

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

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PATTON'S BEST

1.0 INTRODUCTION

1.1 DESCRIPTION

PATTON'S BEST recreates the World War II campaign in northern Europe through the eyes of a tank commander in George Patton's most famous unit, the 4th Armored Division. **PATTON'S BEST** is designed as a solitaire game, with you acting as the commander of a Sherman tank. As the commander you control the actions of your crew, and through them, fight and maneuver your tank. The actions of the enemy tanks and troops, as well as friendly forces on your side, are randomly generated by various game aids and tables. Each "game" consists of a single engagement or a day of movement and battle. However, the game realizes its full interest when played as a campaign which allows you to take part in every historical battle of the 4th Armored Division. You and your crew can witness and participate in the great drives across Europe, the battles for the Siegfried Line, the relief of Bastogne, and the crossing of the Rhine.

PATTON'S BEST gives you the opportunity to command 17 different variations of the US M4 medium tank, labeled the "Sherman" by the British. You will start out in a basic M4 and with enough luck and skill will finish the war in a reliable "Easy 8" or heavily armored "Jumbo." Each crewman is rated for relative skill at his job. Most will probably start out with a below average rating, but ratings may improve after each day of combat. For the really lucky and skillful tank commander there is the prospect of promotion and decorations for valor.

PATTON'S BEST recreates the limited perspective of the battlefield that a tank commander would have had. You do not have perfect knowledge of the enemy and will have to make decisions such as whether to fire or move, or whether to hide behind smoke, based on the limited information you have. For example, the presence of an enemy Light Weapons unit (LW) does not necessarily represent a squad of German infantry. It indicates only that the commander notices enemy small arms fire coming from a certain location. What is really there a tank commander would not know. Enemy tanks all appear to be extremely dangerous PZ VI Tigers when first activated. What is actually present may not be nearly as dangerous, but you won't know until your crew has spotted and positively identified the tank. Your tank will fight through the actions you order your crew to perform. You decide whether the driver takes the tank forward, backward, or sits still. You decide whether the main gun is loaded with high explosive, armor piercing, or smoke ammunition. The success of your tank will depend on both the skill of your crew and your selection of tactics.

Because of the nature of the solitaire play system, **PATTON'S BEST** makes extensive use of game aids and tables as a substitute for a live opponent. Before attempting to play, examine all of the game's components. New players should read the rules through section 6.0, How to Win. Experienced game players should find that this is enough information to get started, and can refer to specific rules sections for special cases. Players unfamiliar with how World War II tanks operated may also want to read rule section 28.0, Hints on Play, for hints on some decisions you will be asked to make. Most of the rules past section 20.0 deal with the Campaign Game. Optional rules include 16.2 MG Ammo, 29.0 Fuel, and 30.0 British Firefly Variant.

PATTON'S BEST can be played on three levels: engagements, scenarios, and the Campaign Game. The Campaign Game begins July 27, 1944 and continues through the end of the war. On any day that the 4th Armored Division saw combat, there is a chance your tank will see action. If you trigger a day of combat, the entire day is a scenario. Scenarios are of three types: Advance, Battle, and Counterattack. During a one day scenario actual combat may break out any number of times. This combat is called an engagement. Engagements continue until one side or the other is eliminated or leaves the battlefield, or until your tank is knocked out. New

players should first try a few introductory engagements as described in rules section 31.0. Individual engagements and scenarios offer the opportunity to see how different Sherman models performed, and to test theories on the best tactics.

Begin by following the Sequence of Play, section 4.0, step by step. Where a step is described in greater detail in the rules, the rules section number is shown in parentheses.

2.0 GAME EQUIPMENT

2.1 GAME BOARD

PATTON'S BEST is played on a 22"×24" mounted game board which is divided into three parts: the Movement Board (upper left corner), the Battle Board and Tank Card (upper right corner), and a section of tables including an abbreviated Sequence of Play (the lower half).

2.11 The Movement Board is a depiction of typical European countryside and is used in the Campaign Game to show the "big picture" and help generate the battle action of an engagement. The Movement Board is divided by white lines into *areas* of the following types:

A=farm buildings and fields; B=fields; C=villages; D=woods. Numbers shown around the edge of this board distinguish those areas that may be start and exit areas for campaign scenarios. Roads shown are of two types: improved highways (gray black) and dirt country roads (brown).

2.12 The upper right hand corner of the game board is the Battle Board, an abstract display used to resolve engagements with enemy forces. Your tank is placed in the center of this display and the action of an engagement will revolve around it through the use of pieces representing enemy units and other information markers. A detailed explanation of how to use the Battle Board is given in rules section 5.0.

2.13 On the game board just under the Battle Board is printed the Tank Card of the basic M4 Sherman tank, Tank #1 in the game. In this 7"×8" space is an overhead view of the tank model and other important information regarding the tank. Printed separately are 8 similar cards of the 16 additional Sherman tank variations that you may command (two Shermans per card, front and back), plus an optional card with the British Firefly Sherman variant on one side. When a model other than Tank #1 is in play, place the proper Tank Card in this space over the printed card for Tank #1. The use of the Tank Card is described in detail in rules section 5.2.

2.14 On the bottom half of the game board are those charts and tables that will be consulted most often during play.

2.2 CHARTS AND TABLES

Due to the nature of **PATTON'S BEST**'s solitaire play system, extensive use of various tables is necessary to generate the many possible events that could occur during a typical tank battle. The charts and tables consulted throughout play are located in three places: on the game board, in the rules booklet, and on separate game cards. Generally, the most often needed tables are on the board, others are on the cards, and the least commonly referred to are in the booklet. The use of the tables is explained in section 3.0, Game Tables in Play.

2.3 DIE CUT COUNTERSHEET

The 218 die cut counters are used in play on both boards. On the Movement Board they show the area in which you begin (start area), the area you are trying to reach (exit area), your task force position, expected enemy resistance, and German or US control. On the Battle Board the majority of the counters are used to represent your tank, enemy units, terrain, your crew actions, and numerous conditions that must be marked. In general the counters are color coded as to where they are used and their function.

2.4 AFTER ACTION REPORT

The events of each engagement or day of battle in the campaign are recorded as they unfold on the After Action Report. On this report record the names and ratings of your crew, the passage of time, the amount of ammo your tank is carrying, and victory points scored during play. Use the Notes space to record temporary information, such as being lead tank, incapacitation of crew members, etc.

2.5 DICE

Included are two 10 sided dice, one colored and one white.

3.0 THE GAME TABLES IN PLAY

3.1 LOCATING THE TABLES

On the back of the rules booklet is an alphabetical list of the charts and tables that are consulted during play. Next to each table is a code letter designating where the table is found. Tables are either on the mapboard, in the rules, or on one of the three colored player aid cards. The code letters are:

B=Blue card

G=Green card

M=Mapboard

O=Orange card

24.0=Rules section 24.0

If the table is on the game board or on a card, the number designation is the number of that table on the card or board. For example, table M-1 RESISTANCE, is the first table on the board. A complete list of tables is included on the back page of the rules booklet.

3.2 DICE AND THE TABLES

The game tables are used by rolling one or two ten-sided dice and reading the result generated by the table. Throughout the game the notation "1D" means roll one die when consulting this table, and the notation "2D" means roll two dice. "1D/2" means roll one die and divide the number in half. The dice are used to generate random numbers from 1 to 10 separately or 1 to 100 together. When rolled together the colored die is the tens digit and the white die the ones digit. A "00" roll equals 100.

 =Roll 1 Die

 =Roll 2 Dice

Random numbers are used to generate results in several different ways. In some cases an event will occur only if a sufficiently high (or low) number is rolled. In other cases something will always happen and the number determines which of several alternatives does. Look over each table carefully to understand what it represents.

Many tables include additional factors that modify the randomly generated number of the dice roll. For example, when rolling on the Gun Malfunction Repair Table, if the repairing crewman has a rating of 5, the roll to repair is -5. Thus a roll of 25 becomes a 20 and the gun is repaired. In some cases extremely high or low rolls, before any modifications, automatically trigger an event. In the case of gun repairs, a roll of 98-100, regardless of any modifiers means the gun is permanently broken. In this way the chance of an undesirable event can remain constant, while the chance of a desirable event can be improved (and vice versa).

Unless the accompanying notes to a table explain otherwise, the lowest number that can be rolled regardless of any modifiers is 1. The highest number possible is 100 (or 10 for 1D tables).

4.0 SEQUENCE OF PLAY

Before beginning, place the game components where they will be handy. Sit at the bottom of the board, with the After Action Report and counters to the side of your writing hand. Place the table cards and rules booklet on the board's other side.

4.1. COMBAT CALENDAR CHECK

Examine the Combat Calendar for the next day of possible combat (July 27 if you are just beginning) and roll 1D. If the number rolled is greater than the number shown in the middle of the three part scenario code for the day (A/2/L is the code for July 27, for example) you avoid action and can check off the day as completed.

If the number is less than or equal to the number code, you trigger a day of possible combat. Go to 4.2 Morning Briefing. (For a more detailed discussion of the Combat Calendar see rules section 20.1.)

4.2 MORNING BRIEFING (On the After Action Report)

4.21 Record the date and scenario code.

4.22 Record the model Sherman tank you command. If you are just beginning you are issued Tank #1, an M4 tank with an A type turret.

1. Roll on Tank Replacement Table if you need a new tank or have the option of getting a new one. (See Tank Replacement, 24.0.)

2. Place the correct Tank Card for your tank on the Battle Board. (The card for Tank #1 is already printed on the board.)

4.23 Give your tank a name if it doesn't already have one.

4.24 Record the names and ratings of your tank crew. The crew consists of 5 men: tank commander (yourself), gunner, loader, driver, and assistant driver. To determine the ratings of a new crew or a new man see rules section 7.1, Ratings for New Men.

4.25 Consult the Weather Table and record the weather.

4.26 Load ammo (see 16.2). Record the number of rounds of each gun ammo type you are carrying.

1. Consult the Ammo Tables for special loads and extra ammo requirements.

2. Load your ready rack (on the Tank Card) by marking the type and number of rounds it carries.

4.3 TIME CHECK (Consult the Time Tables)

4.31 Determine the hours of sunrise and sunset for the current month. On the After Action Report block out the time before sunrise and after sunset. Only the remaining time is available for play this day.

4.32 Determine time and ammo already expended by rolling 1D on the Time Elapsed Table. This roll will determine the number of hours already passed and the amount of ammo already expended before your scenario begins. Mark off the elapsed time and the ammo used up on the After Action Report.

4.4 PREPARE FOR BATTLE (On Battle Board)

4.41 Deployment: Determine your tank's deployment from the Deployment Table. Mark if the tank is moving or hull down by placing a Moving or Hull Down marker with it on the Battle Board. If your tank is the lead tank, record this fact in the Notes section of the After Action Report.

4.42 Hatches: Place Open Hatch markers in hatch boxes on the Tank Card for any crewmen you don't want buttoned up.

4.43 Gun Load: Mark the type of round you want loaded into the main gun before any action begins by placing the Gun Load marker on the Tank Card in the correct ammo type box.

4.44 Tank and Turret Orientation: place the Sherman tank counter for the tank model you are using in the center of the Battle Board. If you want the turret to face a different sector than the tank itself, place a Turret marker on the tank counter accordingly.

4.45 If the loader is buttoned up or does not have a hatch, mark the sector he will be searching by placing the Loader Spot marker just outside the long range zone of the sector. If the commander is also buttoned up and does not have a vision cupola, place the Commander Spot marker similarly for the sector he will be searching (see 17.2).

4.46 Place US Control markers in Sectors 1, 2 and 3 on the Battle Board.

4.47 Mark the current weather with the correct markers in the top left corner of the Battle Board.

4.5 MOVEMENT SEQUENCE (On Movement Board)

4.51 Around the edge of the Movement Board ten areas are numbered 1-10. Roll 1D to determine which of the ten is the starting area for the scenario. Mark the area with the Start Area marker and place the Task Force marker (representing you and friendly forces) there also.

- 4.52 On the Exit Areas Table roll 1D and cross reference the number with the starting area's number to determine the exit area for the scenario; mark the area with the Exit Area marker.
- 4.53 Check any one area adjacent to your task force for estimated enemy strength by consulting the Resistance Table; mark the area for either Light, Medium, or Heavy expected resistance.
- 4.54 Operations: Begin the scenario by performing one of the following operations. Each operation takes time. Consult the Time Use Table to see how much time is used for each, and mark off that time on the After Action Report. Continue performing operations one after another, recording the time used for each. When daylight runs out, the scenario ends. Go to Evening Debriefing, step 4.9.
1. Check any one additional adjacent area for estimated enemy strength, by rolling on the Resistance Table. Mark the expected resistance in the area by placing either an Light, Medium, or Heavy resistance marker there. Then continue operations.
 2. Call for Artillery Support, if desired, to hit an area adjacent to your task force. Consult the Time Use Table to see if the Artillery Support arrives; place an Artillery Support marker in the area if successful. Continue operations.
 3. Call for an Air Strike, if desired, to hit an area adjacent to your task force. Consult the Time Use Table to see if the Air Strike arrives; place an Air Strike marker in the area if successful. Continue operations.
 4. Attempt to resupply, if desired. Consult the Time Use Table to see if the resupply occurs; if it does you may reload your tank with ammo. Continue operations.
 5. Enter adjacent area by moving the Task Force marker into the area.
 - a. Move any Artillery Support or Air Strike markers in the entered area from the Movement Board onto the Battle Board to remind you to resolve those operations.
 - b. Decide whether your task force will use advancing fire or not. If not, go to step c. If yes, consult the Friendly Action Table for ammo use and the number of Advancing Fire markers to be placed on the Battle Board (see 22.1). Then go to step c.
 - c. Consult Resistance Table for possible battle. If there was no Resistance marker in the area when you entered, first determine the area's resistance and then check for battle.
 - 1) If no battle occurs flip the Resistance marker over to mark US control and go to step d below.
 - 2) If battle occurs, mark off 15 more minutes of time and go to Battle, step 4.6.
 - d. Record victory points for area now under US control on After Action Report.
 - 1) If daylight remains and the area just captured is not your Exit area, go back to 4.53 above.
 - 2) If daylight remains and the area just captured is your Exit area, go back to 4.51, determine a new Start area, and continue from there.
 - 3) If no daylight remains, the day is finished; go to Evening Debriefing, step 4.9.

4.6 BATTLE (On Battle Board)

- 4.61 Place Advancing Fire markers available to you if employing Advancing Fire (see rules section 22.12).
- 4.62 Consult the Activation Table for the number and general type of enemy units appearing (see 12.2). The specific types of tanks, SPGs, and AT guns are not known until identified during the Spotting Phase of the Battle Round Sequence (see 17.4).
- 4.63 Place enemy units according to Battle Board Placement Table (see 12.3).
- 4.64 Resolve Advancing Fire, Artillery Support, and Air Strikes (if applicable) on the Friendly Action Table. (see 22.0 and 23.0)

- 4.65 Roll 1D for possible Ambush: 1-7=yes; 8-10=no. (Die roll -1 in rain, falling snow, or fog weather.)
1. If no Ambush, go to step 4.7, Battle Round Sequence.
 2. If Ambush occurs:
 - a. Consult Enemy Action Table for each enemy unit on the Battle Board (see 13.0 and 19.4).
 - b. Roll for random events on Random Events Table; then go to step 4.7, Battle Round Sequence.

4.7 BATTLE ROUND SEQUENCE

- 4.71 Smoke Depletion Phase: Deplete smoke in each zone by flipping one full strength Smoke marker to its back side, or by removing one Smoke marker already on its back side (see 18.2). Go to 4.72.
- 4.72 Spotting Phase: Determine what your crew can see by consulting the Spotting Table for each crewman. Mark those enemy units spotted or hidden with Spotted and Hidden markers. Determine the specific unit type for any unit identified (see 17.4). Go to 4.73.
- 4.73 Orders Phase:
1. Hatch Segment: Open or close hatches by placing or removing Open Hatch markers on the Tank Card.
 2. Orders Segment: Mark crew battle actions by placing Crew Action markers in the crew boxes on the Tank Card. Place only one marker per crewman.
 3. Ammo Reload Segment: Mark ammo reload if firing main gun by placing the Gun Reload marker in the box on the Tank Card for the ammo type you wish to reload. Also mark if ammo is to be drawn from the ready rack by placing the Ready Rack Ammo Reload marker with the Gun Reload marker. Go to 4.74.
- 4.74 Crew Actions Phase: Conduct crew actions.
1. Tank movement: resolve on Movement Tables (see 11.0). Tank movement may require the shifting of enemy units on the Battle Board.
 2. Tank main gun fire (see 9.0):
 - a. Mark off ammo on the After Action Report.
 - b. Consult correct To Hit table for gun to determine if target is hit. Mark a hit by placing either an HE or AP hit marker on the target.
 - c. If Rate of Fire possible (see 9.4), gun may be fired again (and again); mark off ammo for each shot, and mark any hits.
 - d. After all possible shots are fired, for each hit roll on the correct To Kill table for the gun to determine if the target is knocked out.
 - e. Remove KO'd enemy units from the board and record the victory points for their destruction on the After Action Report.
 3. Tank MG Fire (see 10.2):
 - a. Mark any Advancing Fire and consult Sherman Machine Guns Table for ammo use and gun malfunctions.
 - b. Conduct fire against spotted targets on the Sherman Machine Guns Table; mark off ammo used (see 16.3).
 - c. Remove KO'd enemy units from the board and record victory points on the After Action Report.
 4. Miscellaneous Actions:
 - a. Replace periscopes: Mark off a periscope replacement on the After Action Report for each one replaced.
 - b. Attempt to repair guns that have malfunctioned by consulting the Gun Repair Table; remove Malfunction markers for repaired guns.
 - c. Fire 2" smoke mortar: Place Smoke marker in target zone, and mark off one smoke bomb round on the After Action Report (see 18.1).
 - d. Throw smoke grenade: Place smoke marker on your tank, and mark off one smoke grenade on the After Action Report (see 18.1).
 5. After all crew actions are resolved, go to the Enemy Action Phase, step 4.75 below.

4.75 Enemy Action Phase: Roll on the Enemy Action Table for each enemy unit on the Battle Board.

1. Enemy unit movement (13.1):

- Roll for each moving enemy unit on the Battleboard Placement Table for new facing (vehicles only) and/or terrain.
- Place Moving marker on units that move.

2. Combat (13.2 and 13.3):

- Roll on Enemy Fire Combat Table for attacks not directed at your tank. Record any friendly casualties on the After Action Report.
- For attacks directed at your tank go to step 4.8 below.

3. After all Enemy Action is resolved, go to the Friendly Action Phase, step 4.76 below.

4.76 Friendly Action Phase:

1. Roll on Friendly Action Table once against each enemy unit on the Battle Board. Remove any KO'd units and record victory points on the After Action Report. Place any Smoke markers generated by Friendly Action.

2. After all Friendly Action is resolved, go to the Random Events Phase, step 4.77 below.

4.77 Random Events Phase (15.0):

- Roll once on the Random Events Table correct for the current scenario and resolve the event.
- If the Battle Board is now empty of enemy units, the battle for this area is over. Flip the area Resistance marker over on the Movement Board, record the victory points for control of the area, and return to Prepare for Battle, step 4.4 above.
- If the battle does not end, return to the Smoke Depletion Phase, step 4.71 above.

4.8 WHEN YOUR TANK IS A TARGET

4.81 Attacks from enemy tanks, SPGs, and AT guns:

- Roll on the Enemy AP To Hit Table to determine if your tank is hit. If the shot misses continue resolving Enemy Action (step 4.75 above). If it hits go to step 2.
- Roll on the Hit Location Table to determine where your tank is hit. Go to step 3.
- Roll on Enemy AP To Kill Table to see if shell penetrates your tank. If no penetration, continue resolving enemy action. If shell penetrates, go to step 4.
- Your tank has been knocked out (19.1):
 - Roll for explosion on the Tank Explosion Table.
 - If the tank explodes, the entire crew is killed. Go to 4.95.
 - If the tank does not explode, go to step b next.
 - Roll for crew casualties on the Wounds Table. Go to step c next.
 - Surviving crewmen roll for escape on the Bail Out Table. Go to step d next.
 - Roll for rescues of trapped crewmen on the Wounds Table (see 19.14). Go to step e next.
 - Roll on the Brew Up Table to see if the tank burns. If the tank burns, all crewmen still inside are killed. If it doesn't burn, crewmen inside are automatically rescued with no chance of wounds. Go to step f next.
 - Record crew casualties and how the tank was destroyed in the notes section of the After Action Report. Go to step g next.
 - The engagement or scenario ends with the destruction of your tank; go to step 4.9, Evening Debriefing.

4.82 Attacks from LW, MG, PSW, and SPW units: Roll on the Collateral Damage Table.

- If there is no effect go back to 4.75 and continue resolving Enemy Action.
- If your tank is hit, note any damage on the After Action Report under Notes. Roll for possibly hit crewmen on the Wounds Table (19.2). Then continue resolving Enemy Action.

4.9 EVENING DEBRIEFING

4.91 Roll for rating improvement for each surviving crew member. Roll 1D (a separate roll for each crewman): if the number rolled is higher than the crew member's current rating, his rating is improved by one. If the number rolled is less than or equal to his current rating, there is no change. Record any improvements on the After Action Report.

4.92 Total victory points for both your tank and the friendly forces and record these on the After Action Report. Multiply the totals by any scenario modifiers (as shown on the Report). If the combined victory points from both your tank and the friendly forces is positive, you have won the engagement or scenario.

4.93 Determine if you have been promoted according to rules section 25.0, and record a new rank on the After Action Report.

4.94 Roll for possible decorations on the Decorations Table and record any medals received on the After Action Report.

4.95 This day is now complete. Go back to Combat Calendar Check, 4.1 to begin the next.

5.0 USING THE BATTLE BOARD

The Battle Board is divided into two parts. The upper part is a display where the counters representing your tank and any enemy units you encounter will be placed. Below this display is the Tank Card on which you will monitor the condition of your tank and the actions of your crew.

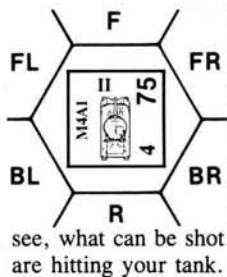
A small space is also provided at the top left to mark the weather. Across the top of the display is a brief flow chart of the battle round sequence.

5.1 DESCRIPTIONS AND DEFINITIONS

5.11 The upper part of the Battle Board is a distorted circle centered on a hexagonal hub. The counter representing your Sherman tank is placed in this hub and remains there throughout play, changing only the direction it is facing. Radiating out from the hub are three rings, each corresponding to a range of distance: close range (out to 250 yards), medium range (out to 1000 yards), and long range (out to a mile). When enemy units are generated, they will be placed in the ring corresponding to the range called for. The radiating rings are further divided into six sectors, each sector boundary originating at a corner of the hexagonal hub. Each sector thus has three zones, one for each range.

5.12 The sectors are each numbered, beginning at the bottom right: 1, 2, 3, 4-5 (3), 6-8 (2), and 9-10 (1). When an enemy unit is activated, roll 1D to determine which sector it appears in. For a roll of 4 or higher place the unit in the sector corresponding to that number. For a roll of 1-3, the enemy unit appears only in the corresponding sector if no US Control marker is in that sector. If a US Control marker is present, then the unit appears in the sector where the number is shown in parentheses. For example, if a 2 was rolled and Sector 2 was marked US Control, the unit would be placed in Sector 6-8 instead. Conversely, if a 6 was rolled and sector 6-8 is marked US Control but Sector 2 is not, the unit would be placed in Sector 2. If both paired sectors are US Controlled the enemy unit does not appear at all. The US Control markers represent the presence of friendly forces in your support. After an engagement begins, the number of US Controlled sectors may be increased or reduced due to the actions of your tank, Enemy Action, or Random Events.

5.13 Certain Enemy Actions call for enemy units to move in directions B (backward), R (to the right), L (to the left), and F (forward). A unit moving backwards remains in the same sector, but moves one zone away from the hub. A unit moving forward remains in the same sector, but moves one zone closer to the hub. A unit already at long range moving backward is permanently out of play. A unit already at close range moving forward jumps to close range in the sector on the other side of the hub directly opposite the sector it now occupies. Units moving to the right or left remain at the same range, but move one zone clockwise or counterclockwise, respectively.



5.14 The position of your tank counter in the hexagonal hub determines its facing. The hexside the tank is facing is the tank's front; directly opposite is the tank's rear. The other four sides are the tank's left and right front and rear sides. The facing of your tank has several important implications throughout play, determining what zones your crew can see, what can be shot at by which guns, and where enemy shots are hitting your tank.

5.2 THE TANK CARD

The Tank Card at the bottom of the Battle Board lists the special characteristics of your tank and is used to monitor the actions of your crew, your gun load, and the state of your ready rack. In the top left corner is the tank number. In the top right corner is the list of characteristics. In the bottom right corner is a chart of spotting restrictions for the crew.

5.21 On the overhead view of the tank, place an Open Hatch marker on hatches you want open. Unmarked hatches are closed.



5.22 Adjacent to the overhead view of the tank, each crew position has a labeled action box: C for the commander, G for the gunner, L for the loader, D for the driver, and A for the assistant driver. To order a crewman to perform an action, place the desired Action marker in the crewman's box. The driver and loader automatically perform the actions Stop and Load, respectively, unless ordered otherwise.



5.23 In the gun load section, place the Gun Load marker in the box of the ammo round loaded in the main gun. Also mark here what round type you want to reload after firing (with the Ammo Reload marker), and whether you will draw reloads from the ready rack (with the Ready Rack Ammo Reload marker).



5.24 In the ready rack section, place Rounds Left markers to show what type of rounds are in the ready rack and how many of each (see 16.23 Illustration). Ready rack capacity cannot be exceeded.



5.25 Certain tanks may have HVSS (horizontal volute spring suspension). If the Tank Card shows the special characteristic "HVSS 1-#", roll 1D. If the number rolled is within the range shown, place the HVSS marker in the HVSS box to show the tank has HVSS. Only check for HVSS the first day you operate the tank. No tank may have HVSS before November, 1944.

6.0 HOW TO WIN

In order to win an engagement or scenario, both you and your tank must survive. If you are killed or wounded sufficiently to miss combat for any time, or if your tank is knocked out, you lose. If both you and your tank survive, winning will depend on your score of victory points. Victory in the Campaign Game is a special case.

6.1 VICTORY POINTS

Victory points are scored for knocking out enemy units and capturing enemy territory. They are subtracted for the loss of friendly tanks and infantry squads, and the loss of US controlled territory. The points scored for each achievement are shown on the After Action Report. Each time a victory point action occurs, put a hash mark on the After Action Report. When the scenario or engagement ends, total the victory points into four categories: enemy units KO'd by your tank, enemy units KO'd by friendly forces, territory controlled (or lost), and friendly force losses (tanks and infantry squads).

6.2 VICTORY

When the engagement or scenario ends, multiply the victory points in the four categories by the multipliers shown on the After Action Report. Depending on whether the 4th Armored Division is advancing, engaged in a pitched battle, or defending against a counterattack, the gain or loss of territory and the destruction of

enemy units will be more or less important. If the sum of the adjusted positive and negative points is positive, you win. If the sum is negative, you lose.

6.3 CAMPAIGN GAME VICTORY

The campaign in the European theatre of operations ended in victory for the Allied armies, and the 4th Armored Division must be considered one of the big winners in view of their tremendous war record. For you as a tank commander, campaign victory is measured at a more basic level. If you are killed you lose. (Instead of starting over in this case, it is recommended that you assume the identity of your replacement and continue from there.) If you survive the entire campaign (regardless of wounds), you win.

7.0 CREW RATINGS

Each crew member is given a numerical rating of his skill at his position. The ratings range from 1 (the poorest) to 10 (the best). The higher a crew member's rating, the more successful he will be when trying to spot enemy units, hit enemy units with his weapons, repair malfunctioning guns, etc. Record the crew ratings on the After Action Report.

7.1 RATINGS FOR NEW MEN

Determine the rating for a new crew member by rolling 1D/2 (rounding up). For example, a roll of 5 would result in a rating of 3 ($5/2=2.5$ rounded up=3). When rolling for more than one new crewman, assign the ratings after all have been rolled for. For example, if rolling for an entirely new crew, roll up five ratings and then assign the men as you wish. It is suggested that the higher ratings be allocated in this order: commander, gunner, driver, loader, assistant driver.

7.2 RATING IMPROVEMENT

At the end of each day of action in the Campaign Game, check for each surviving crew member to see if his rating has improved. Roll 1D separately for each. If the number rolled is higher than his current rating, the rating is improved by 1. For example, your gunner has a rating of 5 and you roll a 9. This increases the gunner's rating to 6. A crewman whose rating has reached 10 cannot have his rating increased. Crew ratings can never decrease. Ratings can not improve if you avoid action for the day (see 20.1).

Ratings may also improve during refitting periods of the Campaign Game (see 27.1).

8.0 CREW ACTIONS

Your tank moves and fights according to the actions your crew and yourself perform. During a single battle round each crewman may perform one action. Each crewman has specific actions that only he may do, and there are a few actions that all or several crewmen may perform. Specific crew actions are marked with a one letter code for the correct crewman. The code letters are those shown in the action boxes on the Tank Card. During the Orders Segment (4.73.3) of the Battle Round Sequence place in the crewman's action box on the Tank Card the correct Crew Action marker for the job you want him to do.

8.1 COMMANDER (C)



8.11 Direct Movement: Direct the movement of the tank. This will reduce the chance of an accident, but you have no effect on any fire. You may continue to spot.



8.12 Direct Fire: Direct the fire of the main gun or any one machine gun; subtract your rating from the To Hit roll for main gun fire, or the To Kill roll for machine guns. You may continue to spot.

8.2 GUNNER (G)



8.21 Fire Main Gun: Subtract gunner's rating from To Hit roll for the main gun. May not spot.



8.22 Fire Co-Axial MG: Subtract gunner's rating from To Kill roll for the co-axial MG. May spot.



8.23 Rotate Turret: Turn turret to face any sector. May spot only in the sector to the turret's front after rotation.



8.24 Rotate Turret / Fire Main Gun: May rotate the turret any number of sectors and also fire main gun (but with a penalty). May not spot.



8.25 Repair Main Gun: Subtract rating from roll to repair the main gun on the Gun Malfunction Repair Table. Can only be used if the loader is also attempting to repair the main gun. May not spot.

8.3 LOADER (L)



8.31 Load: If no marker is placed in the loader's box, he will automatically reload the main gun if it is fired. Subtract the loader's rating from the To Hit roll for the main gun. May spot normally unless the main gun is being fired. If the main gun is being fired, the loader may not spot.



8.32 Repair Main Gun: Roll on the Gun Malfunction Repair Table to repair malfunctioning main gun. May not spot.



8.33 Repair Co-Axial MG: Roll on the Gun Malfunction Repair Table to repair malfunctioning co-axial MG. May not spot.



8.34 Fire Mortar: Firing the 2" smoke mortar places a smoke marker in close zone to the turret's front. Also automatically reloads the mortar if smoke bombs are still available. May not spot.



8.35 Change Gun Load: Change the ammo round in the main gun to any round still available. May not spot.



8.36 Restock Ready Rack: Replace rounds in the ready rack from those still available. May not spot.

8.4 DRIVER (D)



8.41 Stop: If no Action marker is placed in the driver's box, he automatically stops the tank. Remove any previously placed Moving marker from the tank. May spot.



8.42 Forward: Tank moves forward. May spot.



8.43 Forward to Hull Down: Tank moves forward looking for a hull down position. May spot.



8.44 Reverse: Tank moves backward. May spot.



8.45 Reverse to Hull Down: Tank moves backward looking for a hull down position. May spot.



8.46 Pivot Tank: Tank may change facing to any sector. (Pivoting tank loses hull down position.) May spot.

8.5 ASSISTANT DRIVER (A)



8.51 Fire Bow MG: Subtract rating from To Kill roll for bow MG. May spot.



8.52 Repair Bow MG: Roll on the Gun Malfunction Repair Table to repair malfunctioning bow MG. May not spot.



8.53 Pass Ammo: Assistant Driver passes ammo to speed reload time. Modify the To Hit roll by -10 when determining Rate of Fire. (Cannot be done when reloading from the ready rack.) May not spot.

8.6 NON-SPECIFIC CREW ACTIONS



8.61 Throw Smoke Grenade: Either commander or gunner may throw smoke grenades from their open hatch. (Grenades must still be available.) Place a smoke marker on the tank. May spot.



8.62 Fire AA MG: Commander (or loader in tanks with a split loader hatch and AA MG mount) subtracts rating from To Kill roll for the AA MG. Crewman must have open hatch. May spot.



8.63 Repair AA MG: Commander (or loader in tanks with a split loader hatch and AA MG mount) rolls on the Gun Malfunction Repair Table to repair the AA MG. May not spot.



8.64 Replace Periscope: A crewman who has had his periscope knocked out replaces the damaged periscope. May not spot.



8.65 Fire Sub MG: The commander (and loader in tanks other than those with an "A" turret) fires a .50 calibre submachine gun, either as Advancing Fire into an empty zone, or as direct fire against an enemy unit. Subtract the crewman's rating from To Kill roll. Crewman must fire from an open hatch. May spot.

9.0 SHERMAN MAIN GUN FIRE

The American versions of the Sherman tank available for play in **PATTON'S BEST** are armed with one of two types of main gun: either a 75mm gun (75) or 76mm gun (76L- the "L" denotes an improved long range capability). The main gun is directed to fire by placing either a Fire Main Gun or Rotate and Fire marker in the gunner's box on the Tank Card. The gun cannot be fired if it is not loaded or is malfunctioning. Resolution of a shot from the main gun requires up to five steps: 1) selecting an eligible target; 2) selecting Direct Fire or Area Fire; 3) hitting the target; 4) determining where the target was hit (vehicle targets only); and 5) determining if the target was destroyed (KO'd). However, you do not see the results of any hits until you have finished firing.

9.1 SELECTING A TARGET

Only those enemy units that have been spotted may be fired on. The main gun may only fire at a target in the sector to the turret's front. (By ordering the gunner to rotate and fire, the turret may be swung up to any sector and still fire, although with a penalty.) The gun may be fired at targets at any range, but the effectiveness of any fire drops at longer range. The main gun may be fired at only one unit per battle round, regardless of how many Rate of Fire shots are taken.

Infantry targets are LW, MG, and AT Guns; all other enemy units are vehicles.

9.2 DIRECT FIRE OR AREA FIRE

Direct Fire represents aiming a shot at a specific target. Area Fire represents shooting into a general area. All AP and HVAP shots must use Direct Fire or they have no effect. WP and HCBI shots must use Area Fire, and HE ammo can be used for either.

9.3 HITTING THE TARGET

9.31 Determine whether the target fired on is hit by consulting the correct row of the To Hit Table. The correct row will depend on the type of gun you have (75 or 76L), the type of target (infantry or vehicle), the type of ammo being fired, and whether you are using Direct Fire or Area Fire. At the top of the table are shown the basic To Hit numbers for each type of fire. You must roll the number shown or less on 2D (after modification) to score a hit.

9.32 At the bottom of the table are shown various factors that may modify the number rolled upwards or downwards. Note also that smoke and certain types of weather may halve the basic To Hit number several times (before any modifications).



9.33 If a hit is scored with AP or HE ammo, mark the target with an appropriate hit marker. If the target is hit with a smoke round, place a Smoke marker in the zone.

9.34 If you achieved a Rate of Fire with your To Hit roll, you may immediately fire again. If your roll To Hit does not achieve a Rate of Fire, your firing is finished for this round.



9.35 After your first shot at a target, place an "Acquired Target 1" marker on it. Place an "Acquired Target 2" marker on a target already marked "Acquired Target 1" if you shoot at it a second time. Acquired target modifiers to the To Hit dice rolls apply only to targets marked with the acquired markers. Only one target at a time may be acquired by your tank. Acquired markers are removed if your tank moves or pivots (unless your crew is gyrostabilizer trained—see 27.2), if your turret rotates away from the target's zone, or if you fire at a different target.

9.4 RATE OF FIRE

Achieving Rate of Fire allows your crew to immediately fire another shot from the main gun. When a To Hit roll is made firing the main gun, the number rolled also determines whether the gun has achieved Rate of Fire. If the roll is low enough (30 or less for a 75 gun, 20 or less for a 76L gun), you may immediately elect to fire again (and again and again until either Rate of Fire is not rolled or your ammo runs out).

9.41 The Rate of Fire Table details a number of modifiers that may affect the number needed to achieve Rate of Fire. These modifiers affect only the Rate of Fire, and have no effect on the To Hit dice roll.

9.42 Successive Rate of Fire shots must be fired at the original target, even though you don't know yet the result of previous hits. You may not switch targets during a round.

9.5 KILLING THE TARGET

For each hit scored against a target now consult the correct To Kill Table to determine if the target is knocked out (KO'd).

9.51 HE VERSUS INFANTRY TARGETS: Both Area and Direct Fire versus infantry targets by 75 and 76L guns is resolved on the same table. At the top of this table are listed the base numbers which must be rolled To Kill the target. At the bottom of the table are listed factors which may modify the number rolled.

9.52 AP VERSUS VEHICLES: There are separate tables for each gun firing AP versus vehicle targets. All tables show a number for each type of enemy vehicle for three different facings (front, side, and rear), three different ranges (close, medium, and long), and in some cases for both turret or hull hits. (Where different numbers are shown for turret and hull hits, roll 1D on the Hit Location Table to determine where the shell hit.) If the number rolled is less than or equal to the number shown on the table, the target is KO'd.

9.53 HE VERSUS VEHICLES: In general HE is not an effective weapon against vehicles, but it can kill those with light armor and trucks. Consult the HE Versus Vehicles Table for both 75 and 76 HE fire. Here also the location of the hit may need to be determined, and rolling the number shown or less KO's the vehicle.

9.6 AMMO LOADS AND RELOADS



During the Prepare For Battle step of the Sequence of Play you have the opportunity to choose an ammo load for your main gun. When the battle round sequence begins this is the type of ammo in your gun and what you will fire with your first shot. If you elect to leave your gun unloaded, you may not fire in the first battle round, but you may load the gun as you choose preparing for the second round. If you choose to use Advancing Fire when entering a new area, you must load your

gun with HE. Mark the ammo load by placing the Gun Load marker in the correct ammo box on the Tank Card. Only those ammo types listed on the Tank Card can be loaded and fired from your gun.



During step 4.73.3 of the Battle Round Sequence you must mark what type of ammo you want reloaded if you are firing your main gun. If you achieve rate of fire and wish to continue firing, your additional shots will all be the type of ammo selected as your reload. During this step also mark whether you want to draw ammo from your ready rack. Doing so increases your chance of achieving rate of fire. Ammo is marked off as used only after being fired; loading ammo into the gun does not use it as it is possible to change gun loads. Place the Gun Reload marker (and Ready Rack Ammo Reload marker if desired) in the Gun Load section of the Tank Card.

10.0 SHERMAN MACHINE GUNS

10.1 DESCRIPTION



In addition to its main gun, a Sherman tank is armed with several machine guns (MG). The .30 caliber bow MG is mounted in the front right hull and is fired by the assistant driver. The .30 caliber co-axial MG is mounted in the turret front along the same axis as the main gun and is fired by the gunner. The .50 caliber anti-aircraft MG (AA MG) is fixed to a pintle mount (post) on top of the turret and is fired by the commander or, in some configurations, the loader. Several hand held submachine guns (sub MGs) are carried in the turret and may be fired from open hatches.

10.2 FIRING MACHINE GUNS

10.21 Machine guns are directed to fire by placing a Crew Action marker on the operating crew member's box on the Tank Card. For example, if you want the co-axial MG to fire, place the Fire Co-Axial MG marker in the gunner's box.

10.22 Only those enemy units that have been spotted may be fired on. The co-axial MG may only fire at a target in the sector to the turret's front. The Bow MG may only fire into the sector to the tank's front. The AA MG or a sub MG may be fired into any sector, but the firing crewman must operate it from an open hatch. Any weapon may be fired at any range, although the effectiveness of MG fire drops at longer range. When your tank is hull down, the bow MG may not fire. Only one enemy unit may be fired at by each MG per battle round, unless the MG is performing Advancing Fire (see 10.24).

10.23 Machine guns are only effective against the following enemy targets: LWs, MG teams, trucks, and AT guns. They have no effect against other enemy units.

10.24 Machine guns may also be fired into zones that contain no suitable MG targets. This is a type of Advancing Fire. Mark the area with the correct Advancing Fire marker for that MG and roll for gun malfunction and ammo use. If enemy units move into this zone during the Enemy Action Phase of the round, roll normally to see if the MG fire KO's them. Advancing Fire in a zone will also reduce the chance and effectiveness of a Panzerfaust attack originating from the zone.

11.0 SHERMAN MOVEMENT



Movement by your tank on the Battle Board is represented by you ordering one of the following driver crew actions: Forward, Forward to Hull Down, Reverse, or Reverse to Hull Down. However, due to the abstraction of the Battle Board system of sectors and zones radiating out from the hub your tank occupies, your tank never moves anywhere. Instead, what actually happens is that enemy units shift their positions on the Battle Board relative to your tank's central position. For example, assume your tank is facing a sector containing an enemy tank at long range. If you order "Forward," the enemy tank changes from the long range zone to the medium range zone and your tank remains where it is. By ordering your tank forward you have closed the range to the enemy tank, but this relative change is accomplished by moving the enemy tank closer to you, not vice versa.

The four tank movement crew actions are resolved by referring to the two part Movement Table and rolling 2D. Part I of this table determines the effect of the movement on your tank. Part II determines the effect, if any, on the position and facing of enemy units.

11.1 EFFECT ON YOUR TANK

Ordering movement can have four possible effects on your tank: it may place you in a hull down position, you may throw a track (immobilizing the tank), you may bog down the tank (temporary immobilization), or none of these may happen. Reaching a hull down position is only possible if you have ordered either Forward (or Reverse) To Hull Down. Determine what occurs by rolling 2D on Part I of the Movement Table. Find the number rolled under the movement action you ordered and read along the row of the number to the left to find the result. The number rolled is modified by the ratings of the driver and possibly the commander, as well as bad weather conditions. Mark your tank with the correct marker if movement results in your tank becoming hull down, throwing a track, or bogging down.



11.11 Throwing a Track: A tank with a thrown track may not move or pivot for the remainder of the battle. Your tank must sit where it is until it is knocked out or until all enemy units withdraw or are eliminated. If the

Battle Board is cleared of enemy units, the day of combat is finished for your tank. The crew of a disabled tank may abandon the vehicle, but each man must roll once on the Wounds Table while making his escape; then go to Evening Debriefing, step 4.9.



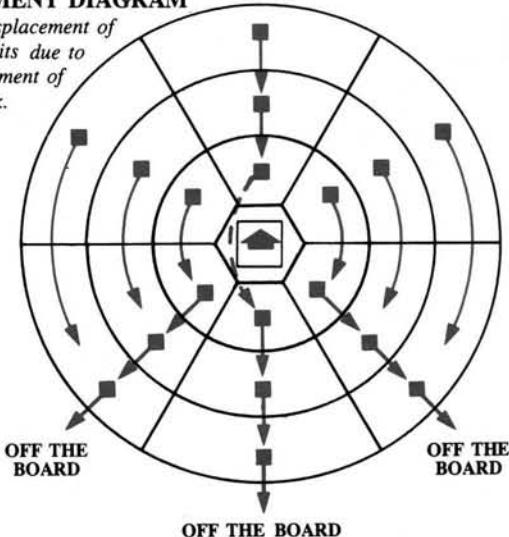
11.12 Bogging Down: A bogged down tank may not move or pivot until it has freed itself. A bogged down tank attempts to free itself by ordering Reverse movement and rolling 2D on the Bogged Down Table. If the result "Assistance Required" is rolled, the tank may not move or pivot or roll again on the Bogged Down Table. When the battle ends, your tank is assumed to be freed with the help of friendly forces, and play continues normally.

11.2 EFFECT ON ENEMY UNITS

The unmodified number rolled on the white die for the roll on Part I determines the effect of movement on the positioning of enemy units. Find the number rolled along the left side of the table and read across to the column under the movement action ordered. Depending on whether you were moving forward or reverse, enemy units may move towards you, away, remain in place and change facing, or remain unchanged. Movement of enemy units on the Battle Board takes place according to the Movement Diagram below. If an enemy vehicle is required to change facing, roll on the Battle Board Placement Table, Part II (Vehicle Facing), to see if the vehicle's facing changes. (It is possible the facing will not change.)

MOVEMENT DIAGRAM

Shows displacement of enemy units due to the movement of your tank.



- Direction of movement ordered for your tank.
- Enemy unit.
- Displacement of enemy unit due to your tank's movement.

11.3 LEAVING THE BATTLE BOARD

It is possible for your tank and the accompanying friendly forces to leave the Battle Board before an engagement is finished. This event can be triggered by your tank moving either forward or backward. Your task force is assumed to have left the Battle Board when movement by your tank causes all enemy units on the display to shift from a long range zone off the board. For example, assume the only enemy units in play are in the long range zone of Sector 6-8 (the sector your tank is facing) and you order reverse movement. If the effect of your movement is for the enemy units to move back off the board, your task force is considered to have instead retreated.

11.31 A retreat occurs when your tank faces either Sector 1, 2, or 3 and moves forward, or faces one of the other three sectors and moves backward. An advance occurs when your tank faces either Sector 4-5, 6-8, or 9-10 and moves forward, or faces one of the other three sectors and moves backward.

11.32 If you leave an engagement, place the enemy units that were still in play up to the moment of your leaving in the area on the Movement Board where the engagement took place. If you reenter that area again before reaching your exit area, another engagement is automatically triggered, and the remaining units are added to those units that are activated normally.

11.33 If you retreat from an engagement your task force returns to the area which you last occupied. If you advance out of an engagement by moving forward, place your Task Force marker in any area adjacent to the one you have left, except the area from which you entered it. Leaving an engagement uses up the time that would have normally been expended to move into the new area.

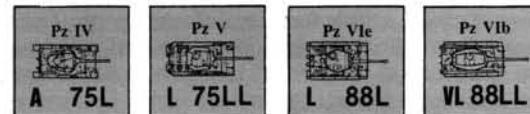
11.34 If you enter a new area not marked US Control, go back to step 4.4, Prepare for Battle, and complete 4.41 through 4.46. Then skip to 4.54, step 5, b.

12.0 ENEMY UNITS

Enemy units of the German armed forces engaged by the 4th Armored Division are represented in play by individual vehicles and small weapons teams. They are brought into play when battle is triggered by a roll on the Resistance Table. The number and type of enemy units appearing is determined by consulting the Activation Table.

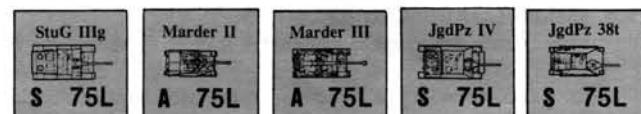
12.1 DESCRIPTION

Enemy units appear in two major types: vehicles and infantry. Vehicle types are tanks, SPGs, trucks, PSW, and SPW. Infantry types are LW (light weapons), MG (machine gun) teams, and AT (anti-tank) guns. Tank, SPG, and AT gun units are printed in black on their front side and in red on their back sides. When these units first appear place them red side up. They remain on their red side until they are identified by spotting.



12.11 Tanks or Panzerkampfwagen (Pz): Panzer (armored) + kampf (fighting) + wagen (vehicle)=armored fighting vehicle. Tanks have turrets, and appear in four types:

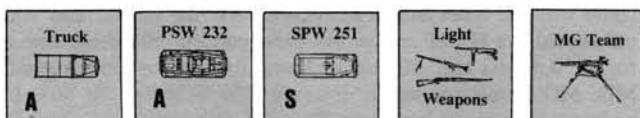
- Pz IV: medium tank
- Pz V: Panther medium tank
- Pz VIe: Tiger heavy tank
- Pz VIb: King Tiger heavy tank



12.12 SPGs (Self Propelled Guns): SPGs have no turret and are designed as assault or anti-tank guns. They appear in five types:

- STuG IIIg: Sturmgeschütz=assault gun; medium assault gun;

- Marder II: Marder=marten; medium assault gun;
 Marder III: medium assault gun;
 JagdPz IV: Jagdpanzer=armored hunter or tank destroyer; medium tank destroyer;
 JgdPz 38(t): Hetzer=troublemaker; medium tank destroyer.



12.13 Truck: Any medium truck of the period.

12.14 PSW: Panzerspähwagen=armoured scout car.

12.15 SPW: Schützenpanzerwagen=armored infantry vehicle (or armored personnel carrier).

12.16 LW: Light weapons units represent a source of infantry weapons fire.

12.17 MG Team: Represents the fire of a machine gun team.



12.18 AT (or PaK) Guns: PaK=Panzerabwehrkanone=tank defense cannon. Represent an anti-tank gun and its crew. AT Guns appear in three types: 50L (Pak 38), 75L (PaK 40), and 88LL (PaK 43).

12.2 ACTIVATION

When battle is triggered on the Resistance Table, roll for the appearance of enemy units on the Activation Table. The number of enemy units initially appearing depends on the level of resistance in the area: 2 for light resistance, 3 for medium, and 4 for heavy. For each unit that will appear roll once on the Activation Table under the column of the scenario type. This roll determines the type of unit that will be placed on the Battle Board.

12.3 PLACEMENT

Placing enemy units on the Battle Board consists of up to four steps to determine: 1) the sector to place the unit in, 2) the range within the sector, 3) the unit's facing (for vehicles only), and 4) the terrain the target occupies. There is no limit on the number of enemy units that may be placed in the same sector, at the same range, and in the same terrain.

12.31 Sector: The sector to place a new enemy unit is determined by a 1D roll as explained in rules section 5.12.

12.32 Range: To determine the range at which the enemy will be placed roll 1D on Part I of the Battle Board Placement Table. Range will depend on the unit type and the type of Movement Board area where the battle is taking place, as well as the die roll.

12.33 Vehicle Facing: Roll 1D on Part II of the Battle Board Placement Table to determine the facing of enemy vehicles. For front, side, or rear facing, position the front, side, or rear of the vehicle counter, respectively, towards your Sherman tank counter.

12.34 Target Terrain: Roll 1D on Part III of the Battle Board Placement Table to determine the terrain occupied by the enemy unit, or whether the unit is hull down or moving in the open. Mark units hull down, in woods, in a fortification, in a building, or moving in the open with the appropriate marker. Units in the open have no marker.

13.0 ENEMY ACTION

During the enemy action phase of the Battle Round Sequence refer to the Enemy Action Tables and roll for each enemy unit on the Battle Board. There is a separate table for each scenario. Enemy units will either do nothing, move to another zone or off the Battle Board, or fire at your tank or other friendly forces.

13.1 MOVEMENT

Enemy units may move in four directions: F (forward), B (backward), L (to the left), and R (to the right).

13.11 A unit moving forward remains in the same sector, but moves one zone closer to the hexagonal hub. If it is already at close range, it jumps to close range in the sector on the other side of the hub directly opposite the sector it now occupies.

13.12 A unit moving backward remains in the same sector, but moves one zone away from the hub. A unit already at long range in Sectors 4-5, 6-8, and 9-10 is removed from play. A unit already at long range in Sectors 1, 2, or 3 is removed from the Battle Board and placed on the Movement Board in the area you moved out of to enter the area where the battle is taking place. Remove the US Control marker (if present) in that area.

13.13 Units moving to the right or left remain at the same range, but move one zone clockwise or counterclockwise, respectively.

13.14 If an enemy unit moves into a sector marked US Control, remove the US Control marker.

13.15 Mark moving enemy units with a Moving marker. Remove any Spotted, Hidden, or terrain markers, but immediately reroll for new facing and/or terrain on the Battle Board Placement Table.

13.2 FIRE VERSUS INFANTRY

Enemy SPG, Tank, SPW, PSW, LW, and MG units may attempt to kill infantry squads of the forces friendly to you. Refer to the section of the Enemy Fire Combat Table labeled "To KO Infantry Squad" and to the correct row for the firing unit. The range for the enemy fire is determined by the range of the zone the unit occupies. For example, an MG unit in the long range zone of Sector 4-5 would be firing at long range. Roll 2D. If the number rolled is less than or equal to the number shown on the table, one US infantry squad is KO'd. Record the loss of the squad on the After Action Report.

13.3 FIRE VERSUS ANY TANK

Enemy SPG, tank, and AT gun units may attempt to kill Sherman tanks of the forces friendly to you. Refer to the section of the Enemy Fire Combat Table labeled "To KO Sherman Tank" and to the correct row for the gun type of the firing unit. The range for the enemy fire is determined by the range of the zone the unit occupies. Roll 2D. If the number rolled is less than or equal to the number shown on the table, one friendly tank is KO'd. Record the loss of the tank on the After Action Report.

13.4 FIRE VERSUS YOUR TANK

The enemy unit is trying to KO your tank. First roll on the Enemy AP To Hit Table to see if the enemy shot hits your tank. If it misses, continue resolving the action of the remaining enemy units. If the shot hits, roll on the Hit Location Table to see where the shot hit your tank. Once location is determined, roll on the Enemy AP To Kill Table to see if the shot penetrates your tank. If the shot doesn't penetrate, continue resolving enemy action. If it penetrates, your tank is knocked out.

14.0 FRIENDLY ACTION

Friendly Action represents the firepower of the friendly forces accompanying your tank. Roll 2D once on the Friendly Action Table for each enemy unit on the Battle Board. Friendly action will result in either no effect, destruction of the enemy unit, or the placement of smoke. Record the destruction of enemy units on the After Action Report.

15.0 RANDOM EVENTS

Roll 2D on the Random Events Table during the Random Events Phase of the Battle Round Sequence. Resolve the event immediately.

15.1 TIME PASSES

Fifteen minutes of time has passed since the beginning of the battle. Mark off 15 minutes on the After Action Report. If the passing

of this time moves the time past sunset, the battle continues as normal until resolved. Assume enough daylight remains to allow combat. Once the battle is finished, however, the day ends.

15.2 FRIENDLY ARTILLERY

Friendly Artillery represents the fire of support guns. Resolve this fire by rolling on the Friendly Action Table against each enemy unit on the Battle Board. Note the special modifier for artillery versus armored vehicles.

15.3 ENEMY ARTILLERY

Enemy Artillery represents the fire of guns in support of the enemy units on the Battle Board, and can result in the loss of friendly infantry squads and damage to your tank and exposed crew members. Roll 1D: 1-6 = 1 squad lost; 7-9 = 2 squads lost; 10 = 3 squads lost. Also roll on the Collateral Damage Table.

15.4 MINES

Mines represent the danger of passing over buried mines when moving into enemy territory. If your tank is not moving, this event is ignored. If you are moving, refer to the Minefield Attack Table to see if your tank is damaged.

15.5 PANZERFAUST ATTACK

 This event represents the random chance of an attack on your tank by a hand-held antitank rocket launcher. The German army of World War II was equipped with the Panzerschreck (a reusable launcher similar to the US bazooka) and the Panzerfaust (a more common disposable launcher). These weapons fired a shaped charge something like a lump of putty that ignited on impact and would burn through armor and send a jet of molten metal and burning gas into the tank. Refer to the Panzerfaust Attack Table to determine whether your tank is the object of this type of attack, and if so, whether the attack is successful.

15.6 HARASSING FIRE

This event represents the random spraying of fire at your tank in the hopes of causing casualties to exposed crewmen. It was also possible for this type of fire to cause collateral damage to your tank such as the damaging of periscopes, sights, and the AA MG. When this event is called for, roll on the Collateral Damage Table to see if any damage occurs.

15.7 FRIENDLY ADVANCE

This event represents the movement of friendly forces. Place one US Control marker in a sector of your choice that is empty of enemy units and adjacent to an already friendly sector. Ignore this event if no sector qualifies.

15.8 ENEMY REINFORCEMENT

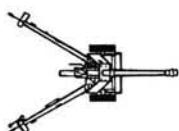
When this event occurs, immediately activate one additional enemy unit for an Advance scenario, and two additional units for Battle and Counterattack scenarios. Consult the Battle Board Placement Table for the positioning of each new unit.

15.9 ENEMY ADVANCE

This event represents the movement of enemy forces and the withdrawal of friendly forces. Remove one US Control marker from a Battle Board sector adjacent to an enemy unit, but don't move the enemy unit. If two sectors are eligible, roll 1D: 1-5 = left hand sector; 6-10 = right hand sector. Ignore this event if no sector qualifies.

15.10 FLANKING FIRE

This event represents aggressive movement and fire from friendly forces. Roll against each enemy unit on the Friendly Action Table with a die roll modifier of -10.



16.0 AMMUNITION

Ammunition (ammo) is loaded into your tank at the beginning of a scenario or engagement, and is consumed as you fire your weapons. Each model and variant of the Sherman tank has a limit on its normal load of ammo, both for its main gun and machine guns. Both the 75 and 76L fired AP and HE rounds. The 75 only could fire two types of smoke rounds, WP and HCBI. The 76L only could fire HVAP ammo. All tanks carried .50 calibre ammo for the AA MG and .30 calibre ammo for the bow and co-axial MG. MG ammo was stored in boxes, 250 bullets to the box. In addition, the normal load for a Sherman tank included six smoke grenades and 14 smoke bombs for the 2" smoke mortar. In the earlier Sherman models ammo was stored in sponson boxes in the hull sides. In later models ammo was stored in the floor and between the drivers in boxes flooded with a solution of glycol to retard fires (wet stowage). Extra main gun and MG ammo could be stuffed into the tank if desired, but at the cost of increased crew discomfort and danger.

16.1 AMMO TYPES

16.11 AP (Armor Piercing): Armor Piercing rounds were designed to maximize muzzle velocity to achieve penetration of enemy armored vehicles, and then explode inside.

16.12 HE (High Explosive): High Explosive rounds maximized the amount of explosive contained to destroy and neutralize unarmored targets with blast and shrapnel.

16.13 WP (White Phosphorous): White Phosphorous rounds (nick-named willy peter) ignited phosphorous upon detonation. They were used to put smoke on enemy positions to restrict their ability to see.

16.14 HCBI (Hexachloroethane—Base Initiating): Hexachloroethane rounds were chemical smoke used to obscure friendly positions where the fire of the WP round would be dangerous.

16.15 HVAP (High Velocity—Armor Piercing): HVAP rounds were a special "hot" round with a rigid core and increased muzzle velocity. They were officially issued only to tank destroyer units, but all 76 gun tank crews scrounged a couple for use in an emergency against German tanks.

16.2 LOADING AMMO

16.21 Ammo is loaded into your tank during step 4.26 of the Morning Briefing by noting on the After Action Report how much of each ammo type is to be carried. Consult the Ammo Tables for the amount of each type available.

16.22 Roll 1D on the Extra Ammo Table to determine if you are required to carry extra ammo. If not required to carry extra ammo, you may voluntarily carry up to 30 additional main gun rounds and 10 additional MG boxes.

16.23 On the Tank Card, mark the number and types of rounds loaded into your ready rack with the (ready rack) Rounds Left markers. Reloading from the ready rack during battle increases the chance of achieving Rate of Fire. Each Sherman variant has a ready rack limit that cannot be exceeded.

Ready Rack Capacity: 8

H E		Rounds Left	2	3	4	5	6	7	8
A P	0	1	Rounds Left	4	5	6	7	8	
W P	0	1	2	3	4	5	6	7	8
H C B I		Rounds Left	2	3	4	5	6	7	8

16.3 MACHINE GUN AMMO (OPTIONAL)

All rules dealing with MG ammunition should be considered optional and be followed only by choice. For most players the additional problems posed by the consideration of MG ammo are not worth the record keeping involved. Continue to check for MG malfunctions, but otherwise assume there is sufficient MG ammo on hand for all firing.

17.0 SPOTTING



Spotting is the attempt by members of the tank crew to see and identify enemy units on the Battle Board. The placement of activated enemy units on the board does not mean that you can see them. You know they are there perhaps because you have heard them or by radio reports, but until one of your crewmen spots the unit you cannot see it (or shoot at it). Enemy units on the Battle Board can be either 1) unspotted, 2) spotted but not identified, 3) spotted and identified, or 4) hidden. Spotting is attempted during the Spotting Phase, step 4.72 of the Battle Round Sequence, by referring to the Spotting Table.

17.1 SPOTTING PROCEDURE

17.11 For each crewman attempting to spot an enemy unit roll 1D. If the roll is less than or equal to the crewman's rating he has spotted the unit. Mark the unit with a Spotted marker.

17.12 If the roll is equal to half or less than half of the crewman's rating (round down) he has also identified the unit. Consult the Enemy/AFV Appearance Table to determine the specific type of previously unidentified enemy tanks, SPs, and AT guns.

17.13 There are a number of factors that can modify the spotting die roll, as listed on the Spotting Table. Small, large, and very large targets are identified with an S, L, or VL, respectively, on their counters.

17.14 A spotting attempt roll of 9 or 10 before any modifications always means the unit is hidden from view in its current position and spotting is impossible by any other crewman this round. Mark any hidden units with a Hidden marker. You may not attempt to spot a hidden unit, nor may an already spotted unit become hidden, unless either it or your tank moves in following rounds.

17.15 An enemy unit that is neither spotted nor hidden remains unspotted and can be looked for next round. Unspotted units have no marker.

17.2 SPOTTING RESTRICTIONS

Whether a crew member may attempt to spot and where he may look depends on whether he is buttoned up (his hatch is closed) or not, where he is facing, and what action he is performing.

17.21 The sectors in which each crewman may attempt to spot are noted on the Tank Card. Each crewman may attempt to spot every unit in a sector he can see. For example, the commander can spot into all sectors from an open hatch, and thus may attempt to spot every enemy unit on the Battle Board.

17.22 Performing certain crew actions may prevent a crewman from attempting to spot. Crew actions that allow spotting to continue have a spotting symbol (◎) on their marker. A crewman is considered to be performing an action until the next opportunity to change the Crew Action marker. For example, if the loader was ordered to repair the co-axial MG and has done so, he is assumed to be involved with that action through the Spotting Phase and cannot attempt to spot (as noted by the lack of a spotting symbol on the Repair CMG marker).

17.23 Crewmen with closed hatches (other than the gunner) and broken periscopes may not spot. The gunner may spot if either his sight or periscope is unbroken.

17.24 During falling snow and fog weather, spotting is only possible at close range.

17.25 Spotting rolls are +1 for each Smoke marker on your tank, in the zone with the unit you are attempting to spot, or in any zones between.

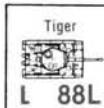
17.3 HIDDEN UNITS



Hidden enemy units cannot be spotted, cannot be fired on, and cannot thereafter fire at you, until either your tank moves or the hidden unit moves during the Enemy Action Phase. If either event occurs, remove the Hidden marker. You may attempt to spot this unit during the next Spotting Phase.

17.4 UNIDENTIFIED UNITS

Enemy trucks, PSW, SPW, LW, and MG units are always identified. When a PSW/SPW is activated roll immediately on the Enemy Vehicle / Gun Appearance Table to see which appears.



When enemy tank, SPG, or AT gun units are activated and first placed on the Battle Board, they are placed with their red (back) side up. This indicates they are unidentified. As a tank commander you know either a tank, SPG, or AT gun is present, but you don't know which type of each until you identify it during a Spotting Phase. All unidentified tanks are assumed to be Pz VIe, all SPGs are STuG IIIg, and all AT guns are PaK 43 (88LL). When one of these units is successfully identified, consult the Enemy Vehicle / Gun Appearance Table to determine what type of unit is actually present.

For example, an unidentified tank is placed at medium range to your tank's front. During the Spotting Phase your gunner rolls sufficiently low to identify the vehicle. You immediately roll a 5 on the Enemy Vehicle / Gun Appearance Table under the tank column, resulting in the identification of the tank as a Pz IV. Replace the red Pz VIe counter with a black Pz IV counter.

Unidentified units are treated as the unit pictured for all purposes until identified, so it is often critical to identify them as quickly as possible. Continue attempting to spot unidentified units until they are identified.

18.0 SMOKE

Smoke can be placed on the Battle Board as a tactical tool to obstruct the fire of enemy units. Smoke can be created from smoke grenades, smoke bombs fired from a 2" smoke mortar, and from WP or HCBI rounds fired from the main gun. Not all Sherman tanks have a smoke mortar, and only tanks with a 75mm gun may fire WP and HCBI rounds. Smoke may also be placed by Friendly Action. Enemy units never place smoke.

18.1 PLACING SMOKE



18.11 Smoke Grenades place a Smoke marker on your tank. One grenade is thrown by a crewman performing the Throw Smoke Grenade action. Mark off one smoke grenade on the After Action Report.



18.12 Smoke Bombs are fired from tanks having a 2" smoke mortar by the loader performing the Fire Mortar action. Place a Smoke marker in the close range zone directly to the front of the turret. Mark off one smoke bomb on the After Action Report. When the loader fires the smoke mortar, he automatically reloads it with another bomb as long as bombs remain.

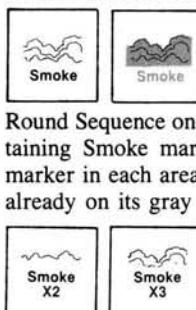
18.13 WP rounds are fired from the main gun as Area Fire on the To Hit Table. If the round does not hit, no smoke is placed. If the round hits, place one Smoke marker in the target zone. Mark off one WP round on the After Action Report.

18.14 HCBI rounds are fired from the main gun in the same manner as WP rounds. However, if the round hits place two Smoke markers in the target zone. Mark off one HCBI round on the After Action Report.

18.15 Friendly Action may place a Smoke marker when rolling against enemy AT guns, SPGs, and tanks. Place a Smoke marker in the zone the target unit occupies.

18.16 The amount of smoke in play at any one time is limited by the number of Smoke markers in the counter mix. If all Smoke markers are in play, more smoke cannot be placed.

18.2 DEPLETING SMOKE



Smoke markers are printed in black on their front and in gray on their back. When first placed the black side is shown up. During the Smoke Depletion Phase (4.21) of the Battle Round Sequence one Smoke marker is depleted in each zone containing Smoke markers. Deplete smoke by either flipping one marker in each area to its gray side, or by removing one marker already on its gray side.

18.21 Included in the mix of markers are several multiple Smoke markers, representing 2 or 3 Smoke markers. These markers can be used to make change or replace several

Smoke markers in one zone. When one of these markers already on its back side is depleted, make change with smaller Smoke markers. For example, to deplete a $\times 2$ Smoke marker already on its back side, replace it with a single smoke marker on its front side. It takes four depletions to remove a $\times 2$ Smoke marker.

18.22 Smoke depletes twice as fast during rain weather.

18.3 SMOKE EFFECTS

18.31 On Fire Attacks: All fire into, out of, and through a zone containing smoke has a reduced chance of hitting its target. Each Smoke marker encountered reduces the base number needed To Hit by one half (round down). For example, if employing Direct Fire at a medium range infantry target with a 76L gun (base To Hit number of 45), and there are 2 Smoke markers in the target sector's zone and 1 in the close range zone, the base To Hit number is reduced to 05 ($[1/2 \times 1/2 \times 1/2 = 1/8] \times 45 = 5.6$ rounded down to 5).

18.32 On Spotting: Add +1 to the die roll when attempting to spot for each Smoke marker in the target's zone, in intervening zones, and on your tank.

19.0 CREW CASUALTIES

While playing **PATTON'S BEST** it is possible for the crewmen of your tank to be wounded and killed. Crew casualties can occur when your tank is knocked out, or when a crewman at an open hatch is hit by artillery or small arms fire. In both cases, the degree of injury is determined from the Wounds Table.

19.1 INSIDE THE TANK

Crewmen with no hatch or with a closed hatch are inside the tank and can only be hurt by gunfire or a Panzerfaust attack which penetrates your tank's armor. When an enemy attack successfully rolls To Kill your tank, it has been knocked out and you must check for crew casualties.

19.11 First determine if the tank explodes by consulting the Tank Explosion Table. All crewmen of an exploding tank are killed.

19.12 If the tank did not explode, roll for each crewman on the Wounds Table to determine if any are wounded, and if so, how seriously. Note that where the enemy shell hit your tank (the hit location) can affect which crewmen are wounded (see the Hit Location Table).

19.13 All surviving crewmen must attempt to bail out (escape) from the tank. Roll for each on the Bail Out Table; then roll again on the Wounds Table for each crewmen who gets out of the tank.

19.14 Crewmen who have escaped from a knocked out tank and are not seriously wounded may attempt to rescue other crew members who failed to bail out. Each crewman outside may attempt one rescue, and only one rescue may be attempted for each crewman inside. For each rescue attempt roll once again on the Wounds Table for the rescuer. If the rescuer is not seriously wounded or killed during the rescue attempt, he automatically frees the trapped man. Do not roll for additional wounds for the trapped man. If the rescuer is killed or seriously wounded while attempting the rescue, the man inside remains trapped.

19.15 After all rescue attempts are completed, consult the Brew Up Table to determine if the tank burns. Any crewmen still trapped inside a burning tank are killed. If the tank does not burn, all trapped crewmen are automatically rescued.

19.2 WITH OPEN HATCHES

Crewmen with open hatches are considered to be partially exposed outside the tank and may become casualties when either Enemy Action or Random Events call for a check of collateral damage. This represents the danger of being exposed to random artillery and small arms fire. When called for, consult the Collateral Damage Table to see which, if any, crew positions are threatened. If that crew member has an open hatch, roll on the Wounds Table to determine if he is wounded.

19.21 As long as a crew member does not take a wound that puts him out of action for a week or more, he may continue to function normally.

19.22 If a crew member takes a wound that puts him out of action for one week or more, he is incapacitated and immediately ceases performing any crew actions. Note any incapacitated crewmen in the notes section of the After Action Report. The assistant driver may move through the tank to replace any one incapacitated crewmen. An incapacitated driver is moved to the assistant driver's position, and incapacitated men in the turret are placed on the turret floor. While occupying any other position except driver, the assistant driver's rating is halved (round down). This change takes one full round.

19.3 REPLACING CREW CASUALTIES

A tank with one or more incapacitated crew members must continue to function to the best of its remaining ability until either the battle in this area ends, the tank is knocked out, or the tank is able to retreat out of the area (see 11.3). If the tank is knocked out, the day ends for the tank and replacement crewmen are rolled for at the beginning of the next day of combat. If the tank withdraws or the battle ends, replace incapacitated crewmen immediately, by rolling for a new man. Then continue the scenario.

19.31 Replace incapacitated crewmen by erasing their names from the After Action Report and adding new names. Roll for the ratings of new men as described in the rules for Crew Ratings, 7.0.

19.32 Replacing crewmen takes 30 minutes. Mark off this time on the After Action Report.

19.33 Wounded crewmen who are out for a number of weeks may rejoin your crew the day after their period of convalescence is over. For example, a man wounded on the 5th of the month and out one week is eligible to rejoin your crew the morning of the 13th. Write in the returning man's name at his old position. The man who temporarily held the position is erased (and is considered to have moved to another crew). If you don't bring back wounded crewmen when they are eligible, they may not thereafter rejoin. Returning crewmen retain the crew ratings they had when wounded.

20.0 THE CAMPAIGN GAME

The campaign game of **PATTON'S BEST** recreates the actions of the 4th Armored Division from late July, 1944 through April, 1945. Each day the 4th Armored saw action, there is a chance your tank will fight; when the Division is refitting, you will be resting. Each day begins with a check of the Combat Calendar to see what the Division was doing on that day. The four possibilities are refitting, an Advance scenario, a Battle scenario, or a Counterattack scenario.

The campaign game includes provisions for the improvement of your crew's ratings, promotions and decorations for yourself, and the building of a cumulative score of enemy units destroyed by your tank.

20.1 COMBAT CALENDAR

For each day of the campaign the Combat Calendar shows either the notation "Refitting" or a three part scenario code such as "A/2/L." When the Division is refitting, it is in reserve absorbing replacements and retraining. (See rules section 27.0 for additional effects.) The presence of a scenario code for the day shows combat is possible. The three parts of the code indicate: the type of scenario / the probability of being in combat / the expected enemy resistance.

20.11 Scenarios: A=Advance scenario; B=Battle scenario; C=Counterattack scenario.

20.12 Probability of Combat: Roll 1D. If the number rolled is less than or equal to the number shown in the scenario code, you go into action this day, and begin the Sequence of Play. If the number rolled is higher than the code number, you miss combat this day. Mark the day off as completed on the calendar, and go on to the next.

20.13 Expected Enemy Resistance: L=light; M=medium; H=heavy. The resistance code for the day will affect the probability of battle when a new area is entered on the Movement Board, and the number of enemy units activated on the Battle Board. The expected enemy resistance will be needed when you consult the Resistance and Activation Tables.

20.2 ADVANCE SCENARIO

An Advance scenario represents the fluid situations that developed as the Division was driving through enemy territory and meeting only scattered groups of defenders. An Advance scenario follows the Sequence of Play as is.

20.3 BATTLE SCENARIO

A Battle scenario represents an assault by the Division against prepared and well-defended positions. Resistance will be higher than for advances, and only limited amounts of territory will be gained. A Battle scenario also follows the Sequence of Play as is.

20.4 COUNTERATTACK SCENARIO

A Counterattack scenario represents the Division on defense against an enemy counterattack. Because the enemy is coming at you, play is changed somewhat. After the Time Check (4.3) determines how much time has passed since sunrise, the Sequence of Play is modified. Change Prepare for Battle (4.4), Movement Sequence (4.5), and Battle (4.6) as follows:

20.41 Prepare For Battle: For step 4.41, your deployment is automatically Stopped/Hull Down. Place a Hull Down marker on your tank. Steps 4.42 through 4.47 remain unchanged.

20.42 Movement Sequence: Delete step 4.53 and all operations of step 4.54 except Ammo Resupply which remains as is. Instead, each 15 minutes roll 1D on the Resistance Table to determine if battle occurs. If not, mark off 15 minutes and roll again. When daylight runs out, the day is over—go to the Evening Debriefing. If battle occurs, mark off 15 minutes and go to Battle (4.6).

20.43 Battle: Delete steps 4.61 and 4.64. If no Ambush occurs, go to the Battle Round Sequence, 4.7. If an Ambush occurs, do not conduct Enemy Action, but instead perform the following steps:

- 1) For your tank go to Battle Round Sequence and follow steps 4.72 through 4.74;
- 2) Perform step 4.76, Friendly Action Phase;
- 3) Perform step 4.77, Random Events Phase;
- 4) Go to the Battle Round Sequence, step 4.7.

20.44 If battle (or even your Ambush) clears the board of enemy units, return to Time Check, step 4.32, to determine how many hours pass before the battle becomes possible again. Mark off the hours that pass, and go to Prepare For Battle (as in 20.41 above).

20.45 If you retreat from the Battle Board, mark off 15 minutes and record the loss of one area. Move your Task Force marker one area on the Movement Board in the direction of the Exit marker by the shortest route. If two or more areas are equally close, you may choose either one. Go back to Prepare For Battle (as in 20.41 above).



21.0 TIME

The length of a day of battle in the Campaign Game is determined by the passage of time. On the After Action Report is a section marked Time, where the hours 0500 through 1900 are each divided into four 15 minute blocks. (Exception: there is only one 15 minute segment after 1900 because sunset will occur no later than 19:15.) During the Time Check phase of the sequence of play consult the Sunrise/Sunset Chart to determine the hours of sunrise and sunset. Mark out all time before sunrise and after sunset. The remaining (daylight) hours are available this day for play.

A certain amount of time is assumed to have passed this day before the current scenario actually begins. This time is determined by rolling 1D/2 where 1D divided by 2 (rounded down) + 1 = the number of hours past sunrise. For example, assume the month is September (sunrise at 5:30) and the die roll is a 7. The scenario actually begins at 9:30 (5:30 + [7/2=3.5 rounded down to 3 + 1=4]=9:30). Mark out the time that has passed since sunrise.

All operations performed on the Movement Board expend time as listed on the Time Use Table. Once battle is triggered and you engage in combat on the Battle Board the passage of time is represented by the random event "Time Passes." Each battle round there is a 5% chance of this event occurring, and when it does, one block of time is marked off.

Play continues, shifting back and forth from the Movement and Battle Boards as necessary, as long as daylight (unmarked time boxes) remain. If you mark out the last time box while performing an operation on the Movement Board that doesn't trigger a battle, the day ends immediately and you go to the Evening Debriefing phase of the sequence of play. If the last time box is marked out during combat on the Battle Board, continue the engagement until it is resolved. Assume enough daylight remains to allow all combat to be completed. When the engagement finishes, go to the Evening Debriefing phase.

22.0 ADVANCING FIRE

Advancing Fire represents blind HE and MG fire at places likely to be concealing unknown enemy units. It may take place both when your tank first enters a new map area, and during Battle Rounds.

22.1 ENTERING A NEW AREA

When your task force enters a new area on the Movement Board you may have the task force conduct Advancing Fire. You make this choice during the Movement Sequence. If you elect to conduct Advancing Fire at this time, you may place a number of Advancing Fire markers on the Battle Board. If battle then occurs in the area, the Advancing Fire may remove enemy units appearing in the zones with the markers. Your tank itself takes no specific action, as the Advancing Fire is considered the effort of the entire task force, including your tank. However, ammo is expended by your tank for this Advancing Fire whether a battle occurs or not. If battle does occur, the following steps take place.

22.11 Ammo Use: Mark off 1D/2 (round down) HE rounds and .30 caliber MG ammo boxes, regardless of whether battle occurs or not.

22.12 Advancing Fire Markers: Place up to six Advance Fire markers anywhere on the Battle Board except in Sectors 1, 2, or 3, or in the long range zone of Sector 6-8. You may place more than one in a zone. For every 3 friendly tank losses (round up), omit one Advance Fire marker.

22.13 Resolution: Advancing Fire is resolved in each Battle Board zone containing both Advance Fire markers and enemy units during Battle, step 4.64. For each present Advance Fire marker, roll once on the Friendly Action Table against each enemy unit in the zone. Enemy units "knocked out" by this fire actually represent units withdrawing, and are not considered destroyed. No victory points are scored for these units.

22.14 After Advancing Fire is resolved, remove the Advance Fire markers from the Battle Board.

22.2 DURING BATTLE ROUNDS



You may fire your tank's MGs into zones containing no spotted units as a type of Advancing Fire. Order the correct crew action (for example, Fire Bow MG), and place the Advance Fire marker for the MG (Bow MG Advance Fire) in the zone you want to fire at. Place the marker after any tank movement or facing changes. This type of fire can KO enemy units which move into the Zone, and reduce the danger of Panzerfaust attacks.

22.21 During the Crew Action Phase of the Battle Round Sequence roll 2D: 1-30 equals 1 ammo box expended (ignore if MG ammo rules are not being used); 31-97=no special effect; 98-100=MG malfunction.

22.22 Each enemy truck or infantry type unit that enters or is placed in this zone during this round may be immediately fired on by your MG according to the Sherman MG Versus Infantry Tank Table. Record any kills as victory points for your tank.

22.23 Remove these Advancing Fire markers specific for your MGs at the beginning of the Orders Phase (4.73) of the next round.

23.0 ARTILLERY SUPPORT AND AIR STRIKES

23.1 ARTILLERY SUPPORT



Artillery support can be called for during the Movement Sequence. This operation takes 15 minutes. Mark off the time and roll 1D as shown on the Time Use Table to see if the support arrives: 1-7 artillery support arrives; 8-10 support doesn't arrive. If the roll is successful, place an Artillery Support marker in the area where you wish the artillery to land. If at any time thereafter this day you enter the marked area (before reaching your exit area), the artillery support will attack all enemy units appearing. Additional artillery support may be called for, but no more than three support markers may be on the Movement Board at one time, the limit of the counter mix. You may voluntarily pick up an Artillery Support marker if you decide to attempt to place it elsewhere.

Artillery support takes effect in a newly entered area immediately after any appearing enemy units are placed on the Battle Board. Resolve Artillery Support by rolling on the Friendly Action Table against each enemy unit. Enemy units destroyed by Artillery Support are immediately removed from play, and the victory points for their destruction are recorded under friendly forces. Roll again against each surviving enemy unit for each additional support marker.

23.2 AIR STRIKES



Air Strikes function very similarly to artillery support with a few exceptions. They take longer to call for (30 minutes), they are less likely to arrive (roll 1D: 1-4=arrives; 5-10=fails to arrive), and they are more effective against armored targets. Also, Air Strikes may not be called for during overcast or falling snow weather. While the 30 minutes spent calling for the air strike is passing, you may perform one additional 15 minute operation (such as call for Artillery Support or check an additional area for resistance).

24.0 TANK REPLACEMENT

PATTON'S BEST makes it possible for you to command any of 17 different variations of the M4 (Sherman) Medium tank used by US Army forces in the fighting in northern Europe (and one important variant used by Commonwealth forces only, the Firefly). In many cases the difference between models is slight, but giving you the chance to operate each may lead to a better understanding of why changes were made. The tank models available consist of four different chassis (M4, M4A1, M4A3, and M4A3E2), six different turrets, and usually two different guns (75 and 76L). For each of the 17 Sherman variations there is a separate Tank Card. The card for Tank #1 is printed on the game board, and the others are printed front and back on 9 cards.

Players beginning a campaign game are issued an M4 tank with a type A turret and a 75 gun (Tank #1). Tanks may be replaced under two circumstances: after you have had a tank shot out from under you (knocked out) in combat, or during a refit period on the Combat Calendar. There is no historical basis for replacing tanks during refits, and players may keep their old model as long they can. Destroyed tanks must be replaced.

To replace your tank consult the Tank Replacement Table. Roll 2D under the column for the current month and read across the row from the number rolled to the list of tank models down the table's left side to find the model of your tank replacement. Place the Tank Card for your new tank on the tank card space below the Battle Board. Record your tank model on the After Action Report. Note that crews whose combined ratings total 35 or more do not have to roll for their new tank model, but may instead choose the tank they receive.



Under the column of the current month, roll 2D to determine the model of your Sherman replacement. Crews with a combined rating of 35 or more may instead choose the tank model they receive.

Model	Turret	MONTH									
		8/44	9/44	10/44	11/44	12/44	1/45	2/45	3/45	4/45	
1) M4	A	1-6	1-5	1-3	1	1	1	1	1	1	
2) M4	B	7-20	6-15	4-10	2-4	2-4	2-3	2	2	2	
3) M4	C	—	—	—	5	5	4	3	3	3	
4) M4A1	A	21-27	16-21	11-15	6-8	6	5	4	4	4	
5) M4A1	B	28-45	22-35	16-25	9-15	7-9	6-8	5-6	5	5	
6) M4A1	C	—	—	—	16	10	9	7	6	6	
7) M4A3	A	46-47	36-37	26-27	17	11	10	8	7	7	
8) M4A3	B	48-50	38-40	28-30	18-20	12-14	11-13	9-11	8-9	8	
9) M4A3	C	—	—	—	21	15	14	12	10	9	
10) M4A3(75)W	D	51-70	41-58	31-49	22-42	16-34	15-30	13-24	11-20	10-15	
11) M4A3(75)W	E	—	59-60	50-54	43-51	35-47	31-46	25-44	21-44	16-43	
12) M4A3E2(75)W	F	—	61-65	55-59	52-56	48-52	47-51	45-49	45-49	44-48	
13) M4A3E2(76)W	F	—	—	60	57	53	52	50	50	49	
14) M4A1(76)W	G	71-80	66-75	61-75	58-71	54-65	53-62	51-59	51-57	50-54	
15) M4A1(76)W	H	—	—	—	72	66-68	63-67	60-65	58-64	55-63	
16) M4A3(76)W	G	81-100	76-100	76-100	73-97	69-94	68-90	66-86	65-82	64-78	
17) M4A3(76)W	H	—	—	—	98-100	95-100	91-100	87-100	83-100	79-100	

25.0 PROMOTIONS

As a fresh tank commander you begin the Campaign Game with the rank of sergeant. However, as the campaign continues, it is possible to be promoted up through the following ranks: staff (or platoon) sergeant, 2nd lieutenant, 1st lieutenant, and captain. Promotions depend on the cumulative total of victory points scored by your tank(s) for knocking out enemy units. Victory points are not modified by the scenario type for purposes of promotion. Record only the points listed for each unit type on the After Action Report. Keep a running total updated each day.

After each day of combat, check for promotion during the Evening Debriefing. For each 100 victory points scored by your tank you are promoted one rank. For example, assume you are still a sergeant but your tank has so far scored 93 points. If at the end of this day your tank has knocked out at least 7 victory points worth of enemy units, you are promoted to the rank of staff sergeant.

Staff Sergeant	100
2nd Lieutenant	200
1st Lieutenant	300
Captain	400

You may be promoted only once per month, but victory points continue to accumulate. For example, assume you have been promoted already in October, but score another 100 points in the month. At the end of your first day of combat in November you would be promoted again.

On the After Action Report there is a blank space under Rank next to the Commander. Fill in this space "Sergeant" or "SGT" until your are promoted. Thereafter write an appropriate abbreviation for your new rank.

26.0 DECORATIONS

If a sufficiently large number of victory points are scored in a single day by both your tank and the accompanying friendly forces, you have a chance to be awarded a military decoration for valor. The decorations that may be won are the Bronze Star (easiest to win), Silver Star, Distinguished Service Cross, and Congressional Medal of Honor (most difficult). The winning of Decorations has no effect on play.

26.1 PROCEDURE

At the end of each day of the campaign, check the Decorations Table (below) to see if you have a chance for a medal. In order to be awarded a decoration you must roll at least 200 (after modification) or more with a 2D roll. The required numbers that must be rolled for each decoration are listed below. These numbers can only be reached by the addition of the modifiers also listed. You may roll only once each day. If your roll is high enough to qualify for more than one decoration, you may choose which to receive. For example, if you roll high enough for both a Bronze Star and Silver Star, you may choose to receive either. You may only receive one decoration per day. It is possible to be decorated more than once with the same medal. The four decorations that can be rolled for and the number that must be rolled are shown below.



DECORATIONS TABLE

Bronze Star	200
Silver Star	225
Distinguished Service Cross	250
Congressional Medal of Honor	300

Die roll modifiers for decorations are:

- + Victory points scored by your tank, multiplied by two.
- + Victory points scored by friendly forces and for captured territory.
- +25 for pulling a crewman from a tank which burns.
- +5 if you are an officer (does not apply to the CMO).
- +5 if the commander was fighting from an open hatch during a roll on the Collateral Damage Table.
- +10 if you were wounded today.
- +5 in November and December.

26.2 ADDITIONAL AWARDS

As a combat soldier in the European Theater of Operations during World War II you can also receive the following medals:

- Purple Heart—awarded for each wound received in combat.
- European Campaign Medal—automatically awarded for taking part.
- WW II Victory Medal—automatic, but you have to wait until after May of 1945.

27.0 REFITTING

During the periods on the Combat Calendar marked Refitting, the Division is building itself back up to strength, replacing tanks, and training new crews. During a refit period you have the option of replacing your current tank (see 24.0). If the refit takes at least 7 days, you may attempt to improve your crew ratings and train your crew to use the gyrostabilizer.

27.1 CREW RATINGS

Roll 1D separately for each crewman, even those joining the crew during the refit. If the number rolled is higher than the crewman's current rating, his rating is increased by 1. Only one attempt is made per man for the entire refit period.

27.2 GYROSTABILIZER

A gyrostabilizer was attached to the main gun of Sherman tanks to keep the gun stabilized, or steady, in the vertical axis (up-down). When turned on it would keep the gun in a level position while the tank moved. In theory, this allowed the gunner to keep the gun aimed at a target, when moving, by adjusting only the turret's rotation. The gun could then be fired as the tank moved. In practice, most crews found the stabilizer dangerous (the gun would move up and down on its own) and difficult to use. However, others thought the stabilizer was a great asset if properly used.

In order to use the gyrostabilizer, your crew must be trained in its use. If not trained, you may not fire the main gun during rounds when the tank is moved or pivoted. Trained crews may fire the main gun while moving or pivoting, although with the penalty shown on the To Hit Tables. Gyrostabilizer training takes place during Refitting periods.

27.21 During a refit of at least 7 days, you may have your crew trained in the use of the gyrostabilizer if the combined rating of the crew is 30 or higher. Mark on the After Action Report that the crew is gyrostabilizer trained.

27.22 Once trained, your crew stays so unless your gunner is lost. Other crew casualties have no effect. Loss of your gunner loses your training. No replacement gunners have this training.

28.0 HINTS ON PLAY

The Sherman tank was not designed to engage enemy tanks, but was instead support infantry attacks and conduct sweeping movements behind breakthroughs in enemy lines. It fulfilled this role well. However, once ashore in France, Allied tankers often found their Shermans engaging much superior German tanks. The Sherman tank could be easily knocked out by German guns, while Sherman guns often had little effect against German vehicles. As the war continued, Allied tankers worked to develop new tactics and improve the Sherman tank to overcome German advantages. To survive in **PATTON'S BEST** you will have to develop your own tactics. The following hints are offered for new players who are unfamiliar with World War II tank operations. Hints are numbered according to the step in the Sequence of Play to which they apply.

4.26 Ammo Loads: Load about 60% HE, 30% AP, and 10% smoke for the 75. Take all the HCBI you can get and accumulate it from day to day, but don't carry more than 15 rounds of it. Load *ready rack* with at least half AP, one or two smoke rounds, and the rest HE. For the 76L load 60% HE and 40% AP, including all the HVAP you can get. Accumulate any left over HVAP from day to day. Load *ready rack* 75% with AP and 25% HE.

4.42 Hatches: Enter new areas with at least the commander's hatch open, possibly also the loader, driver, and assistant driver.

4.43 Gun Load: The most common load is HE, but smoke and AP can be considered. AP is a good choice for Counterattack scenarios. If you are planning to use Advancing Fire you must load HE.

4.44 Tank Facing: Face the tank and turret towards Sector 6-8. The first enemy units will all appear within one sector to your left or right, and this facing will minimize any turret rotation.

4.45 Spotting Markers: Place the Loader Spot marker outside Sector 4-5. If the commander is buttoned up with no vision cupola, place his spot marker outside Sector 9-10.

4.54 Operations: Call for Artillery Support or Air Strikes and use Advancing Fire only when entering areas with expected heavy, or possibly medium, resistance.

4.61 Advancing Fire Markers: Cover as many zones as possible, but be certain to cover all non-US Controlled close range zones.

4.73 1) Hatches: Once battle begins close up all hatches except possibly the commander's.

4.73 3) Ammo Reload: Reload from ready rack only if engaging a target that can knock you out.

4.74 1) Tank Movement: Try to get hull down. Move to get closer to targets and to try and get side or rear shots. Face your tank at a target you are trying to close with.

4.74 2) Tank Main Gun Fire: Fire at targets you can knock out. Use smoke to hide yourself from Pz V and Pz VI tanks, especially those at long range. Don't fire at targets you have a poor chance of killing, as you may draw their fire. Instead, move to spoil their aim and get yourself a better shot.

4.74 3) Tank MG Fire: Have the assistant driver fire Advancing Fire into the close zone to the tank's front if he has no target. Rarely fire the AA or Sub MGs.

4.74 4) Smoke Mortar and Smoke Grenades: These are most useful when you are bogged down or the main gun has malfunctioned. They also can be used to provide smoke while you are moving.

29.0 FUEL (OPTIONAL)

As in the case of machine gun ammunition, keeping track of fuel supplies and fuel use does not appear to add sufficient interest to play in proportion to the record keeping required. For those players wishing to add this extra bit of realism the following fuel rules are suggested. These rules are optional and not required.

All Sherman tank models carry a maximum of 35 units of fuel, where each unit equals 5 gallons (175 gallons total). During the Time Check step of the sequence of play when you determine the amount of time and ammo already expended for the day, the number

rolled also determines the number of fuel units already used. Subtract the number rolled from 35 to determine the number of fuel units remaining. Thereafter, fuel is consumed for action on both the Movement and Battle Boards, and is subtracted from the remaining total with each use. Keep track of fuel consumption in the Notes section of the After Action Report.

Moving from one area to another on the Movement Board consumes 2 fuel units. Successfully completing an ammo resupply operation refills the tank with fuel. Put the fuel supply back to 35 units. If your tank is out of fuel, assume the entire task force is out or low, and no movement on the Movement Board is possible until a successful ammo (and fuel) resupply occurs.

While on the Battle Board, fuel is consumed during movement. When the driver performs the actions Forward, Forward to Hull Down, Reverse, and Reverse to Hull Down, the number rolled on the colored die determines if a fuel unit is consumed. If the colored die roll is a 1-3, mark off 1 unit of fuel. A tank with no fuel may not perform the above movement actions, nor may the tank pivot.

30.0 BRITISH FIREFLY VARIANT



The Sherman Firefly was a British variant of the Sherman tank notable because of its gun, the British 17 pounder (a 76LL). This gun fired a 17 pound shell at very high velocity, and was capable of penetrating all but the thickest German armor. Although this gun was offered to the US, for various reasons it never was used by US troops. For historical interest and comparison, a Tank Card (#18) and an AP To Kill Table have been included for one of the Firefly models. This allows you to experience commanding one of the best Sherman variants, even though it was never used by the 4th Armored Division.

When employing the Firefly variant, make the following adjustments to the normal rules at the noted step in the Sequence of Play.

4.24 The Firefly crew consists of only four men as the assistant driver is eliminated to accommodate the extra large rounds of ammo for the 76LL gun. There is no Bow MG.

4.41 The Firefly tank begins all engagements stopped/hull down to provide cover fire. Mark the tank with a Hull Down marker.

4.74 Use the 76L To Hit Table when firing the 76LL gun. Use the specially included 76LL To Kill Table (below) to resolve all AP hits. Use the 76mm section of the To Kill Infantry Targets Table to resolve HE fire versus infantry targets.

4.75 When rolling for non-Ambush Enemy Action, enemy tanks, SPGs, and AT guns fire at your tank also on rolls of 91-100. Disregard the listed results for these rolls on the Enemy Action Table. This represents the German tactic of trying to knock out Firefly tanks as soon as they were identified.



TO KILL (76LL)

All Critical Hits are automatic kills. For Normal Hits roll the number shown or less To Kill.

Target	AP HITS			APDS HITS		
	Front	Side	Rear	Front	Side	Rear
Pz IV	95	95	95	95	95	95
Pz V	T 72/58/42 H 17/08/03	95	95	T 95/95/83 H 58/58/28	95	95
Pz VI	T 72/58/42 H 28/17/08	95	95	T 95/95/83 95	95	95
Pz VIb	T 17/08/03 H nc	T 95/92/83 95	95	T 58/58/28 H nc	95	95
STuG IIIg	95	95	95	95	95	95
MARDER II	95	95	95	95	95	95
MARDER III	95	95	95	95	95	95
JgdPz IV	72/58/42	95	95	95/95/83	95	95
JgdPz 38t	72/58/42	95	95	95/95/83	95	95
SPW, PSW	95	95	95	95	95	95
TRUCK	75	75	75	75	75	75

NOTES:

- 1) T=Turret; H=Hull; nc=No chance To Kill.
- 2) 92/83/72=Number needed To Kill at close range/medium range/long range.
- 3) APDS=Armor piercing—discarding sabot; a high velocity AP shell.

31.0 INTRODUCTORY ENGAGEMENTS

Before starting the Campaign Game, it is suggested that a few practice engagements be fought to learn the game system. Engagements take place entirely on the Battle Board. Follow the Sequence of Play normally but change or delete the following steps:

4.1 Decide for yourself whether this engagement is part of an Advance, Battle, or Counterattack. Decide also the level of enemy resistance: light, medium, or heavy.

4.3 Delete this entire step.

4.5 Delete this entire step.

4.63 Decide for yourself which type of map area the engagement is taking place in, either A, B, C, or D (see 2.11).

4.64 Only Advancing Fire is possible, and only in Advance or Battle engagements.

4.9 Delete this entire step.

Significant Events by Date

DATE	EVENT
7/27/44	Operation Cobra Breakout
7/28	Coutances
7/30	Avranches and reached Sef River
8/5	Reached Vannes
8/7	Reached Lorient
8/8	Reached Nantes
8/16	Reached Orleans
8/31	Commercy
9/11-9/13	Moselle Crossing
9/15	Crevic and Maike
9/16	Luneville
9/19-9/22	Battle for Arracourt
9/25-9/26	Heavy counterattacks
9/27-9/28	Battle for Hill 318
9/29	Defense of Arracourt
9/30-10/11	On defensive
11/11	Fonteny
11/12	Counterattack at Rodalbe
11/12-11/18	Advanced against strong opposition to take Dieuze and Rodalbe
11/24	Crossed Saare River at Romelfing
11/25-11/26	Counterattacks
11/27	Wolfskirchen
11/28-11/30	Cleared zone of responsibility
12/1-12/2	Attacked Saare Union
12/5-12/6	Battle for Bining
12/22	Martelange
12/23-12/25	Battle for Chaumont
12/26	Breakthrough into Bastogne
12/29	Opened Arlon to Bastogne Highway
12/30-1/2/45	Defense of Bastogne corridor
1/9/45	Noville
1/10	Bourcy
2/2	Hosdorf
2/22	Geichlingen
2/23	Sinspelt
2/25	Rittersdorf
2/26	Bitburg
2/27	Matzen and Fleissen
3/5-3/8	To the Rhine River
3/9-3/13	Regroup and mop up
3/14	Attack out of Moselle Bridgehead
3/15	Bad Kreusnach
3/20	To the Rhine at Worms
3/24	Crossed the Rhine River
3/25	Hanau and Darmstadt
3/28	Attacked across the Main River at Grossauheim
4/1	Creuzburg
4/4	Gotha
4/12	Crossed Saale River
4/13	Wolkenburg
5/6	Into Czechoslovakia

THE GENERAL

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PATTON'S BEST LIST OF TABLES

TABLE	GAME LOCATION
AP To Kill (75)	G
Activation Table	M
Ammo Availability Table	O
Bail Out Table	O
Battle Board Placement Tables	M
Bogged Down Table	O
Brew Up Table	O
Collateral Damage Table	O
Decorations Table	26.1
Deployment Table	O
Enemy AP To Hit	B
Enemy AP To Kill	B
Enemy Action Table: Advance Scenario	B
Enemy Action Table: Battle Scenario	B
Enemy Action Table: Counterattack Scenario	B
Enemy Fire Combat Table (Advance Scenario)	B
Enemy Fire Combat Table (Battle Scenario)	B
Enemy Fire Combat Table (Counterattack Scenario)	B
Enemy Vehicles / Gun Appearance Table	M
Exit Areas	M
Extra Ammo Table	O
Friendly Action Table	B
Gun Malfunction Repair Table	G
HE To Kill Vehicles (75)	G
HE To Kill Vehicles (76)	G
Hit Location Table	B & G
Hit Location Crew Wound Effects	O
Minefield Attack Table	B
Movement Tables	O
Panzerfaust Attack Tables	B
Random Events Table	B
Rate Of Fire Table	G
Resistance Table	M
Sherman MG vs. Infantry Targets	G
Snow Table	O
Spotting Table	M
Sunrise—Sunset Chart	O
Tank Explosion Table	O
Tank Replacement Table	24.0
Time Elapsed Table	O
Time Use Table	O
To Hit Target	G
To Kill (76)	G
To Kill (76LL)	30.0
To Kill Infantry Targets	G
Weather Table	O
Wounds Table	O

NOTES:

G=Green player aid card

O=Orange card

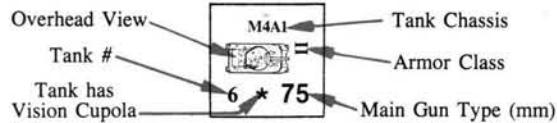
B=Blue card

M=mapboard

24.0, 26.1, and 30.0 are the rules sections where these tables are found.

SAMPLE PLAYING PIECES

Sherman Tank Counter



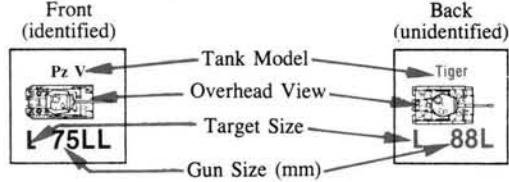
Loader Hatch Type Key:

● = Oval Loader Hatch

○ = Split Loader Hatch

Absence of a symbol indicates no Loader Hatch

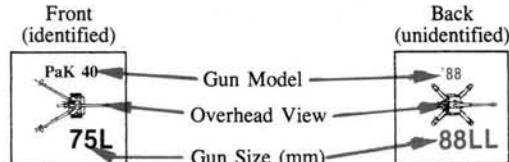
German Tank Counter



Target Size Key:

S=Small	L=Large
A=Average	VL=Very Large

German Anti-Tank Gun Counter



SUGGESTED READING

"TANK! 40 Hours of Battle, August 1944," Ken Tout, Robert Hale Limited, London, 1985. The best personal account of Sherman tank combat encountered during research.

"SHERMAN, A History of the US Medium Tank," R. P. Hunnicut, Taurus Enterprises, Belmont, California, 1978. The best technical description of Sherman tank development and variants.

"HIT HARD," David J. Williams, Bantam Books, New York, 1983 (paperback). A good account of a US tank company in action. The official history of the 4th Armored Division has been out of print since 1947 and is difficult to find.

GAME CREDITS

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