

A GAME BY  
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# ASSAULT



## Red Horizon 41 EXPANSION



TACTICAL AIR & ARTILLERY SUPPORT



WARGAMES MADE IN GERMANY

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## 1.0 ABOUT THIS EXPANSION

When we first published the *Assault Game System*, it was important for us that it had a modular structure. This meant it would be fully accessible to new players but would also allow us to add expansions that gives it an even more of a historical feel. As a player, you can decide exactly how much complexity you want to play the game with. Whether you want a quick and easy game, or a full blown one, the choice is entirely yours.

The Tactical Air and Offboard Artillery Support Expansion, (combined into the acronym TA/OAS for convenience), is an optional expansion that can be used for *Assault Red Horizon '41*. It introduces two new elements into the Assault Game System.

1. As well as infantry, artillery and vehicle units provided in the base game, players are now able to add in air and artillery support to fight their battles. The air and artillery support refers to...

- ▶ Tactical Air Support (TAS)
- ▶ Offboard Artillery Support (OAS)

2. Players are also able to use the blast values  which were included on the unit cards of the base game, (ready for this expansion to become available).

**Important:** Any rules references, which are marked MR, mean the players should refer to the main ruleset provided with *Assault Red Horizon '41*, e.g. (see 6.6 MR).

### 1.1. CONTENTS

This expansion contains:

- ▶ 2 TA/OAS Player's Aid
- ▶ TA/OAS Rule Set
- ▶ 48 TA/OAS Cards
- ▶ Punchboard Markers Terrain Damage

### 1.2. INTEGRATING THE TA/OAS EXPANSION

Integrating the Tactical Air Support and Off-board Artillery Support into *Assault Red Horizon '41* is relatively straightforward. This is done through the set of TA/OAS cards that are provided with the expansion and described below.

**Clarification:** Although the Tactical Air Support and Off-board Artillery Support cards are marked on the back as command cards, they will be described in the Expansion rule in the following way

- ▶ TAS cards if the text is referring to Tactical Air Sup-

port cards only

- ▶ OAS cards if the text is referring to Off-board Artillery Support cards only
- ▶ TA/OAS cards if the text is referring to both types of support cards

This is to differentiate them clearly from the command cards that come with the base game.

Before setting up their Command Card Deck for the game (See 5.8.1 MR), **players can exchange up to five of their command cards for the same amount of TA/OAS cards.**

For balance, we recommend players base the number of TA/OAS cards they have on the number of formation cards each receives at the start of a scenario. That is, if a player starts with two formation cards, they have the option of choosing up to a maximum of two TA/OAS cards.

Players can add more than their starting formations, but this should be agreed in advance. If players cannot agree, they should revert to basing the number of TA/OAS on the number of formation cards each receives at the start of the scenario. Regardless of the method chosen, no more than five TA/OAS cards can ever be added by each player.

The actual amount of TA/OAS cards chosen by a player, (up to their agreed maximum), does not need to be declared to their opponent.

### Sequence for adding TO/OAS Cards

- ▶ Players decide on the limit to the number of TO/OAS cards each player can add to their command card deck. This is either based on the number of starting formations each player has in a scenario or any agreed number up to a maximum of five. Regardless of which method is chosen, five is an absolute maximum, (even if they have more than five starting formations).
- ▶ Each player then removes cards from their command card deck (neutral and or faction cards), up to this agreed limit. This can be done **randomly** or by **players choosing** which command cards to remove. The actual amount each player removes does not have to be announced to their opponent.
- ▶ Each player then adds TO/OAS cards to their command card deck equal to the amount of command cards they removed.
- ▶ Both players newly formed command card deck is shuffled.



*If playing with the optional command points, (see 6.2.2 MR), players should bear this in mind when deciding how many TA/OAS cards to add, as each one will require a command point to use.*

### 1.2.1. REMOVING COMMAND CARDS

The command cards removed by the players for the exchange can be for their faction or neutral command cards (see MR 4.9.1). Players can either randomly remove com-

mand cards or choose which command cards are being removed. Both methods are described in the bullet points below. This should be agreed beforehand. If players can't agree they should use the first method – draw them randomly.

- ▶ Both players should first randomly remove the command cards they wish to exchange for TA/OAS cards, (up to the maximum of five) from their Command Card Deck and discard them into the box. The discarded command cards are no longer available for that scenario.
- ▶ Both players should first select up to five cards from their Command Card Deck and discard them. The discarded command cards are no longer available for that scenario.

### 1.2.2. ADDING TOAS CARDS

Once the command cards have been removed from their Command Card Deck, players should add the TA/OAS cards. The number of TA/OAS cards drawn should equal the number of command cards each player discarded. In other words, if the player discarded three of their command cards from their command card deck, they add three TA/OAS cards to their command card deck.

Players can either randomly select their TA/OAS cards to add to their Command Card Deck or choose them. Both methods are described in the bullet points below. This should be agreed beforehand. If players can't agree they should use the first method – draw them randomly.

- ▶ Both players shuffle the TA/OAS cards and **randomly draw** up to the number of command cards they discarded.
- ▶ Both players **choose** TA/OAS cards up to up to the number of command cards they discarded.

Each set of TA/OAS cards chosen by one of the methods above are now shuffled into each player's Command Card Deck, ready for them to use in that scenario.

### 1.2.3. ADDING A PLANNING PHASE

A Planning Phase, (see 6.2 MR), always occurs as part of the turn sequence when using the TA/OAS Cards, regardless of whether any other optional rules are also in play. This is important because that is the point where players decide if they wish to play any TA/OAS cards during that game turn.

Once the planning phase is over players lose the option to use TA/OAS cards for that game turn.

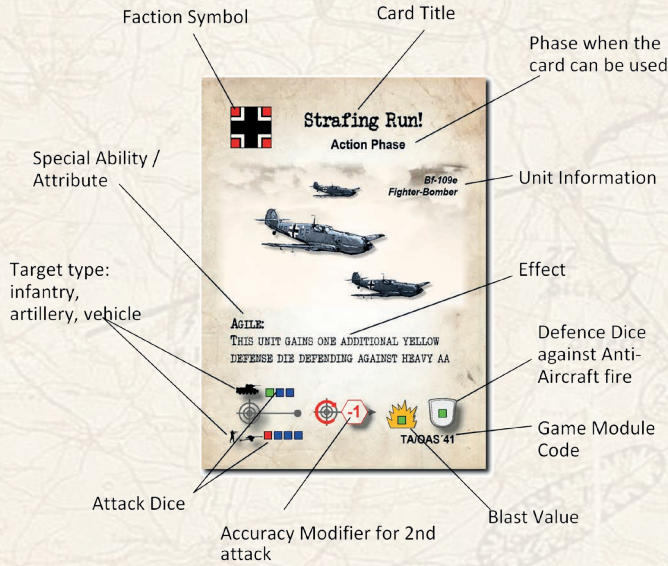
### 1.2.4. TA/OAS CARDS AFTER USE

TA/OAS cards are placed in the player's command card discard pile after they have been used. Any exceptions to this will be noted on the card or in the Expansion Rules.

## 2.0 TACTICAL AIR SUPPORT (TAS)

Tactical Air was a very important factor during Operation Barbarossa. At the beginning of the operation, more than two and a half thousand aircraft were buzzing over the front on the German side and between seven and nine thousand on the Soviet side. Air strikes cut off supply lines, destroyed enemy positions and supported land units in their advance or to hold their defensive positions. With this expansion, players can now introduce this element into their games!

### TAS Unit Card Front Side:



### Back Side:



## 2.1. REQUEST TAS DURING PLANNING PHASE

If a player wishes to use Tactical Air Support during a turn, they must request it during the Planning Phase (see 6.2 MR). They need to meet certain requirements to do this. Firstly, they must have a TAS card in their hand of command cards.

*Secondly, (if playing the optional command points – see 6.2.2 MR), they must assign a command point to the TAS card. If they aren't playing with the optional command points, they can just play the TAS card.*

Either way, the card should be placed face down in front of the player ready for that turn. This card should be visible to their opponent so they know that TA/OAS will be used against them this turn, but without knowing exactly what type of TA/OAS it will be.

## 2.2. TIMING OF TAS

TAS has an activation time stated on it, like the command cards supplied with the base game, (see 4.9.1 MR).

*If the optional command points are being used by the players, they are spent at the point when the TAS is being activated for use during the turn.*

## 2.3. IDENTIFY TARGET

The active player, who requested TAS, must identify the unit they wish to target and announce this to their opponent. This gives their opponent an opportunity to defend against the TAS.

## 2.4. DEFENCE AGAINST TAS

The non-active player then has an opportunity to interrupt the TAS before it attacks if they have an unactivated unit with a unit class of AA, (Anti-Aircraft), in range of this target hex.

The active player should allow a reasonable time for them to do this. If the non-active player cannot identify any AA unit or does not wish to use one, they should say "pass" and the attack commences. Once they have said "pass", the non-active player can no longer interrupt.

The range of the AA is the number of hexes from the AA unit to the hex being targeted by the TAS. For the range bands, (calculating whether the AA unit is firing at close, medium, or long range), players should use the unit's range as stated on the unit card.

This is the range versus infantry and artillery, not versus vehicles, (if they are different). The non-active player may then activate an AA unit to attempt to repel the TAS.


The non-active player can continue to attempt this until the TAS is beaten off, or they have no AA units left to use, or they no longer wish to attempt an AA attack roll. Any AA unit activated to do AA fire is given a Firing status marker and considered activated for the turn.

*The Activation of AA units costs a command point. It is not a free action.*

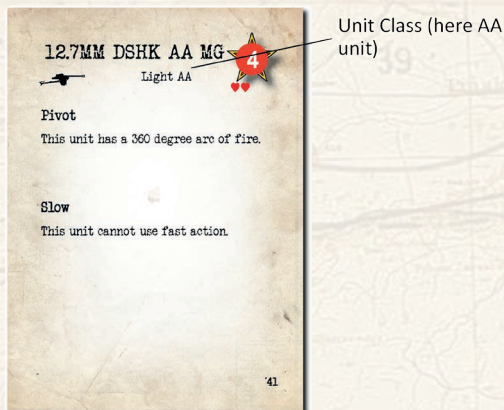
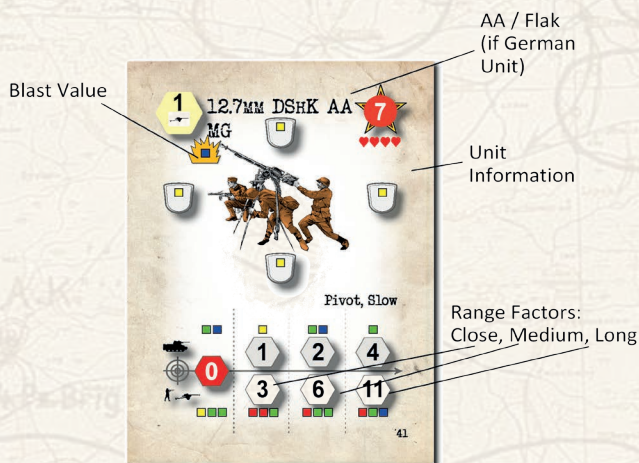
### AA Attack Die Table:

		Range Factor		
Blast		Close	Medium	Long

Once players have determined whether the AA unit is firing at close, medium, or long range, they should cross reference range with the blast value of the AA unit, (stated on its unit card). This results in the attack dice the AA unit will be rolling against the TAS. **The facing of the AA unit is irrelevant for AA fire.**

If the AA unit is marked with **-1 attack die**  - no double symbols count for this attack roll.

For example, a Soviet 12,7mm DShK AA unit is firing at a Bf109E Fighter Bomber which is conducting a strafing run on a Soviet KV-1 three hexes away. Checking the unit card of the DShK unit looking at the infantry, artillery range bands, (as they are different from the vehicle range bands), three hexes away would count as close range. Close range is cross-referenced on the AA Attack Die Table with the blast value of the DShK unit, which is a blue die. This results in a yellow AA attack roll.






## 2.5. TAS DEFENCE AGAINST AA FIRE

All TAS cards will give the defence die to be used against any AA attack roll. Players should check for any attributes/special abilities which modify that defence roll.

The AA attack roll is made in the same way as any Ranged Fire action with a comparison between the attack and defence dice, (see 10.7.2 MR), **but without any of the attack/defence modifiers set out in sections 10.8 and 10.9 of the main rules.** That is, the AA Unit player simply rolls their AA Attack die and the TAS player rolls any Defence die as indicated on the TAS card.

### AA Results Table:

Result	Effect
	TAS crashes and is destroyed. TAS does not attack. Remove the TAS card from game
	TAS is damaged. TAS does not attack. Place the TAS card in discard pile
	TAS is slightly damaged, so TAS attack is inaccurate. Add a -1 to the accuracy roll. Place the TAS card in discard pile after use
<b>X</b>	TAS turns away. TAS does not attack. Return the TAS to player's hand after use. Card can be played again from the next turn onwards

## 2.6. TAS ATTACK RESOLUTION

If the TAS doesn't suffer any damage or is not subject to any AA fire, then the active player needs to resolve the effects of its attack. This should follow the procedure listed below.

- ▶ TAS Spotting
- ▶ TAS Accuracy
- ▶ TAS Attack Result
- ▶ TAS Versus Buildings

### 2.6.1. TAS SPOTTING

The active player must first perform a spotting roll for the TAS. For this the active player rolls a D6 on the TAS spotting table. This roll can be modified by command cards or special abilities of the TAS undertaking the attack.

#### TAS Spotting Table:

TAS rolls D6	Defending Unit ...		
	Clear or Road, Bridge Terrain		Other Terrain
1	Accuracy -1	Success	Accuracy -2
2	Success	Accuracy +1	Accuracy -1
3			Success
4			
5	Success		
6	Accuracy +1		

The spotting roll will either be a success, which means no modifier is applied to the TAS accuracy roll, or it will give a modifier to the accuracy roll. Players should make a note of any modifiers to be applied.

### 2.6.2. TAS ACCURACY

The active player must now roll a D6 for the accuracy of the TAS attack, applying any modifier received as a result of their spotting roll. The result of this roll is then cross-referenced with the status of the defending unit. This will tell the inactive player whether their unit will receive an additional defence die, and of which type, against the TAS attack.

#### TAS Accuracy Table:

TAS UNITS ACCURACY (2.6.2)				
TAS Accuracy Roll:	Defender Unit Status & Type:			
	Fast Action	Pullback	Frontline	Delayed Action
		Other Status		
1 or less				
2				
3				
4				
5				
6 or more				

**Example:** The TAS accuracy roll is a 3 versus a vehicle performing a fast action. There are no modifiers from the spotting roll. The player checks along the '3' row and cross references it with the status of the vehicle which is a fast action. Dice for vehicles are shown on the left of the forward slash, so the vehicle will receive an additional yellow die for its defense.

#### Friendly Fire:

If the TAS Accuracy roll is a **1 or less**, (after any relevant modifiers have been applied), and there is at least one friendly unit, (friendly to the TAS), in any of hexes adjacent to the hex of the target unit a friendly fire attack will take place.

After the TAS has rolled its attack dice against the targeted hex, any of the attack dice that do not score at least a suppression result are put to one side. These are then rolled in an attack against one, (only), of the friendly units that are adjacent to the targeted hex. This friendly unit is chosen by the non-active player. Friend Fire attack results are resolved according to 2.6.3.

### 2.6.3. TAS ATTACK RESULT

To determine the result of the TAS attack, the active player rolls their attack dice as set out on the TAS card.

The defending unit receives all the normal defence dice set out in 10.9-10.9.8 MR except the failed spotting roll 10.9.5 MR because this has already been dealt with in 2.6.1. The area of impact that should be used from the unit card is 'Above'.

The TAS Attack is resolved as per 10.7-10.7.6 MR.

### 2.6.4. TAS DESTROYING BUILDINGS

In some case a TAS attack on a building can result in the building collapsing or being destroyed. See 4.0.

### 2.6.5. TAS SECOND ATTACK RUN

Some TAS units have the ability to do a second attack run (see 2.0 Front Side of TAS card, symbol below).



This second attack must be on the same target and is carried out immediately after the first attack.



*It does not require an additional command point for the TAS.*

The inactive player may use any unactivated AA units to repel this second attack run.



*Any AA units participating in repelling the second attack are required to pay a command point to do so.*

The second TAS attack run follows the same procedure as the first attack run set out in 2.6, including possible friendly fire. Once it has been completed the TAS card goes into the discard pile.

If the enemy unit was destroyed in the first attack, a new unit can be targeted. The second attack gets a -1 (cumulative) malus on the accuracy roll per hex distance of the first attack.

### 2.6.6. ACCURACY MODIFIERS FOR SECOND ATTACK

Second attack runs suffer a modifier for accuracy. This is stated through the use of a symbol on the front of the TAS card. The example below shows a -1 accuracy modifier to the accuracy roll see 2.6.2.



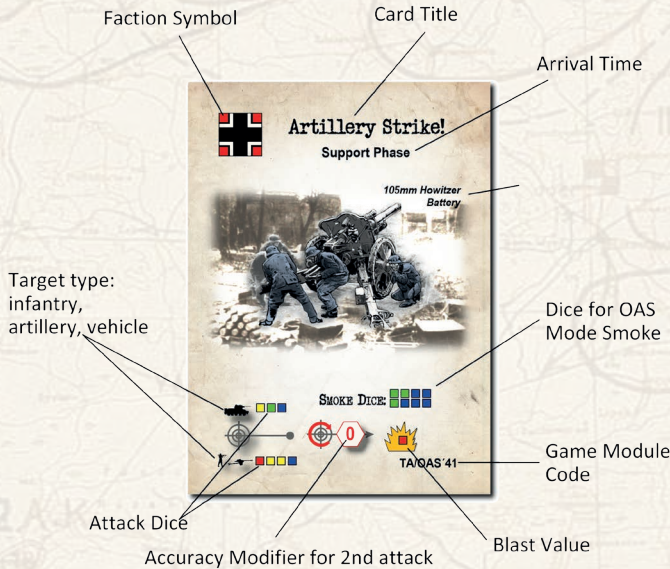
#### Accuracy roll modifiers for 2nd attack could be:

- ▶ **0**: no accuracy modifier for 2nd Attack
- ▶ **+/-X**: accuracy modifier for 2nd Attack

### 3.0 OFF-BOARD ARTILLERY SUPPORT (OAS)

At the beginning of Operation Barbarossa, both sides had a large number of artillery. The tactical use of gun batteries was essential for offensive operations but also very effective in defence. Artillery could cover approach routes with smoke, delay or break enemy attack columns. The use of these heavy weapons was also important in breaking enemy positions in preparation for an attack.

#### OAS Unit Card Front Side:



OAS is treated as conducting **indirect fire** but the rules surrounding how their fire attacks are resolved is treated differently, in some respects, to those set out in Chapter 7.0 (MR). Where there is any contradiction, the rules in the expansion take precedence. The main differences are as follows...

- ▶ **OAS may conduct two attacks (salvos) during a game turn** (exception: Fire for Effect see 3.4.4).
- ▶ OAS always require a spotter (see 3.3)
- ▶ OAS attacks (even when not firing smoke) automatically cause one smoke marker to be placed on the target hex (simulating a mixture of smoke and dust)
- ▶ Defender loses the weakest defense die against an OAS attack

The first attack by an OAS is always during the arrival time as stated on its OAS card. This will usually be the support phase.

The second attack can be conducted **whenever a player decides during the action phase**, including as a reaction fire. The options are described in 3.2. For the second attack the active player can also shift, ('walk'), the attack from the targeted hex to any hex, up to a two hex distance.

**Important:** For each hex the fire is shifted, the accuracy roll gets -1 modifier.

#### 3.1. REQUEST OAS DURING PLANNING PHASE

If a player wishes to use Off-board Artillery Support dur-

ing a turn, they must request it during the Planning Phase (see 6.2 MR). They need to meet certain requirements to do this.

Firstly, they must have an OAS card that allows for Off-board Artillery Support (OAS) in their hand of command cards.

*Secondly, (if playing the optional command points – see 6.2.2 MR), they must assign a command point to the OAS card. If they aren't playing with the optional command points, they can just play the OAS card.*

Either way, the card should be placed face down in front of the player ready for that turn. This card should be visible to their opponent so they know that TA/OAS will be used against them this turn, but without knowing exactly what type of TA/OAS it will be.

#### 3.2. ARRIVAL TIME OF OAS

Unlike the original command cards, OAS has an arrival time stated on its OAS card, not an activation time.

*The command point placed with the OAS card is spent at the arrival time, just before the attack by the OAS is resolved.*

If the OAS can do a second attack, the targeted hex for the first attack is marked with a **waypoint marker**. This will act as an aide memoire when calculating spotting for the second attack.

#### 3.3. SPOTTING THE TARGET FOR FIRST AND SECOND ATTACKS

There are some changes to the rules set out in Chapter 7.0 of the main rulebook when using OAS. The rules in the expansion take precedence for OAS, (only), if there is any conflict.

OAS always requires a unit to act as an unactivated unit to act as a spotter for their attacks. A spotting unit can be Infantry or Artillery. Vehicles cannot spot for OAS. However, there is **no spotting** roll needed for OAS, as it is the hex that is being targeted, not the individual unit in it.

The spotting unit must have a LOS that isn't blocked, (see 10.3 MR), to the hex the OAS wishes to target.

Once it has acted as a spotter for the first time it is marked with a **-1 attack dice** marker. If it has already such **-1 attack dice** marker this unit gets a **normal action marker** instead.

*A unit spotting for OAS will for the first attack will always cost a command point. It is not a free action.*


### 3.3.1. SPOTTING FOR SECOND ATTACK

Spotting for the first attack is compulsory. Spotting for a second attack is handled slightly differently, depending on which of the three following options the active player chooses to do with their OAS

- ▶ **The OAS performs a second attack on the same targeted hex.** No spotting unit is required.
- ▶ **The OAS can shift, ('walk'), the attack from the targeted hex to any hex, up to a two-hex distance.** The unit used to spot for the first attack must have LOS to that alternative hex. It effectively acts as the spotter for the second attack too. This is despite the fact it may already be marked with a normal action.



*It counts as a free action and therefore does not cost a command point.*

- ▶ **The OAS targets a different hex entirely.** They must activate an unactivated unit to spot for that attack. The unit is marked with a -1 attack  die or normal action status marker if there is a -1 attack die marker already.



*This will cost a command point. It is not a free action.*

### 3.3.2. ACCURACY MODIFIERS FOR SECOND ATTACK

Second attack runs suffer a modifier for accuracy. This is stated through the use of a symbol on the front of the OAS card. The example below shows a 0 accuracy modifier to the accuracy roll see 3.5.



**Accuracy roll modifiers for 2nd attack could be:**

- ▶ **0:** no accuracy modifier for 2nd Attack
- ▶ **+/-X :** accuracy modifier for 2nd Attack

## 3.4. OAS FIRE MODES

OAS is treated as indirect fire (MR 7.1) and has four different fire modes available for its two attacks. The owning player can decide, within certain restrictions, the fire mode for each attack. This means that a player may change modes between the first and second attack, (except fire for effect, 3.4.4).

### 3.4.1. SMOKE SCREEN

OAS can fire smoke shells to prevent enemy units from observing what their opponents are doing. When resolving smoke players should use the procedure set out in 7.5 MR. The one difference is that one smoke marker is automatically placed in the first nominated hex, (owning players choice), as per the third bullet point in 3.0. The dice to be used when firing smoke are on the OAS cards.

**Clarification:** Rolls when resolving the effects of smoke

never cause damage to units or terrain in a hex.

### 3.4.2. SUPPRESSIVE FIRE


OAS fires suppressive fire by scattering salvos to stop as many enemy units as possible. This will inflict less damage points but make it more likely that a unit will be suppressed. Suppressive fire is applicable to:

- ▶ infantry units,
- ▶ tank riders,
- ▶ artillery units and
- ▶ unarmored vehicles (MR 4.2.2).


Suppressive fire is **not applicable to armored vehicle units** (MR 4.2.2).

When resolving suppressive fire, the owning player performs suppressive fire on two adjacent hexes.

This is done by them splitting their attack dice as equally as possible into two groups. The player must assign each of the two groups to one target field.



In addition, he takes the die for the blast value  (see 3.0 unit card front side ) to each group. If the firing unit does not have a blast value die, the player always adds one blue die.

The **strength** of the dice, (strength is determined by their colour), that go into each group is entirely up to the owning player. Each hex will then be attacked using one of the groups of dice, (owning players choice). The player using the OAS can decide which of the two hexes it affects.

Under suppressive fire, every **damage point symbol**  for the attacking dice is instead treated as a **suppression symbol** **X**. All other symbols are unchanged.

The defending units will get all their normal defence dice. As the attack dice have their damage points converted into suppression, the defending unit only needs suppression symbols or damage point symbols to cancel them out.

#### Important:

- ▶ Critical hits  can only cancel out critical hits. Critical hits can not cancel out suppression or damage point symbols . This is an exception to the direct comparison of dice symbols set out in 10.7.2 MR.
- ▶ If a unit already has the suppression marker, then no fallback can be triggered by further suppression fire resulting in a suppression symbol **X**. However, triggering a fallback action is still possible through assigning damage (MR 10.7.3) and critical hits (MR 10.7.4) via indirect and ranged fire (MR 10.0) or close combat (MR 12.5).
- ▶ Suppressive fire on **tank riders** (MR 10.10.1) and **unarmored vehicles** (MR 4.2.2) will be handled like indirect fire on vehicles (MR 7.3).

### 3.4.3. FIRE SUPPORT

This is treated as a normal ranged indirect fire attack using the attack dice set out on the OAS card, with one exception; **it can be used as reaction fire**. When used as reaction fire, it is triggered when moving unit enters a hex, (see 8.2 MR). It cannot be used when an enemy unit enters a



hex containing friendly units, to perform an assault. Fire support uses the attack dice stated on the OAS card. **No other fire mode for OAS may be used as reaction fire.**

### 3.4.4. FIRE FOR EFFECT

Fire for Effect means the OAS is concentrating its fire for maximum effect having already identified the range etc... to the target. Although the OAS still has to be planned for in the planning phase, any **OAS that wishes to do fire for effect does not receive a first attack in the support phase.** Instead, it receives only its second attack, which must take place in the action phase.

However, the benefit of fire for effect is that the owning player may **re-roll two of the attack dice** if they wish to. The spotting procedure must still be followed, so a unit will have to spot for the "first attack" in the support phase, (see design note). A spotter is not required for the "second attack", as the range etc.. is already established.

**Design Note:** The first attack when using fire for effect with OAS, is the artillery firing a few exploratory shells to get the correct range to the targeted hex. Rather than bring in complicated rules for these exploratory shots, this is just abstracted out by not calculating any effects for it.

### 3.4.5. BOMBARDMENT

If a player wishes to destroy a building or reduce some fortifications with artillery then it may undertake a bombardment. The player performs an attack on the hex containing the building/fortifications **using the attack dice it would receive versus Infantry/artillery units.** There is no defense roll. If at least one of the attack die rolls includes a critical hit then the player can perform a blast roll against the strongest terrain defence die as set out in 4.0. This blast roll can be re-rolled once.

**Clarification:** Units in the building/fortifications are only affected by the results of the blast roll.



## 3.5. ACCURACY

After the owning player has decided the fire mode for their attack they must roll a D6 for the accuracy of the OAS. Some OAS units get an accuracy modifier for the second attack. Players should check the OAS card for this.

The result of the accuracy roll can give the defending unit an additional defense die.

### OAS Accuracy Table:

OAS Accuracy Roll:	Defender Unit Status			
	Fast Action Fallback	Immobile Suppressed Delayed Action	Other Status / Terrain (e.g. Buildings)	
1	1 die	1 die	1 die	
2	1 die	2 dice	2 dice	
3	1 die	3 dice	3 dice	
4	1 die	4 dice	4 dice	
5	1 die	5 dice	5 dice	
6	1 die	6 dice	6 dice	

### Friendly Fire:

If the OAS Accuracy roll is a **1 or less**, after any relevant modifiers have been applied, and there are one or more friendly units in any hexes adjacent to the hex of the target unit a friendly fire attack will take place.

After the OAS has rolled its attack dice against the targeted hex, any of those which do not score at least a suppression result are put to one side. These attack dice are then rolled in an attack against one, (only), of the friendly units that are adjacent to the targeted hex. This friendly unit is chosen by the non-active player. This friendly attack results are resolved according to 3.6.

## 3.6. ATTACK RESULT

To determine the OAS attack result, now the OAS player rolls his attack dice according to the OAS unit card.

The defending unit receives all the normal defence dice set out in 10.9-10.9.8 MR. The area of impact that should be used from the unit card is 'Above'.

The OAS Attack is resolved as per 10.7-10.7.6 MR

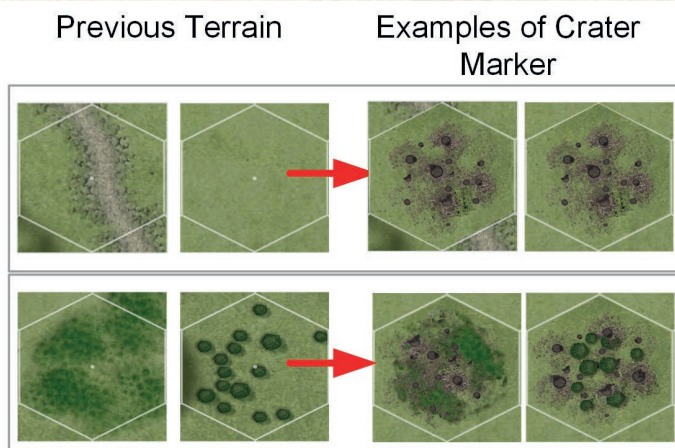


### 3.6.1. OAS DESTROYING BUILDINGS

In some case an OAS attack on a building can end in collapsing/destroying the building. See 4.0.

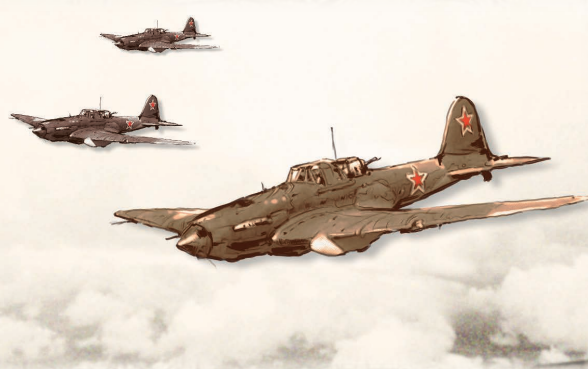
### 3.6.2. CRATERS DUE TO OAS ATTACKS

In the case of a critical hit that isn't cancelled out during an OAS attack roll a crater marker is placed on that hex. This applies to any hexes which are **road, clear, light forest, or brush terrain**. The active player places a crater marker according to the following illustration.




The terrain changes its character due to the crater marker. This hex has now all effects shown in the table below.

Previous Terrain	Marker for Craters and Ruins Terrain	Terrain Defense bonus	Movement cost for each Movement type	Vehicle Damage from Terrain	Line of Sight modification (Bonus for Defender)	Elevation value for the terrain type		
			Infantry	Artillery	Wheeled	Tracked		
			1	2	3	2		0
			1	2	3	3		0




## 4.0 BLAST VALUES VERSUS BUILDINGS

The TA/OAS expansion brings in the blast values  on unit cards. These were added to the unit cards of the original game in anticipation of this expansion.

Blast values means that any building occupied by the defending unit may be destroyed if attacked by ranged fire, whether direct or indirect. If the building is destroyed the defending units will either be eliminated or flipped to their half strength.

Even if the building is not destroyed, there is still a chance that any defending units in it will receive damage points or a suppressed result.





Blast values come into play if, during a ranged attack, there was an attack roll with an **uncancelled critical hit symbol** . This does not apply when firing smoke. If this happens, a further test must be performed to see if the building is destroyed.

### Procedure:

The active player now rolls the blast value dice from the TA/OAS command card or unit card.

The defending player rolls the **strongest terrain defense bonus die of the building** as set out in the terrain chart.

This is resolved using the dice roll comparison as described in 10.7.2 MR. The following results are possible:

Result	Effect for Buildings
	Building collapses - all units inside this hex are eliminated
	Building collapses - all units inside this hex are flipped to half strength
	Building collapses - all units inside this hex gain one damage
	Building not collapsed - all units inside this hex perform a fallback
<b>X</b>	Building not collapsed - all units inside this hex are suppressed

If a building collapses, the defending player must take a ruin marker and place it on the hex.



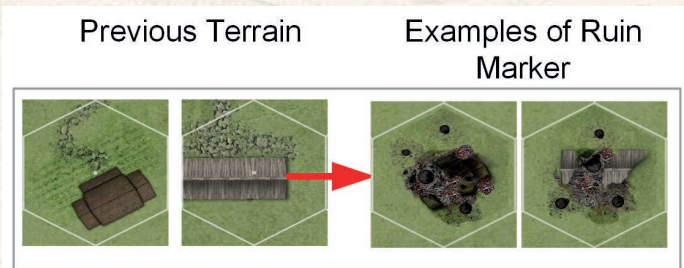
Blast Value


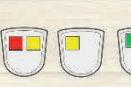







The terrain changes its character due to the ruins marker. This hex has now all effects shown in the table below.

**Clarification:** Bridges cannot not be destroyed in this manner.



Ruin Marker



Previous Terrain	Marker for Craters and Ruins Terrain	Terrain Defense bonus	Movement cost for each Movement type	Vehicle Damage from Terrain	Line of Sight modification (Bonus for Defender)	Elevation value for the terrain type
			Infantry  1 Artillery  2 Wheeled  Blocked Tracked  4			

## CALL IN SUPPORT!

**JUNE 1941, SOMEWHERE SOUTHEAST OF BIALYSTOCK:**

*Far in advance of the main thrust, recon units have sped forwards in order to maintain contact with the retreating enemy forces and to seize vital points such as road junction and bridges.*

*A small such force has taken possession of a village and crossroads and has now paused its advance in order to allow stronger forces to catch up.*

*The enemy, however, also recognises the importance of this place and is determined to take it back and hold it so that other retreating forces can pass through. They have collected a mixed force of infantry with some light armour and have some potent artillery in the area which may be able to provide support.*

*The German forces cannot expect much in the way of immediate reinforcement, but luckily can count on some air support from the Luftwaffe.*

### VICTORY CONDITIONS:

A faction needs to control both objective markers to win. Any other result is a draw.

### SCENARIO SET UP:

German (blue) force begin set up in any building hex on board 4B.

The Germans begin with the following formations: 7th Inf Div. 1 x Rifle Platoon **or** 1 x Light Rifle Platoon (Blue Player may choose).

Soviet (red) forces begin off-board and enter through any hex on the east edge of board 1B, as do any reinforcements.

The Soviet player begins with the following formations: 36th Cavalry Div.: 1 x Light AA Section and 1 x Cavalry Platoon **or** from the 13th Rifle Div. 1 x Rifle Platoon (Red Player may choose randomly). Additionally the Soviet player can place one light tank (Red Player may choose) on map tile: 1B-D4.

### REINFORCEMENTS:

On Game Turn 6, the German player receives a Heavy Recon Section from the 17th Pz Div. Reinforcements enter through any hex on the west edge of 4B

A Light Tank Section (23rd Tank Bde) enters as reinforcement on any turn following a turn where the Soviet player captures an objective point or at the beginning of turn 8. This is a one-off event.

### SPECIAL RULES FOR AIR & ARTILLERY SUPPORT:

At the start of game turn 3, the German player separates all his aircraft cards and shuffles them, then draws 1 card at random. This can be used immediately regardless of any other cards he holds. Used cards going to the discard pile.

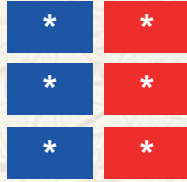
The German player repeats this procedure again at the start of every odd numbered game turn.

The Soviet player rolls a 2D6 at the beginning of each game turn and applies the following:

If the result is equal to, or lower than the current game turn then he separates all his OAS cards and shuffles them, drawing 1 card at random and adding it to his hand (note – this reduces the chance of the early (and pointless) availability of arty, but increases the probability as the game progresses).



The game lasts for 12 turns. Soviet player has the initiative on turn 1



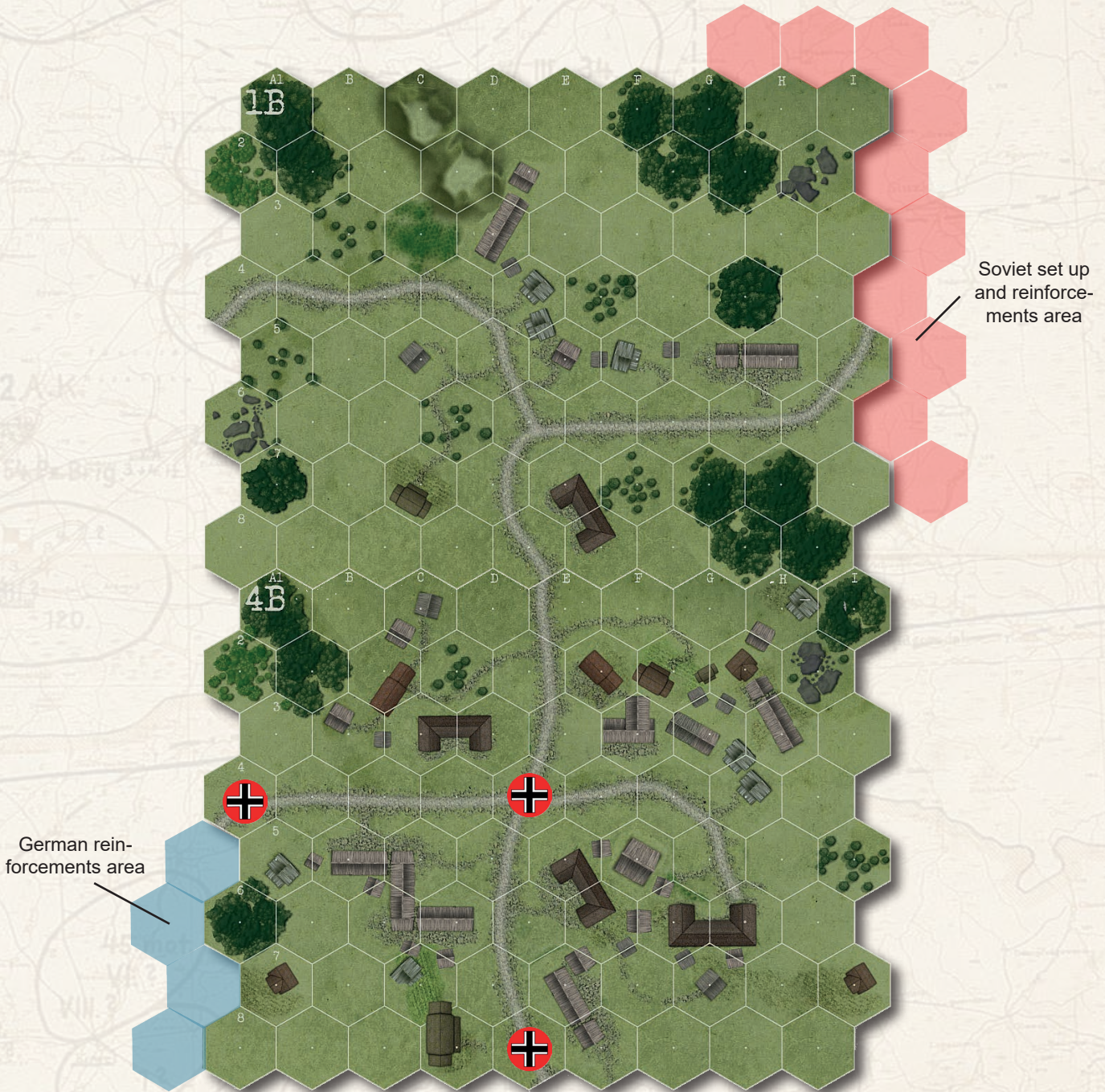
\*see set up and reinforcements



Place Objective Markers on hexes 4E, 8E and 4A on board 4B, German side up.



Map Tiles: 1B, 4B



**Note:** This scenario is intended to be used as an introduction to the new Air Support and Off-Board Artillery expansion.

**Designer:** Robert Ellis, UK

# KAMPFGRUPPE KLEIN!

SEPTEMBER 1941, SOMEWHERE WEST OF ROSSLAWL:

*Possession of good East-West roads was essential to the advancing forces so that the impetus of the advance could be maintained and allow essential supplies to reach the spearheads of the attack.*

*Where junctions with North-South roads occurred, there usually existed a settlement of some sort which could be anything in size from a small village to a major city. These junctions again were of significant importance as they also provided a means of contact and communication with friendly forces on the flanks.*

*Obviously, such places were often turned into strong-points in order to deny these communication nodes to the enemy and delay the advance while more defensive positions were constructed further to the rear.*

*Since most German Infantry Divisions relied heavily on horse drawn transport, it was often the practise to form mobile kampfgruppe (Battle Group), usually formed around elements of the Divisional Aufklarungs Abteilung, (reconnaissance battalion), and given the name of the officer in command. German Army flexibility and training allowed such ad hoc formations to be formed very quickly and function effectively. The composition of such units was composed of whatever suitable units were at hand and could vary considerably.*

*In this scenario, such a force has been tasked with taking and holding a crossroads situated in a small village. Soviet forces have been ordered to hold the location for as long as possible in order to slow the German advance.*

*A nearby Soviet airfield is in the process of being evacuated, so the defending forces have been assured that they can expect air support.*

*Meanwhile, the Germans can count on some artillery support as elements of the Divisional Artillery Regiment are being deployed not far to the rear of the advancing forces.*

## VICTORY CONDITIONS:

Two objectives must be held at the end of the scenario for a victory to be claimed; any other result is a Draw.

## SCENARIO SET UP:

The German player sets up first. The German player begins with the following units which start in the blue set up area. 1 x Light Rifle Platoon from 7th Infantry Division, 1 x Mechanised Rifle Platoon from 17th Panzer Division. Additionally the German player gets one 20mm Flak 38 loaded on a truck and one additional command point.

The German player removes all his Air Support cards as they will not be used, and separate his Off-Board Artillery cards into a separate deck for use in the scenario.

The Soviet player begins with the following units which are set up in any building hex on map 4B:

1 x Rifle Platoon from 13th Rifle Divisional or 1 x NKVD Platoon from 88th NKVD Border Rgt. (Red Player may choose). Additionally the Soviet player gets one AT-Rifle Team.

The Soviet player removes all Off-Board artillery cards from the pack as they will not be used in this scenario. He will also take all the Air units and keep them as a separate deck to draw from during the game.

## REINFORCEMENTS:

On Game turn 5, the German player receives the Heavy Recon Section from 17th Tank Division which enters from any West edge hex of board 5B.

On any turn following a turn where the Germans capture any one Objective marker or latest at the end of turn 6, he receives a Light Tank Section from 17th Panzer Division which enters from any West edge hex of board 1B. This is a one-off event.

At the beginning of game turn 4, the Soviet player receives a Light Tank Section from 23rd Tank Brigade on any EAST map edge.

## SPECIAL RULES FOR AIR & ARTILLERY SUPPORT:

At the start of each turn, the German player rolls 2D6. If the score is equal to, or less than the current game turn, he selects at random a card from the previously separated deck of off-board artillery cards, for use as per the appropriate rules.

At the beginning of Game Turn 3, the Soviet player draws an Air Support card from the previously separated Air Support deck for immediate use. If all cards have been used, shuffle the dead pile to allow re-use. He draws again at the start of all odd-numbered turns.



The game lasts for 11 turns. German player has the initiative on turn 1



\*see set up and reinforcements



Place Objective Markers on hexes 5E, 1E and 4A on board 4B, Soviet side up.

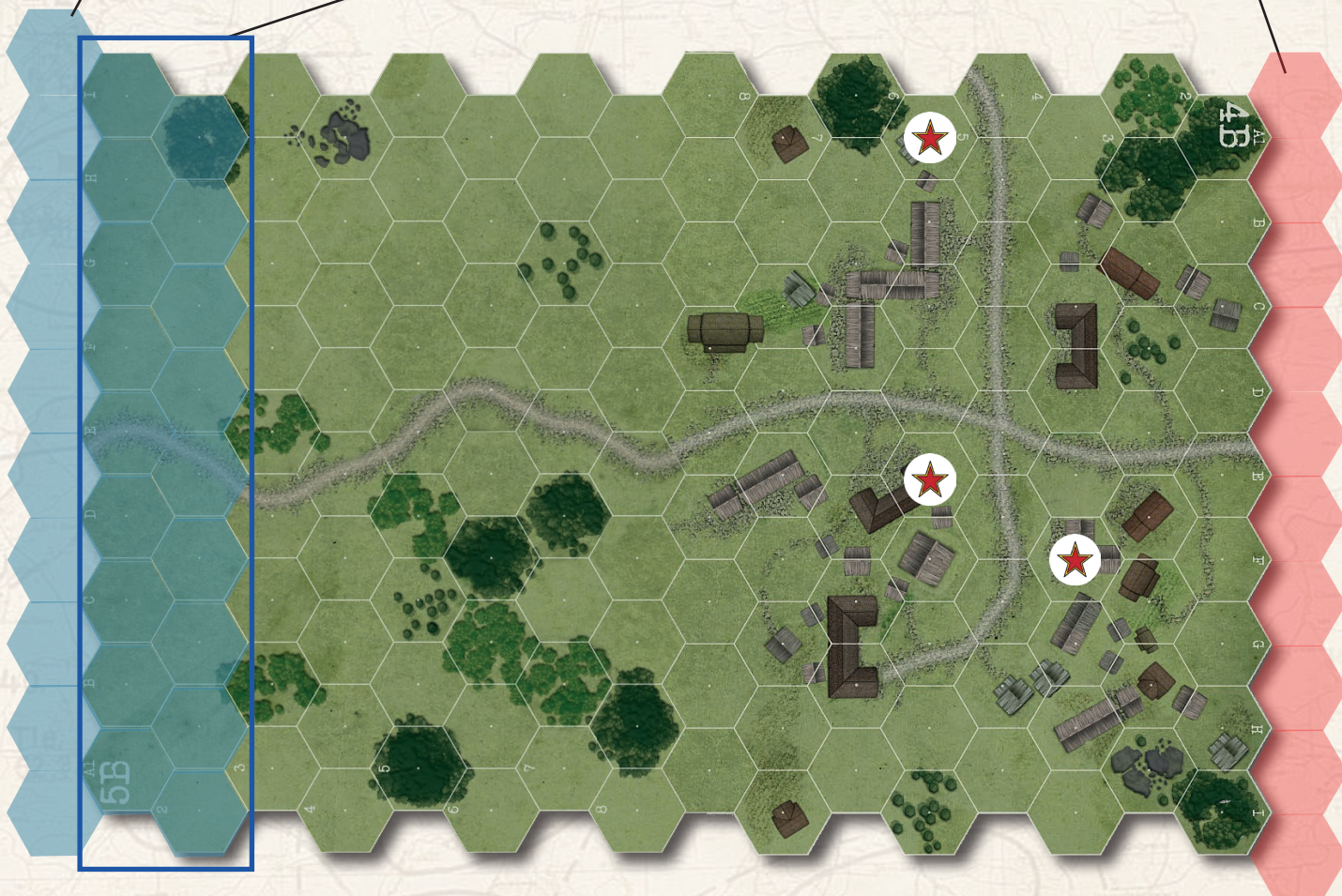


Map Tiles: 5B, 4B

German reinforcements area

German set up and reinforcements area

Soviet reinforcements area



**Note:** This scenario is intended to be used as an introduction to the new Air Support and Off-Board Artillery expansion.

**Designer:** Robert Ellis, UK

# ATTACK ON DOLUBOWO AIRFIELD!

**JUNE 1941, 65KM SOUTHWEST OF BIALYSTOK:**

*The reconnaissance battalion forms a heavy reconnaissance detachment and sends it to the airfield of Dulobovo in order to stop the Red Air Force's operation close to the field. The mission is to secure the airfield before nightfall, or at least the small hill in front of the airfield, in order to bring the advancing flak into position there during the night and make it impossible for the Red Air Force to operate there the next day. The sooner the whole thing happens, the sooner the remaining material can be destroyed before redeployment.*

*After the first two days of fighting, the 88th Border Regiment takes over airfield security in order to reorganise itself in the course of this. Shortly after the appearance of parts of the 17th Pz. Division, an anti-tank platoon was brought in by the Front Command for reinforcement.*

*The airport was to be held in order to keep the Luftwaffe's operations going for as long as possible. However, when the first spikes appear near the airfield, an immediate evacuation is ordered and should be completed during the night. During the attack, the hectic evacuation is underway, which must be covered.*

## VICTORY CONDITIONS:

Capture of the target fields by the blue side:

- ▶ 3 objectives at the end of turn 10 = decisive victory blue side
- ▶ 2 objectives at the end of turn 11 = victory blue side
- ▶ 1 objectives at the end of turn 12 = airfield occupied but red side successfully evacuated - draw
- ▶ 0 objective or less = airfield could not be taken - victory for red side

## SCENARIO SET UP:

The German player begins with the following units which start in the blue set up areas.

17th Panzer Division (Reconnaissance Section):

1x Heavy Recon Section, 1x Light Tank Section, (One tank formation per set up area)

1x Mech. Rifle Platoon (Can be split between both setup areas)

The Soviet player begins with the following units which are set up in any hex on and north the red line.

88th NKVD Border Regiment: 1x NKVD-Platoon, 1x NKVD-Support Platoon plus 1x medium AT-Gun

Defender sets up first.

## REINFORCEMENTS:

On Game turn 3, the German player receives support from the 14th Air Force AA Battalion:

1x Light AA Section + 2 SdKfz 251/1

At the beginning of game turn 2, the Soviet player receives support from the 6th Antitank Brigade:

1x medium AT-Gun + 1x Truck, 1x T-26 and 2 AT-Rifles in experience level recruit.

## SPECIAL RULES FOR AIR & ARTILLERY SUPPORT:

According to the rules, the German player may shuffle two TAS cards (Strafing Run BF 109e) and two random OAS cards into his deck. And, contrary to the main rules, may have four command cards on his hand.

All German units with Scout ability (even vehicles) can be used as spotting units for OAS attacks.

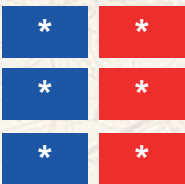
To represent the existing attrition of defenders, the Soviet player has to check the strength of his units. Before the game starts, the soviet player rolls a d6 for each starting unit from the NKVD Border Regiment. On a 6, the unit marker is flipped to half strength and on a 5, the unit takes one point of damage.

According to the rules, the Soviet player may shuffle four random TAS cards and one random OAS card into his pile. Contrary to the rules, the Soviet player may have two cards on his hand.





The game lasts for 12 turns.



\*see set up and reinforcements



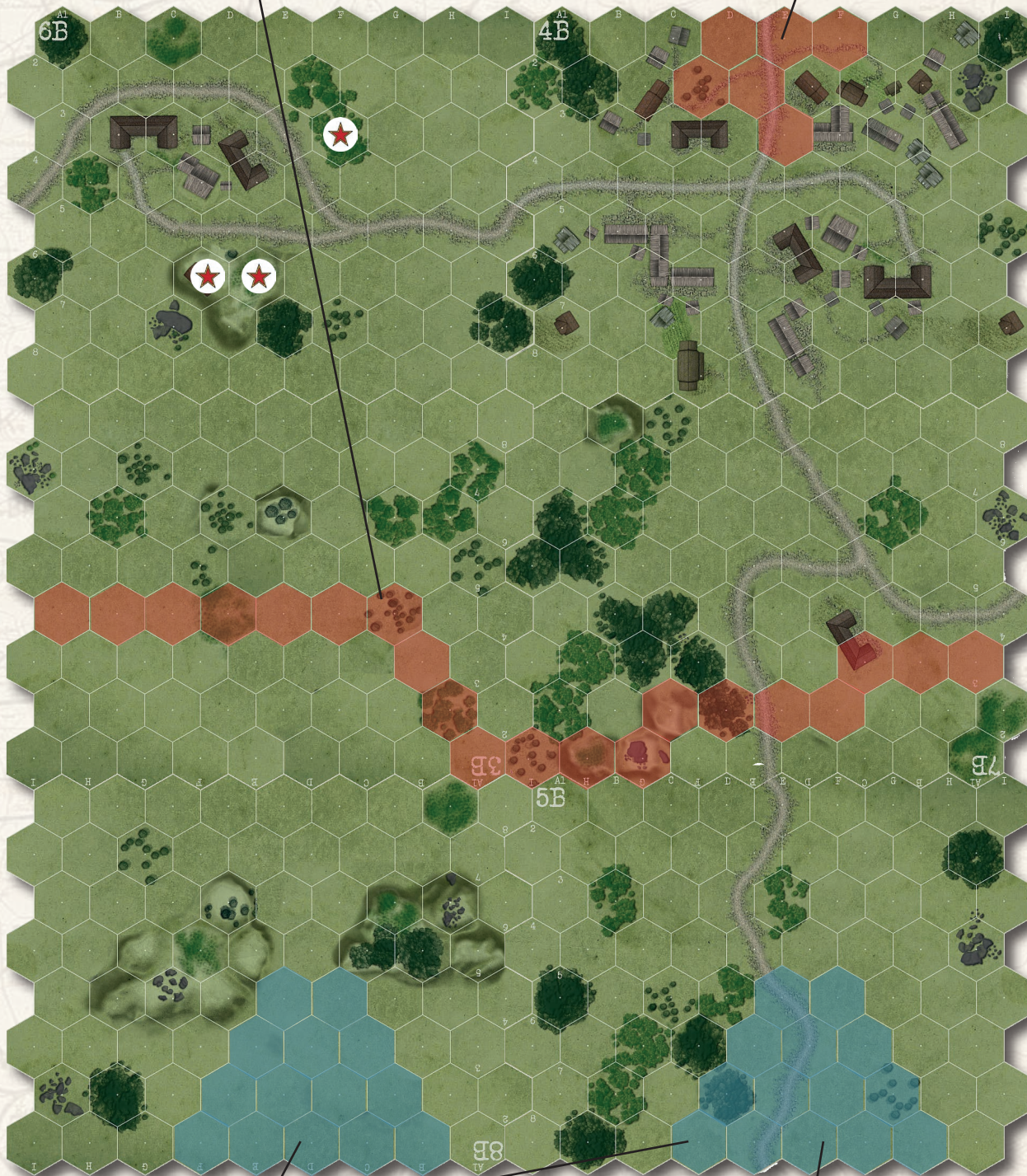
Place Objective Markers on hexes 3F, 6D, 6E



Map Tiles: 3B, 4B, 5B, 6B, 7B, 8B

Soviet set up area: everywhere on and north of the red line

Soviet reinforcement area



German set up areas

German reinforcement area

Designer: Erich Rankl, Germany

# THEY ARE COMING!

**SEPTEMBER 1941, 22KM SOUTHEAST OF KAMENSKOJE:**

*The 1st Panzer Army is in front of the Dnepr and forms part of the bridgehead near Dnjepropetrowsk.*

*The Mot. Division „Viking“ is engaged in heavy defensive fighting. The Russians tried several times to penetrate the German lines in order to prevent the bridgehead.*

*After heavy artillery fire, the remnants of the „Viking“ Mot. Rifles entrenched themselves in the craters and awaited the next attack.*

*An additional infantry platoon from the 221st Security Division is on its way to close the thinning ranks of the Mot. Rifles.*

*The Germans have no tanks to support them but air and artillery support has been announced. It is „Hold at all costs!“. The Russians are making a final breakthrough with tanks.*

## VICTORY CONDITIONS:

Capture of the target fields by the Soviet side:

2 objectives at the end of turn 7 = victory Soviet side

1 objective or less = victory for German side

## SCENARIO SET UP:

The German player begins with the following units which start in the blue set up areas.

Remnants of Mot. Rifle Platoon („Viking“ Division): 2x elite half-strength Mot. Rifles 41

221th Security Division: 1x Rifle Platoon.

The Soviet player begins with the following units which start in the red set up area.

23th Tank Brigade: 1x Medium Tank Section (plus 2x Rifles 41 as tank riders), 1x Medium Tank Section (Recruits), 2x BT-7, 1x 12.7mm DShK AA MG loaded on a Truck unit.



*If played with optional command points. The German player starts with 7 command points and the Soviet player with 8 points.*

## REINFORCEMENTS:

None.

## SPECIAL RULES FOR AIR & ARTILLERY SUPPORT:

The German player picks the following TAS / OAS cards and shuffles them into a separate command card (TA/OAS) deck:

1x 150mm Howitzer Battery,

2x 105mm Howitzer Battery,

1x Junkers 87D Dive-Bomber,

2x Bf-109e Fighter-Bomber (support & action phase).

The German player draws one card to his hand during set up phase.

After each turn when the turn marker is increased by one, the German player rolls a D6. The player adds the current turn number to the result.

If the total is 5, the player may use a randomly chosen card in that turn.

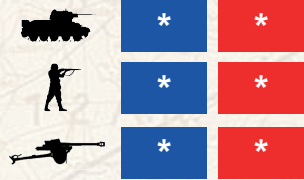
If the total is more than 8 he draws two cards from the deck.

Each card played is placed on the discard pile.

If the deck is empty of cards, no more support is available.



The game lasts for 7 turns.  
Estimated playing time: 2.5 hours



\*see set up and reinforcements

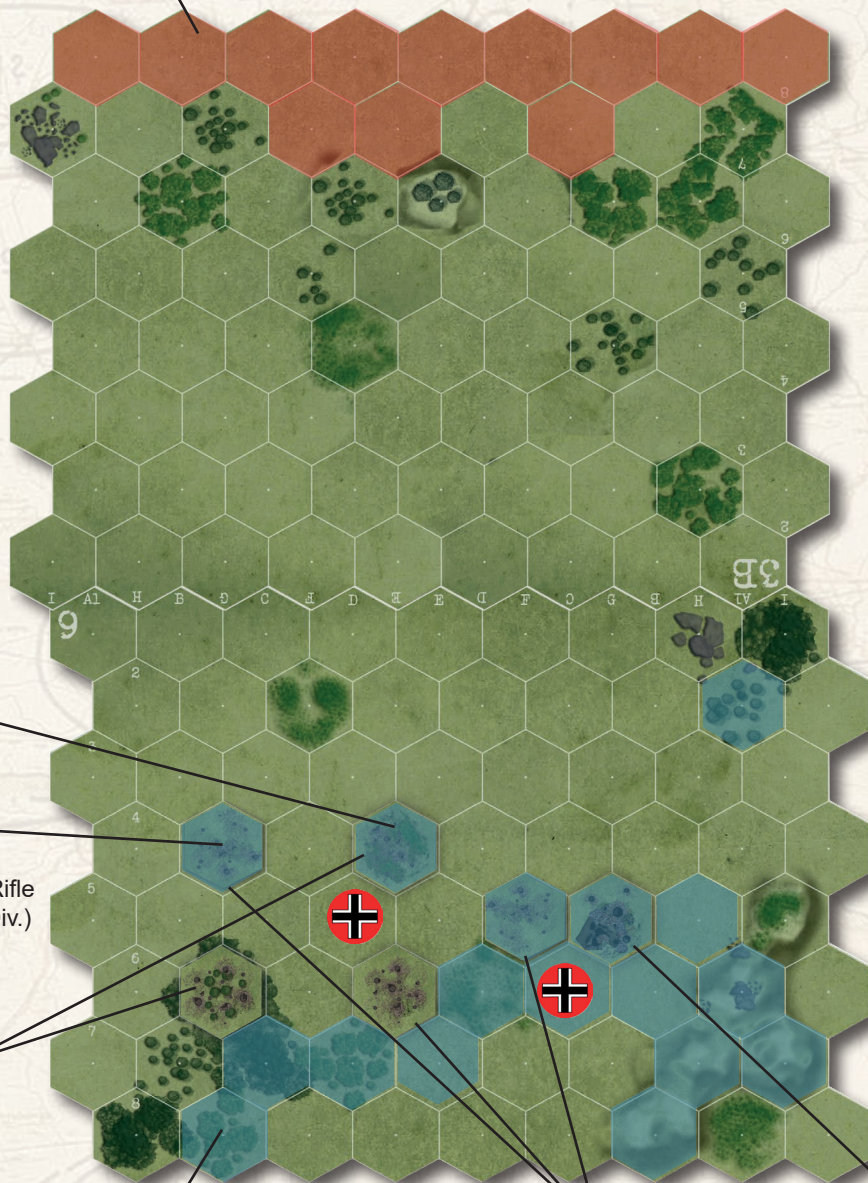


Place Objective Markers  
map tile 9: on hexes 5D, 6F



Map Tiles: 3B, 9

Soviet set up area



Remnants of Mot. Rifle  
Platoon ("Viking" Div.)

Map Tiles for Brush, Trees &  
Craters

German set up areas

Map Tiles for Craters

Map Tile for Ruins

Designer: Wolfgang Klein, Germany

### Off-Board Artillery Support Fire Modes (3.4):

**Smoke Screen:** Use procedure set out in 7.5 MR. The one difference is that one smoke marker is automatically placed in the first nominated hex, (owning players choice), as per the third bullet point in 3.0.

**Clarification:** Rolls when resolving the effects of smoke never cause damage to units or terrain in a hex.

**Suppressive Fire:** Fire on two adjacent hexes to suppress enemy units. Split attack dice as equally as possible into two groups and add the blast value die to each group. Attack with the groups of dice (owning players choice).

Every damage point symbol for the attacking dice is instead treated as a suppression symbol.

**Fire Support:** Can be used as reaction fire. When used as reaction fire, it is triggered when moving unit enters a hex, (see 8.2 MR). It cannot be used when an enemy unit enters a hex containing friendly units, to perform an assault. Fire support uses the attack dice stated on the OAS card. No other fire mode for OAS may be used as reaction fire.

**Fire for Effect:** Concentrating fire for maximum effect to the target. Does not receive a first attack in the support phase. Instead, it receives only its second attack, which must take place in the action phase. Owing player may re-roll two of the attack dice if they wish to. The spotting procedure must still be followed.

**Bombardment:** The player performs an attack on the hex containing the building/fortifications using the attack dice it would receive versus Infantry/artillery units. There is no defense roll. If at least one of the attack die rolls includes a critical hit then the player can perform a blast roll against the strongest terrain defence die as set out in 4.0. This blast roll can be re-rolled once.



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**Special Thanks:** This expansion is dedicated to my dear friend Erich who is always available sharing ideas and concepts

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