



12.0 CLOSE COMBAT

Close combat simulates the 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.

Close combat starts when an enemy unit enters a unit's hex. The close combat sequence described below is carried out until either one or two sides are eliminated or one side withdraws from the close combat. The active player's unit acts as **assault unit** and the inactive player's unit as **defense unit**.

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


 *Vehicles transporting units cannot initiate a close combat, see 12.4. when close combat is initiated against them.*

When a unit enters an enemy's hex, 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 one unit from each faction. If a loaded transporter is attacked in close combat, the stacking limit is raised by the number of transported units until the end of the **initial** close combat round.

Important: If a unit enters the hex of an enemy unit in **fall-back**, that enemy unit is eliminated.

 *Only the active unit needs to pay a command point to conduct initiate a close combat. Command cards may allow units to initiate a close combat more than once a turn.*

12.1. RESOLVING CLOSE COMBAT

Once a close combat has been initiated both players now calculate the attack and defense dice they are entitled to. Close combat is then resolved by one or more rounds following sequence of steps listed below. During these steps players are doing dice comparison as set out in 10.7.2. Units at half-strength treat any double successes as single successes (see 10.8.1.).

Close Combat Round Procedure:

1. Initiating a close combat (initial close combat round, only). **Note:** There unique modifiers that apply only to the initial round of close combat (see 12.1.2.1, 12.1.2.2, 12.1.3.1 and 13.1.3.2)
2. Crosswise dice rolls for both players:
 - ▶ Attack roll of the **assault unit**
 - ▶ Defense roll of the **defense unit**
 - ▶ Attack roll of the **defense unit**
 - ▶ Defense roll of the **assault unit**

3. Simultaneous assignment of damage to **attack** and **defence unit**

4. Check if one side withdraws the close combat

5. Check if close combat ends (elimination or retreat)

6. If both units still remain in the hex, then close combat procedure is repeated beginning at step number 2.

The results from close combat, as described in 12.1.4., are applied to both factions simultaneously. This could lead to both units involved being eliminated or leaving the hex through fallback. Close combat can be risky and deadly.

12.1.1. INITIATING A CLOSE COMBAT

A unit (**acting as assault unit**) entering a hex which contains an enemy unit (**acting as defense unit**) must initiate close combat. The movement into the enemy unit's hex itself, does not create an opportunity for reaction fire.

Note: The stacking limit increases from one unit per hex to one unit per faction per hex in a close combat hex. If a loaded transporter is attacked in close combat, the stacking limit is raised by the number of transported units until the end of the **initial** close combat round.


The assault unit initiates the close combat and the defense unit in the hex retains their status markers until the first round of close combat has been conducted. This is because they can get modifications for their rolls for having already been activated in the turn.

12.1.1.1. SUPPORTING A CLOSE COMBAT

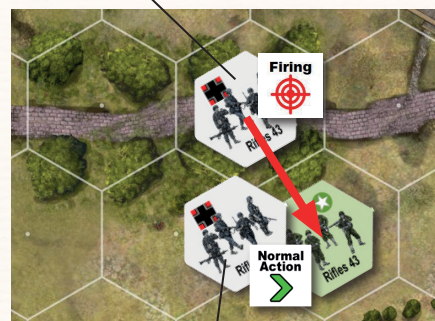
Before the initiation of a close combat, the active player (attacker) and the inactive player (defender) can choose to have one inactivated infantry, artillery, or vehicle units adjacent to the close combat hex to support the close combat. This unit is called a support unit.

Units without ranged fire ability e.g. trucks cannot act as a support unit.

A support unit gives the players one re-roll for one die for the attack and defense roll during the initial close combat round.

 *A command point is needed to activate a unit as a support unit.*

The German Rifles 43 (close combat support unit) are supporting the close combat.



Close combat unit

12.1.2. ATTACK DICE IN CLOSE COMBAT

Both players get the attack dice in close combat, as listed on the unit card.

There are some modifiers to these dice, depending on whether it is an assault or defense unit, the status of the unit, the terrain,... and whether it is still in the initial phase of close combat.

The following modifications are applied to the **assault** and **defense unit**:

- ▶ **Half-strength:** If the attacker has half-strength, only half success symbols count (10.8.1.).
- ▶ **Special abilities:** Modifications can also occur because of unit abilities.
- ▶ **Experience:** All veteran, and elite units gain a blue attack die, (see 4.2.3.)
- ▶ **Support unit:** The attacker can re-roll one of his attack dice once if he is supported.
- ▶  **Immobilized vehicles:** *The assault unit gains one re-roll in every close combat round. Regardless of their facing, immobilized units are always treated as outflanked. This reflects the greater mobility of their opponents.* 
- ▶  *Modifications can also occur because of playing command cards.*
- ▶ **Vehicles** do not have a double success roll applied when attacking infantry during close combat. Only the strongest symbol is counted.

12.1.2.1. ASSAULT UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Crossing barbed wire or stone walls:** If a close combat is initiated via crossing secondary terrain such as barbed wire or stone walls, the attacker loses the weakest attack die in the first round of close combat.
- ▶ **Outflanked:** If the close combat is initiated against the defender's unit from a hex outside its arc of fire (see 10.6.), the attacker gains one re-roll of one of his attack dice.

12.1.2.2. DEFENSE UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Action Status Marker:** If the defense unit was already activated, only half success symbols count. If the defender was half-strength and already activated, he also loses the weakest attack die. **Note:** The action marker penalty does not apply to units with hide action markers (see 9.12.1.).
- ▶ **Suppressed:** If the defender unit is marked with suppressed, then it cannot attack in this initial close combat round.



12.1.3. DEFENSE DICE IN CLOSE COMBAT

Both players get the defense dice in close combat, as listed on the unit card.

Note: The terrain bonus for the initial close combat round is different. Please see the first bullet in both 12.1.3.1. and 12.1.3.2. for the unique terrain bonus for the initial round of close combat.


There are some modifiers to these dice, depending on whether it is an assault or defense unit, the status of the unit, the terrain,... and whether it is still in the initial phase of close combat.

The following modifications are applied to the **assault** and **defense unit**:

- ▶ **Terrain bonus:** Both players get the strongest die for the terrain bonus of the target hex.
- ▶ **Fortifications (secondary terrain):** If the defenders are in a fortification such as sandbag position, trench, gun position, bunker or pillbox, both units always receive the strongest terrain defense bonus.
- ▶  **Vehicles** get no terrain defense bonus in close combat.
- ▶ **Special abilities:** Modifications can also occur because of unit abilities.
- ▶ **Experience:** All hardened, veteran, and elite units gain a blue defense die.
- ▶ **Support unit:** The defender may re-roll one of his defense dice once if he is supported.
- ▶  *Modifications can also occur because of playing command cards.*

12.1.3.1. DEFENSE UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Terrain bonus:** The defense unit gets the dice for the terrain bonus of the target hex.
- ▶ **Fortifications (secondary terrain):** If the defense unit is a fortification such as sandbag position, trench, gun position, bunker or pillbox, the defense unit always receive the terrain defense bonus of the side from which the assault unit is attacking.
- ▶  **Area of attack:** *For vehicles, the area of attack must be considered (see 12.3.).*

12.1.3.2. ASSAULT UNITS DICE MODIFICATION

Important: Additional modifications for the **initial** close combat round:

- ▶ **Terrain bonus:** The assault unit gets no dice for the terrain bonus, but one blue die for defense.
- ▶ **Fortifications (secondary terrain):** If the defenders are in a fortification such as sandbag position, trench, gun position, bunker or pillbox, the assault unit always receives the strongest die of the terrain

defense bonus of the primary terrain.

- **Action Status Marker:** If the assault unit moves into close combat with fast action, he loses the weakest defense die during the first round of close combat.

12.1.4. ASSIGNING DAMAGE TO ATTACKING UNIT

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 uncancelled 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 effect of Adrenaline Rush, 12.1.5.), the target unit is considered suppressed. Since the unit is in a close combat hex and is suppressed, it must perform a fall back action (14.3). At the completion of the action, the unit is marked with a fall back action status marker.

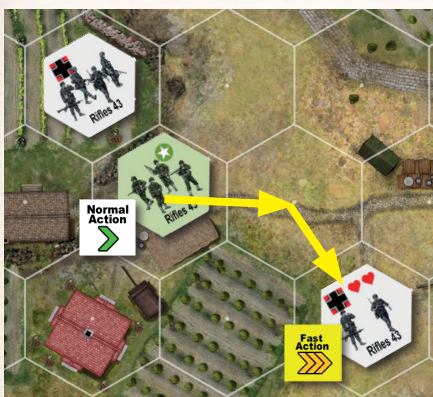
12.1.5. ADRENALINE RUSH

During the first round of close combat, all units automatically ignore one suppression result rolled by their opponent. This reflects the adrenaline rush of hand to hand fighting.

12.1.6. ENDING CLOSE COMBAT

There are three conditions to end close combat. Either a unit withdraws or falls back from the close combat hex, or one or both sides are eliminated. If neither is the case, the close combat continues with step 2 (see 12.1.) till one condition takes place.

12.1.6.1. WITHDRAWING FROM CLOSE COMBAT



The half-strength German Rifles are withdrawing from the close combat hex.

After step 6 (see sequence in 12.1.) Both players can decide whether their unit must withdraw from the close combat. The attacking player decides first.

The close combat ends if one player decides to withdraw his unit.

If a unit leaves the

close combat, it is moved out of the close combat hex with fast action. This unit can be subject to reaction fire.

The unit remaining in the close combat is marked with normal action.



12.1.6.2. ELIMINATION

If one or both sides are eliminated during the close combat round, the close combat ends and the remaining unit is marked with fast action.



12.2. DUG-IN DEFENDER

A dug-in marker in the defender's hex remains after the close combat if the defender wins. If the defender is eliminated or has to withdraw, the dug-in marker is removed.



Note: This is an exception to 9.8.1.

12.3. AREA OF ATTACK

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

When a close combat is initiated 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.

This effect applies only for the initial round of close combat.

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

Immobilised Vehicles: Regardless of their facing 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.

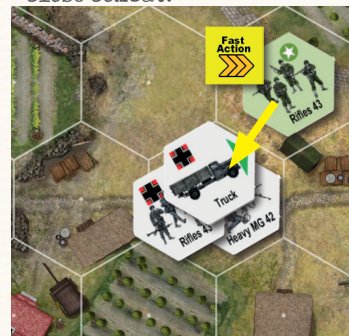


12.4. EMERGENCY DISEMBARK

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.

- **Before** starting the emergency disembark, the assault unit may make a ranged fire attack with the strongest attack die for range 0 on the transported units. The transported units can only defend themselves with the defence die indicated on the unit card. This attack is performed as in chapter 10.10. The result is determined separately for each transported

Situation 1: After firing on the transported units. The US Rifles are assaulting the German transport to go into close combat.



unit.

- ▶ **After** firing on the transported units, the emergency disembark begins. This disembark must be performed before the close combat is resolved (12.1.).

Any units 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:

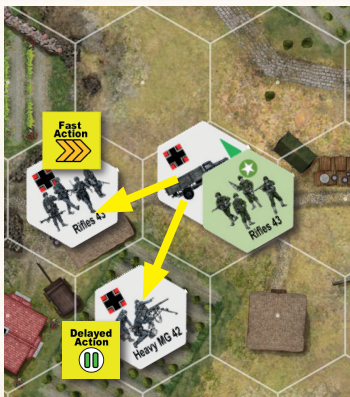
- ▶ When disembarking into harsh terrain (9.5), and
- ▶ When disembarking units have the 'slow' attribute

In both cases, the unit receives a delayed action status marker

Note: Special abilities of unit cards (e.g. Grenadiers 43 "Fast Disembark" have priority in emergency disembarkments.

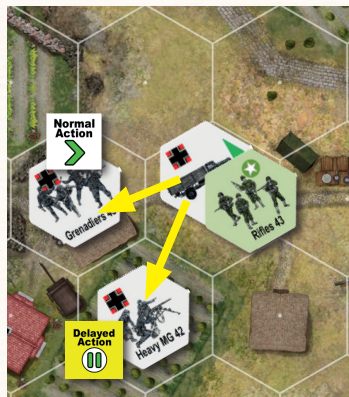
Emergency disembark into an adjacent hex can attract reaction fire, (see 8.2).

Situation 2: The units loaded on the truck perform an emergency disembark.




The German HMG 42 is "slow" so it cannot perform a fast action and got delayed.

Situation 3: The units loaded on the truck perform an emergency disembark.



The German Grenadiers 43 are trained in fast disembark and got marked with a normal action.

12.5. INFANTRY SPECIAL ATTACK VERSUS VEHICLES

 *If a close combat round 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. This decision can be changed after each close combat round.*

Attacking the vehicle: *The close combat is conducted according to the normal rules for close combat 12.1.*

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



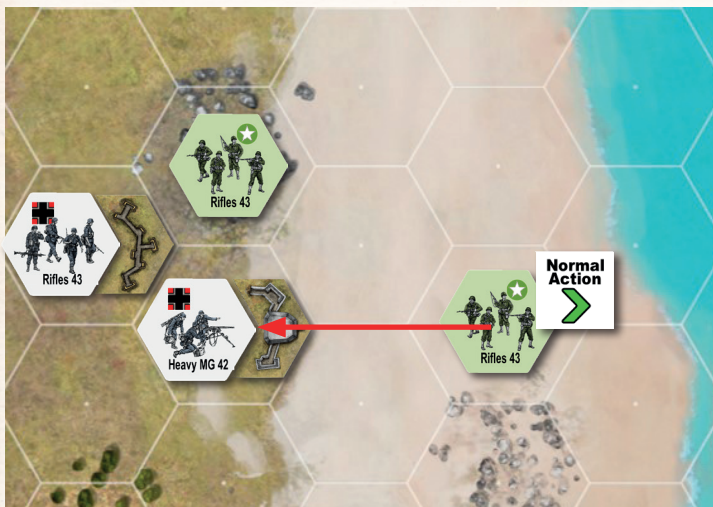
Suppressed: The vehicle is suppressed and must withdraw from the close combat hex.



12.6. CLOSE COMBAT EXAMPLE

- **Step 1:** The US player announces they wish to activate a full strength Rifles 43 unit to do a normal action.

The US player actually wants to do a close combat with an un-activated, full strength German Heavy MG 42 unit in a bunker terrain, one 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 43 unit card. This command point is expended for this turn.

- **Step 2: Reaction fire:** (Always possible during an enemy unit's move)

As the US Rifles 43 gets closer the German Heavy MG 42 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 Heavy MG 42 is marked with a firing status marker (14.2). The Rifles unit moves into the same hex as the Heavy MG 42.

A command point is needed to activate a unit for reaction fire (8.2).



- **Step 3:** Close combat is initiated:

The US Rifles are now acting as assault unit. The Heavy MG

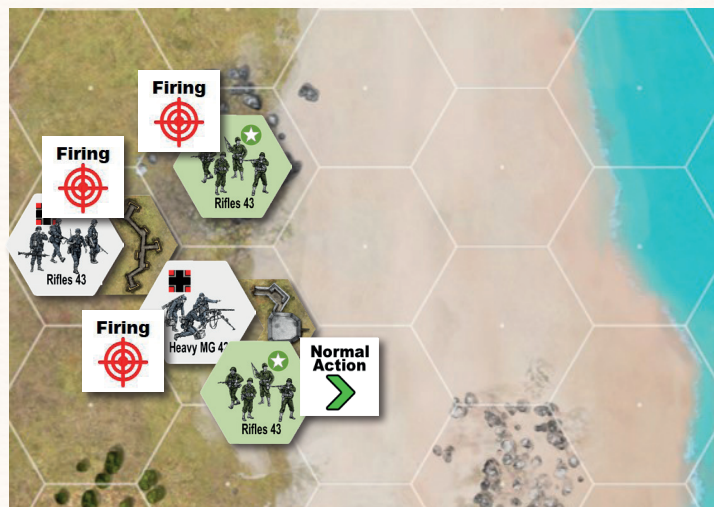
42 acts as defense unit. Close combat is conducted simultaneously. Do not yet remove the status markers of the Heavy MG 42 and Rifles 43 units.

- **Step 4:** Both players decide whether close combat is supported (12.1.1.1.):

In addition to the assault unit (US Rifles 43), the US player activates a second, non-activated, Rifles 43 unit adjacent to the close combat hex as a support unit for that close combat. This Rifles 43 is marked with firing.

The German player decides to activate an adjacent Rifles 43 unit to support the defenders. This unit is marked firing, too.

A command point is needed to activate a unit as a support unit.



- **Step 5:** Both players select their defense dice

The US Rifles 43 (assault unit) gets one yellow die in defense, as shown on its unit card. The US Rifle unit gets no terrain bonus – only a blue die (12.1.3.2).

The good news for the Rifles unit is that, if it survives this round of close combat it gets the strongest die (red) for the terrain bonus of the target hex which is in this case the bunker.

The German Heavy MG 42 gets one yellow die in defense, as shown on its unit card. They will also get the terrain defense dice for the frontal arc of the bunker (9.6.3.2. and 12.1.3.1.). This are two red and one yellow dice.

Because both players have support units, they can re-roll one defense dice once during the initial close combat phase.

Finally the US player defends with one yellow and blue die. The German player defends with two red and two yellow dice.

- **Step 6:** Both players select their attack dice

The US Rifles 43 get two red die and one green dice in close combat versus infantry and artillery as shown on their unit card. For the adjacent support unit (Rifles 43), the US player could receive an additional re-roll for the initial close combat round.

The Heavy MG 42 will get two yellow and one green 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 suc-

cess results, they will only count the strongest results. If they were half-strength they would only count the weakest result! (12.1.2.2.).

In addition to the dice of the Heavy MG 42, the German player also activated an adjacent Rifles 43 unit to support the defenders. For this German support unit the player gets re-roll of one of his dice additional.

Finally the US player attacks with one red, one yellow and one green dice and the German player attacks with two yellow and one green dice.

► **Step 7:** Roll dice and compare results:

Both players will do an attack using the dice they got in step 6. Both players will defend against their opponent's attack using the defense dice they got in step 5. The results are then compared (10.7.2).

The US Rifles 43 attack results were all cancelled by the German Heavy MG 42 and Rifles 43 excellent defense rolls. The US Rifles were less successful defending against the German units.

One damage point and one critical hit were uncanceled.

► **Step 8:** Assign Damage:

The US Rifles 43 have taken one damage point and one critical hit. This damage point reduces their strength to three (they start with four) and one damage marker is applied to this unit.

The critical hit causes two further damage points because of the deadly nature of close combat (12.1.4.). The US Rifles 43 marker is flipped to its half-strength side to show this.



► **Step 9:** Check if one team withdraws the close combat

Since neither side has been eliminated or suppressed and it was an initiated close combat, the inactive player's firing marker on the Heavy MG 42 and the normal action marker of the US player's Rifles 43 unit are now removed.

Because of the losses, the US player decides to withdraw his Rifles from close combat. To do this, he can move the Rifles 43 out of the close combat hex and mark them with fast action.

The remaining unit, the HMG 42, is marked normal action. The close combat is now over.

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

