

ASSAULT

Red Horizon 41

RULE BOOK

Version 1.0

A GAME BY
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WARGAMES MADE IN
GERMANY

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1.0 GAME COMPONENTS



Rule Book, Scenario Book, Campaign Book



9 double sided Map Tiles



Players Aid



Unit Cards



Formation Cards



Command Cards



Status markers



Battle Dice

Experience Markers



Unit Counters



Command Points



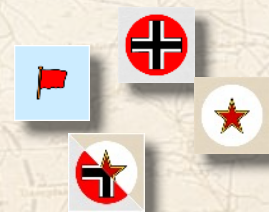
D6 dice for initiative and spotting roll



Smoke and Damage Markers



Turn Record Track



Objective and Waypoint Markers

2.0 QUICK START

2.1 TRAINING SCENARIOS

We recommend you begin with the infantry and vehicle training scenarios when learning the *Assault Game System*. Once you have completed them it will be easier to play the larger scenarios. They will give you the chance to learn the basic rules and work through the sequence of play.

Select the scenario *Infantry Training* from the scenario book and turn to chapter 5.0 *Game Preparation* of the core rules. You are now ready to begin learning how to play *Assault Red Horizon '41*.

Note that the following rules will be used in this scenario:

❖ All basic rules

❖ *All infantry specific rules*

You can disregard the following rules for this scenario:

❖ *All artillery specific rules*

❖ *All vehicle specific rules*

❖ *All optional rules*

After each of you have decided which faction to play, set up the game as described in the scenario book and shown in the illustration below.

Once this is done, get the player aid chart and turn to chapter 6.0 *Sequence of Play*. You'll begin with the initiative phase. The *Infantry Training* scenario can now start...

When you are comfortable with handling infantry under the basic rules, try the *Vehicle Training* scenario next. You will find everything you need to play listed in the scenario book. Instead of the infantry specific rules, the vehicle specific rules will apply here.

After you have mastered both training scenarios, you will be ready for the larger scenarios!

2.2 SET UP FOR INFANTRY TRAINING SCENARIO

Battle Dice

Turn record track and turn marker

D6 dice for initiative and spotting roll

Turn Record

Status markers

Damage markers

2x Heavy Rifles 41 unit counters

MMG Maxim unit counter

Heavy MG34 unit counter

2x Rifles 41 unit counters

German Wehrmacht unit cards for the scenario

Soviet Army unit cards for the scenario

Players Aid

3.0 INTRODUCTION AND OVERVIEW

Like the Avalon Hill games of yore, *Assault Red Horizon '41* places you in command of small tactical elements of two opposing armies. Using a mixture of armor, infantry and artillery, the aim is to create a playable game of tactical combat on the Eastern Front, without bogging players down in more minutia than any battlefield commander ever encountered. This playability, coupled with just the right amount of realism, will bring to life the difficult choices confronting both the German and Soviet forces in 1941.

One hex on the game map simulates a scale of 100 meters.

The *Assault Games Series* will be a series of tactical conflict-simulation games that recreate battles from World War II.

In *Assault Red Horizon 41*, there are two factions, the German Wehrmacht and the Soviet Army.

These factions are differentiated by the use of the following identification markers.



3.1 GAME OBJECTIVE AND VICTORY CONDITIONS

The objective of the game is to meet the victory conditions listed in the scenario descriptions through tactical use of your available units. The player who has reached all of their victory conditions by the end of the game is the winner.

3.2 RULES OF PLAY


The Assault rule book includes basic rules, unit specific rules, and optional rules.


3.2.1 BASIC RULES


Basic rules are all the rules without any form of special notation (e.g. italics, colored letters, unit symbol) and are always in force. Essentially any rules in black text.

3.2.2 UNIT SPECIFIC RULES

All rules with special identification (colored letters) and a unit symbol apply only to the unit type specified.


 *Infantry specific rules*

 *Artillery specific rules*

 *Vehicle specific rules*

3.2.3 OPTIONAL RULES

All optional rules are in blue text and indicated by having an officer's epaulette/shoulder board next to them.

 *Optional rules*

In order to make your introduction to the Assault rule set easier, you can omit the optional rules for the first few games. Once you have played a few introductory scenarios and become comfortable with the basic rules, you can add

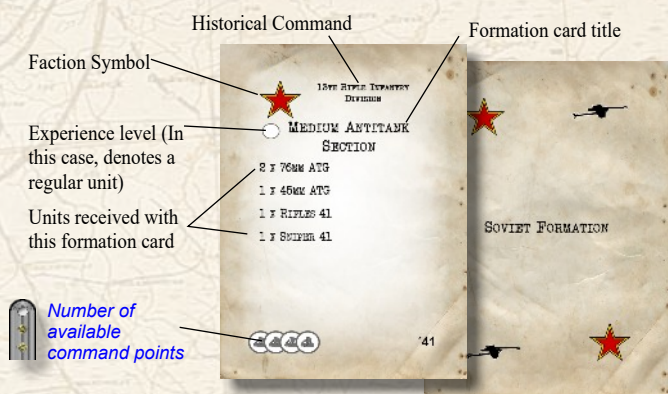
the optional rules to lend more depth to the game. The optional rules are discussed in more depth in 4.9.

4.0 GAME COMPONENTS IN DETAIL

Chapter 4.0 introduces the players who aren't familiar with the *Assault Game System* to the components that are used with the game. Once players have become familiar with the system, they can skip this chapter.

4.1 FORMATION CARDS

Each player will draw formation cards from a deck at the start of a scenario. The number of formation cards to be drawn will be shown in the scenario book. Each card will state what type of formation it is, (in this example a medium anti-tank section), and list the different units that the player will have, if they draw it. It will also show which historical command the formation belonged to during the war.



4.2 UNIT CARDS

Each type of unit listed on the formation card will have an equivalent unit card. Players will only need one unit card for each type of unit. Its purpose is to provide all the necessary information that the players need to know about their unit counters on the map tiles in order to play the game. This includes how they move and attack, how well protected they are when under fire, their special abilities and any attributes they have, good and bad.

4.2.1 POINTS VALUE

Each unit card will state the points value assigned to that unit. This value is used to help select suitable individual units if players decide to do an alternative history scenario/campaign. It will also be useful if players wish to generate their own scenario. Lastly, players doing the campaign will use it to help determine the overall winner.

4.2.2 ARMORED AND UNARMORED VEHICLES

There are two types of vehicles included in the game. Unarmored vehicles, (who's strongest defense dice on their unit card is blue) and armored vehicles (which have at least one green defense dice on their unit card). Armored vehicles with track movement are especially useful as they can do overruns on artillery, (see 9.10.3) and transport infantry (see 9.11.1).

Unarmored units are very vulnerable to ranged fire and in close combat. Unlike armored units, when they are attacked by an enemy unit, that enemy unit uses the row

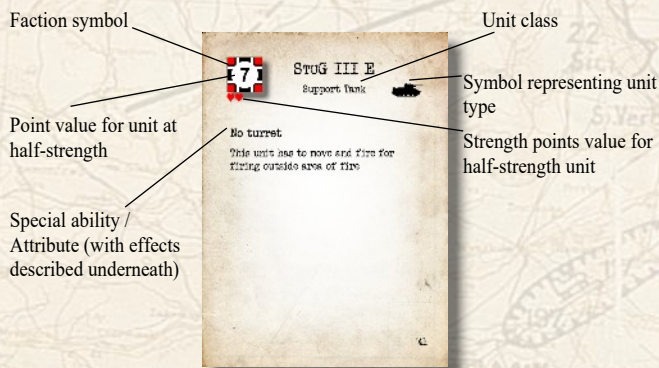
versus infantry/artillery on their unit card, rather than versus vehicles.

Front Side:



Direct Fire: Attack dice used based on the different range bands (see 10.1)

Back Side:



Command points need to be put on unit cards in order to activate any units of that type during the turn (see 6.2.2)

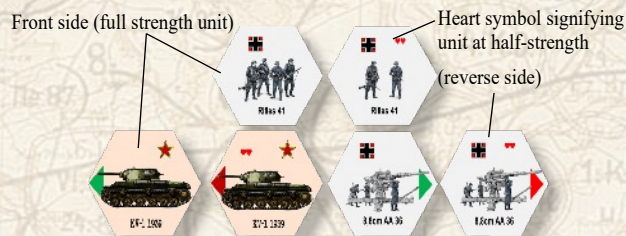
4.2.3 EXPERIENCE LEVELS

Units can be of varying experience levels, from recruits to elite. If they are regular this doesn't need to be marked in anyway. If they are not regular this is shown by putting a colored marker next to the unit. The effects of the different experience levels are as follows. This is on top of any other dice modifications.

Level	Marker	Effect (cumulated)
Recruit		Attacker gains automatically one "X" symbol when firing on this unit
Regular	No marker	No effects
Hardened		+1 blue defense die
Veteran		+1 blue attack die
Elite		This unit ignores suppressed symbols

4.3 UNIT COUNTERS

Every Infantry, artillery and vehicles unit is represented in Assault by a counter. These counters have a front and reverse side. Units at full strength are placed on their front side and are flipped to their reverse side when they have suffered damage points equal to half their original strength. Their full and half strengths are noted by the use of heart symbols on their unit cards.



4.4 STATUS MARKERS

In the Assault basic rules, a player can activate all their units. Once a unit has been activated to do an action it will gain the relevant action status marker. This action should be announced to the other player. It is now committed to that action. The status marker can be placed after the action has taken place rather than force the player to physically move the unit and the action status marker during the activation. Action status markers are discussed in the relevant chapters and summarised in chapter 13.0.

Under the optional rules, units are activated by free actions or command points (see 6.2.2).

4.5 BATTLE DICE

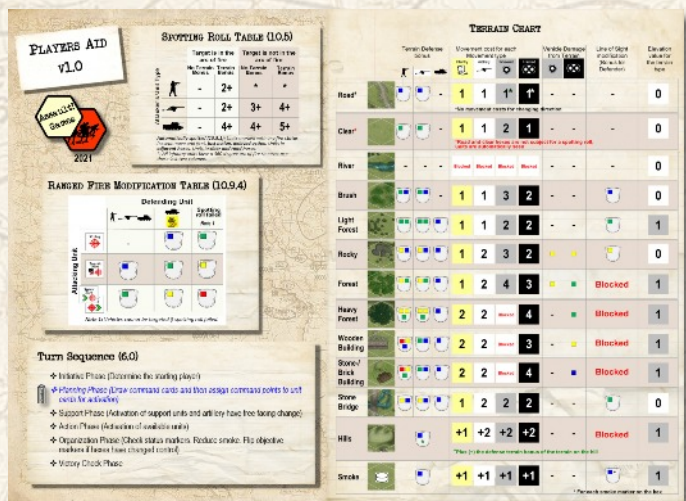
The six-sided battle dice are used to determine battle results and other game effects.

There are 4 different colors of battle dice in Assault. They are, from strongest to weakest: Red, Yellow, Green, Blue. There are frequent references to players using/losing their strongest or weakest die available in combat, so this order should be memorised by players to speed play up.

The type and number of battle dice that the player may use are listed on the unit card. How battle dice are used in the game are described in 10.7 *Resolving Combat*.

4.6 PLAYERS AID

The player's aid has a summary of the all the important rules and modifiers for ranged fire and terrain. In addition, the reference sheet contains an overview of all the terrain types included on the map tiles.



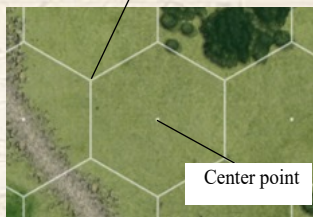
4.7 SCENARIO BOOK

This book contains all the scenarios, with any necessary information for setting up the battlefield.

4.8 SCENARIO MAP TILES

The map tiles portray the battlefield and show the terrain in which it takes place. Maps are evenly divided into six-sided spaces. (which will henceforth be referred to in the rules as hexes). Units can only move between the hexes on the scenario map.

Hex Vertex - which will determine facing of artillery and vehicles



If a unit moves off of the map edge, it is considered eliminated. Normally, only one unit can be in a hex at a time. However, a unit being transported or units in close combat are exceptions to this rule. Every hex has a center point.

This center point is used when tracing line of sight (LOS). Every hex represents a certain terrain type (see the terrain chart on the players aid).

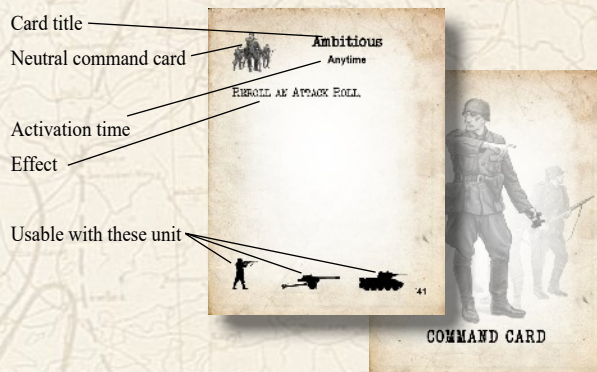
4.9 OPTIONAL RULES

The Assault Game System will include a number of optional rules. These rules will be highlighted in blue italics and have an epaulettes symbol next to them. They can be omitted while players are learning how it works.

If players choose to use the optional rules, the recommended approach is to play with both command cards and command points. However, the game can be played with just one of them if they wish to.

4.9.1 COMMAND CARDS

Command Cards allow the player to enhance their own units with special abilities, reduce the capabilities of their opponent's units and to interfere with their hand of command cards. Some command cards are specific to a faction: a few are neutral and can be used by either side.



- ❖ *Anytime: The command card can be used during any phase in the course of the game.*
- ❖ *Before the activation: Use of the command card must be declared before activating the chosen unit.*
- ❖ *Special: The command card states when this card can be used.*



4.9.2 COMMAND POINTS

The number of available command points is dependent upon which formation cards were chosen at set up and any reinforcements that are received during the scenario.

These are marked on the formation card. (see illustration of formation card in 4.1)

Command points simulate the prioritization of orders during a scenario. In a combat situation, the company, platoon or squad leader must react decisively and doesn't always have the time to worry about all of his subordinate units.

Each turn, the player only has a certain number of command points available so it will be impossible to activate every unit that is available on the battlefield. Instead, players will assign the command points to unit cards to decide which units do activate. This is done during the planning phase.

The command points from a player's formation cards are pooled together and can be used to activate any units under their command. They do not have to be used specifically for any formation/unit type.

Once a command point has been spent to activate a unit, it is turned over to its reverse side so both players can see that it has been used up.

Eliminated units can reduce the number of command points available to a player, (see 10.7.3).

5.0 GAME PREPARATION

The *Game Preparation* phase is done at the start of the scenario. Players will need to agree on a scenario they would like to play from the Scenario Book, which faction they will fight with, and finally if they are going to play the scenario historically or do an alternate history version (see 5.3).

5.1 SCENARIO SELECTION

There are many scenarios included with *Assault Red Horizon '41*. The scenarios are all based on historical actions that took place during Operation Barbarossa between June and October 1941.

There are a variety of different types of combat covered including the classic attack vs. defence, encounter battle, delaying action, raiding patrol and ambush.

It is recommended that new players try the first two training scenarios, just to get used to the game. The first scenario is very simple and designed to teach how to use infantry in the *Assault Game System* and the second is focused on using vehicles. Once these have been completed, new players should have a good grasp of the basic game mechanics.

After selecting their scenario, players will choose their faction and decide whether they want to play the historical version or an alternate history version of the scenario.

5.2 CHOOSING FACTIONS

Players can choose to play either the German Wehrmacht taking part in the invasion of Russia, or the Soviet Army defending their homeland. If they are playing the historical version of the scenarios, Blue faction will always refer to the German Wehrmacht and the Red faction to the Soviet Army.

5.3 ALTERNATE HISTORY SCENARIOS

If the players wish they can play an alternate history with the Soviets as the Blue faction and the Germans as the Red faction.

All they need to do is swap around the set up areas and formation cards so that the Germans are using the red set up areas and red starting formations as listed on each scenario. The Russians meanwhile use the blue set up areas and blue starting formations as listed on each scenario.

Lastly, any reinforcements, (whether individual unit or formation cards), mentioned in the scenario, (see 5.7), are again reversed. Germans will receive those listed as belonging to the Red faction; Russians receiving those listed as belonging to the Blue faction. If there is not a direct equivalent for individual units available, the players should use their common sense to get the closest equivalent using their points value as a guide.


5.4 NUMBER OF PLAYERS

Assault can be played with more than two players. To do so, simply divide a faction into two teams and have each

player for that faction play for one of the teams. The players will decide who can command each formation.


If there aren't enough formation cards to go around, or they can't be divided up equally, then players the players will have to decide how to divide up the formation cards

In polite society, the oldest player should get first choice of the formation cards. The players can then alternate choosing formation cards. If this isn't polite society, the two players can roll a D6. The player with the highest roll, gets first pick. The players then alternate.

 *Players will get the command points assigned to their formation cards.*

5.4.1 Shared Formation Cards

If players are left having to share a formation card, (for example there is only one in the scenario), they will need to split the units for each to command during the game. They should use the same method for dividing the formation cards in 5.4

 *The players sharing a formation card will need to agree how to divide its command points each turn. If they cannot agree use the same method in 5.4.*

5.5 SETTING UP THE GAME BOARD

Select the correct map tiles and game components as specified in the scenario description. The game board can now be set up. Layout all map tiles as shown in the scenario book. Place the objective hex markers on the corresponding objective hexes. Should an objective hex be located in a faction's set up area, that faction (automatically) takes control of the objective hex.

All other game components (e.g. status markers, smoke and damage markers, dice, and players aid etc...) are placed to one side for the players to access when they need them.

Place the turn marker on the "1" space on the turn record track.

5.6 SELECT FORMATION CARDS

To start, both players prepare their formation cards by sorting them into three piles, one for each unit type, (infantry/artillery/vehicles). Then, shuffle each pile separately to form three decks. This will give each unit type its own draw deck.

Both players then draw their formation cards from the respective decks, according to the type and number listed on the scenario card. The players can decide how the formation selection should be conducted. They can choose from the following methods:

- ❖ Both players choose their cards from all the available formations up to the scenario limit. There is no need to shuffle them in this instance.
- ❖ Make sure the decks are face down so players cannot see what units are listed on them. Then both players randomly

draw double the amount of formation cards listed on the scenario card. They choose which formation cards to keep, (up to the scenario limit), and then discard the rest.

- ❖ Make sure the decks are face down so players cannot see what units are listed on them. Then both players randomly draw the amount of formation cards listed on the scenario card.

After the units listed on the formation cards have been received, (see 5.8), the formation cards selected using this method should be put back in the game box.

5.7 SCENARIO REINFORCEMENTS AND ADDITIONAL STARTING FORCES

Scenarios will often state the players need to add units as reinforcements. This may refer to individual units or those listed on a randomly drawn formation card.

Individual units:

These will have what unit type they are, (infantry, artillery, vehicle), and their class stated in the scenario *Special Rules*. When choosing these individual units, this class, e.g. standard, support, light etc., needs to match the class stated on the back of their unit cards.

For example, in the scenario *Break That Front*, it states that the Red faction can roll to be reinforced by 1 standard infantry unit, 1 medium anti-tank gun transported in a truck unit.

Playing the historical version of the scenario, the Russian player (as the Red faction), will have to select the 45mm anti-tank gun and the Rifles 41.

The 45mm anti-tank guns, as they are the only units available in the medium class of anti-tank guns and the Rifles 41 as they are the only units available in the standard class of infantry. If there is more than one option in that class, the owning player can choose.

When the scenario calls for **additional starting forces**, (always individual units not formations), to be present at the start of the scenario, players should use the same method described above to select them.

Formation Cards:

When choosing formations as reinforcements, shuffle the formation cards of the relevant type face down and pick the top card. Observant players will note that they have less control over their selection of reinforcing formations than they do over their initial formations selected in 5.6, (unless they chose option 3). This is quite deliberate, reflecting the fact that the most likely reinforcements are the closest units, not the necessarily the ones the battlefield commander would have chosen if he had full control.

If there are multiple formations to be randomly selected, these will then be placed face down next to the scenario map in their order of arrival.


For example, the first reinforcement arrives on turn 3, while the second reinforcement arrives on turn 5. Place the

formation card for the turn 5 reinforcement underneath the card for the turn 3 reinforcement.

All formation cards not selected for play are set aside and will not be used in the game.

5.8 UNIT PLACEMENT

After selecting their formation cards, both players take the listed units, experience markers and their corresponding unit cards from the supply and put them next to where they are sitting. All excess units and unit cards are returned to the game box.


 *Command points, as shown on the formation cards, are also taken now, ready for play.*


The players then place their units as listed on the scenario description.

When the scenario description does not state which faction is to set up their units first, each player rolls a D6. The player with the highest roll decides which faction sets up the first unit. The players then alternate placing units until all have been added to the map.

There is a stacking limit of one unit per hex. The only exception to this rule is when units are being transported in vehicles or during close combat.


When setting up a scenario, players may choose to set up infantry/artillery units being transported if they wish.

 *During placement, all artillery units must be facing a hex vertex (see 4.8).*

 *During placement, all vehicle units must be facing a hex vertex (see 4.8).*

Units can only be placed on terrain that they are normally allowed to traverse. The players aid shows which types of terrain may be entered according to each unit's movement type. The first turn of the game can start.

5.8.1 SETTING UP COMMAND CARD DECK FOR THE GAME

 *There are three decks of command cards. One for each of the factions and a neutral deck. The neutral deck should be shuffled and split between the two players. Each player will then shuffle the neutral cards they have received into their own faction deck, creating a deck of command cards that each faction will use through the game.*

Unless the scenario description states otherwise, each player draws three command cards during the planning phase. These three command cards form the player's hand for the entire turn. They do not refill their hand during the turn.


This hand size limit can be changed by special rules listed in the scenario description. The rest of the faction deck stays next to the player and serves as the draw deck for command cards during the planning phase.

6.0 SEQUENCE OF PLAY

Chapter 6.0 *Sequence Of Play* will set out in phase order, how the game is played and include all the rules required to play them.

There are two exceptions to this. They are the *Support Phase* and *Action Phase*. Chapter 6.0, will just provide the players with an overview of these two phases because of the number of rules associated with them.


A scenario is played over several turns. The player who is taking an action during a phase is called the active player. Every turn is played in the following sequence.

- ❖ Initiative phase (Determine the starting player)
-  ❖ *Planning phase (Draw command cards and then assign command points to unit cards for activation)*
- ❖ Support phase (Activation of support units and artillery changing facing)
- ❖ Action phase (Activation of available units in turn)
- ❖ Organization phase (Clean up)

6.1 INITIATIVE PHASE

Each turn begins with the initiative phase. If the scenario does not designate a starting player, this will be determined by a die roll. Each player rolls a D6. Whichever player has the highest roll is the starting player and can take the first action in each phase. Should the die roll end in a tie, the players should re roll.

6.2 PLANNING PHASE


 *During the planning phase, each faction has a number of command points and command cards at their disposal. Be aware that, generally, there will not be enough command points to activate every unit. The player will need to plan ahead and to think tactically to compensate for the shortage of command points.*

A unit can only be activated once per game turn. Special effects and command cards can create exceptions to this rule.


Both players must take the following actions during the planning phase:

- ❖ *Draw command cards*
- ❖ *Assign all available command points to the unit cards.*

6.2.1 DRAWING COMMAND CARDS

 *Both players draw up to the card limit stated in the scenario. If the draw deck is depleted, players should shuffle their individual discard pile to create a new draw deck. Players may discard any cards they did not use in the previous turn before drawing back up to their hand limit.*

6.2.2 ASSIGNING COMMAND POINTS

 *Both Players must assign their available command points to the unit cards in order to activate them. For*

every unit which a player wants to activate they have to plan one command point.

The players simultaneously place their command points on the unit cards without showing the other player.

If a player has several of the same unit and wishes to activate them all, they simply multiply the command points by the number of units and places the corresponding amount of command points on the unit card.


For example, if the German player wishes to activate two Grenadier 41 infantry units during a turn, they place two command points on the Grenadier 41 unit card. If a unit card has no command points assigned to it, this type of unit cannot be activated this turn for any type of action, including a reaction fire (see 8.2).


For the player to take an action with a unit, they must spend a command point. Flip the command points to their reverse side as they are spent. The spent command points can be kept on the unit card. They are redistributed in the planning phase of the next turn


Not all actions require the player to use a command point. Those that don't are called free actions. If an action is a free action that should be noted in the rules.

6.3 SUPPORT PHASE (OVERVIEW)

In the support phase, both players alternate conducting preliminary actions with some of their units. The starting player goes first.


 *Artillery may change its facing, (see 10.6), without being activated. They do not need to have the yellow 'S' symbol for support on their unit card in order to do this.*

 Those units marked with the 'S' symbol for support on their unit card can use indirect fire or smoke. They are activated to do so in this phase. Indirect fire and smoke cannot be used in the action phase, so it's important that players remember to activate them now.

 *Players may also play a command card as an action. They can do this action more than once during the support phase.*

In summary, during the support phase a player may

- ❖ Change the facing of an artillery unit without activating it
- ❖ May activate a unit to do indirect fire
- ❖ May activate a unit to fire smoke

 ❖ *Play a command card*

If a player passes on their turn, they may no longer play an action during the support phase. The support phase ends when both players pass.

This is just an overview. The rules for indirect fire and smoke are discussed in detail in chapter 7.0.

6.4 ACTION PHASE (OVERVIEW)

The action phase is the most important part of the turn. In this phase, both factions will attempt to reach their respective victory conditions. For that the players must activate their units in order to conduct an action.

Note: When playing without the optional rules (using command points), command points are not required to activate units. Players can activate all of their units.

The starting player takes the first action. The player taking the action will be referred to as the active player. The other player is the non-active player. Units that were activated in the support phase cannot be activated in the action phase. The following actions are possible:

- ❖ Pass
- ❖ Non-Active player reaction
- ❖ Normal and fast action
- ❖ Dig in
- ❖ Firing
- ❖ Turret Firing
- ❖ Move and fire/fire and move
- ❖ Close combat (as the result of a normal or fast action)
- ❖ *Play command card*

After the starting player takes an action, the second player goes next. Once all players have activated their units or there have been three consecutive passes, the action phase ends.

Units only activate once per turn.

Command cards may allow units to activate more than once.

Where a unit has received a morale status marker, (suppressed or fallback), it's activation is over for that turn if it has not already been activated. If it has already been activated this turn, the morale status marker replaces its action status marker.

A command card may allow a unit that has been suppressed or in fallback to do an action that turn.

6.5 ORGANIZATION PHASE

During the organization phase, the game board is updated for the next turn. Both players can do this simultaneously. Perform the following steps in sequence starting with the white markers:

- ❖ Remove all status markers with a white background from the map.
- ❖ Turn all status markers with a yellow background to their reverse side.
- ❖ All green status markers remain on their respective hexes.
- ❖ All red status markers remain on their respective units.

- ❖ Reduce the number of smoke markers on each hex by one.
- ❖ The turn marker is advanced one space.
- ❖ Objective markers for all objective hexes are flipped to the side of the faction occupying them. If there are no units occupying an objective hex, the objective hex marker will stay on its current side.

6.6 VICTORY CHECK PHASE

If the scenario states that victory can be achieved before the last turn, then players should check for this during the victory check phase. If one faction has achieved the victory conditions, the game ends and a winner is declared. Otherwise, this check will only take place after the last turn has been completed.

6.7 PLACING REINFORCEMENTS

If the game has not ended in victory for one of the factions, then reinforcements scheduled to enter on the current turn are revealed.

Each player receiving the reinforcements takes any individual unit counters and those listed on the reinforcing formation card/s and places them on the game board as directed to by the scenario book.

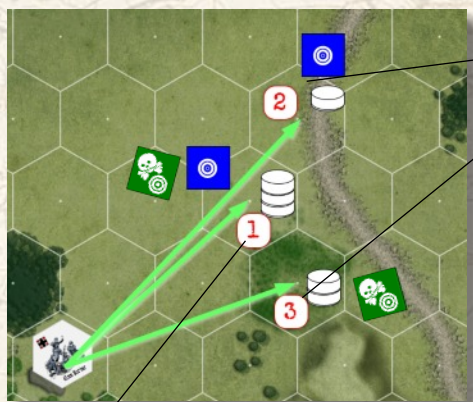
The player receiving the reinforcements takes all command points listed on the Formation Card ready to distribute in the planning phase of the next turn.



above four are ignored. Any dice that didn't roll a damage symbol are put to one side.

Providing the player has some dice put to one side because they didn't roll a damage symbol, the player now nominates an adjacent hex that they wish to put smoke into. The dice put to one side are now rolled and smoke is applied using exactly the same method as used with the target hex.

If any dice on this second roll also produced no damage symbols, a third hex can be nominated, and the procedure gone through again. This will end the action of firing smoke and a firing status marker is placed on the unit.



The mortar starts firing smoke on the target hex (1). The active player chooses hex (2) and then hex (3)

In this example the player rolled for dice for smoke in hex 1. They gained a total of three smoke markers from two dice in hex 1. Two other dice didn't get any damage symbols on them so were put to one side.

These two dice put to one side were then re-rolled for hex 2. One die rolled a single damage symbol for one smoke marker for hex 2. The other die didn't roll any damage symbols so the player used this last die for hex 3. This had two damage symbols so two smoke markers were added to hex 3.

7.6 ARTILLERY FACE CHANGE

Artillery may change its facing, (see 10.6), without being activated. They do not need to have the yellow 'S' symbol for support on their unit card in order to do this.



8.0 SPECIAL ACTIONS

8.1 PASSING

If the active player cannot activate any more units, or simply wishes not to, they may pass. If there are three consecutive passes between the two players, the current turn is ended and a new turn starts.

This is a free action.

8.2 REACTION FIRE

Both players have the option to do reaction fire in response to their opponent doing various types of movement during the Action Phase. There is no reaction fire in the *Support Phase*.

- ❖ Normal Action (non-active player only)
- ❖ Fast Action (non-active player only)
- ❖ Emergency disembark (both)
- ❖ Fallback (both)

Reaction fire is only allowed by a single unit that has not been activated this turn. Each hex the moving unit enters can create reaction fire. The exception is movement into a close combat hex. The unit firing must be able to target the unit moving. Reaction fire is conducted using all the applicable rules in chapter 10 Ranged Fire. A firing status marker is placed on the unit doing the reaction fire.

As with any other sort of activation, the unit must have a command point allocated to their unit card in order to do reaction fire. Command cards may allow a unit to do more than one fire reaction in a turn (see command card to check).

8.3 PLAY COMMAND CARD

Both the active and non-active player may play a maximum of one command card in response to a unit's activation, as long as the command card allows it. When playing a command card, please note the kind of activation and the unit type restrictions. All played command cards are placed in each player's individual discard pile, unless the command card states otherwise. Command cards and their effects always take precedence over the rule set.

This is a free action.

8.4 AFTER REACTION BY INACTIVE PLAYER

Once the non-active player has done their reaction fire or played a command card, the active player may continue with their move/retreat if they are able to.

9.0 MOVEMENT ACTIONS

Unit movement: The active player announces that they will take a movement action. Each unit will have a movement allowance from which they will spend movement points. So, a unit with a movement allowance of 2 will have 2 movement points to spend.

A player's units can ignore the stacking limit while passing through a hex containing friendly unit/s as it is only enforced at the end of a movement. Units can only enter a hex containing an enemy unit in order to do close combat (see chapter 12.0 Close Combat).

Stacking limit: Stacking limit is normally one unit per hex. The only exceptions to the stacking limit of one unit per hex are...

1. Infantry and artillery units being moved onto the same hex as a vehicle with the transport ability, in order to be loaded up
2. Infantry and artillery units being transported on vehicles.
3. Units initiating or reinforcing a close combat, (up to two from each faction may stack in a hex)
4. Any special scenario rules.

9.1 NORMAL MOVEMENT

In normal movement, the activated unit can move a number of hexes up to the base movement allowance listed on the unit card. Note that terrain costs will affect the number of hexes a unit can move. After movement is completed, a normal action status marker is placed on the unit.



Representation of terrain type	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
Road*	0	Infantry: 1 Artillery: 1 Wheeled: 1* Tracked: 1*	0	0	0

*No movement costs for changing direction

Units using foot movement require 1 movement point to enter this type of terrain
 Mechanized units pay 1 movement point to enter this terrain

9.2 FAST MOVEMENT

In fast movement, the unit may move their normal movement allowance plus one additional movement point. After movement is completed, a fast action status marker is placed on the unit.



Infantry units lose their weakest defense die when using fast movement. However, they will always retain a minimum of one defense die. They may not take another fast action in the following turn.

Artillery units lose their weakest defense die when using fast movement. However, they will always retain a minimum of one defense die. They may not take another fast action in the following turn.

In theory, movement for artillery can be either fast or normal. However, most artillery units have the slow attribute on their unit card which prevents them from doing a fast action. Players should check their unit cards before using fast movement with one of their artillery units.

Unlike infantry and artillery, vehicles will gain a defense dice if fired at when using a fast action status marker. This is to simulate the difficulty of hitting a fast-moving vehicle, as opposed to a slow moving or stationary vehicle.

9.3 MOVING AND FIRING

By using a move and fire action, a unit can move up to half its movement allowance, (rounded up), and then execute a firing action.

This can also be done in reverse order, with a unit firing first and then moving up to half the movement allowance, (rounded up). A unit firing and moving is not automatically spotted, (see 10.5).

Moving and firing, (either way round), cannot be done by artillery units.

9.4 TERRAIN MOVEMENT COSTS

The distance a unit can move during an activation is dependent upon the terrain costs and the movement type of the unit. The terrain chart in the players aid lists all of the necessary terrain movement costs.

For example, an infantry unit with a movement allowance of two can move 2 hexes when marching in a clear hexes. If it used fast movement, its movement allowance would be increased to 3 clear hexes.

Some terrain types are prohibited or can only be entered with certain movement types.

9.5 HARSH TERRAIN

If a hex contains a terrain movement cost that exceeds the base movement allowance of a unit as stated on its unit card, that unit must **always** treat it as harsh terrain. A unit cannot use the extra movement point allowed by a fast action to avoid treating a hex as harsh terrain.

A unit cannot use the extra movement points allowed by a command card to avoid treating a hex as harsh terrain.

To enter a harsh terrain hex, the unit must begin adjacent to the harsh terrain hex and may move a maximum of one hex. The unit's movement allowance is expended and a delayed action status marker is placed on the unit. This marker will then be flipped to the normal action side in the organization phase, as the unit is considered to be completing its movement during the next turn.

An example of harsh terrain is given in 9.6.1.

9.6 SPECIAL TERRAIN TYPES

Some terrain types require some more explanation because of their impact on the game.

9.6.1 HILLS

Hills are areas of terrain with a higher level of elevation. A unit requires additional movement allowance to enter a hill hex. To determine the necessary movement cost to enter a hill hex, simply combine the movement cost of the terrain type with the movement cost of the hill.

The additional movement cost for entering a hill hex does not apply if the unit is entering it from another hill hex that is the same elevation and part of the same hill. All hill hexes in this module are elevation 1 and any hill hexes that are adjacent to each other, are treated as part of the same hill.

Terrain	Terrain Defense Bonus	Movement cost for each Movement type (Army, Vehicle)	Vehicle Damage from Terrain	Line of Sight modification (Bonus for Defender)	Elevation value for the terrain type
Heavy Forest	2	2 2	4	Blocked	1
Hills	+1*	+2* +2* +2*	-	Blocked	2

* Climbing a hill with "Fast action" is not allowed
* Plus on the Defense Terrain Bonus of the Terrain on the Hill, no Blue die when both units on the same level

Additional movement cost for entering a hill hex.

For example, an infantry unit, (movement allowance of 2), is moving into a hill hex with heavy forest. The unit would require a movement allowance of 3, (2 for heavy forest and 1 for the hill). Since this is greater than the base movement of the infantry unit, it would count this heavy forest hill as harsh terrain and a delayed action marker would be placed on it.

9.6.2 BUILDINGS

All buildings included in this module are one storey. Units occupying them are considered to be at the same elevation as the terrain hex they occupy. For example, a unit occupying a building on an elevation 1 hill, are treated as being at elevation 1 when they are attempting to trace a LOS, or have a LOS traced to them. However, (as with other elevation 1 terrain hexes), buildings are treated as an additional elevation, when determining if they block LOS. For example, a building on an elevation 1 hill would count as being an elevation 2 obstacle to LOS.

9.7 CAPTURING OBJECTIVE HEXES

Objective hexes are only considered captured when a unit occupies them at the **end** of a turn. The unit may not have a fallback or close combat status marker.

9.8 INFANTRY SPECIFIC MOVEMENT

Infantry units can advance into almost any terrain. They can also be moved by units with the transport ability or armored vehicles with track movement (9.11.1).

Infantry units are not subject to any facing requirements for movement and may turn in any direction without using any of their movement allowance. Movement can be either fast or normal.

9.8.1 DIGGING IN

Infantry units can fortify their position by using a dig-in action. On the next game turn, the corresponding unit will be considered dug-in and is granted an additional green defense die. While digging in, the unit will lose its weakest defense die. However, they will always retain a minimum of one defense die.



The dug-in marker will stay in the hex even if the unit is eliminated or exits the hex. Any infantry unit, (of either faction), that subsequently enters the hex with the dug-in marker will be considered dug-in and will be granted an additional green defense die.

9.9 ARTILLERY SPECIFIC MOVEMENT

Artillery units can advance into almost any terrain and can be also be moved by units with the transport ability.

Artillery units can change facing without any cost in movement allowance. When they complete their movement, however, they must end it facing a hex vertex. Movement can be either normal or fast (unless marked with the slow attribute on their unit card).

9.10 VEHICLE SPECIFIC MOVEMENT

Vehicle units have wheeled or track as their movement type. When moving, vehicle units must always be facing a hex vertex, never a hex side.

A vehicle unit can only move into its front two hexes, (frontal hexes), or rear two hexes if reversing, (see illustration).

Vehicle units can also change their facing. Changing facing up to one hex vertex during a move, is free. Any more than one hex vertex costs one movement point per vertex changed. The one exception is movement on a road. During movement on a road the vehicle may freely change its facing, including the final road hex it enters.

When moving in reverse, the movement is halved, (rounded up).

Movement can be either normal or fast (unless marked with the slow attribute on their unit card).

Movement forward and backwards

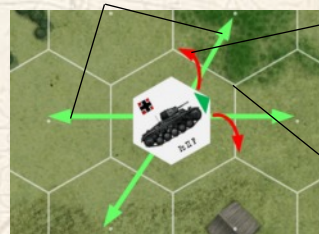



Illustration of how a vehicle moves on the map tile. The red arrows show potential vertex changes. The green arrows show the direction it can move in when going forwards or in reverse.

Hex vertex


9.10.1 DAMAGE TO VEHICLE UNITS FROM TERRAIN

 Vehicle units can be damaged or become immobilised when entering certain terrain types. The terrain types capable of damaging vehicles are listed on the terrain chart in the players aid under the 'Vehicle damage from terrain' column.


If a hex containing one of these terrain types is entered, the opposing player makes an attack roll on the vehicle unit with the dice listed in the 'Vehicle damage from terrain' column.

The active player can then attempt a defense roll with their strongest defense die, listed on their unit card. It doesn't matter if they are doing a normal or fast action. If there are any critical hits or damage points from the attack roll that haven't been cancelled by the defense roll, then that vehicle unit suffers damage.

9.10.2 RESOLVING DAMAGE FROM TERRAIN

 A critical hit result causes the vehicle to become immobilised. Ignore any further critical hit results. All damage points are applied. Any suppressed results cause it to become suppressed. Ignore any after the first suppressed result rolled.

9.10.3 OVERRUNNING ARTILLERY UNITS

 All armored vehicles, (see 4.2.2), with track movement, who are not transporting infantry, can overrun artillery. This is treated differently to a close combat.

To do this, the armored vehicle must simply move into one of its two frontal hexes that contains an enemy artillery unit. As this is an overrun, (unlike normal close combat), a fast action status marker is placed upon the armored unit. This will be treated as a fast action in every respect, except it does not add 1 to the unit's movement allowance.

Overruns cannot take place in a terrain hex that may cause vehicles damage if they enter it, (see 9.10.1), or if the attacking unit would consider it harsh terrain.

When an armored unit attempts this action, the artillery unit in the hex may conduct a **last shot**. This last shot does not count as an activation for the artillery unit.

The opposing player controlling the artillery rolls the attack dice listed on their unit card versus vehicles at a range of 0, (close combat).

When making a last shot, the firing artillery is not allowed any of the any modifiers to the attack roll. It just uses the attack dice listed on its unit card. Apart from the defense dice listed for its front armor, (see 10.9.3), the armored unit receives no modifiers to its defence dice. This is a straight comparison die roll, (see 10.7.2). Damage to the armored unit is assigned as per 10.7.3 and 10.7.6 if an uncancelled critical hit result is rolled.



A command card can modify the attack roll or defence roll.

The last shot can be conducted even if the artillery unit has already been activated that turn. This can lead to an artillery unit firing more than once per turn.



This is a free action so does not require a command point on the unit card to activate.

The last shot cannot be taken if the artillery unit has a status marker of suppressed, fallback, fast action or delayed action.

If, after a last shot, the armored unit is not, suppressed, immobilised or destroyed, the artillery unit is considered overrun and is removed from the game.

If the armored unit is suppressed or immobilised by a successful last shot, it stays in the hex adjacent to the artillery unit and the corresponding marker is placed upon it. If it is destroyed it is removed from the game.

9.11 TRANSPORTING UNITS

Some vehicles have the transport ability and are able to move infantry and artillery across the board. Their transport capacity is listed on the unit cards.

Units being transported do not count towards the stacking limit in a hex.



The specified number of transport points (8) means the unit has a capacity of 8 strength points. Unless the special abilities state otherwise, 8 strength points worth of infantry and artillery can be loaded and transported.


For the purposes of calculating transport capacity only, any damage on a unit is ignored. Full strength units are counted as being at full strength. Half-strength units are counted as half strength. For example, a four strength unit with one damage point would count as 4 towards the transporting vehicle's capacity.

As they are riding the StuG IIIE, they are placed on top of the tank unit. Since the StuG has not yet been activated (taken any actions) in this turn, it can still be activated.



The Truck has loaded an infantry squad. The squad is sitting inside the truck. The counter is placed under the truck unit

9.11.1 TRANSPORT CAPACITY

 The transport capacity of a vehicle is normally shown on the unit card. The exception is armored vehicles (see 4.2.2) with track movement. These automatically have a transport capacity of 4 strength points, (which must be infantry), unless stated specifically otherwise on the unit card. Infantry being transported in this way will be referred to in the rules as tank riders.

9.11.2 LOADING UNITS

If a player wishes to load an infantry or artillery unit, they simply move that unit onto the same hex as a transporting vehicle. The unit is now considered loaded. Loading always happens during the activation of the infantry or artillery unit, not during a vehicle's activation.

However, infantry and artillery units cannot be loaded onto a vehicle that has any of the following status markers: delayed action, suppressed, fallback, immobilised, close combat or fast action. Since they cannot be loaded onto a vehicle with those status markers, they are also not allowed to enter the hex itself (as stacking limits would apply).

If a unit is loaded into a vehicle with transport ability, the unit counters being transported are placed under the transporting vehicle counter and their activation is ended. Any move status markers on the units being transported are removed.

When an armored unit with track movement is transporting units, the units are considered to be riding on top of the vehicle and, in turn, are placed on top of the armored unit counter. Their activation is also ended.

If the transport vehicle has not been activated this turn, it can still be moved.

9.11.3 DISMOUNTING OF UNITS

Loaded units are dismounted by being activated. This can happen even if the transporting vehicle has already been activated in the turn.

Any units dismounting from a transporting vehicle are moved to a hex adjacent to it. Infantry get marked with fast action. Artillery units with the slow attribute get marked with a delayed action.



During this dismount, players should make sure they apply stacking limit of one unit per hex if more than one unit is being transported.

If any unit dismounts into a hex that counts as harsh terrain for them, (see 9.5), they receive a delayed action status marker. They cannot dismount into a hex containing an enemy unit. As soon as a unit dismounts their activation ends.



Dismounting can attract reaction fire.



10.0 RANGED FIRE

There are three types of ranged fire in this game.

- ❖ **Direct fire** (only during the action phase): A unit can only fire upon a target in their line of sight (LOS) and within range.
- ❖ **Indirect fire** (only during the support phase): A unit with the indirect fire ability can fire at a target in range but without having a direct LOS to it, (see 7.1)
- ❖ **Smoke** (only during the support phase): A unit with the smoke ability can drop smoke on up to three target hexes in range, without having a direct LOS to it, (see 7.5).

Players will alternate using indirect fire/smoke in the support phase. This is the only time indirect fire/smoke can be used. Direct fire is only utilised during the action phase. Units marked with a red or yellow close combat status marker cannot conduct ranged fire.

Units that conduct ranged fire use one of the following methods and will be marked with the appropriate fire status marker.



❖ **Firing:** The unit fired without moving



❖ **Turret firing:** A vehicle didn't move but fired out of its arc of fire, using its turret




❖ **Move and fire:** The unit moved up to half its movement (rounded up) and fired



❖ **Fire and move:** The unit fired and then moved

Note: If a vehicle does a move and fire or fire and move action, it can still utilise its turret, (i.e., fire at a target outside its current arc of fire at the start or end of its move). However, it is still marked with a move and fire/fire and move status marker and uses them to determine any modifiers to attack dice/defense dice, (not turret firing).

The process for a unit to do any type of ranged fire is discussed in this chapter.

 *Command points are required on the unit card for a unit of that type to do ranged fire. Command cards can also enhance or reduce the effects of ranged fire.*

10.1 RANGE FACTOR

Every unit in *Assault* has a range factor for direct fire listed on the front of their unit card. The ranges are split into four range bands. Range 0 is in red to indicate that the opposing units are in the same hex and doing close combat. The next three bands are close, medium and long range.



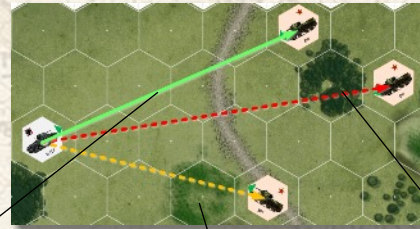
The top row is for the range against vehicles and the ranges are shown in a hex symbol with a grey background. **An important exception is unarmored**

units, (see 4.2.2). The bottom row is for the range against infantry and artillery targets and the ranges are shown in a hex symbol with a white background. Players need to make sure they use the correct row for the target they are firing at.

The range is the number of hexes a unit may fire. To determine the range, count the number of hexes from the firing unit to the target unit (do not count the hex containing the firing unit).

10.2 LINE OF SIGHT (LOS)

As a general rule, the line of sight (LOS) range is unlimited, unless otherwise stated in the scenario rules. A LOS can either be clear, hindered, or blocked. A clear LOS is optimal for a direct fire on enemy units. A hindered LOS for direct fire lowers the chances of a successful hit. Direct fire is prohibited if LOS is blocked. LOS is only important for indirect fire when working out if a target can be spotted (see 10.5). A LOS can be hindered or blocked by certain terrain types and smoke. Players should consult the players aid to check which is which. Terrain types that hinder LOS are indicated by a shield symbol (defense die) in the 'Line of Sight Modification' column. Terrain types that block LOS have 'blocked' in that column. **Units and LOS:** Units, whether enemy or friendly, never block LOS or act as a hindrance.



LOS is clear

LOS is hindered by the brush

LOS is blocked by the heavy forest

10.3 CHECKING LOS

It is best to have a ruler, a laser level, or a piece of long string handy for checking LOS. To find whether the LOS is open, hindered or blocked, trace the path from the center of the firing units hex to the center of the target hex. This is the LOS.

Note: When deciding if a LOS is hindered or blocked the terrain type of a hex is defined by the map tile illustration that takes up the majority of the hex, even if doesn't fill the whole hex. Peripheral amounts of trees, brush etc... that appear on the edge of hexes do not define the terrain type. Players should apply their common sense here.

If there are no smoke markers or terrain types that hinder or block LOS along this path, the LOS is clear.

If the LOS traces its path through one or two smoke markers or terrain type that hinders LOS, then LOS is treated as hindered. If there is any combination of three or more terrain hexes that hinder LOS/smoke markers in that path, then the LOS is blocked.

If the LOS is traced through a terrain hex that blocks LOS, e.g. heavy forest, then the LOS is blocked.

10.4 ELEVATION AND LOS

Terrain types have varying levels of elevation. These levels can be found on the terrain chart on the players aid under the elevation column. In this module they range from 0-1. In later modules there will be elevations 2 and 3. When considering if a LOS is blocked, the elevation levels (see Players Aid) are cumulative. For example, a forest on an elevation 1 hill would count as being an elevation 2 obstacle to LOS.

When there is a difference in elevation of +1 or greater, a LOS can be traced over terrain that would normally block or hinder LOS. For example, a unit on a hill terrain hex, (elevation 1), can trace a LOS over brush (elevation 0).

If the terrain types in the LOS have the same elevation, then LOS cannot trace over the obstructions. The same unit on an elevation 1 hill, cannot trace a LOS over another elevation 1 hill.



The LOS is clear. Brush elevation is 0 and the Rifles 41 are on elevation 1
 The hill hexes between Rifles 41 and Heavy Rifles 41 blocks the LOS
 The heavy forest blocks the LOS between Rifles 41 and Heavy Rifles 41

10.5 SPOTTING

Failing to spot an enemy unit has two effects in the game:

- ❖ If a player fails to spot an enemy infantry or artillery unit when they fire on it, this is considered firing blind and the defending unit will receive a bonus die in its defence (see the final column of the 'ranged fire modification' on the players aid).
- ❖ If a player fails to spot an enemy vehicle it cannot be fired at

This difference is because fire sprayed in the direction of an artillery or infantry unit might still have some effect. A vehicle must be targeted by aimed fire.

Spotting is always conducted for ranged fire if the target is in a hex that provides it with a terrain defence bonus. Unless it is automatically spotted.

Note: Some terrain types will provide infantry and artillery with a terrain defence bonus, but not a vehicle. Players should consult the 'terrain defence bonus' column on their players aid to check if the bonus applies.

Spotting is also required if ranged combat took place when the target was outside the firing unit's arc of fire (see 10.6). In order to spot, the active player must roll a 1d6 and consult the spotting table on the players aid. Rolling the number on the table or better, (e.g. 2+), means the target has been successfully spotted.

10.5.1 Automatic Spotting

The following targets will automatically be spotted

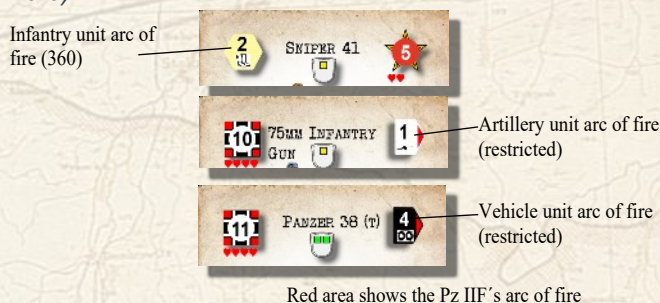
1. All targets in a terrain type hex that does not provide them with a terrain defence bonus (see player aid)
2. All targets on a clear or road terrain hex, regardless of any terrain defence bonus
3. All targets who have done either a fire action, (except a fire and move), a fast action or a delayed action this turn
4. A target in the adjacent hex to the firing unit

10.6 ARC OF FIRE

Infantry units have a 360 degree arc of fire. They can fire in every direction without any penalty

Artillery units have an approximately 120 degree arc of fire from their two frontal hexes. (see illustration). They need to change facing in order to fire at a target that starts their activation outside that arc of fire.

Vehicle units have an approximately 120 degree arc of fire from their two frontal hexes. (see illustration). If they do not have a turret, they need to change facing in order to fire at a target that starts their activation outside that arc of fire. Vehicle units with a turret do not need to change their facing. However, if they fire at a unit that started the activation outside their arc of fire, they still need to make a spotting roll first (see 10.5).



Red area shows the Pz IIF's arc of fire

Green area shows what is outside the Pz IIF's arc of fire

The Pz IIF has a turret, so it can fire on the Soviet infantry unit.

It does not have to perform a move & shoot action as the Pz IIF has a turret, it does not have to change its facing.

This means it can do a turret fire.



If any unit wishes to fire upon a target outside its arc of fire, (except a vehicle with a turret), it must do a move and fire action and change its facing, so the target is inside its arc of fire. It should have a move and fire status marker placed on it to show it has done this. Units with a turret, (or certain special abilities), can fire outside their arc of fire. If they do this without moving, they are considered to be turret firing and should be marked with the turret firing status marker.

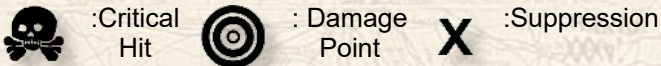
A unit may also utilise its turret to fire outside its arc of fire at the **end** of a move and fire action, or at the **start** of a fire and move action. However, it will use move and fire or fire and move status to determine any modifiers to attack dice/defense dice, not turret firing. It will also be marked with move and fire/fire and move status marker for the activation.

10.7 RESOLVING COMBAT

The six-sided battle dice are used to determine battle results and other game effects. There are 4 different colors of battle dice in descending order of strength: Red, Yellow, Green, Blue.

D6	1	2	3	4	5	6
Red						
Yellow						
Green						
Blue						

Success Symbols:



10.7.1 ATTACK AND DEFENSE DICE

Defense Dice depending on direction of attack. (10.9.3)

Attack dice rolled against vehicles

Attack Dice rolled against infantry and artillery



The colored squares on the unit cards represent the different dice used in attack and defense rolls. Each colored square represents a die of the matching color, e.g. a red square represents a red die. Players should match each of the colored squares to a dice of the same color.

Inherent defense dice allocated to a unit are shown on the unit card with a shield in the background. They are used when the unit is defending itself against an attack. Other defense dice from terrain etc... may be available to the unit.

Attack dice are divided into those rolled against vehicles and those rolled against infantry and artillery, (**exception see 4.2.2**).

Two symbols on the same die roll, is called a **double success**. This is an important term when resolving combat. Sometimes die rolls will be modified so that only one of the symbols counts.

10.7.2 COMPARING DICE ROLLS

All types of combat, (direct fire, indirect fire and close combat), work on the very simple rule that each result rolled by the defender cancels out the same result (or weaker) rolled by the attacker.

- ❖ A critical hit can cancel out a critical hit, damage point, or a suppression.
- ❖ A damage point can cancel out a damage point or a suppression.
- X** ❖ A suppression cancels out another suppression.

Both the attacking and defending players' dice rolls are compared to each other. The defending player cancels out as many of the attacking players symbols as the defending dice allows. Any symbols not cancelled by the defender's dice rolls are assigned as damage (10.7.3).

			X
	✓	✓	✓
	X	✓	✓
X	X	X	✓

This damage may be a physical loss for the unit or a loss of morale.

10.7.3 ASSIGNING DAMAGE

Critical Hits: Critical hits cause one damage point. On top of this they can also have a special effect. The effects of any critical hits are applied to a unit only after all damage points and suppression results have been resolved, (See 10.7.4-10.7.6)

Damage Points: For each damage point, place a damage marker against the unit. Damage markers should only be added to show any damage that can't be shown by the counter. For example, if a full strength unit with four strength points takes three damage points, it would be flipped to its half-strength side (showing it had taken two points of damage) and then one damage marker would be added.

If a unit takes an amount of damage equal to its strength points, the unit is eliminated and is removed from the game.

Suppression: If at least one suppression result remains after the defense rolls, the target unit is considered suppressed and is marked accordingly. Any action status markers previously placed on the unit are removed.

Fallback: If a unit was already marked as suppressed it now does a fallback, (see 13.3)

Artillery are eliminated if they ever have to do a fallback.

Immobilized vehicles are eliminated if they ever have to do a fallback

The player controlling the eliminated unit also loses a command point (either assigned or expended). A player

always has a minimum of four command points. Any further losses of command points are ignored.

10.7.4 CRITICAL HITS


Ranged fire, (indirect and direct), may result in critical hits rolled by the attacking unit. Any critical hits rolled by the attacker that are not cancelled out by the defender have a special effect, depending on the type of defending unit. This section will describe those effects.


10.7.5 CRITICAL HITS VERSUS INFANTRY AND ARTILLERY


For each critical hit result that remains after the defense roll by the infantry/artillery unit, the attacking player is given a green die and the defending player is given a blue die. This is used to perform a comparison roll (10.7.2).

For example, the attacking player is left with two critical hits that haven't been cancelled out by the defending dice roll after their indirect fire attack. The attacker is then given two green dice and the defender is given two blue dice. They both roll their two dice with the defending player's symbols cancelling out the attacker's symbols.

Attacker uses their **strongest symbol rolled** to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results.

 ❖ **Critical Hit:** No damage points are applied. The infantry/artillery unit immediately performs a fallback (see 13.3). This will eliminate an artillery unit. If the infantry unit was already marked fallback before resolving the critical hit in 10.7.5, it is also eliminated.


 ❖ **Damage Point:** No damage points are applied. The infantry/artillery unit is suppressed. Mark it suppressed. If it was suppressed before resolving the critical hit in 10.7.5, it immediately performs a fallback. This will eliminate an artillery unit.


 ❖ **Suppression:** Use exactly the same procedure as if the attacker's strongest symbol was a damage point. (see above)


10.7.6 CRITICAL HITS VERSUS VEHICLES

For each critical hit result that remains after the defense roll by the vehicle, the attacking player is given a green die and the defending player is given a blue die. This is used to perform a comparison roll, (10.7.2)

Attacker uses their **strongest symbol rolled** to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results.

 ❖ **Critical Hit:** No damage points are applied. The vehicle is immobilized. If the vehicle is already immobilized the unit is eliminated.


 ❖ **Damage Point:** No damage points are applied. The vehicle immediately performs a fallback. If it is an immobilized vehicle it is eliminated. If it was already marked fallback before resolving the critical hit in 10.7.6, it is eliminated.

 ❖ **Suppression:** The vehicle is suppressed. If it was suppressed before resolving the critical hit in 10.7.6, it immediately

performs a fallback. If it is an immobilized vehicle it is eliminated.

10.8 ATTACK DICE IN RANGED FIRE

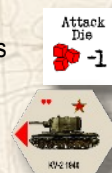
The number of attack dice to be rolled and their strength can be modified by a number of different factors. These include the attacking unit's status, special abilities/attributes listed on their unit card and experience levels. The effects are always cumulative.

 *Modifications can also occur as a result of playing command cards. See individual command cards for details.*

The following modifications can occur.

10.8.1 ATTACKING UNITS STATUS

- ❖ The attacker loses their weakest attack dice when they have this marker
- ❖ Units at half strength treat any double success rolls as single success rolls. On a double success, the strongest result is used (Critical, normal, suppressed). All results count during a defense roll.



10.8.2 SPECIAL ABILITIES AND ATTRIBUTES ON UNIT CARD

Take a look at the unit card for applying modifications for attributes and special abilities to the attack dice.


10.8.3 EXPERIENCE LEVELS

All veteran, and elite units gain a blue attack die, (see 4.2.3)

10.9 DEFENSE DICE IN RANGED FIRE

Defense dice can be modified by a large number of different factors.

These include terrain defense bonus, hindered LOS, area of impact, attacker's fire status, defender's status, special abilities/attributes and experience levels.

 *Modifications can also occur as a result of playing command cards. See individual command cards for details.*

10.9.1 TERRAIN DEFENSE DICE

The defender should check the terrain chart on the players aid. The terrain defense bonus is stated in the 'terrain defense bonus' column. Add this dice to your defense roll.

For example, infantry in a forest would gain one green die and one yellow die.

10.9.2 HINDERED LOS TO TARGET UNIT

The defender should check the terrain chart on the players aid. Any bonus dice for the defender because of a hindered LOS is stated in the 'line of sight modification' column.

Keep in mind defense bonus dice for LOS hindrances are cumulative.

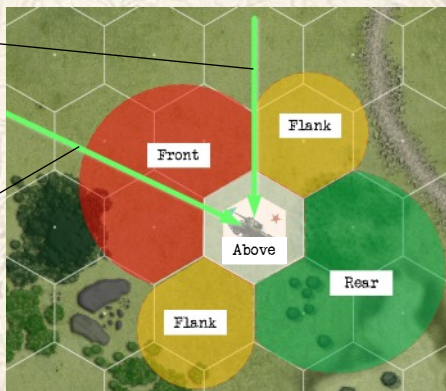
10.9.3 DEFENDER'S AREAS OF IMPACT

If players look at their vehicle unit cards, they will see that vehicles have different defence dice depending on where they are hit. These are referred to in the rules as areas of impact. There are four different areas: front, flank, rear, and above.

To determine the area of impact, trace a LOS from the attacking unit to the hex containing target unit. The area of impact is where the LOS enters the target hex (see illustration). This determines which defence dice the defender will use against the attack.

The LOS runs between two zones of Impact: Front and flank. Therefore the defense dice for the flank (weaker side) are used.

The LOS runs through the front zones of impact; the defender is granted defense dice for the front armor.



If this LOS is traced directly along a hex side that divides two areas of impact, they use the area with the weakest armor to determine which defence dice to use.

The above area of impact only applies to indirect fire and infantry attacking vehicles in close combat.



10.9.4 ATTACKER'S FIRE STATUS

When conducting ranged fire, the attacking unit will use one of three types of fire actions. These are explained in 10.0 *Ranged Fire*. The type chosen by that attacking unit may gain the defending unit an extra defense die. This is applied whether the attacking unit has been activated to fire or is doing reaction fire.

If the action is firing, the defending unit gains no extra die. If the action is turret firing, the defending unit will gain a blue die. If it is move and fire or fire and move, the defending unit gains a green die. This is all noted in the **first column** of the *Ranged Fire Modification* table.

Vehicle with a fast action status marker: The one exception to the above rule, is if the defending unit is a vehicle with a fast action status marker. The extra die gained by a vehicle with a fast action status marker is noted in the **second column** of the *Ranged Fire Modification* table.

10.9.5 FAILED SPOTTING ROLL

If the attacking unit failed its spotting roll, (see 10.5), the defending unit will gain an extra defense die. A vehicle cannot be targeted after a failed spotting roll. As with 10.9.4, the type of die is dependent on the fire status of the attacking unit. This is noted in the **third column** of the *Ranged Fire Modification* table.

		Defending Unit		
				Spotting roll failed Note 1
Attacking Unit	Firing 	-		
	Turret Fire 			
	Move/Fire 			

Note 1: Vehicles cannot be targeted if spotting roll failed.

10.9.6 DEFENDER'S STATUS

The defender's status can modify the defense die they receive.

Lose Die

- ❖ Digging in unit loses their weakest defense dice. However, they will always retain a minimum of one defense die.
- ❖ Fast Action: Infantry and artillery lose their weakest defense die. However, they will always retain a minimum of one defense die.

Gain Die

- ❖ This infantry unit is dug-in. This unit gets one additional green defense die

- ❖ Suppressed: Infantry and artillery gain an additional green defense die. (Vehicles receive no additional defense dice)



Clarification: Half-strength units do not lose any die in defense because of their half-strength status (unlike attack).

10.9.7 SPECIAL ABILITIES AND ATTRIBUTES

Take a look at the unit card for applying modifications for attributes and special abilities to the defense dice.

10.9.8 EXPERIENCE LEVELS

All hardened, veteran and elite units gain a blue defense die.

10.10 RANGED FIRE ON VEHICLES TRANSPORTING UNITS

When firing on vehicles transporting units, those units will either be loaded inside or riding on top. Those riding on top are referred to as tank riders. (see 9.11.1)

Ranged fire on a vehicle will normally only affect the vehicle itself. There are two possible exceptions to this. Firstly, when armored vehicles are carrying tank riders and secondly when the vehicle itself is eliminated/takes a critical hit.

10.10.1 VEHICLES WITH TANK RIDERS

Tank riders move more quickly than infantry on foot but are very vulnerable if shot at. If a player wishes to fire at an armored vehicle with tank riders, they have a choice. They may either target the tank riders OR the vehicle.

- ❖ If they target the tank riders, the attack is conducted using the infantry/artillery row on the attacker's unit card. However, the only defense dice the tank riders receive are the ones stated on their unit card. They don't receive any additional defense dice (for terrain etc...). Any reductions in the attacker's dice are still applied. The armored vehicle is not affected by this attack. If the tank riders receive any uncancelled critical hits, damage points or suppressions, they must do an emergency disembark (10.10.3)
- ❖ If they target the armored vehicle, follow the normal combat procedure for ranged fire. However, if the armored vehicle is eliminated or receives a critical hit during that ranged fire, refer to 10.10.2

10.10.2 ELIMINATED/CRITICAL HITS ON VEHICLES TRANSPORTING UNITS

This effect applies to all units being transported by vehicles, whether they are tank riders/infantry or artillery.

If the transporting vehicle receives a critical hit during the original ranged fire, (not during 10.7.6) or is destroyed, then apply this special effect to its passengers.

Anything being transported by the vehicle is flipped to its half-strength side or eliminated if already half-strength. This applies to infantry or artillery. Any surviving units must then perform an emergency disembark 10.10.3.

10.10.3 EMERGENCY DISEMBARK

Passengers must do an emergency disembark if...

- ❖ The tank riders are attacked (10.10.1) and receive any uncancelled critical hits, damage points or suppressions
- ❖ A transporting vehicle is immobilised, takes a critical hit, damage point or is suppressed.

They must immediately be placed on an empty adjacent hex. One per hex, observing the stacking limit, if more than one unit is being transported. If, for any reason, they cannot do an emergency disembark, they are eliminated.

When doing an emergency disembark, the unit normally receives a fast action status marker. There are two exceptions to this. Firstly, if it is artillery with the slow attribute and/or a unit exiting into what it would treat as harsh terrain. Then it receives a delayed action status marker. Secondly if it is tank riders that are suppressed, then that unit continues to be marked as suppressed rather than with any move action status marker.

Emergency disembarks can attract reaction fire, (see 8.2.).



Emergency disembark counts as a free action.

10.11 FIRING INTO CLOSE COMBAT

The active player can decide to order an infantry unit, (only), to do ranged fire into a close combat. There are two occasions when this is allowed:

- ❖ **On enemy infantry who are in close combat with a friendly armored vehicle:** This attack will be handled like normal ranged fire except the defending infantry unit loses their weakest defense die.
- ❖ **On an enemy vehicle in close combat with a friendly vehicle:** Firing on enemy vehicles in close combat is handled like a normal ranged fire procedure. However, each die that rolls a success symbol (see 10.7) against the defending vehicle is put to one side. After the attack against the defending vehicle is resolved, these same dice are rolled against the attacking player's vehicle. The attacking player's vehicle receives all the normal defensive dice that it would get in a ranged fire.

11.0 EXAMPLE INFANTRY VS. INFANTRY

Step 1: Check possibility of firing

- ❖ The German player wants to fire his full strength squad of Rifles '41 at some Russian Heavy Rifles '41. He announces the target hex and checks LOS and range to the target.
- ❖ The LOS is an automatic spot as the target is in a clear hex. The range is three hexes.

Step 2: Activate the unit

- ❖ The German player activates the German Rifles '41 and places a firing status marker on it.

If playing with optional rules: The German player activates the attacking unit with a command point: The active player flips an unused command point on the Rifles '41 unit card. This command point is expended for this turn..

Step 3: Select the attack dice

- ❖ The German player determines the attack dice as listed on the German Rifles '41 unit card. Since the target hex contains an infantry unit, (Russian Heavy Rifles '41), the lower row of the target category is used. The range is 3 hexes, so the German player receives a red and a yellow attack die.

Step 4: Check for any attack dice modifications

- ❖ The German player checks to see if they receive any modifications to their attack roll.
- ❖ There aren't any modifications to their dice roll so they will get a red and yellow die.

Unfortunately for the German player they have no command cards that will help them with ranged fire attack

Step 5: Attack Dice Roll

- ❖ The German player rolls their attack dice and gets a good result. Their red die is a double success with a critical hit/damage point. Their yellow die is a suppression.

Step 6: Select the defense dice

- ❖ The Russian player checks their Heavy Rifles '41 unit card to see what dice they get to counter this strong attack.
- ❖ The Heavy Rifles '41 have a yellow defense die.

Step 7: Check for any defense dice modifications

- ❖ The Russian Heavy Rifles '41 only have a single green dice for a clear terrain defense die but that's all. No other modifications apply.

Unfortunately for the Russian player they also have no command cards that will help them defend against a ranged fire attack.

Step 8: Defense Die Roll

- ❖ The Russian has a poor defense dice roll and only gets a blank yellow die and a damage point in response to the German attack.

Step 9: Compare Dice Rolls

- ❖ The two players compare their rolls. The attack gained a critical hit, a damage point and a suppression. The defense only managed a damage point. The Russian's damage point cancels the

German's damage point, leaving a critical hit and a suppression uncancelled.

Step 10: Assign Damage

- ❖ A critical hit automatically causes a damage point, so that and the suppression are assigned to the Russian Heavy Rifles '41.

Step 11: Resolve Critical Hits

- ❖ There was one uncancelled critical hit so both players get one die each. The German as the attacker gets a green die and the Russians as the defender get a blue die. The German rolls a blank face on their die roll, the Russians also roll a blank die. The critical hit has no further effect.

The active player wants to fire on the opponents Heavy Rifles '41. LOS is clear. The range to the target is 3 hexes.

Step 2: The active player announces the target hex and checks LOS and range to the target.

Step 3: The active player reads the attack dice.

Step 5: Attack result: 1x critical damage, 1x damage point, 1x suppressed

Step 7: The Soviet Heavy Rifles '41 unit is in a clear terrain hex. This grants the infantry unit a terrain bonus of 1 green defense die.


Step 10: The defender cancels out the normal damage. The critical damage is assigned to the unit and a damage marker is placed on it. The remaining suppressed is placed on the unit.


Command point is flipped on the German Rifles '41 unit card when the unit is activated

12.0 CLOSE COMBAT

Close combat simulates units fighting at very short range, sometimes literally hand to hand. Unlike ranged fire, both faction's units will do a simultaneous attack on each other. Only then are the results of the close combat applied. Opposed dice rolls, (see 10.7.2), are used to resolve them.

A close combat is initiated when an activated unit moves into an enemy unit's hex. If a unit enters the hex of a suppressed enemy unit, that enemy unit immediately performs a fallback and is marked as such. If a unit enters the hex of an enemy unit in fallback, that enemy unit is eliminated.


 *Artillery cannot initiate, reinforce or renew a close combat. They can have a close combat, initiated, reinforced or renewed against them. They are also subject to overruns from armored vehicles with track movement. This is not treated as a close combat and has its own special rules, (see 9.10.3).*

 *Vehicles transporting units cannot initiate a close combat.*

The first time this happens that hex will immediately become a **close combat hex**. This is important because the following special rules apply to a close combat hex

- ❖ The stacking limit is increased to two units from each faction
- ❖ No unit may conduct ranged fire from it
- ❖ There are restrictions about who and when it can be fired into (see 10.11)

Definitions: A unit entering a hex which contains an enemy unit, (that is not already a close combat hex), **must initiate** a close combat. A unit entering a hex that is already a close combat hex, must **reinforce** a close combat. A unit that begins its activation inside a close combat hex may **renew** a close combat. They may also leave the close combat hex, (see 12.6).

 *Only the activated unit needs to pay a command point to conduct close combat. The unit belonging to the inactive player never has to. Command Cards may allow units to initiate a close combat more than once a turn.*

12.1 INITIATING A CLOSE COMBAT

A unit entering a hex which contains an enemy unit, (that is not already a close combat hex), must initiate a close combat. The movement into the enemy unit's hex itself, does not create an opportunity for reaction fire.

When a unit initiates a close combat, it loses the action status marker that took it into the hex and has it replaced with an active close combat status marker. The enemy unit in the hex retains any action status marker it has, until a round of close combat has been conducted. This is because it receives a penalty for having already been activated in the turn, (see 12.8.1). After this initiated

round of close combat, it's action status marker is replaced with an active close combat status marker.

12.2 REINFORCING A CLOSE COMBAT

A unit can reinforce a close combat by moving into the hex in which a close combat is already taking place. Place the reinforcing unit in the close combat hex and mark it with an active close combat status marker. The movement into the enemy unit's hex itself, does not create an opportunity for reaction fire. The unit entering the close combat hex decides which enemy unit to attack if there is an option.

This enemy unit, (if it hasn't already participated in a close combat this turn), has its inactive close combat status marker flipped to its active side and is considered activated for that turn. If it has already participated in a close combat this turn and has an active close combat status marker it suffers no penalty because of this.

12.3 RENEWING A CLOSE COMBAT

During the *Organization Phase* the active close combat status markers are flipped to their inactive side.



The hex is still considered a close combat hex for all relevant rules. This is because close combats can be ongoing from turn to turn. A close combat only ends when one faction has entirely left the close combat hex or been eliminated.

A unit marked with an inactive close combat marker may activate to do a close combat.

This is described as a renewed close combat. It is not compulsory. If they do, their inactive close combat status marker is flipped to its active side.



They should then choose a single enemy unit, (if more than one is in the hex), to renew the close combat with.


This enemy unit, (if it hasn't already participated in a close combat this turn), also has its inactive close combat status marker flipped to its active side and is considered activated for that turn.

12.4 RESOLVING A CLOSE COMBAT

Once a close combat has been initiated, reinforced, or renewed both players now calculate the attack and defense dice they are entitled to. Close combat is then resolved by doing a dice comparison as set out in 10.7.2.

The results from close combat, as described in 12.5, are applied to both factions simultaneously. This could lead to both units involved being eliminated or leaving the hex through fall back. Close combat can be risky and deadly.

12.5 ASSIGNING DAMAGE IN CLOSE COMBAT

 **Critical Hits:** Critical hits are resolved after all the damage point and suppression results have been applied. To reflect the deadly nature of close combat, any uncancelled critical hits are dealt with by flipping the enemy unit to half strength or eliminating it if it is already half-

strength. Two uncanceled critical hits will eliminate a full strength unit.

Ⓢ Damage Points: For each damage point, place a damage marker against the unit. Damage markers should only be added to show any damage that can't be shown by the counter. For example, if a full strength unit with four strength points takes three damage points, it would be flipped to its reverse side (showing it had taken two points of damage) and then one damage marker would be added.

If a unit takes an amount of damage greater than its strength points, the unit is eliminated and is removed from the game.

X Suppression: If at least one suppression result remains after the defense rolls (including the automatic suppression defence roll), the target unit is considered suppressed. Since the unit is a close combat hex and suppressed it must do a fallback.

12.6 ENDING CLOSE COMBAT

During the action phase, the player can choose whether or not to withdraw a unit with an inactive close combat status marker, from an ongoing close combat. Leaving a close combat is conducted as a fast action. The withdrawing unit is subject to reaction fire (see 8.2) as it moves away.

If, after the withdrawing unit has left the hex, there are still units from both factions left in it, they keep their current close combat status markers.

However, if after the withdrawing unit has left the hex, there are only units from one faction left in it, their close combat status markers are removed. **This also applies if close combat has eliminated all the units from one side.**

As the close combat marker is no longer in place, the stacking limit in the hex must be now be observed. If the hex is over-stacked, one of the units, (controlling players choice) must be moved into an empty adjacent hex. This unit is not subject to reaction fire. If this hex would count as harsh terrain it is marked with a delayed action.



Otherwise it is a fast action marker. If an empty hex is not available, it is eliminated.

The unit that remains in the what was the CC hex is also marked with a fast action. This simulates the exhaustion of units that have been in close combat.



12.7 DEFENSE DICE IN CLOSE COMBAT

Both players get the defense dice in close combat, as listed on their unit card. There are some modifiers to these dice depending on terrain, the adrenaline rush of close combat, area of attack and experience levels.

Modifications can also occur as a result of playing command cards

12.7.1 TERRAIN

If a close combat is initiated or reinforced, only the unit that originally occupied the hex will get the full benefit of the terrain defence dice for the terrain hex they are in.



Vehicles get no terrain defense bonus in close combat.

The unit that initiated or reinforced the close combat by moving into the hex, gets no terrain defense dice. If a close combat is being renewed, both units will get the receive the strongest terrain defense die only.

12.7.2 ADRENALINE RUSH

All units in close combat automatically ignore one suppression result rolled by their opponent. This reflects the adrenaline rush of hand to hand fighting.

12.7.3 AREA OF ATTACK

A vehicle always uses its above defense dice, (see 10.9.3), when calculating which dice it receives in a close combat against an infantry unit. This includes immobilised vehicles.

When a close combat is initiated or reinforced between two vehicles, the defense dice a vehicle receives is dependent on which area the enemy unit entered the close combat hex from. The illustration in 10.9.3 shows the different areas surrounding a vehicle.

For example, a Russian tank moves into a hex containing a German tank. They enter it from a hex to the rear of the German tank. The German tank would use its rear defense dice, as stated on its unit card, to defend itself.

This effect only applies when an enemy unit initiates/reinforces a close combat. After the effects of this close combat has been calculated the unit originally occupying the hex is then turned to face the unit that initiated/reinforced the close combat so that it is now in its frontal arc.

In a renewed close combat, vehicle units use their front armor for their defense dice, (except against infantry as previously noted). This is regardless of facing relative to the enemy unit. This reflects the confused nature of an ongoing melee, which a renewed close combat represents.


Immobilised Vehicles: Regardless of their facing and whether it is an initiated, reinforced or renewed close combat against other vehicles, immobilised units always use their rear armor to calculate the defense dice they receive from their unit card. This reflects the greater mobility of their opponent.

12.7.4 EXPERIENCE LEVELS

All hardened, veteran, and elite units gain a blue defense die, (see 4.2.3).

12.8 ATTACK DICE IN CLOSE COMBAT

Both players get the attack dice in close combat, as listed on their unit card. There are some modifiers to these dice, depending if a unit has already activated this turn, (if an initiated close combat), outflanking, if vehicles are in close combat with infantry and experience levels.

 *Modifications can also occur as a result of playing command cards*

12.8.1 ACTION STATUS MARKER

If the unit who originally occupied the close combat hex has been activated before a close combat is initiated, then it has a disadvantage. If it rolls a double success, it only counts the strongest result if it is at full strength and the weakest result if it is at half strength.

This effect is only ever applied when a close combat is initiated. Once the initiated close combat has been resolved, the unit that originally occupied the hex, (assuming it hasn't been eliminated or forced to do a fallback), is given an active close combat marker.

12.8.2 OUTFLANKED

Any unit that has a close combat initiated or reinforced against it from a hex outside its arc of fire (see 10.6), suffers a penalty on its attack rolls. If it rolls a double success, it only counts the strongest result if it is full strength and the weakest result if it is half strength.

This effect only applies when an enemy unit initiates or reinforces a close combat. After the effects of this close combat have been calculated, the unit occupying the hex is turned to face the unit that initiated/reinforced the close combat, so that it is now in its frontal arc.

This penalty does not apply in a renewed close combat.

Immobilised Vehicles: Regardless of their facing and whether it is an initiated, reinforced or renewed close combat against other vehicles, immobilised units are always treated as outflanked. This reflects the greater mobility of their opponent.

12.8.3 VEHICLES VERSUS INFANTRY


Vehicles cannot have a double success roll when attacking infantry during close combat. Only the strongest symbol is counted.

If the vehicle is only counting its weakest result in close combat, (because it was outflanked for example), then only the weakest result is applied against infantry.

12.8.4 EXPERIENCE LEVELS

All veteran, and elite units gain a blue attack die, (see 4.2.3).

12.9 INFANTRY SPECIAL ATTACK VERSUS VEHICLES

 *If close combat is being resolved between a vehicle and an infantry unit, the player controlling the infantry unit must decide whether to attack the vehicle itself or its wheels/tracks.*


Attacking the vehicle: The close combat is conducted according to the normal rules for infantry against vehicles


Attack the wheels/tracks: Instead of a normal close combat the player controlling the infantry unit rolls a single green die for an attack on the wheels/tracks. The player controlling the tank rolls a blue die in defense. This is a comparison dice roll as per 10.7.2.


If the infantry unit is initiating a close combat by a fast action, they must first roll a green die and get a result, i.e. double success, damage point, or suppressed. Only then will they do the comparison roll against the vehicle's blue die.


As with all close combat, this attack on the vehicle's wheels/tracks is conducted simultaneously with the vehicle's attack on the infantry unit.

The effects of this roll are as follows:

 **❖ Double Success** (Critical hit and damage point): The vehicle is immobilised and receives an additional damage point.

 **❖ Critical hit:** The vehicle is immobilised

 **❖ Damage point:** The vehicle is immobilised

 **❖ Suppressed:** The vehicle is suppressed and must leave the close combat hex.

12.10 EMERGENCY DISEMBARK

If a vehicle transporting units has a close combat initiated against it, (transporting vehicles can never initiate a close combat), its passengers must do an emergency disembark.

If any infantry units are being transported, the player may choose one of them to do their emergency disembark into the close combat hex, as the stacking limit there is now two units.

The infantry unit disembarking into the close combat hex is marked with a fast action and is subject to rule 12.8.1. This disembark is not subject to reaction fire. However, the infantry unit does not receive any defense die for terrain for the initiated close combat. The vehicle transporting them is marked with an active close combat status marker and turned to face the attacking unit.

Any units not being disembarked into the close combat hex must immediately be placed on an empty adjacent hex. One unit per hex, observing the stacking limit. If, for any reason, they cannot do an emergency disembark, they are eliminated.

When doing an emergency disembark into an adjacent hex, the unit normally receives a fast action status marker. There are two exceptions to this. Firstly, if it is artillery with the slow attribute and/or a unit exiting into what it would treat as harsh terrain. Then it receives a delayed action status marker.

Emergency disembark into an adjacent hex can attract reaction fire, (see 8.2).

12.11 CLOSE COMBAT EXAMPLE

Step 1: The Russian player announces they wish to activate a full strength Rifles '41 unit to do a fast action.

- ❖ The Russian player actually wants to do a close combat with an un-activated, full strength German Tank Hunters '41 unit in brush terrain, three hexes away, but doesn't have to announce this in advance.

If playing with optional rules: *Activate the attacking unit with command points : The active player flips an unused command point on the Rifles '41 unit card. This command point is expended for this turn.*

Step 2: Reaction Fire: (Always possible during an enemy unit's move)

- ❖ As the Russian Rifles '41 gets closer the German Tank Hunters '41 suspect they may be about to do a close combat with them. They hold their fire until the Rifles are in the hex next to them and then announce they are doing a reaction fire (8.2). This reaction fire is unsuccessful. The Tank Hunters are marked with a firing status marker (13.2). The Rifles unit moves into the same hex as the Tank Hunters.



Step 3: Close Combat is initiated:

- ❖ Close combat is conducted simultaneously. Remove the fast action marker of the Russian Rifles '41 unit that initiated the combat. Place an active close combat marker in the hex next to it instead. Do not yet remove firing status marker of Tank Hunter '41 unit who originally occupied the hex.



Step 4: Both players select their defense dice

- ❖ The Russian Rifles '41 gets one yellow die in defence, as shown on its unit card. However, it gets no terrain defense dice as it initiated a close combat (12.7.1). The good news for the Rifles unit is that, if it survives this round of close combat and renews a close combat in the hex in a later turn it will get the strongest die for the terrain.
- ❖ The German Tank Hunters '41 also gets one yellow die in defence, as shown on its unit card. They will also get the terrain defense dice.

Step 5: Both players select their attack dice

- ❖ The Russian Rifles '41 get one red die and two green dice in close combat versus infantry and artillery as shown on their unit card.



- ❖ The Tank Hunters '41 will get two yellow dice as shown on their unit card. However, as they were already activated when the Rifles unit entered their hex (with a firing status) when they do their roll, if they get any double success results, they will only count the strongest results. If they were half-strength they would only count the weakest result! (12.8.1).



Step 6: Roll dice and compare results

- ❖ Both players will do an attack using the dice they got in step 5. Both players will defend against their opponent's attack using the defense dice they got in step 4. The results are then compared (10.7.2). The Russian Rifles '41 attack results were all cancelled by the Tank Hunters '41 excellent defense roll. The Rifles were less successful defending against the Tank Hunters. Two damage points were uncancelled.

Step 7: Assign Damage

- ❖ The Russian Rifles '41 have taken two damage points. These two damage points reduces their strength to two (they start with four). This means they are now half-strength. Their counter is flipped to its half-strength side to show this.



Step 8: Mark the hex with a close combat marker

- ❖ As neither side was eliminated or suppressed and this was an initiated close combat, the inactive player's unit is now marked with an active close combat marker. During the *Organisation Phase* both players active close combat markers will be turned to their inactive side.



Both players could play command cards to help them win a close combat, if they have any suitable cards to play.

13.0 SUMMARY OF STATUS MARKERS AND THEIR EFFECTS

13.1 GENERAL STATUS MARKERS

Unlike other status markers, a unit with a general status marker can have an action or morale status added to it (exception: close combat).



Immobilised: This unit cannot conduct any form of move action. If it gets a fallback the crew will abandon the vehicle and it will be eliminated from the game.



Dug-In: This infantry unit is dug in. This means it gets an additional green dice in defense. If the infantry unit leaves the hex the dug-in marker stays. Any infantry unit, of either faction, that moves into the hex subsequently will get the benefit of this status.



Attack Die -1: Unit loses its weakest die when firing, for taking a fast action in the previous turn. If it doesn't fire, this can be ignored.



Half-strength: When a unit has reached half-strength, its counter is flipped over. This status will affect a unit's attack in ranged fire and may affect its attack in close combat.



Close Combat: An active close combat marker is placed next to a unit that initiates, reinforces, or renews a close combat. If they initiated or reinforced a close combat, it replaces any action status marker they used to enter the hex. This only happens as the unit is moved into the close combat hex. If this is an initiated close combat, the unit that originally occupied the hex will also receive an active close combat marker after a round of close combat has been resolved.



In the *Organisation Phase*, the active close combat status markers are turned to their inactive sides. If a unit is doing a renewed close combat, both units are marked with an active close combat marker. A unit previously marked with an active close combat marker cannot renew a close combat as it has already activated this turn. However, if attacked, it may participate in a close combat without any penalty.

13.2 ACTION STATUS MARKERS

A unit can only have a single action status marker on it. The player should choose the action for that unit at the start of its activation and announce it to their opponent. Once announced the unit must perform that action for the turn. The action marker can then be placed at the end of the activation to remind players of its action status.



Normal Action: This unit is conducting a normal action. It will usually be just a move action, but other actions can be covered by it as well. The unit cannot fire when doing a normal action.



Fast Action: This unit is conducting a fast action. Infantry and artillery will lose their weakest defence die when doing a fast action. Vehicles may gain an

extra defense die based on the attacking units fire status, (see ranged fire modification table). They will always get a better defense die than if they had not done a fast action. Certain activities during the game will require a fast action (e.g. emergency disembark).



Delayed Action: This unit has exceeded its movement allowance. Any modifications to dice rolls are treated as if it has done a normal action. However, if it gets suppressed, it does a fallback rather than being suppressed.



Digging In: Infantry units can fortify their position by using a dig-in action. On the next game turn, the corresponding unit will be considered dug-in and is granted an additional green defense die. While digging in, the unit will lose its weakest defense die. However, they will always retain a minimum of one defense die.



Firing: This unit is firing but not moving. This is the optimal way to do ranged fire as it attracts the least number modifiers on the ranged fire modifications table (see players aid). Units marked firing are automatically spotted.



Turret firing: This unit is firing outside its arc of fire but is remaining stationary while doing it. An immobilised tank with a turret can do turret fire. Units marked turret firing are automatically spotted.



Move and fire / fire and move: This unit can do half a move and fire OR fire and then do half a move. This is the least optimal way of conducting fire. If the unit moved and then fire it is automatically spotted. If it fired and moved a spotting roll is required.

13.3 MORALE STATUS MARKERS

Morale status always replaces the action status marker on a unit. This is important for close combat and determining how hard it is to hit a unit. A unit with a morale status marker cannot be activated that turn.



Suppressed: The unit is hitting the dirt and avoiding incoming fire. Suppressed infantry and artillery units gain a green die in defense. Any unit marked suppressed has finished their activation. If any unit receives a second suppression result from a separate dice roll then it does a fallback. Extra suppression results on the same dice roll are ignored.



Fallback: The unit is in retreat. It performs a fast action, (just for the purposes of determining movement allowance and the status of any reaction fire), away from the direction of the attack. Each hex should increase the distance between it and any enemy units. If that isn't possible at any point during the fallback, the unit takes a damage point and remains in the hex it was last able to retreat into. Uniquely, units in fallback do not get any terrain modifiers during their fallback movement. After they have completed their fallback movement, they regain any terrain defense dice for the hex they are in. Artillery or immobilised unit are eliminated if they are ever in fallback. All units are eliminated if they ever receive a second fallback.

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My dear sister with family,
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„Working on this project with Wolfgang has always been an absolute pleasure. I think there are two principal reasons for this. Firstly, his passion and commitment to this game which has been under development for several years. Secondly that he has managed to create a real family feeling amongst his team, despite us being spread out all over the globe. My questions, suggestions, nagging and occasional criticisms have been met with the same calm and cheerful response, for which I'm grateful. I'd also like to thank my family who have allowed me time away from them to be involved.“

Jim Falkus, 5th April 2021.



„When Wolfgang hit up the BGG forums a few years ago, looking for volunteers to help with a new wargame project, I didn't really know what to expect. I was a relative newcomer to the hobby at the time and hadn't done anything like this before. However, I did have some German and I thought that the worst that could happen was that I would freshen up a language that had fallen out of practice over the years.

It has been a fun process and I have not only learned a lot about wargaming and military history over the last 4 years, but also made some good friends. Wolfgang and I have spent a number of hours on Discord going over project notes, play-testing the Vassal modules, and just talking about life and the world. It has been an experience that I wouldn't change for anything. I want to say thank you for letting me be part of the Assault! team. “

Mark McElroy, 13th April 2021.

“Dear Jim! I would like to thank you very much for your tireless support in editing! You did an outstanding job for us! This is my monument for you! ;-). Wolfgang.

“Dear Mark! I would like to say thank you for your restless support of our project over the years!”. Wolfgang.



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Erich Rankl and Wolfgang Klein, April 2021.



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