

# NUKLEAR WINTER 68

TACTICAL WARFARE AMONG POST-NUCLEAR WASTEANDS

SECOND EDITION



LOCK 'N LOAD  
PUBLISHING



1943 / Following the disaster at Stalingrad, a small group is formed around Oberstleutnant Claus von Stauffenberg with the intent to eliminate Hitler. It takes time and several failed attempts until they manage to get close enough to their target.

1944, July 20th / Stauffenberg's explosive device causes severe injuries to the Führer who dies in the evening. Heinrich Himmler, head of the Schutzstaffel, seizes power and takes control of the German armed forces on all fronts.

1944, September / Nuclear research breathes new life under Himmler's personal supervision. The Uranmaschine project that stalled for the last two years now has full support and new funding is made available to speed up the development.

1945 / Stalemate on the Eastern Front. The Abwehr acquires information about possible nuclear aggression from the Allies; Himmler orders the construction of underground bunkers close to key cities in the Reichland.

1946 / The Eastern front is stabilized and Himmler detaches forces to the Western front to oppose the Allied invasion of France. Faced with a failed operation in Normandy president Truman decides to use the Atomic Bomb.

1946, April 7th / The US drops humanity's first Atom Bomb over Frankfurt. The blast instantly kills approximately 60,000 people.

1946, April 18th / Himmler and the OKW descend into the Paderborn bunker. Orders are sent to elite units to disengage and relocate to their pre-assigned bunkers. Operation Clausewitz is set in motion; nuclear warhead V-2 rockets strike London and Paris.

1946, April 26th / The US reacts with waves of B-29s simultaneously dropping nuclear bombs over Berlin, Hamburg, München and Düsseldorf. Population morale declines rapidly while the leaderless army falls into disarray. Germany collapses.

Radiation levels skyrocket. All major access routes into the German territory are blocked; the enclave is cut from the rest of the world and everyone inside is left to fend for themselves against the nuclear holocaust. This is the Zone.

1947, January / Unable to deal with a catastrophic event of such magnitude, the Allied command abruptly decides to erect a massive concrete wall to contain the Zone. The nuclear conflict produces a cascading effect that generates radical climate changes on a continental level. Reduced sunlight and the ensuing severe drop in temperature affect the ecosystem at all levels. Nuclear winter has begun.

1948, March 19th / The building of the Nuclear Wall is completed. It's been quiet for the last few months. No one from the inside approached the perimeter during the final stages of the works and it is believed that there are no survivors left in the Zone.

1952, February / Coordinated night attacks from inside the Zone are conducted against several guard posts with heavy equipment and automatic fire. The attackers are repelled but the guard units suffer heavy casualties. No corpses are to be found in the morning. Allied High Command denies the existence of the attacks.

1952, April 4th / The NATO alliance is established in order to deal with increased activity and potential danger in the Zone. The treaty is signed in Washington by the United States, the West-European countries and Russia.

1955 / Low level recon flights over the Zone report of significant survivor activity in all major German cities. Worrying recounts from recon pilots reveal ominous feelings of being watched, and describe the strange creatures observed roaming beneath.

1960 / The nuclear winter is nearing its end. Temperatures begin to rise a few degrees each year and the dust clouds are starting to dissipate. The Zone scenery can now be observed clearly. Ruins, destroyed equipment, patches of dead vegetation and dried out toxic rivers dot the arid wastelands.

1968, March 1st / Himmler gives the order to emerge from the bunkers. The Führer is determined to rebuild the Third Reich with the Neuburg castle as the center of the New World.

Information about the Reich army reaches the NATO headquarters. It takes two weeks for a US-Russian expeditionary force to be assembled and dispatched for the Zone. The two-sided operation aims to occupy the major settlements, assess the enemy size and objectives, and halt its advance until stronger forces arrive to destroy it.

Oblivious of the climatic, technological and political changes inflicted by more than 20 years of nuclear winter, the Reich forces are about to face the mysterious Black Hand, abhorrent masters of the wastes, and the combined might of the modern, highly mechanized and versatile NATO alliance.

## THE COMPONENTS

1.0 Nuklear Winter '68 (NW68) is a tactical platoon level simulation set in an alternative universe where the Nazi regime survived the Second World War. The game contains a rulebook, a map, 352 counters and 15 campaignlinkable scenarios depicting the struggle for power around Wewelsburg in what was formerly Germany, now known as the Zone. Facing one another are the surviving forces of The Third Reich, the NATO alliance and the mysterious Black Hand.

Note: The game uses six-sided dice, abbreviated as D6. When the rules direct you to roll 2D6 you should toss two six-sided dice.

## THE MAP

1.1 The 20x30 hexes map covers an area of about 14 km<sup>2</sup> around Wewelsburg in North Rhine-Westphalia, Germany. Site of Himmler's planned Zentrum der neuen Welt (Center of the New World), the historical Wewelsburg castle plays a central role in the conflict. Each turn represents 5-15 minutes, and each hex is approximately 150 meters from hexside to hexside. The terms map, board, game map, and game board are used interchangeably throughout the rules.

## THE COUNTERS

1.2 There are two types of chits in the game: unit counters and administrative markers. Each combat unit represents 35-50 individuals or, depending on the type of armored platoon, 3-5 vehicles. Some counters though, such as the air units, the V-2 rocket or the Black Hand's Ravager represent only one unit.

Nationality is color coded as follows: the Reich units are light grey, NATO units are blue and the Black Hand are dark grey. All unit counters have the following information printed on them: the unit's formation, unit type, attack, defense and speed factors. With a few exceptions, all the unit counters are printed on the reverse side with reduced strengths to represent combat losses. Unit definitions that will be used throughout the rulebook:

**FULL STRENGTH** / Full-strength counters represent units at their full capacity of men and equipment. They are indicated by a horizontal, lightly colored band in the middle of the counter behind the unit silhouette.

**REDUCED STRENGTH** / The reduced-strength counters indicate a reduced amount of men and equipment. They are indicated by a horizontal white band in the middle of the counter behind the unit silhouette in black.

**AP FIREPOWER** / Armor Piercing Firepower: this value represents the number that will be added to the 2D6 roll result when attacking hard targets.

A white triangle behind the AP factor indicates an anti-aircraft (AA) weapon that can only be fired against flying targets (i.e. helicopters and planes). A red triangle behind the AP factor indicates a dual AP/AA weapon that can target both hard units and aircraft.

**HE FIREPOWER** / High Explosive Firepower: this value represents the number that will be added to the 2D6 roll result when attacking soft targets.

**RANGE** / This number printed next to the AP/HE factor represents the maximum distance in hexes a unit may fire with that weapon.

No line under the range value indicates a weapon that can be fired on the move and at long range. A line under the range value indicates a fixed-range weapon that cannot fire at long range, be fired on the move or be used in assaults. Furthermore, fixed range weapons do not receive the bonus for close range attacks.

**ARMOR** / This value represents the armor factor of the unit. This is the number the attack value of the firing unit must exceed to inflict any hits (2-3). A white number indicates a soft unit while a red number indicates a hard unit.

A white square behind the armor factor indicates a Huge unit. Huge units are considerably larger and more powerful than regular units, but they do have several limitations. Huge units:

- \* Are considered to be level 1 obstacles for LOS purpose calculations (2-2.1)
- \* Can only take cover in, or behind other LOS-blocking terrain hexes (e.g. woods, smoke)
- \* Cannot use weapons, be transported in APCs, or lay sandbags, smoke and mines

A triangle behind the armor factor indicates an aircraft unit. The direction of the triangle (i.e. pointing either up or down) indicates the current altitude level of the aircraft unit (1-2.5).

**SPEED** / This value indicates the maximum number of hexes the unit can move during its activation, subject to terrain costs.

A circle behind the speed factor indicates a transport-capable unit while a line over the speed factor indicates a recon unit.

### 1.3.1 UNIT TYPES

The NW68 units can be either land-based or aircraft. Land units are represented by:

**SOFT** units / Infantry, both regular and elite, quickly identified by the white armor factor printed on the counter

**HARD** units / Vehicles such as tanks, recon and artillery units of all types, quickly identified by the red armor factor printed on the counter

**AIRCRAFT** units are represented by both fixed and rotary wing units such as attack planes, helicopters, as well as any other flying beasts such as the Scourge. Aircraft units can be quickly identified by the triangle behind the armor factor

Full-Strength	Reduced
Unit Name	
Formation	Insignia



AP Firepower
AP Range
HE Firepower
HE Range
Armor
Speed

## COMMANDING OFFICERS

1.2.2 Commanding Officer (CO) chits are a special type of marker used to indicate the active leader of the formation on the battlefield. At the start of the scenario, the owning player must designate one unit from each formation as the Commanding Officer by placing a CO marker on top of the unit counter. The Black Hand are an exception to this rule; their units are not organized into formations, nor do they employ regular COs.

Note: The terms Commander, Commanding Officer, and CO are used interchangeably.

The CO marker itself does not count against stacking limitations (3.0), but the CO unit does. Multiple COs may coexist in the same hex but each one may only influence the units in its own formation.

CO units can move, attack and be attacked in the same way as any other formation unit. The CO ratings can improve their own combat performance and the performance of other formation units within their area of influence.

This will make them valuable targets for the enemy, but that's a risk that any officer on any battlefield voluntarily assumes. The CO unit can improve the firepower of any one formation unit, itself included, once per activation, with the appropriate factor according to the distance between the two. This includes ranged, moving and opportunity attacks, assaults, group fire and SPA/SPAA strikes. The CO may only influence formation units which are not yet Finished.

CO units can call in up to two artillery strikes and/or CAS missions upon any hex in their LOS as the first action of their activation.

Whenever the CO unit is eliminated during the game, the next ranked unit in the formation assumes command. The CO marker must be flipped to its reduced side, marked as ZIC (Second In Command). The ZIC unit uses the same radio equipment (i.e. same radio ranges) but its command abilities are less effective than that of the CO.

The ZIC assumes command on the formation's subsequent activation or the Cleanup phase, whichever comes first. The owning player simply chooses any other formation unit, of any type, and designates it accordingly with the ZIC marker.

The CO may also be replaced if the owning player chooses to, for whatever reason, by following the same replacement rule. The CO may only be demoted and pass command to the ZIC at the start of its formation's activation or during the Cleanup phase. The original CO unit may not return as full CO for the remainder of the game.

**LCR LOCAL CO RATING** / This is a measure of the CO's command skill at range 0 (i.e. same hex) by direct communication. Unless Finished, the Local CO Rating may be added to the Attack Value (AV) of the unit itself or any one unit from its formation stacked in the same hex. The Local CO rating may also be added to the die roll when attempting to rally any and all units stacked in the CO's hex (including the CO unit itself).

**RRR RADIO RANGE RATING** / These two ratings indicate the operating range of the CO's radio and the CO's ability to command its formation units by radio up to that range. Unless Finished, the CO's RRR rating may be added to any one formation unit's overall attack value within the RRR range. The CO's RRR rating may also be added to all the formation units' rally attempts within the RRR range.

Note: Simply stated the CO's Rating can be used to assist one attacking unit per activation, but an unlimited number of rallying units.

**ERR EXTENDED RADIO RANGE** / This is the maximum effective range of the CO's radio when operating amid the Zone's radioactive environment. Formation units are always In Contact up to this range, but garbled communication prevents effective command (i.e. no CO bonus at this range).

**OUT OF CONTACT** / Formation units starting their activation beyond the CO's Extended Radio Range (ERR) are considered Out Of Contact (OOC), except for the Recon units which remain In Contact at any range thanks to their specialized training and equipment.

OOC units can still operate beyond their CO's ERR but can only move up to 1/2 Speed due to the extra caution required upon operating in unknown territory. OOC units must be marked with the Contact chit to indicate their status.

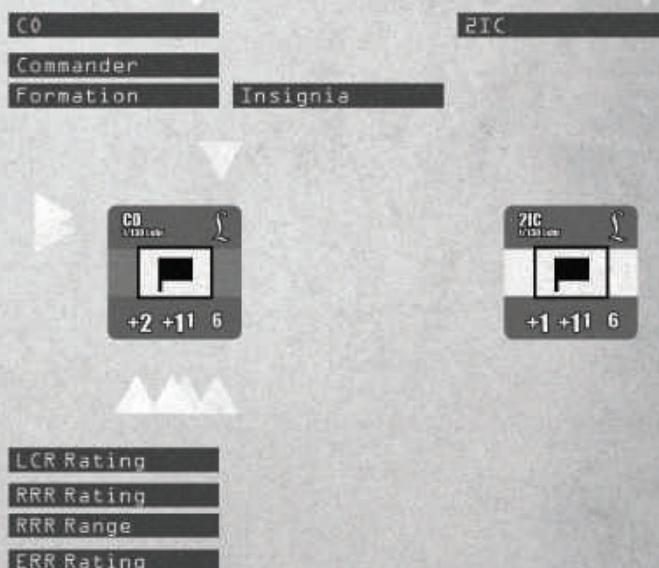
**SHAKEN** / The CO/ZIC may only attempt to rally Shaken units in its formation at the beginning of the formation's activation. A Shaken unit is rallied by its CO once proper communication between the two has been established. Shaken units must be marked with the Shaken chit to indicate their status.

To rally a Shaken unit, the owning player must roll 2D6 and compare the result against its CO's Extended Radio Rating. Any result higher than the ERR establishes communication and the Shaken unit is rallied. The CO Ratings may help improve the communication (i.e. dice roll modifiers) as follows:

\* +LCR rating if the Shaken unit is stacked with its CO  
\* +RRR rating if the Shaken unit is within RRR range

**Shaken and OOC effects are cumulative.** A unit suffering from both effects cannot move or fire its main gun (AP FP), although it may fire its machine gun (HE FP) with reduced effectiveness.

Note: Helicopters, planes and Black Hand units do not use field COs. When Shaken, they automatically rally at the beginning of their next activation.





## INFANTRY

1, 2, 3 Infantry units are slow and lack the offensive punch of armored vehicles but are excellent defenders, especially in urban areas where they have the advantage against vehicles. Infantry units, except for Huge ones, can ride in APCs and use weapons. Infantry units are soft targets that can only be attacked with HE ammunition.

Infantry units can fire on the move. When moving at half speed, rounded down, infantry can fire its non-fixed range weapons with -2 AV accuracy penalty.

During assaults against unescorted vehicles in urban terrain, infantry will receive an extra +2 AV when attacking, in addition to the usual +c AV assault modifier.

**SANDBAGS** / Infantry units, except for Huge, can deploy sandbags to improve the defensive position in their hex as the first and only action during their activation. Only one Sandbags marker can exist in a hex, regardless of the terrain type. The +1 DV bonus will be added to the armor of any land unit defending in the hex, except for the Huge ones'. The sandbags cannot be destroyed.

**MINES** / Infantry units, except for Huge, can lay mines. Each unit can place a Mines marker in its own hex as the first and only action during its activation. Only one Mines marker can exist in a hex at any given moment, but Mines are not limited by the available counters. If the available markers are used up, use a convenient substitute.

Mines attack any units (friendly or otherwise) as they enter the hex using the AP or HE factor printed on the Mines marker, as appropriate. Sandbags alter the mines' attacks, smoke doesn't. After resolving each mine attack, roll 1D6 to check for depletion. On a roll result of 1-c remove the Mines marker, otherwise it remains in place.

**SMOKE** / Infantry units, except for Huge, can lay smoke screens. Each unit can place a Level 1 (L1) Smoke marker in its own hex as the first and only action during its activation. Two Level 1 Smoke markers in the same hex create a Level 2 (L2) smoke screen but never higher than that.

Smoke L2 blocks LOS while Smoke L1 adds +1 DV to any unit targeted through that hex. Each level of smoke thickness equals one level of height for LOS calculation purposes. All the smoke counters are reduced by one level during the cleanup phase.

Note: Black Hand infantry units are immune to the wasteland environment and can cross the water and Radiation hexes with a +1 MP penalty per hex.

### a\ WEAPONS

Weapon markers represent pieces of equipment superior to the standard ones issued to the troops. Weapons are assigned in the scenario's Order Of Battle (OOB), can be found as a result of an event during the mission, or can be recovered from another infantry unit. Weapons can be placed on the board and assigned to a unit as soon as the weapon is received/found or kept off the board until used for the first time, at the owning player's option.

Weapon markers do not count toward stacking or transport limitations. An infantry platoon can carry multiple weapons, but may only use one per attack. When attacking with an equipped weapon, simply use the appropriate firepower and range printed on the Weapon marker instead of the infantry's inherent ones, following the ranged combat rules. If the unit is carrying two or more weapons, the owning player must declare which one will be used to attack before rolling to hit.

Units firing weapons may receive the CO's LCR or RRR bonus according to the range between the two. Whenever a weapon-carrying unit is eliminated all of its weapon markers are placed on the map. Weapon markers on the map can be picked up by any other infantry unit starting its activation in that hex. Units carrying weapons can drop them at any time during their activation. Two infantry units stacked together may exchange weapons freely at the start of either one's activation.

A white triangle behind the AP factor indicates an anti-aircraft (AA) weapon that can only be fired against flying targets (i.e. helicopters and planes). A red triangle behind the AP factor indicates a dual AP/AA weapon that can target both hard units and aircraft.

## VEHICLES

1.2.4 Vehicles can be wheeled, half-tracked or tracked, with various degrees of armor protection. Very mobile, capable of dealing superior amounts of damage at long distance, vehicles are the backbone of the modern army. Armored vehicles include APCs, recon, light, medium and heavy tanks, self-propelled artillery (SPA), and self-propelled anti-aircraft artillery (SPAA).

### a\ TANKS

Tanks are the toughest units in the game. They have the thickest armor and the guns to kill just about anything. Tanks are capable of firing on the move. When traveling at up to half speed, rounded down, they can fire any of their weapons with -2 AV accuracy penalty.

Unless stacked with an infantry unit, tanks are disadvantaged when assaulted by infantry in urban areas (i.e. the assaulting infantry receives an additional +2 AV). During assaults against unescorted infantry in clear terrain (i.e. any terrain type except for positive cover hexes), vehicles receive an extra +2 AV when attacking, in addition to the usual +2 AV assault modifier.

### b\ ARMORED PERSONAL CARRIERS

Armored Personnel Carriers (APCs) are vehicles designed to transport infantry units to the battlefield. APCs are capable of high speeds, but are thinly armored and usually armed with only a machine gun, although some variants may carry anti-tank weaponry. APCs are either half-tracked (e.g. SdKfz 251) or fully tracked (e.g. M113, Hélicoptère).

APC units can be quickly identified by the white circle behind the speed factor printed on the counter. Each APC can only transport one infantry platoon, regardless of either unit's strength status (e.g. Shaken and/or reduced). To indicate this, place the transported unit under the APC counter. Infantry loaded APCs count as one unit for stacking limit calculations.

LOADING / To load an infantry unit, both the APC and the transported unit must be in the same hex. If the infantry unit and APC begin the activation in the same hex, the APC may move up to 1/2 speed after loading the infantry unit. Loading may be done regardless of each unit's strength status. The APC may move up to 1/2 speed, rounded down, to link up with the infantry platoon before loading.

UNLOADING / APCs that begin their activation loaded may travel at full speed. Conversely, the APC may unload and then move up to 1/2 speed, or, it may move up to 1/2 speed and then unload. Unloading can take place anywhere, regardless of either unit's strength status, as long as they follow the stacking limitations at the end of the turn. The only action available to the unloading infantry is an optional 1-hex move away from the APC, regardless of the terrain's cost.

Infantry units cannot fire independently while transported. However, unless Shaken, any transported unit grants an additional +1 FP to the APC's overall AV, in addition to any other combat bonuses. APCs may fire on the move with a -2 AV penalty when traveling up to half speed, rounded down.

While transported, infantry cannot be targeted separately from the APC transporting it, either by direct fire or artillery effects. Transported infantry suffers the combat effects of the APC transporting it; whenever the APC becomes Shaken, reduced, rallied or destroyed, the same effect is applied to the transported unit. Shaking an APC has no effect on a transported infantry unit that is already Shaken, but reducing the APC eliminates an already reduced infantry unit inside it.

Note: Huge infantry units cannot be transported.

### c\ RECON

Recon units actively seek to determine the enemy's intentions by gathering information about their composition and capabilities. Lightly armored and extremely fast, their role is to support the main advance by denying the enemy their concealment bonus. Recon units can be part of a formation but most of the time they operate as independent units attached to formations.

Recon units can be quickly identified by the line printed above the Speed factor on the counter. Recon units are always In Contact, unrestricted by their formation's CO/2IC Extended Radio Range. Enemy units within LOS of an enemy recon unit do not receive the +1 DV concealment bonus when attacked.

Recon units have the ability to call in artillery strikes or Close Air Support (CAS) missions against any hex in LOS as the first action on their activation.

### d\ SELF-PROPELLED ARTILLERY

Self-propelled artillery (SPA) vehicles give mobility to traditional artillery. With decent speed on tracks, thin armor and machine guns for self-defense against infantry, they are able to provide either direct or indirect fire. The ability to stop and fire, then immediately change position is very useful in a mobile conflict.

Self-Propelled Artillery units are fixed-range weapons, as indicated by the line under range value printed on the counter. SPA units:

- \* Cannot fire farther than their range factor
- \* Do not receive the close range AV bonus
- \* Cannot fire on the move
- \* Can only opportunity fire with direct fire
- \* Cannot attack airborne units
- \* Cannot assault
- \* Cannot lead or assist in assaults/group fire

SPA units can either fire directly at any hex in LOS or fire indirectly as if they were Off-board Artillery. Indirect fire missions can be called in by the formation CO/2IC or recon units attached to the same formation, provided that the spotting unit has LOS to the target hex. Each unit in the targeted hex is rolled for separately and attacked with the appropriate firepower factor.

When firing indirectly, the target hex must still be within the SPA's firing range but, in this case, an accuracy check must be made. To do so, roll 1D6. On a roll result of 1, the artillery strike misses and the defending player can choose any target-adjacent hex as the new target hex. On a 2-6 roll, the strike hits the target hex.

The German V-2 rocket and NATO's R-300 Scud are special artillery units, in that they can attack as both on-board and off-board artillery. The V-2 is a static unit that cannot be directly attacked, reduced or eliminated by conventional means, although it can be captured by enemy units controlling its hex. The R-300 Scud has limited mobility and cannot be captured or reduced, although it can be disrupted and eliminated with AP rounds.

Each V-2 or R-300 Scud unit has only one missile to launch. After the unit has attacked, the counter must be immediately removed from the game map unless scenario rules dictate otherwise. In game terms, both missile types have unlimited range, but the target hex must still be within LOS of the launcher or spotted by a friendly CO or recon unit.

Both the V-2 and the R-300 Scud are ultimate weapons of mass destruction. They can attack with any type of warhead allowed by the scenario's OOB. The strike hits every unit in the target hex and all six adjacent hexes with the appropriate attack factor or effect, depending on the warhead used.

## AIRCRAFT

1.2.5 Aircraft, quickly identified by the triangle behind the armor factor, are of two types: helicopters and airplanes. Both the helicopters and the airplanes have the same role of Close Air Support (CAS). CAS is defined as air action by fixed or rotary winged aircraft against hostile targets that are in close proximity to friendly forces. Although both air units have the same role, they are quite different in the way they move, their armament and how they attack.

### a) HELICOPTERS

These are the gunships available to every side. The Scourge serves the gunship role for the Black Hand and the Haunebu serves it for the Reich. Helicopters are organized in formations but have no field COs to command them. Since they are airborne most of the time, helicopters do not count against stacking limitations and must be attacked separately from other units in the hex.

MOVEMENT / Helicopters can fly as far as their speed factor allows for, 1 speed point per hex entered regardless of altitude level or terrain type. Helicopters can fly at different altitude levels, switching between them any time during the flight at a cost of 1 speed point per change.

\* Cruise altitude / Indicated by the triangle pointing up behind the armor factor, this is the default altitude for helicopters (e.g. when entering the map). Helicopters cruise at level 2 regardless of the type or height of the terrain beneath them, for LOS calculation purposes. Helicopters can only fire their AP weapons at cruise altitude. Recon capable helicopters can only perform reconnaissance at cruise altitude.

\* Flying low / Indicated by the triangle pointing down behind the armor factor, helicopters flying at this altitude are skimming over the ground and are considered to be on the same level with the terrain for LOS calculation purposes. Transport-capable helicopters can only load/unload and transport infantry at this altitude level by following all the transport rules and speed limitations.

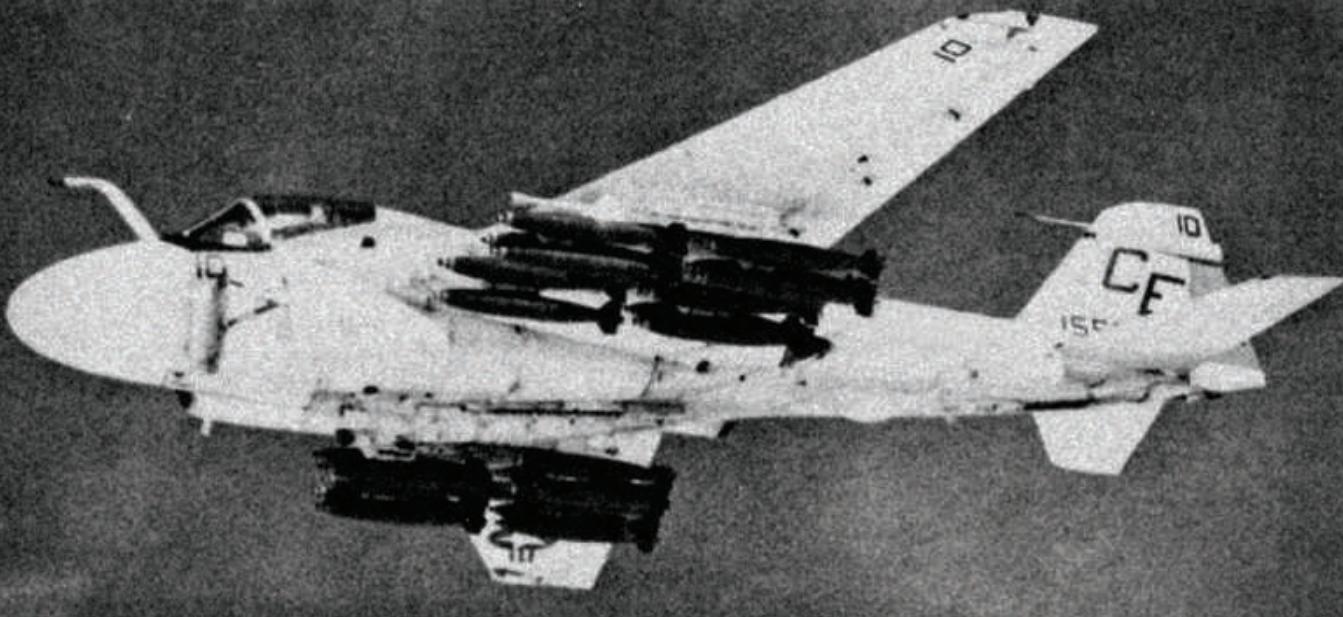
\* Hovering / Movement is not mandatory for helicopters. When a helicopter does not move at all during its activation, it is considered to be hovering. Hovering helicopters can conduct pop-up attacks or be kept on overwatch, ready to react on enemy movement by following the opportunity fire rules.

COMBAT / Helicopters follow the ranged combat rules for land units. They can fire any of their available, non-fixed range weapons on the move when flying up to 1/2 speed and receive all the range bonuses and penalties to their non-fixed range firepower. Helicopters can never assault or be assaulted, even when flying low.

\* Pop-Up attacks / A hovering helicopter can attack during its activation by switching altitude levels prior to and after the attack, allowing it to conduct pop-up attacks from behind covering terrain. If this action makes the helicopter visible (i.e. in LOS and range), enemy units can react with opportunity fire against it.

Helicopters can only be attacked by AA and HE weapons by following the ranged combat rules (2.3). The AA weapons, identified by the triangle behind the AP factor, represent dedicated anti-aircraft systems, more powerful and precise than regular HE. SPA and OBA, except for Nuclear artillery, cannot be used to attack aircraft.

Helicopters are one step units that can become shaken but never reduced. When shaken, a helicopter automatically rallies during its next activation. Destroyed helicopters leave a Wreck marker in the hex. If there are any units in the hex, roll 1D6 to check for any damage incurred from the falling debris. On a roll result of 1-2, one random unit in the hex becomes shaken.



#### b) AIRPLANES

The Reich's Ju-87 Stuka and NATO's A-6 Intruder are the airplanes included in the game, although Black Hand's Scourge serves a similar function. The number of available airplanes per mission is detailed in each scenario setup. CAS missions must be requested by the CO/2IC or recon units in the field in the same way OBA missions are.

Requesting a CAS mission must be done as the first action by the CO/2IC/recon unit during its activation. One, or all of the available airplanes may be called at once and will arrive over the battlefield on the first friendly activation of the following turn. The mission is not called against a specific target or hex but, once arrived, the plane may attack any enemy unit.

The airplanes currently flying a CAS mission over the battlefield are not available for another mission the following turn due to refueling and rearming (e.g. a Stuka providing CAS in turn 2 cannot be called, while in the air, for another mission in turn 3. If it survives turn 2, it can be called again during turn 3 to provide CAS in turn 4).

**MOVEMENT /** Airplanes enter on a map side and hex chosen by their owner and exit on the opposite side. Airplanes are always considered to be flying at level 2 for LOS calculation purposes. Airplanes have a minimum and a maximum number of hexes they can move during an activation, as indicated by their minimum and maximum speed factors on the counter.

After the in and out map sides have been chosen, the route to the target and then towards the exit are also chosen by the owning player. The only restriction in following the path is that the airplane must always move forward (i.e. away from the in side, towards the exit side), with no more than one hex to the side allowed per advanced hex.

Once arrived, the airplane must start flying during the owning player's first activation of the turn and must continue to do so during each of the owning player's subsequent activations until the airplane is either destroyed, it exits the map or the turn ends, whichever comes first. If destroyed, the airplane must be removed from the map and will not be available for further missions for the remainder of the game.

If the airplane exits the map before the end of the turn it may re-enter the map through any hex on the exit map side during the following friendly activation. All the airplanes on the map at the end of the turn are removed during the cleanup phase. They are considered to be returning to base for refueling and rearming and will be available for CAS requests starting with the following turn.

Airplanes cannot enter a hex occupied by an other airplane or a helicopter flying at the same altitude level. Helicopters cannot pop-up or switch to a higher altitude level as long as there is an airplane above them.

**COMBAT /** An airplane can only attack one hex per turn. The target can be closer to the starting hex than the plane's minimum flying distance, but the airplane must move at least up to its minimum distance following the attack. Similarly, an airplane can attack in the starting hex but has to move at least up to its minimum flying distance afterwards.

In order to attack, the airplane has to be in the same hex with the enemy units. The airplane may attack any one, or all of the enemy units in the hex, each unit with the appropriate firepower. If not finished, enemy units can react with opportunity fire. The airplane's attacks are resolved in the order chosen by the owning player. Immediately after the attacks are resolved, the airplane must move at least up to its minimum flying distance and may continue flying up to its maximum distance allowed by its speed factor.

Airplanes can be attacked by any AA or HE weapon by following the ranged combat rules. SPA and OBA, except for Nuclear, cannot attack airplanes. Airplanes are one-star units, they cannot be reduced, although they can become shaken. Shaken airplanes are automatically rallied at the beginning of their next activation. When destroyed, airplanes leave a Wreck in the hex. If there are any units in the hex, roll 1D6 to check for damage incurred from the falling debris. On a roll result of 1-2, one random unit in the hex becomes shaken.

## THE MARKERS

1.3 The administrative markers are used to keep track of the various unit statuses, the number of available artillery strikes, the ordering of events and formation activations, and so on. There is no limit to the number of administrative markers in play at any time. Administrative markers never count towards stacking limitations.

**OFF-BOARD ARTILLERY** / The Off-Board Artillery (OBA) markers are used to keep track of the number of off-board artillery strikes of each type available to the player during a scenario. These markers are not side-specific.

**SMOKE / SHELLHOLES / MINES / SANDBAGS** / These counters are used to mark the positions of the various obstacles and conditions which may affect LOS and defensive modifiers. These markers are not side-specific.

**TARGET / CONTROL** / These markers are used to indicate the scenario objective hexes and which side currently controls each location. Target markers are neutral while the Control markers are side-specific as indicated by the printed faction color.

**SHAKEN / OUT OF CONTACT / HIGH MORALE / FINISHED / WRECK** / These markers are placed on the affected unit counters to keep track of their current strength status. These markers are not side specific.

**ACTIVATION / EVENT / ADVANCE** / These markers are always put in an opaque cup and pulled out randomly during each turn to determine which formations activate and in what order. The Activation markers are side-specific while the Event and Advance markers are neutral. The Advance marker, assigned by scenario specific rules, grants a formation an extra activation.

### 1.3.1 OFF-BOARD ARTILLERY

Off-Board Artillery mission types and their availability to each side are assigned in each scenario's Order Of Battle (OOB). Up to two OBA missions may be called by the CO/2IC/recon units against any hex in their LOS as the first action during their activation. The CO/2IC/recon units are then free to carry out any other available action before being marked as Finished.

An accuracy check must be made for each of the artillery strikes' initial target hex. To do so roll 1D6. On a roll result of 1 the strike misses its target and the defending player can choose any adjacent hex as the new target. On a roll result of 2-6, the strike hits the target and its effects are applied. Depending on the OBA type, the strike might affect only some or all the units in the targeted hexes. After resolving the strike, the used OBA marker must be removed from the active player's pool.

**SMOKE** / Unlike infantry-laid smoke, artillery smoke is thicker, more persistent and affects a larger area. OBA smoke is laid as level L2 smoke and affects three hexes: the target hex and any two adjacent ones, the attacker's choice.

The smoke's thickness level equals its height level for LOS calculation purposes. Thus, Smoke L1 equals a level 1 obstacle while smoke L2 equals a level 2 obstacle. The smoke levels are cumulative; two smoke L1 in a hex create smoke L2, but never higher than that.

Smoke only affects ranged combat, it does not affect defenders during assaults. Smoke L1 adds +1 DV to the defending units when the LOS is traced in, out or through the hex. Smoke L2 is thick enough to block the LOS traced in, out or through the hex. Similarly, the LOS is blocked when traced through two smoke L1 hexes or through a smoke L1 and a wreck hex.

During the Cleanup phase all the smoke markers on the map are reduced by 1 level. As such, existing smoke L2 becomes smoke L1 while existing smoke L1 markers are removed from the map.

**BARRAGE** / Conventional ammunition strikes affect all the land units in the target hex and any other two adjacent ones chosen by the attacker. Each unit in the targeted hexes is rolled for separately and attacked with the appropriate firepower factor.

Any defensive bonuses from the terrain, sandbags, smoke and concealment apply and are cumulative. Each of the three hexes struck by the Barrage must be marked with a Shellholes marker unless the terrain already is of the Shellholes type or another Shellholes marker is already in place.

**CHEMICAL** / Chemical artillery missions represent attacks with non-persistent nerve gases. Chemical strikes affect all the land units in the target hex and any other two adjacent ones chosen by the attacker. The nerve gas effect is determined and applied to each unit in the targeted hexes by rolling 1D6. On a roll result of:

- \* 1 The unit receives 2 hits
- \* 2-3 The unit receives 1 hit
- \* 4-6 Nothing happens

The struck hexes must be marked with Chemical markers. Any unit attempting to pass through a Chemical-affected hex must undergo the same check for nerve gas effects. All the Chemical markers must be removed from the map during the Cleanup phase.

**Optional:** During every Cleanup phase, starting with the first one after the attack, roll 1D6 to check for nerve gas dispersal. On a roll result of 1-2 the Chemical markers remain on the map. On a roll result of 3-6 the nerve gas disperses and all the Chemical markers must be removed from the map.

**BIOLOGICAL** / Using an unidentified agent, the biological attack works as a weapon and a conversion tool at the same time. Biological attacks affect only the infantry units in the target hex by transforming them into Zealots regardless of their strength status or the side making the attack. The attack's effects are determined and applied to each unit in the targeted hex by rolling 1D6. On a roll result of:

- \* 1 Replace the infantry with a full-strength Zealot
- \* 2 Replace the infantry with a reduced Zealot unit
- \* 3 The unit receives one hit
- \* 4-6 Nothing happens

If the converted unit was shaken prior to the attack, the new Zealots unit is no longer shaken. If the biological attack results in a jointly occupied hex, assault combat ensues. If the Black Hand loses this combat it retreats into an adjacent hex of the Black Hand player's choosing. The Black Hand's own infantry units are immune to biological attacks. The newly placed Zealots will be controlled by the Black Hand player starting with his next activation. The Zealots will keep any weapons they may have used prior to their transformation.

If there is no Black Hand player active, put 2 Black Hand AMs in the cup during the Cleanup phase and the Zealots may start acting by themselves during their subsequent activations. Masterless Zealots will always move towards the closest enemy unit following the fastest route and will attack as soon as the target is in normal range and LOS. The least armored unit in a stack, or a random one in case of a tie, will be attacked first. Zealots will not move away as long as they already have an enemy unit in normal range and LOS.

**NUCLEAR** / The nuclear artillery strike is the deadliest attack in the game and has the largest area of effect. Only one nuclear strike per opponent may be launched during a game turn. The nuclear artillery strikes every unit in the target hex and the six adjacent ones. Each unit in the targeted hexes is rolled for separately and attacked with the appropriate firepower factor.

Any defensive bonuses from terrain and sandbags apply and are cumulative. Aircraft units in the targeted hexes are immediately destroyed. The central target hex struck by a nuclear attack must be marked with a Radiation marker, unless another Radiation marker is already in place.

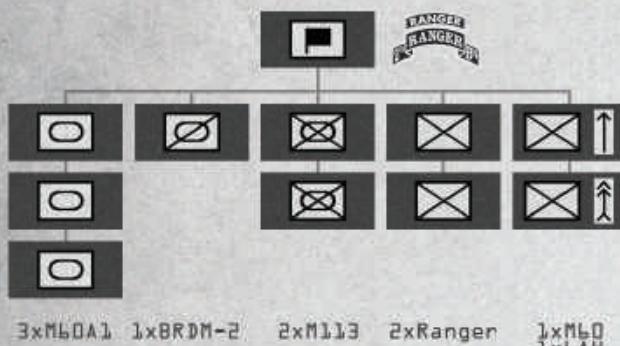
Radiation hexes are impassable to all units, land or airborne, except for the Black Hand units which can move through at a +1 MP cost per hex. Surviving units in the struck hexes can move out but will be attacked with the appropriate Nuclear factor for each Radiation hex they pass through. Radiation markers are not removed from the map during the Cleanup phase.

## FORMATIONS

1.4 A formation consists of all the units that share the same formation ID and insignia, including the unit designated as C0.

Usually, each formation has its own activation markers (AMs) that are used to determine when it activates, but their number can change according to each scenario. There are scenarios where independent units are attached to a formation; these units activate when the formation they have been linked to activates.

The Black Hand units are not organized into formations, their command structure and organization is currently unknown. The Black Hand AM activates all the Black Hand units on the map when drawn during the Actions phase. Effectively, all Black Hand units in the game belong to one formation.



## THE GAMEPLAY

2.0 The game is set up according to each scenario-specific instructions. Units, objective and control markers plus any game start effects are placed on the indicated positions. Any reinforcement units and artillery markers should be kept nearby. Activation and Event markers must be placed in an opaque cup (henceforth called a 'cup') to be drawn randomly during the game.

### 2.1.1 THE ACTIONS PHASE

During the Actions phase, the players alternate drawing Activation Markers from the cup to determine which formations activate and when, what events occur and when the turn ends.

The number of markers drawn during a turn is always equal to the total amount of Activation and Event markers inside the cup minus the number of players. No more than two consecutive activations per player are allowed. Whenever a third consecutive AM is revealed it must be returned to the cup and the players continue to draw until another side's AM is pulled out. Neither Events nor the start of a new turn may break this rule.

The formula dictating the number of AMs drawn during a turn takes into account the total number of AMs that were in play at the start of that particular turn. Formations that arrive as the result of an event or special scenario rule have their AMs added to the cup during the Cleanup phase of their turn of arrival. Reinforcements have their AMs dropped into the cup at the beginning of a turn. Similarly, the AMs of any formation eliminated during the turn are removed from the cup during the Cleanup phase of that turn.

Players can either agree upon or randomly decide who pulls the first marker. It doesn't matter who pulls out a marker. After the last legal activation or Event has been resolved, the game advances to the Cleanup phase.

\* ACTIVATION / The formation whose AM has been pulled out from the cup activates.

\* EVENT / Unless otherwise instructed by the scenario rules, each time an Event marker is pulled out from the cup D6 must be rolled and the result compared against the Events Table.

#### a/ FORMATION IMPULSE

Whenever a formation's Activation marker is pulled out from the cup, the formation activates and may start carrying out actions. This is called the Formation Activation and the formation will be referred to as the Active Formation.

A formation can have several activations per turn depending on the number of AMs it has in the cup and how many of them are pulled out before the end of the phase.

\* Finished markers are removed from all the units in the formation.

\* The Second In Command (2IC) may assume command, either because the previous C0/2IC unit has been destroyed or because the owning player wants to switch the formation command to a different unit.

\* The active C0/2IC may try to rally its formation's shaken units. Units without a C0/2IC, such as the aircraft, are automatically rallied.

\* Except for recon units, every formation unit outside its C0 Extended Radio Range at the start of the activation is considered Out Of Contact. OOC units must be marked with the Contact marker and will only be able to move at up to half speed during this activation, but suffer no other penalties.

\* Each formation unit can now carry out actions such as move, fire, assault or any other action permitted by its type, strength status or scenario-specific rules.

#### b/ MOVEMENT

A unit's speed represents the maximum distance measured in hexes that the unit can travel during its activation, subject to terrain costs. Moving is not mandatory. Moving units might trigger opportunity fire each time they enter a new hex. After moving, units must be marked with a Finished marker.

Units can fire their non-fixed range weapons on the move provided they travel no further than half their speed, rounded down. These two actions may be carried out in any order (i.e., move up to half speed then fire with a -2 AV penalty OR fire with a -2 AV penalty then move up to half speed).

**GROUP MOVEMENT** / Units of the same formation that begin their activation in the same hex may start moving together. This is called Group Movement. Each unit in the group must pay its own terrain movement costs. Groups may split off at any time. Units moving in a group may also fire on the move as a group, as long as they don't travel farther than the slower unit's half speed.

#### c/ STACKING

Stacking is limited to 2 combat units per hex at the end of an activation. That is, a unit can move through a hex that is already occupied by two units so long as there are no more than two units remaining in the hex at the end of the activation.

If, for any reason, there are more than two combat units in a hex at the end of an activation, the owning player must remove excess units (of his choice) until the number of remaining units complies with the stacking limitation.

An APC loaded with infantry counts as one unit for stacking purposes. Administrative markers do not count toward stacking limitations.

#### d/ EVENTS

The Zone - the world in which the game takes place - is full of unforeseen events. Event markers are only used in scenarios where the game setup requires them to be added to the cup. Event markers do not supersede the two consecutive AMs per player in a row rule.

Whenever an Event marker is pulled, the player affected by it must be randomly determined. Following that the roll result of 2D6 must be compared against the Events Table. Events may not be passed.

As a result of an event units outside player control might enter the game. Whenever this happens and the entering hex is occupied by an enemy player-controlled unit, the unit entering the game does so by assaulting the entering hex from any vacant, adjacent one. If there already is a friendly unit in the entering hex the two units stack-up or, if the stacking limit has already been reached, the new unit may enter in any adjacent hex. Units outside player control will act following the 1.3.1 / Biological chapter rules.

#### 2.1.2 CLEANUP PHASE

The Cleanup phase occurs immediately after the last Activation or Event of the Action phase has been resolved. During the Cleanup phase, the following actions must take place:

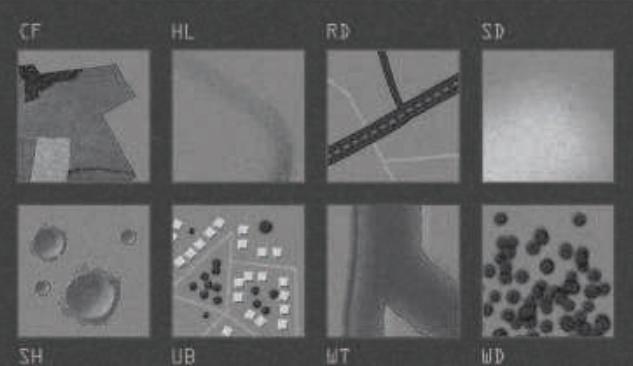
- \* All the Finished markers must be removed from the units
- \* All the Chemical markers must be removed from the map
- \* All the Smoke markers must be reduced by one level each. Existing Smoke L2 becomes Smoke L1 while existing Smoke L1 markers must be removed from the map
- \* ZIC may assume command
- \* Supply points may be used to refit and repair the reduced units
- \* All the Event and Activation markers, except those of the eliminated formations, must be returned to the cup

Supply points represent spare parts, fuel, equipment and personnel that may be used to refit reduced units, 1 supply point for each reduced unit step, anywhere on the map. When refitting a reduced unit, flip it to its full-strength side; any other conditions (e.g. shaken, OOC) remain in effect.

Supply points are received by scenario specific rules. Supply points may only be used during the Cleanup phase of the turn in which they were received. Any unused supply points are lost.

## EVENTS TABLE

- 2\* One Ravager appears at the abandoned building in hex 09
  - 3\* One Zealot unit appears in each waste water in hexes G3, E7 and V13
  - 4\* One Zealot unit appears in each ruined church in hexes J6 and Z5
  - 5 All units on Road hexes are assaulted by Zealots, one Zealot per hex
  - 6 All units on Urban hexes are assaulted by Zealots, one Zealot per hex
  - 7 All units on Hill hexes are assaulted by Scourges, one Scourge per hex
  - 8 Black Hand surprise attack! Two of your infantry units, randomly chosen, are attacked with Biological agents
  - 9 Your Commander has an inspiring presence on the battlefield! Rally any one of your Shaken units. If none of your units are reduced, place the High Morale marker on any unit
  - 10 Scouts have discovered a cache of pre-war supplies. Return any one of your reduced units to its full strength side. If none of your units are reduced, place the High Morale marker on any unit
  - 11 Aerial recon has located a derelict warehouse. You receive one Weapon of your choice
  - 12 Intel has pinpointed the location of a pre-war ammo depot. You receive one Barrage marker
- \* No Opportunity Fire allowed against the attackers. Regardless of each attack's outcome, the assaulting unit is removed from the map immediately afterwards



## TERRAIN CHART

	MOVEMENT	DEFENSE	INF	VEH	INF	VEH
CL	CLEAR		1	1	-	-
CF	CROP FIELDS		2	1	+1	-
HL	HILL		+1	+1	+1	+1
RD	ROAD		1	1	-	-
SD	SAND		2	2	+1	-
SB	SANDBAGS		0	0	+1	+1
SH	SHELLHOLES		+1	+1	+1	-
UB	URBAN		1	2	+2	+1
WT	WATER		-	-	-	-
WD	WOODS		1	2	+1	+1
WK	WRECK		+1	+1	+1	+1



## THE TERRAIN

2.2 Whatever terrain type surrounds the center, or at least 3/4 of the hex, dictates the entire hex's terrain type.

Roads may cover the center of a hex but do not change the predominant terrain type of the hex. A unit spending its entire activation moving through contiguous road hexes receives a +1 MP bonus.

The Water terrain type covers both rivers and lakes. The terrain counts as Water even when a river crossing a hex does not flow precisely over its center. Roads crossing over rivers represent bridges that allow for movement through that hex.

Terrain affects LOS ranges, speed and defensive values for the units entering them, as detailed in the Terrain Chart. Units on hill edge hexes receive a +1 DV bonus against units firing from the ground level. Units do not receive the hill defense bonus when attacked from an equal, or a greater height level (e.g. during aircraft attacks).

### 2.2.1 LINE OF SIGHT

Units must see each other in order to attack one another. Some terrain types block the line of sight (LOS), some do not. For LOS calculation purposes, urban, woods and hill hexes are considered to be level 1 obstacles that can block LOS. Units never block the LOS, except for the Huge ones.

The LOS is established by tracing a line free of any obstacles from a hex center to another hex center. The LOS is not affected by obstacles in the start and end hexes. The LOS is obstructed if the line crosses any part of a LOS-blocking terrain hex. The LOS is also obstructed if it cuts across any combination of two or more Wreck and Smoke hexes. If the LOS passes along the edge of two hexes, it is always affected by the hex with the lesser obstacle. If both hexes contain LOS-blocking terrain then the LOS is obstructed.

Similar to other terrain types, a hill covering the center of a hex fills the entire hex even if the artwork might not. Level 1 obstacles (e.g. urban, woods, hills) increase the elevation level for LOS calculation purposes (e.g. woods on a hill equals a level 2 obstacle).

A unit can attack from a lower level into a hill edge hex, but not beyond it against other hill hexes. A unit on a hill can fire at a target on another hill hex but not through or beyond a level 1 obstacle on that hill. Ground hexes directly behind level 1 obstacles are blind spots for units on a hill edge.

### 2.2.2 CONCEALMENT

Any land unit in a cover hex (e.g. urban, woods, shellholes), not in LOS of an enemy recon unit and not marked as Finished, is considered to be concealed. Concealed units receive +1 DV when attacked. A unit ceases to be concealed as soon as it moves or fires, an enemy recon unit has a clear LOS to its hex, or an enemy unit enters a hex adjacent to its position.

The bonus is added to the defending unit against any type of attack except during assaults (i.e. both artillery and aircraft have a hard time locating concealed units without recon information).

### 2.2.3 CONTROL

A hex is considered to be controlled by the last faction that had a unit in the hex, which includes simply moving through it. Objective hexes are indicated with Target markers at the beginning of the game as per scenario rules with the side of the controlling faction facing up.

# THE COMBAT

2.3 The two forms of combat in the game are represented by assaults and ranged combat. Units attacking during an enemy's activation are conducting opportunity fire. Any active formation unit not marked as Finished may attack an enemy unit in LOS and range with one of its printed attack factors or one of its equipped weapon. A unit may only attack once per activation, although it can be attacked multiple times by different enemy units during the same activation.

Units can fire either alone or in a group if stacked together at the beginning of the activation, with or without the formation CO's bonus. Units are marked as Finished immediately after attacking, unless they are carrying out a moving fire attack as the first action during their activation, in which case they are allowed to continue and move up to half speed.

To attack, a unit must determine its Attack Value and compare it against the defender's Defense Value. The resulting positive difference represents the number of Hits dealt to the target unit.

**ATTACK VALUE** / The AV is calculated by adding the attacking unit's relevant attack factor and any other bonuses (e.g. CO bonus) to the roll result of 2D6.

**DEFENSE VALUE** / The DV is calculated by adding any bonuses (e.g. terrain, concealment bonus) to the defending unit's armor factor.

$$AV (ATK + BONUS + 2D6) - DV (ARMOR + BONUS) = NUMBER OF HITS$$

**LONG RANGE** / Attack factors without a line under the range value can fire at up to double the range with that weapon. Attacks at long range receive -2 AV penalty because of the lowered accuracy.

**CLOSE RANGE** / Attack factors without a line under the range value can be used for assaults and receive an accuracy bonus of +1 AV when firing at targets up to 1/2 range, rounded down.

**FIXED RANGE** / Attack factors with line under the range value represent fixed-range weapons. Fixed range weapons:

- \* Cannot fire further than the printed range value
- \* Do not receive the close range AV bonus
- \* Can be fired on the move, except for SPA/SPAAs
- \* Can be used in group attacks, except for SPA/SPAAs
- \* Can be used in assaults, except for SPA/SPAAs

## 2.3.1 GROUP ATTACKS

Units starting their activation in the same hex can attack together as a group. One unit must be designated as the fire leader while the other unit supports the attack with suppressing fire. Supporting fire is added as a bonus to the fire leader's AV:  
\* +1 AV if an infantry unit is assisting  
\* +2 AV if a vehicle is assisting

The assisting unit must have at least one non-fixed range weapon, regardless of its range, to support the fire leader's attack. SPA, SPAAs and shaken units cannot assist in group fire attacks. However, shaken units may be designated as fire leaders.

The relevant CO bonus can be added to the group attack's AV. Units able to conduct opportunity attacks can do so as a group.

Group attacks are optional. Stacked units can still move and attack individually. Units moving in a group can also attack on the move as a group, provided that they don't travel farther than the slower unit's 1/2 speed.

## 2.3.2 MOVING ATTACKS

All units, except for aircraft and SPA/SPAAs, can attack on the move with a -2 AV accuracy penalty provided they do not move farther than 1/2 speed, rounded down. Moving and attacking can be carried out in any order:

- \* Move up to 1/2 speed then attack with -2 AV
- \* Attack with a -2 AV then move up to 1/2 speed

## 2.3.3 OPPORTUNITY ATTACKS

Units not marked as Finished can conduct opportunity attacks during the enemy activation each time an enemy unit moves into a hex that is within range and LOS. Units must be marked as Finished immediately after the opportunity attack resolution.

Units can only be attacked once per hex entered, although they may be attacked multiple times by different attackers during the move action. Each unit in a group can be targeted by different attackers every time the group enters a new hex. Opportunity attacks are not allowed against enemy units assaulting friendly hexes.

Self-propelled artillery can only react with opportunity attacks against targets in LOS. Shaken and CO units can react alone or grouped by following the ranged combat and group attack rules.

Opportunity attacks always take precedence over moving attacks. This means that whenever a unit attacks on the move at the same time an enemy unit carries out an opportunity attack, the opportunity attack will be resolved first.

Units shaken and/or reduced as a result of an opportunity attack can still move and attack freely according to their current speed.

## 2.3.4 ASSAULTS

Assaults are a form of combat initiated by units moving into an enemy occupied hex. The units moving into the hex are considered to be the attackers while the units occupying the hex are considered to be the defenders. During assaults only the attackers roll to hit against the defenders.

**ATTACKERS** / The attacking unit must use the appropriate attack factor against any one of the defending units in the hex, and it will do so with +2 AV bonus. If two units assault together, they do so as a group, with one being designated as assault leader and the other one assisting the attack either with +1 AV if it's an infantry unit, or +2 AV if it's a vehicle. When assaulting a defending group, the attackers must declare one of the defending units as the target before rolling to hit.

During assaults against unescorted vehicles in urban terrain, unescorted infantry receives an extra +2 AV in addition to the regular +2 AV assault bonus. Similarly, unescorted vehicles assaulting unescorted infantry in clear terrain receive an extra +2 AV in addition to the regular +2 AV assault bonus. Escorting indicates a mixed group of infantry and vehicles.

The CO's relevant bonus can be added to the attacker's AV. Shaken units and SPAs may neither assault nor assist.

**DEFENDERS** / Terrain and sandbags bonuses may be added to the defenders' DV. The concealment bonus is negated by assaulting units. Stacked units defending together do so as a group. The unit assisting the defender with suppressive fire does so by adding either +1 AV if it's an infantry unit, or +2 AV if it's a vehicle.

The CO's relevant bonus can be added to the defender's DV. Shaken units and SPAs cannot assist.

**ASSAULT RESOLUTION** / Any and all of the hits resulted from the assault are received by the defending unit. The attacking units must be marked as Finished immediately following the assault resolution, regardless of its outcome. If the attackers don't manage to eliminate the defending unit, they must be marked as shaken and have to retreat to the hex they came from.

If the defending unit is eliminated, the attackers remain in the hex and the other defending unit, if any, must be marked as shaken and has to retreat to one of the three hexes opposite the one from which the attackers came. If the defending unit cannot retreat it will be instead eliminated.

### 2.3.5 COMBAT RESULTS

Once determined, the attacker's AV is compared against the defender's DV and the resulting positive difference represents the number of hits dealt to the defender. The strength status steps of a unit are: full-strength, reduced and destroyed.

Hits on a full-strength unit:

- \* 1 hit The unit becomes shaken
- \* 2 hits The unit becomes shaken and reduced
- \* 3 hits The unit is destroyed

Hits on a full strength shaken or reduced unit:

- \* 1 hit The unit becomes shaken and reduced
- \* 2 hits The unit is destroyed

Any hit on a shaken and reduced unit destroys it.

When a full-strength unit is reduced its counter must immediately be flipped to the reduced side.

**SHAKEN / Shaken** units must be marked with the Shaken marker. Shaken units can only be rallied by the formation C0/2IC at the beginning of their activation.

Shaken units:

- \* Can move freely at up to 1/2 speed, rounded down
- \* Can only attack with the HE factor and a -1 AV penalty
- \* Can conduct opportunity attacks
- \* Cannot assault or assist in assaults and group attacks

**WRECK /** When a vehicle or an aircraft is destroyed a wreck marker must be placed in the hex unless there is one already there. Wrecks increase the terrain's movement cost by +1 MP for all the land units. The wreck also increases the defense value by +1 DV for all the land units defending in the hex. Two wrecks along the LOS block it.

## THE CAMPAIGN

3.0 Each side's relevant missions can be linked into a campaign for the players looking for a bigger challenge. The campaign can be played by 1-3 players. The campaign's difficulty is directly related to its length which, in turn, depends on each mission result.

The missions must be played in chronological order and each mission result recorded. If the mission ends with a victory, then the immediately following main mission must be played, otherwise the immediately following secondary mission, if any, has to be played. Secondary missions are indicated by a forward slash symbol.

The strength status of every player-formation unit must be recorded at the end of each mission. In order to keep the campaign difficulty balanced, the strength status of all the units in the game must be recorded when playing solo, enemy units included.

All units begin the campaign at full-strength. However, units reduced during a mission will carry over their reduced strength status into the next mission. Shaken units are automatically rallied in-between missions. As long as there is at least one formation unit left, a C0 will be assigned at the beginning of the following mission.

At the end of every mission each faction receives a number of supply points for repairs and refit depending on the mission result. Factions receive 3 supply points for a victory, 2 supply points for a draw and 1 supply point after a defeat.

Supply points can only be used in-between missions to recover unit strength steps, one supply point for each step lost. Thus, one supply point will return a reduced unit to full-strength and two supply points will return a destroyed unit to full-strength.

Unit availability is limited throughout the campaign. Unless repaired at the end of a mission, destroyed units remain destroyed, unavailable for the remainder of the campaign.

Each faction is awarded a number of victory points (VP) at the end of every campaign mission. Counted at the end of the campaign, the victory points determine the level of success for each faction. Factions are awarded 2 VPs for each victory and 1 VP for each draw result. The campaign ratings, based on the total number of VPs, are as follows:

- |                    |       |
|--------------------|-------|
| * Crushing Defeat  | 0-5   |
| * Defeat           | 6-9   |
| * Tactical Victory | 10-11 |
| * Decisive Victory | 12-13 |
| * Crushing Victory | 14-19 |

Das Reich	NATO	Black Hand
Prodigal Sons	Powerstrike	Prodigal Sons
Lifeline	Lifeline	Powerstrike
Omega	Empty Quiver	Omega
/Empty Quiver	Flytrap	Flytrap
Flytrap	/Eye For An Eye	Licence To Kill
/Eye For An Eye	/Cloak And Dagger	/Reversed Knee
/Cloak And Dagger	Parsifal	Masquerade
Parsifal	/Black Steel	Fratricide
/Black Steel	Licence To Kill	/Final Victory
Masquerade	/Reversed Knee	
Fratricide	Fratricide	
/Final Victory	Final Victory	

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### **WHY WE DO WHAT WE DO:**

We love designing, developing and most of all playing games. We thank God for blessing us  
so we can follow our passions and to our family and friends for their support.