LAND COMBAT RULES 1942-1945

Outline

The combat system for war on land is somewhat different from systems you may have previously played, or board games with which you are familiar.

Like many board wargames the maps are divided up into hexes for convenience and ease of reference.
Unlike most games set at this level military force is not represented by separate combat units that are moved around the map. Instead, resources are allocated to the front line – forming a line of forces, or an area held by them.
Combat resources are allocated on a hex by hex basis each game turn. We will be using counters to show the forces deployed along the front line – but it is very important that you don't think of these counters as units, they are merely place markers to show where forces have been deployed.

Resources

To keep the game flowing we have dramatically reduced all types of military resources in the land battle to six simple categories. These are created by the economic system and fresh resources are made available each game turn.

Men – a manpower point represents approximately 50,000 soldiers including both front line troops and their supporting personnel.

Tanks – this is a shorthand term for heavy equipment, including tanks, artillery, anti-tanks guns etc. A tank point represents around 250 tanks plus heavy weapons in proportion.

Aircraft – nearly all types of combat aircraft including fighters, fighter-bombers, tactical bombers etc. An aircraft point represents approximately 250 aircraft, and factors in a training element, replacements as well as those in the front line.

Strategic Bombers – Only long range level bombers are counted. A strategic bomber counter represents 200 bombers. Strategic Bomber counters can be added to the Aircraft totals in the land combat, if desired.

Logistic Support Points (LSP) – this represents the thousands of tonnes of stores, fuel and ammunition needed for major operations. It is possible to conduct operations without LSP, but inadvisable if you hope to win. LSP are consumed when used (obviously).

Garrisons – these are smaller sized forces that are static and used to hold key locations, like islands, ports etc. They have to be attacked conventionally to remove, and are treated as a single manpower point for that purpose. The number of Garrisons available is given in the National Briefing.

Manpower is marked on a card placed in the hex. There is just one card per hex with the total manpower resources in that hex. LSP, Tanks and Aircraft are represented by additional counters.

The Front Line

The most critical part of these rules is the concept of the Front Line. The front line must consist of a contiguous row of hexes, with a manpower counter in each one.
There is never a gap. If a gap appears, a fresh manpower counter is inserted to create a continuous line, and manpower allocated to that counter. The manpower counters *are not units* – they are there to show where the front line is. You must keep this in mind.

China Exception
This is slightly modified in China, in that the front line was a lot more tenuous over a very large country. In China, front line markers can exist with no Manpower in them – indicating the notional nature of the front there. The front still needs to be shown, however, and to push back these tenuous 'empty' front lines still requires an offensive.

The Pool

New forces produced by the industrial zones come into the land battle via the Pool.
The Pool is notionally in the home country.
So long at there is an unbroken overland route from industry to the front line, the resources in the pool can be freely deployed to the front line.
In some cases, in order to deploy forces from the Pool to the front line they may have to be transported overseas via merchant routes, or across an all-sea hexside via an amphibious operation (i.e. across the English Channel). In this case you will need to get advice from the Navy on how best to do this (see Naval rules).

Military Offensive Flags

The military of each nation has a number of 'Military Offensive Flags'.
This number is limited and represents the nation's military infrastructure and capacity to organise offensives or conduct major operations. If can also vary with time, and according to other factors such as weather – it is harder to organise massive offensives in the winter, for example. The exact number of flags awarded is given in the team briefing.

There are also Naval Operations Flags for major naval operations. An amphibious operation will require **both** a Naval flag and a Military flag.

The Military Offensive flag is placed on the hexside through which an attack is to go. The **only place** an attack can be made is where an Offensive Flag has been placed.

Winter

In some regions Winter affects the ability to conduct operations. This is deemed to be December to February in Northern Europe.
During Winter Turns it requires 2 flags to conduct an operation.

Military Effectiveness

All forces have a military effectiveness factor. This is a force multiplier in combat (see below).

The Military Effectiveness will vary as the war progresses. Combat experience can have an effect, as can war-weariness or political uncertainty.
The exact level of your ME, and an assessment of enemy capability is given in the team briefing.

Advantage Cards

During the war there were many important innovations in tactics, operational doctrine, technology etc – as well as surprises and successful deceptions. We are simplifying this whole complex subject into a set of **Advantage Cards**. Each team in the game is given a set of these carts at the start, and they can be used in the combat system to influence the outcome. Multiple cards can be allocated to gain cumulative effects.

No more cards **are issued during the course of the game.**

Each card may only be played ONCE and after use is discarded. So it is important to think carefully when you wish to play them.

An Advantage Card can be used on **ONE** of the following ways.

- Change the Order of Play. An Advantage Card can be used to give your side choice as to whether it goes first (or not). If a competing Card is played, the highest Value wins – if both equal they cancel each other out.

- Provide an Extra Military Offensive Flag for one turn only.

- Add to Combat Die roll for a single attack – the value on the card is the amount you can add to your die roll.

- Shift combat results by one column in your favour

- Some other advantage outside the rules at the discretion of Game Control.

There is no limit to the number of cards you can play at once. Advantage Cards may also be played on behalf of Allies.
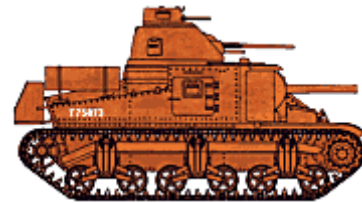
Combat

Sequence

1. Place fresh resources from INDUSTRY (Manpower, in the POOL

2. Add any available resources in the Pool to front line cards. There must be at least One Manpower point in every hex of the front line (except in China) and this condition **must** be met before any other deployment.

3. Closing the Line. In any area where front lines are not in contact, the front line may be moved up to one area closer to the enemy line. This is not an attack, and in the event of a dispute, Map Control will rule on where the new line rests.

4. Place Offensive Flags on hexside of attack – the side with the highest Military Effectiveness may choose to place first (or second).

5. Play Advantage cards

6. Remove resources from front line to Pool.

7. Calculate combat results. Combats are resolved in the order of highest Military Effectiveness first.

8. Update map to represent new front line, and update loss records

9. Resolve line straightening actions.

10.   Report results of the turn to your high command / political masters.

Combat Results Process

Combat only occurs where there is an Offensive Flag.

1. Add up the Manpower, tanks and aircraft on each side.

2. Multiply each total by the relevant Military Effectiveness

3. Work out combat odds. (Fractions rounded **down**)

4. Identify factors that cause column shifts in the results table to find the appropriate results column.

5. Roll 1d6 per side add effect of Advantage Cards, PAGs and LSP (if any), subtract defender's from attacker's score to look up result in table. Reposition front line as directed.

6. Work out casualties.

Column Shifts
Tank Supremacy = 3:1 advantage in tanks = 1 column shift to your advantage
                But NOT in Mountains, Swamps or Amphibious Assault.
Air supremacy = 3:1 advantage in air points = 1 column shift to your advantage
                                            But NOT in Forests.
Defending a Fortified hex side = 1 column shift to your advantage per layer of fortification
Defending a Major City hex = 1 column shift to your advantage
                                ONLY if it is your own or an Ally's City
Enemy PAG marker within 2 areas = Two column shifts to your disadvantage
Attacking with **no LSP** allocated at all = Two column shifts to your disadvantage

Die Roll Modifiers
Amphibious Assault = -4 on die roll
Amphibious Assault without speciailised landing craft = -6 on die roll.
Each LSP allocated to this offensive = +1 on die roll (Note: defender can do this too).
Plus the modifier from any Advantage Card allocated to this attack.

Results Table

	1:3	1:2	1:1	3:2	2:1	5:2	3:1	7:2	4:1	9:2	5:1
-7	R	R	R	R	R	R	R	R	O	O	O
-6	R	R	R	R	R	R	R	O	O	B	B
-5	R	R	R	R	R	R	O	O	B	B	Y
-4	R	R	R	R	O	O	O	B	B	Y	Y
-3	R	R	R	O	O	O	B	B	B	Y	G
-2	R	O	O	O	B	B	B	B	Y	Y	G
-1	O	O	O	B	B	B	Y	Y	Y	G	G
0	O	O	B	B	B	Y	Y	Y	Y	G	G
+1	O	O	B	B	Y	Y	Y	Y	G	G	G
+2	O	B	B	Y	Y	Y	Y	G	G	G	G
+3	B	B	B	Y	Y	Y	G	G	G	G	G
+4	B	B	Y	Y	Y	G	G	G	G	G	G
+5	B	Y	Y	Y	G	G	G	G	G	G	G
+6	Y	Y	Y	G	G	G	G	G	G	G	G
+7	Y	Y	G	G	G	G	G	G	G	G	G
	1:3	1:2	1:1	3:2	2:1	5:2	3:1	7:2	4:1	9:2	5:1

Result	Open	Mountains	Swamp	Tropical Jungle	Forest	Desert / Himalayas	Amphib
Note:		Tank supremacy doesn't count		Air and Tank supremacy do not count		No combat or deployment permitted in Desert / Himalayas hexes	Tank supremacy doesn't count
Green (good)	Occupy attacked hex and, optionally one hex beyond	Occupy attacked hex	Occupy attacked hex	Occupy attacked hex	Occupy attacked hex		Assault successful
Yellow	Occupy attacked hex	Front line does not advance	Occupy attacked hex	Front line does not advance	Front line does not advance		
Blue	Occupy attacked hex	Front line does not advance	Front line does not advance	Front line does not advance	Front line does not advance		
Orange	Front line does not advance	Front line does not advance	Front line does not advance	Front line does not advance	Front line does not advance		Assault fails
Red (bad)	Enemy counter attack pushes force out of its starting hex	Front line does not advance	Front line does not advance	Front line does not advance	Front line does not advance		

LOSSES

Take the enemy's combat strength (Manpower + Tanks + Aircraft) – not multiplied by ME factor.

Look at relative Military Effectiveness ratio.

So an Army with effectiveness of 5 fighting one of 2 would have a 2:1 effectiveness ratio.

In the table below, read off the opponent's strength against the effectiveness ratio, for the casualties inflicted.

Terrain Effect on Losses:
Jungle and Open do not modify effectiveness.
Mountains and forests increase a defender's effectiveness by one.
Swamps decrease attacker's effectiveness by one.
Defence against Amphibious assault increases defender's effectiveness by one.

Enemy CV	Highest Effect. Loses	Lower Effectiveness Loses					
		Ratio 1:1	Ratio 2:1	Ratio 3:1	Ratio 4:1	Ratio 5:1	Ratio 6:1
		1	2	3	4	5	6
1	0	0	0	0	0	1	1
2	0	0	0	1	1	2	2
3	0	0	1	1	2	3	3
5	1	1	2	3	4	5	6
6	1	1	2	3	4	6	7
6	1	1	2	3	4	6	7
7	1	1	2	4	5	7	8
8	1	1	3	4	6	8	9
9	1	1	3	5	7	9	10
10	2	2	4	6	8	10	12
11	2	2	4	6	8	11	13
12	2	2	4	7	9	12	14
13	2	2	5	7	10	13	15
14	2	2	5	8	11	14	16
15	3	3	6	9	12	15	18
16	3	3	6	9	12	16	19
17	3	3	6	10	13	17	20
18	3	3	7	10	14	18	21
19	3	3	7	11	15	19	22
20	4	4	8	12	16	20	24

Losses are taken in the following order:

You have	Enemy loses points In this order
Tank Supremacy	Tank : Man : Man : Tank : Man : Man
Air Supremacy or BOTH Air and Tank Supremacy	Air : Tank : Man : Man : Air Tank : Man : Man
No supremacies	Man : Man : Tank : Man : Man : Air
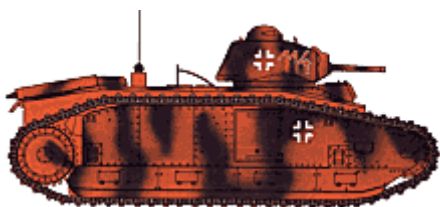
If the enemy doesn't have a tank or air to lose, then lose a Man.

If the enemy doesn't have Man to lose, then Lose Air/Tanks as necessary.

Line Straightening

Once combat has been resolved, either side can withdraw their front line up to 1 hex at any point (provided you are permitted to by high command). The opposing side may then freely conform to the new front line.

Combat Example

Example 1: Assault on Orel Salient

Two Offensive Flags used to launch assault from to adjacent hexes (Orel and Kursk) on to a German Salient in the Soviet Line (See Example Map)

Total Soviet Manpower		14
Soviet Tanks		3
Soviet Air		3
	Total	20 CV
Times Soviet ME 2		=40

Total German Manpower		4
German Tanks		1
German Air		3
	Total	8 CV
Times German ME 5		=40

Combat Odds are 1:1
Soviets have Tank Supremacy, so that moves to **3:2 odds**
Soviets also allocate 2 LSP to this offensive
Germans have no LSP available for defence.

Soviets Roll 1d6 – score 2 + 2 for LSP = 4
Germans Roll 1d6 – score 6

Subtract Defender (Germans) from Attacker (Soviets) 4 – 6 = **Minus 2**

Read off Results Table – this is an ORANGE result. The Combat is into an OPEN hex, so the result is 'Front Line Does Not Advance'

Losses.
The Ratio of Combat Effectiveness is 2:1 in favour of the Germans.
The Germans losses will be found in the 'Highest Effectiveness Loses' column (because they have the higher effectiveness here) – read Soviet CV of 20 – **Germans lose 4**. Because the Soviets have Tank Supremacy this will be 2 Tank, 2 Man

Read German CV of 8 in the 'Ratio 2:1' column, **Soviets lose 3**. This will be 2 Man and 1 Tank.

The Germans have held the Salient but at great cost.

Example 2 : German Counter Offensive towards Orel

In order to relieve their Salient, the Germans have launched an offensive in the direction of Orel.

Total Soviet Manpower 8
Soviet Tanks   1
Soviet Air   1
                            Total   10 CV
Times Soviet ME 2   =20

Total German Manpower   7
German Tanks   3
German Air   3
                            Total   13CV
Times German ME 5   =65

Combat Odds are 3:1
Germans have Air Supremacy and Tank Supremacy, so that moves to **4:1 odds**
The Germans have allocated 4 LSP to this offensive
This is important so the Germans are Playing a +2 Advantage Card
The Soviets have allocated 1 LSP to the defence.

Soviets Roll 1d6 – score 2 +1 for LSP = 3
Germans Roll 1d6 – score 3 plus 2 for Advantage Card +4 for LSP = 9

Subtract Defender (Soviet) from Attacker (German) 5 – 2 = **+6**

Read off Results Table – this is a GREEN result. The Combat is into an OPEN hex, so the result is 'Occupy Attacked Hex' with the option of pressing on further. The Germans decide not to overextend and stop at that point.


Losses.

The Ratio of Combat Effectiveness is 2:1 in favour of the Germans. The Germans losses will be found in the 'Highest Effectiveness Loses' column (because they have the higher effectiveness here) – read Soviet CV of 10 – **Germans lose 2**. This will be 2 Man.
Read German CV of 13 in the 'Ratio 2:1' column, **Soviets lose 5**. the Germans have both Air and Tank Supremacy, so this will be 2 Air, 2 Man and 1 Tank.
The Germans have pushed the front line forward towards Orel and inflicted heavy losses.
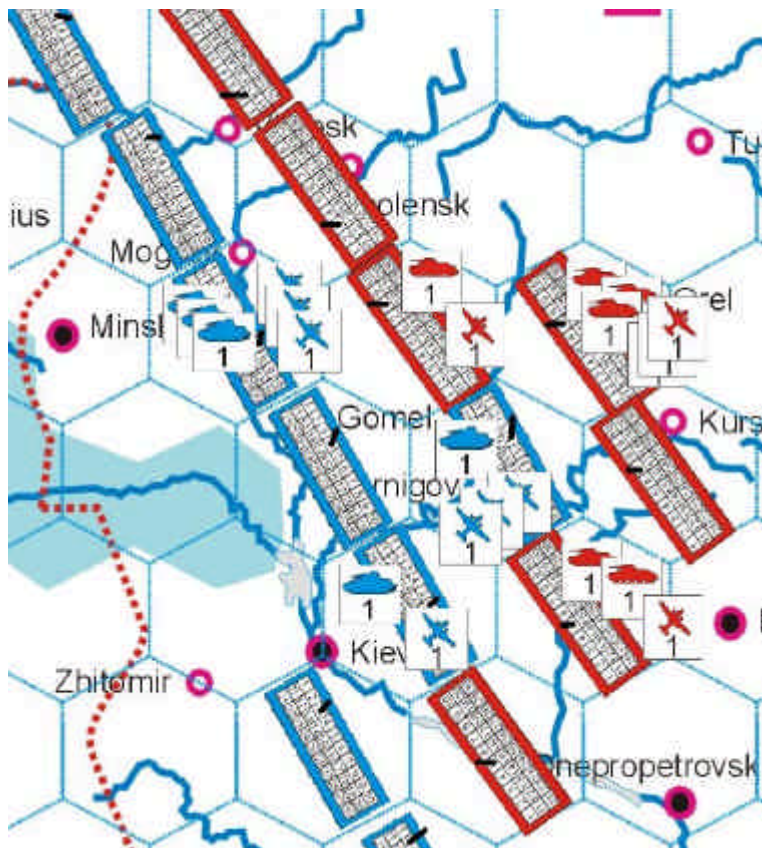
Example Map

Fortifications

Fortifications are constructed on specific hex-sides. These require one LSP and one manpower for one turn to construct one hex-side of fortifications. The manpower is released once the fortification is complete. The LSP is consumed.
Multiple layers of fortification can be constructed.

Security Zones, Partisans and Guerrillas (PAG)

In some regions (such as Russia and China) there is extensive activity by irregular forces 'behind the lines'.
This is represented by deploying a special sort of Partisan And Guerrilla (PAG) Counter, which is placed in a map hex.
This is the equivalent of 1 manpower point.

PAGs become available as set out in your national briefing, and do not draw on your conventional military manpower production.

PAG Deployment
1.   It may not be placed adjacent to a front line marker.

2.   It can only be placed in the PAG's own country.

3.   Only one can be deployed per hex.

4.   Once placed it does not move and cannot be removed unless absorbed by the advancing front line.

5.   May not be placed on a hex containing a Security Zone.

The effect of PAGs is generalised – basically they affect enemy front line unit's combat.

Security Countermeasures
The PAGS are countered by creating a Security Zone and by Security Operations.

A security Zone requires at least 1 point of military manpower at all times plus 1 LSP to set up. Security zones can be used for other purposes, such as refugee collection and resettlement.
PAGs may not be deployed in a hex set up as a Security Zone.

To remove an existing PAG a security operation is conducted by allocating military forces (manpower, tanks, air) against it and fighting an Offensive in the normal way.

It requires an Offensive Flag to do this. If the PAG loses it is automatically destroyed.

If a PAG is overrun by the front line then the owning side can absorb its manpower into the regular forces.

New or Replacement PAGs
Under various circumstances a side deploying PAGs may get an additional PAG or be able to create new ones. Details on this is in the National Briefing. Some PAGs are independent of player teams and may also spring up from time to time.

Strategic Bombing

Bases
Strategic Bombers require a base in order to operate. The base is shown by a counter on the map.
One base can support any number of Bomber counters.
To be operational a Bomber base requires 1 LSP per turn of operations.
Operations then take place within the current effective range. This will increase as bombers and escort fighter technology improves during the game.

Bomber

	1942	1943	1944 onwards
Bomber range in hexes	5	6	7

Strategic Bombers have three possible roles.
They must be allocated to one of these.

a. Suppressing industrial production
One bomber counter on an IZ causes on production line to be shut down for the coming turn (owner's choice)

b. Terrorising the civilian population
This can be on any hex containing names towns or cities. Unopposed terror bombing saps Civilian morale.

c. Supporting the land or naval battle
In the case of Naval Combat, the bombers can be counted as Land-based Air in the appropriate sea area.   To do this they must be handed over completely to the Naval Command structure and take one turn converting between land and naval roles.

In the case of Land combat, bombers count as the same as an Air point and can be added to any combat within range.

Air Defence.

Air Units can be used for air defence. These can be placed in any hex, not just the target hex, forcing the incoming bombers to engage or avoid them. For each Air Unit allocated to Air Defence, ignore 1 bomber unit's effect on the protected zone.
Casualties: For each AD air unit the bombers encounter, roll 1d6, score 6 to remove the Bomber unit from play.

Protective Flak Zones can be created. These require 1 military manpower and 1 concrete to cover one hex (the concrete used does *not* count for defence of the hex from land attack).

It costs 1 LSP per turn to operate up to 3 contiguous zones.
These count as an AD Air unit, but roll their casualty roll against *each* Bomber attacking their hex or moving over their hex.