Units whose Primary Formation is a Corps have their Primary Formation identifier written in Roman numerals and uppercase letters. Units whose Primary Formation is a division, brigade, regiment or battalion have their Primary Formation identifier written in Arabic numerals and mainly lowercase letters; at the end of the identifier is the abbreviation "div" for division, "bd" for brigade, "rgt" for regiment or "bn" for battalion.

**C. Unit Size Indicator:** Printed beneath the Primary Formation Identifier, on top of the Unit Type Symbol, is a symbol denoting the unit's size. A unit's size is one of the following:

- Supreme – XXXXXX Supreme HQ
- Level 1 – XXXXX Front/Army Group
- Level 2 – XXXX Army/Army Detach.
- Level 3 – XXX Corps
- Level 4 – XX Division
- Level 5 – X Brigade or Group
- Level 6 – III Regiment or Wing
- Level 7 – II Battalion or Squadron
- Level 8 – I Company or Battery

Brackets [ ] around any of the above indicate that the unit's size was historically one level smaller or that the unit is made up of a group of units one or more levels smaller.

*Example: A [II] might have been referred to historically as a company or battery, or it might have actually been several independent companies or batteries.*

**D. Unit Type Symbol:** This symbol, printed in the center of the unit, identifies what type of Combat Class unit the counter represents. These symbols are interpreted as follows:

- Infantry
- Mountain Infantry
- Naval Infantry
- Marine Infantry
- Machine Guns
- Cavalry
- Cossacks
- Combat Engineers
- Armored

*NOTE: In some games there may be other types of combat class units. These would be composed of a single dominate weapon system such as tanks, armored cars or bicycle mounted infantry. These will have a picture or drawing of that weapon system in place of a unit type symbol.*

A double unit type symbol (one superimposed on the other) indicates the unit is comprised of two identical sub-units; a triple unit type symbol indicates the unit is comprised of three identical sub-units. Beneath the unit type symbol may be a mobility indicator. The presence of two small wheels beneath the unit type symbol indicates the unit is a wheeled unit. If the wheels are shaded the unit is motorized (i.e., infantry would become motorized infantry if the infantry symbol had two small shaded wheels beneath).

**E. Strength Points (SP):** Printed in the lower left corner is a number representing the unit's Strength Points (SP). SPs represent the basic combat power of the unit, its ability to project fire against the enemy. Each SP represents a number of troops and equipment, depending upon the type of unit. (See the Exclusive Rules for a description of what each SP represents) As SPs are lost in combat the fighting ability of the unit will decline, so SP Loss Markers are placed beneath a unit to indicate its reduced strength. If the printed SP value is enclosed by parentheses, the unit may not attack other units and uses its SP value only when defending.

**F. Machine Gun Factor (MGF):** Some Combat Class units have a number indicating the unit's Machine Gun Factor. The MGF (which is often fractional) is found mainly on infantry units. The MGF is multiplied by the current SP of a unit and added to its SP to determine its combat strength. If enclosed by parentheses, the MGF may only be used when defending.

**G. Organic Combat Unit Indicator:** Combat Class units may have an OCU indicator printed on them symbolizing the presence of less than one SP of organic cavalry (C). This indicator is printed to the left of the Unit Type Symbol.

**H. Battery Indicator:** Some Combat Class units have a "dot" symbol indicating the unit has an attached artillery battery. The Battery Indicator is located to the left of the unit type symbol. If present, one SP is added to the unit's strength in Fire combat.

**I. Cadre Indicator:** This indicator takes the form of either a "+" or "-". Units without any sort of Cadre Indicator are automatically assumed to have one Cadre Point. A "-" symbol means a unit does not have a Cadre Point (CP) when eliminated. A "+" symbol means the unit forms a double strength CP when eliminated. The number of Cadre Points a unit has is dependent upon the number of unit symbols present on the counter. Multiply the cadre strength by the number of unit symbols to determine the total cadre strength.

*EXAMPLE: A double unit type without a cadre indicator, signifying one cadre point,*

*would have a total of two cadre strength points.*

**J. Mobility Rating Types (MR):** Printed in the lower right corner of the unit counter is a letter indicating a unit's Mobility Rating. Note that this is not the same as a movement allowance found in many other wargames. MRs are used to determine how easily a unit may traverse a hex on the map. MRs are given below:

**L** Leg rating. Poorly trained soldiers moving on foot.

**I** Infantry rating. Well trained soldiers moving on foot.

**D** Draft rating. Horse drawn equipment that is heavy, poorly trained, or pulled by mediocre horses.

**H** Horse rating. Poorly trained soldiers mounted on horses, or well trained horse drawn equipment. Includes Bicycle troops.

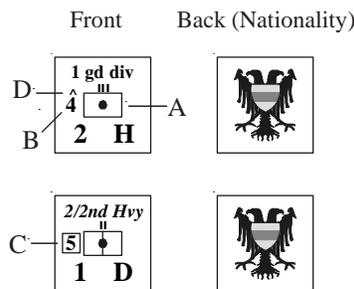
**C** Cavalry rating. Well trained troops mounted on good horses.

**M** Motorized rating. Troops carried by trucks, automobiles or armored cars.

**T** Tracked rating. Troops carried by tanks, half-tracks or tracked prime movers.

**R** Railroad rating. Equipment carried exclusively by railroad.

**2.22 Artillery Class Units:** Artillery Class units are troop units made up of guns and howitzers, weapons that do most of the killing in industrialized warfare. Non-heavy artillery units have a one hex range. Heavy artillery units have a range of two hexes for Barrage Attack. The information on artillery units is laid out the same way as Combat Class units, except where noted below.



**A. Unit Type Symbol:** This symbol, printed in the center of the unit, identifies what type of Artillery Class unit the counter represents. These symbols are interpreted as follows:

- Direct Fire Field Artillery
- Direct Fire Mountain Artillery
- Indirect Fire Field Artillery
- Indirect Fire Mountain Artillery
- Super Heavy Artillery
- Super Heavy Railroad Artillery

Beneath the unit type symbol may be a mobility indicator. The presence of two small shaded wheels beneath the unit type symbol indicates the unit is a motorized unit. The presence of one shaded wheel attached to a non-shaded wheel indicates the unit is towed.

**B. Barrage Factor (BF):** Artillery Class units have a number indicating the unit's Barrage Factor. The BF is located to the left of the unit type symbol. The BF is used to attack enemy units, either by barraging independently (Barrage Attack) or attacking in conjunction with Combat Class units (Fire Attack).

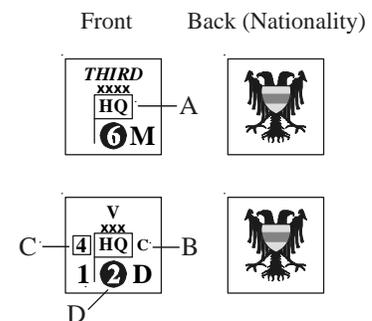
**C. Heavy Artillery Indicator:** Heavy artillery has a square drawn around the Barrage Factor.

- Heavy Artillery Indicator

**D. Bonus Indicator:** The BF of some artillery units may have a bonus point. The Bonus Indicator caret (^) is located just above the BF. Artillery Class units with a Bonus Indicator add one to their Barrage Value in any combat they participate in while expending an AP.

**2.23 Headquarters (HQ) Class Units:** Headquarters Class units are troop units that represent the HQ controlling Combat Class units, as well as the Organic Combat Units (OCU) they contain. All corps and army HQ units have two Cadre Points. All divisional HQ units have one Cadre Point.

The information on these units is laid out the same way as Combat Class units, except where noted below.



**A. Unit Type Symbol:** This symbol, printed in the center of the unit, identifies the unit as a HQ Class unit.

- Headquarters

The Unit Size Indicator printed above the unit type symbol (see 2.21.C) identifies the size of the formation controlled by that HQ. (For example, XXXX denotes an army HQ, XXX a corps HQ, etc.).

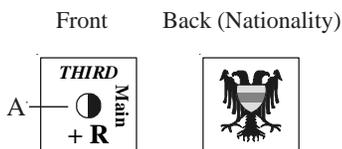
**B. Organic Combat Unit Indicator:** HQ Class units may have an OCU Indicator printed on them symbolizing the presence of less than one SP of organic cavalry (C). This indicator is printed to the right of the Unit Type Symbol.

**C. Barrage Factor (BF):** HQ Class units with a BF are considered to have an OCU of artillery, which is treated exactly like Artillery Class units, as described in Standard Rule 2.22. The strength of the organic artillery is equal to the SP printed in the lower left of the HQ unit counter. The Exclusive Rules will state whether this BF is direct or indirect artillery. If the BF has an indicator for heavy artillery, treat the SP of the HQ Class unit as Heavy Artillery.

**D. Command Control Radius (CCR):** Only HQ Class units have a CCR number. This is printed directly beneath the HQ symbol and enclosed by a circle to distinguish it. It is the number of hexes the HQ may project Command Control to its subordinate units.

**2.24 Supply Class Units:** Supply Class units are troop units that represent the supply trains and dumps that support Combat Class Units. Command Counters from isolated Primary Formations (on map) are considered Supply Class units. Supply Class units have two unique characteristics: 1) Supply Class units are composed solely of Cadre Points, and have no Strength Points and no facing, and 2) Supply Class units that have been eliminated are automatically returned to play during the friendly March Segment. Main Depots are returned in the impulse following their elimination. Army supply units and corps train units are returned one full game turn after elimination (i.e. a minimum of 7 days after elimination).

The information on Supply Class units is laid out the same way as Combat Class units, except where noted below.



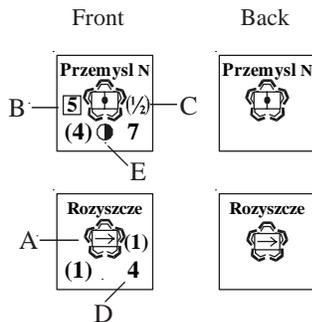
**A. Unit Type Symbol:** This symbol, printed in the center of the unit, specifically identifies what type of Supply Class unit the counter is. These symbols are interpreted as follows:

- Main Depot
- Army Supply Unit
- Corps Train

Beneath the unit type symbol may be a mobility indicator. The presence of two small wheels beneath the unit type symbol

indicates the unit is a wheeled unit. If the wheels are shaded the unit is motorized.

**2.25 Fortress Class Units:** Fortress Class units are troop units that represent individual forts or fortress complexes, well defended by artillery and machine guns. Unlike most troop units, Fortress Class units face equally in all directions, they have no “flanks” or “rear”. In general, the information on the counter is presented exactly like that of Combat Class units, except where noted below.



**A. Unit Type Symbol:** This symbol, printed in the center of the unit, identifies the unit as a Fortress Class unit.

**B. Barrage Factor (BF):** Fortress Class units have a BF printed to the left of their unit type symbol. This is treated as Indirect Artillery unless otherwise noted in the Exclusive Rules. Some Fortress Class units have a Heavy Artillery indicator (a box around the BF), indicating that they have Heavy Indirect Artillery.

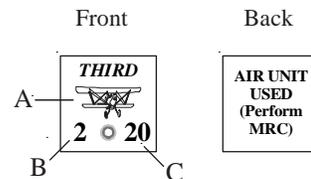
**C. Machine Gun Factor (MGF):** Some Fortress Class units have a number indicating the unit’s Machine Gun Factor. The MGF is found to the right of the unit symbol on the unit counter. The MGF indicates the proportion of the unit’s firepower that comes from the garrison (personnel weapons, machine guns, etc.), and provides a bonus in combat. On Fortress Class units the MGF is always enclosed by parentheses, indicating that it may only be used when defending.

**D. Caliber Factor (CF):** Only Fortress Class units have a CF rating. It is printed in the lower right corner of the unit counter. The CF symbolizes the defensive power of the Fortress Class unit to resist Barrage Attacks from enemy Artillery Class units. Generally, the higher the CF rating, the more resistant the fortress is.

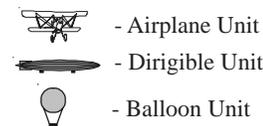
**E. Supply symbol:** Some Fortress Units have a Supply symbol printed below the fortification unit type symbol. This symbol identifies the fortress unit as a supply source. (see 13.25)

**2.26 Air Units:** Air units are troop units that represent the balloons, dirigibles and the aircraft able to perform reconnaissance and intervene

on the battlefield. Facing is irrelevant for Air units. Air units have their own unique counter layout as indicated below.



**A. Unit Type Symbol:** Printed in the center of the counter is a silhouette of the principal type of aircraft making up the unit. Examples are pictured below:



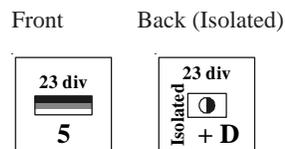
**B. Operations Rating:** Only Air units have an Operations Rating. This number is printed in the lower center of the Air unit and symbolizes the unit’s general effectiveness at performing air operations. The higher the rating, the more successful the air unit is likely to be.

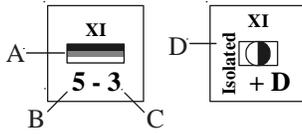
**C. Range:** Only Air units have a Range. This number is printed in the lower right hand corner of the Air unit. It indicates the maximum range of the unit in hexes within which it may conduct air operations.

## 2.3 Command Counters

Every Primary Formation (but not every unit) in the game has a corresponding Command Counter. A unique Primary Formation Identifier is printed at the top of every Command Counter. Command Counters play a dual role in the game. The Command Counters will usually be found on the Command Tracks printed on the Strategic and Army Charts, where they are used to establish the Chain of Command for each Primary Formation. Command Counters move up and down the tracks to represent the fluctuating Moral Level of their Primary Formations. The only time Command Counters are placed on the map is when the Primary Formation they represent becomes isolated. When placed on the map, Command Counters are flipped to their back sides to represent the location of the rear-area troops of the isolated formation. When a Primary Formation is no longer isolated, the Command Counter returns to its front side and is returned to its Command Track off-map.

**2.31 Formation Command Counters:** Below are examples of these units





**A. Flag or Symbol of the originating Country:** Printed in the center of the Command Counter is a Flag or Symbol of the country, region, or state from which the Primary Formation originates.

**B. Morale Level (ML):** Printed in the lower left corner of the Command Counter is the Primary Formation's base ML. The ML applies to all the units with the same Primary Formation Identifier as the Command Counter. (Exception: Strategic, Army and Corps Asset units – see 3.13.D) A Primary Formation's ML may fluctuate during the course of the game. The ML may even exceed the Primary Formation's base (i.e. printed) ML, but never by more than two.

**C. Attachment Limit:** All Corps-sized and some Division-sized Primary Formations have an Attachment Limit printed in the lower right corner of the Command Counter. This number represents the maximum number and size of formations that may be placed under the control of that Primary Formation. A player can recognize the size of a formation from its Primary Formation Identifier. (see 2.21.B) Each division-sized (div) primary formation counts as 1 (one) towards the total Attachment Limit permitted. Each brigade-sized (bd) primary formation counts one-half (½). Each regiment (rgt), battalion (bn), or smaller-sized primary formation counts zero (0) towards the total Attachment Limit permitted. If a formation does not have a formation size designation in its Primary Formation Identifier it counts zero (0) towards total Attachment Limit permitted.

*EXAMPLE: A Corps has the following formations attached: 35 r div, m e bd, m lw rgt and Thorn. The division (div) counts as 1, the brigade (bd) as ½; the regiment (rgt) and the formation with no size designation count as 0. The attachment total is 1½.*

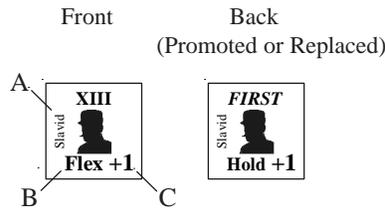
**D. Isolation Status:** Printed on the reverse of every Command Counter is an isolation status marker. When the Primary Formation is determined to be isolated, the Command Counter is removed from the Command Tracks and placed on the map, flip-side up. (see 7.23.C) Command Counters on-map have the characteristics of Supply Class units except they may join with other units to form a single formation. (see 2.24 & 3.13.E)

## 2.4 Leader Counters

Some formations (but not all) in the game have a related leader counter. These represent

exceptionally good or exceptionally bad leaders. Unexceptional leaders don't have a leader counter; they are assumed to be with the HQ unit of their formation and have no effect on play. The function of a leader counter is to modify the Mission Order (MO) Procedure. (Exception: Staff Officers – see 2.44) Each leader will have one of four MOs printed on the counter. Each leader counter has a unique Primary Formation Identifier printed at the top of the counter to identify his formation. If a leader commands an army-sized formation the leader counter is placed in the Commander Box on the corresponding Army Chart. Leaders of corps-sized formations are placed in the HQHB for the corps.

**2.41 Leader Counters:** Below are examples of these units.



**A. Leader Name and Profile:** In the center of every leader counter is the leader's name and his likeness.

**B. Mission Order (MO) Preference:** Printed in the lower left-hand corner of the leader counter is the leader's historical MO Preference. If the MO given from a superior leader is different from the leader's MO preference, the leader may execute the printed MO on his counter instead. This creates situations where leaders disobey their superiors, forcing their primary and attached formations to engage in Mission Orders contrary to a player's intentions. This is determined during the Mission Order procedure. (see 7.13)

**C. Mission Order Modifier:** In the lower right hand corner of the leader counter is printed that leader's MO Modifier. This number provides a die roll modifier whenever the leader attempts to execute his MO Preference (basically a representation of how independent he and his headquarters staff are).

**2.42 Staff Officers:** Some leader counters are Staff Officers. The specific function of each staff officer is found in the Exclusive Rules.

## 2.5 Markers

Various Markers are used throughout the game to indicate a particular unit's status, or other game functions. These are described throughout the rules.

## 2.6 Strategic Chart

The Strategic Chart represents the strategic assets of a nation in the game. The following

tracks are printed at the top of the chart: The Rail Points Track, which is used to record the number of Rail Points available for moving the units of a nation and the number of RR Engineer Points available for conducting RR Tasks; the Prisoner Point Track, used to record the total number of Prisoner Points held; and the Replacement Points Accumulated Track, used to record the total number of replacements (REP) available. The Mission Requirements Diagram on the chart indicates the hexsides on the map used for Mission Orders (MO) given through the MO Procedure. (see 7.13) Printed on the Strategic Chart are the Command Tracks used to denote Strategic Formations directly under the control of the Supreme Commander, and to indicate whether the formations are in turn attached to corps. Adjacent to the Command Tracks are Headquarters Holding Boxes (HQHB). The Supreme Commander has his Leader Box printed on the chart to the left of the Independent Strategic Formations track. The Exclusive Rules may indicate additional boxes found on the Strategic Chart. The various aspects of the Strategic Chart are explained in detail below.

*NOTE: A nation's Strategic Chart may be split in two and the information found on two charts. (See Exclusive Rules)*

**2.61 Rail Point (RP) Track:** This track records the number of RPs currently available to a nation. RPs do not accumulate from turn to turn. The RP Track is reduced to zero each Strategic Phase of a game turn, after which the current game turn's allowance of RPs is added to the track. Each RP allows one Brigade Equivalent (BE) to move one MP in Rail Mode. There are two markers for the RP Track: one marked Rail Points x1 and one marked Rail Points x10. These markers are moved along the track to represent individual RPs, and RPs in increments of one and ten, respectively.

*EXAMPLE: A nation has twenty-three RPs available. The x10 marker on 2 and the x1 marker on 3. If three BE moved 7 MP during an impulse this would total 21 RP used, and the Rail Point Track would be reduced by 21 RP (the x10 Marker would move from the 2 box to the 0 box and the x1 marker would move from the 3 box to the 2 box).*

The RP Track also records the number of RR Engineer Points currently available to a nation. RR Engineer Points do not accumulate from impulse to impulse. The RP Track is reduced to zero each Command Phase of an impulse, after which the current impulse's allowance of RR Engineer Points is added to the track.

**2.62 Prisoner Point (PP) Track:** This track records the number of PPs that a nation has accumulated. There are three markers placed on the PP Track: Prisoner Points x100, Prisoner Points x10, and the Prisoner Points x1. As PPs are accumulated by a nation these markers are moved up the PP Track to record the current

## GERMAN STRATEGY

Railroad Movement Rate: 24 double-track hexes or 12 single-track

Rail Points Track	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Prisoner Points Track	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Repl. Points Accumulated Track	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>

### Independent Strategic Formations (10)

Supreme Commander	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
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NOTE: Strategic Formation may not replenish APs. In addition Independent Strategic Formations may not expend APs. (3.15)

### Corps-sized Strategic Formations

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
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### Corps-sized Strategic Formations

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
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## 2.6 Strategic Chart

total of PPs. This is done at the instant that the PP is received as a result of combat. PP totals can affect initiative, the mission procedure, and victory conditions.

**2.63 Replacement Point (REP) Tracks:** These tracks record the number of REPs available to a nation. The number of REPs a nation receives per turn during a scenario is listed in the exclusive rules. Each Strategic Phase of a Game Turn the current allowance of REPs is added to the REP Track. REPs may accumulate from turn to turn. Each REP allows one Strength Point to be replaced in a unit that is in Replacement Mode. (see 9.12) There are three possible markers for each kind of REP available to a particular nation on the REP Track: Replacement Points x1, Replacement Points x10 and Replacement Points x100. These markers are moved along the track to represent individual REPs, REPs in increments of ten and REPs in increments of one hundred, respectively. The exclusive rules indicate the types of REP available to each nation.

*EXAMPLE: A nation has twenty-three REPs available; the x10 marker is placed on 2 and the x1 marker on 3.*

**2.64 Command Tracks:** The Command Tracks have Command Counters placed upon them to record the attachment of Primary Formations and their current Morale Levels (ML). Whichever numbered ML Box a Command Counter occupies on the Command Track indicates the current ML for all the units of its Primary Formation (i.e. all those units with the same Primary Formation Identifier as the Command Counter).

Note that there are two kinds of Command Tracks, one for Independent Strategic Formations and several others for Corps-sized Strategic Formations. Any non-Corps Command Counter may be placed on the Independent Strategic Formation's Command Track. Any Corps Command Counter can only be placed on one of the Corps-sized Strategic Formation Command Tracks. In either case, Command Counters placed on the Strategic Chart represent Strategic Formations. Primary Formations with their Command Counters anywhere on the Strategic Chart are considered "Strategic Formations". (Strategic Formations are described in Standard Rule 3.15)

There is a limit to the number of Independent Formations that may be placed upon a Independent Formations track. This limit is found printed in parenthesis on each chart. The number of corps that may be placed on a strategic chart is limited by the number of corps tracks on the chart.

**2.65 Ammo Boxes:** Each Corps-sized Command Track has an Ammo Box printed to the left of the track. Each time an Artillery Class unit attached to a corps-sized formation uses its BF in combat, an Ammo Point (AP) marker

is placed in the AP Box adjacent to the Corps Command Track. The AP marker records the number of APs remaining to the corps-sized formation. The number of AP a corps-sized formation begins with is specified in the Exclusive Rules.

*NOTE: Independent Strategic Formations may not expend APs.*

**2.66 Headquarters Holding Boxes (HQHB):** Headquarters Holding Boxes are printed on the Strategic Chart. There are three types of HQHB on the chart: Division HQHB, Corps HQHB and Supreme HQHB.

• **Divisional HQ Holding Box:** There is one Divisional HQ Holding Box on the Strategic Chart. This box is for division-sized formations with Command Counters on the Strategic Chart. Whenever a unit is stacked with the HQ unit of its division-sized formation the player may remove the unit from the hex on the map containing its HQ unit and place it in the Divisional HQ Holding Box on the Strategic Chart. On the Strategic Chart there may be more than one division-sized formation with a HQ unit; if that is the case, place each unit from the same division-sized formation in a separate area on the Divisional HQ Holding Box.

• **Corps HQ Holding Boxes:** Whenever a unit attached to a corps-sized strategic formation is stacked with the HQ unit of that corps-sized strategic formation, the player may remove the unit from the hex on the map containing the Corps HQ unit and place it in the HQHB adjacent to the Corps' Command Track. All units stacked in a HQHB are considered to be one formation for purposes of stacking and combat. A player can keep track of which units may occupy a HQHB by examining the Command Tracks adjacent to that HQHB. Only units with the same Primary Formation Identifiers as the Command Counters found on the Corps Command Track may be stacked in the corps' HQHB. (Exception: Strategic, Army and Corps Asset units)

*EXAMPLE: The IV Corps Command Counter is on a Corps Command Track with the Command Counters from the 7th and 8th divisions. The HQHB adjacent to this Corps Command Track could contain units with a Primary Formation Identifier of "IV" or "7 Div" or "8 Div". These units would be considered stacked with the IV Corps HQ unit on the map and would be treated as one formation.*

• **Supreme HQ Holding Box:** A Supreme HQ unit may have a corresponding HQHB on its Strategic Chart. Only units with the Primary Formation Identifier of the Supreme HQ unit may be placed in this HQHB.

**2.67 Supreme Commander Box:** The Supreme Commander's leader counter is always placed on the Strategic Chart. The Supreme Commander counter is the leader counter that

represents a player in the game. This counter is the source of all Mission Orders in the MO Procedure (see 7.13)

*Designer's Note: In reality a Supreme Commander may have moved all over the map, but his counter is not present on the map at any time in the game. Some commanders, like the French Supreme Commander in 1914, drove constantly across the map; a complex and lengthy set of rules would be needed to simulate his physical presence, so it is abstracted instead. The Supreme Commander's counter is intended to represent the functioning of the Supreme Headquarters staff under his direction.*

**2.68 Mission Requirements Diagram:** This diagram is printed on the Strategic Chart to indicate which hexsides units of each nationality may move through when following a particular Mission Order (MO).

*NOTE: Some special army charts have their own Mission Order (MO) Diagram. The formations attached to such armies ignore the national MO diagram found on the strategic chart and use their army's MO diagram.*

## 2.7 Army Charts

Each army in the game has a corresponding Army Chart. Usually a nation will have more than one army in a game. Additionally, a nation may have a number of Army Detachments. Charts for these Army Detachments are treated as if they were Army Charts.

Each Army Chart has a number of boxes printed at the bottom, called Army Boxes. The Army Boxes identify the army's commander and staff, the Mission Order the army is executing, the supply status of the army's Main Depot, and whether the army has troops guarding its Line Of Communications. Army Boxes may contain counters that effect the units of the formations attached to the army. It is important to keep in mind what markers are in an Army Box, and when to change them if necessary.

An Army Chart contains a number of Command Tracks. These function just like the Command Tracks on the Strategic Chart. The Command Tracks record which Primary Formations are attached to the army, their MLs, and whether they are in turn attached to corps that are attached to the army.

The Army Chart contains a number of HQ Holding Boxes adjacent to the Command Tracks. These boxes function just like the HQ Holding Boxes on the Strategic Chart. There is also a Divisional HQ Holding Box; this box is for division-sized formations with Command Counters on the Army Chart.

**2.71 Commander Box:** The Commander Box contains the leader counter in command of an army. The function of a leader counter is to modify the Mission Order (MO) Procedure. (see 7.13)

**2.72 Army Staff Box:** The Army Staff Box indicates which leader(s) is currently part of the

# ARMY CHART

## Independent Army Formations (10)

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
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## Corps-sized Army Formations

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
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## Corps-sized Army Formations

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
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## Corps-sized Army Formations

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
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## Corps-sized Army Formations

Ammo	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
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army's staff. The functions of a staff officer leader counter are found in the Exclusive Rules.

**2.73 Mission Order (MO) Box:** The MO Box records the current MO of the army. All scenarios indicate the MO an army begins the scenario under. During the Mission Order Segment of the Command Phase a player will take MO Checks with the leader in command of an army (the leader counter placed in the Commander Box on the Army Chart). If the MO of the army changes, the MO counter in the MO Box is changed to record the new MO.

**2.74 Main Depot Status Box:** The Main Depot Status Box indicates the supply status of the Main Depot of an army. The Main Depot Status of an Army is determined in the Supply and Command Segment of the Command Phase. The type of rail line the Army's Main Depot traces its Line of Communications (LOC) along affects the supply status of the Main Depot, and consequently the capabilities of that Army. (see 7.22)

**2.75 Line of Communications (LOC) Box:** The Line of Communications (LOC) Box may have units placed in it to protect the LOC. The Exclusive Rules may require that units be placed in an army LOC Box and will specify which units are eligible to be there. A unit may be placed in the LOC Box if it occupies the same hex as its army's Main Depot or Army Supply unit at the beginning of any March Segment. A unit may be taken from the LOC Box and placed onto the LOC on map during any friendly March or Counter-March Segment at the owning player's discretion.

Units in the LOC Box have a special ability. If at any time an enemy unit moves adjacent to any of the railroad hexes of the LOC, the owning player may immediately place units in the LOC Box on the map anywhere along the railroad line before the enemy unit completes its movement.

*NOTE: Players are advised to keep units in the LOC Box of each army at all times.*

**A. LOC Definition:** The LOC is defined as the rail line hex occupied by an Army Supply Unit and all contiguous rail line hexes that lead from that supply unit to the hex occupied by the Army Main Depot unit, and all contiguous rail line hexes that lead from that depot to the hex occupied by the Army Base Marker.

**2.76 Command Tracks:** Command Counters are placed on the Command Tracks to record both the attachment of Primary Formations to armies and their current Morale Level (ML). The numbered ML Box on the Command Track occupied by a Command Counter indicates the current ML for all the units of its Primary Formation (i.e. all those with the same Primary Formation Identifier as the Command Counter). (Exception: Strategic, Army and Corps Asset units.)

Note that there are two kinds of Command

Tracks, one for Independent Formations and several others for Corps-sized Formations. Any non-Corps Command Counter may be placed on the Independent Army Formations Command Track. Any Corps Command Counter can only be placed on one of the Corps-sized Army Formation Command Tracks. In either case, Command Counters placed on the Army Chart represent Army Formations. Formations with their Command Counters anywhere on an Army Chart are considered "Army Formations".

There is a limit to the number of Independent Formations that may be placed upon a Independent Formations track. This limit is found printed in parenthesis on each chart. The number of corps that may be placed on an army chart is limited by the number of corps tracks on the chart.

**2.77 Ammo Boxes:** The independent Formations Command Track has an Ammo Box printed to the left of its track. Each time an Artillery Class unit which is attached to a formation with its Command Counter on the independent formations track uses its BF in combat, an Ammo Point (AP) marker is placed in the AP Box adjacent to the Independent Formations Command Track. The AP marker records the number of APs remaining to the formations with Command Counters on the Independent Formations track. The number of APs the independent army formations begin with is specified in the Exclusive Rules.

Each Corps-sized Command Track has an Ammo Box printed to the left of the track. Each time an Artillery Class unit which is attached to a corps-sized formation uses its BF in combat, an Ammo Point (AP) marker is placed in the AP Box adjacent to the Corps Command Track. The AP marker records the number of APs remaining to the corps-sized formation. The number of APs a corps-sized formation begins with is specified in the Exclusive Rules.

## 2.8 Additional Player Records

Other charts used in the game in addition to the Strategic Charts and Army Charts include each player's Detachment Chart and the Time Chart.

The Detachment Chart allows a player to record the parent (primary) formation of a detachment and to store detachment counters when not in play.

The Time Chart contains the four levels of time in the game. The Game Turn Track records weeks (game turns). The Days Used in Impulses Track records the length of each impulse (thereby recording the number of days each impulse will consist of). The Phase Cycle records the phases and segments of each impulse. The Mutual Combat Phase Cycle records which step of a combat phase is currently in play. The Time Chart contains a

weather box to record the current weather condition on the map.

- **Hand-Written Records:** Several rules instruct a player to make note of something on a sheet of paper, and there are times when a player will want to make notes of their own accord. Players are of course free to adopt any symbology that suits them to record this information. Most importantly Victory Points (VP) earned from events during the game must be recorded. Some other information players will want to record on paper may include the Main Depot Capabilities not available to an army during the coming impulse, the exact moment of a Main Depot's elimination and the subsequent reentry turn of that Main Depot into the game, the MPs expended by units moving off-map in Rail Mode, and the reassignment of a unit from one formation to another.

*NOTE: Some scenarios begin with units detached from their parent formations and reassigned to different formations.*

- **Covering the Map in Mylar:** One handy method for recording some game information is to cover the game map with Mylar (available through art supply stores). An erasable marker can be used to mark directly on the Mylar surface.

*EXAMPLE: Railheads may be recorded with an erasable marker rather than a counter.*

## 3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

There are several important concepts to keep in mind in order to follow the remainder of the rules effectively. These include the concepts of formations, facing, stacking, Zones Of Control (ZOC), limited intelligence, Morale Levels (ML) and Morale Checks (MC).

### 3.1 Formations

All units belong to a "Primary Formation" at all times (Exception: Fortress class units). Every Primary Formation consists of one or more units and a Command Counter. All the units and the Command Counter of a Primary Formation have the same Primary Formation Identifier on the top of their counters. The lowest level of formation to which a unit may be attached is a Primary Formation. Only units with the same Primary Formation Identifier and Asset units (see 3.13.D) may be attached to these formations.

*NOTE: In some cases a detachment made from one Primary Formation may be attached to a different Primary Formation.*

**3.11 Identifying Primary Formations:** All Primary Formations identified by words spelled out in italicized capital letters are Army-sized (or larger) formations. All Primary Formations

identified in roman numerals or abbreviations spelled out in capital letters are corps-sized formations. All Primary Formations identified in Arabic numerals and primarily lower case letters followed by the notation “div” or “bd” or “rgt” or “bn” are considered to be smaller than corps-sized formations. Fortress Class units and units directly assigned to a fortress (fortress formations) may be identified in a unique manner. (See the Exclusive Rules)

**3.12 Primary Formations and Morale Checks:** Morale Checks are always taken at the Primary Formation level. A unit’s morale level is always the ML of its Primary Formation’s Command Counter — or in the case of Asset units, the ML of the Primary Formation the unit is attached to. (see 3.13.D)

**3.13 Formation Attachment:** Every Primary Formation will have at least one level of higher attachment, and possibly two or three.

**A. Strategic and Army Formations:** By placing the Command Counter of a Primary Formation on an Army Chart or the Strategic Chart, that formation is attached to the formation represented by that chart. If a Primary Formation’s Command Counter is on an Army Chart, the formation is considered an Army formation. If a Primary Formation’s Command Counter is on the Strategic Chart, the formation is considered a Strategic formation. Strategic and Army formations have special characteristics according to their attachment. These characteristics are explained in Standard Rules 3.15 and 3.16 below.

*NOTE: The Command Counter for the Supreme Headquarters must always be placed on the Strategic Chart and the Command Counter for each army must always be placed on that army’s chart. These Command Counters are the exception to the rule that every Primary Formation has at least one level of higher attachment.*

**B. Corps Formations:** Primary Formations which are corps-sized may only place their Command Counters on Corps Command Tracks; they may not be placed on an Independent Formation Command Track. No more than one Corps Command Counter may be on a single Corps Command Track at the same time. Corps Command Counters have an Attachment Limit (printed on the counter) allowing some number of Primary Formations that are smaller than corps-size to be attached to a corps. Attachment to the corps is recorded by placing the Command Counter of the smaller formation on a Corps Command Track. (Thus Primary Formations which are smaller than corps-size, when attached to a corps-sized formation, have two levels of higher attachment: the corps-sized formation and the army-sized formation or the Supreme Headquarters.) If a Primary Formation’s Command Counter is placed on a Corps Command Track the Primary Formation is considered a Corps formation. Corps formations have special characteristics due to this placement. (see 3.17)

**C. Division Formations:** Primary Formations that are smaller than division-size may in some cases be attached to a division. This is recorded by placing the Command Counter of the smaller formation under the division’s Command Counter. Thus Primary Formations attached to a division-sized formation may have three levels of higher attachment: the division-sized formation, the corps-sized formation, and the army-sized formation or the Supreme Headquarters.

**D. Strategic, Army and Corps Asset Units:** All Combat Class and Artillery Class units that bear the Primary Formation Identifier of either the Supreme Headquarters, an Army, or a Corps are “Asset Units”. Such units that bear the Primary Formation Identifier of the Supreme Headquarters are “Strategic Asset” units. (The Exclusive Rules for each game will identify the acronym(s) for a nation’s Supreme Headquarters.) Units which bear the Primary Formation Identifier of an army or a corps are “Army Asset” or “Corps Asset” units, respectively. These “Asset” units have special characteristics.

*EXAMPLE: Any German unit with a “OBO” Primary Formation Identifier is considered to be a Strategic Asset unit, any unit with a “EIGHTH” Primary Formation Identifier is considered to be a Eighth Army Asset unit, and any unit with a “I” Primary Formation Identifier is considered to be a I Corps Asset unit.*

**Characteristics:** Asset units have their formation attachment and ML determined by the units they are stacked with. When stacked in the same hex as the HQ unit bearing the same Primary Formation identifier they will have the ML of that HQ’s Command Counter. An Asset unit which is not stacked with the HQ unit bearing the same Primary Formation identifier is considered attached either to the formation it is currently stacked with or the Corps or Division-sized formation’s HQ unit it is closest to on the map. (The friendly player decides in case of a tie.)

*NOTE: HQ Class, Supply Class and Air units are not considered “Asset Units”. They do not share the characteristics of Asset units. HQ Class units have their ML determined by their Primary Formation Command Counter.*

**E. Supply Class Units:** Supply Class units may never join with any other units to form a single formation for purposes of combat or stacking. This means each supply class unit is considered a formation unto itself in all situations.

**F. Fortress units:** Fortress units may only be included in a higher formation during combat. In this case a fortress unit may only be included in a formation with units Posted to it. (see 13.23)

**3.14 Determining Formations for Combat and Stacking:** The lowest level of formation is the individual unit. An individual unit is always

a part of a Primary Formation but may constitute an independent formation in some circumstances. If a unit is not stacked with the other units of its Primary Formation, or if it is facing in a different direction, it is considered a separate formation for purposes of combat and stacking.

The next higher level of formation is the Primary Formation. Primary Formations are the lowest level multiunit formations. Units attached to a Primary Formation, if stacked together and facing in the same direction, are always considered to be part of the same formation for purposes of Combat and Stacking.

The next level of formation is the corps-sized formation. Division-sized or smaller Primary Formations can be attached to a corps-sized formation, up to the attachment limit printed on the Corps’ Command Counter. For purposes of combat and stacking, Corps-sized formations are the largest multiunit formations possible. Units belonging to a Corps-sized Formation, if stacked together and facing in the same direction, are considered to be part of the same formation for purposes of Combat and Stacking. (Exception: Road Mode - see 3.31.B)

*NOTE: The Exclusive Rules may allow some division-sized formations to attach smaller formations to themselves. This multiunit formation would fall between the smallest multiunit formation (Primary Formations) and the largest multiunit formation (corps-sized formations).*

**3.15 Strategic Formation Characteristics:** Strategic Formations, those Primary Formations with their Command Counters on the Command Tracks of the Strategic Chart, receive the following benefits and restrictions:

- **Supply and Replacements:** Units of Strategic Formations are always in supply if they are within their supply range of any friendly operational railroad line. (see 7.23.A) Strategic Formations may not receive Replacement Points (even when in Replacement Mode) and they may not replace Ammunition Points.

*NOTE: Corps-sized strategic formations may expend APs but may not replace them.*

- **Command Control:** Units of Strategic Formations do not have to be within Command Control Radius of the Supreme Headquarters unit. However units of Corps-sized Strategic Formations (those with their Command Counters on a Corps Formation Track) must stay within the CCR of the corps’ HQ Class unit. (see 3.17.B)

Units of Independent Army Formations (those with their Command Counters on the Independent Formations Track) which are attached to division-sized formations with an HQ class unit, need only stay within the CCR of the division’s HQ Class unit. Units of those Independent Army Formations which are division-sized or smaller and have no HQ class unit must be on or adjacent to all other units of

the division-sized formation to be in Command Control. (see 7.24)

- **Mission Orders:** Strategic Formations can only be given the Hold MO by the Supreme Commander. The actual MO units of Strategic Formations must follow will be determined by the Mission Order procedure. (see 7.13)

- **Combat:** Independent strategic formations are prohibited from expending APs.

**A. The Supreme HQ Unit:** The Supreme HQ unit, and any units in the Supreme HQ holding box, may not join with any other Primary Formations for purposes of combat or stacking.

**3.16 Army Formation Characteristics:** Army Formations, those Primary Formations with their Command Counters on the Command Tracks of an Army Chart, receive the following benefits and restrictions:

- **Supply and Replacements:** Units of Army Formations are only in supply if they are within their supply range of a supply source. (see 7.23.A) Army Formations may use the army supply units of their army for supply purposes. Army Formations may receive Replacement Points when in Replacement Mode and may replace Ammunition Points (unlike Strategic Formations).

- **Command Control:** Units of Corps-sized Army Formations (those with their Command Counters on a Corps Formation Track) need only stay within the CCR of the corps' HQ Class unit; However the Corps' HQ Class unit must always stay within the CCR of the Army HQ Class unit.

Units of Independent Army Formations (those with their Command Counters on the Independent Formations Track) which are attached to division-sized formations with an HQ class unit, need only stay within the CCR of the division's HQ Class unit; however, the Division's HQ Class unit must always stay within the CCR of the Army HQ Class unit. Units of Independent Army Formations which are division-sized or smaller and have no HQ class unit must, in addition to being within the CCR of the Army's HQ unit, be on or adjacent to all other units of the division-sized formation to be in Command Control. (see 7.24)

- **Mission Orders:** Army Formations may be given any MO by the Supreme commander. The actual MO which units of Army Formations must follow will be determined by the Mission Order procedure. (see 7.13)

- **Army Headquarters Holding Box (HQHB):** An Army HQ unit does not function like a Corps HQ unit in terms of placing units from an attached formation in its HQHB. The only units an Army HQ unit may place in its HQHB are strategic and army asset units (i.e. those units with a Primary Formation Identifier of an Army HQ unit or the Supreme HQ unit) and air units.

**A. Army HQ Units:** Army HQ units, and any units in the HQ's holding box, may not join with any other Primary Formations for purposes of combat or stacking.

**3.17 Corps Formation Characteristics:** Corps Formations, those Primary Formations with their Command Counters on a Corps Command Track, receive the following benefits and restrictions:

- **Supply:** Units in Corps-sized Formations are only in supply if they are within their supply range of a supply source. Corps Formations may use the corps train units of their corps for supply purposes.

- **Command Control:** Units of Corps Formations (those with their Command Counters on a Corps Formation Track) which are attached to division-sized formations with an HQ class unit, need only stay within the CCR of the division's HQ Class unit; However the Division's HQ Class unit must always stay within the CCR of the Corps HQ Class unit. Units of Corps Formations which are division-sized or smaller and which have no HQ class unit must always stay within the CCR of the Corps HQ Class unit and be on or adjacent to all other units of the division-sized formation to be in Command Control. (see 7.24)

**A. Corps Headquarters Holding Boxes (HQHB):** A unique property of a Corps HQ unit is its ability to place any units of attached formations and asset units in its Headquarters Holding Box (HQHB). All units in the HQHB are considered stacked in the same hex as the Corps HQ unit and are considered to be one formation for stacking and combat purposes. Only asset units and units of Primary Formations which have their Command Counters on the Corps Command Track may be placed in a Corps HQHB. Thus a Corps HQ unit could have as many units of division-sized (or smaller) primary formations stacked with it as have their Command Counters on the Command Track of the corps. This number is subject to the limitations of the attachment limit printed on the Corps Command Counter. (see 2.32)

*EXAMPLE: If a Corps HQ unit's Command Counter has an Attachment Limit of 3, then up to three division-sized formations can place their Command Counters on the same Command Track as the Corps Command Counter. The units of these formations can all stack with the Corps HQ unit and be placed in its HQHB. All these units are now considered to be one formation for purposes of stacking and combat.*

**3.18 Division Formation Characteristics:** Most division-sized formations have no HQ unit. Divisions with Headquarters Class units allow players to use the Divisional HQHB on the Strategic and Army Charts.

- **Supply:** How a unit of a division-sized

formation determines supply is based on the formation's higher attachment. (See Standard Rules 3.13 - 3.17)

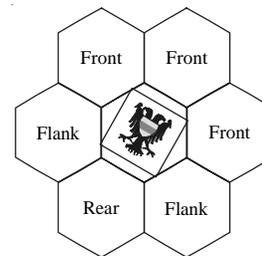
- **Command Control:** Units attached to division-sized formations with an HQ class unit must always stay within the Command Control Radius of the Division's HQ Class unit. Units of division-sized formations, or smaller, which have no HQ class unit, must be stacked with or adjacent to all other units of the formation to be in Command Control. (see 7.24)

**A. Divisional Headquarters Holding Boxes:** If a division-sized formation has a HQ unit, and a unit from that formation is stacked with the HQ unit, the unit may be placed in the Divisional HQHB found on the Strategic and Army Charts. The placement of units in the Divisional HQHB indicates the unit is stacked with the HQ unit of that formation. If a unit is stacked with a divisional HQ and a corps HQ simultaneously, place the unit in the Corps HQHB (place the divisional HQ unit in the Corps HQHB also).

**3.19 Air Units and Formations:** Air units must be placed in the HQHB of the HQ unit they are attached to. (Air units are described in Standard Rule 8.8)

## 3.2 Unit Facing

Facing is the orientation of a unit's counter in the hex it occupies. Every counter has its top edge indicated by the way the counter is printed; when the unit is revealed the top edge of the counter indicates the unit's facing. Each unit should be oriented so that the top of the counter is facing a hexside. This hexside and the two hexsides on either side are the unit's frontal hexsides. The two hexsides located directly behind these hexsides are the unit's flank hexsides. The remaining hexside, facing the bottom of the unit counter, is the rear hexside.



**3.21 How Facing is Changed:** During the March and Counter-March Segments a player may reorient the facing of any of his units. This may occur anytime during a unit's movement. The only other times a player may reorient the facing of his units are as follows:

- During an opponent's March or Counter-March Segment your opponent may move one of his units from a hex adjacent to one of your non-phasing units to another hex adjacent to that non-phasing unit. At this time you may

change the facing of that non-phasing unit. (see 3.45.A)

- During an opponent's March or Counter-March Segment a non-phasing cavalry unit which conducts Cavalry Reaction Movement may reorient its facing. (see 3.46)

- During the Mutual Combat Phase a player may reorient a unit's facing if it is included in the attacker combat option of Pursue or the defender combat option of Withdraw Before Combat. (see 10.32.C and 10.33.A)

- During the Mutual Combat Phase a player may reorient the facing of a unit in Road Mode that is subjected to a Fire Attack.

- During the Mutual Combat Phase a player may reorient the facing of a unit that suffered the Loss Result (LR) of Defender Retreats or that successfully conducted a Pursuit after Fire Combat. Note that an attacking unit that fails its pursuit Morale Check cannot conduct a pursuit, and therefore may not reorient its facing. (see 10.36.C)

**3.22 Facing and Combat:** A Unit may only attack enemy units adjacent to one of its three frontal hexsides. However, Units may be attacked through any hexside. Units that are attacked through their flank or rear hexsides have the combat modified against them. (see 10.24.A) A Combat Marker placed on a unit must be placed so that both the top of the unit counter and the arrow on the Combat Marker are aligned.

**3.23 Facing and Formations:** All the units of a formation must face in the same direction within a hex. If there is more than one formation in a hex the formations may face in different directions, but there cannot be more than two facings in a hex.

*EXAMPLE: Using the facing diagram above, if one Formation in a hex were facing in the direction shown in the example, it would be possible to have another formation facing in the opposite direction. Thus, if the hex is attacked, it will have all-around facing, although only one formation could defend against a given attack without penalty (the formation whose frontal hexsides is being attacked).*

*NOTE: Two units bearing the same Primary Formation Identifier may be stacked in a hex facing in two different directions. In this case the two units are considered two separate formations for stacking and combat purposes with all the related effects. (see 3.14)*

**3.24 Units with No Facing:** Supply Class units, Units in Road Mode, and Entrained units (i.e. units in Rail Mode) have no facing.

### 3.3 Stacking

More than one unit may occupy a hex in a process known as stacking. The maximum number of units that may be placed in a hex is determined by the criteria listed below. Issues

related to Formations and Stacking may be found in Standard Rule 3.14. A unit may not voluntarily enter a hex which would create an overstack situation. Stacking limitations are in effect at all times, including movement.

*NOTE: A player must take care not to exceed stacking limitations while moving his units.*

**3.31 Stacking Limitations:** A player can choose to adopt one of two possible criteria for stacking in a hex: 1) all the units of two different formations in a hex, or 2) units from more than two different formations in a hex, but not more than six (6) Brigade Equivalents (BE) total for the hex.

**A. Stacking Criteria:** The friendly player always chooses which criteria to apply to a hex: two formations or six BEs. These limitations are in effect at all times.

**B. Road Mode and Stacking:** A formation moving in Road Mode may not be larger than one division-sized primary formation or 4 BE (whichever is larger). Units in Road Mode may move through a hex which is occupied by a second formation also in Road Mode but may not end its movement in that hex unless: 1) the two formations consist of four or less BEs, or 2) the second formation in road mode moves from the hex before the end of that Segment.

*NOTE: Units of a formation in Road Mode may end their movement stacked with units of a second formation which is not in road mode subject to the limitations in 3.31 above.*

**C. Fortresses and Stacking:** Fortress Class units do not count toward stacking limits.

**D. Entrained Units:** Entrained units, with the exception of Main Depot and Army Supply units, do not count toward stacking limits. (see 8.52)

**E. Embarked Units:** Embarked units (i.e. units in Naval Mode) do not count toward stacking limits.

**F. Enemy Units:** Friendly units can never enter hexes containing enemy ground units. EXCEPTION: Enemy fortress class units stacked alone in a hex. (see 13.21.B)

**3.32 Brigade Equivalents (BEs):** A BE is determined by the size and type of unit. Certain units in the game have a double-sized or triple-sized Unit Type indicator on the counter; these units count as two or three of the type and size indicated on the counter. Thus a unit with a double-sized Unit Type indicator for an infantry brigade would count as two infantry BEs. The BE equivalents for various sized units are defined below:

Company (I)	zero BE
Battalion (II)	1/4 BE
Regiment (III)	1/2 BE
Brigade (X)	1 BE
Division- or Brigade-sized HQ	1 BE
Supreme command HQ	1 BE
Corps Train unit	1 BE
Double brigade unit	2 BE

Army- or Corps-sized HQ	2 BE
Triple brigade unit	3 BE
Army Supply unit	3 BE
Main Depot	4 BE

It is important when counting BEs to consider only the Unit Size symbol printed on the counter, not the size of the formation the unit belongs to.

**A. Detachments and Brigade Equivalents:** BE equivalents for detachments are counted in the following manner:

1 SP Detachment	1/4 BE
2 SP Detachment	1/2 BE
3 SP Detachment	1 BE

Detachments over 3 SP in size count as 1 BE.

**3.33 Stacking during Combat:** A player can adopt one of two criteria for stacking during combat, either all the units of one formation in a hex participate in the combat, or units from more than one formation in a hex participate, but not more than two BEs.

- **First Combat Stacking Criterion:** If the first criterion is chosen, no more than one formation may defend in, or attack out of, a hex. This criterion is selected if a player wishes to utilize all the BEs of a formation in the combat.

*NOTE: This is typically chosen if a player wishes to use all the BEs of a corps with attached formations as one formation.*

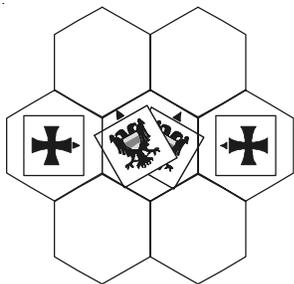
- **Second Combat Stacking Criterion:** If the second criterion is chosen, units from more than one formation may defend in, or attack out of, a hex. However, the maximum that may do so is two BEs.

*EXAMPLE: A player chooses the First Combat Stacking Criterion, having one formation in a hex participate in combat. There is an infantry corps with two infantry divisions attached in the hex. Adding the BEs of the corps goes as follows: There is a Corps HQ unit (2 BEs), two cavalry regiments belonging to the two divisions (1 BE total), four infantry brigades belonging to the two divisions (4 BEs total), and two artillery brigades belonging to the two divisions (2 BEs total), for a grand total of 9 BEs in the corps (2 + 1 + 4 + 2 = 9). These would count as one formation, provided the divisions have been either placed in the HQHB of the Corps HQ unit or are all facing the same direction while stacked on the map.*

*If a player chooses instead to use the Second Combat Stacking Criterion, having units from more than one formation in a hex participate in the combat, he could include a unit in the hex that did not belong to the corps in this example. However, the BE total that could attack from or defend in the hex in this case would be just two BE (compared to 9 BEs if the corps is used). Obviously, players will opt whenever possible to use corps formations that have divisions attached.*

**A. Defender Multiple Facings Exception:**

An exception to the First and Second Combat Stacking Criteria above may occur if a defending hex contains two different formations facing in different directions. If these two formations are attacked from at least two different hexes and 1) both defending formations are being attacked in the flank or rear by at least one of the attacking forces (but not by the same attacking force) and 2) both defending formations are being attacked in the front by at least one of the attacking forces (but not by the same attacking force).



**Procedure:** When the attacker announces a fire attack upon a hex which qualifies for the Defender Multiple Facings Exception, the defender must choose to 1) defend the hex using the First or Second Combat Stacking Criteria, accepting the penalty of being attacked in flank or rear, or 2) invoke the Multiple Facing Exception to fight two separate combats, with neither being treated as a flank attack. If two combats are chosen then the attacker must resolve them both before resolving any other combats. If the first fire attack completely eliminates the defender but the other units in the hex do not retreat, the second attack is considered an attack in flank or rear.

*NOTE: When combat is resolved as two separate attacks, the defender runs the risk of having units with a different facing being adversely affected by the results of a combat resolved against another formation in the hex. (see 3.33.D)*

**B. Units in Excess of Combat Stacking:**

When a hex is involved in Fire Combat there may be units in the hex that are in excess of the combat stacking limit. Excess units are subject to all retreat loss results (LRs) and all excess LR. Excess loss results occur if the defending unit(s) in the hex is completely eliminated and there are LR called for that remain unallocated.

**3.34 Stacking, Road Mode and Movement**

**Costs:** For units moving in Road Mode, the Movement Point cost to enter a hex is affected if the hex already contains friendly units. For each friendly BE in a hex add one-half MP to the cost of entering that hex. (I.e. it costs an additional one-half (½) MP to enter a hex per BE already there.) Combat, artillery, and HQ class units with the same Primary Formation Identifier printed at the top of the counter may

enter a hex containing another part of the same Primary Formation without paying extra MPs.

For purposes of this rule round down any fractions remaining after determining the total of all BEs in a hex. (E.g. 1½ = 1 BE.)

*FIRST EXAMPLE: The 5th Infantry division, which includes a double-brigade infantry unit (2 BE), a cavalry regiment (½ BE), and an artillery brigade (1 BE), plus the VII Corps HQ unit (2 BE) are stacked in a clear terrain hex. This makes a total of 5½ BEs in the hex, rounded down to 5 BEs. The 6th Infantry division, is about to enter the hex in Road Mode. To do so the 6th Infantry division would pay two and one-half movement points (½ x 5) for the other units already in the hex, plus one MP for the clear terrain, for a total of three and one-half MPs.*

*SECOND EXAMPLE: The artillery brigade of the 5th Infantry division is stacked alone in a hex. The 5th Infantry division's double-brigade infantry unit is about to enter the hex in Road Mode. The double-brigade infantry unit could do so with no extra MP cost, as the artillery brigade bears the same Primary Formation Identifier.*

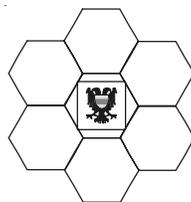
**3.35 Overstacking:** Any time there are more units in a hex than is allowed by the stacking limitations, an overstack results. Overstacks may only occur during retreat after combat when retreating to avoid an enemy ZOC. When this occurs, units must be displaced. Sufficient units must be displaced one hex so that stacking limitations are no longer exceeded. If the excess units cannot be displaced, they are eliminated. The friendly player determines which units are to be eliminated.

**IMPORTANT:** Overstacks are not allowed at any time except when retreating after combat and then only if to avoid a hex in an enemy ZOC which is not occupied by friendly units.

**3.36 Reinforcements and Stacking:** Units arriving as reinforcements may appear in their designated entry hex in violation of the stacking rules, but must be moved to conform with the stacking requirements during their Movement Phase.

**3.4 Zones of Control (ZOC)**

The hex a unit occupies and the six hexes immediately surrounding it constitute the unit's Zone of Control (ZOC). A ZOC may affect supply, command control, movement and combat.



**3.41 Which Units Project ZOC:** Combat Class and Fortress Class units project a ZOC into the six surrounding hexes. Units which do not project a ZOC into the six surrounding hexes are: Combat Class units with only one (1) SP, Artillery Class units, Supply Class units, and HQ class units. All units, except dummy units, exert a ZOC into the hex they occupy. Dummy units do not exert a ZOC, even into the hex they occupy.

**3.42 Terrain and ZOC:** A unit's ZOC extends into any hex it could enter in Deployed Mode. ZOC do not extend into hexes containing enemy Fortress Class units, or across Permanent Entrenchment hexsides if the hex is occupied by an enemy unit. ZOC do not extend over Major and Grand River hexsides.

**3.43 ZOC and Supply:** The presence of an enemy ZOC in a hex prohibits supply from being traced through that hex. Friendly units negate the presence of enemy ZOC in a hex when tracing supply.

**3.44 ZOC and Command Control:** The presence of an enemy ZOC does not block the tracing of Command Control from an HQ unit to a subordinate unit.

*Designer's Note: This is because of the use of messengers, carrier pigeons, and radios in establishing Command Control over units.*

**3.45 ZOC and Movement:** It costs +1 MP to enter or leave an enemy ZOC. It costs +1 MP to move from one enemy ZOC to another. These effects are cumulative. These costs are in addition to any terrain costs for movement. Units in Road Mode cannot move from one enemy ZOC to another enemy ZOC. Friendly units, with the exception of Fortress Class units, do not negate the presence of enemy ZOC in a hex during movement. For purposes of movement, Fortress Class units negate the presence of enemy ZOC in the hex occupied by the fortress unit.

**EXCEPTION:** If a unit leaves an enemy ZOC at the beginning of its own March Segment (not Counter-March Segment) and does not move directly into another enemy ZOC, there is no extra MP cost to leave the enemy ZOC.

*EXAMPLE: A unit moving from one hex in an enemy ZOC directly into another hex in an enemy ZOC would pay +3 MPs: +1 MP to leave the enemy ZOC, +1 MP to enter an enemy ZOC, and +1 MP to move directly from an enemy ZOC to another enemy ZOC. Terrain costs would be additional.*

**A. Non-Phasing Units Reaction:** If a phasing unit moves from the ZOC of a non-phasing unit to another ZOC of the same non-phasing unit, that non-phasing unit may change its facing.

**3.46 ZOC and Cavalry Reaction Movement:** During a friendly March or Counter-March segment enemy Cavalry units in deployed mode may exercise the option of "Cavalry Reaction Movement". All Combat,

Artillery and HQ Class units which are part of a Cavalry Primary Formation and have a Mobility Rating of M, C, or H are eligible to perform Cavalry Reaction Movement.

If an enemy unit moves from a hex adjacent to a unit eligible for Cavalry Reaction Movement into another hex adjacent to that unit, and/or any other friendly unit, the eligible unit may immediately move one hex or simply change its facing. The Cavalry Reaction unit may not enter the hex the enemy unit has vacated. All units performing Cavalry Reaction Movement may reorient their facing in the newly occupied hex. A unit which moves by Cavalry Reaction must remove a regular Combat Marker, or flip an intensive Combat Marker, if either have been placed upon it. If a unit eligible for Cavalry Reaction has its counter in a Holding Box on an Army Chart or the Strategic Chart, simply place the counter on the map.

**Restrictions:** Units in Road Mode may not perform Cavalry Reaction Movement. Units may not move by Cavalry Reaction into an enemy ZOC other than the ZOC of the unit which triggered the move. Friendly units in a hex negate the presence of an enemy ZOC for purposes of this rule. A reaction move which causes an Overstack is prohibited.

*NOTE: Cavalry Reaction Movement is the only time non-phasing units may voluntarily move during the Movement Phase. Non-phasing units may be eligible to change facing. (see 3.45.A)*

**3.47 ZOC and Withdrawal before Combat:** During the Mutual Combat Phase some defending units may exercise the combat option of Withdrawal before Combat. (see 10.33.A) Units may not Withdraw Before Combat into an enemy ZOC. Friendly units in a hex negate the presence of an enemy ZOC for purposes of this rule. Before a unit withdraws into a hex adjacent to an inverted enemy unit (i.e., a concealed unit), the owning player must be asked if the unit exerts a ZOC.

**3.48 ZOC and Retreat after Combat:** During the Mutual Combat Phase, units may retreat as a result of combat or failed MCs. The presence of friendly units in a hex retreated into negates the influence of enemy ZOC. If a unit retreats into a hex adjacent to an inverted enemy unit, it must first enter the hex, then the owning player must declare whether it exerts a ZOC.

**A. Effects of Retreating through an Enemy ZOC:** When a unit retreats into a hex in an enemy ZOC that is unoccupied by a friendly unit the ML of its Primary Formation is reduced to one. If the retreat includes two unoccupied hexes in enemy ZOC the Primary Formation's ML is reduced to one, all SPs are eliminated, and the unit is reduced to its cadre strength. If a unit retreats into three or more unoccupied hexes in enemy ZOC, all its SPs and CPs are eliminated. SPs and CPs eliminated while

retreating through enemy ZOC are counted as Prisoner Points for the opposing player.

**3.49 Optional ZOC:** The owning player may choose not to exert a ZOC into a hex not occupied by a friendly unit. The exertion of ZOC into hexes not occupied by friendly units is optional. In effect, ZOC may be withheld to confuse the opposing player.

### 3.5 Limited Intelligence

A player cannot examine the contents of an enemy-occupied hex, except when successfully conducting reconnaissance or initiating a Fire Attack against the hex. Normally, a player may only see the back of the top counter in a hex, which indicates nothing more than the nationality of the unit and the direction it is facing. Unless a player has conducted a successful reconnaissance or initiated a Fire Attack against a hex, he may not lift up, turn over, or in any way expose the nature of a unit in any enemy hex.

### 3.6 Morale Levels (MLs) and Morale Checks (MCs)

Morale is an important aspect of a unit's composition. Each unit belongs to a Primary Formation, and each Primary Formation has a Command Counter with a Morale Level (ML) printed on it. The ML printed on the Command Counter of the Primary Formation is the base ML of the units in the formation. As the ML increases or decreases, the Command Counter is moved along a Command Track to indicate the current ML of the Formation.

The act of testing a unit's morale is called a Morale Check (MC). In order to make a MC, the ML of the unit's Primary Formation is referred to. The procedure for making a MC, and the situations where this is necessary, are listed in Standard Rule 11.2.

*Note: Sometimes a failed MC results in a Loss Result, sometimes it only means a unit(s) cannot perform an intended action.*

### 3.7 Controlled Hexes

Any hex that was last occupied by forces of a specific player is defined as being controlled by that specific player. Any hex that is completely behind the "Front Line" of a specific player is also controlled by that specific player.

### 3.8 Railroad (RR) Lines

RR lines may be found in three states: "Operational", "Neutral" or "Damaged". Friendly controlled RR lines which are operational are termed "Friendly Operational". Enemy controlled RR lines which are operational are termed "Enemy Operational". All other RR lines are either Neutral or Damaged. A player may utilize only "Friendly

Operational" RR lines to trace supply and/or to move units in rail mode. Players should use Railhead markers to indicate the furthest advance of "Friendly Operational" RR line hexes.

Enemy operational RR lines may be changed to Neutral by any friendly combat class unit. A friendly unit which passes through or stops upon an Enemy Operational RR line hex changes the state of the railroad line to neutral. (Railroad lines are changed from Friendly to Neutral by the presence of an enemy unit in the RR line's hex.)

*NOTE: Railroad lines in friendly controlled hexes are not automatically friendly operational RR lines. In most cases there will be stretches of track that is not operational for either side (i.e. neutral).*

Neutral RR lines may be "Prepared" into Friendly Operational RR lines. In addition, RR lines may be Damaged or Repaired. These RR Tasks are explained in Standard Rule 8.13.

## 4.0 SEQUENCE OF PLAY

Each game is resolved in a series of turns, called game turns. Each turn represents one week of real time. A turn consists of a Weekly Interphase followed by a variable number of impulses. The number of impulses in each game turn, which can range from one to seven, is determined by the player who has the initiative. When all impulses in a game turn have been completed the turn is over, and the players proceed to the next turn, repeating the process.

During the 1st player's Phases of an impulse, the 1st Player is referred to as the phasing Player and the 2nd Player is referred to as the non-phasing Player. During the 2nd Player's Phases of an impulse these roles are reversed. All action within a game turn is conducted within the following sequence of play; the order of the phases, segments and steps may not be altered by the players.

### 4.1 Weekly Interphase (at the beginning of each game turn)

The Weekly Interphase consists of a Strategic Phase followed by the Impulse Determination Phase.

- **The Strategic Phase:** This phase is conducted simultaneously by both players. The Rail Point (RP) total for both sides is reduced to zero on the RP Track, then the new weekly allotment of RPs is added. All eligible units currently in Entrenchment Mode may attempt to construct Permanent Entrenchments and enter Permanent Entrenchment Mode. Replacement points (REPs) are recorded.

- **Impulse Determination Phase:** The player with the initiative is determined, according to the provisions in the Exclusive Rules. The player with the initiative announces how many

impulses there will be in the game turn, and how many days each impulse will consist of. This is done once per turn during this phase.

## 4.2 Each Impulse

Each impulse is broken down into four phases: the Command Phase, where supply and Command Control are determined; the Movement Phase, where the phasing player may move his units; the Counter-Movement Phase, where the non-phasing player may move his units; and the Mutual Combat Phase. Each phase is described below.

*NOTE: Determine the Weather prior to the 1st Player's Command Phase.*

**4.21 1st Player Command Phase:** This phase consists of two segments: a Mission Order Segment followed by the Supply and Command Segment.

- **Mission Order Segment:** In this segment the 1st Player may change the attachment of his formations by moving Primary Formation Command Counters from one Command Track to another. All reinforcements indicated by the scenario for the current segment are placed on the map and charts. All withdrawals dictated by the Scenario are executed. All attachments are finalized before any Mission Orders (MOs) are given. After all attachment changes are made, MOs are then given by the supreme commander to the army commanders and strategic formation leaders. Then leaders of corps-sized army formations must be given a MO by their army commanders. Finally the RR Engineer Point total is reduced to zero on the RP Track, then the new allotment of RR Engineer Points is added.

- **Supply and Command Segment:** Undertake the following actions in the following order. To begin with the 1st Player may relocate Army Base Markers. Then he determines the supply status of each of his armies' Main Depot, and records it on the Main Depot's Status Box on the Army Chart. Then the supply status of all friendly units is determined. Any unit found to be out of supply has its Primary Formation's ML lowered by one for each day the current impulse consists of.

Next Command Control for all friendly units is determined. Any unit found to be out of Command Control has its Primary Formation's ML lowered by one for each day the current impulse consists of. These effects are cumulative, so a unit found to be out of supply and out of Command Control in an impulse consisting of two days would have its ML lowered by four.

Next all Army Formations that are in supply may be issued new APs, provided this is allowed by the supply status of their controlling army's Main Depot.

Next all Air units that were flipped to their "Air Unit Used" sides in the previous impulse

may revert to their face-up sides if they pass a Maintenance Rating Check.

Next all units belonging to army formations in Replacement Mode that are in supply may receive Replacement Points (REP) if allowed by the supply status of their controlling army's Main Depot.

**4.22 1st Player Movement Phase:** This phase consists of a Concealment Segment followed by a March Segment. These are described below:

- **Concealment Segment:** All of the 1st Player's units that are face-up on the map may be flipped over to conceal their identity. Any dummy units the 1st Player wishes to place on the map are placed on top of existing units; this includes any dummy units that were eliminated in preceding impulses. The 1st Player now preforms desired RR Tasks expending RR Engineer Points to do so.

- **March Segment:** The 1st Player may perform any activity that requires the expenditure of Movement Points (MPs). Units may move through hexes, expending MPs according to their Mobility Rating (MR) and Movement Mode (MM), enter or leave Deployed, Road, Rail or Naval Mode, change facing, recover lost Morale Levels (MLs), place Combat Markers in preparation for combat, conduct overrun attempts, and conduct reconnaissance. Detachment units may be created or disband. Two MPs are available for each day of the current impulse. All reinforcements indicated by the scenario as arriving in the current segment are placed on the map and charts. Main Depots, army supply units and corps train units that have been eliminated are returned to play during this segment. Main Depots are returned in the impulse following their elimination. Army supply units and corps train units are returned one full game turn after elimination (i.e. a minimum of 7 days after elimination).

**4.23 2nd Player Counter-Movement Phase:** This phase, because of its placement in the sequence of play, is the pivotal period for the non-phasing player. He can "set himself up," so to speak, for his half of the turn as well as prepare for the immediately following Mutual Combat Phase. This phase consists solely of a Counter-March Segment; there is no Concealment Segment. All reinforcements indicated by the scenario as arriving in the current segment are placed on the map and charts.

- **Counter-March Segment:** All activity that was allowed in the preceding 1st Player's March Segment (Standard Rule 4.22B) is allowed in the Counter-March Segment. In addition, the 2nd Player can Force March his units during this Segment, and can make them eligible to receive Replacements Points (REP) in his upcoming Command and Supply Segment. One

Movement Point is available for each day of the current impulse.

**4.24 Mutual Combat Phase:** Each Mutual Combat Phase consists of two Combat Segments: an Initial Combat Segment and a Final Combat Segment. These are described below:

- **The Initial Combat Segment:** Only units with Intensive Combat Markers may attack in this segment (however in no case is combat mandatory). The segment begins with the Barrage Attack Step. The 1st Player conducts all of his Barrage Attacks, then the 2nd Player conducts his. The Fire Attack Step follows the Barrage Attack Step. The 1st Player conducts all of his Fire Attacks, then the 2nd Player conducts his.

As each unit initiates an attack it flips its Intensive Combat Marker over to its Regular Combat Marker side. An attacker will flip an Intensive Combat Marker during the Initial Combat Segment by engaging in one of the following combat options: Barrage, Fire Attack, Probe, Cavalry Charge, or Pursue. Defending units which Retreat Before Combat or are forced to retreat due to a Loss Result (LR) remove all Combat Markers. Both players may be forced to flip an Intensive Combat Marker or remove a Regular Combat Marker due to a LR. (see 12.6)

Any Intensive Combat Markers remaining when the Initial Combat Segment is completed are flipped to become Regular Combat Markers.

- **The Final Combat Segment:** This segment is resolved in the same manner as the Initial Combat Segment, with a Barrage Attack Step and a Fire Attack Step. The 1st Player resolves his attacks in each step before the 2nd Player resolves his.

Only units with Regular Combat Markers may Barrage Attack in this segment. Any unit, with or without a Regular Combat Marker, may Fire attack in this segment, but in no case is it mandatory. Only units with Regular Combat Markers placed upon them may exercise the combat options of Probe or Pursue. Only units with Regular Combat Markers may expend APs.

An attacker may exercise one of the following combat options while removing its Regular Combat Marker: Barrage, Fire Attack (while expending an AP), Probe, Cavalry Charge (while expending an AP) or Pursue. Defending units which Retreat Before Combat or are forced to retreat due to a LR remove all Combat Markers. Both players may be forced to remove a Regular Combat Marker due to a LR. (see 12.6)

Any Regular Combat Markers remaining when the Final Combat Segment is completed are removed.

**4.25 2nd Player Command Phase:** This phase is conducted exactly like the 1st Player's Command Phase, with the roles reversed.

**4.26 2nd Player Movement Phase:** This phase is conducted exactly like the 1st Player's Movement Phase, with the roles reversed.

**4.27 1st Player Counter-Movement Phase:** This phase is conducted exactly like the 2nd Player's Counter-Movement Phase, with the roles reversed.

**4.28 Mutual Combat Phase:** This phase is conducted like the 1st Player's Mutual Combat Phase, with the roles reversed.

### 4.3 The Next Impulse

The above sequence concludes one impulse; if there are other impulses remaining in a game turn, return to Standard Rule 4.2 with the 1st Player's Command Phase, and repeat phases 4.21 through 4.28. Otherwise, proceed to the Weekly Interphase (Standard Rule 4.1) and begin a new Turn.

### 4.4 Recording Time

The passage of time is recorded using the printed tracks and cycles on the Time Chart. The Time Chart contains the four levels of time in the game. The Game Turn Track records weeks (game turns). The Days Used in Impulses Track records the last day of each impulse (thereby recording the number of impulses and the number of days each impulse will consist of). The Phase Cycle records the phases and segments of each impulse. The Mutual Combat Phase Cycle records which step of a combat phase is being played.

There is no penalty for failing to record the passage of time in a game turn, other than the mammoth confusion that will set in as players try to remember what to do next.

• **Recording Victory Points (VP):** VP earned by events are recorded at the end of each Game Turn.

*NOTE: The various activities in each segment are explained in full later in the rules. Reread section 4 after reading through the rules. Don't be concerned with the amount of Phases and Segments - many activities occur infrequently and most take only a few minutes to execute once you have the hang of it.*

## 5.0 WEEKLY INTERPHASE

The Weekly Interphase occurs at the start of each turn, and consists of a Strategic Phase and an Initiative Determination Phase. Players conduct the activities of the interphase jointly.

### 5.1 Strategic Phase

During the Strategic Phase, both players adjust their Rail Point (RP) totals, select eligible units to construct Permanent Entrenchments, and note any Replacement Points (REP) received.

Rail  
Points  
x1

**5.11 Adjust Rail Point Segment:** At the start of this segment, both players adjust their RP markers to zero. Both players then determine from the scenario instructions how many new RPs they receive and adjust their RP total markers accordingly. Unused RPs are not carried over from turn to turn.



**5.12 Construct Permanent Entrenchments Segment:** An eligible combat class unit which has fulfilled the requirements to construct a Permanent Entrenchment may attempt to enter Permanent Entrenchment Mode during this segment. Permanent Entrenchment Mode benefits and restrictions are found in Standard Rule 8.8.

**Construction Requirements:** To be eligible to construct a permanent entrenchment, an Infantry Division-sized combat class unit or a Combat Engineer unit must be in Entrenchment Mode and must have spent an entire game turn without using MPs. A unit may defend against attacks in a hex and it may take SP and ML losses as a result of combat without losing its eligibility to construct a permanent entrenchment. More than one formation can be stacked in the hex where a unit is attempting to construct a permanent entrenchment. Only one formation may attempt to construct a permanent entrenchment per hex per turn. Formations in the hex which are not attempting to construct a Permanent Entrenchment are unrestricted in the use of MPs.

Only Infantry Division-sized and Combat Engineer units may attempt to construct permanent entrenchments. Any combat, artillery, or HQ class unit may receive the benefits of permanent entrenchments.

**Procedure:** In this segment, at least one turn after a unit fulfilled the requirements to construct a Permanent Entrenchment, a MC is taken for the unit; if the unit passes its MC the construction is complete and it can enter Permanent Entrenchment Mode. To place the unit in Permanent Entrenchment Mode flip the entrenchment mode counter to display the permanent entrenchment mode side. Permanent Entrenchment markers are placed on top of units facing forward (i.e. pointing through the center frontal hexside).

**Subsequent Game Turn Modifier:** Each turn a unit fails to construct a Permanent Entrenchment counts as a modifier for subsequent attempts. Place a SP marker beneath the entrenchment mode marker to indicate the number of turns a unit has previously attempted

to construct a Permanent Entrenchment. This number is subtracted from the die roll used to resolve the MC taken to construct a Permanent Entrenchment in the next turn.

*NOTE: This modifier progressively improves the chances of a unit attempting to construct a permanent entrenchment.*

**5.13 Other Theaters Rule:** The Other Theaters Rule for each game is found in the Exclusive Rules. The Other Theaters Rule may affect reinforcements and withdrawals. Typically, a player will roll one die and implement the results; this may result in ahistorical reinforcements or withdrawals.

Field Art.  
Replace.  
Accum.  
x10

**5.14 Replacement Point (REP) Record Segment:** Both sides may receive Replacement Points (REP) during the course of the game. The number of REPs received is given in the Exclusive Rules. Record the current levels of the various REP types on the Strategic Chart using the REP Accumulated markers. Do not actually incorporate the REPs until the Supply and Command Segment.

### 5.2 Impulse Determination Phase

The Impulse Determination Phase is used to assign initiative and to allow the player with the initiative to decide the number of impulses for the turn.

**5.21 Initiative Procedure:** Both players roll a die. Roll again in case of a tie. The player with the highest score has the initiative. The Exclusive Rules may list die roll modifiers which influence the final score.

**5.22 Impulse Sequence:** The player who gains or retains the initiative announces the impulse sequence. He announces how many impulses there will be in the turn, and how many days each impulse will include. The total number of days must be equal to seven. The Exclusive Rules may limit the length and number of impulses a turn can include. When the impulse sequence is announced, if the game turn will consist of more than one impulse, players mark the announced sequence on the Time Chart. This impulse sequence remains in effect until the Impulse Determination Phase of the next turn.

*EXAMPLE: The player with the initiative could decide that the turn will consist of two two-day impulses and one three-day impulse, or one five-day impulse and one two-day impulse, or any other combination allowed in the exclusive rules.*

## 6.0 IMPULSES

Each Game Turn represents one week of time and consists of one to seven impulses. Therefore each impulse represents one to seven days of activity. Each impulse consists of two player turns. Each player turn consists of a Command Phase, a Movement Phase, a Counter-Movement Phase for the opposing player, and a Mutual Combat Phase. These phases are more fully described in the modules below. It is important to note that each impulse follows the same sequence of phases.

**Impulse Characteristics:** Foe each day in an Impulse, a player receives 2 MPs during his Movement Phase and 1 MP during his Counter-Movement Phase.

*EXAMPLE: A three-day impulse would give a player 6 MPs during the Movement Phase and 3 MPs during the Counter-Movement Phase.*

## 7.0 THE COMMAND PHASE

During his Command Phase, the phasing player determines the Mission Orders his forces will carry out, places reinforcements, removes withdrawals, checks supply and Command Control of his units, and incorporates replacements. Each Command Phase consists of a Mission Order Segment followed by a Supply and Command Segment.

*NOTE: Determine the Weather prior to the 1st Player's Command Phase.*

### 7.1 Mission Order Segment

During this segment, a player may change the attachment of his formations and issue Mission Orders (MOs) to his formations. Each Mission Order Segment consists of a Formation Attachment Step, followed by the Reinforcement and Withdrawal Step, followed by the Mission Order Step. These are explained below.

**7.11 Formation Attachment Step:** Formation attachment (see 3.1) may be changed freely during this step of the Command Phase. Changing attachments is always done before the Mission Order Step.

**General Rule:** To change a Primary Formation's attachment place the Primary Formation's Command Counter on a new Command Track. When the Command Counter is placed on a Command Track it must be placed in the appropriate Morale Level (ML) Box on that Command Track.

**A. Formation Attachment Summary:** All Primary Formations are either attached to the Supreme Commander or to an army (or army detachment). Many Primary Formations are also attached to a corps. Primary Formations that

are not attached to a corps are Independent Formations. Thus, a formation will be in one of four possible states of attachment:

- **Independent Strategic Formation attachment:** Primary Formations with their Command Counter on the Strategic Chart that are not attached to a corps.

- **Corps-sized Strategic Formation attachment:** Primary Formations with their Command Counter on the Strategic Chart that are attached to a corps.

- **Independent Army Formation attachment:** Primary Formations with their Command Counter on an Army or Army Detachment Chart that are not attached to a corps.

- **Corps-sized Army Formation attachment:** Primary Formations with their Command Counter on an Army or Army Detachment Chart that are attached to a corps.

**7.12 Reinforcement and Withdrawal Step:** Both sides may receive reinforcements or be required to withdraw units during the course of the game. Both activities occur in this segment.

*NOTE: Reinforcements may also arrive during the March or Counter-March segments.*

**Reinforcements:** Reinforcements are indicated for a specific game turn, impulse and segment in the Exclusive Rules. Units arriving as reinforcements must enter the map on the specified entry hex. If a unit arrives in Rail Mode it receives one free MP of Rail Mode Movement that does not consume any RP from the Strategic Chart's RP pool. Units may appear in their entry hex in violation of the stacking rules (see 3.3) but they must be immediately moved in their Movement Phase to conform with stacking. Reinforcements may not enter the map in a hex which is currently occupied by an enemy unit or which is in an enemy ZOC. If a scheduled entry hex is enemy occupied or enemy controlled, the reinforcing unit may enter at the nearest unblocked railroad line. A player may deliberately withhold reinforcements from game turn to game turn. However, reinforcements must appear at their scheduled hex or, if blocked, at the nearest unblocked railroad line.

Place the Command Counters of any Primary Formations that arrive on the map as reinforcements on the designated Chart. The player may choose a chart if none is designated, but this will have implications for supply and Command Control.

*NOTE: Most reinforcements begin on the Strategic Chart.*

**Withdrawals:** Units that are designated as withdrawals are indicated in the scenarios for a specific game turn and impulse. On the indicated impulse the units to be withdrawn are simply removed from the map.

**7.13 Mission Order (MO) Step:** Every Army-sized and Corps-sized Formation (except Cavalry) must be given a MO for every impulse. Every formation (which is not exempt or an exception) will always be on one of these MOs. MOs are issued through the Mission Order procedure and are in effect at all times.

*Designer's Note: Mission Orders introduce some new concepts that may be unfamiliar, but the requirements of the four MOs are simple, and easily memorized. The procedure is also quickly done. It will usually be a process with the Supreme Commander issuing MOs to one or more Army Commanders then noting the results from the MO Procedure by placing appropriate markers in each Army Chart's MO Box and under the individual leader counters.*

**The Chain of Command:** MOs originate with the Supreme Commander, are issued to Army Leaders (and directly to Strategic Corps formations' leaders), and then to corps leaders. Division-sized and smaller formations attached to a Corps automatically assume the MO of that corps. Independent Army formations (those with their Command Counters on an Army Chart independent formations tracks) automatically assume the MO of the army to which they are attached. Independent Strategic formations (those with their Command Counters on a Strategic Chart independent formations track) automatically assume the Hold MO. If an Army-sized or Corps-sized formation does not have a leader it automatically assumes the MO given to it by the leader above it in the Chain of Command.

*NOTE: Many corps-sized formations do not have leader counters.*

**Mission Order Procedure:** In order for a leader to give a MO to a leader below him in the Chain of Command, the MO Procedure must be followed. This procedure follows the chain of command from the top down. Army Leaders will assume the MO resulting from the MO Procedure they undergo with the Supreme Commander; this will be the MO they attempt to issue to the corps leader counters under them in the Chain of Command. Corps Leaders will assume the MO resulting from the MO Procedure they undergo with their Army leader.

The MO Procedure consists of rolling one die for each leader, adding the MO Modifier printed on each leader counter to his die roll, and comparing the modified die rolls to see which is higher. The leader with the highest modified die roll is the leader that determines the MO for the formation and its subordinates. Ties on the modified die rolls are won by the leader higher up the chain of command.

*EXAMPLE: A Supreme Commander with a MO Modifier of +4 is attempting to give a MO of Advance to an Army Commander with a MO*

*Modifier of +2 and a MO Preference of Hold. A three on the die is rolled for the Supreme Commander and six on the die is rolled for the Army Commander, giving the Supreme Commander a modified die roll of seven (3+4) and the Army Commander a modified die roll of eight (6+2). The result is that the Army Commander's MO is not Advance, but Hold. This is the MO the Army Commander will consequently attempt to issue to leaders of corps attached to his army.*

**Recording MOs:** An Army's MO derived from the MO procedure is recorded in the MO Box on the Army Chart. If a leader's MO derived from the MO procedure is different than the MO given the leader by his superior (i.e. If a subordinate leader undertakes his preferred MO over the MO issued by his superior) record this by placing a strength point loss marker under the leader's counter (see below).

**Leaders and Mission Orders:** The function of a leader counter is to modify the Mission Order (MO) Procedure. Each leader has a MO Preference and a MO Modifier printed on his counter (with the exception of the Supreme Commander, who does not have a MO Preference).

**Leader MO Preference Modifiers:** If a subordinate leader follows his MO Preference over his superior leader's MO, place a SP loss marker under the leader counter to indicate the number of consecutive impulses he has acted under his own preference. For each consecutive occurrence rotate the SP marker by one. The SP marker is the number that is subtracted from the leader's MO Modifier in the next Mission Order Step. The SP marker is removed when a subordinate leader is issued a MO and does not follow his own MO Preference. The SP marker is placed again whenever the subordinate leader follows his MO Preference over his superior's MO. This may occur numerous times in a game.

*NOTE: The modifier makes it increasingly unlikely that a leader will persist in going against his superior's MO.*

#### 7.14 Special Rules Effecting MOs:

**A. Strategic Formations:** Strategic Formations are corps and smaller formations with their Command Counters on the Command Tracks of the Strategic Chart. Strategic Formations may only be issued the Hold MO. Strategic Corps-sized Formations with a leader counter follow the MO procedure normally except the only MO the Supreme Commander may attempt to give them is the Hold MO. (See the Exclusive Rules for exceptions)

**B. Army LOC Exception:** A Unit attached to an Army and located on or adjacent to that army's LOC may ignore MO requirements. This applies to units which begin their movement on or adjacent to their Army's LOC as well as units which move adjacent to the LOC during the Movement Phase. A Unit on or adjacent to

its army's LOC is free to move in any direction so long as it remains on or adjacent to the Army LOC. The moment a unit is no longer on or adjacent to the Army LOC, it must revert to its MO and fulfill its MO requirements.

**C. Isolated Formations:** Whenever a Headquarters (HQ) class unit of a corps-sized army formation becomes isolated (see 7.21.G), the Army to which the isolated corps is attached may voluntarily assume the Retire Mission Order (MO). If the affected army voluntarily chooses to assume the Retire MO, the normal MO procedure is suspended for that army. The affected army may revert to the normal MO procedure when one of two events occur: 1) the Corps HQ class unit is no longer isolated; or 2) the Corps HQ class unit is eliminated.

**D. MO Requirement Exemptions:** The MO Requirement exceptions are as follows:

- **Cavalry Formations:** Units attached to a Cavalry Primary Formation (units whose Primary Formation identifier contains a "C" or "CS") are exempt from MO restrictions. Cavalry formations do not go through the MO procedure. (See the Exclusive Rules for exceptions)

- **Engineer Units:** Engineer units, except Engineers that are Organic Combat Units, are exempt from MO requirements.

- **Isolated Units:** Isolated units are exempt from MO requirements.

**7.15 Types of Mission Orders:** Units of formations implementing a MO have their expenditure of Movement Points (MP) restricted. A MO may also require units to perform different types of movement during the Movement and Counter-Movement Phases. All the units of formations required to be on a MO are affected by it equally, unless otherwise noted.

There are four types of MOs: Advance, Retire, Hold and Flexible. Each MO type is explained below:

**A. Advance:** Units which belong to formations on the Advance MO may only move through hexsides designated on the Mission Requirements Diagram as an advance hexside. They may not move through the hexsides designated as exclusively retire hexsides. They may not expend MPs to recover morale levels, nor may they enter replacement mode. If an Infantry Combat Class unit on the Advance MO enters, or starts in, an enemy ZOC it must stop its movement in the hex (exception: Overrun – see 8.32) and immediately place a Combat Marker before expending any other MPs in the hex. No unit of a formation on the Advance MO may voluntarily increase the distance between the closest enemy unit and itself during any part of the march or counter-march segments. Each impulse each unit must decrease the distance between the closest enemy combat

class unit and itself by a minimum of one hex if possible, with the exception of enemy combat class units within a fortress complex. (I.e., Units with the Advance MO need not decrease the distance between themselves and enemy combat class units stacked with or surrounded by fortress units.)

*Designer's Note: This exception is meant to allow Armies on the Advance MO to bypass fortress complexes.*

**EXCEPTION:** Main Depots, army supply units, corps trains and Army HQ units may move freely through any hexside.

**EXCEPTION:** Units of Shattered Primary Formations may move freely through any hexside and may expend MPs to enter Replacement Mode or recover Morale levels. (See 12.23)

**B. Retire:** Units which belong to formations on the Retire MO may only move through hexsides designated on the Mission Requirements Diagram as a retire hexside. They may not move through hexsides designated as exclusively advance hexsides. They may not expend MPs to recover morale levels, nor may they enter replacement mode. No unit of a formation on the Retire MO may voluntarily decrease the distance between the closest enemy unit and itself during any part of an impulse. Each impulse each unit must increase the distance between the closest enemy unit and itself by a minimum of one hex if possible.

If a unit fails a MC as a result of Force Marching, any SPs lost are counted as Prisoner Points by the opposing player. (see 12.52)

**EXCEPTION:** Main Depots, army supply units, corps trains and Army HQ units may move freely through any hexside.

**EXCEPTION:** Units of Shattered Primary Formations may expend MPs to enter Replacement Mode or recover Morale levels. (see 12.23)

**C. Hold:** Units which belong to formations on the Hold MO have terrain movement point costs on the Terrain Effects Chart (TEC) doubled unless they are moving in Road Mode while more than 6 hexes away from any enemy unit. The MP cost to place Combat Markers is not effected. Railroad and Naval movement rates are not effected. There are no hexside movement requirements for a formation that is on the Hold MO.

**EXCEPTION:** Main Depots, army supply units and corps trains do not have TEC costs doubled.

**D. Flexible:** Units which belong to formations on the Flexible MO may expend all MPs available without MO restriction or penalty.

**EXCEPTION:** The Main Depot that belongs to an army on the Flexible MO may not move.

**MISSION ORDER SEGMENT  
EXAMPLE:**

The phasing player examines the map to see if there are Primary Formation attachments he wishes to change. He decides to change the attachment of an infantry division from one corps HQ to another. He removes the division's Command Counter from the Command Track where the current Corps HQ unit's Command Counter is located and places it on the Command Track the new HQ's Command Counter is on. Since the division is no longer attached to its old corps HQ, it may no longer be in that corps' Headquarters Holding Box (HQHB). The player removes the units of the division from the box and places them on the map in the same hex with the old corps HQ. He notes that the units are within supply range and Command Control Radius (CCR) of the new corps HQ, so they will be in supply and Command Control during the upcoming Supply and Command Segment.

The phasing player next decides to change the attachment of a division from being an Independent Formation to being under control of a corps HQ. He removes the division's Command Counter from the Independent Formations Command Track and places it on the Command Track where

its new corps HQ's Command Counter is located. If the division is not already stacked with its new corps HQ, it may not be placed in the corresponding HQHB. If the division is not presently within CCR of its new corps HQ, but does occupy the LOC of the army HQ controlling the corps HQ, it will be in Command Control in the upcoming Supply and Command Segment.

Having completed his formation attachment changes, the player checks the scenario instructions for reinforcements and withdrawals. If a Brigade is scheduled to arrive, the player places the Brigade's combat class unit on the entry hex and places the Brigade's Command Counter on the Independent Formations track on the Strategic Chart.

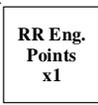
Having completed the Reinforcements step the player begins the Mission Order Step. If there are no formations on the Strategic Chart Command Tracks with leader counters, there is no MO Procedure for the Supreme Commander to undergo with Strategic Formations; all Strategic formations are issued, and automatically assume, the Hold MO.

The player wants a particular army to Advance. The Army Commander's MO Preference is to Advance, as is one of his

corps leaders, but a second corps leader's MO Preference is Hold. There is no need to undergo the MO procedure between the Supreme Commander and the Army Commander as the preference printed on Army Commander's counter is Advance, the same as the desired MO. Similarly, there is no need to undergo the MO procedure between the Army Commander and the first corps leader, as Advance is the preference printed on the corps leader's counter. The Army Commander must undergo the MO procedure to issue a MO of Advance to his second corps leader, whose MO Preference is Hold. The player rolls a die for the Army Commander and another for the corps leader, adding their respective printed MO Modifiers to the die rolls. The Army Commander rolls the die and gets a modified total of 6, and the corps leader rolls the die and gets a modified total of 5. The corps will assume the Advance MO. (If the corps leader had the higher total, his corps would have assumed the Hold MO.)

Finally the player adjusts his RR Engineer Point total to zero and then adds the new allotment by multiplying his daily RR Engineer Point total by the number of days in the current impulse. This concludes the Mission Order Segment of the Command Phase.

– Mission Order Segment Continued



**7.16 RR Engineer Point Step:** The phasing player adjusts his RR Engineer Point marker to zero. He then determines from the scenario instructions how many new RR Engineer Points he receives per day. He then multiplies this number by the number of days in the current impulse. The sum is the number of RR Engineer Points received that impulse and is recorded accordingly. Unused RR Engineer Points are not carried over from impulse to impulse.

**7.2 Supply and Command Segment**

During this segment the phasing player will determine the supply status of his units and Main Depots, determine if his units are in Command Control, replenish his Ammunition Points, ready air units for operations and take replacements. These steps are outlined below.



**7.21 Relocate Army Base Step:** The Army Base Marker indicates the beginning of an

Army's LOC. The Army Base represents the point (usually within the home country) where supplies are gathered, stored and organized before delivery to the front. There is no MP cost to move an Army Base Marker. Where an Army Base Marker may be placed is found in the Exclusive Rules.

*NOTE: Main Depots are in supply only if the railroad line they are on consists of a contiguous path of friendly operational railroad line hexes leading from the Main Depot to the Army's Army Base Marker. The railroad line must be free of enemy units and their ZOC.*



**7.22 Determine Main Depot Status Step:** During this step, the phasing player must determine the status of each of his armies' Main Depots and their capabilities. The Main Depot status and capabilities simulates the adequacy of supply being brought forward from the rear areas and governs the activity level of the army. Note that only friendly operational railroad lines may be used by a Main Depot to trace its LOC.

The Main Depot's status determines the availability and quantity of Main Depot capabilities. These capabilities are described below.

Main Depot Capability 1. All units of the formations attached to the army can be kept

in supply if they are within their supply range of the Main Depot, or of a chain of supply class units leading back to the Main Depot, or any hex of the LOC.

Main Depot Capability 2. The units of the army can replace Ammunition Points (APs) freely.

Main Depot Capability 3. The units of the army can replace SPs previously lost by incorporating REPs through entering Replacement Mode.

Main Depot Capability 4. The railroad line comprising the LOC can be used to transport units of any kind by Rail Mode. (LOC definition – see 2.75.A)

**A. Main Depot Status delimits:** Each Main Depot may be in one of four states each turn: Maximum Double Status, Medium Double Status, Minimum Double Status and Single Status. The Main Depot's status determines the availability of Main Depot capabilities, as described above.

• **Maximum Double Main Depot Status (Highest State):** If the hex occupied by the Main Depot is a double railroad line, and all the hexes along the Line of Communications (LOC) between the Main Depot and Army Base are double railroad lines, none of which are shared with another Main Depot's LOC, then the Main Depot Status is Maximum Double. A Main Depot with Maximum Double status

allows all four of the Main Depot Capabilities listed in 7.22.

• **Medium Double Main Depot Status (Second Highest State):** If the hex occupied by a Main Depot is a double railroad line, if all the hexes along the LOC between the Main Depot and Army Base are double railroad lines, some of which are shared with one other army's Main Depot, the status of the army's Main Depot is Medium Double. A Main Depot whose status is Medium Double can provide any of the capabilities of a Maximum Double listed in 7.22, but only three of the four capabilities in any one impulse. A player announces during the Supply and Command Segment which one of the four Main Depot Capabilities will not be exercised that impulse. This should be noted on a piece of paper.

*EXAMPLE: A player announces that a Main Depot with a Medium Double Main Depot Status will not exercise Main Depot Capability 4 in the upcoming impulse. This means that the Army's LOC cannot be used to transport units in rail mode during the impulse.*

• **Minimum Double Main Depot Status (Second Lowest State):** If the hex occupied by a Main Depot is a double railroad line, if all of the hexes along the LOC between the Main Depot and Army Base are double railroad lines, some of which are being shared with two other armies' Main Depots, the Main Depot Status is Minimum Double. A Main Depot whose status is Minimum Double can provide any of the capabilities allowed to a Main Depot whose status is Maximum Double listed in 7.22, but only two of the four capabilities in any one impulse. A player announces during the Supply and Command Segment which two of the four Main Depot Capabilities will not be exercised that impulse. This should be noted on a piece of paper.

*EXAMPLE: A player announces that a Main Depot with a Minimum Double Main Depot Status will not exercise Main Depot Capabilities 3 and 4 in the upcoming impulse. This means that no unit of a formation attached to the Army or Army Detachment served by the depot can replace Strength Points through Replacement Mode (Main Depot Capability 3), and the Army's LOC cannot be used to transport units in rail (Main Depot Capability 4).*

• **Single Main Depot Status (Lowest State):** If the hex occupied by the Main Depot is a single railroad line, or if any of the hexes along the LOC between the Main Depot and Army Base includes a single railroad line, the Main Depot Status is Single. If the hex occupied by the Main Depot is a double railroad line, if all the hexes along the LOC between the Main Depot and Army Base are double railroad lines, and any hexes of the LOC are shared with three other army Main Depots, then the Main Depot Status is Single. A Main Depot whose status is Single can provide only Main Depot capabilities 1, 2

and 3 as listed in 7.22; Main Depot capability 4 is not allowed. Only two of the Main Depot Capabilities may be exercised in any one impulse. A player announces during the Supply and Command Segment which two of the four Main Depot Capabilities will not be exercised that impulse. This should be noted on a piece of paper.

*NOTE: A Main Depot whose status is Single can never elect Main Depot Capability 4. In other words, a Main Depot whose status is Single can never use its LOC to transport units. This inability to select Main Depot Capability 4 is the only difference between Minimum Double and Single Main Depot Status.*

• **B. Shared Main Depot Line of Communications:** If more than one Main Depot's LOC shares a railroad line at any point, this will reduce the status of all Main Depots sharing that railroad line by one state for each Main Depot sharing the line. Thus, if two Main Depots share a double railroad line they would both have Medium Double Depot Status (the second highest state). No more than four Main Depots may share a double railroad line and no Main Depots may share a single railroad line.

*NOTE: An Army's LOC could be shared with more than one other army and still have Medium Double Main Depot Status if no specific rail hex is shared with more than one other army.*

• **C. Main Depot Rail Movement and Main Depot Status:** Main Depot units and army supply units move in Rail Mode. If the rail line is along the army's LOC, they may move regardless of their Army's Main Depot Status (i.e. even when Main Depot Capability 4 has not been selected).

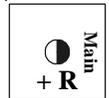
**7.23 Supply Status Step:** A player should attempt to keep his units in supply at all times. Units not in supply have their Primary Formation's ML reduced, may not receive Replacement Points, and may not replace Ammunition Points (APs). Supply status is determined in two situations in an impulse. Supply is determined for all friendly units during the Supply Status Step of the Command Phase. Supply is also determined at the instant of combat; whenever an attack is announced both players must determine the supply status of all units involved.

**Tracing Supply:** A unit must be able to trace a contiguous path of hexes to a supply source within its Supply Range in order to be in supply. Supply Ranges for all units are given in the Exclusive Rules. A supply path is broken if any hex along the path of hexes traced by a unit for its supply path is occupied by an enemy unit or an enemy ZOC. Friendly units negate the presence of enemy ZOC in a hex for purposes of tracing supply.

The supply source to which a unit traces its supply line is determined by the type of formation it belongs to. Strategic Formations must be within Supply Range of a friendly

operational railroad line. The railroad line must consist of a continuous line of friendly operational railroad hexes leading to a friendly map edge. Army Formations must be within Supply Range of 1) the Main Depot of the army they are attached to, or 2) an Army Supply unit which is within Supply Range of the Main Depot, or 3) within Supply Range of the Army's LOC.

**A. Types of Supply Sources:** There are five types of supply source: Main Depots, Army Supply units, Corps Train units, friendly operational railroad lines, and Fortress Supply Depots. The Exclusive Rules may list additional supply sources.

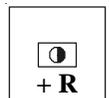


• **Main Depots:** Main Depot units are among the most important units in an army-sized formation, as they are the source of supply for all the units attached to that army, including the army's supply units. Main Depot units have a Primary Formation Identifier printed on them which is the same as the army-sized formation to which they are attached. Depots may only provide supply to units of formations that are attached to the army identified on the depot counter.

Main Depots themselves are in supply if the railroad line they are on consists of a contiguous path of friendly operational rail hexes leading from the Main Depot to the Army's Base Marker. The railroad line must be free of enemy units and their ZOC.

Main Depot units are always in Rail Mode; they have a Mobility Rating (MR) of R printed on their counter. There is no need to place a Rail Mode marker on a Main Depot unit. They may only move by rail (or in Naval Mode), and only if the owning player has sufficient Rail Points (RPs) available. Main Depots may not Force March. Main Depots need not be in Command Control (i.e. they need not be within the CCR of a HQ unit).

Main Depots are composed exclusively of Cadre Points (CPs); if they are attacked alone in a hex they are eliminated, and the opposing player counts all CPs eliminated in this manner as Prisoner Points. Main Depot units that have been eliminated appear in the next friendly March segment following their elimination, entering from any friendly map edge railroad line.



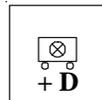
• **Army Supply Units:** An Army Supply unit is only considered a supply source if it is itself in supply. To be in supply, the supply unit must be able to trace a contiguous path of friendly

operational rail hexes leading from the Supply Unit to the Army's Main Depot within its supply range. Army supply units from the same army may form a chain of army supply units, each within Supply Range of the other.

Army Supply units have a Primary Formation Identifier printed on them which specifies the army they are attached to. They may only trace supply from the Main Depot to which they are attached and may only supply units of formations attached to the same army.

Army Supply units are always in Rail Mode; they have a Mobility Rating (MR) of R printed on their counter. There is no need to place a Rail Mode marker on an Army Supply unit. They may only be moved by rail (or Naval Mode), and only if the owning player has sufficient Rail Points (RPs) available. Army Supply units may not Force March. Army Supply units need not be in command (i.e., they need not be within the CCR of any HQ unit).

Army Supply units are composed of Cadre Points (CPs); if they are attacked alone in a hex they are eliminated, and the opposing player counts all CPs eliminated in this manner as Prisoner Points. Army supply units that have been eliminated appear during the friendly March segment at least one full Game Turn (minimum 7 days) after they were eliminated, entering from any friendly map edge RR line.



**• Corps Train Units:** A Corps Train unit is only considered a supply source if it is itself in supply. The supply source to which a Corps Train unit may trace its supply line is determined by the type of formation its corps-sized Primary Formation is attached to.

If the corps-sized Primary Formation to which the Train unit is attached is a Strategic Formation (i.e. the Corps' Command Counter is on the Strategic Chart), the Train unit must be located on a friendly operational railroad line to be in supply. The railroad line must consist of a continuous line of friendly operational railroad hexes that leads to a friendly map edge.

If the corps-sized Primary Formation to which the Train unit is attached is an Army Formation (i.e. the Corps' Command Counter is on an Army Chart), the Train unit must be within Supply Range of the Main Depot of the army, or an Army Supply unit that is itself in supply.

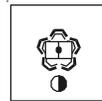
Corps Train units have a Primary Formation Identifier printed on them which is the same as the corps-sized formation to which they are attached. If the corps is an Army formation, the Corps Train unit may supply units of Independent Army formations attached to the same Army. Otherwise, Corps Train units may only supply units of primary formations attached to the same corps.

Corps Train units are always in Road Mode if not in Rail or Naval Mode; they may never enter deployed mode. There is no need to place a Road Mode marker on a Corps Train unit. Corps Train units may Force-March up to two additional MPs; however, if a Corps Train unit Force-Marches, reduce the ML of all Primary Formations attached to the Corps Train unit's corps-sized formation by one (1). Corps Train units need not be in command (i.e., they need not be within the CCR of any HQ unit).

Corps Train units are composed of Cadre Points (CPs); if attacked alone in a hex, they are eliminated, and the opposing player counts all CPs eliminated in this manner as Prisoner Points. Corps train units that have been eliminated appear during the friendly March segment at least one full Game Turn (minimum 7 days) after they were eliminated, entering in Rail Mode from any friendly map edge railroad line.

**• Railroad Lines:** Units from Army formations may choose to trace supply from a railroad line hex on their Army's LOC, instead of tracing to a Main Depot.

Units from Strategic formations (formations with Command Counters on the Strategic Chart) trace supply to any friendly operational railroad line connected to a friendly map edge.

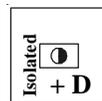


**• Fortress Supply:** Some Fortress Units have a Supply symbol printed on the counter. Any Combat, Artillery or Headquarters Class unit from any formation stacked on or adjacent to the fortress's hex may choose to trace supply from the Fortress unit instead of tracing supply to another source.

**B. Out of Supply Effects:** The effects of being out of supply depend on when the unit is determined to be out of supply.

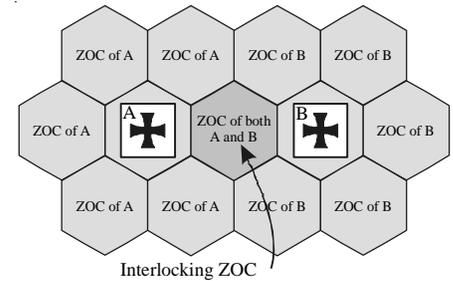
**• Supply Status Step:** Any friendly unit found to be out of supply during the Supply Status Step has its Primary Formation's ML reduced by one for each day in the current impulse. Out-of-supply units may not incorporate Replacement points or replace used Ammunition Points (APs).

**• Instant of Combat:** If a unit is found to be out of supply at the instant of combat, its Primary Formation's ML is reduced by one. This reduction occurs prior to the resolution of combat.



**C. Isolation:** Players must check for Isolation during the Supply Status step of the Command Phase. Whenever a friendly unit is completely

surrounded by enemy occupied hexes and/or interlocking enemy ZOC, it is involuntarily Isolated. Hexes with interlocking ZOC are those in the ZOC of two or more stacks, as shown in the diagram below:



Isolation may be declared voluntarily by the owning player if he has an out-of-supply Corps HQ unit that is cut off by enemy units and their ZOC, which need not be interlocking.

**Effects of Isolation:** If a unit is isolated it is affected in several ways. The Command Counter for the unit's Primary Formation is removed from its Command Track, inverted, and placed in the same hex with at least one of its isolated units. This lowers the ML of all the units in the isolated Primary Formation to one. LRs suffered from combat or failed MCs while isolated may not be taken as an ML reduction. All SPs and CPs lost by isolated units are counted by the opposing player as Prisoner Points (PPs). While on the map, Command Counters have the characteristics of Supply Class units. (see 2.24)

In addition an Isolated formation may not change its formation attachment and Isolated units are exempt from MO requirements.

If an isolated unit is no longer isolated, flip the Command Counter to its normal side and return it to the Command Track it came from, with a ML of one.

*NOTE: The effects of isolation can be devastating to a unit, not so much due to combat as to the low ML when MCs are taken. Even when all SPs have been eliminated, the CPs of isolated units can continue to provide Prisoner Points.*



**7.24 Command Control Step:** A player should attempt to keep his units in Command Control at all times. Command Control is determined in two situations in an impulse. During the Command Control Step of an impulse the phasing player determines Command Control for all his units. Command Control is also determined at the instant of combat. Note that Supply Class units are exempt from the need to be in Command Control.

**Command Control Procedure:** There is a CCR printed in a circle at the bottom of the

counter of most HQ units (The HQ units for Army Groups, Fronts, and the Supreme Commander have no CCR). If a unit belongs to a formation with a HQ unit with a CCR it must be within the CCR of the appropriate HQ unit. CCR is measured in terms of numbers of hexes distant from the HQ unit.

*EXAMPLE: If a HQ unit had a CCR of 3, all units belonging to its formation, or that are attached to it, must be within three hexes to be within Command Control. If more than three hexes from the HQ the units are out of Command Control.*

**A. Formation Attachment and CCR:** The HQ to which a unit must trace Command Control is determined by the unit's Primary Formation attachment. There is only one CCR a unit must stay within. A unit must trace Command Control to the lowest level HQ unit to which it is attached. An army HQ is the lowest level above a corps HQ. A corps HQ is the lowest level above a division. A division HQ is the lowest level above a brigade-or-smaller unit. The four types of Formation Attachment and their corresponding Command Control structure are described below:

**• Independent Army Formations (all Primary Formations on an Army or Army Detachment Chart that are not attached to a corps):**

1) Units without a HQ unit that belong to an Independent Army Formation must be within the CCR of the Army's HQ unit.

2) If the Independent Army Formation has a HQ unit, all units attached to the formation must be within the CCR of the formation's HQ unit, and the formation's HQ unit must be within the CCR of the Army's HQ unit.

Army LOC Exception: A Unit stacked on or adjacent to an army's LOC is always in Command Control.

**• Corps-sized Army Formations (all Primary Formations on an Army or Army Detachment Chart that are attached to a corps):**

1) Units without a HQ unit that belong to a Primary Formation, attached to a corps, must be within the CCR of the Corps HQ unit, and the Corps HQ unit must be within the CCR of the Army's HQ unit.

2) If the Primary Formation attached to a corps has a HQ unit, all units attached to the formation must be within the CCR of the formation's HQ unit, the formation's HQ unit must be within the CCR of the Corps HQ unit, and the Corps HQ unit must be within the CCR of the Army's HQ unit.

Army LOC Exception: A Unit stacked on or adjacent to an army's LOC is always in Command Control.

**• Independent Strategic Formations**

**(formations on the Strategic Chart that are not attached to a corps):**

1) Units that belong to an Independent Strategic formation are not required to be within the CCR of a HQ unit. (If the Independent Strategic formation does not have a HQ unit, then there is no HQ unit CCR for the units of the formation to be within.)

2) If the Independent Strategic formation has a HQ unit, all units attached to the formation must be within the CCR of the formation's HQ unit; the formation's HQ unit need not be within the CCR of a HQ.

*NOTE: the Supreme Headquarters does not have a CCR. Therefore, Strategic Formations have no higher HQ unit CCR to be within.*

*EXAMPLE: A unit from a division-sized formation with a HQ unit, with its Command Counter on the Independent Formations track of the Strategic Chart, must remain within the CCR of its divisional HQ to be in Command Control. The division HQ unit would not have a CCR requirement to be in Command Control.*

**• Corps-sized Strategic Formations (formations on the Strategic Chart that are attached to a corps):**

1) Units that belong to a formation without a HQ unit, attached to a corps, must be within the CCR of the Corps HQ unit.

2) If the formation attached to a corps has a HQ unit, all units attached to the formation must be within the CCR of the formation's HQ unit, and the formation's HQ unit must be within the CCR of the Corps HQ unit.

In any case, the Corps HQ unit need not be within the CCR of a HQ unit.

**B. CCR for Formations Without a HQ Unit:**

Some formations do not have their own HQ unit. Units belonging to a division or brigade-sized formation without a HQ unit must be located with or adjacent to all other units of the formation to be in Command Control. If a formation without a HQ unit has a unit that is not with or adjacent to another unit of that formation, that unit is considered Out-of-Command-Control; the formation the unit belongs to suffers the related effects.

Units belonging to formations without Headquarters Class units that are not adjacent to the other units of their formation must move adjacent at the earliest opportunity.

*EXAMPLE: A division without a HQ unit consists of an infantry brigade, an artillery brigade, and a cavalry regiment. Each of these three units must remain on or adjacent to the others to be in Command Control.*

*NOTE: The way to avoid the restriction of this rule is to create detachment units (see 8.13) which are not bound by the requirement to be with or adjacent to the other units of their formation.*

**C. Out of Command Control Effects:** Any friendly unit found to be out of command

control during the Supply Status Step or at the instant of combat has its Primary Formation's ML reduced by one. This reduction occurs prior to the resolution of combat.

Units that are out of Command Control during the Command Control Step may not replace Ammunition Points or receive Replacement Points.

*EXAMPLE OF THE COMMAND CONTROL STEP: An army has one division-sized Primary Formation Command Counter on its Independent Formations Command Track. The army has one corps-sized Primary Formation Command Counter on one of its Corps Command Tracks, and one division-sized Primary Formation Command Counter attached to the corps. The CCR printed on the Army HQ unit is 6 and the CCR on the Corps HQ unit is 3.*

*The units of the division-sized formation on the Independent Formation Track need only stay within the CCR of the Army HQ unit. As the printed CCR is 6, these units would need to stay within six hexes of the Army HQ unit. Also the units of the division-sized Primary Formations would need to be on or adjacent to each other.*

*The units of the division-sized formation attached to the corps must stay within the CCR of the Corps HQ unit, which in turn must be within the CCR of the Army HQ unit. Therefore, the units of the division attached to the corps would need to be within three hexes of the Corps HQ unit, and the Corps HQ unit would need to be within six hexes of the Army HQ unit. Also the units of the division-sized Primary Formation would need to be on or adjacent to each other.*



**7.25 Replenish Used Ammo Points Step:**

During this step the phasing player may replenish Ammunition Points (APs) for Army formations which meet the following requirements.

**Requirements:** An army formation wishing to replenish the APs of its attached formations must have a Main Depot Supply Status that permits the replenishment of APs. If an army's Main Depot Supply Status is Medium Double, Minimum Double or Single, and the owning player has chosen not to have Main Depot Capability 2 in the impulse, no formation attached to the army-sized formation may replenish APs. (see 7.22) Corps-sized Army formations may only replenish APs if the Corps HQ unit is both in supply and in Command Control. Strategic Formations may not replenish APs.

**Procedure:** If the criteria in 7.25.A are met, an AP marker may be removed from the Ammo

Box adjacent to an Independent Formation or Corps Formation Command Track. The removal of an AP marker restores the full allowance of APs to the units of the Primary Formation whose Command Counter is on the Command Track adjacent to the Ammo Box. The Exclusive Rules will specify a formation's full allowance of APs.

*NOTE: It makes no difference if a formation has used one, two or all AP, the act of removing an AP marker has the same effect of restoring the full allowance of APs to a formation. Empty Ammo Boxes represent a full allowance of APs; AP markers are only used when APs have been consumed.*

Replace-  
ment  
Mode

**7.26 Take Replacements Step:** A Unit that are under full strength may incorporate REPs if it meets the following requirements: 1) is in Replacement Mode, 2) is attached to an Army formation, and the Main Depot Supply Status of the army's Main Depot must include Capability 3 in the current impulse (see 7.22), and 3) the unit must be in supply and command control.

**Procedure:** For each REP incorporated into an eligible unit, add one SP to the unit and deduct one REP from the REPs track on the Strategic Chart.

**Restrictions:** Only units that have SPs or CPs remaining may receive Replacement Points (REPs). With the exception of units of cadre strength or with only one SP, which may always replace two points, a unit may not receive more REPs than its current level of SPs during a Take Replacements Step.

*EXAMPLE: A unit had an original SP total of eight; it lost five SPs, so its current SP total is three; it could replace no more than three SPs during the Take Replacements Step.*

*NOTE: Units may only enter Replacement Mode during their Counter-Movement Phase (see 9.12). However, it is not until the Take Replacements Step on the following Supply and Command Segment that a unit actually incorporates the REPs.*

AIR UNIT  
USED  
(Perform  
MRC)

**7.27 Ready Air Units Step:** Friendly air units that have been flipped to their "Air Unit Used" side take a Maintenance Rating Check (MRC).

**MRC Procedure:** Roll one die. On a die roll of six the air unit's equipment is considered damaged through use and the air unit is removed from play. On a die roll of five the air unit is considered to be under repair and remains flipped to the "Air Unit Used" side until the MRC in the next impulse. Air units that did not receive a die roll of five or six may be flipped to their front side.

## SUPPLY AND COMMAND SEGMENT EXAMPLE:

*The player determines the Main Depot Status of an army. The army's Main Depot traces back to the Army Base Marker by way of a Double-Track railroad line shared by one other army's LOC. The army's Main Depot status is therefore Medium Double. Medium Double Status requires a player to forego one of the following Main Depot Capabilities: 1) to place all the units of formations attached to the army in supply, 2) to replenish APs, 3) to replace SPs with REPs, or 4) to allow units to travel in Rail Mode along the LOC. In this case the player has chosen to forego Capability 4. Consequently, no unit is allowed to travel in Rail Mode along the army's LOC during the impulse.*

*Because the army has Main Depot Capability 1, the phasing player now examines his units on the map and confirms that all units belonging to Army Formations, whether attached to corps-sized formations or independent, are within the normal supply radius of a supply source. He checks to see that all Strategic Formations are within their supply radius of a friendly operational railroad line. Any units found to be out of supply would have their Primary Formation's ML reduced by 1 for each day in the impulse.*

*The player checks for units out of Command Control and confirms that all the units under the control of the army HQ are within the printed CCR of the army HQ, or along the army's LOC, except for two cavalry divisions. The first cavalry division is within the CCR of the corps HQ it is attached to, which in turn is within the CCR of the army HQ. This cavalry division is in Command Control. The second cavalry division is not attached to a corps HQ, so it is out of Command Control. It loses 1 ML, recorded by adjusting the Command Counter of this division one space down on the Independent Formations Command Track.*

*Because Main Depot Capability 2 is available, all army formations in supply and command control are eligible to replenish APs. The player examines the army's Command Tracks to see if any formations need APs. Those that do are replenished by removing the AP markers from their Ammo Boxes. (Remember that Strategic Formations may not replenish APs.)*

*Main Depot Capability 3 is available, so all army formations in Replacement Mode, in Supply, and in Command Control may replace lost SPs by incorporating REPs. (Remember that Strategic Formations may not incorporate REPs.)*

*Finally, the player examines the map and HQHBs for air units. Any air units that pass a Maintenance Rating Check are flipped to their "Air Unit Used".*

## 8.0 MOVEMENT PHASE

The Movement Phase consists of a Concealment Segment, in which the phasing player attempts to deceive the opposing player as to the true nature of his units, and a March Segment, when the phasing player moves his units on the map and performs movement-related activity.

### 8.1 Concealment Segment

During the Concealment Segment the phasing player may hide his revealed units, place dummy units to confuse the opposing player, and generally seek to deceive him as to the true nature and strength of his units. Concealment Segment activities are discussed below.

**8.11 Inverting Units:** Friendly units that are face-up at the start of the Concealment Segment may be flipped facedown to conceal their identity. Unless a player conducts a successful reconnaissance or combat against an opposing unit he may not lift up or flip an opposing unit. (see 3.5)

DUMMY

**8.12 Dummy Units:** Dummy units are an important part of the game. They are used to confuse and mislead the opposing player as to the exact disposition of your units. Dummy units are placed on the map only during the Concealment Segment. Dummy units may only be placed on top of existing friendly non-dummy units. They remain inverted on the map until their identity is revealed by reconnaissance or combat, at which point they are removed from the map. All Dummy units removed during an impulse may be returned to play in the following Concealment Segment.

**Characteristics:** Dummy units may move with any Mobility Rating a player chooses. Dummy units must pay movement point costs to move; they do not fly. They may place any kind of marker above or below them, except Rail Mode, Naval Mode, Entrenchment, or Permanent Entrenchment Mode markers. They act as real units in all ways except that they may never exert a ZOC, not even in the hex they occupy. Units moving adjacent to an enemy dummy unit do not pay the MP cost of entering an enemy ZOC. Dummy units may never initiate combat of any kind. Dummy units may not Withdraw Before Combat. Dummy units do not block enemy supply or paths of retreat.

**Restrictions:** Dummy units can only enter friendly controlled hexes; they may not enter enemy controlled territory. (see 3.7) Dummy units may not enter an enemy ZOC.

**Revealing Dummy Units:** A dummy unit must be revealed if an enemy unit attempts to

attack or overrun it or conducts reconnaissance against it. A dummy unit must be revealed if an enemy unit attempts to retreat through its hex.

Dummy units are not revealed if an enemy unit moves adjacent but does not attack it or perform reconnaissance against it. Enemy units that wish to move into the hex of a suspected dummy unit must declare an overrun attempt, unless retreating as a result of combat. Units attempting to overrun a dummy unit pay no cost for the overrun attempt. (see 8.32)

*NOTE: A dummy unit cannot enter an enemy ZOC. However, if an enemy unit moves adjacent to a friendly dummy unit, thereby projecting a ZOC into the dummy unit's hex, it is not removed from the map unless and until it is subjected to an attack or reconnaissance.*

**Suggested ZOC Declaration Procedure (Optional):** If a player wishes to move a unit into a hex adjacent to a concealed enemy unit the following procedure is suggested: The phasing player moves a friendly unit adjacent to a concealed enemy unit and inquires "Is there a ZOC that I moved my unit(s) into?" The non-phasing player may respond "I choose not to exert a ZOC into that hex" even if the unit in question can exert a ZOC. If the unit is a dummy this responds is mandatory. The non-phasing player may instead respond "There is a ZOC in that hex" if he has a unit actually capable of exerting a ZOC into the hex. If the non-phasing player exerts a ZOC, and the phasing player pays the extra MP cost to enter the hex, the phasing player may ask from which hex this ZOC was exerted. The non-phasing player is obligated to divulge this information for only one hex even if more than one hex exerts a ZOC.

RR Eng.  
Points  
x10

**8.13 Railroad (RR) Tasks:** RR Tasks include "Preparation", "Damage" and "Repair". These tasks are performed by expending RR Engineer points. Each player receives a number of RR Engineer points every day. The number of RR Engineer points received and number of points required for each RR task is found in the Exclusive Rules.

*NOTE: RR lines may be found in three states: "Operational", "Neutral" or "Damaged". To be used for rail movement or to trace supply a railroad line must be Friendly Operational. (see 3.81)*

• **Preparation:** Neutral RR lines may be Prepared into Friendly Operational RR lines. A RR line is eligible to be prepared if it is in friendly controlled territory, undamaged, and adjacent to a contiguous friendly operational RR line.

• **Damage:** Friendly Operational RR lines may be damaged. A RR line that has been damaged may not be prepared for operation until it is repaired. Damaged RR lines are

recorded by placing a Rail Line Damaged marker on the hex.

• **Repair:** A RR line that has been damaged must be repaired before it can be prepared for operation. A RR line is eligible to be repaired if it is in friendly controlled territory and adjacent to a contiguous friendly operational RR line. When a hex containing a Rail Line Damaged marker is repaired simply remove the marker from the map. A repaired track is considered Prepared and is therefore Friendly Operational.

*EXAMPLE: A player desires to prepare a damaged RR line beyond a railhead to be Friendly Operational. The task of repair requires four RR engineer points. The player expends 4 RR engineer points, removes the Rail Line Damaged marker and moves the Railhead marker into the newly prepared RR line hex.*

## 8.2 March Segment

During the March Segment the player can move all, some, or none of his units. The condition that affects a unit's movement is its Movement Mode (MM). There are four MMs a unit may assume during the Movement Phase. These are Deployed Mode, Road Mode, Rail Mode and Naval Mode. MM effects are listed below in rules 8.3 through 8.6. A unit's MM is sometimes indicated by placing a marker on the unit.

**8.21 Normal Movement:** Units move by tracing a path through adjacent hexes, expending Movement Points (MPs) for each hex entered. Depending on the unit's Mobility Rating, Movement Mode, and type of terrain, various amounts of MPs will be used to enter various hexes. There are some terrain types that require MP expenditure to cross a hexside. For units in Road Mode there may be costs of entering hexes occupied by friendly units. (see 8.42)

**A. Mobility Ratings:** Although units of the same side have the same number of MPs available each impulse, the rate at which they expend them by entering various types of terrain is governed by the unit's Mobility Rating and the unit's current Movement Mode (MM). (Mobility Rating Types are found in rule 2.21.J)

*EXAMPLE: The cost for moving through clear terrain in deployed mode is 1 MP per hex for units with an I Mobility Rating and 1 & 1/3 MPs for units with an L Mobility Rating.*

**B. Terrain Effects on Ground Movement:** The MP cost of a hex or hexside varies with the mobility rating of the unit moving. The Terrain Effects Chart (TEC) lists the MP costs to enter a hex or cross a hexside for the different types of terrain for the various mobility categories. While in Road Mode units may move along adjacent contiguous road lines in order to avoid paying MP costs for the other terrain in the hex.

Units moving in Road Mode along roads or across bridges ignore hexside features.

A unit can only move from hex A to hex B if it could also move from hex B to hex A.

*EXAMPLE: A unit with a MR of M, which is prohibited from entering mountain hexes, could not move from a mountain hex to a clear hex through a non-road hexside.*

**C. MP Expenditure:** Unit Movement Allowances are independent of each other; the expenditures of one unit do not affect other units. Units can begin moving as a stack and split up by dropping units off as the stack moves. Once dropped off, the unit cannot move further, even if some of its MA remains unused. Players cannot move units a portion of their MA, move some others, then return to finish the movement of the earlier (unfinished) units. Once a unit begins to move, it must continue until it has completed its movement.

*EXAMPLE: A player wishes to move a division-sized primary formation consisting of a double-brigade infantry unit (Movement Rating (MR) of I), a cavalry regiment (MR of C) and an artillery brigade (MR of D), stacked together in deployed mode. The intended move is three hexes across clear terrain into the ZOC of a concealed enemy unit. Four MPs are available in the impulse. Each unit type expends a different number of MPs to reach the destination. It costs the Infantry unit with a MR of I one MP for each clear terrain hex entered, plus 1 MP to enter the enemy ZOC, for a total of 4 MPs. It costs the Cavalry unit with a MR of C 3/4 MP for each clear terrain hex entered plus 1 MP to enter the enemy ZOC, for a total of 3-1/4 MPs. (The Cavalry would have sufficient MPs remaining to conduct a reconnaissance on the enemy unit.) The Artillery unit with a MR of D would be unable to enter the hex in the enemy unit's ZOC, as it would require the expenditure of 5 MPs (1-1/3 MP for each clear terrain hex plus 1 MP to enter the ZOC). The Artillery unit has to be dropped off one hex from the enemy ZOC.*

**D. Minimum Movement:** A unit may always move at least 1 hex during a March Segment (not Counter-March Segment) regardless of MP costs, except to move from one enemy ZOC to another. A unit moving in this manner may not expend any MPs during that March Segment.

**E. Rounding:** During any movement impulse round the total MPs expended by a unit to the nearest whole number, rounding 1/2 points up. (Do not round fractions for each hex entered, only the total cost of all hexes entered plus any other activities.)

*FIRST EXAMPLE: A unit in deployed mode with 4 MPs available and a MR of L marches into a rough hex (2 MPs), then a clear hex (1-1/3 MP), then places a regular Combat Marker (1 MP), for a total of 4-1/3 MPs. Rounded to the nearest whole number, the result is 4 MPs.*

**SECOND EXAMPLE:** A unit in deployed mode with 4 MPs available and a MR of 1 marches into a woods hex (1-1/2 MPs), then two clear hexes (1 MP per hex = 2 MPs). So far the unit has expended 3-1/2 MPs. Rounded to the nearest whole number, with halves rounded up, this comes to 4 MPs. The unit would be able to expend up to an additional 3/4 of a MP, but not 1 MP. (3-1/2 plus 3/4 = 4-1/4 would round down to 4 but 3-1/2 plus 1 = 4-1/2, which would round up to 5.)

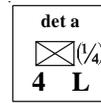
**F. ZOC Effects:** As stated in Standard Rule 3.4, it costs +1 MP to enter an enemy ZOC, +1 MP to leave an enemy ZOC, and an additional +1 MP to move directly from one enemy ZOC to another. Units in Road Mode are not allowed to move from enemy ZOC to enemy ZOC. Friendly units, with the exception of Fortress Class units, do not negate the presence of enemy ZOC in a hex during movement. Fortress Class units negate the presence of enemy ZOC in the hex occupied by the fortress unit.

**EXCEPTION:** If a unit leaves an enemy ZOC at the beginning of its own March Segment (not Counter-March Segment) and does not move directly into another enemy ZOC, there is no extra MP cost to leave that enemy ZOC.

**G. Cavalry Reaction Movement:** During the Movement Phase, non-phasing eligible Cavalry units in deployed mode may exercise the option of "Reaction Movement". Combat, Artillery and HQ Class units that are part of a Cavalry Primary Formation (those with a c or cs in the primary formation identifier) and have a Mobility Rating of M, C, or H are eligible to perform Reaction Movement. If an enemy unit moves from one ZOC to another, any friendly cavalry unit(s) exerting one or both of the ZOC may immediately move one hex. The friendly moving unit(s) may not enter the hex the enemy unit vacated. Reacting units may reorient their facing in the newly occupied hex. A Cavalry unit which uses Reaction Movement must remove its regular Combat Marker or flip its intensive Combat Marker, if either is present. To move a cavalry unit eligible for Reaction Movement which has its counter on an Army Chart or the Strategic Chart, simply remove the counter from the chart and place it on the map.

**Restrictions:** Cavalry units in Road Mode may not perform Reaction Movement. Units may not use Reaction Movement into an enemy ZOC (except the ZOC of the unit which triggered the Reaction Move). Friendly units in a hex negate the presence of an enemy ZOC for purposes of this rule. Units may not use Reaction Movement into an Overstack situation.

**NOTE:** Cavalry Reaction Movement and Non-Phasing Unit Reaction (see 3.45.A) are the only time non-phasing units may voluntarily move during the Movement Phase.



**8.22 Detachment Units:** Detachment units may be created any time during a friendly March or Counter-March Segment by removing SPs from a unit in a hex or holding box and placing a detachment unit with the same number of SPs in the hex or holding box. Detachments may be disbanded and reabsorbed by the parent unit (only) at any time during a friendly Movement or Counter-Movement Phase. The detachment unit must be of the same unit type, Mobility Rating, BF (if Artillery Class), and MGF (if Combat Class) as the unit it is created from.

**NOTE:** When creating Detachment units keep in mind the movement limitations imposed by Rule 8.21.C.

**Characteristics:** A detachment unit functions as a normal unit of the type indicated on its counter. A detachment may never be less than one SP. A detachment belongs to the Primary Formation of the unit that created it; note its attachment on the Detachment Chart. Detachment units check supply in the same manner as the parent unit. Detachments which are found to be Out of Supply affect the parent formation just like any other unit. (see 7.23.B) Detachment units have the Morale Level (ML) of their parent Primary Formation. However, detachment units may not reduce MLs to satisfy Loss Results as a result of combat or as a result of failed Morale Checks.

Detachments do not have to stay with or remain adjacent to the other units of their parent Primary Formation. In effect, they cannot go out of Command Control from their parent primary formation (in this case brigade or division) although they must remain within the CCR of their parent corps HQ (if applicable) or Army HQ unit. Detachments which are found to be Out of Command Control affect the parent Primary Formation. (see 7.24.C)

Detachment units whose parent Primary Formation is not attached to a corps (i.e. Command Counter on a corps track) may not expend Ammunition Points (APs).

**A. Detachment Chart:** The Detachment Chart includes boxes for keeping track of detachment units in the game. Place the detachments available in a scenario on the Detachment Chart in the Detachment ID Boxes.

**• Detachment ID and Parent Unit ID:** Detachments are created by removing the detachment unit from the Detachment Chart, placing it on the map and noting the identity of the parent Primary Formation on the Detachment Chart. This allows a player to track the ML of the detachment as well as the identity of the unit losing the SPs to form a detachment.

**• Sheet Protectors (Optional):** Place the Detachment Chart in a Clear Polypropylene

Sheet Protector to allow marking with an erasable marker. The erasable marker can be used to note the identity of a detachment's parent Primary Formation.

## 8.3 Deployed Mode

Deployed Mode is the mode a unit is normally considered to be in; no marker is used to indicate a unit in Deployed mode. A unit is capable of doing anything in this mode except traveling by road, rail or water.

**8.31 Reconnaissance:** Armored Car, Bicycle and Cavalry combat class units and HQ Class and Combat Class units with a Cavalry OCU indicator of C or (C) are capable of performing reconnaissance. These Units are known as Reconnaissance Capable Units (RCUs). In order to conduct reconnaissance a RCU must be in deployed mode and within two hexes of the objective hex during the March or Counter-March Segment. (Exception: OCU cavalry units must be adjacent to the objective hex.) The cost to conduct reconnaissance is one MP. In order for a cavalry unit to conduct a reconnaissance across a major river hexside it must be adjacent to the objective hex and must expend two MPs. Reconnaissance by RCUs may not be performed across a Grand River hexside or Permanent Entrenchment hexside. Reconnaissance by Armored car or Bicycle units may not be performed across any size river hexside. No unit may perform a reconnaissance into a hex or across a hexside that it is prohibited from entering or crossing. For example, a unit may not perform a reconnaissance across blocked hexside(s).

**Procedure:** The phasing player identifies a hex within range of a friendly Reconnaissance Capable Unit (RCU). He announces he is performing a reconnaissance on the hex and the hex from which the reconnaissance originates. Each unit participating in the reconnaissance then expends the required MPs. There are three possible results: 1) If the hex reconnoitered contains only enemy Dummy units, the Dummy units are removed and the procedure is complete. The phasing player does not reveal his units; 2) If the hex contains an enemy unit, and it does not contain an enemy RCU, the reconnaissance is said to be successful; 3) If the hex contains an enemy RCU or Motorized Infantry unit, the reconnaissance is said to be contested.

**A. Successful Reconnaissance:** All units in a hex that are the object of a successful reconnaissance are flipped to reveal their identity, and the opposing player may examine their identities (but not their strengths). A HQ unit with units in its HQHB must reveal them as well. The friendly RCUs that conducted the reconnaissance are flipped to reveal their identity.

**B. Contested Reconnaissance:** If a hex targeted for reconnaissance contains an enemy RCU or Motorized Infantry unit, the targeted player can contest the reconnaissance. The targeted player simply states that the reconnaissance is contested. The player conducting the reconnaissance now reveals the total number of SP's of RCUs conducting the reconnaissance. The contesting player need only reveal the identity of RCU or Motorized Infantry units strength points (SP's) that are contesting the reconnaissance. The contesting player can decide which RCUs or Motorized Infantry Unit(s) will contest the reconnaissance; not all available units are required to do so. A HQ unit with a cavalry OCU need only reveal the HQ counter (not the units in its HQHB) at this time.

The number of SPs conducting the reconnaissance is compared to the number of SP's of enemy RCU or Motorized Infantry unit(s) in the hex. If the player conducting the reconnaissance possesses fewer or equal to the number of points revealed by his opponent, the contested reconnaissance is unsuccessful. In the case of an unsuccessful contested reconnaissance the Friendly RCUs that conducted the reconnaissance, including units with a Cavalry OCU, are flipped to reveal their identity. The Enemy player reveals the RCUs and/or Motorized Infantry Units that contested the reconnaissance.

If the player conducting the reconnaissance possesses more points than the number of points revealed by his opponent, the contested reconnaissance is successful. A successful contested reconnaissance is conducted just like a successful uncontested reconnaissance.

**8.32 Overruns:** Overruns are a special kind of Fire Attack, and the only kind of combat to occur during the Movement (or Counter-Movement) Phase. Only Combat Class units in deployed mode and accompanying Non-Heavy Artillery Class units in deployed mode can perform an overrun. Units incapable of performing an overrun may move with a stack performing an overrun but may not add their combat strength. Any unit may defend against an Overrun attempt.

**Requirements:** All units attempting an overrun must begin the march or Counter-March Segment stacked together. Every unit attempting the overrun must have sufficient MPs to pay the terrain cost to enter the hex being overrun plus one MP for the overrun attempt. If a unit does not have sufficient MPs to pay one MP plus the terrain cost to enter the hex being overrun, it may not participate in the overrun. Overruns may be repeated as long as the attacking units have the MPs to continue. An Overrun may not be performed across a major or grand river hexside.

**Uninvolved units:** Friendly units not eligible to participate in the Overrun may be stacked in

a hex from which an Overrun is attempted. An unsuccessful Overrun has no effect on these units.

**Procedure:** To perform an overrun a player moves friendly Combat Class units adjacent to an enemy-occupied hex and declares he is performing an overrun. If the defender is only a dummy unit, the owning player removes it and the units attempting the overrun are placed in the hex, paying normal movement costs (no cost for the overrun attempt). If the defender is not a dummy unit the phasing player must expend the MPs for the units attempting the overrun. The overrun is calculated in all ways like a Fire Attack. (see 10.3) The attacker first reveals the contents of the attacking (i.e., overrunning) force, then the defender reveals the contents of the defending force. The defender may expend an AP only if his unit(s) are in deployed mode. All defending combat, artillery, or HQ class units with a mobility rating of T, M, C, H and D may exercise the defender combat option Withdraw Before Combat. (see 10.33.A) If a defender exercises Withdraw Before Combat and vacates the hex the player attempting the overrun must enter the hex and may continue moving normally, except that it may disregard the ZOC of the unit(s) that withdrew.

**A. Successful Overrun:** If the modified odds column on the Fire Combat Results Table (FCRT) is 6-1 or higher, the overrun is successful. (The FCRT is not actually used to resolve Overruns, the table modifiers are used to determine the applicable odds.) A successful Overrun causes the defending formation to lose one SP, retreat one hex, and take a MC modified by plus one on the die roll. Units that are forced to retreat due to an Overrun lose any Combat Markers they may have. Any MC Loss Results may be taken as retreated hexes, SPs eliminated, or ML reductions.

**B. Unsuccessful Overrun attempt:** If the modified odds column on the Fire Combat Results Table (FCRT) is less than 6-1, the overrun is unsuccessful. An unsuccessful overrun causes the attacking formation to lose one SP and to take a MC modified by plus one on the die roll. Any MC Loss Results may only be taken in SPs eliminated or ML reduction.

Units that have participated in an unsuccessful Overrun attempt may move no further in that Segment. They may however expend movement points while stationary in a hex to place Combat Markers, perform reconnaissance, and/or enter Entrenchment Mode.

**8.33 Place Combat Markers:** Unlike most wargames, combat in The Death of Empires system allows both players to attack in every Combat Phase. Intensive Combat Markers allow units to participate as an attacker in the Initial Combat Segment (I.e. Only units with Intensive Combat Markers may attack during

the Initial Combat Segment). All units may participate as an attacker in the Final Combat Segment of the Mutual Combat Phase, with or without a Combat Marker. However only units with a Regular Combat Marker may initiate a Barrage Attack or expend an AP while participating in a Fire attack during the Final Combat Segment.

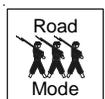
Only units in deployed mode may elect to place Combat Markers. In order for a unit to place a Regular Combat Marker it must expend one MP. In order for a unit to place an Intensive Combat Marker it must expend two MPs. Weather may affect the MP cost of placing Combat Markers (see the Exclusive Rules for weather affects). Once a unit or stack of units has placed a Combat Marker it may move no further without first removing the Combat Marker. Combat Markers may not be moved.

*Note: A unit need not be adjacent to an enemy unit to place a Combat Marker.*

**8.34 Morale Level (ML) Recovery:** Primary Formations may recover lost MLs by expending MPs in a process called Morale Level Recovery. In order for a Primary Formation to regain lost MLs all units of the Primary Formation must be in deployed mode and at least three hexes from the nearest enemy unit. If some units of a Primary Formation fulfill the requirements for ML recovery, and one does not, the Primary Formation may not recover MLs. All units of the Primary Formation must expend three MPs for each ML the Primary Formation wishes to recover.

For every ML recovered, advance the Command Counter of the Primary Formation up one ML Box on its Command Track. No Primary Formation may exceed its base ML printed on the Command Counter through this Morale Level Recovery process.

**Restrictions:** Primary Formations under an Advance or Retire Mission Order (MO) may not perform the Morale Level Recovery process. (Exception: Shattered Units - see 7.15) Units may not Force-March to recover MLs.



## 8.4 Road Mode

Units in Road Mode which move along contiguous road lines pay the road movement cost and ignore other terrain in the hexes and hexside crossed. Bridges and Ferries over river hexsides negate the effects of river terrain. Roads, Bridges and Ferries can only be used for movement by units in Road Mode.

**Procedure:** To enter Road Mode simply place a Road Mode Marker on top of the unit or stack of units desiring to be in Road Mode. There is no MP cost to enter Road Mode. A unit need not be stacked on a hex containing a road to

enter Road Mode or to move while in Road Mode. A unit in Road Mode not moving along contiguous road lines pays the normal MP cost of the hex. To leave Road Mode and enter any other Movement Mode a unit must expend 1 MP. Weather may affect the MP cost to leave Road mode and enter Deployed mode.

**IMPORTANT:** A stack of units moving in Road Mode may not be greater than one division-sized formation or 4 BE, whichever is greater.

**8.41 Characteristics of Units in Road Mode:** Units in Road Mode may not place Combat Markers, expend AP, enter Entrenchment or Permanent Entrenchment Mode, perform Reconnaissance, attempt an Overrun Attack, or perform Morale Level Recovery. Units in Road Mode are not allowed to move from enemy ZOC to enemy ZOC. Units in Road Mode have no facing and do not possess a ZOC outside the hex they occupy.

**8.42 Stacking, Road Mode, and Movement Costs:** The Movement Point cost for units moving in Road Mode is affected if the hex contains friendly units. For each friendly Brigade equivalent (BE) in a hex add one-half MP to the cost of entering the hex (i.e. it costs an additional one-half MP to enter a hex per BE located there). Combat, artillery, and HQ class units with the same Primary Formation Identifier printed at the top of the counter may enter a hex containing another part of the same Primary Formation without paying extra MPs.

For purposes of this rule round any fractions remaining after determining the total BEs in a hex down to the nearest whole number. (e.g.  $1 - 1/2 = 1$  BE,  $2 - 2/3 = 2$  BE)

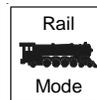
**FIRST EXAMPLE:** *The 5th Infantry division, which includes a double-brigade infantry unit (2 BEs), a cavalry regiment (1/2 BE), and an artillery brigade (1 BE), along with the VII Corps HQ unit (2 BEs) are stacked in a clear terrain hex. This is a total of 5 1/2 BEs in the hex, rounded down to 5 BEs. The 6th Infantry division, which is in Road Mode, would like to enter the hex. To do so the 6th Infantry division must pay two and one-half movement points (1/2 x 5) for the other units stacked in the hex and one MP for the clear terrain, for a total of three and one-half MPs.*

**SECOND EXAMPLE:** *The artillery brigade of the 5th Infantry division is stacked alone in a hex. The 5th Infantry division's double-brigade infantry unit, which is in Road Mode, would like to enter the hex. The double-brigade infantry unit could do so with no extra MP cost, as the artillery brigade bears the same Primary Formation Identifier.*

**THIRD EXAMPLE:** *The 6th cavalry division, consisting of three brigades and a HQ unit (4 BEs) is stacked together with one brigade of*

*the 7th cavalry division (1 BE). The remaining two brigades of the 7th cavalry division, which is in Road Mode, would like to enter the hex. To do so the two brigades of the 7th cavalry division would pay two additional MPs for the other units stacked in the hex (not 2 1/2 additional MPs).*

**8.43 Road Mode and Combat:** Units in Road Mode may not initiate an attack. If subjected to a Fire Attack a unit(s) in Road Mode defends at half its normal strength and may not expend an AP. Immediately prior to the resolution of the Fire Attack upon a unit(s) in Road Mode, place the defending unit(s) in Deployed Mode (remove the Road Mode marker) and combat is resolved with the unit halving its final Fire Value. Units in Road Mode may not choose the defender combat option of Stand Fast.



## 8.5 Rail Mode

During each March Segment the phasing player may move a specified number of BEs of friendly units a specified number of hexes along friendly operational RR lines. These numbers are referred to respectively as Railroad Capacity and Railroad Movement Rate.

Railroad Capacity is the number of RPs a given side receives per turn; all units which move by rail in a March or Counter-March Segment count towards Railroad Capacity. One Rail Point (RP) allows one Brigade Equivalent (BE) to expend one Movement Point (MP) in Rail Mode.

All units of a given side can move a certain number of RR hexes for each MP expended; this is their Railroad Movement Rate.

The Railroad Capacity, Railroad Movement rate and number of MPs required to entrain/detrain can be found in the exclusive rules.

**8.51 Entraining:** To use rail movement a unit must enter Rail Mode in a hex containing a friendly operating Railroad Station that is not in an enemy ZOC, expending a number of MPs for each BE in the formation, and placing a Rail Mode marker on top. This process is called entraining. Units need not be in supply or Command Control to entrain. Units may Force March to entrain. If a unit does not have sufficient MPs to entrain in a March Segment, place a SP marker under the Rail Mode marker equal to the number of MPs that have been spent so they can be carried over to the next movement segment. Such a unit may not Barrage or Fire Attack and if Fire Attacked removes the SP marker from under the Rail Mode marker losing the expended MPs.

**EXAMPLE:** *The MP cost to entrain is 1 MP*

*per BE. A formation with 3 BEs expends 2 MPs towards entraining in a March Segment, so the player places a Rail Mode marker on top of the unit with a Strength Point marker oriented toward "2" beneath the Rail Mode marker. The formation will only need to expend 1 additional MP in the following Counter-March Segment to entrain.*

**8.52 Entrained Units:** A unit in Rail Mode is considered "Entrained". Entrained units are in supply and Command Control as long as they are in Rail Mode. Entrained units do not possess a ZOC and may not attack. If an enemy combat or artillery class unit moves adjacent to an entrained unit the entrained unit must displace along a friendly operational RR line eight (8) hexes toward the nearest friendly army base marker.

Entrained units, with the exception of Main Depot and Army Supply units, do not count toward stacking limits (i.e. Entrained units moving by rail may pass through stacks of friendly units without causing an overstack, and vice versa).

**8.53 Rail Movement:** Once entrained, a unit may be moved from one contiguous railroad hex to another along a railroad line. Each MP expended in Rail Mode allows the unit to move a number of railroad hexes as specified in the Exclusive Rules; this is the Railroad Movement Rate. A unit may be moved up to the maximum number of hexes permitted by the Railroad Movement Rate for each MP expended. Each time one BE of units uses one MP in Rail Mode, decrease the number of Rail Points by one.

**EXAMPLE:** *Four BEs of units move 6 MPs in Rail Mode, so 24 Rail Points (RP) are deducted from the RP Track. Assume the Exclusive Rules allow a Railroad Movement Rate of 12 hexes per MP, so the units can be moved 72 railroad hexes.*

**Restrictions:** Units moving by rail may only move along friendly operational railroad lines and may not enter the ZOC of an enemy unit. Units in Rail Mode may not expend MPs to Force March. Rail movement cannot be used along the railroad line an army is using for its LOC unless the owning player has selected a Main Depot Capability which allows rail movement of units along an LOC. (see 7.22)

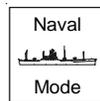
**A. Off-Map Rail Movement:** If allowed in the exclusive rules, an entrained unit may be moved "off-map" along an off-map railroad line until it reenters the map. A unit may not reenter the map into an enemy ZOC. It must wait for the entry hex to be free of the enemy ZOC or it must travel by rail to another entry hex. A unit may end its movement off-map. If it does so the phasing player must note how many hexes the unit has travelled. This amount is deducted from the number given for each off-map railroad line; the balance is the number of hexes remaining until the unit can reappear on map.

**8.54 Detraining:** After a player has finished moving a formation by rail he may detrain his units in a friendly operating Railroad Station hex. Units may only detrain in a Railroad Station hex. Detraining costs a number of MPs for each BE in a formation. Units may detrain into either Deployed or Road Mode. Once detrained the unit may resume moving normally, provided it has MPs remaining. Units detraining may not expend MPs to Force March. If a formation does not have sufficient MPs to detrain in a March Segment, place a Strength Point (SP) marker under the Rail Mode marker equal to the number of MPs that were spent in the March Segment so that they can be carried over to the next March Segment.

*EXAMPLE: The MP cost to detrain is 1 MP per BE. A formation consisting of 3 BEs expends 1 MP towards detraining in a March Segment, so the player places a SP marker oriented toward "1" beneath the Rail Mode marker on top of the unit. The formation only needs to expend 2 additional MPs in the following Counter-March Segment to detrain.*

**A. Detrain and Place Combat Marker:** Formations that wish to place Combat Markers after moving by rail in the same March Segment must take a MC first. If the unit passes the MC it may place a Combat Marker. If a unit fails its MC, there is no penalty besides that the unit has lost the expended MP.

**8.55 Railroad Station Capacity:** Each Railroad Station hex has a daily maximum BE capacity. No more than the maximum amount of BEs may be Entrained or Detrained in the Railroad Station hex per day. The Railroad Station capacity for each Railroad Station hex is found in the exclusive rules.



## 8.6 Naval Mode

Naval Mode is identical to Rail Mode except units move through all-water hexes, coastal hexes or major/grand river hexsides instead of along railroad lines. Place a Naval Mode marker on the unit to indicate that it is in Naval Mode. A unit in Naval Mode is never subject to attack.

The Naval Capacity, Naval Movement rate and number of MPs required to embark/disembark can be found in the exclusive rules.

**8.61 Embarking and Disembarking:** Units wishing to enter or leave Naval Mode must embark or disembark. A formation embarks or disembarks in a naval port hex by paying a number of MPs for each BE in a formation. Units may embark while in an enemy ZOC. However units may not disembark into a hex occupied by, or in the ZOC of, an enemy unit, or any hex in enemy controlled territory. (see

3.7) Units may disembark into Deployed or Road Mode. Once disembarked, a formation with MPs remaining may resume moving normally.

A formation may not disembark (i.e., remove its Naval Mode marker) until all its BEs have disembarked. If a unit lacks sufficient MPs to embark or disembark in a March Segment, place a strength point marker under the Naval Mode marker indicating the number of MPs that have been spent so they can be carried over into the next segment.

**Restrictions:** Units that are in, embarking into, or are disembarking from Naval Mode, may not expend MPs to Force March.

**A. Marine Units:** Combat Class Marine Units (only) may embark or disembark in any coastal hex. Combat Class Marine Units may disembark into a hex last occupied by an enemy unit and may disembark into an enemy ZOC.

**8.62 Naval Capacity and Movement Rate:** Naval Capacity is the number of BEs that a given side can move in a turn; all units which move by Naval Mode in a March or Counter-March Segment count towards Naval Capacity. All units of a given side can move a certain number of all-water or coastal hexes or major river hexsides for each MP expended; this is their Naval Movement Rate.

**8.63 Naval Port Capacity:** Each Naval Port hex has a daily maximum BE capacity. No more than the capacity of BEs may be Embarked and Disembarked in a Naval Port hex per day. The Naval Port capacity for each Naval Port hex is found in the exclusive rules.

*EXAMPLE: The current impulse consists of 3 days and the Naval Port capacity is 4. A Formation could embark or disembark 12 BEs in the impulse.*

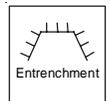
**8.64 Emergency Naval Mode:** During the March Segment (not the Counter-March Segment) a player may declare a formation to be engaging in Emergency Naval Mode. If a unit engages in Emergency Naval Mode it may use Naval Mode in excess of a player's Naval Capacity. Units engaging in Emergency Naval Mode may embark in a naval port hex without regard for the port's BE capacity.

**Procedure:** To enter Emergency Naval Mode a formation must expend a number of MPs in a naval port hex. (see Exclusive Rules) Place a Naval Mode marker on the unit(s). Primary Formation Command Counters of units that engage in Emergency Naval Mode are removed from their Command Tracks, flipped to the isolated side, and placed on the map with units of the formation. The Morale Level (ML) of the Primary Formation is reduced to one. Artillery and Headquarters Class units that engage in Emergency Naval Mode are reduced to cadre status.

**Restrictions:** A formation may only engage in Emergency Naval Mode if it belongs to a nation with seagoing naval capacity. Supply, Fortress and Air Class units may not engage in Emergency Naval Mode. If an army-sized Primary Formation enters Emergency Naval Mode, the Main Depot unit, all Army Supply and Corps Train units, and the Army Base Marker are eliminated. (The replacement of Supply Class units is detailed in Standard Rule 7.23.A)

**Reconstitution of an Emergency Naval Mode Formation:** Units that engage in Emergency Naval Mode may only disembark at a friendly naval port. When a Primary Formation's units have disembarked, if a player provides Replacement Points (REPs) equal to the number of Cadre Points (CPs) printed on the back of the Command Counter, the counter is placed on a Command Track with a Morale Level of one. If a player does not have enough REPs available, the Command Counter remains on the map and its units have a ML of one.

*NOTE: The Replacement points represent the refitting of the organic supply equipment of the Primary Formation.*



## 8.7 Entrenchment Modes

A combat class unit in Deployed Mode may enter Entrenchment or Permanent Entrenchment Mode in order to receive combat advantages in defending a hex.

**8.71 Entrenchment Mode Procedure:** A unit may enter Entrenchment Mode in two ways: 1) by expending three MPs and placing an Entrenchment marker facing forward (i.e. pointing through the center frontal hexside); or 2) by entering a hex with an entrenchment marker already in place and aligning its facing with the marker.

**8.72 Permanent Entrenchment Mode Procedure:** A unit may enter Permanent Entrenchment Mode in two ways: 1) by fulfilling the requirements for construction during the Construct Permanent Entrenchments Segment (see 5.12); or 2) by entering a hex with a permanent entrenchment marker already in place or printed on the map, and aligning its facing with the entrenchment.

**8.73 Entrenchment Benefits:** Entrenchments are treated as a form of terrain. A unit in Entrenchment Mode may benefit from a number of column shifts in Barrage Combat and Fire Combat. (see the TEC) A Unit benefits from an Entrenchment only if attacked through an Entrenchment hexside. Entrenchments also provide a modifier to Morale Checks (MCs) taken by entrenched units. (see the TEC) Units that retreat from an entrenchment hex as a result of combat no longer gain the MC benefit of the



**Operations Rating Check (ORC):** In order for an air unit to successfully perform an operation it must pass an ORC. Roll one die and compare it to the Operations Rating printed on the air unit counter. If the number on the die is equal to or less than the Operation Rating, the unit may successfully perform its operation; otherwise it fails.

*EXAMPLE: The I Corps HQ unit has an air unit with a range of 20 hexes in its HQHB. Four contiguous hexes no more than 20 hexes from the HQ unit are chosen for Air Reconnaissance. Three of the four hexes are occupied by inverted*

*Combat Marker. This completes the IV corps movement.*

*The V Corps HQ with two attached infantry formations moves west through clear terrain free of enemy ZOC in the direction dictated by the Advance MO. The corps moves as a single stack through three hexes at a cost of 3 MPs, then places a Regular Combat Marker at a cost of 1 MP. Two cavalry regiments stacked in the corps HQHB with a Mobility Rating (MR) of C have only expended 3-1/4 MPs in the move (3/4 MPs per hex for the terrain and 1 MP for the Combat Marker); they now expend 1 MP to perform a reconnaissance of an enemy unit two hexes away, for a total of 4-1/4 MPs (which is rounded to 4 MP). This completes the V corps movement.*

*The Independent infantry division (10 lw div) under the Army's HQ unit moves northwest two hexes, expending 3-1/3 MPs to do so (2 MPs for a rough hex, 1-1/3 MP for a clear hex). This leaves the division with 2/3 of a MP, so a Regular Combat Marker is placed at a cost of 1 MP. (The total of 4 1/3 MPs is rounded to 4).*

*The 1st cavalry division (1 c div) guarding the flanks of the IV Corps HQ unit does not move, but is given a Regular Combat Marker just in case it is needed later in the turn. (Cavalry units are exempt from MO restrictions, so the cavalry division does not need to reduce the distance between itself and an enemy unit.)*

*The 2nd cavalry division enters road mode (no MP cost), moves four hexes along a primary road (3 MPs), one of these hexes is occupied by the 10 lw div. The 2 BEs of the double-brigade infantry division impose a cost of 1 MP (1/2 MP per BE). The cavalry division has expended 4 MPs, so it does not have enough MPs remaining to enter Deployed Mode and must remain in Road Mode.*

*Finally, the player moves his Army HQ unit one hex due west to keep all its attached formations within Command Control Radius.*

*This concludes the March Segment of the Movement Phase.*

*enemy units; two are dummy units and one is an infantry brigade. The dummy units are in clear hexes, the infantry brigade is in a woods hex. The air unit performs successful Air Reconnaissance Operations against one of the dummy units and the infantry brigade. The opposing player does not have to reveal the identity of the dummy unit that was not successfully reconnoitered, and because the infantry brigade is in a woods hex, he only has to announce that it is not a dummy unit.*

**B. Air Transfer Operation:** An air unit may perform an Air Transfer Operation by moving to any friendly hex within triple its range during the March or Counter-March Segments.

## 9.0 COUNTER-MOVEMENT PHASE

The Counter-Movement Phase is pivotal for the non-phasing player. Due to its place in the sequence of play, the non-phasing player can use it to position his units for the upcoming Mutual Combat Phase and to qualify to receive replacements. The Counter-Movement Phase is largely identical to the phasing player's Movement Phase, except there is no Concealment Segment and there are some additional movement options available. The major difference is that only 1 MP is available during the Counter-March Segment for each day in the current impulse. For example, if an impulse consists of two days, there are 2 MPs available during the Counter-March Segments of the impulse.

### 9.1 Counter-March Segment

All movement activities allowed in the March Segment are allowed in the Counter-March Segment except one hex Minimum Movement. (see 8.21.D) In addition, a player can Force-March and enter Replacement Mode. These are described below.

**9.11 Force-Marching:** During the Counter-March Segment a player may attempt to Force-March units that move in deployed or road mode. A unit may move up to twice as many additional MPs for a Force March as it has available in the regular Counter-March.

*EXAMPLE: The current impulse consists of three days, so a player has 3 MPs available in the Counter-March Segment. A player's units could move 3 MPs, then Force-March up to 6 more MPs, for a total of 9 MPs available in the segment.*

**Restrictions:** Units may use MPs gained by Force-Marching to perform any activity that requires MP expenditure, with the exception of Morale Level Recovery. Units in Rail Mode, units entraining or detraining, units in Naval Mode and units embarking or debarking may not Force-March.

**A. Effects of Force-Marching:** Each unit that

undertakes a Force-March must take a MC. For each MP used to Force March, the die roll is modified by +1. The MC is taken at the conclusion of the unit's Force-March. Thus a unit will always be able to expend the MPs desired; a failed MC results in losses after the fact. (See Morale Check situations in Standard Rule 11.21.B and Morale check procedure in Standard Rule 11.22)

*EXAMPLE: A unit with a ML of 6 Force-Marches 4 additional MPs. It undergoes a MC at the conclusion of its movement with a die roll modifier of +4. The MC die roll result is six, for a modified result of ten (6 + 4). The unit suffers four Loss Results.*

*NOTE: Units belonging to Primary Formations with a ML of more than 6 can Force March a number of MPs equal to the difference between their ML and six without fear of failing a MC. Thus a unit with a ML of 8 could Force March 2 MPs without risk of failing a MC.*

**B. Corps Supply Units:** Corps Train units may Force-March up to two additional MPs (maximum); however, if a Corps Train unit Force-Marches, reduce the ML of all Primary Formations attached to the Corps Train unit's corps-sized formation by one (1). (see 7.23.A)

Replace-  
ment  
Mode

**9.12 Replacement Mode:** A unit enters Replacement mode in order to receive replacements. A unit can only enter Replacement Mode during the Counter-March Segment of an impulse.

**Requirements:** To be able to enter Replacement Mode the Unit must be either: 1) at least 4 hexes from the nearest Enemy Unit or 2) at least 2 hexes from the nearest Enemy Unit, with a Friendly Unit or impassable terrain between it and the nearest Enemy Unit or 3) be in permanent entrenchment mode.

**Procedure:** A unit which has met any of the above requirements may enter replacement mode in one of two ways: 1) by expending 3 MPs or 2) by expending no movement points during the entire Counter-March Segment. Place a Replacement Mode marker on top of units that meet either requirement.

If a unit in replacement mode participates in combat (barrage or fire combat) remove the replacement mode marker.

*NOTE: The actual incorporation of Replacement Points (REPs) takes place during a player's Supply and Command Segment. (see 7.26)*

## COUNTER-MOVEMENT PHASE EXAMPLE:

*The current impulse consists of two days, so the non-phasing player has 2 MPs available for the Counter-Movement Phase. Because a*

player has twice as many MP available in the Counter-Movement Phase for Force Marching, he also has the option to Force March any unit he chooses an additional 4 MPs (2 available MPs x 2 = 4).

The player begins by moving an entrained Corps HQ unit (1 BE) with 7 BEs attached 24 hexes by rail. The Railroad Movement Rate given in the Exclusive Rules is 12 hexes per MP, so the move consumes 16 RPs (8 BEs times the 2 MPs used). The player deducts 16 from his RP Track. The units may move no further, as units may not use Force March in Rail Mode.

A brigade-sized reinforcement enters the map on a railroad hex. As a reinforcement it has 1 “free” MP in Rail Mode. (see 7.12) It moves 12 hexes along the railroad line with its “free” MP at a cost of zero RP from the RP Track and 1 MP from its movement allowance. The unit detrains (1 MP) and could continue moving in Deployed Mode only by Force March.

A second Corps HQ unit with two attached divisions in its HQHB (all ML of 7) marches 4 MPs to move adjacent to some enemy units. An Intensive Combat Marker is placed, bringing the total MPs expended to 6. This is 4 more than the normal Movement Allowance of 2 MPs for the impulse. The player rolls a die, with a result of 3. The adjusted total is 7 because of the 4 MPs used in the Force March. Seven is equal to the Primary Formation’s ML, so it passes the Force March MC without loss.

## 10.0 THE MUTUAL COMBAT PHASE

Combat in The Death of Empires system consists of a Mutual Combat Phase with two Combat Segments, the Initial Combat Segment and Final Combat Segment. In outline, the Mutual Combat Phase has the following structure:

### A. Initial Combat Segment

1. Phasing Player Barrage Attack Step
2. Non-Phasing Player Barrage Attack Step
3. Phasing Player Fire Attack Step
4. Non-Phasing Player Fire Attack Step

### B. Final Combat Segment

1. Phasing Player Barrage Attack Step
2. Non-Phasing Player Barrage Attack Step
3. Phasing Player Fire Attack Step
4. Non-Phasing Player Fire Attack Step

The sequence of the Combat Phase may not be altered in any way.

## 10.1 Important Concepts Concerning Combat

Combat in The Death of Empires system allows both players to attack in every Combat Phase. Initiating Combat is never mandatory

(exceptions may be found in the Exclusive Rules).

- To be eligible to initiate a Barrage or Fire attack in the Initial Combat Segment, a unit must have an Intensive Combat Marker.

- To be eligible to initiate a Barrage Attack or a Fire attack in the Final Combat Segment while expending an AP, a unit must have a Regular Combat Marker. Units may initiate Fire Attacks in the Final Combat Segment with or without a Combat Marker. However, units without a Combat Marker may not expend an AP.

- Units must check to see if they are in supply (7.23) and command control (7.24) prior to combat.

- When resolving combat the attacker must designate an objective hex at the moment of combat; the hex must be an enemy hex adjacent to one of its frontal hexsides. A formation may attack through one frontal hexside in the Initial Combat Segment and through another frontal hexside in the Final Combat Segment.

- Combat class units may not attack into a hex they are prohibited from entering while in Deployed Mode.

**10.11 Combat Markers:** The placement of Combat Markers determines the type of attacks that can be made and when in the Mutual Combat Phase sequence they can be initiated. Combat Markers also affect a unit’s ability to expend Ammunition Points (AP). In order to expend an AP during an attack a unit must have a Combat Marker. Barrage Attacks require the expenditure of AP, therefore only units with Combat Markers can conduct Barrage Attacks. (see 10.2) In addition, the combat options Pursue and Probe may only be exercised by units with Combat Markers. (see 10.32) Units that defend against attacks of any kind in either Combat Segment are not required to have a Combat Marker to expend an AP.

Combat Markers are flipped or removed upon initiation of an attack (or when required to exercise an attacker combat option).

There are two types of Combat Marker: Intensive and Regular.



- **Intensive Combat Markers:** Intensive Combat Markers allow units to initiate a Barrage Attack or Fire attack during the Initial Combat Segment. Only units with Intensive Combat Markers may attack during the Initial Combat Segment.

Any Intensive Combat Markers remaining after the Initial Combat Segment of a Mutual Combat Phase are flipped to become Regular Combat Markers.



- **Regular Combat Markers:** Regular Combat Markers allow units to initiate a Barrage Attack during the Final Combat Segment. Regular Combat Markers allow units to initiate a Fire Attack while expending an AP during the Final Combat Segment.

Any Regular Combat Markers remaining after the Final Combat Segment of a Mutual Combat Phase are removed.

**A. Place Combat Markers:** Combat Markers are placed during the March or Counter-March Segments of the Movement or Counter-Movement Phase. Only units in deployed mode may place Combat Markers. To place an Intensive Combat Marker a unit must expend two MPs. To place a Regular Combat Marker a unit must expend one MP. Weather may affect the MP cost of placing Combat Markers. (See the Exclusive Rules for weather effects) Combat Markers are placed on top of units and facing through their center frontal hexsides.

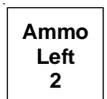
Stacks of units may have some units with Combat Markers and some without. In order to record which units have expended the required MPs to place a Combat Marker, place the units that can utilize a Marker beneath it and those that cannot on top. In this manner, all eligible units will be under the Combat Marker and all ineligible units will be on top of it.

Combat Markers may not be moved during the March or Counter-March Segments. Units that march from one hex to another after placing a Combat Marker lose the Combat Marker. Units that are forced to retreat due to an Overrun lose any Combat Marker.

*IMPORTANT NOTE: Units with Combat Markers placed are not required to attack.*

*Designer’s Note: The MPs expended in placing a Combat Marker represent the time it takes for a unit to prepare for combat, organize supplies and ammunition, reconnoiter the terrain, prepare emplacements for artillery, etc. Units that have taken the time to place Combat Markers are allowed a wider range of combat options and have increased effectiveness.*

**B. Combat Marker Removal as a Result of Combat:** If a unit with a Combat Marker is forced to retreat as a result of combat its Combat Marker is removed. Combat Markers may also be removed as a result of Barrage Combat by the opposing player. (see 12.6)



**10.12 Ammunition Points (APs):** Artillery Class units and Headquarters Class units with artillery OCUs have a Barrage Factor (BF). In order for a unit to use its BF the formation to which the unit is attached must expend an AP.

In order to expend an AP a unit must be in Deployed Mode. No Artillery class or Headquarters class unit may Barrage Attack without expending an AP.

The expenditure of an AP allows all units of Primary Formations with Command Counters on a given Command Track to use their full BF multiplier in one specific combat. If a Headquarters or Artillery Class unit belonging to a Primary Formation with a Command Counter on a Command Track chooses not to participate in a combat where an AP is expended, and subsequently participates in a different combat (using its BF), it will require the expenditure of an additional AP.

*NOTE: Independent Strategic Formations may not expend an AP (and therefore may not Barrage Attack).*

**Procedure:** Each time Artillery Class units use their BFs in a Barrage Attack or Fire Combat, an AP must be expended. Place the appropriate AP marker in the Ammo Box adjacent to the Command Track containing the Command Counter of the Primary Formation whose Headquarters or Artillery Class unit is using its BF. (See Standard Rules 2.65 and 2.77) The AP marker records the number of APs remaining to the formations on that Command Track.

*EXAMPLE: There are three Primary Formations with Command Counters on the same Corps Command Track of an Army Chart. The AP Box of the Command Track is empty, indicating that no APs have been expended, therefore the corps-sized formation has the default number of AP (in this example assume 3 AP). To allow the Artillery Class units of two of the Primary Formations to participate together in a Barrage Attack an "Ammo Left 2" marker is placed in the AP Box of the Command Track. The third Primary Formation, which did not participate in the first attack, has an Artillery Class unit that participates in a subsequent Barrage during the same Barrage Attack Step. This second barrage requires the expenditure of an additional AP, and placement of an "Ammo Left 1" marker in the same AP Box.*

**Out of Ammo:** Headquarters or Artillery Class units that belong to a Primary Formation with an "Out of Ammo" AP marker in its Ammo Box may not Barrage Attack, and their BF is reduced to one in Fire Combat.

**No AP Expenditure:** In a Fire Combat, if the formation to which a Headquarters or Artillery Class unit is attached does not expend an AP, the unit has a BF of 1. Reasons for not expending an AP may be involuntary, such as not having a Combat Marker placed or being "Out of Ammo". A player may voluntarily decline to expend an AP to conserve his AP supply.

**A. Artillery Superiority (AS):** Artillery units with an AS marker have a BF of zero in all

situations, and they may not participate in any kind of combat. (see 12.5)

*Designer's Note: A Player should use his AP wisely. Each formation is faced with the possibility of two Mutual Combat Phases, each with two Combat Segments in an impulse. If a formation expends its AP early in an impulse, it will be forced to engage in later Combat Steps without ammunition. Sophisticated players will lure their opponents into just such an expenditure of APs; without the BF of Artillery Class units most formations are greatly reduced in combat strength.*

## 10.2 Barrage Attacks

Artillery Class units and Headquarters Class units which contain Organic Combat Units (OCU) composed of Artillery Class SPs are capable of conducting Barrage Attacks. Barrage Attacks are conducted during the Phasing Player Barrage Attack Step and the Non-phasing Player Barrage Attack Step of a Combat Segment. To Barrage Attack, the formation a unit is attached to must expend an AP. In addition, the unit must be in Deployed Mode and under a Combat Marker.

*Designer's Note: Barrage primarily represents the use of artillery to prepare an enemy position for assault by Infantry (Fire Attack). A skillful player will use Barrage Attacks to complement his Fire attacks.*

**10.21 Barrage Attack Procedure:** Each formation with Artillery Class units participating in a Barrage Attack must expend an Ammunition Point. A unit which Barrage Attacks may do so only through a frontal hexside, and may only attack one enemy hex. The identities of attacking and defending units involved in a Barrage Combat are not revealed.

Barrage Attacks are conducted in five steps. They are explained below:

**A. Determine Target Type:** If units are to Barrage a hex which contains both a Fortress Class unit and non-Fortress Class units, the barraging player has the option of attacking the Fortress Class unit or all non-Fortress Class units. The barraging player announces prior to determining the Barrage Value which type of units are being attacked in each Barrage Attack. (Fortress targets are explained in Standard Rule 13.22)

• **Cavalry Withdraw Before Barrage:** Cavalry Combat, Artillery and HQ class units that belong to a cavalry formation (with primary identifier of c) may withdraw before a barrage attack. The procedure is the same as Withdraw Before Combat. (see 10.33.A)

**B. Determine Barrage Value:** Multiply the Barrage Factor (BF) of an artillery unit by its remaining SPs. Repeat this for all artillery units involved in an attack, combining their total. Modify this number for super heavy artillery, range, terrain and weather affects. (See the Exclusive Rules) The final number is the Barrage Value.

Find the column containing the Barrage Value

on the Barrage Combat Results Table (BCRT). If the total Barrage Value is greater than one column and less than the next column, the lesser of the two is used.

*EXAMPLE: A total Barrage Value of 39 is to be used in a Barrage Attack; the 35 column on the BCRT must be used because the next column to the right is for a minimum Barrage Value of 40.*

**C. Determine Column Shifts:** There are three types of modifications when resolving Barrage Attacks against non-fortress units: the terrain of the target hex, the use of Indirect Artillery, the presence of friendly air units. All modifications to Barrage Attacks are cumulative. Subtract the total defender column shifts from the total attacker column shifts and apply any remaining shifts.

**1. Terrain Effects:** The TEC has a column entitled "BCRT Column Shifts." If the terrain type modifies a Barrage Attack, there will be a number notation indicating the number of column shifts to the left (in favor of the defender). Some types of terrain modifiers on Barrage Attacks are reduced if there are Indirect artillery units involved in the attack. All terrain modifications are cumulative.

**2. Indirect Artillery Units:** If any of the units making a Barrage Attack are Indirect Artillery units, some types of terrain have their Barrage Attack column modifiers negated or diminished. The column entitled "BCRT Column Shifts" on the TEC has entries marked with an asterisk; these indicate there is one less column shift to the left if Indirect Artillery units are involved.

**3. Air Units:** The player making the Barrage Attack may choose to commit an air unit to an Artillery Spotting Mission.

**Procedure:** Before a Barrage Attack is resolved, an air unit within range of the hex being barraged may move to the hex. No more than one air unit may be committed to each Barrage Attack. The air unit must pass an ORC, and if successful, it shifts the final BCRT column one to the right (in favor of the attacker).

**Operations Rating Check (ORC):** Roll one die for the air unit and compare it to the Operations Rating printed on its counter. If the number on the die is equal to or less than the Operation Rating of the air unit it may perform its operation, otherwise it may not.

*EXAMPLE: A Barrage Attack is made against a unit in a hex with woods and rough terrain. The attacker has Indirect Artillery participating and is able to successfully commit an air unit. The attacker shifts the column one to the right for the air unit; the defender then shifts it one to the left for one of the terrain benefits in the hex, as the Indirect Artillery negates the effect of one benefit.*

**D. Fortress Class Units:** If a Fortress Class unit is the target of a Barrage Attack there is a special modification to the die roll used to

resolve the attack. There are no terrain column shifts for Barrage Attacks against Fortress units.

Fortress Class units have a Caliber Factor (CF) printed in the lower right corner of the counter. Compare the highest BF among the barraging artillery units with the CF of the Fortress Class unit. If the BF of the barraging artillery unit is higher than the defending fortresses CF, the difference is subtracted from the barrage die roll. If the CF of the Fortress Class unit is higher than the highest BF of the barraging artillery, double the difference and add it to the die roll.

**10.22 Resolve Barrage Attack:** The Barrage Value of the artillery units making the attack is totaled to determine the initial column on the BCRT. Column shifts are determined and applied. The attack is resolved with a single die-roll cross-referenced with the final column.

Combat results on the BCRT affect only the defending player's targeted units. A result obtained on the BCRT will be one of six possibilities:

- : The attack had no effect.
- X : the defending unit(s) must take Loss Results equal to X.
- c : the defending unit(s) must take a Morale Check. (Refer to the BCRT for MC modifiers.)
- Xc : A number X followed by c means the unit(s) must suffer Loss Results equal to X, then take a MC.
- c + N : the defending unit must take a MC with a modifier to the die roll equal to N (in addition to any other modifiers).
- Xc + N : If there is a number equal to X, followed by c + N, the unit must take Loss Results equal to X then take a MC with a modifier to the die roll equal to N (in addition to any other modifiers).
- S : An S result only applies to Barrage Attacks against Fortress Class units. The Fortress Class unit surrenders and is removed from play. The SPs lost in this manner do not count as Prisoner Points.

*EXAMPLE: The result of a Barrage Attack is "2C + 1". The defending unit must suffer two Loss Results of some type, then take a MC with a die roll modifier of +1.*

**10.23 Loss Results due to Barrage Attack:** Odd numbered Loss Results (LR) are applied by the defender, even numbered Loss Results are applied by the attacker. For each odd numbered LR called for on the BCRT, the defender may lose one SP, retreat one hex, or reduce by one the ML of all Primary Formations in the hex. For each even numbered LR the attacker may choose to eliminate a defending SP or reduce by one the ML of all defending Primary Formations in the hex. The attacker may not choose to reduce the defender's ML

until at least one SP loss has been inflicted upon the defending unit(s). Fortress Class units only suffer SP losses. (Loss Results are described in Standard Rule 12.0)

Losses from Barrage Combat must be taken from the targeted unit(s). If losses due to a Barrage Attack eliminate all targeted unit(s) and additional losses are called for, they are not applied to the non-targeted units in the hex.

*EXAMPLE: The BCRT calls for two LRs against a Fortress Class unit with one Strength Point, stacked with non-Fortress Class units. The Fortress unit is eliminated and the second loss is not applied against the non-Fortress Class units.*

**Restrictions:** Each player can apply no more than one retreat and no more than one ML reduction per Loss Result; all other LRs must be taken in SPs. (see 12.4)

*EXAMPLE: The BCRT calls for three LRs. The defender determines the first and third LR, so after choosing a one-hex retreat to satisfy the first, to satisfy the third he could reduce defending MLs by one, or lose a SP, but not retreat an additional hex.*

**A. No Pursuit after Barrage:** There is no pursuit after combat during the Barrage Attack Step. If a Barrage Attack clears a hex of defenders, the attackers can only enter the hex in an ensuing Fire Attack step by exercising the Pursue Combat option. (see 10.32.C)

**10.24 Barrage and MC Results:** Defending non-Fortress Class units may be required to take a Morale Check (MC) as a result of a Barrage Attack. The MC may be called for on the BCRT or may be the result of a retreat LR. (See Retreats in Standard Rule 12.1) Fortress class units and one formation posted to a fortress need not take a MC. (see 13.23) MCs are taken after any Loss Results called for on the BCRT have been resolved.

**A. BCRT MC Modifiers:** There are four types of die roll modifiers to a MC resulting from a Barrage Attack. All modifications to the die roll are cumulative.

• **Facing:** If a defending unit in the target hex is being Barrage Attacked through a flank hexside, a die roll modifier of +1 is applied if a MC is required. If a unit is Barrage Attacked through a rear hexside, there is a die roll modifier of +2 if a MC is required.

• **Strength Point Losses:** For every SP a defending Primary Formation loses as a result of a Barrage Attack, the MC die roll is modified by +1.

*NOTE: A SP loss only affects the MC of the specific Primary Formation that takes the SP loss, not every Primary Formation in the hex.*

• **Entrenchments:** The Terrain Effects Chart (TEC) lists the die roll modification entrenchments provide a defender in Barrage Combat. Units which retreat from an

entrenchment hex to satisfy a LR before taking a MC lose the MC benefit of the entrenchment.

*NOTE: Units in Entrenchment mode receive the benefits of entrenchments only when attacked through their three frontal hexsides.*

• **Heavy Artillery Units:** If any of the units making a Barrage Attack are Heavy Artillery, a modification of +1 is made to any resulting MC die roll.

*EXAMPLE OF BCRT MC MODIFIERS: Assume a corps-sized formation with a ML of 7 has attached an infantry division-sized formation with a ML of 6 and a cavalry division-sized formation with a ML of 8. Units from the infantry division and the cavalry division are in the HQHB of the Corps HQ unit. The corps-sized formation is Barrage Attacked through a flank hexside by Heavy Artillery and receives a result of 1C + 1 on the BCRT. The defender chooses to take the 1 LR as a SP reduction to the cavalry division. The modifications to the MC die roll for the corps HQ and infantry division are +1 for the Heavy Artillery, +1 for being attacked through a flank hexside, and +1 for the MC modifier result on the BCRT. The modifications to the MC die roll for the cavalry division are the same as for the others, with an additional +1 for the SP loss.*

*NOTE: Applying SP losses to units should be done in a way that minimizes (for the owning player) the risk of failing a MCs.*

**B. MC Loss Results:** If a defending formation fails its morale check, odd numbered Loss Results are determined by the defender, even numbered Loss Results are determined by the attacker.

The possible LRs for the defending units are: retreat one hex, lose one SP, or reduce the MLs of formations in the hex by one. The attacker may choose to eliminate an enemy SP, reduce the defending formations' MLs by one, remove a Regular Combat Marker or flip an Intensive Combat Marker, or if the Barrage Attack was resolved on the Barrage Value column of 35 or higher, place an Artillery Superiority (AS) marker. (see 12.5)

*NOTE: A player may not allocate more than one retreat, ML reduction, or Artillery SP per MC as a result of a Barrage Attack. (see 12.8)*

A summary of MC results caused by a Barrage Attack accumulate as follows:

Formation fails MC by one: The owning player chooses a unit to lose a SP, the stack of units to retreat one hex, or reduces the MLs of all Primary Formations in the hex by one.

Formation fails MC by two: The opposing player designates a unit type (combat or artillery) to lose a SP, reduces the MLs of all formations in the hex by one, removes a Regular Combat Marker or flips an Intensive Combat Marker, or in some cases, places an Artillery Superiority marker. (see 12.5)

Formation fails MC by three: The owning player chooses a unit to lose a SP, or if he has not

already done so, retreats the stack of units one hex, or reduces the MLs of all formations in the hex by one. The Defender cannot choose to retreat an additional hex or to lose a ML if he has already chosen the same option. (see 12.7)

Formation fails MC by four: The opposing player designates a unit type to lose a SP, reduces the MLs of all formations in the hex by one, removes a Regular Combat Marker or flips an Intensive Combat Marker, or in some cases, places an Artillery Superiority marker. The attacker cannot choose for the defender to lose a ML or Artillery SP if he has already chosen that option.

Formation fails MC by five or greater: There are no additional losses if a unit fails its MC by five or greater. The most a unit can be penalized for failing its MC is four LR.

*NOTE: Although a formation can fail its MC by five or greater, this is treated in all ways as if the defender had failed its MC by four. (See MC with Loss Result Required, Standard Rule 11.21.B)*

## 10.3 Fire Attacks

Fire Attacks occur during the Fire Attack steps of the Initial and Final Combat Segments of the Mutual Combat Phase. To initiate a Fire Attack during the Initial Combat Segment, units must have an Intensive Combat Marker in place. No Combat Marker is required to initiate a Fire Attack during the Final Combat Segment, but only units with a Combat Marker may expend an AP while Fire Attacking. The attacker determines which units will attack a hex. The defender determines which units will defend in a hex. Both attacker and defender may be restricted by stacking limitations.

**10.31 Which Units May Conduct Fire Attacks:** Only Combat Class Units in deployed mode can initiate Fire Attacks. Units with a parenthetical SP value, shattered units and units not in deployed mode can not initiate Fire Attacks. Combat class units may not attack into a hex they are prohibited from entering while in Deployed Mode. An Artillery Class unit (or HQ unit with an artillery OCU) may engage in a Fire Attack only in combination with Combat Class units (i.e. Artillery Class units may never participate in a Fire Attack alone). Artillery Class units alone in a hex and the object of a Fire Attack are automatically eliminated.

*NOTE: Artillery units can Withdraw Before Combat (see 10.33.A), but may be forced to abandon equipment. (see 12.34)*

**10.32 Attacker Combat Options:** The attacker has options that can be chosen in place of a standard Fire Attack. The attacker can choose to Probe the defending hex, conduct a Cavalry Charge, or attempt to Pursue enemy units that have moved away from his own. Only units that have placed Combat Markers may exercise the Combat Options of “Probe” and “Pursue”. Only units with an Intensive Combat

Marker may probe or pursue during the Initial Combat Segment. Units with Regular Combat Markers may probe or pursue during the Final Combat Segment.

*NOTE: The Pursue combat option and Pursuit after Fire Attack (see 10.36.C) are completely distinct.*

**A. Probe:** A probe is a form of reconnaissance made by a combat class unit during the Fire Attack Step of a Combat Segment. A unit with a Combat Marker and adjacent to an inverted enemy unit can probe instead of a Fire Attack.

**Procedure:** The attacker announces that a hex is being probed and then takes a MC for the probing units. If at least one attacking unit passes the MC, the probe is successful and the contents of the enemy hex must be revealed, including the contents of the HQHBs for any Headquarters Class units in the hex. If an attacking unit does not pass its Probe MC, the defending units in the hex are not revealed.

After completing the probe attempt, successful or not, the attacking unit must flip or remove its Combat Marker, as appropriate. There is no other effect of a Probe option.

**Restrictions:** Probes may not be conducted over Grand River hexsides or across any hexside or into a hex which the combat class unit is prohibited from moving into.

*NOTE: Probe is the only way for combat class units to perform reconnaissance across a permanent entrenchment hexside.*

**B. Cavalry Charge:** If the defender in a Fire Attack is in a clear terrain hex, and the attacker has at least two SPs of cavalry attacking, the attacker can declare a cavalry charge. A cavalry charge is a normal Fire Attack with the following additions: Cavalry SP are halved, not quartered, when conducting a charge, and the attacker shifts the odds column one to the right (in addition to any other modifications). The Loss Results called for on the FCRT for the attacker are doubled in a charge. SP losses must first be taken from the cavalry units involved and may only be taken by other attacking units after all cavalry SPs have been eliminated.

**C. Pursue:** When a friendly unit with a Combat Marker has frontal hexsides adjacent to an enemy unit that voluntarily moved away during the Counter-March segment, exercised a Withdraw Before Combat option, or retreated due to a Barrage Attack LR, the friendly unit may pursue.

**Procedure:** Pursuing units advance one hex (only) to occupy the hex vacated by the enemy unit(s) and may then redirect their facing in the new hex. If a friendly unit is a HQ Class unit, the HQ Class unit may pursue with some or all of the units in its HQHB. Units which Pursue may not initiate a Fire attack during the same Fire Attack Step and must flip or remove their marker after pursuing.

**Defender Moves Away:** If a unit has a frontal hexside adjacent to an enemy unit and that

enemy unit Counter-Marches out of its ZOC or, uses Withdraw Before Combat, the unit may pursue.

*NOTE: A player will want to keep track of which hexes enemy units have vacated during the Counter-March Segment.*

### Defender Retreats due to Barrage Attack:

If a unit has a frontal hexside adjacent to an enemy unit that retreats due to a Barrage Combat LR, the unit may pursue.

*NOTE: In the games Clash of Eagles, The Cossacks are Coming! and HbtLF, no hex may be both Barrage and Fire attacked during a Combat segment (Exclusive Rule). Therefore units pursuing an enemy unit which retreats due to a Barrage Attack LR during the Initial Combat segment must wait until the Fire Attack step in the Final Combat segment. The prohibition on Barrage Attacking and Fire Attacking the same hex in the same combat segment reflects the poor state of artillery coordination in 1914.*

**10.33 Defender Combat Options:** Like the attacker, the defender has options in a Fire Attack. The defender can Withdraw Before Combat if the defending units have the necessary Mobility Rating or he can, if eligible, attempt to perform a Stand Fast.

**A. Withdraw Before Combat:** Defending Combat, Artillery or Headquarters Class units with a Mobility Rating of T, M, C, H, or D may attempt to Withdraw Before Combat.

**Procedure:** If a qualified unit has an attack announced against it and it opts to Withdraw Before Combat, retreat the defending unit one hex, reorient its facing and remove any Combat Marker it may have. Withdrawal is automatic and occurs before any units are revealed, however each withdrawing formation must take a Morale Check (MC). (see 11.22) If the MC is successful, the unit retreats one hex with no penalty. If unsuccessful, the unit retreats one hex and suffers LRs. The friendly player determines the nature of each odd numbered LR. The opposing player determines the nature of even numbered LRs. LRs may be taken as retreated hexes, SPs eliminated, or ML reductions.

**Restrictions:** Units may not Withdraw Before Combat into an enemy ZOC. Friendly units in a hex negate the presence of an enemy ZOC in this case. Units may not Withdraw Before Combat into an Overstack situation.

Only one Withdrawal Before Combat may be made per hex per Fire Combat. All units in a hex desiring to withdraw must be withdrawn together.

**Morale Check Modifier:** If a Withdrawing unit leaves a hex occupied by a friendly Combat class unit that is defending the hex, the MC die roll is modified by -2.

**Artillery Class Units:** Artillery Class units with a Mobility Rating of T or D may only Withdraw Before Combat by abandoning equipment. (see 12.34) An artillery unit that

abandons equipment in Withdrawal need not take a MC.

*NOTE: This procedure allows an Artillery Class unit's cadre points to be preserved if a player believes it will otherwise be eliminated.*

**B. Stand Fast:** A Combat Class unit or stack of units including a Combat Class unit may be ordered by the defending player to Stand Fast. To be eligible to execute the Stand Fast option the defenders must be in Deployed Mode, in supply, and not under attack through a Flank or Rear hexside. All Combat Class units in the designated hex take a MC, and only if all are successful is the Stand Fast option executed. The MC is modified if the units attempting to Stand Fast occupy entrenchments. (See the TEC) If any unit fails its MC the defenders may not Stand Fast and are treated as normal defending units.

Units which Stand Fast have the following special characteristics:

- **Loss Results:** To fulfill LR requirements units which Stand Fast may elect only SP and ML results. The attacker may assign only SP and ML results. If the defender is eliminated the attacker may conduct Pursuit after Fire Attack into the vacated hex.

- **FCRT result of X + r:** Units that are Standing Fast must retreat and take a MC after a FCRT result of X + r. All SP losses suffered by the defender are treated as Prisoner Points for the attacker.

**10.34 Fire Attack Procedure:** Fire Attacks are conducted in as follows: first announce any Attacker and Defender Combat Options, next determine the Fire Value of both the attacker and defender to find the basic attacker/defender odds ratio. Then adjust the basic attacker/defender odds ratio for any modifiers. Then proceed to Resolve the Fire Attack.

All units (attacker and defender) involved in the Fire Attack are revealed, including those in HQHBs.

**A. Determine the Fire Value:** For each side, add the SPs of the Combat Class units to get a Total Basic Fire Value. Multiply each eligible participating unit's SPs times its MGF and add these to get a Total MG Value. (The attacker may not use parenthetical MGFs.) Add the Fire Values of all participating artillery units to get a Total Artillery Fire Value. Add each side's Total Basic Fire Value, Total MG Value, and Total Artillery Fire Value to produce the a Total Fire Value. Note that Fire Values may be affected by terrain and weather. (See the Exclusive Rules for terrain and weather effects)

- **Road Mode:** Units attacked while in Road defend at half strength. (See 8.43)

- **Artillery Units:** Artillery Class units in deployed mode can use their full BF by expending an AP. In Fire Attacks, but not in Barrage Attacks, Artillery units can choose to reduce their BF to one and thereby avoid the

expenditure of an AP. If an AP is expended, each Artillery unit multiplies its SP by its BF to derive its Fire Value. The Fire Value of the Artillery Class units is added to the Fire Value of the attacking or defending units in the Fire Attack.

EXCEPTION: Artillery Class units with an AS Marker placed on them. (see 12.5)

- **Battery Indicator Dot:** Some Combat Class units have a "dot" symbol indicating that the unit has an attached artillery battery. The Battery's one strength point is added to the unit strength in combat (does not require the expenditure of an AP).

- **Cavalry Units:** Cavalry units have their SPs halved when calculating their Basic Fire Value in defense. Cavalry units have their SPs quartered when calculating their Basic Fire Value when attacking. Cavalry units do not modify their SPs when calculating their MG Value. Cavalry units are capable of making Cavalry Charges. (see 10.32.B)

EXCEPTION: Dragoon-Cavalry units have their SP point total halved, not quartered, when attacking.

*Designer's Note: Cavalry units are halved because their SPs represent one-half the troops of other Combat Class units. Cavalry units are halved again in the attack (i.e., quartered overall) to reflect the archaic cavalry tactics of the period. Dragoon type units are exempt from this latter reduction in the attack because they functioned as mounted rifles.*

- **Machine Guns:** Some units may have a Machine Gun Factor (MGF). MGFs are multiplied by the current SPs in a unit to produce the MG Value. The MG Value is added to the unit's basic Fire Value to produce the Total Fire Value of an attacking or defending unit. Some MGFs are fractional. If a MGF is parenthesized, it cannot be used when attacking, but may be when defending.

*EXAMPLE: A unit with a parenthesized MGF of 1/2 and 8 SPs adds 4 to its Fire Value in the defense (8 x 1/2 = 4) but nothing to its Fire Value in the attack (because the MGF is parenthesized).*

**B. Determine the Odds:** Fire Attacks are directed against all units defending in a hex that a defender chooses to defend with, subject to stacking restrictions. Fire Attacks are conducted by all units attacking the defender's hex that an attacker chooses to attack with, subject to stacking restrictions. Compare the Total Fire Value of the attacking units with the Total Fire Value of the defending units to create a basic attacker/defender odds ratio. This ratio must be rounded down to one of those found on the Fire Combat Results Table (FCRT).

*EXAMPLE: An attacking Total Fire Value of 29 against a defending Total Fire Value of 10 becomes a 2.5-1 on the FCRT.*

**C. Determine Column Shifts:** There are several types of modifications to the odds column used to resolve Fire Attacks. All FCRT

column shift modifiers are cumulative. Subtract the total defender column shifts from the total attacker column shifts and apply any remaining shifts.

**1. Terrain:** The TEC has a column entitled "FCRT Column Shifts." If the terrain type within the attacked hex affects Fire Attacks there will be a notation indicating the number of columns to shift left when resolving the attack. Attacking units do not consider the terrain of the hex they are attacking from unless it is a swamp hex, in which case there is an additional column shift left. Some hexside terrain may affect the odds column used on the FCRT. All terrain modifications are cumulative.

**2. Air Units:** Both the attacker and defender can choose to commit an air unit to a Fire Attack on an Artillery Spotting Mission.

**Procedure:** Before resolving a Fire Attack, an air unit within its range of the hex being attacked may move to the hex. No more than one air unit from each side may be committed to a Fire Attack. The air unit must pass an ORC, and if successful, the odds column is shifted one in favor of the side it belongs to. If both the attacker and defender successfully commit air units to a Fire Attack they cancel each other out.

**Operations Rating Check (ORC):** Roll one die for the air unit and compare it to the Operations Rating printed on its counter. If the number on the die is equal to or less than the Operation Rating of the air unit it may perform its operation, otherwise it may not.

**3. Facing:** If the defender in a hex is attacked through a flank hexside, shift the odds column two to the right. If the defender is attacked through a rear hexside, shift the odds column three to the right.

**4. Hexsides Attacked Through:** For every hexside more than one that a defender is attacked through, shift the odds column one to the right. Each attacking hex must be occupied by a unit that exerts a ZOC to qualify for a shift.

*EXAMPLE: A defending unit is attacked through 3 hexsides. The odds column is shifted 2 to the right.*

**5. Absence of Artillery Units:** If either side in a Fire Attack does not have an artillery unit participating (including OCUs), shift the odds column one against it.

**6. Combat Engineers:** If either side in a fire attack conducted against units in permanent entrenchments or against a fortress has an engineer unit shift the odds column one in favor of that side. (see 13.11)

**7. Cavalry Charge:** If the attacker declares a cavalry charge, shift the odds column one to the right. (see 10.32.B.)

*EXAMPLE: A Fire Attack is made against a defender in a woods hex with the attacker attacking through 3 hexsides, one of which is*

the defender's flank hexside. The attacker would receive 4 shifts (2 for the flank hexside, 2 for the number of hexsides attacked through). The defender would receive one shift for the woods terrain. Subtract the defenders one shift from the attacker's 4. The result would be 3 column shifts to the right in favor of the attacker.

If the basic odds of an attack are beyond the left column of the FCRT (8-1), column shifts are first applied, then the appropriate column selected. For example, if the basic odds were 12-1 and 5 column shifts in favor of the defender existed, the attack would be resolved on the 7-1 column.

All attacks of odds greater than 8-1 are resolved at 8-1. All attacks of odds less than 1-6 are resolved at 1-6.

**10.35 Resolve the Fire Attack:** Roll two dice and add the results together. Cross reference the sum with the final adjusted odds column on the FCRT. Combat results on the FCRT may affect both players' units. The result to the left

of the slash applies to the attacker, the result to the right applies to the defender. SP losses apply to the hex, not to each unit involved. The attacker takes the number of LRs indicated on the FCRT from each attacking hex. There are four possible results:

- : No effect.

**X** : The unit takes a Loss Result equal to X.

**X + c** : The unit takes a Loss Result equal to X and a MC.

**X + r** : The unit takes a Loss Result equal to X, retreats one hex, and takes a MC.

**A. (-) No Effect:** Nothing further needs to be done by either side.

**B. (X) Loss Result:** The numeric part of the result is the number of Loss Results a player must implement. LRs are described in Standard Rule 12.0. The owning player determines the nature of odd numbered LRs. The opposing

player determines the nature of the even numbered LRs.

**C. (X + c) Loss Result:** If the result on the FCRT is a number + c, the result is the same as an X plus the unit(s) must take a MC. Defending units posted to a fortress are exempt from the need to take a MC. (see 13.23)

**D. (X + r) Loss Result:** If the result on the FCRT is a number + r, the result is the same as an X, plus the defending unit(s) must retreat one hex and take a MC. Units executing the Stand Fast option and units posted to a fortress are not exempt from this result.

*NOTE: FCRT Loss Results are expressed in terms of each hex involved. For example in a Fire combat with units attacking from three hexes, a Loss Result of 1 for the attacker on the FCRT would be applied three times, 1 LR for each hex involved.*

**10.36 Loss Results due to Fire Attack:** A defender's LRs on the FCRT may be taken as retreated hexes, SPs eliminated, or ML reductions. Attacker's LRs may only be taken

**IV Corps HQ Holding Box**

8 div 10 I	8 div 2 H	IV HQ 1 - H
9 div 10 I	9 div 2 H	

**III Corps HQ Holding Box**

1 div 10 I	1 div 2 H	III HQ 1 - H
2 div 10 I	2 div 2 H	

**COMBAT EXAMPLE:**

Attacking unit names (those of the phasing player) are in bold italics in this example and in white in the diagram. Defender unit names (those of the non-phasing player) are in plain text and grey in the diagram. The HQ units are shown on the map, all other units are stacked in the Corps HQHBs.

The attacker has 2 stacks of units (**III and IV Corps**), all with a ML of 5, and 3 APs available. The defender has 1 stack (**XX Corps**), all with a ML of 7, and two APs available.

The attacker has an Intensive Combat Marker placed on both stacks and plans to Barrage Attack in the Initial Combat Segment then Fire Attack during the Final Combat Segment. (He cannot Fire Attack in the Initial Combat Segment because he is conducting a Barrage Attack in that segment – Exclusive Rule.) The defender, stacked in rough terrain and in Entrenchment Mode, has an Intensive

Combat Marker placed, and also plans to Barrage then Fire attack.

The Initial Combat Segment begins. The first step in the Mutual Combat Phase Cycle is the Phasing Player Barrage Step. The **III and IV Corps** will Barrage attack the **XX Corps**. The divisional artillery of the four attacking divisions and the organic artillery of the **III and IV Corps HQ** units provide a barrage value of 40 (4+8+8+4+8+8=40), both Heavy and Indirect. Each of the HQ units expends an AP in order to utilize their full BFs. The column to be used on the BCRT is modified by the rough terrain and the entrenchment in the defender's hex (a shift of 1 + 1 = 2 to the left). However, the attacker's use of indirect artillery negates both of these column shifts. Therefore the final resolution is on the 40 column of the BCRT. A die roll of 6 calls for "C+1" (MC with a plus one modifier). The MC die roll is modified by +2 (+1 from the barrage result and +1 for the use of heavy artillery by the attacker). The defender rolls a 5, adds 2, for a result of 7. The defender compares this result to his formation's

MLs. Since the result is equal to or less than 7 his formations pass the MC (with a roll of 6 he would have failed by one and suffered a LR). Having resolved the Barrage Combat the attacker flips his Intensive Combat Markers to the Regular Combat side. This completes the first step of the Mutual Combat Phase Cycle.

The second step in the Mutual Combat Phase Cycle is the non-Phasing Player Barrage Step. The defender decides to barrage the **IV Corps**. He expends 1 AP and announces he has a barrage value of 36 (the **XX Corps HQ** unit contributes 10 and the two divisional artillery brigades each contribute 13, i.e. 4x3+1 for the carot above the BF), which is both Heavy and Indirect. There are no column modifiers so the 35 column is used. A die roll of 2 calls for a "IC" result (one LR and a MC). The attacking player (the recipient of the barrage) chooses how to allocate the LR (he must lose a SP, retreat one hex, or reduce the ML of the formations in the hex by one). He chooses to lose one SP from the **8th Infantry Division's** double-brigade infantry unit. The MC die roll is modified by +2 (+1 for the use of Heavy artillery by the defender, and +1 for the SP loss taken). Given the **IV Corps'** ML of 5, a die roll of 3 or less is required to pass a MC with a +3 modifier. The die roll is 6 (adjusted to 8), which means 3 additional LRs are required (for failing the MC by 3). The attacking player may choose how to allocate the first and third LRs. (He must either lose a SP, retreat one hex, or reduce the ML of all the formations in the hex by one.) To fulfill the first LR he takes one SP from the **9th Infantry Division's** double-brigade infantry unit, then waits for the defender to assign the second LR before allocating the third. The defender may assign a SP loss of either Combat or

in SPs eliminated or ML reductions. A player may not choose to reduce an opponent's ML until at least one SP loss has been inflicted upon an opposing unit. A player may not assign an opposing Artillery Class SP loss until at least one SP loss has been inflicted upon an opposing Combat Class unit. In addition, a player may not assign an opposing Artillery Class SP loss unless he has expended an AP. (see 12.4)

*NOTE: A player may not choose or assign more than one Artillery SP loss, ML reduction, or retreat LR per combat or MC. (see 12.81)*

Units executing the Stand Fast option and units posted to a fortress may not be assigned a retreat LR as a result of combat, except in the case of a X + r result.

Units in a defender's hex that exceed the limitation on combat stacking are subject to retreat LRs and all excess LRs. Excess LRs occur if the participating units in the hex have been eliminated and there are LRs that have not been allocated.

**A. Defender Retreats:** If a defending unit retreats after a Fire Attack, it must take a MC. If a defending player receives a X + r result on the FCRT, or chooses or is assigned a retreat LR, the retreating units must take a MC.

*EXAMPLE: A result on the FCRT is 1/2. The attacker can choose to lose one SP or reduce the ML of the attacking formation(s) by one. The defender can choose to lose one SP, retreat one hex, or reduce the defenders' ML by one. The attacker can assign the defender a one SP loss, or force a retreat of one hex, or reduce the defenders' ML by one. After implementing the LRs called for, if the defender has retreated, the defender undergoes a MC, possibly incurring additional LRs.*

**B. Fire Attack and MC:** If attacking or defending units receive a X + c result, or if units in the defending hex are forced to retreat, the units take a MC, with all appropriate modifications to the MC die roll. The number by which a unit fails its MC is the number of

additional LRs. The owning player determines the nature of each odd numbered LR. The opposing player determines the nature of even numbered LRs. The same range of possible LRs are available to the defender and attacker as in Standard Rule 10.36 above with the exception that the attacker may retreat.

*NOTE: MC LRs in excess of 4 are ignored. (see 11.1)*

Morale Checks due to fire combat have two types of die roll modifiers: SP losses and entrenchments.

• **Strength Point Losses:** For every SP that a Primary Formation loses as a result of a Fire Attack the MC die roll is modified by +1.

*NOTE: A SP loss only affects the MC of the Primary Formation that takes the SP loss, not every formation in the hex and not every formation in a HQHB. (see 11.22)*

• **Entrenchments:** The benefits of Entrenchments only apply to the defender. The Terrain Effects Chart (TEC) lists the die role

*Artillery class, reduce the ML of the formations in the hex by one, remove a Combat Marker, or place an Artillery Superiority marker. The defender decides to place an Artillery Superiority marker on the IV Corps. This is an option available exclusively in Barrage Attacks (as is removing a Combat Marker); it means that the IV Corps will not be able to use its artillery in the upcoming Final Combat Segment (its artillery will have a BF of zero). The attacker must now allocate the third LR. He chooses to lose one SP from the 8th Infantry Division's infantry unit. Having resolved the Barrage Combat the defender flips his Intensive Combat Marker to the Regular Combat side. This completes the second step of the Mutual Combat Phase Cycle.*

*Because of the restriction that a formation may only conduct one form of combat per Combat Segment, both sides are unable to Fire Attack during the Initial Combat Segment (steps three and four are skipped), and the Initial Combat Segment is therefore completed.*

*The Final Combat Segment begins. The first step in the Mutual Combat Phase Cycle is the Phasing Player Barrage Step. Both sides plan to Fire Attack during this segment so steps five and six (the Barrage Steps) of the Final Combat Segment are skipped.*

*The seventh step of the Mutual Combat Phase Cycle, the Phasing Player Fire Attack Step, begins. The attacking player declares his intention to attack the enemy XX Corps with his III and IV Corps. The attacker's III Corps expends a second AP so that its artillery may use its full BF. The defender's XX Corps does not expend its last remaining AP, anticipating its own Fire Attack during the next Fire Attack Step. The III and IV Corps combined have a fire value of 58. The III Corps has a total fire*

*value of 40-1/2: The Corps HQ contributes 4 from its artillery OCU; the corps cavalry regiment contributes 1/2 (1 SP divided in half); the 1st division contributes 18 (10 for the infantry and 8 for artillery); the 2nd division contributes 18. The IV Corps HQ and the artillery units from the 13th and 14th divisions cannot contribute due to the artillery superiority marker, therefore the IV Corps total fire value is 17-1/2 (8 for the infantry of the 8th division, 9 for the infantry of the 9th division and 1/2 for the IV corps cavalry regiment). The defending XX Corps has a total fire value of 35. The 11th and 12th divisions each have 8 infantry SPs (16), plus a parenthesized MGF of 1/2 adding 4 more each (8). Each also has a 4 SP artillery brigade; because no AP was expended (therefore the BF = 1) they contribute 4 factors each (8). Finally, the 11th and 12th divisions' cavalry regiments each add 1/2 (1). The XX Corps HQ adds 2 factors (2 multiplied by a BF of 1).*

*The two fire values are compared (58 vs. 35) and the basic odds are found to be 1.5:1. These odds are modified by the rough terrain in the target hex (shift left 1), by the defender being attacked through an entrenchment hexside (shift left 1), and by the XX Corps being attacked through two hexsides (shift right 1). The modified odds are 1:1. Two dice are rolled, a "6" gives a 1/1 result. The defender must take one LR, as must both of the attacker's corps (the FCRT LRs apply to each hex involved). The attacker chooses to lose one infantry SP from the 9th division and one infantry SP from the 1st division. The defender chooses to lose one infantry SP from the 11th division. Having resolved the Fire Combat the attacker removes his Regular Combat Markers. This completes the seventh step of the Mutual Combat Phase Cycle.*

*The last step in the Final Combat Segment is the non-Phasing Player Fire Step. The defending player declares his intention to attack the enemy IV Corps with his XX Corps. The defender's XX Corps expends its second and last AP so that its artillery can use its full BF. The attacker's IV Corps has an Artillery Superiority marker upon it so there would be no benefit to it expending an AP. The XX Corps has a total fire value of 51-1/2. The corps HQ contributes 10 for its artillery OCU; the 11th division contributes 20-1/4 (7 for the infantry, 13 for artillery and 1/4 for the cavalry); the 12th division contributes 21-1/4 (8 for the infantry, 13 for artillery and 1/4 for the cavalry). The attacker's IV Corps Fire Value is 24-1/2: The 8th and 9th divisions each have 8 infantry SPs (16), plus a parenthesized MGF of 1/2 adding 4 more each (8); the corps cavalry regiment contributes 1/2. The two fire values are compared (51-1/2 vs. 24-1/2) and the basic odds are resolved as 2:1. Two dice are rolled, a "8" yields a 1/1 result, so both sides must take a LR. The defender (the non-phasing player) removes an infantry SP from his 12th division. The phasing player decides to retreat one hex. Any time a unit retreats due to combat it must take a MC. The IV Corps, with a ML of 5, rolls a "5" and passes its MC. The XX Corps now has the opportunity to attempt a Pursuit, but as the non-phasing player wishes to hold his entrenched position, he declines to do so. Having resolved the Fire Combat, the defender removes his Regular Combat Marker. This completes the Mutual Combat Phase Cycle.*

*In summary, the defending XX Corps has lost 2 SPs while the attacking III Corps has lost 1 SP, and IV Corps has lost 4 SPs and retreated one hex.*

modification entrenchments provide in Fire Combat. Units which retreat from an entrenchment hex to satisfy a LR before taking a MC lose the MC benefit of the entrenchment.

**C. Pursuit After Fire Attack:** If a defending unit(s) retreats due to a Fire Combat LR, the attacker may announce a Pursuit. Any attacking units intended for the Pursuit must first pass an unmodified MC. A Pursuit follows the path of hexes moved through by the retreat. A unit in Pursuit must stop if it enters the ZOC of an enemy unit. A unit which fire attacks during the Initial Combat segment may conduct a Pursuit without removing its remaining Regular Combat Marker. A pursuing unit may reorient its facing in the new hex. Units that attempt to conduct a Pursuit but fail their MC suffer no effect from the failed MC other than their inability to pursue. If a friendly unit is a HQ Class unit, the HQ Class unit may conduct the Pursuit with some or all of the units in its HQHB.

An attacker that forces a defender to retreat from a permanent entrenchment hex is limited in pursuit to occupying the hex vacated by the defender.

## 11.0 MORALE

Morale is measured in game terms by the Morale Level (ML) of the Primary Formation.

*Designer's Note: Morale represents a complex web of relationships; it is far more than a measure of the simple enthusiasm (or lack thereof) among troops in a particular situation.*

### 11.1 Morale Levels (MLs)

Each unit belongs to a Primary Formation, and each Primary Formation has a Command Counter with a ML printed on it. The location of a Command Counter on a Command Track records the current ML of the Primary Formation. As the ML of the Primary Formation increases or decreases, the Command Counter is moved along the Command Track to record the formation's new ML.

*EXAMPLE: A Command Counter of a Primary Formation that loses three MLs from its total of five puts the Command Counter in the 2 box. A Command Counter of a Primary Formation that adds one ML to its current total of five puts the Command Counter in the 6 box.*

Primary Formations can have their ML reduced due to the use of Force March, Withdrawal Before Combat, engaging in combat, being out of supply or being out of command control. Primary Formations can regain MLs through the ML recovery process, or through combat.

When a Primary Formation changes its attachment, and hence which Command Track it is on, it must be placed on the new Command Track in the same numbered ML Box as it was on its old Command Track.

### 11.2 Morale Checks (MCs)

The act of testing a unit's morale is called a Morale Check (MC). The procedure for taking a MC, and the situations in which it is necessary, are listed below.

**11.21 Morale Check Situations:** Below are listed the situations in which a unit is required to take a MC. When required to take a MC a unit does so immediately, and the results are implemented immediately.

**A. MC with No Loss Result Required:** There player may determine the nature of each odd numbered LR. The opposing player determines the nature of the even numbered LRs.

*NOTE: If a Withdrawing unit leaves a hex which remains occupied by a friendly Combat class unit, the MC die roll is modified by -2.*

• **Defender Combat Results:** Some results on the BCRT call for defending unit(s) to take a MC. Defending units may also be forced to retreat as a LR. A result on the FCRT may call for a retreat, the friendly player may choose to retreat to fulfill a LR, or the enemy player may assign a retreat LR; in all three cases each Primary Formation represented by the retreating unit(s) must take a MC.

Defending units of formations that fail their MC suffer additional LRs and must eliminate SPs, reduce MLs, or retreat hexes to satisfy each resulting LR. The owning player determines the nature of each odd numbered LR, the opposing player determines each even numbered LR.

• **Attacker Combat Results:** Some results on the FCRT call for attacking unit(s) to take a MC. Attacking units of formations that fail their MC suffer additional LRs and must eliminate SPs or reduce MLs to satisfy each resulting LR. The owning player determines the nature of each odd numbered LR. The opposing player determines each even numbered LR.

**11.22 Morale Check Procedure:** When a player must check the morale of a unit, one die is rolled and compared with the Morale Level (ML) of the unit's formation. The die roll for a MC may be modified in a number of ways in addition to the modifiers listed in 11.21. (See the MC modifiers 11.23 or 11.24) If the modified die roll is equal to or less than the ML of a unit's Primary Formation, the unit passes its MC. If the modified die roll is greater than a unit's Primary Formation ML, the unit fails its MC. If the MC is being taken due to combat, Force Marching, or Withdrawal Before Combat, every number a unit fails its MC by (up to 4) is an additional Loss Result.

*EXAMPLE: A unit's Primary Formation ML is 5. The unit takes a MC due to a combat result. The modified die roll is 6, so it suffers one LR.*

**A. Multi-level Formations and MCs:** When making a MC for a stack of units with several Primary Formations that are all attached to the same corps- or division-sized formation, the

stack is treated as one formation in determining the LR. The die roll is compared to the ML of each Primary Formation (including the Corps Command Counter if the Corps HQ unit is stacked in the hex). Some formations may pass the MC and some may fail due to their differing MLs. If any of the Primary Formations fails the MC, the greatest MC failure is applied collectively to the corps-sized formation and its attached Primary Formations.

*EXAMPLE: A corps-sized formation with a ML of 7 has attached an infantry division-sized formation with a ML of 6 and a cavalry division-sized formation with an ML of 8. Units from the infantry division and the cavalry division are in the HQHB of the Corps HQ unit. A combat involving the Corps HQ unit results in a MC being taken by the HQ unit and the units in the Corps HQHB. A modified MC result of 8 exceeds the ML of the corps-sized formation by 1 and the ML of the infantry division-sized formation by 2. The 2 result is the largest LR, and as such, it is applied.*

**B. Separate Formation MCs:** When a stack of units that consist of two or more formations must take a morale check a separate die is rolled for each formation. Some formations may pass and others may fail. If one or more formations fail the MC, the LRs are applied only to the units of the formations that fail.

*EXAMPLE: The units of two formations occupy the same hex. One formation is an infantry division with a ML of 4 and the other is a cavalry division with a ML of 5. Each formation would roll a separate die. The infantry divisions die roll is 3; therefore passing the MC. The Cavalry's die roll is 6. This number exceeds the ML of the cavalry division by 1. The infantry division-sized formation takes no loss results, while the cavalry-division-sized formation takes 1 LR.*

**11.23 BCRT MC Modifiers:** There are four types of die roll modifiers to a MC that a defending unit may be forced to take as a result of a Barrage Attack. These include the facing of the defending unit, the SP losses it takes as a result of the Barrage Attack, the presence of entrenchments in the defending hex, and the use of Heavy Artillery units in the barrage. All modifications to the die roll are cumulative. (see 10.24.A)

**11.24 FCRT MC Modifiers:** A MC taken as result of a Fire Attack can be modified by the number of SPs eliminated in the Attack and by the presence of entrenchments in the defending hex. All modifications to the die roll of the MC are cumulative. (see 10.36.B)

**11.25 Automatic Morale Level Reductions:** There are four situations in which a Primary Formation can automatically lose MLs without making a MC.

• **Out of Supply:** If a unit is found to be out of supply during the phasing player's Supply

Step the ML of the unit's Primary Formation is reduced by one for each day of the current impulse. If a unit is found to be out of supply at the instant of combat (when the attacker declares the attack), the ML of its Primary Formation is reduced by one.

• **Out of Command Control:** If a unit is found to be out of Command Control during the phasing player's Command Control Step, the ML of the unit's Primary Formation is reduced by one. If a unit is found to be out of Command Control at the instant of combat (when the attacker declares the attack), the ML of the Primary Formation is reduced by one.

• **Retreats Through Enemy ZOC:** If a unit is forced to retreat into an enemy ZOC as a result of combat, its Primary Formation ML is reduced to one, regardless of its current level. If it retreats into 2 hexes in an enemy ZOC its Primary Formation ML is reduced to one, all SPs are eliminated and the unit is reduced to its Cadre strength. If a unit retreats into 3 or more hexes in an enemy ZOC, all its SPs and CPs are eliminated. Friendly units negate enemy ZOC for purposes of this rule.

*NOTE: All SPs and CPs eliminated while retreating through enemy ZOC are counted as Prisoner Points for the opposing player.*

• **Corps Train Force-March:** If a Corps Train unit Force-Marches, reduce by one (1) the ML of all Primary Formations attached to the Corps Train unit's corps-sized formation.

### 11.26 Decreasing Morale Level

**Restrictions:** No unit may have its Primary Formation ML reduced below one.

#### A. Decreasing Corps-Sized Formation

**Morale:** A stack of units with identical facing whose Primary Formations are attached to the same corps-sized formation are treated as one formation. If such a formation has its ML reduced, then all the primary formations represented have their Morale Level reduced equally.

*FIRST EXAMPLE: A corps-sized formation with a ML of 7 contains an infantry division-sized formation with a ML of 6 and a cavalry division-sized formation with a ML of 8. Both division's units are stacked in the Corps HQHB. A combat involving the Corps HQ unit results in a LR of one ML. The MLs of all three formations are reduced by one. The corps-sized formation's ML drops from 7 to 6; the infantry division-sized formation's ML drops from 6 to 5; and the cavalry division-sized formation's ML drops from 8 to 7.*

*SECOND EXAMPLE: A corps-sized formation contains an infantry division-sized formation and a cavalry division-sized formation. Units from the infantry division and the cavalry division are stacked in the same hex, but the Corps HQ unit is stacked elsewhere. A combat involving the infantry and cavalry*

*divisions results in a LR of one ML. Both divisions have their MLs reduced by one. The ML of the corps-sized formation is not reduced, as it was not involved in the combat.*

## 11.3 Increasing Morale Levels

There are two situations in which a Primary Formation can gain MLs: Morale Level Recovery and Prisoner Results. The ML of a formation may not be greater than the highest number printed on the Command Track.

**11.31 Morale Level (ML) Recovery:** Primary Formations may recover lost MLs by expending MPs in a process called Morale Level Recovery. In order for a Primary Formation to regain lost MLs all units of the Primary Formation (those with the same Primary Formation Identifier) must be at least three hexes away from the nearest enemy unit. All units of the Primary Formation must expend three MPs for each ML the Primary Formation recovers. For every ML recovered, advance the Command Counter of the Primary Formation up one ML Box on its Command Track. No Primary Formation may exceed its base ML printed on the Command Counter through this Morale Level Recovery process. If one unit of a Primary Formation fulfills the requirements for ML recovery, and one does not, the Formation may not recover MLs.

**Restrictions:** No Primary Formation may increase its ML to greater than the base ML printed on its Command Counter by the Morale Level Recovery process. Units may not use Force March to recover MLs. Primary Formations under an Advance or Retire Mission Order (MO) may not perform the Morale Level Recovery process. EXCEPTION: Shattered units. (see 7.15)

**11.32 Prisoner Results:** If the attacking units in a Fire Attack achieve a Prisoner Result on the FCRT increase the ML of one attacking Primary Formation by one. (see 12.71) The ML of a Primary Formation may increase above the base ML due to obtaining a Prisoner Result through combat. However under no circumstances may the ML of a Primary Formation increase to more than two higher than the base ML.

*EXAMPLE: The ML of a Primary Formation printed on the Command Counter is 5. The formation's ML can never exceed 7.*

**A. Multi-Level Formations:** A stack of attacking units whose Primary Formations are all attached to the same corps- or division-sized formation are treated as one formation. However if such a formation achieves a prisoner result raise the ML of only one primary formation (i.e. only one Command Counter).

*EXAMPLE: A corps-sized formation contains an infantry division-sized formation and a cavalry division-sized formation. A Fire Combat involving units from all three*

*Formations results in a Prisoner Result. This result allows the ML of only one of these three Primary Formations to be increased by one.*

## 11.4 Detachments and Morale

Detachments use the ML of the parent unit whenever checking Morale. (see 8.13) Detachment units may never reduce a ML to satisfy a LR.

## 12.0 LOSS RESULTS (LR)

LRs occur as a result of Barrage Combat, Fire Combat, and failed MCs. The retreat LR may entail a MC which may cause additional LRs. LRs include SP loss, retreats, ML reduction, Artillery Superiority (AS), removal of Combat Markers, and prisoners.

LRs due to a failed MC in excess of 4 are ignored.

### 12.1 Retreats

Players may choose to take LRs in the form of retreats. All units in a hex, even those in excess of combat stacking, are affected by a retreat LR. Units which retreat to fulfill a LR caused by Combat must immediately take a MC. The retreat MC is executed after all other LRs have been taken. If the MC causes further LRs, and any are fulfilled by retreating, no more MCs are taken; there is a maximum of one MC per formation per combat.

A retreating unit must move away from enemy ZOC and toward a friendly map edge. Retreating units must remove any Combat Markers upon retreating; these markers are forfeited automatically and do not count towards the fulfillment of a LR.

If a defending unit retreats as a consequence of a Fire Attack the attacking units can attempt a Pursuit. (see 10.36.C)

**12.11 Enemy ZOC:** If a unit is forced to retreat into a hex in an enemy ZOC that is unoccupied by a friendly unit, additional LRs are incurred. If a unit's retreat includes just one such hex, the ML of its Primary Formation is reduced to one. If the retreat includes two such hexes the Primary Formation's ML is reduced to one, all SPs are eliminated, and the unit is reduced to its cadre strength. If a unit retreats into three or more such hexes, all its SPs and CPs are eliminated. SPs and CPs eliminated while retreating through enemy ZOC are counted as Prisoner Points for the opposing player.

Units that are completely surrounded by enemy units (or a combination of enemy units and impassable hexsides) that are unable to retreat are completely eliminated; the eliminated SPs and CPs are counted as Prisoner Points for the opposing player.

## 12.2 Morale Level Reduction

Players may take LRs in the form of Moral Level reduction. Units of a Primary Formation with a ML of 1 can not choose or be assigned a ML LR.

**Procedure:** Upon receiving a LR of one ML, move the Command Counter for each effected Primary Formation down one ML.

*EXAMPLE: A Primary Formation with a ML of 7 and a second with a ML of 6 participate in a combat that results in a LR of one ML. The LR reduces the ML of the formations to 6 and 5, respectively.*

**Decreasing Multi-Level Formation Morale:** A stack of units with identical facing whose Primary Formations are all attached to the same corps- or division-sized formation are treated as one formation. If such a formation has its Morale Level reduced, all the Primary Formations represented in the hex are affected equally.

**Restrictions:** A player may not assign a Morale Level reduction to his opponent until one SP loss has been taken by one of the opponent's Combat or Artillery class units. Players may choose only one ML reduction per combat result and per failed MC. (see 12.81)

**12.21 Shattered Formations:** A primary formation is considered Shattered if: 1) the ML of the primary formation is one; or 2) all combat class units attached to the primary formation are Shattered Units. (see 12.32)

**Characteristics:** The units of a Shattered Primary Formation are exempt from some Mission Order (MO) requirements. When on the Advance MO, units of a shattered formation may move freely through any hexside. (see 7.15.A) When on the Advance MO or Retire MO, units of a shattered formation may expend MPs to enter Replacement Mode or recover Morale levels. (see 7.15.B)

## 12.3 Strength Point (SP) Losses

There are a number of SP loss markers included in the counter mix. These markers are placed under individual units and are used to record the SPs lost by units as they take losses in the course of the game.

**Procedure:** When a unit loses a SP, place a SP loss marker so that the appropriate number is aligned with the top of the unit counter. As additional SPs are eliminated, rotate or flip the SP loss marker so that the appropriate number is aligned with the top of the unit counter. When inverting unit counters during the concealment period take care not to invert the SP loss marker, as this will change the strength of the unit. (It is best to invert only the top counter in a stack.) If a unit has lost all its SPs, rotate the SP loss marker to the cadre side.

**12.31 Cadres:** When a unit has lost all its SPs the SP loss marker beneath the counter is

rotated to the side labeled "Cadre." Units that have no plus or minus symbol below the unit type indicator on the counter have one CP per unit type indicator. (see 2.21.H) Some units have no CPs; this is indicated by a minus symbol (-) below the unit type indicator. If a unit without a CP loses all its SPs, it is removed from the game. Some units have two CPs per unit type indicator; this is indicated by a plus symbol (+) below the unit type indicator. All corps and army HQ units have two Cadre Points while all divisional HQ units have one Cadre Point.

**Characteristics:** A unit with a cadre marker beneath it may not participate in any kind of combat, nor may it perform reconnaissance. If a unit with a cadre marker is Fire Attacked or Overrun, and it is alone in the hex, it is eliminated.

Artillery Class units with a cadre marker have a Mobility Rating of L, regardless of what is printed on the counter.

The opposing side receives any CPs lost as Prisoner Points (PPs).

**Restrictions:** A player cannot elect to lose CPs to fulfill a LR if there are SPs available to be lost.

**A. Replacements and Cadres:** Units that have a cadre marker and enter replacement mode may receive two Replacement Points during the Take Replacement step of the Supply and Command Segment. (see 7.26) A Combat, Artillery, or Headquarters Class unit that has been eliminated (including the cadre) due to losses may not be rebuilt (I.e. may not receive replacements).

**12.32 Shattered Units:** Combat Class units that have lost more than 70% of their SPs are Shattered. To determine if a unit is Shattered, compare its current strength to its original strength printed on the counter. If the current SP total of the unit is less than 70% of the original SP total, the unit is Shattered.

If a unit has lost SPs through the creation of detachments, note this on the Detachment Chart. SPs lost through the creation of detachments do not count towards the calculation of 70% losses for purposes of this rule.

**Characteristics:** Shattered Combat Class units may not initiate Fire Attacks, but may defend against them normally. Shattered Combat Class units may place Combat Markers.

*EXAMPLE: A unit that originally had 8 SPs has lost 6 SPs. A SP loss marker is placed under the unit to indicate 6 SPs lost. As 6 is more than 70% of 8, the unit is Shattered.*

**12.33 Organic Combat Unit Losses:** HQ Class unit Artillery OCUs take SP losses in the same manner as Artillery Class units; place a SP marker under the HQ Class unit.

Cavalry OCUs and Battery Indicator "Dots"

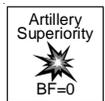
do not suffer SP losses and may not be used to fulfill LR obligations.

**12.34 Abandoning Equipment:** Artillery Class units may be forced or may voluntarily abandon equipment. Artillery Class units which are forced to retreat due to a combat LR but are unable to retreat due to terrain, weather, or other circumstance must abandon equipment. Artillery Class units may voluntarily abandon equipment to exercise the Combat Option Withdraw Before Combat. (see 10.33.A)

**Procedure:** An artillery unit that abandons equipment must immediately retreat three hexes and becomes a cadre by placing a cadre marker under the unit. Any SPs lost as a result are counted as Prisoner Points for the opposing player.

## 12.4 Artillery Class SP Loss Results

Artillery SP losses may only be assigned to artillery units subjected to a Barrage or involved in a Fire Combat in which the opponent expended an AP. A player may not assign an Artillery Class SP loss to his opponent as a result of a Fire Attack until one SP loss has been taken by a Combat Class unit. Each Player may choose only one Artillery Class SP LR per combat result and only one per failed MC. (see 12.81) The owning player may choose which Artillery unit will take the SP loss.



## 12.5 Artillery Superiority (AS)

If the target of a Barrage Attack includes a non-fortress artillery unit and the Barrage Attack is resolved on a Barrage Value column of 35 or higher, the targeted artillery units may be assigned an Artillery Superiority LR. If a formation that is the target of such a Barrage Attack fails its MC by two or more, the barraging player can place an AS marker on the hex.

**12.51 AS Markers:** If an Artillery Class unit(s) has an AS marker, its BF is zero in all situations. An AS marker is removed at the end of the Mutual Combat Phase in which it was placed. Fortress Class units may never have a AS marker placed upon them.

## 12.6 Combat Marker Removal

A Combat Marker can be removed by the opposing player as a Barrage Combat LR. If the target of a Barrage Attack fails a MC by 2 or more, the opposing player can remove a Regular Combat Marker, or flip an Intensive Combat Marker to its Regular Combat Marker side. If a formation fails its MC by 4 or more, the opposing player can remove an Intensive Combat Marker altogether from the formation's

unit(s). The owning player cannot choose to remove a Combat Marker, only the opposing player.

## 12.7 Prisoners

The principal method of capturing prisoners is through Fire Attacks, but there are six other methods as well. (see 12.72 below) Prisoner Points (PP) are recorded on the Prisoner Tracks on each side's Strategic Chart.

**12.71 Prisoners through Fire Attacks:** There is only one way to achieve a Prisoner Result that gives a ML Benefit to the attacker.

**Procedure:** A column on the right hand portion of the FCRT is labeled "Prisoner Result." It contains a series of numbers that run parallel to the dice roll numbers used to resolve Fire Combat. When resolving Fire Attacks on the 1-1.5 odds column or greater, the dice roll number is compared to the corresponding number on the Prisoner Result column. If the number on the column is greater than the MLs of any one of the defending Primary Formations, prior to applying LRs, a Prisoner Result is achieved. If a prisoner result has been achieved each defender SP loss is counted a Prisoner Point (PP) and recorded on the strategic chart.

**A. ML Benefits:** If the attacking units in a Fire Attack achieve a Prisoner Result on the FCRT increase the ML of one attacking Primary Formation by one.

*EXAMPLE: While resolving a Fire Attack, two dice are rolled with an outcome of 6. The corresponding number on the Prisoner Column is 5. If the defending unit's Primary Formation ML is 4 or less, the attacker has achieved a Prisoner Result. If the Primary Formation's ML were 5 or greater there would have been no Prisoner Result.*

**12.72 Other Prisoner Results:** There are six other situations in which PPs may be taken.

- **Force Marching while on Retire MO:** If a unit takes a MC as a result of Force Marching, and the MO of its Primary Formation is Retire, any SPs lost count as PPs to the opposing side. (see 11.21.B)

- **Stand Fast Combat Option:** If a defending unit conducting the Combat Option Stand Fast is forced to retreat due to a FCRT result (i.e. a Xr result) any lost SPs count as PPs to the attacking player. (see 10.33.B)

- **Abandoning Equipment:** When an Artillery Class unit Abandons Equipment, the lost SPs count as PPs to the opposing side. (see 12.34)

- **Retreating through an enemy ZOC:** SPs and CPs eliminated while retreating through enemy ZOC are counted as PPs by the opposing side. (see 12.1)

- **Cadre Point Elimination:** Cadre Points

(CPs) eliminated during Fire Combat or by an Overrun count as PPs to the opposing side. (see 12.42)

- **Isolation:** If a unit is isolated, any SPs it loses are counted as PPs by the opposing side. (see 7.23.C)

## 12.8 Loss Result Limits and Restrictions

**12.81 Artillery SP, Morale Level and Retreat Limit:** A player may not choose more than one Artillery SP loss, ML loss, or retreat per combat or MC. If both players were to exercise these options in allocating LRs to a side, there would be 2 artillery SPs lost, 2 MLs lost, and 2 hexes retreated in a combat or MC.

*EXAMPLE: Four LRs are called for by a Fire Combat result, and an ensuing MC calls for 4 more. There could be as many as 2 ML losses (one per player) and 2 retreated hexes (one per player) for the LRs from the combat applied against one side. There could be as many as 2 more MLs and 2 more retreated hexes (one each per player) for the LRs from the MC.*

**12.82 Equally Distributed Infantry SP Loss Results:** No more than one infantry SP may be taken from a Combat Class unit to satisfy a LR until all infantry Combat Class units subject to the LRs have lost one SP.

*EXAMPLE: A corps with three divisions attached suffers a number of LRs, and the owning player would like to remove infantry SPs to satisfy the LR requirements. No infantry unit of the three divisions involved can suffer a second SP loss until all the infantry units of all three divisions have suffered a first SP loss.*

## 12.9 Recovering From Loss Results

In order to replace an eliminated SP, a unit must enter Replacement Mode. (See Standard Rules 7.26 and 9.12) In order for a Primary Formation to increase its ML, all the units of the Formation must undergo the ML Recovery process. (see 11.31)

## 13.0 SPECIAL RULES



### 13.1 Combat Engineer Units

Combat engineer units are considered Combat Class units. All combat engineer units are exempt from MO restrictions. (see 7.13.D) Additionally, combat engineer units may attempt to construct Permanent Entrenchments. (see 5.12)

**13.11 Engineers and Combat:** Combat engineer units that participate in combat during a Fire Attack Step may shift the FCRT odds column in the owning player's favor if the Fire Attack is conducted against units in Permanent Entrenchments or against a Fortress. The maximum FCRT odds column shift due to engineer participation is one.

Engineers act as normal combat units in any other combat situation.

**Procedure:** Before the final FCRT odds column in a Fire Attack is determined, either player may announce the use of combat engineers. The player announcing the use of engineers must have at least one SP of engineers present. When attacking a unit in Permanent Entrenchment Mode, or a Fortress, shift the odds column one to the right. When defending in Permanent Entrenchment Mode or stacked with a Fortress unit, shift the odds column one to the left. SP eliminations taken to satisfy LRs must include at least one engineer SP if engineers are used to modify combat.

## 13.2 Fortress Class Units

Fortress Class units have characteristics of both Combat Class and Artillery Class units, and may have characteristics of a Supply Class unit.

**13.21 General Characteristics:** Fortress Class units may never move. Fortress Class units have all-around facing, a frontal hexside in every direction, and hence no flank or rear hexsides. Fortress Class units do not count toward stacking limits.

Fortress Class units do not have a Command Counter. They are always in Command Control and supply. (See the Exclusive Rules for exceptions)

Fortress Class units may have other unit classes "Posted" to them. A formation posted to a friendly Fortress Class unit has special characteristics explained in rule 13.23.

**Same Hexes:** If an enemy Fortress Class unit is alone in a hex, friendly Combat and Artillery Class units may occupy the hex; this is the only circumstance in the game when a friendly ground unit and an enemy ground unit may occupy the same hex.

When a friendly Combat or Artillery Class unit occupies an enemy Fortress Class unit's hex, the enemy Fortress unit must be subjected to attack during every Combat Segment. The attack may be either a Barrage Attack or a Fire attack. If a Barrage Attack, it can come from Artillery Class units not stacked in the fortress unit's hex. If a Fire attack, it must come from Combat Class units stacked in the same hex with the enemy Fortress Class unit. Friendly Artillery Class units may only occupy enemy Fortress Class unit hexes if a Friendly Combat Class unit also occupies the hex. If at any time a Friendly

Artillery Class unit is alone in a hex with an enemy Fortress Class unit, it must immediately vacate the hex by retreating into a hex unoccupied by enemy Fortress Class units.

**ZOC:** Enemy ZOC does not extend into a Fortress Class unit's hex. Fortress Class units do exert a ZOC into all surrounding hexes. If an enemy Combat Class unit occupies a Fortress unit's hex, the fortress unit no longer exerts a ZOC.

**13.22 Fortresses and Combat:** Fortress Class units may make Barrage Attacks. They can not initiate Fire Attacks, but they may defend against them normally. To Fire Attack a Fortress Class unit stacked alone in a hex, an enemy Combat Class unit must occupy the same hex as the Fortress Class unit. All LRs a Fortress Class unit takes as a result of combat must be in SPs eliminated. Fortress Class units are never required to take MCs, nor can they retreat.

**A. Barrage Combat:** A player making a Barrage Attack against a hex containing both a Fortress and non-Fortress Class unit, must indicate whether the target of his Barrage Attack is the Fortress Class unit or the non-Fortress Class unit; this is done before the Barrage Attack is resolved.

- **Defending:** When defending against a Barrage Attack, a Fortress Class unit has a Caliber Factor (CF) printed on its counter which is compared to the highest BF among the Artillery Class units making the attack. If the BF is greater than the CF, the difference between them is subtracted from the die roll in the attack. (see 10.21.C) If the CF is greater than the BF of any attacking Artillery Class unit, the difference between the BF and the CF is multiplied by two and added to the die in the attack.

*EXAMPLE: A Fortress Class unit with a CF of 4 is subjected to a Barrage Attack by an enemy artillery unit with a BF of 3. The CF is greater than the BF by one, so the difference is multiplied by two and added to the Barrage Attack die roll. If the CF were lower than the BF, the difference between them would be subtracted from the die roll.*

If a Barrage Attack is made against a Fortress Class unit and there are LRs called for in excess of its remaining SPs, the excess is ignored and the Fortress Class unit is simply removed from play, with no adverse effect on other units in the hex.

- **Attacking:** Fortress Class units may make Barrage Attacks. They need not place a Combat Marker in order to initiate a Barrage Attack during the Initial or Final Combat Segments.

**B. Fire Combat:** Fortress Class units cannot initiate Fire Attacks, but may defend against them normally. A Fortress Class unit may have both a Barrage Factor and a Machine Gun Factor, and may use both when defending against Fire Attacks.

To Fire Attack a Fortress Class unit an enemy Combat Class unit must occupy the same hex as the fortress unit; Combat Class units not stacked in the same hex with the fortress unit may not Fire Attack it. Artillery Class units stacked in the same hex or in an adjacent hex may add their strength to a Fire Attack against a fortress unit.

**13.23 Posted Units:** Combat, Artillery and Headquarters class units may be Posted to a fortress unit. A fortress may only have one formation posted to it at a time. Place a unit or formation under the Fortress Class unit's counter to indicate that the formation is posted to the fortress.

*NOTE: The posted formation may be a corps-sized formation with Primary Formations attached.*

**A. Benefits for Posted Units:** A Fortress Class unit provides a number of benefits to a Posted unit or formation. Only the Posted unit or formation may receive the benefits of a fortress in a hex. If a Fortress Class unit is eliminated, the benefits of being Posted are immediately voided.

- **Combat Benefits:** A unit or formation Posted to a Fortress Class unit adds the Fire Attack value of the fortress unit to its own strength when defending against a Fire Attack. If the hex is an entrenchment hex, the terrain modifiers for entrenchment apply to all the defending units.

*NOTE: The terrain modifier for a permanent entrenchment printed on the map does not apply to a Fortress Class unit alone in a hex.*

A Posted unit or formation may not be assigned a retreat LR by the attacker. The defender has the option to take a LR as a retreat. If a Posted unit receives a FCRT result of  $X + r$ , the Posted unit must retreat.

- **Morale Checks:** A unit or formation posted to a Fortress Class unit is exempt from Barrage Attack LRs that call for a MC.

- **Command Benefits:** Posted units may receive Command Control benefits. These are found in the Exclusive Rules.

**13.24 Fortresses as Supply Units:** Fortress units with supply symbols provide supply. The type of supply a fortress provides is described in the Exclusive Rules.



## 13.3 Army, Corps and Division Detachment-Sized Formations

Army-sized Detachment formations are called Army Detachments. Corps-sized detachment formations are called Corps Detachments. Division-sized detachment formations are called Division Detachments.

If Army-sized, Corps-sized or Division-sized

Detachment Formations are available in a game, they will be identified in the Exclusive Rules.

**13.31 Army Detachments:** Army Detachments are treated as Army formations in every respect. Army Detachments may attach Primary Formations by placing them on the Army Detachment chart. A Primary Formation must be in command and supply range when attached.

**Creating an Army Detachment:** An Army Detachment may be created and brought into play during the Supply and Command Segment. When an Army Detachment is brought into play place its HQ unit in any friendly hex on the map that is in supply and at least 3 hexes away from the nearest enemy unit. Place all Supply Class units belonging to the Army Detachment in any friendly hex within the CCR of the HQ unit. The Main Depot unit must be placed on a friendly operational railroad hex connected to a friendly map edge. Place the Army Base Marker on any eligible hex on the map or map edge to create the Army Detachment's LOC.

**Disbanding an Army Detachment:** Army Detachments may be disbanded, in which case the units belonging directly to the Army Detachment (those with the Army Detachment Primary Formation Identifier printed on their counter) are removed from play in the next Supply and Command Segment. Once removed, an Army Detachment may be returned to play in a subsequent Supply and Command Segment at a player's discretion, subject to scenario restrictions.

**Leaders:** The Leader of a Corps attached to an Army Detachment may function as the leader of the Army Detachment. Simply place the Leader counter in the Army Detachment chart's leader box. Army Detachments do not require a leader counter. If an Army Detachment does not have a leader, the Army Detachment automatically accepts the MO given it by its superior commander during the MO procedure. (see 7.13)

**13.32 Corps and Division Detachments:** A Corps Detachment or Division Detachment may be created during the Supply and Command Segment. Corps and Division Detachments are brought into play by placing the HQ class unit in a hex occupied by a unit of one of the Primary Formations to be attached to the detachment.

A player may disband a Corps or Division Detachment by removing the HQ class unit from play during a Supply and Command Segment. Once removed, a Corps or Division Detachment may be returned to play during a subsequent Supply and Command Segment at a player's discretion, subject to scenario restrictions.

Corps Detachments are treated as corps-sized formations in every respect. Division Detachments are treated as division-sized formations in every respect.

# GLOSSARY

We've gathered many of the terms used throughout the rules and reproduced them here in a more easily referenced alphabetical order. The terms are defined in detail throughout the rules, some with entire sections of the rules devoted to them. Many of the definitions are new interpretations of old terms used in earlier games in the series. All of them play an important role in the 3<sup>rd</sup> Edition Death of Empires Series Rules.

**Air Units:** Air Units represent aircraft able to perform reconnaissance and intervene on the battlefield. Air Units may perform three types of Air Unit Operations: Air Reconnaissance, Air Transfer and Artillery Spotting. The Air Reconnaissance and Air Transfer operations may take place in the March and Counter March Segments; The Artillery Spotting mission may take place only during the Mutual Combat Phase. It should be obvious that when performing an Air Unit Operation the Air unit is considered to "fly" over the map, ignoring terrain MP costs.

**Ammunition Points (APs):** Each time a formation with an Artillery Class unit uses its full barrage factor, a player must expend one AP. This also applies to HQ Class units with artillery SPs (see Organic Combat Units). AP levels are recorded by placing an AP marker in the Ammo Box on an Army or Strategic Chart. Each Ammo Box records the status of all the primary formations with command counters on the Command Track. The AP marker denotes the number of APs remaining for all the formations on a command track. A corps-sized formation can use one AP to enable every artillery SP of each formation attached to it to use its full barrage factor in a combat.

**Army Chart:** Each army in the game has its own Army Chart. Each Army Chart has command tracks which simultaneously record the attachment and morale levels of subordinate formations. Any primary formation which has its command counter placed upon the Army Chart is subordinate to that army and is considered an Army Formation.

Army Charts also contain Army Chart Boxes. These boxes record the commander (in the Leader Box), the army's staff officer (the Army Staff Box), the Mission Status of the army (the Mission Status Box), what kind of supply it is receiving (the Main Depot Status Box), and whether any units are guarding its Line of Communications (the LOC Box). In addition, the Army Chart has a number of HQ Holding Boxes. These record any units stacked on the map with the army headquarters class unit (in the Army HQ Holding Box), units stacked on the map with each corps headquarters unit attached to the army (the Corps HQ Holding Box), and units stacked on the map with each

divisional headquarters unit attached to the army (the Divisional HQ Holding Box).

**Artillery Class Units:** Artillery Class units represent troop units made up of guns, howitzers and heavy mortars. There are two types of artillery units: Direct and Indirect. In addition, there are Heavy artillery units (which may be direct or indirect) and Super Heavy artillery units.

**Army Base Marker:** The Army Base Marker indicates the origin of an Army's LOC. The Army Base represents the place (usually within the home country) where all manner of supplies are gathered, stored and organized before delivery to the front.

**Army Formation:** If the command counter of a primary formation is on an Army Chart, the formation is considered an Army formation.

**Army-sized Formation:** An Army-sized formation is a primary formation with a corresponding Army Chart. It is represented on the chart by a Command Counter with the Army's primary formation identifier printed on top. On the map the Army is represented by a HQ unit with the Army's primary formation identifier. Army-sized formations may attach corps-sized and other smaller-sized primary formations.

**Artillery Superiority (AS):** If a Barrage Attack is being resolved on a Barrage Value column of 35 or higher, the targeted artillery units may be assigned an Artillery Superiority LR if their formation fails its MC by two or more.

**Asset Units:** Combat Class and Artillery Class units that have the Primary Formation Identifier of the Supreme Headquarters, an Army, or a Corps are "Asset Units." Units that have the Primary Formation Identifier of the Supreme Headquarters are "Strategic Asset Units." Units that have the Primary Formation Identifier of an army or corps are "Army Asset" or "Corps Asset" units, respectively. Asset Units have special characteristics:

Asset units have their formation attachment and ML determined by their stacking on the game map. When stacked in the same hex as the HQ unit bearing the same primary formation identifier they have the ML of that HQ's Command Counter. An Asset unit which is not stacked with the HQ unit bearing the same primary formation identifier is considered attached to the formation it is currently stacked with, or the Corps or Division-sized formation's HQ unit it is closest to on the map. (The owning player decides in case of a tie.) Note that HQ Class, Supply Class and Air Units are not considered "Asset Units." HQ Class units have their ML determined by their primary formation command counter.

**Attachment:** All units belong to a formation at all times; this is referred to as attachment. The lowest level of formation a unit may be attached to is a Primary Formation. Only units with the same Primary Formation Identifier (and Asset units) may be attached to these formations. Most primary formations are division- or brigade-sized, although there may be smaller specialized formations. Formations that are division-sized (or smaller) can be attached to corps-sized formations. Corps-sized formations can be attached to an army or the Supreme Commander. Army-sized formations can be attached to an Army Group.

Attachment of a primary formation to a corps, an army, or the Supreme Commander is recorded by placing the command counter of the formation on a command track on an Army Chart or the Strategic Chart. (See Command Tracks.) Formation attachments affect supply and command control. Each primary formation retains its own Morale Level.

**Attachment Limit:** Corps-sized formations (and some Division-sized formations) have an attachment limit printed on their Command Counter. The attachment limit governs how many division-sized (or smaller) primary formations may be attached to the formation.

**Barrage Attacks:** The act of attacking enemy units with friendly Artillery Class and Headquarters Class units with artillery SPs is a Barrage Attack. Artillery SPs are multiplied by their Barrage Factor to determine which column on the Barrage Combat Results Table is used to resolve the attack. Barrage Attacks require the expenditure of APs.

**Barrage Factor (BF):** Barrage Factors represent the predominant caliber of gun in an Artillery Class unit. The BF is used to attack enemy units, either by independent barrage (Barrage Attack) or by attacking in conjunction with Combat Class units (Fire Attack).

**Brigade Equivalents (BEs):** A measure of the size of a unit. Each unit has a Unit Size Indicator printed on its counter that indicates how many BEs it consists of. BEs can be fractional. BEs do not determine the size of a formation, only the size of the unit counter they belong to.

**Cadre Points (CPs):** When all SPs have been eliminated from most units, they will still have a CP remaining. All units are assumed to have one CP unless otherwise indicated by a Cadre Point Indicator. (see Cadre Point Indicator) The number of cadre points a unit has depends on the number of unit symbols printed on the counter. Multiply the cadre strength by the number of unit symbols to determine the total cadre strength. Supply Class units consist solely of CPs.

**Cadre Point Indicator:** Units that don't have one cadre point (CP) have a Cadre Point Indicator printed on the counter. A Cadre Point Indicator can be a plus ("+") or a minus ("-"). A plus indicates a unit has two CPs, a minus indicates a unit has no CPs.

**Chain of Command:** How Mission Orders (MOs) are distributed. MOs are given from the Supreme Commander to Army Commanders, who in turn give them to their Corps Commanders.

**Combat Class Units:** Combat Class units represent front line units made up primarily of foot soldiers and cavalry. Engineer and Armored units, when present, also belong to this class.

**Combat Markers:** Units need combat markers to Barrage Attack, to Fire Attack during the Initial Combat segment, and to Fire Attack while expending an AP during the Final Combat segment. Units must expend MPs to place combat markers. There are two types of combat markers, which correspond to the two Combat Segments. If a unit has an Intensive Combat Marker it may attack in both the initial and final combat segments. If a unit has a Regular Combat Marker it may only attack during the final combat segment.

**Combat Modifiers:** Combat Modifiers are factors which, in addition to the strength and size of units involved, affect the outcome of a combat. Combat Modifiers usually shift the applicable column on the combat Results Table, but may also affect the combat strength of attacking units.

**Combat Options:** Both sides in a combat may have several options to choose from. Attacker Combat Options include Probe, Cavalry Charge and Pursue. Defender Combat Options include Withdraw before Combat and Stand Fast.

**Command Control:** A unit not in Command Control suffers a reduction of its Morale Level. For most units, Command Control is achieved by being within Command Control Radius of a HQ Class unit.

**Command Control Radius:** The Command Control radius is the distance in hexes that a HQ unit may project Command Control over its subordinate units.

**Command Counter:** Each primary formation has a corresponding Command Counter to represent its command and logistics status. A Command Counter is not placed on the map unless its formation is isolated. Instead, each Command Counter is placed on a Command Track, which records both the Morale Level of the formation and the larger

formation it is attached to.

**Command Tracks:** Command Tracks are found on Army Charts and the Strategic Chart. Command Counters are placed on Command Tracks to record the attachment of primary formations and their Morale Levels. There are two types of Command Tracks: Corps and Independent Formation. Corps Command Tracks record the attachment of primary formations to a corps. A corps Command Counter is placed on a Command Track along with the Command Counters of its subordinate primary formations. Independent Formation Command Tracks record the attachment of primary formations directly to an army; the attachment level of an army is printed on the Independent Formation Command Track of an Army Chart.

**Corps Formation:** Units of division-sized (and smaller) primary formations that are attached to a corps are considered Corps Formation units. A unit is attached to a corps if the Command Counter of its primary formation is on a Corps Command Track.

Units of primary formations attached to a corps that are stacked in the same hex with the corps HQ unit, may be placed in that corps' HQ Holding Box. All units placed in a corps HQHB are treated as one formation for purposes of stacking and combat.

**Corps-sized Formation:** A Corps-sized formation is a primary formation represented by a HQ unit with the Corps's primary formation identifier printed on top. It is represented on the strategic or army chart by a Command Counter which must be placed on a corps track. Corps-sized formations may attach smaller-sized primary formations.

**Detachments:** A Detachment is created by removing SPs from a Combat Class, Artillery Class, or HQ Class unit and placing a Detachment unit with the same number of SPs on the map. The origin of a detachment is noted on the Detachment Chart.

**Double Type Unit:** A unit with overlapping unit type indicators printed on the counter is a double type unit. Double type units consist of two units of the same type and size. Thus an infantry brigade unit counter with a double type indicator represents two infantry brigades (and therefore two BEs).

**Dummy Units:** Dummy units represent rumors and misinformation. Since units will normally be face down on the map, dummy units are a means of confusing one's opponent about the actual location of real units. Dummy units may only enter friendly controlled hexes.

**Facing:** The orientation of a unit in a hex. Each Combat and Artillery Class unit in a hex

will have three front hexsides, two flank hexsides, and one rear hexside. Facing plays an important role in combat.

**Fire Attack:** The act of attacking enemy units with Combat and Artillery Class units. An odds ratio between attacking and defending units is calculated and used to determine which column on the Fire Combat Results Table will be referenced to resolve the attack.

**Force March:** A Force March increases the number of MPs available to a unit. A Force March can only be done during the Counter-Movement Phase. If a unit force marches it must subsequently take a Morale Check, with the number of MPs used while force marching as a negative modifier to the die roll.

**Formation:** A formation is a term and game device to represent a unit or collection of units that share a common attachment.

**Formation Attachment:** A unit is simultaneously part of several formations at different levels of attachment. All units belong to a "Primary Formation" at all times. Each primary formation consists of a Command Counter and one or more units.

Every primary formation will have at least one level of higher attachment, and possibly two or three. By placing the Command Counter of a primary formation on an Army Chart or the Strategic Chart, the primary formation is considered to be attached to the formation represented by that chart. If the Command Counter of a primary formation is on an Army Chart, the formation is considered an Army formation. If the Command Counter of a primary formation is on the Strategic Chart, the formation is considered a Strategic formation.

Primary formations that are corps-sized may only place their command counters on a Corps Command Track, not on an Independent Formation Command Track. Corps Command counters have an Attachment Limit allowing a number of primary formations that are smaller than corps-size to be attached; this is recorded by placing the Command Counter of the smaller formations on the Corps Command Track. Thus primary formations that are smaller than corps-size, if they are attached to a corps-sized formation, have two levels of higher attachment: the corps-sized formation, and either an army-sized formation or directly to the Supreme Headquarters.

Primary formations that are smaller than division-size may in some cases be attached to a division. Thus primary formations attached to a division-sized formation may have three levels of higher attachment: the division-sized formation, a corps-sized formation, and either an army-sized formation or directly to the Supreme Headquarters.

**Fortress Class Unit:** Fortress Class units

represent individual forts or fortress complexes that are well defended by artillery and machine guns. Unlike Combat, Artillery and HQ Class units, Fortress Class units have all-around facing – they have no “flanks” or “rear.” They may not move and can suffer only SP losses as a result of combat.

**Headquarters Holding Boxes (HQHBs):** Units that belong to a formation with a Headquarters Class unit (HQ) may be placed in a HQHB if they are stacked on the map with that formation’s HQ unit.

**Headquarters Class Units (HQs):** Many formations have HQ units. Most division-sized formations do not. A Headquarters Class unit represents the commanding staff of a formation, as well as the organic Combat and Artillery Class units under their direct control. A HQ unit has a Command Control Radius (CCR). All units that belong to the HQ’s formation, or belong to formations attached to the HQ’s formation, must remain within the CCR of the HQ unit to remain within Command Control. A CCR is expressed in terms of hexes on the map. (Example: A HQ unit with a CCR of four has a four hex radius within which its units are in Command Control.) If a formation does not have a HQ Class unit, all units in that formation must remain on or adjacent to all other units of that formation.

**Impulses:** An impulse represents a fraction of a weekly Game Turn, one or more days. The number of impulses and days in a turn is determined by the player who has the initiative in the Impulse Determination Phase of the Weekly Interphase at the beginning of each turn.

**Initiative:** The player with the Initiative determines how many impulses a turn will consist of. Initiative is determined during the Impulse Determination Phase of the Weekly Interphase, at the beginning of each turn.

**Isolation:** A unit that is completely surrounded by enemy occupied hexes and/or interlocking enemy ZOCs is said to be Isolated. Hexes with interlocking ZOCs are those in the ZOC of two or more enemy-occupied hexes. (In some cases a formation may be voluntarily declared Isolated.)

An isolated unit is affected in several ways. The Command Counter of the unit’s primary formation is removed from its Command Track, inverted, and placed in a hex with at least one of the isolated units of that primary formation. The ML of all the units in the isolated primary formation is reduced to one. LRs suffered from combat or failed MCs while isolated may not be taken in ML reduction. All SPs and CPs lost by isolated units are counted by the opposing player as Prisoner Points (PPs). In addition, if the inverted Command Counter is eliminated while isolated, its CPs become Prisoner Points.

**Leaders:** Some formations have a leader counter. Each leader counter has one of four Mission Orders (MOs) printed on the counter indicating his MO Preference. A leader counters also has a MO modifier printed on the counter which is applied to the die roll used to determine MOs during the Mission Order Segment of the Command Phase.

**Limited Intelligence:** Units are normally inverted on the map, or placed in HQHBs, in order to limit each player’s knowledge of the opposing side. Dummy counters are provided to increase the uncertainty about opposing dispositions and intentions. All unit counters have a nationality indicator printed on the back side of the counter, which is normally all that is showing on the map.

**Line of Communications (LOC):** The LOC is defined as the hex occupied by an Army Supply unit, plus all rail hexes that lead in a contiguous manner to the hex occupied by the Army Main Depot unit, and then to the hex occupied by the Army Base marker. Each army has a LOC Box on its Army Chart; units in the box can be placed anywhere along the army’s LOC if enemy units ever move adjacent to the LOC.

**Loss Results (LRs):** A unit that engages in combat may receive a LR. In addition, failure to pass a Morale Check may cause a LR. There are several ways to implement LRs: a unit may eliminate SPs, reduce MLs, or retreat a number of hexes. In addition, units which fail a Morale Check due to a Barrage Attack may be assigned an Artillery Superiority (AS) marker or may have a Combat Marker flipped or removed.

**Machine Gun Factor:** Some Combat Class and Fortress Class units have a number indicating the a Machine Gun Factor. The MGF represents the presence of a number of Heavy Machine Guns with the troop unit.

**Main Depot:** Each Army-sized formation has a Main Depot unit. The Main Depot is the source of supply for all units attached to that Army. The Main Depot must trace its own supply line along a railroad to an Army Base Marker. The supply status of a Main Depot is determined by the type of rail line it traces to its Army Base marker or friendly map edge.

**Main Depot Status:** The Main Depot Status simulates how much supply is being brought forward from the rear areas, and governs many of the activities of an army. The Main Depot Status of an Army is determined during the Supply and Command Segment of the Command Phase. The type of rail line an army’s Main Depot uses to trace its Line of Communications (LOC) determines its supply status. A Main Depot may be in one of four

states each turn: Maximum Double Status, Medium Double Status, Minimum Double Status or Single Status. A Main Depot Status Box records the current supply status of a Main Depot.

**Mission Orders (MOs):** Every formation is under one of four MOs at any given time. The four MOs are Advance, Retire, Hold and Flexible. Units of formations implementing a MO may have their expenditure of Movement Points (MPs) restricted, and they may be required to perform different types of movement and/or initiate combat.

Army-sized and Corps-sized Formations are issued a MO through the Mission Order Procedure during the owning player’s Command Phase. Every Army-sized and Corps-sized Formation must be given a MO every impulse.

The MO Procedure begins with the Supreme Commander attempting to assign the formation of each subordinate leader to a particular MO. This is resolved for each subordinate by adding the MO modifier of commander and subordinate to a separate die roll, with the highest modified die roll determining the MO. If the Supreme Commander’s die roll is higher or equal, the MO is freely chosen by the player. If the subordinate leader’s die roll is higher, the MO is the one printed on that leader’s counter. Each army commander repeats this process with each subordinate corps leader in his army. Subordinate leaders who must follow their printed MO have a SP marker placed under their counter.

**Mobility Rating (MR):** Each unit has a MR printed on its counter. The MR of a unit determines how many MPs it must expend to move across the map and conduct other activities. It is an evaluation of the training, organization and equipment of the unit.

**Morale Check (MC):** The act of testing a unit’s morale is called a Morale Check (MC). MCs can occur as a result of combat or various other activities. The failure of a MC may or may not lead to Loss Results for the failing unit or formation.

**Morale Level (ML):** The combativeness and cohesiveness of a formation is represented by its Morale Level. The ML of a primary formation is recorded by the placement of its Command Counter on a Command Track on an Army or Strategic Chart.

**Movement Mode (MM):** A unit may assume one of four MMs during the Movement or Counter Movement Phase: Deployed Mode, Road Mode, Rail Mode and Naval Mode. A MM is sometimes indicated by placing a marker on the unit.

**Movement Points (MPs):** MPs are expended

by units to enter hexes or cross hexsides, and to carry out activities such as entrenching, reconnaissance, changing MMs, recovering MLs, entering Replacement Mode, and placing Combat Markers.

**Organic Combat Units (OCUs):** Some units have Organic Combat Units. This is indicated on a unit counter. Organic Combat Units (OCU) depict the units directly subordinate to a Combat Class or HQ Class unit.

**Phase:** A portion of an impulse. Each impulse has eight phases that always follow in the same order. In addition, at the start of each turn, there is a Weekly Interphase consisting of two phases.

**Primary Formation:** All units belong to a primary formation at all times. Each primary formation consists of one or more units and a Command Counter. All the units and the Command Counter of a primary formation have the identical Primary Formation Identifier on the top of their counters. The lowest level of formation a unit may be attached to is a primary formation.

**Primary Formation Identifier:** Printed on the top of each unit counter is a Primary Formation Identifier, which designates the unit's attachment to a primary formation. This number or designation is used to identify the unit and determine its relationship in the Chain of Command.

**Prisoner Points (PPs):** In certain situations SPs lost by a player may be counted as PPs by the opposing player. These are recorded on the Prisoner Point Track on the Strategic Chart.

**Prisoner Result:** PPs are sometimes produced from a result on the column marked "Prisoners" on the Fire Combat Results Table. If the number on this column that corresponds to the die rolled to resolve a Fire Attack is higher than the ML of any defending unit(s), there is a Prisoner Result. In the event of a Prisoner Result, each Loss Result taken by the defender as a SP loss is counted as a Prisoner Point for the attacker.

**Rail Points (RPs):** Each side receives a number of RPs per Game Turn. One RP can move one Brigade Equivalent (BE) one Movement Point (MP) by Rail Mode. Rail Point usage is recorded on the Strategic Chart.

**Reconnaissance:** The act of forcing your opponent to reveal (flip) his inverted units. Cavalry can force an enemy unit to reveal itself if the cavalry conducts a successful reconnaissance. Air Units can force enemy units to be revealed if they conduct a successful reconnaissance.

**Replacement Point (REP):** There are three

types of Replacement Points (REP): Infantry, Field Artillery, and Specialist. Infantry and Field Artillery REPs may only be used to replace infantry and field artillery losses, respectively. Field Artillery is defined as all artillery which is not heavy. Specialist REPs are used to replace all losses other than infantry and field artillery.

**Segment:** A portion of a phase. Some phases have one segment, some have two or more.

**Shattered:** When a Combat Class unit loses more than 70% of its original SPs (as printed on the counter), it is considered to be Shattered. Shattered units may not Fire Attack. They may defend normally.

**Stacking:** More than one unit may occupy a hex in an arrangement known as stacking. The maximum number of units that may be placed in a hex is determined by stacking limitations. A player can choose from two criteria for maximum stacking in a hex: either all the units of two different formations, or units from more than two formations, but no more than six Brigade Equivalents (BE). Units in Road Mode have further stacking restrictions. Stacking limitations are in effect at all times. Overstacking can only occur as a result of a retreat after combat.

**Step:** A portion of a segment. Some segments have one step, some have two or more.

**Strategic Chart:** The Strategic Chart contains Command Tracks that record which formations are attached to the Supreme Commander. The Strategic Chart also contains tracks to record RP use, REPs accumulated and PPs captured. In addition, the Supreme Commander Leader Box and the MO Movement Requirement diagram(s) are on the Strategic Chart.

**Strategic Formation:** A unit is considered to be a Strategic Formation if the Command Counter of its primary formation is placed anywhere on the Strategic Chart.

**Strength Points (SPs):** Each Combat and Artillery Class unit has one or more SPs. Each SP represents a number of men and weapons. A unit may lose SPs due to LRs suffered due to combat or failed MCs. A unit may regain lost SPs by entering Replacement Mode and incorporating Replacement Points.

**Supply:** A Unit that is out of supply has its primary formation's ML reduced, can not receive Replacement Points, and can not replace Ammunition Points (APs). Supply status is determined at two points in an impulse; during the Supply Status Step of the Command Phase and at the instant of combat.

Supply is traced in contiguous hexes from the unit seeking supply to the supply source. The

supply source to which a unit traces its supply line is determined by its primary formation's attachment. Strategic Formations must be within Supply Range of a friendly operational rail line that leads to a friendly map edge. Army Formations must be within Supply Range of the army Main Depot unit, or the LOC of the army they are attached to.

**Supply Class Units:** Supply Class units represent the supply trains and dumps that support Combat and Artillery Class units. Supply Class units belong to a specific Army or Corps-sized formation. They are used to place the units attached to their Army or Corps-sized formation in supply.

Supply Class units include Main Depot units, Army Supply units, Corps Train units, and inverted Command Counters when they are placed on the map due to Isolation.

**Supply Range:** The number of hexes a unit can be from its supply source.

**Supreme Commander:** The Supreme Commander represents the highest ranking commander on a side and is therefore the top of the Chain of Command. The Supreme Commander is the initial source of Mission Orders.

**Triple Type Unit:** A unit with three overlapping unit type indicators printed on the counter is a triple type unit. Triple type units consist of three units of the same type and size. Thus a cavalry brigade unit counter with a triple type indicator represents three cavalry brigades (and therefore three BEs).

**Troop Units:** Troop units are the playing pieces that make up the formations of the opposing armies. They represent organized groups of frontline soldiers that operate on the map. Troop units are divided into six classes: Combat, Artillery, Headquarters, Supply, Fortress, and Air.

**Unit Size Indicator:** Each unit has a unit size indicator printed on its counter. A unit size indicator may be modified by brackets, which indicates that the unit's size was historically one level smaller or that the unit is made up of a group of units one or more levels smaller. (Examples: a [II] was historically referred to as a company or battery or was historically several independent companies or batteries.)

**Unit Type Symbol:** This symbol, printed in the center of a counter, identifies the type of the troop unit.

**Zones of Control (ZOC):** A Combat or Fortress Class unit exerts a ZOC into the six hexes surrounding the hex it is in. The ZOC can affect supply, movement, combat, and other game functions.

# SEQUENCE OF PLAY SUMMARY

## WEEKLY INTERPHASE (once per turn)

- calculate any Victory Points earned.

### 1. Strategic Phase (mutual)

Rail Points, replacement Points (REP) recorded, construct Permanent Entrenchments.

### 2. Impulse Determination Phase

Initiative determined, number of Impulses and their length determined.

## PHASE CYCLE (each impulse)

- Determine Weather

### 1st Player Phase

#### 1. Mission Order Segment

Alter Formation Attachments, place Reinforcements (if any), remove Withdrawals (if any), Mission Orders given down the chain of command, RR Engineer Points allocated.

#### 2. Supply and Command Segment

Relocate Army Base(s), check Main Depot Status, units Supply determined, determine Command Control, replace Ammunition Points (AP), allocate REPs to eligible units in Replacement Mode, take Air Unit MRCs.

#### 3. Concealment Segment

All friendly units are inverted, place dummy units, use Engineer Points to conduct RR Tasks.

#### 4. March Segment

2 MPs available for each day that the current impulse consists of, all activity requiring the expenditure of MPs undertaken. Expend MPs to: move hexes, change Movement Modes, change facing (no MP cost), recover Morale Levels, place Combat Markers carry out Overruns, perform Reconnaissance, bring on Reinforcements (if any).

#### 5. Counter March Segment

1 MP is available for each day the current impulse consists of and units may Force-March 2 additional MP for each day the current impulse consists of. Expend MPs as

in March Segment above and in addition: Force-March and enter Replacement Mode.

#### 6. Mutual Combat Phase

##### a. Initial Combat Segment

Only units with Intensive Combat Markers may Barrage or Fire attack (and expend AP).

- 1) 1st Player Barrage Attack Step
- 2) 2nd Player Barrage Attack Step
- 3) 1st Player Fire Attack Step
- 4) 2nd Player Fire Attack Step

##### b. Final Combat Segment

Only units with Regular Combat Markers may Barrage or Fire attack while expending AP. Units without Regular Combat Markers may Fire attack while not expending AP.

- 1) 1st Player Barrage Attack Step
- 2) 2nd Player Barrage Attack Step
- 3) 1st Player Fire Attack Step
- 4) 2nd Player Fire Attack Step

This concludes the 1st Player's half of an impulse. The 2nd player's half follows and is structured identically to the 1st player's half, only the roles are reversed.

## TIPS FOR PLAY

The following tips for play of Death of Empire series games will facilitate faster play using significantly less table space and allow easy storage of games in progress.

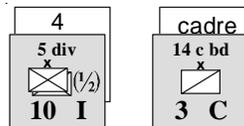
1) Before punching out the playing pieces, tape both the front and back of all the counter sheets with clear packing tape. Two-inch wide tape is recommended for each strip of tape covers exactly four rows of counters with no overlap. (3M sells two-inch wide "Scotch Tear-by-Hand Packaging Tape") After taping the playing pieces, cut them out of the counter sheets with an exacto-knife. In this way each playing piece will have a protective tape coating on both front and back.

2) Place each strategic, army, detachment and set-up chart in a Clear Polypropylene Sheet Protector. Then proceed to stick the playing pieces onto the desired charts with "Hold Tu" Plastic Adhesive (produced by Dixon) or "Fun Tak" Reusable Adhesive (produced by DAP Inc). In this way all the counters not on the map, i.e. all the formation command counters and all counters in the HQ Holding Boxes, will remain in place if accidentally bumped or even if turned upside down.

3) Once in sheet protectors, the charts with counters can be placed into three ring notebooks where they are very easy to access. Each player in a game can consolidate all his charts in one or several notebooks. For example, in the game *The Cossacks Are Coming!* one notebook can be used to hold the German player's charts, a second notebook can hold all the Russian 1<sup>st</sup> Army player's charts, while a third notebook can hold all the Russian 2<sup>nd</sup> and 10<sup>th</sup> Army player's charts, and a fourth notebook can hold the Russian strategic and set-up charts.

If you feel notebooks are too awkward you can simply place the charts on clipboards. Clipboards can be easily moved and accessed (and stored) as well.

4) An additional benefit of taped playing pieces is that marker counters may be attached to playing pieces using reusable adhesive. Once attached, the marker can easily "travel" with the playing piece, reducing the likelihood that they will be accidentally separated. The tape will protect the ink on the counters from fading. Also, strength point reduction markers can be placed under a combat class unit in a manner that readily displays the strength reduction.



EXAMPLE: The 5th Infantry Division is reduced by 4 SP (current strength 6). The 14th Cavalry Brigade is reduced to cadre strength.

5) If storage of a game in progress is a concern, before play begins, you can cover the map with plastic (or mylar). When worldly obligations force a prolonged recess in play (sad but often true) the counters on the map can be stuck to the map with reusable adhesive, allowing the map to be stored hanging on a wall or in a closet.

I hope these gaming techniques render play of *The Cossacks are Coming!*, *Clash of Eagles* and *Home Before the Leaves Fall* more enjoyable for all.