

PanzerBlitz Hill of Death

**The Battle for Hill 112
Normandy 1944**



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1.0 Introduction

Panzer Blitz-Hill of Death - is the result of many years of effort by many people. You may already be familiar with the rich heritage of gaming that its parent game, Panzer Blitz, spawned. It is hoped that this new iteration of fast-paced, exciting tactical combined arms warfare will engender a new era of games.

1.1 History of Panzer Blitz

The WWII Russian Front game in the distinctive black and orange box was introduced to the retail market in 1970 by The Avalon Hill Game Company (TAHGC). Originally designed as Tactical Game 3, and distributed in Issue #22 of Strategy & Tactics Magazine (1969), Panzer Blitz took the gaming community by storm. TAHGC, soon after S&T 22, acquired the rights to Tactical Game 3. They knew they had a winner on their hands, and pumped the supply chain full of copies. It is estimated that over 300,000 copies of Panzer Blitz were sold over the print life of the game, making it the most widely owned simulation board game in history. Panzer Blitz also inspired the creation of two other games: Panzer Leader, which covered Western Front action in the last year of World War II; and The Arab-Israeli Wars, which dealt with the more recent Middle East conflicts.

With thirty years having elapsed since AIW was released, it seems good to revisit the family of games that has brought so much enjoyment and learning to our lives. PB-HOD is obviously not a straight reprint of PB, rather it is a 'next step' in the development of the genre of games at that scale and complexity. Decades of experience and thousands of Situations played have revealed the strengths and weaknesses of the original game, and in PB-HOD we have sought to maximize the former while diminishing the latter. It is hoped that the new system will, like its parent, inspire multitudes of home-grown Situations, and professional production of additional modules, with geomorphic maps like the original series.

1.2 Using the Rules

The rules of the game are written to be straightforward and easily understood. Every attempt was made to avoid subtle meanings, with everything in simple text, without adding unnecessary complexity. Hopefully we have achieved this goal.

It is suggested to read through the rules once - don't try to digest in great detail, just get the feel for them. Set up a Situation, and then walk through Section 3.0 Game Turn. You may not get all the nuances on the first pass, but hopefully you will get a feel for the mechanics of play. With this in hand, refer to sections as needed.

Section 14.0 Terrain needs only to be addressed as you encounter new types of terrain.

NOTE: Several terrain types are not included in the initial module, Hill of Death (HoD), but will come in later modules in the system. Section 14.0 Terrain needs to be addressed as you encounter new types of terrain. This is true for rules on Amphibious vehicles 4.4 as well. For now, skip those sections.

1.3 Rules Conventions

- 1.3.1 When a Combat rule states that attack or defense factors are to be halved and the combat involves multiple stacked units, fractions are dropped after all values are added for AT fire and retained for AP fire.
- 1.3.2 In all other cases where numbers are halved (i.e. movement points, ranges, etc.) remaining fractions are dropped.
- 1.3.3 Words that describe key concepts of components of the game are capitalized.

2.0 Game Components and Scale

2.1 Inventory

- 130 1/2" counters
- 352 5/8" counters
- 1 Map Sheet
- 1 Rule Book
- 1 Players Reference card
- 8 Situations
- 2 6-sided dice

2.2 Map

The PB - Hill of Death game map is a representation of the terrain on which the historical battles depicted in the game took place. A hexagonal grid has been superimposed over the map to regulate movement and to facilitate measurement of range for combat resolution.

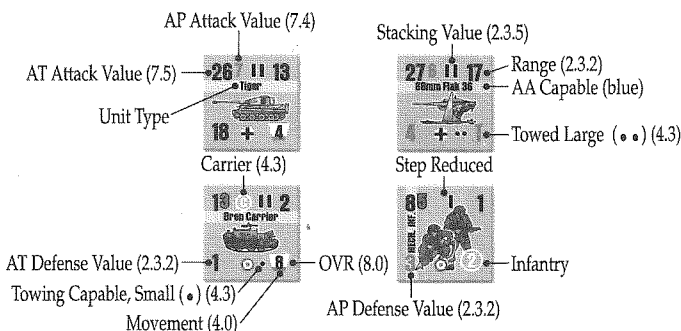
A four-digit number is printed in each hex. This number is used to direct the setup of the units for the situations, and to allow players to record locations of the units, as well as defining play areas.

2.3 Playing Pieces

The die-cut cardboard counters are the game's playing pieces. Each counter represents a unit, an artificial terrain marker, or a game function marker.

2.3.1 Units

Each unit counter represents a battery, platoon, or half-company-sized military unit of one of the combatant nations of World War II and is color-coded for identification. Each unit's ability to attack, survive enemy attacks, fire range, and movement capability is expressed by the numbers and symbols printed on the unit counter. (See sample below)



Most units are printed on both sides. The front face represents the unit at full strength while the reverse represents the unit at step-reduced strength, denoted by a yellow stripe.

2.3.2 The printed information on the counters represents the following:

Attack AT (Anti-Tank) - Attack Strength used against Armored Targets. (7.5)

Attack AP (Anti-Personnel) - Attack Strength used against Non-Armored Targets. (7.4)

Stacking Value - The black rectangles represents the number of Stacking Points the unit is worth. (2.3.5)

Range - The maximum distance away (in hexes) that the unit can attack an enemy unit using its AT or AP Attack Strength (Exception: 7.2.4 Long Range Fire).

Example: A unit with a range of 8 could use its Attack Strength to attack an enemy unit that is 8 hexes away or closer, but could not attack an enemy unit 9 or more hexes away.

Special Capability - This code shows what special capabilities the Combat unit has per the table below.

Unit Function

Code	Capability	Identification
IF	Indirect Fire (11.0)	Red Range Value
AA	Anti-Air (16.4)	Blue Stripe behind Unit Name
M	Mortar (11.4)	M superscript next to range
C	Carrier (4.3)	© on counter
AMP	Amphibious (4.4)	Blue Superscript next to Movement
OVR	Overrun (8.0)	Red Underlined Movement

Defense Strength - The ability of a unit to survive an enemy attack, expressed as a number of Defense Strength points. The number is color-coded to denote whether the unit is non-armored (red) or armored (black).

Movement - The unit's movement 'allowance' represents the maximum number of movement points (MP) the unit can expend in a single turn. The number is shown inside a colored shape, which denotes the movement 'mode' the unit uses, as shown in the table below. Red Underlined Movement denotes overrun capability.

2.3.3 'Combat' Units - Most unit counters in Panzer Blitz are Combat units. Combat units are any unit with either or both AP and AT values.

2.3.3.1 An Armored Fighting Vehicle (AFV) is a Combat unit that has a silhouette of the vehicle, as well as either or both AT and AP attack values, and black (armored) defense strength.

2.3.3.2 Infantry units have a silhouette of troops and have a red (non-armored) defense value.

2.3.4 Information Markers

Information markers indicate artificial terrain, or note a condition of a hex or the units in the hex.

2.3.4.1 Unit Status Markers

Spent/Disrupted: The 1/2" counters with 'Spent/Disrupted +3' on one side and are used to mark Combat units that have become Disrupted as a result of combat or have failed to recover when making an Efficiency roll. (13.2)

Spent: These 1/2" counters are used to mark Combat units which have performed an action during the current game turn.

Disrupted: These 1/2" counters are used to mark Combat units that are disrupted.

Unspotted: These 1/2" counters are used to mark units (or stacks of units) that have not been Spotted. (6.0)

2.3.5 Stacking

Multiple Combat units may occupy the same hex at the same time. This is called 'stacking.' Units totaling no more than six (6) friendly 'Stacking Points' may occupy a hex at any one time (Exception: Towns and Cities 14.2).

2.3.5.1 Artificial Terrain Markers and Stacking

All artificial terrain markers are worth zero Stacking Points (Exception: Wrecks 15.1)

2.3.5.2 Transporting Units and Stacking

When a unit transports another unit, the Passenger and Carrier are considered one unit for stacking purposes, using the stacking point value of the Carrier unit. The transporting unit must have a stacking value that is greater than or equal to the Passenger unit.

2.3.5.3 Violation of Stacking Limits

Any hex that is found to contain more than six Stacking Points is considered "overstacked". If at any time, a hex is found to be overstacked, the opposing player may immediately choose and move units from that hex into an adjacent, non-enemy occupied, enterable hex, until stacking limitations are met. Relocated units are marked with a Spent/Disrupted marker. If they are already Disrupted, they suffer a step loss. If no such hex is available, the owning player must immediately choose which units to step-reduce or eliminate in order to meet stacking requirements.

2.3.6 Game Scale

Each hexagon (hex) on the HOD map represents terrain that is 250 yards from side to opposite side.

Each turn represents approximately fifteen minutes of real time.

All Combat Units represent formations equal to a platoon, and are therefore not marked as such on the counters, as in most other war-games.

3.0 Game Turn

One game turn in Panzer Blitz consists of multiple separate and random player Operations. An Operation (determined by a 'chit pull') will activate a type of unit (i.e. Air unit), reinforcements or group of units within a certain area.

Players randomly conduct Operations phases by pulling Operations chits from a pool composed of chits belonging to both players. A 'chit pool' is any opaque container (i.e. coffee mug) from which chits can be randomly drawn.

3.1 Sequence of Play

The sequence of play is as follows:

- 1) Pre Operations Segment (3.1.1)
- 2) Chit Pull Segment (3.1.2)
 - a. Operations Chit
 - i. Artillery Request (11.1)
 - ii. Fire (7.0)
 - iii. Move (4.0)/Overrun (8.0)/Assault Fire (7.10)
 - iv. CAT (9.0)/Panzer Blitz Assault (10.0)
 - v. Recover Disrupted Units (13.1)
 - b. Reinforcements Chit (3.1.2.3) Place units and Conduct Operations
 - c. Air Support Chit (16.0) Place and/or conduct Air attacks
- 3) Administration Segment (3.1.3)
 - a. Resolve Artillery Request (AR) The owner of the last chit in the cup resolves their AR first. All effects occur simultaneously
 - b. Housekeeping
 - c. Mark eligible units as non-spotted

Each game turn has three segments:

3.1.1 Pre-Operations Segment

At the beginning of each turn the players assemble their Operations Chits as per Situation instructions and combine them in the Chit Pool.

3.1.2 Chit Pull Segment

Either player randomly and blindly draws a single chit from the Chit Pool. The player who owns the chit conducts the Operation stated on the chit (thereby becoming the 'Phasing Player'), or they may pass performing no action. If both players consecutively pass, the turn ends. In either case, the chit is not returned to the Chit Pool but set aside with the other used chits. Players repeat this sequence until all chits are drawn. There is no limit to how many of one or the other players' own chits may be drawn consecutively. When the last chit is drawn, the Chit Pull Segment is over; no action is performed for the last chit.

3.1.2.1 Operations

Each Operations chit initiates what is essentially a mini-turn. The Phasing Player (the player who owns the chit) designates a hex as the activation hex. The Operations Chit just drawn is placed in that hex to serve as a reminder. Any units that are within the effective radius of the Ops chit, and not currently marked Spent become active and may conduct one of the following Operations. (Exception: Forward Observer 11.2)

1. Request Artillery (marked No Move) (11.1)
2. Perform Direct/Indirect Fire (7.0)
3. Move (4.0)
 - a. Assault Fire (7.10)
 - b. Overrun-capable units Overrun (8.0)
 - c. Infantry may CAT (9.0)
 - d. Perform Panzer Blitz Assault (10.0)
4. Attempt to Recover from Disruption (13.0)

Operations may only be performed in the sequence outlined in Section 3.1 Sequence of Play.

All units within a chit's radius do not need to perform the same action—each may perform different action types or no action. Mark units with a Spent or Spent/Disrupted marker after they have conducted any on-board Operation. At the conclusion of the Operations Phase, remove the Operations Chit and set it aside.

3.1.2.2 Air Support Operations

After playing the Air Chit, the Phasing Player places or moves any Air Support and/or Air Spotter units on the board. The non-Phasing Player may conduct any Anti-Aircraft Fire (16.4). The Phasing Player may then resolve Air attacks.

3.1.2.3 Reinforcement Operations

After playing the Reinforcement Chit, the Phasing Player may enter or place any and all scheduled reinforcements for the turn, under the conditions outlined by the Situation. Only the reinforcing units may perform normal Operations (3.1.2.1). If the Reinforcement chit is not drawn, then that chit is automatically used as the first chit for the next turn (3.1.2). If the Situation-designated entry hex for reinforcements is blocked, then they may enter on any adjacent accessible hex.

3.1.3 Administration Segment

All on board Artillery Request markers are resolved. Remove all SMOKE 2 markers and flip any and all SMOKE 1 markers to their SMOKE 2 side. Players remove any Spent markers from the board. All Spent/Disrupted markers are replaced with Disrupted markers. Finally, move the turn record marker ahead one turn.

3.2 Victory

Each Situation will define a set of victory conditions that must be met for one side to win. If the stated side cannot meet these conditions in the allotted number of turns, then the other player has won.

Some Situations will require that one side Control specific hexes (strategic locations) in order to win. For a side to Control a hex they must have been the last player to have a non-Disrupted unit occupying that hex. It is not necessary to have a unit continuously occupy the hex.

4.0 Movement

During an Operations phase, after placing Artillery Request and conducting all Fire Operations, a player may move any activated unit as outlined below.

4.1 Details of Movement

4.1.1 No enemy movement is allowed during a friendly movement phase.

4.1.2 A unit that is marked with a Spent, Disrupted or Spent/Disrupted marker may not move during an Operations Phase.

4.1.3 Each unit has a printed movement allowance which shows the number of movement points that unit may spend each turn. Unused movement points may not be saved or carried over from one turn to another. No unit may "lend" movement points to another unit.

4.1.4 Units move one at a time (Exception: Transport and Passenger Units 4.3), tracing a path of movement through adjacent hexes, expending movement points as they move. The player must complete the movement of one unit before beginning the movement of another. Once the player has started moving the next unit, the moves of any already moved units may not be adjusted.

4.1.5 During a unit's move, the opponent may declare an Opportunity Fire attack (7.8) against the moving unit. Once an Opportunity Fire attack has been declared, the moving unit must stop and the moving player may not change or otherwise adjust the movement of the unit. After resolution of the Opportunity Fire attack, the unit may continue moving if it is not Disrupted and has movement allowance remaining.

4.1.6 The distance a unit can travel is determined by its movement allowance and the cost to enter each hex. Each unit expends a number of movement points to enter each hex, based on the Terrain Effects Chart (TEC) and/or any Situation Note(SN).

4.1.7 Minimum Move - If the hex a unit wishes to enter costs more movement points than the unit's entire movement allowance, that unit may still enter the hex provided it is the first hex it enters. This rule does not allow a unit to move into a hex from which it would normally be prohibited. (Example: a tracked unit may not use this rule to enter a Swamp hex). Units that use this rule may not perform an Overrun, Close Assault Tactic, or Panzer Blitz attack.

4.1.8 Units may move through hexes containing other friendly units. Units may not, however, enter or move through a hex if such movement would violate stacking limits for that hex while the moving unit is in it. If the overstack is discovered after the hex has been entered, the unit is moved back to the hex entered immediately prior to entering the overstacked hex. Movement commences from that location, with the unit having expended as many movement points as required to reach that point originally.

4.1.8.1 Units may not pass through or enter hexes containing enemy units. (Exception: Empty Transports 4.1.8.2)

4.1.8.2 Units other than truck or wagon units may pass through or enter hexes containing empty enemy truck or wagon units. In such cases, the truck or wagon units in the hex passed through or entered are eliminated.

4.1.9 Any unit that exits the board may not reenter play unless otherwise indicated by SN.

4.1.10 Once a unit has completed its movement, mark it with a Spent marker.

4.2 Terrain Effects on Movement

Terrain movement costs are outlined in Section 14.0 and are summarized on the TEC.

4.2.1 Terrain costs for movement are cumulative. If a unit lacks sufficient movement points to enter a hex, it may not do so. (Exception: 4.1.7)

4.2.2 Hexsides may also affect movement by adding movement point expenditures or prohibiting movement altogether when units attempt to cross the hexside.

4.3 Transport and Passenger Units

Those units designated as "Carriers" © for their Special Capability have the ability to transport non-vehicular units (i.e. infantry and guns). Each Carrier unit may be used to transport one or more units whose total number of Stacking Points does not exceed the Carrier unit's capacity. A Carrier unit's capacity is equal to the Carrier unit's own Stacking Points. Example: A Truck worth 2 Stacking Points can transport any combination of guns and infantry units that do not exceed 2 Stacking Points. This combined stack of transport and transported units count as 2 Stacking Points. (2.3.5.2) Also note that although one Carrier unit may be used to transport multiple Passengers, multiple Carrier units may not be used to transport a single Passenger unit.

Towed units such as guns are denoted by a 'T/..' or 'T/.' denoting the size of transport required. The number of dots designates the size of the gun: either light (single dot) or heavy (two dots). Guns are treated the same as passengers in all other ways.

4.3.1 Loading and unloading of Passengers takes place as part of the movement of the Carrier unit, during an Operations phase, and takes place in the same hex as the Carrier unit. The Passenger need not be activated during that turn but is considered Spent after being transported. The unit to be transported may not be marked with a Spent or Disrupted marker prior to being loaded.

4.3.2 Depending on what type of unit they are carrying, it may cost a Carrier half or all of its Movement Allowance to load or unload the Passenger(s). (See Unit Transport Table, 4.3.5) Obviously, if it takes all of its Movement Allowance, both Carrier and Passenger units must begin and end the Movement Phase in the same hex.

4.3.3 When transporting Passengers that only cost half of a Carrier's Movement Allowance to load/unload, the Carrier may do any of the following provided they do not exceed their movement allowance:

- Move and then load/unload or
- Load/unload and then move or
- Move and then load/unload and then move again.

4.3.4 A Passenger unit cannot move by itself, nor attack on the turn it loads/unloads. (Exception: Panzer Blitz Assault 10.0) The transported unit is marked as Spent after unloading.

4.3.5 Unit Transport Table - The Carrier unit must pay movement costs as outlined in the following table:

Transport Table

Transport Type	Passenger Type	Load/Unload Costs ¹
Truck	LG ² /Inf	½ MA
	HG ³	All MA ⁴
Half-Track	LG/Inf	½ MA
	HG	All MA
British Carrier	LG/Inf	½ MA
Wagon	Any	All MA
AFV ⁵	Inf only	½ MA
Jeep ⁶	Recon-Inf/ LG only	½ MA
Motorcycle ⁶	Recon-Inf Only	All MA

¹ Reflects the movement point cost paid by the CARRIER unit to load/unload its units.

² LG = Light Gun (less than or equal to 82mm) T/.

³ HG = Heavy Gun (greater than 82mm) T/.

⁴ MA = Movement Allowance

⁵ AFVs may only act as a Carrier as directed by the specific nationality rules.

⁶ Unarmed Jeeps and Motorcycles cannot move without a passenger.

4.3.6 Passenger units suffer the same combat result as the Carrier unit if attacked while loaded. If a Disrupted result is obtained, then the Passenger must unload in the current hex and both Passenger and Carrier are marked Disrupted. If unloading violates the stacking limits (2.3.5.3), then the Passenger unit is placed in an adjacent, non-enemy occupied, enterable hex by the opposing (non-owning) player. If no such hex exists, the passenger is step reduced or eliminated in order to get the stack within stacking limits of the hex. If more than one Passenger unit is unloaded in this manner (by virtue of the same attack) in violation of stacking limits, the opposing player may choose which Passenger units are to be placed in an adjacent non-enemy occupied enterable hex. If no such hex exists, the owning player must step-reduce/eliminate passenger units in order to meet stacking requirements. (2.3.5.3) If a step-loss result is obtained as a combat result, then both the Passenger and the Carrier suffer a step-loss (potentially doubling the step loss in this situation).

4.3.7 German, American, and Russian units have the ability to use their AFVs (tanks, assault guns, and tank destroyers, but not armored cars or self-propelled artillery) to transport infantry units (not guns).

4.3.7.1 Infantry being carried by AFVs may be attacked separately from the AFV with no adverse affect to the AFV. Use a Red Defense Factor of one (1) for the infantry if attacked separately in this manner.

4.3.7.2 Infantry loaded as Passengers on AFVs do not modify the Defense Factor of those AFVs, yet they suffer the same result as the AFV if the AFV is attacked.

4.3.7.3 If an AFV or its Passenger is Disrupted by an attack, the effects of 4.3.6 are followed. Any AFV Passenger unloaded in this fashion is also Disrupted, even if not specifically targeted for that attack.

4.3.7.4 Passengers being carried by AFVs and/or half-tracks unload as part of the movement cost paid by the Carrying unit when conducting a Panzer Blitz Assault. (10.0)

4.3.8 A Carrier unit may not load Passengers if the Carrier unit or the Passengers are Disrupted.

4.3.9 Units may never voluntarily unload in violation of stacking limits. (2.3.5)

4.3.10 Opportunity Fire may be declared against either the Passenger(s) or the Carrier unit individually once a voluntary unloading action has been declared and the movement cost has been paid.

4.3.11 Units being transported may not fire in combat, though the transporting unit may participate in Direct Fire (DF) and Overrun attacks (Also see Panzer Blitz Assaults 10.0).

4.4 Amphibious Movement

Some vehicles were capable of movement on both land and in water obstacles (Lakes and Oceans (14.8) or Rivers (14.6)) or those defined by SN. Such vehicles, known as Amphibious vehicles, will have this ability denoted by the inclusion of a blue superscripted number (Aquatic Movement Rate) next to their movement point value.

4.4.1 The Aquatic Movement Rate represents the speed at which an Amphibious vehicle can move in a water obstacle. Each water obstacle depicted on a map shall have the movement cost to enter listed in SN. If not specifically stated by SN, then the cost is one aquatic movement point per water hex entered.

4.4.2 Exiting a water obstacle will cost the vehicle twice the movement point cost of the hex being entered. Additional cost due to steep slopes, muddy banks, or other special terrain will be detailed in SN.

4.4.3 Aquatic vs. Land Movement The number of aquatic movement points available after entering a water obstacle is equivalent to the proportional amount of remaining land movement points (fractions rounded up).

Example: If an Amphibious vehicle has 10 land and 3 aquatic movement points and enters an obstacle after expending 3 land movement points, it would have 2 aquatic movement points remaining.

- Amount of Land MP used was 3 of 10, or 3/10
- The 3 Land MP already expended are worth 1 Aquatic MP because $3/10$ of 3 equals 1 (after rounding):
 $3/10 * 3 = 0.9 =$ (round up to) 1 aquatic MP used so far, thus leaving 2 Aquatic MP remaining for use.

The same is true for vehicles exiting water obstacles. If the above vehicle used 2 of its 3 Aquatic MP it would have 3 Land MP remaining.

- Amount of Aquatic MP used was 2 of 3, or 2/3
- The 2 Aquatic MP already expended are worth 7 Land MP because $2/3$ of 10 equals 7 (after rounding):
 $2/3 * 10 = 6.66 =$ (round up to) 7 land MP used, thus leaving 3 Land MP for use.

It would, of course, cost 2 for tracked and 4 for wheeled vehicles to enter an open ground hex since they would be crossing a crestline to a higher elevation.

4.4.4 Not all bodies of water will be navigable by Amphibious vehicles. Non-navigable water obstacles will be noted in SN.

5.0 Line of Sight (LoS)

In Panzer Blitz, Line of Sight (LoS) is used to determine whether a unit can see, and therefore attack another unit. A unit must have an unobstructed LoS to the unit it wishes to attack (unless using Indirect Fire 11.0).

5.1 General Rule

Although a unit may have a LoS to an enemy hex, the enemy may still be Unspotted (6.0), and incurs an Unspotted penalty (6.2.3).

If the LoS does not cross any terrain depiction capable of blocking the LoS (i.e. an 'Obstacle'), the LoS is considered unobstructed. Note that merely passing through a hex containing an obstacle does not necessar-

ily block the LoS. The LoS must pass through the actual terrain depiction (Exception: City, Town, Orchard, Swamp, and Smoke - see 5.5 and 14.0).

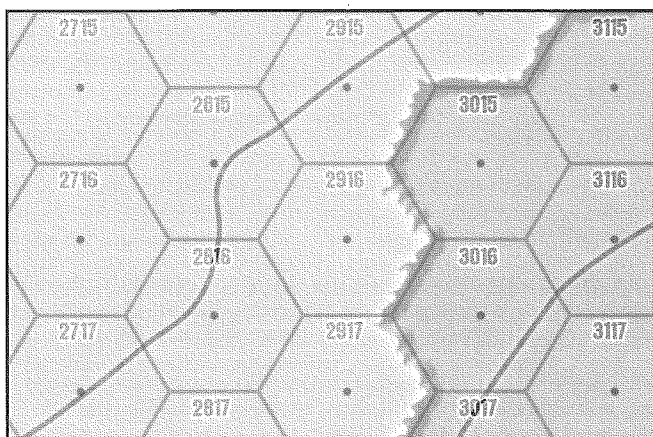
5.2 Elevation and LoS

All mapboard hexes exist at one of six elevation levels, numbered Levels 1 through 6. These elevations are differentiated by colors.

5.2.1 Combat units are considered to be at the same elevation as the hex they occupy (Exception: Air Support 16.0).

5.2.2 When more than one elevation exists in a hex, the elevation depiction that encompasses the center dot of that hex determines that hex's elevation.

5.2.3 A crest line is formed wherever two elevation levels meet in a hex and is normally depicted on the map.



5.3 Obstacles

Certain terrain features are considered potential obstacles to LoS. These are denoted as such on the TEC. If so denoted, they may block a LoS that goes through them. 5.2)

5.3.1 Combat units, game function markers, and artificial terrain markers in a hex are not considered obstacles and thus do not block LoS (Exception: Smoke 12.0).

5.3.2 Obstacle Height - Certain terrain features (Towns, Cities, Woods, Orchards, and Swamp) and counter contents (Smoke, etc.) add one to the elevation level of a hex they occupy for LoS purposes. Example: a Level 1 hex containing Woods is considered to be a Level 2 obstacle for any LoS tracing through the Woods depiction. A unit occupying such a hex would still be considered to be at Level 1.

5.4 Determining LoS

A straight line (use a string, edge of a card, or some other straight edge) between the center dots of two hexes is used to verify LoS.

5.4.1 Obstacle higher than both units

An intervening elevation/obstacle higher in elevation than both units **always** blocks LoS.

5.4.2 Obstacle higher than one unit

An intervening elevation/obstacle equal in elevation to one unit and higher in elevation than the other unit **always** blocks LoS.

5.4.3 Obstacle lower than both units

An intervening elevation/obstacle lower in elevation than both units **never** blocks LoS.

5.4.4 Obstacle lower than one unit

If an intervening elevation/obstacle is equal in elevation to one of the units and lower than the other, then refer to the following chart.

5.4.5 - LoS Chart

LoS Chart

Unit Height Differential	Height of Intervening obstacle relative to lower unit			
	1	2	3	4+
1	Blocks	Blocks	Blocks	Blocks
2	½D	Blocks	Blocks	Blocks
3	⅓D	⅓D	Blocks	Blocks
4	¼D	¼D	¼D	Blocks

Unit Height Differential = Height of HIGHER of UNIT – HEIGHT of LOWER UNIT

Height of Intervening Obstacle: As per TEC

xD = the fraction (x) multiplied by the whole distance (D) yields the furthest number of hexes (rounded down) an obstacle can be from the higher unit and still allow a clear LoS. Obstacle must be equal to or less than this distance in hexes to have clear LoS.

5.4.6 LoS between two adjacent hexes is never blocked (Exception: Gullies and Streams 5.6).

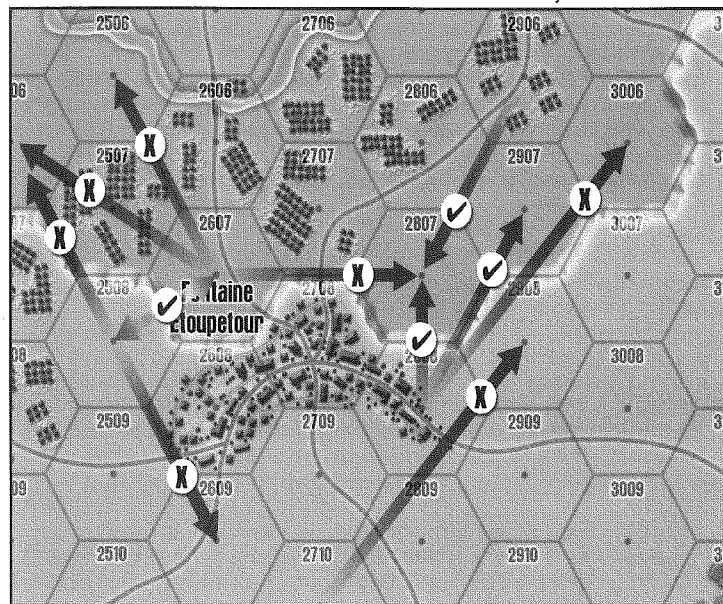
5.5 Inherent Terrain and LoS

Town, City, Orchard, Swamp, and all artificial terrain counters (Example: Smoke) affect the entire hex and are termed "Inherent Terrain".

5.5.1 Towns, Cities, Swamp and Smoke block LoS along their hex-spines as well as any LoS that passes through any part of the hex.

5.5.2 Crest Lines act as inherent terrain as well.

5.5.3 All other Inherent terrain blocks LoS along a hexspine only if inherent terrain exists on both sides of the LoS. See Example.



Example Key: ✓ = LoS is not blocked, X = LoS is blocked

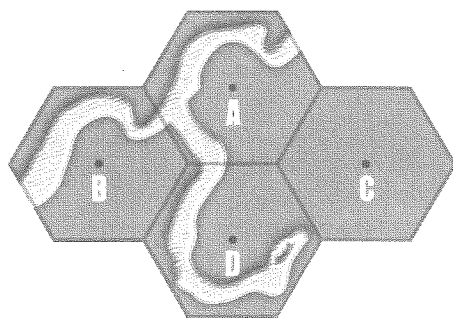
5.6 Gullies and Streams

Units in a gully or stream hex (and not on a Bridge) are considered to be in the gully or stream and modify the LoS rules slightly as outlined below.

5.6.1 Units in gullies or streams are treated as if they are at the elevation level of the hex for purposes of LoS if attacked by units in a hex at least one elevation level higher than the gully or stream hex.

5.6.2 Units in gullies or streams may Spot or attack and be Spotted/attacked by units at the same elevation level but not in a gully or stream only if such units are adjacent to the gully/stream hex.

5.6.3 Units in a gully/stream hex may Spot or attack and be Spotted/attacked by units in another gully/stream hex ONLY if the straight line drawn between the two hexes crosses only gully/stream hexsides. Units in non-straight-line-connected gullies/streams may not trace LoS to each other.



A can see B, C, and D
B can see A but not D or C
C can see A and D, but not B
D can see A and C, but not B

5.7 Reciprocity

Unless otherwise noted, all LoS are considered reciprocal. That is, if a friendly unit can trace a LoS to an enemy unit, that enemy unit also possesses a LoS to the friendly unit.

6.0 Spotting

While Line of Sight and Spotting are similar concepts, they provide differing degrees of information about enemy units.

Spotting an enemy unit, or stack, gives more accurate information as to precise unit location within the area defined by a hex, as well as unit composition. A player may DF on an enemy unit to which only Line of Sight is possessed, but at a penalty (6.2.3) to reflect the lack of increased intelligence that Spotting provides.

The status of a unit as 'Spotted' or 'Unspotted' affects all attacks against that unit. By definition, a unit is always considered Spotted unless marked with an Unspotted marker. Unspotted units can be attacked, suffering a +4 DRM to all attacks until that unit qualifies as Spotted. Once a unit is Spotted by an enemy unit it is considered Spotted by all enemy units.

6.1 Spotting Conditions

The following section details the manner in which units are determined to be Spotted.

6.1.1 All units at the start of a Situation are considered Unspotted and marked as such.

6.1.2 A target's spotting status is always determined at the time an action is taken against it, be it an attack, targeting for Overrun, etc.

6.1.3 A target unit is considered Spotted if either of the following criteria is met:

- A non-Disrupted Combat unit (2.3.3) is adjacent to the target enemy unit, regardless of the terrain the target occupies. (Exception: Units in Gully/Stream 5.6.3)
- A non-Disrupted Combat unit (2.3.3) has a valid LoS to the target enemy unit and one or more of the following conditions are met:
 - a. the target enemy unit is in a City, Town, Woods or Swamp hex within three hexes of the Combat unit possessing LoS;
 - b. the target enemy unit is in a Orchard hex and within five hexes of a combat unit possessing LoS;
 - c. the target enemy unit is marked with a Spent, Disrupted, or Spent/Disrupted marker;
 - d. the target enemy unit occupies a Clear hex regardless of the elevation level, at a range of 20 hexes or less.

6.2 Spotting Effects

The following take effect due to Spotted/Unspotted status:

6.2.1 An Unspotted stack of units in a hex may not be inspected by the enemy player.

6.2.2 Spotted and Unspotted units may be attacked as a combined group but use separate die roll modifiers (DRM) for DF resolution.

6.2.3 Unspotted units receive a +4 DRM on the DF table.

6.3 Spotted Status

At the end of the current turn during the Housekeeping phase (3.1) all unmarked, (non-Spent, non-Disrupted, non-Labor, etc.) units in City, Town, Woods or Swamp hexes are marked with an Unspotted marker (if none of the conditions in 6.1.3 are met).

7.0 Combat and Direct Fire

There are several types of combat in the game. They are detailed in the following rule and include: Anti-Personnel Direct Fire (AP), Anti-Tank Direct Fire (AT), Indirect Fire (IF), Overrun (OVR), Close Assault Tactics (CAT), Opportunity Fire, Minefield attacks, and Panzer Blitz (PB) assaults. The two DF procedures are detailed in this section, while the other types are explained in their own sections.

7.1 General Procedures

The following details the procedures for conducting Combat:

7.1.1 The Phasing Player declares and indicates which units will fire on which target(s) and announces the type of attack.

7.1.2 Units may not split their attack strength amongst different targets. (Exceptions: 8.1.5; 9.1.7)

7.1.3 All attacks must be made at the appropriate time during an Operations Phase (3.1).

7.1.4 A player may not attack with any unit marked with a Disrupted, Spent, or Spent/Disrupted marker on it. (Exception: 7.9)

7.1.5 A unit may only attack once per turn. There is no limit to how many times a defending unit can be attacked in a turn, however, for each type of attack (Direct Fire, Overrun, CAT, IF, etc.) a unit can only be the target once for each such attack type per Ops phase (3.1.2.1).

7.1.6 The attacking player determines if a clear LoS exists between all attacking unit(s) and the defending unit(s) as well as Spotted status. If no LoS exists between an attacker and its declared target, the attacking unit does not participate in the attack. Any such unit is dropped from an attack and is not marked Spent. If none of the attacking units have a LoS, then the attack does not take place. However, as long as one of the attacking unit(s) has a LoS, then the attack is resolved, and all participating units are marked Spent.

7.1.7 If a defending stack contains both Spotted and Unspotted units only one attack roll is made with each category of units using the appropriate DRM.

7.1.8 A Natural die roll of 2 will always have the best result for that column.

7.1.9 A Natural die roll of 12 always misses and has no effect on the defending unit. The attacker is still marked spent.

7.2 Determining the Type of Attack

The following instructs how to determine which type of attack the Combat is:

7.2.1 Anti-personnel (AP) attack strength (red) is used against Non-Armored targets (red defense values) using the AP Fire line of the Direct Fire Table (DFT).

7.2.2 Anti-tank (AT) attack strength (black) is used against Armored targets (black defense value) using the AT line of the DFT.

7.2.3 Infantry (2.3.3.2) may only attack Armored units using CAT attacks or at half strength when defending versus Overrunning Armor (8.0).

7.2.4 Long Range Fire: Infantry type units can fire one hex beyond their printed range value at half firepower.

7.3 Target Selection

The following details which units may or must be attacked in a Combat:

7.3.1 Non-Armored Units: The attacker may choose any combination of non-Armored units in the defending hex as a target(s). (Exceptions: Fortifications 15.5, Defenders occupying Woods 14.4, or Towns and Cities 14.2.) Any units within that hex that are not selected are not affected by the DF combat results.

7.3.2 Armored Units: The attacker may only attack a single armored defender.

7.3.3 Transported Units: A unit being transported by a Carrier class unit defends with the transporting unit's Defense Strength and Class and suffers any result the transporting unit suffers. An infantry unit transported as a rider on an AFV (any non-Carrier class unit) may be attacked separately from the transporting unit and defends with a nominal, non-Armored (red) Defense Strength of 1.

7.4 Anti-Personnel (AP) Fire Resolution:

The attacker sums up the values of all attacking units with a clear LoS to determine the Final Attack Strength. The defender sums up the defense values of all defending units to determine the Final Defense Strength. The Final Attack Strength is compared to the Final Defense Strength and a Combat Odds Ratio is calculated.

Example: Odds of 'eleven to four' (11:4) reduces to 'two to one' (2:1); 'seven to four' (7:4) reduces to 'three to two' (3:2). The attacker then rolls two dice, and applies all Direct Fire DRMs as well as Range Modifiers. Cross-reference the final modified die-roll with the Combat Odds Ratio on the DFT to obtain a result. Once combat is resolved, all attacking units are marked with a Spent marker.

7.5 Anti-Tank (AT) Resolution

The Final Attack Strength for DF Armored combat is the highest AT value of the attacking units modified by +1 for each additional attacking AT unit. The Defense Strength of the target unit is subtracted from the Final Attack Strength and a Combat Differential is calculated.

Example: Three units with AT attack values of 2, 2, and 3 attack an Armored target with a defense strength of 2. The attacker's highest value AT factor is 3, so the attack strength of the combined units is 5 (3 for the highest unit, plus one point for each of the two other units present in the attack). The 5 attack value minus the defender's 2 gives a Differential of 3.

The attacker then rolls two dice, and applies all Direct Fire DRMs as well as Range Modifiers. Cross-reference the final modified die-roll with the Combat Differential on the DFT to obtain a result. Once combat is resolved, all attacking units are marked with a Spent marker.

7.6 Die Roll Modifiers

7.6.1 If equal to or greater than half of the units within the attacking group qualify for a die roll modification, then that modification applies to the entire group. Example: To qualify a group of attackers for the Height Advantage DRM, at least half of the attacking units must qualify for the modification or the group does not qualify.

7.6.2 If equal to or greater than half of the units within the defending units qualify for a die roll modification, then that modification applies to the entire group.

7.7 Combat Results and DFT

The Direct Fire Table (DFT) is used to resolve all types of combat except Anti-Aircraft combat. (16.4) The possible results are:

- "—" Attack has no effect on the defender.
- "D" The defender(s) is Disrupted. Place a Spent/Disrupted marker on top of the defending unit(s).

"DD" Any defenders that were already Disrupted before the attack suffer a step-loss. All other defenders suffer disruption and are marked with a Spent/Disrupted marker.

"#X" The defender must remove the (#) number of unit steps. Each step loss is fulfilled by either flipping a full-strength unit or removing a reduced unit. All units must take an equal amount of step losses if possible. All remaining defending units suffer a DD.

7.8 Opportunity Fire

7.8.1 Opportunity Fire differs from DF in that it takes place only while the Phasing Player's units are moving. The non-Phasing Player stops the Phasing Player during movement to announce Opportunity Fire attacks by any unit that would be eligible to conduct a DF attack. The attack is resolved before any further movement is conducted.

7.8.2 Opportunity Fire Modifiers

- Opportunity fire vs. a unit using Road Movement Bonus receives a -1 DRM.
- Opportunity fire vs. a moving vehicle receives +1 DRM.
- Opportunity fire vs. infantry in open receives -1 DRM.

7.8.3 After an Opportunity Fire attack is declared, all attacking units are identified. The LoS for each attacking unit is then checked. If the LoS for any unit is blocked, that unit may not contribute to the attack and is not considered to have fired.

7.8.4 In a given movement phase, a moving unit may be attacked any number of times by Opportunity Fire but only one attack can be performed per hex entered.

7.8.5 Loading and unloading Passengers counts as movement for Opportunity Fire purposes (Exception: Panzer Blitz Assaults 10.0)

7.8.6 Units that use Opportunity Fire are marked with a Spent marker. A unit may only Opportunity Fire ONCE per turn, and may not later participate in DF, or any other offensive combat.

7.9 Reaction Fire

All units in the target hex of an Overrun (8.0) or Close Assault Tactics attack (CAT, 9.0) may perform a single Reaction Fire versus attacking units in one hex immediately prior to the Overrun or CAT attack being conducted regardless of status. Reaction Fire is a form of DF and is subject to the rules and restrictions of DF, with the following cumulative modifications:

- a. Infantry AT values are halved (7.2.3).
- b. If the Reaction firing unit is Spent or Disrupted, their attack strength is halved (non-compounding effect, i.e. not halved twice for Spent/Disrupted).
- c. If half or more of the Reaction firing unit steps are Disrupted, the stack suffers a one-column shift to the left on the DFT.
- d. Range is considered to be 1.
- e. Units defending against Reaction Fire receive TEM for the hex in which they are located (exception IP).
- f. All applicable DRMs apply.

7.9.1 Any unit Disrupted as the result of Reaction Fire may not participate in the Overrun or CAT attack.

7.9.2 All units conducting Reaction Fire are marked Spent after the conclusion of the Overrun or CAT attack to which they are reacting.

7.10 Assault Fire

Assault fire is allowed only for AFVs (2.3.3.1).

7.10.1 AFVs using Assault Fire may move up to half of their movement allowance and still attack using Direct Fire.

7.10.2 AFVs using Assault Fire suffer a two-column shift to the left on the Direct Fire Table

7.10.3 Assault Fire completes the unit's movement and fire action. That unit is marked with a Spent marker.

8.0 Overruns

Overrun attacks are special attacks that can be made by Armored units only, and are made during the Phasing Player's movement. In these attacks the attacking vehicles attempt to overwhelm an enemy position at very close range. Only activated, armored units identified as capable of Overrun attacks (red under-lined movement factor) may participate in an Overrun attack.

8.1 Overrun Attack Procedure

The following shows the proper procedure to execute an Overrun attack:

8.1.1 All activated units intending to Overrun move as outlined in the Movement rules (4.0) during the Phasing Player's movement. These units must stop their movement adjacent to an enemy occupied hex and are marked with an Overrun marker(s). As each participating unit moves adjacent to the target hex, it must expend 2 movement points plus the movement point cost to enter the hex to be Overrun, and is placed beneath the Overrun marker. If a unit does not have sufficient remaining movement points or is Disrupted by Opportunity Fire, it may not perform an Overrun attack and is placed above the Overrun marker and marked Spent or Spent/Disrupted as appropriate. The Overrun attack is resolved immediately after all units involved in the Overrun have moved adjacent to the target of the overrun.

8.1.2 After the resolution of any Reaction Fire (7.9), the attacker may then select which type or types (AP or AT) of units to be attacked.

8.1.3 All defending units of a given type must be attacked as a combined defense using the DF rules.

8.1.4 If more than one attacking unit is involved in the Overrun attack, the attacking units maybe assigned to attack different types of units. When there are multiple attacking units, no attacking units may split their attack values among different types of defending units.

8.1.5 If there is only a single attacking unit, that single attacking unit may (attacker's choice) split its attack in half (dropping all fractions) applying the relevant value to each defending type of unit(s).

8.1.6 Overrun Reaction Fire: One Overrunning hex is subject to Reaction fire. (7.9)

8.1.7 The attack is resolved using the DF combat resolution methods. One die roll is used to resolve both types of combat if both attack types are made versus a single hex, with appropriate DRM's applied to the die roll for each type of combat.

8.1.8 The Overrun attack receives a net -2 DRM (-1 for Overrun, and -1 for range 1).

8.1.9 The results of the attack are applied normally.

8.1.10 If, as a result of an Overrun attack, all defending units in a hex are eliminated, any or all Overrunning units may move into the target hex. Stacking limits must be met immediately after such movement and before the resolution of any other Overruns. There is no additional movement point cost. Because there is no movement cost associated with this movement, it does not trigger Opportunity Fire. Units participating in the Overrun may continue to move (and may even Overrun again) if they have remaining movement allowance.

8.1.11 If an armor unit that starts adjacent to a target cannot Overrun a hex due to the 2 additional movement point cost, that unit may Overrun the adjacent hex as long as the Overrunning unit could enter that hex using normal movement, no road bonus, but suffers a +1 die roll modifier per additional movement point required for a normal Overrun. The Overrunning unit may move no further and is marked Spent upon resolution of the Overrun.

8.2 Overrun Attack Restrictions

The following section contains various restrictions on Overrunning units.

8.2.1 Attacker Restrictions

There are certain restrictions on attacking units participating in an Overrun attack:

8.2.1.1 All of the units involved in an Overrun attack must move one after the other, followed immediately by the resolution of the attack after the last unit has moved. Once the first attacking unit is moved, only other units involved in the attack may move until that attack is resolved.

8.2.1.2 All attacking units must have a LoS to the target hex before moving, and at least one unit in the target hex must have been Spotted before any of the attacking units have moved.

8.2.1.3 Overrunning units may not use Road Movement bonus in the Movement Phase in which they conduct the Overrun attack. This also precludes the use of roads to negate other terrain costs.

8.2.1.4 All of the units involved in an Overrun attack must be Overrun capable.

8.2.1.5 AFV's may not carry passengers into an Overrun attack. (Exception: Panzer Blitz Assault).

8.2.1.6 Overrunning units may originate from different hexes and enter/exit the Overrun attack through different hexes, but the Overrun must be combined into one attack event.

8.2.2 Target Hex and Terrain Restrictions

There are certain restrictions to Overrun attacks based on the target hex and terrain within it:

8.2.3 An Overrun attack may not be initiated against units in a Woods, Town, City, or Swamp hex.

8.2.4 An Overrun attack may not be initiated against units in a hex with a Minefield, Block, Fortification counter, Gully, or non-enterable terrain.

8.2.5 No hex may be the target of an Overrun attack more than once in a single Movement Phase. Mark the Overrun hex with an OVR marker.

9.0 Close Assault Tactics (CAT)

CAT attacks represent 'infantry only' attacks at close quarters in which they attempt to overwhelm an enemy position. This often includes hand-to-hand combat.

9.1 CAT Procedures

The general procedures for CAT attacks are as follows:

9.1.1 Units move one at a time as per normal movement rules. Upon completion of each unit's movement, if that unit is participating in a CAT attack, the player must declare their intent and mark the unit with a CAT marker.

9.1.2 Each CAT attack is resolved at the end of the movement phase.

9.1.3 All attacking units must be adjacent to the defending hex, having expended one or less movement points.

9.1.3.1 Units in an Improved Position (IP) must spend 1 MP to exit that IP in order to execute a CAT attack. If at the conclusion of the CAT attack, the attacking unit does not advance into the CAT target hex, the attacking unit may re-enter the IP position just exited.

9.1.4 After the resolution of any Reaction Fire, the attacker may then select which type or types (AP or AT) of units to be attacked.

9.1.5 All defending units of a given type must be attacked as a combined defense using the DF rules (7.0).

9.1.6 If more than one attacking unit is involved in the CAT attack, the attacking units may be assigned to attack different types of units. When there is more than one attacking unit, no attacking units may split their attack values among different types of defending units.

9.1.7 If there is only a single attacking unit, that single attacking unit may (attacker's choice) split its attack in half (dropping all fractions) applying the relevant value to each defending type of unit(s).

9.1.8 CAT Reaction Fire: One hex containing attacking CAT units is subject to Reaction fire. (7.9)

9.1.9 Combat odds/difference are determined as in DF and resolved on the DFT with all applicable DRMs. CAT attacks receive a -3 overall DRM (-1 for CAT, -2 for range 0).

9.1.10 If at least one Engineer unit participated in the attack, an additional -1 DRM is applied.

9.1.11 If armor is attacked in a town or city hex, an additional -1 DRM is applied.

9.1.12 One dice roll is used to resolve both types of combat if both attack types are made versus a single hex.

9.1.13 Advance After Combat

If, as a result of CAT attack all of the defending units are eliminated, any attacking units that participated in the CAT attack may move into the target hex and occupy any IP or Fortification. Stacking limits must be met immediately after such movement and before the resolution of any other CAT attacks. There is no movement point cost for this movement; therefore it does not trigger Opportunity Fire.

9.2 CAT Restrictions

The following restrictions apply to all CAT attacks.

9.2.1 A unit that was a Passenger at any time during the Movement Phase cannot participate in a CAT attack (Exception: 10.0).

9.2.2 A unit that uses Road Movement during the Movement Phase cannot participate in a CAT attack.

9.2.3 A unit in a Minefield hex cannot participate in a CAT attack.

9.2.4 A CAT attack may not be made against a unit in a Minefield hex.

10.0 Panzer Blitz Assaults

Panzer Blitz assaults are a style of Blitzkrieg warfare, where infantry units riding on armored fighting vehicles (AFVs) and half-tracks CAT attack hexes immediately after the Carrier units have Overrun them.

10.1 Panzer Blitz Assault Procedure

Infantry units riding on armored fighting vehicles or in half-tracks may unload adjacent to the enemy hex in the hex occupied by the transporting unit at no cost in movement points. The AFV or half-track unit(s) must then conduct an Overrun attack on the hex, followed by the unloaded infantry making a CAT attack, which is immediately resolved.

10.1.1 Panzer Blitz assaults must be declared before the first participating unit conducts its movement.

10.1.2 Only German and Russian infantry may Panzer Blitz assault from AFV units. Any nationality may Panzer Blitz assault from half-track Carriers. Panzer Blitz assaults are not allowed from non-Overrun-capable units.

10.1.3 Like other Passengers, infantry riding on AFVs during a Panzer Blitz assault have a Defense Strength of 1 and may be attacked separately from the transporting unit until the moment they unload. (Exception: Infantry riding on half-tracks may not be attacked separately from the half-tracks.)

10.1.4 Infantry in half-track use armored defense value of the transported unit.

10.1.5 Stacking limitations must be observed at all times during the conduct of a Panzer Blitz assault. Any units found in violation must apply 2.3.5.3

10.2 Panzer Blitz Assault Restrictions

In all other respects the restrictions, procedures, and movement costs of Overruns and CAT are followed.

11.0 Indirect Fire and Artillery Units

Indirect Fire (IF) represents the use of artillery fire delivered from rear area units at long ranges. Forward Combat units that are directly observing the target often call in this type of fire. IF also represents close-support mortar fire from attached units. The unit executing an IF attack is not

required to have a clear LoS to the target, but if they do not have a clear LoS, then a Spotter is required. Only units that have an 'IF' (red range number) or 'M' shown as their Special Capability may conduct IF attacks.

11.1 Artillery Request (AR) Markers

Indirect Artillery attacks are a two-step process. First each attack is 'requested' by a Forward Observer (11.2) during an Operations phase of a turn (Artillery Request) and, second, the attack is resolved during the Administration segment of the same turn.

11.1.1 To request Indirect Artillery fire, the Phasing Player places an AR marker on the desired hex. The type of mission requested is determined by the reverse side of the AR marker and is either an 'HE' for a normal IF attack using High Explosive, or 'Smoke' for requesting a Smoke attack. (12.0) The type of marker selected at the time of request determines the type of attack to be resolved. AR markers are placed with AR side up.

11.1.2 Restrictions on AR Placement

There are three restrictions on where the AR markers may be placed:

- A spotter or FO (11.2) who is allowed to spot for the artillery piece must have a clear LoS to the target hex (but any enemy units in the target hex don't necessarily have to be Spotted).
- The target hex must be in range of the artillery unit
- Neither the artillery unit nor the unit spotting for it may be marked with a Disrupted marker at the time of AR placement.

11.1.3 Onboard attacking units are marked with a Spent marker when the attack is declared.

Example: A Mortar (M) unit uses IF against a hex within its range containing 2 infantry units and an AFV, the units in the hex having been spotted by a FO. To resolve, the Mortar attacks the hex three times - twice using AP against the infantry units, and once using AT.

11.2 Forward Observers (FO)

Forward Observers are Combat units that are capable of directly observing a target.

11.2.1 Forward Observers (FO) can be any Infantry type units or those designated by SN.

11.2.2 FO units are free to conduct DF but may not move, participate in CAT, or participate in Panzer Blitz attacks in the turn in which they act as a FO. Mark the FO unit with a No Move marker.

11.2.3 A Spent unit may not act as a FO.

11.2.4 Using a unit as a FO does not cause the unit to become Spent or Spotted.

11.3 Indirect Fire Resolution

IF is resolved at the end of the current turn in which the AR Marker was placed. Resolve IF as follows:

- Determine Accuracy (11.3.1)
- Resolve the Attack (11.3.2)

11.3.1 Accuracy

Artillery Request markers may become scattered and/or drift. To determine if they do, roll two dice for each AR marker placed and refer to the Indirect Fire Scatter Chart to obtain the results. Add appropriate modifiers.

11.3.2 Resolution

The hex with the AR marker is now attacked with IF, and the attack strength is applied separately, with its own dice roll, against each unit in the target hex using the Anti-Personnel or Anti-Tank Combat Procedures. The results of these attacks are applied individually, as they occur. If the result of one IF attack disrupts a unit in the target hex, that unit is considered Disrupted for the resolution of any following IF attacks that turn.

11.3.4 Multiple Firing Units

Normally, each Indirect Firing unit has its attack resolved separately. However, in certain cases, multiple IF attackers may combine their attacks into one attack. In order to do this, the IF units must be in the

same or adjacent hexes and they must use the same FO. The combining of attack factors is calculated as in DF. (7.0)

11.3.5 Cancellation

An IF attack may be cancelled either voluntarily or involuntarily during the Phasing Player's IF phase, before any adjustments or resolution, by simply removing the AR marker.

11.3.6 Involuntary Cancellation

If at any time between the Artillery Request marker placement and the resolution of the IF attack the participating attacking unit(s) is Disrupted, takes a step loss, or is eliminated, the attack is cancelled and the corresponding AR marker is removed.

11.3.7 SMOKE: Some units are allowed to fire SMOKE instead of a normal IF attack. (See Smoke, 12.0)

11.3.8 Self-Observed Indirect Fire: An artillery unit, with a red range number, may direct its own fire if it can trace a LoS to a SPOTTED unit within 6 hexes. The attack is resolved using DF resolution (7.0) immediately.

11.3.9 All units that conduct IF are marked with a Spent marker.

11.4 Mortars

Mortars (Combat units with a Special Capability of 'M') are, in all respects, treated as artillery; with two exceptions:

11.4.1 Mortars that can trace a direct LoS to a target within its range may attack that target with DF.

11.4.2 Mortars using a FO as a spotter may resolve their IF immediately during Step 2-a of the sequence of play; that is, with no delay between the Artillery Request and the resolution of the attack. All other rules regarding IF still apply.

11.5 Pre-registered Hexes

Situation Notes may allow a player to select a number of hexes as pre-registered hexes. These hexes are considered to have been under observation for considerable time before the Situation, and artillery has been registered to fire on these hexes. This gives some benefits to the IF attacks.

11.5.1 IF attacks against pre-registered hexes are resolved immediately as requested, during Step 2-a of the sequence of play - similar to mortars. The requirements for placing an Artillery Request marker are the same as normal IF, and the fire is resolved normally.

11.5.2 Pre-registered hexes are available by SN only or in Do-it-Yourself Situations.

12.0 Smoke

Certain artillery units have the capability to fire a Smoke concentration when using IF. These units are identified with an 'S' symbol or by SN.

12.1 Smoke Firing Procedure

Smoke attacks are handled in exactly the same manner as normal IF attacks except for the following:

12.2 Effects of Smoke

Smoke counters stay on the board, and are in effect for two game turns.

12.2.1 When an unscattered Smoke counter is first placed, it is placed with its 'Smoke 1' side showing, while scattered smoke is placed with its 'Smoke 2' side showing. During the Administration Segment of every turn, all SMOKE 2 counters are removed and all SMOKE 1 counters are flipped to their SMOKE 2 side.

12.2.2 Smoke counters are an Obstacle to LoS and are considered Inherent Terrain. They are considered to be obstacles at ALL elevations and LoS can NEVER be traced through them, regardless of elevation.

12.2.3 Smoke counters may not be placed in All-water, Swamp or Situation defined River hexes.

12.2.4 Units in a Smoke hex are considered to be in a non-Clear hex for spotting purposes. (i.e. Units can see into smoke hexes and attack units therein.)

12.2.5 Entering a smoke hex cost 1 extra movement point per hex.

12.2.6 All DF into a SMOKE hex receives a +1 DRM on the DFT. All fire originating from a SMOKE hex suffers a +2 DRM on all fire tables.

13.0 Efficiency

Efficiency represents a combination of many things: training, coordination, cohesion, quality of leadership, and morale of the formations fighting in the Situation. Each side in a Situation is given an Efficiency Rating from 5 (Green) to 9 (Elite). This rating affects a player's ability to recover units from disruption, and perform various other game functions.

13.1 Recovering from Disruption

During an Operations phase, the phasing player may attempt to recover Disrupted units by making a Recovery roll. The Phasing Player rolls two dice for each Disrupted unit within the range of the Ops chit drawn. If the die roll is less than or equal to the Efficiency rating of the unit, the recovery attempt is successful. If the unit was Disrupted and not Spent, they become fresh and the Disrupted marker is removed from the unit. If the unit was marked with a Spent/Disrupted marker and recovers, then the unit is marked with a Spent marker. If the unit fails its Recovery roll, it is marked with a Spent/Disrupted marker (if not already so marked).

13.1.1 Units may not attempt to recover during the operation phase in which they become disrupted.

13.1.2 Units which are marked Spent/Disrupted receive a +3 on their Recovery rolls.

13.1.3 Units in terrain with a positive DRM to DF receive a -1 on their Recovery rolls.

13.1.4 Catastrophic Result - Any unit that rolls a natural die roll of 12 (double-six) while trying to recover from disruption takes a step-loss and is marked Spent/Disrupted. If the unit is already reduced, it is eliminated instead.

13.2 Efficiency Rolls

To perform certain actions, a unit may be required to pass an Efficiency Roll. By passing the roll, the unit may perform the action. (Sections 15.4.3.1, 17.3)

14.0 Terrain

The map boards are a two-dimensional representation of a three-dimensional area. The various types of terrain affect movement, line of sight, spotting, and combat, and various other factors, explained below.

14.1 Clear Terrain

Clear terrain consists of any hex devoid of other terrain or artificial terrain features.

14.1.1 Movement: All wheeled vehicles pay a cost of 2 movement points to enter Clear hex. All other units enter a Clear hex at a cost of 1 movement point.

14.2 Towns and Cities

In game terms, a Town hex is any hex with urban terrain (i.e. buildings) represented in brown. A City hex is any hex with urban terrain (i.e. buildings) represented in grey.

14.2.1 Movement: Entering a Town/City hex from an adjacent Town/City hex or from a hex using the Road movement bonus costs ½ movement point. Otherwise it costs 1 movement point to enter a Town/City hex.

14.2.2 Stacking: City hexes have the same stacking limit as other hexes, but all vehicle units in a City/Town hex count as double the Stacking Points. (E.g. A full strength Vehicle platoon counts as TWO full strength platoons.)

14.2.3 LoS: Town and City hexes are considered a Level One obstacle to LoS. Town and City hexes are considered Inherent Terrain. (5.5)

14.2.4 Overrun: Overrun attacks may not be executed against units in a Town or City hex.

14.2.5 Terrain Effects Modifier (TEM): Town hexes give defenders a +2 DRM against all attacks. City hexes give defenders a +3 DRM against all attacks.

14.2.6 CAT TEM: CAT attacks from City/Town hexes against vehicular units in City/Town hexes receive an additional -1 DRM.

14.2.7 Spotting: Units are spotted at a range of 3 hexes.

14.2.8 Target Selection: Attacking units must select a single target type. If an armored type unit is chosen, then only one armored unit can be attacked. (See 7.3.2) If a non-Armored unit is chosen, then all non-Armored units in the hex must be attacked as one target. (Exc. Opportunity Fire (7.8) only the moving unit may be fire on)

Example: A City hex is occupied by two infantry and one armored unit. The attacker must attack either BOTH infantry together or the armored unit. The attacker may not target a single infantry unit.

14.2.9 Artificial Terrain: Improved Positions (IP) are cumulative with inherent TEM modifier.

14.3 Roads

Units traveling along Roads do so at the Road movement cost regardless of other terrain in the Road hexes traversed. Units may thus enter hexes containing Prohibited terrain as long as entry of those hexes qualifies as Road movement as outlined below. Roads do not alter the defensive effects of other terrain in a hex.

14.3.1 Movement: Units may freely switch between Road and non-Road movement, as long as such a switch would not violate entry into prohibited terrain.

14.3.1.1 All units expend ½ movement point per Road hex while using Road movement. A unit is considered moving along the Road if it enters the Road hex crossing a hexside that is also crossed by the Road that is being utilized.

14.3.1.2 Units entering a Road hex through a non-Road hexside or that wish to switch from one road to another non-connected road in the same hex must pay the movement cost of other terrain in the hex in addition to any costs for the hexside crossed and is not considered to be moving along the Road.

14.3.2 Artificial Terrain: Units may not use Road movement costs to enter hexes containing Blocks or Fortifications. Entering a Minefield using Road movement does not negate the Minefield attack.

14.4 Woods

Woods hexes have the following characteristics.

14.4.1 Movement: The movement cost for wheeled units to enter a Woods hex from a non-Woods hex is 3 movement points. Tracked units pay a movement cost of 2 movement points. Leg units pay a movement cost of 1 movement point.

14.4.1.1 Wheeled units may not enter a second Woods hex from an initial Woods hex unless it is using Road movement.

14.4.1.2 Tracked units may enter a second Woods hex from a non-road Woods hex only by expending their entire movement allowance.

14.4.2 LoS: Woods are considered a level one obstacle for LoS purposes, and are not Inherent Terrain.

14.4.3 Overrun: Overrun attacks may not be executed against units in a Woods hex.

14.4.5 TEM: Units in a Woods hex defending against DF or CAT attacks receive a +1 DRM to the combat die roll. Infantry (Leg), Truck, and Wagon units in a Woods hex defending against IF attacks receive a -1 DRM to the combat roll.

14.4.6 Spotting: Units are spotted at a range of 3 hexes.

14.4.7 Target Selection: If the target is an armored type unit, then only one armored unit can be attacked. (See 7.3.2) When attacking non-Armored targets, all non-Armored units must be attacked as one unit. Example: A Woods hex occupied by two infantry and an armor unit. The attacker must attack either BOTH infantry or the armor. The attacker may not target a single infantry unit; rather, both must be selected.

14.5 Swamp

Swamp hexes have the following characteristics.

14.5.1 Movement: No vehicle unit (tracked or wheeled) may enter a Swamp hex except when using Road movement. The movement cost for infantry units to enter a Swamp hex is all of their movement allowance per hex entered (in other words, one hex per turn).

14.5.2 LoS: Swamp hexes are considered a level one obstacle to LoS. Swamp hexes are considered Inherent Terrain. (5.5)

14.5.3 Overrun: Overrun attacks may not be made against units defending in a Swamp.

14.5.4 TEM: Non-vehicular units defending in a Swamp hex receive a +1 DRM to the combat roll.

14.5.5 Spotting: Units are spotted at a range of 3 hexes.

14.5.6 Artificial Terrain: Improved Positions may not be placed in Swamp Hexes.

14.6 Gullies, Streams and Rivers

Gullies, Streams, and small Rivers are often characterized by steep-sided meanders and silted bottoms. Further, they form depressions and support heavy vegetation offering excellent concealment. While not always exceptionally swift, the depth of slow moving waters makes most Streams unfordable by vehicles.

14.6.1 Movement

14.6.1.1 Gully Movement: The movement cost to enter a Gully is the same as other terrain in that hex. The contiguous Gully-to-Gully cost is 1 MP.

The movement cost to exit a Gully is an additional 2 movement points for wheeled vehicles and an additional 1 movement point for all others. This cost is in addition to any terrain costs for the hex entered.

14.6.1.2 Stream Movement: The cost to enter a stream hex is the same as other terrain in that hex. The cost to exit a stream hex or cross a stream hexside is all of a units movement points.

14.6.1.3 Deep Stream Movement: Only infantry units may enter a deep stream hex or cross a deep stream hexside. The cost to enter a deep stream hex is the same as other terrain in that hex. The cost to exit a deep stream hex or cross a deep stream hexside is all of a units movement points.

14.6.1.4 River Movement: No unit may enter a Situation-defined River hex except using Fords or undestroyed Bridges unless the unit has Amphibious movement points.

14.6.2 LoS

14.6.2.1 Gullies and Streams only affect LoS as in section 5.6. However, other terrain in their hex may affect LoS.

14.6.2.2 Units in Deep Stream or River hexes may not conduct an attack in any manner.

14.6.2.3 Treat units on River hexes as in Clear terrain for LoS purposes.

14.6.3 TEM: Units defending in a Gully, Stream, or Deep Stream hex (and not on a Bridge) receive a +1 DRM from any attack. (Exception: Minefields 15.2).

14.7 Bridges and Fords

Permanent and temporary Bridges and Fords are equivalent to Clear terrain for all purposes, except as defined below.

14.7.1 Movement: For purposes of movement, Bridges and Fords are considered as other terrain in the hex if any Roads through them are unusable for Road rate purposes due to the presence of Wrecks, Blocks or other units. Units may choose either road rate or normal rate to cross a bridge.

14.7.2 Overrun attacks may be NOT be made across Bridge hexes.

14.7.3 TEM: Any hex containing a destroyed Bridge is considered to be the Stream type or River as defined by SN or a normal Stream hex if not defined.

14.7.4 CAT TEM: CAT attacks may be NOT be made across Bridge hexes if the bridged obstacle is impassable.

14.8 Lakes, Oceans and Beaches

Lake, Ocean, or Beach hexes have the following characteristics.

14.8.1 Movement

14.8.1.1 Lake and Ocean Movement: Lake and Ocean hexes may only be entered by Amphibious vehicles and those units being transported by Amphibious vehicles or landing craft.

14.8.1.2 Beach Movement: The movement cost for wheeled vehicle units to enter a Beach hex is 3 movement points and 2 movement points for tracked vehicles. Leg units pay a movement cost of 1 movement point.

14.8.2 TEM (Beach): Units defending in a Beach hex receive a -1 DRM from any attack. (Exception: 15.2.3 Minefield attack).

14.9 Hills

Hill hexes have the following characteristics.

14.9.1 Movement: Any unit crossing a Crest Line Hex with a center dot at a higher elevation by any means other than using Road movement rate must pay an additional cost in movement points. Wheeled units pay an additional 2 movement points and Tracked units pay an additional 1 movement point. Infantry units pay no additional movement cost. This is in addition to any other terrain costs for entering the hex. Note: The Churchill tank and its variants use only one movement point to cross a Crest Line. This includes Churchills, Avres, and Crocodiles.

14.9.2 TEM

14.9.2.1 Height Advantage: Any DF or Opportunity Fire attack in which the firing unit has a height advantage over the defender receives a -1 DRM.

14.9.2.2 Height Disadvantage: Any DF or Opportunity Fire attack in which the firer is at a lower elevation than the target receives a +1 DRM.

14.10 Orchards

Orchard hexes have the following characteristics.

14.10.1 Movement: The movement cost for Wheeled units to enter an Orchard hex is 2 movement points. All other units pay 1 movement point.

14.10.2 LoS: Orchards are considered a level one obstacle for LoS purposes.

14.10.3 TEM: Units in an Orchard hex defending against DF, Close Assault, and Overrun attacks receive a +1 DRM to the combat roll. There is no modifier for IF.

14.10.4 Spotting: Units are spotted at a range of 5 hexes.

15.0 Artificial Terrain and Positional Defenses

Many terrain features are manmade and temporary in nature and therefore not printed on the mapboard. In this case, counters symbolizing the features are provided. All artificial terrain and positional defenses use the spotting rules for the terrain in which they are placed, except fortifications which are treated as towns.

15.1 Wrecks

Whenever an Armored unit or Fortification counter is destroyed in a Road/Bridge, City or Town hex, it is removed and replaced with a Wreck counter. If the unit was full strength, place a full strength Wreck counter worth 2 Stacking Points in the hex. If the unit was reduced strength or a fortification counter, place a reduced strength Wreck counter worth 1 stacking point. Wrecks count as vehicles for stacking purposes.

15.1.1 Wrecks may not be moved or removed from play.

15.1.2 Units in a wreck location receive a +1 DRM on all attacks.

15.1.3 Any unit entering a hex containing a Wreck counter pays an additional 1 movement point in addition to any other terrain costs.

15.1.4 Any hex containing a wreck counter has its stacking capacity reduced by the value of that Wreck counter.

15.1.5 A Wreck counter negates road movement cost benefits (14.3).

15.1.6 No more than two Stacking Points of Wrecks may occupy a hex. Subsequent Wrecks within a hex are not placed.

15.2 Minefields

A Situation may, as part of its initial units, give one or both players Minefield counters. Minefield counters are marked 'Minefield' on the front and have one of 4 strengths on the reverse side (1-1, 2-1, 3-1 or Dummy).

15.2.1 During the initial placement of the Minefield counters, a player may exchange Minefields for different types, only as described below:

Mine Exchange Chart

Existing Mine	Trade For
2-1 (x1)	1-1 (x2)
2-1 (x2)	3-1 (x1)

Note: Dummy Minefields may not be traded.

15.2.2 Placement Restrictions - Only one Minefield counter may be placed per hex.

15.2.2.1 Minefield counters may not be placed in All-water hexes, Swamp hexes, Stream hexes or in hexes containing Fortifications or Improved Positions unless designated by SN.

15.2.2.2 Once placed, Minefields may not be moved (although they may be removed, see 17.1).

15.2.2.3 Minefields have no friendly side and affect units from either player equally.

15.2.3 Minefield Attack Resolution - As soon as a unit moves onto a Minefield counter, it must stop and end its movement.

15.2.3.1 If previously unrevealed, the owning player now reveals the strength of the Minefield counter by flipping it. If it is a dummy, it is immediately removed from play and the moving unit may continue to move. If the Minefield revealed is not a dummy, the Minefield attack is resolved immediately. The moving unit is immediately attacked using the strength listed on the Minefield counter as the combat odds column on the DFT. There are no DRMs to this attack. Surviving, non-Disrupted units are stacked beneath the Minefield counter and may move out of the hex in any following turn without being attacked by the Minefield again.

15.2.3.2 Units Disrupted by Minefields that do not recover from disruption may not move out of the Minefield hex until they recover. Units do not suffer additional Minefield attacks while Disrupted in a Minefield, but once they recover from disruption and attempt to exit the hex, they are immediately attacked by the Minefield prior to moving. If they survive non-Disrupted, they may proceed to move as they are able.

15.2.3.3 Minefield attacks take precedence over other attacks in the same hex (Example: Opportunity Fire).

15.2.3.4 If a Carrier unit is forced to unload passengers due to results of Opportunity Fire, this 'movement' triggers a new Minefield attack versus the unloading passengers, which is resolved immediately.

15.2.4 A Minefield is never "used up" and remains active until removed by an engineer unit.

15.2.5 Minefield counters do not count toward the stacking limit of a hex.

15.3 Blocks

Block counters represent tank traps, roadblocks, barbed wire, felled trees, and other manmade impediments to movement. They are given to one or both players in the Situation setup. (Exception 15.3.4)

15.3.1 Blocks may be placed anywhere within a player's set-up area with the following restrictions:

15.3.1.1 Blocks may not be set-up in All-Water hexes or hexes containing Improved Positions or Fortifications, unless directed by SN.

15.3.1.2 No more than one Block may be set up in a hex.

15.3.2 Only infantry units may enter a Block hex if it begins its Movement Phase adjacent to the hex containing the Block, and as long as it is otherwise allowed to enter the hex per other restrictions. Upon entering the hex, the unit must stop and may move no further that turn. Non-Disrupted units are placed beneath the Block counter. In its NEXT movement phase, any non-Disrupted unit under a Block marker may continue normal movement if otherwise allowed.

15.3.2.1 Blocks do not obstruct LoS and have no effect on combat.

15.3.2.2 Blocks count as 2 full-strength platoons (4 Stacking Points) and negate road movement rate.

15.3.2.3 A Block counter on a Bridge or Ford likewise negates any roads used in that hex. The movement effects of the Block (15.3.2) are utilized instead of the normal terrain costs.

15.3.3 Blocks may only be removed by engineer units. (17.3.2)

15.3.4 During a Situation, Engineer units may create' blocks. (17.3.1)

15.4 Improved Positions (IPs)

Improved Positions (IPs) represent hastily constructed defensive positions including temporary foxholes, felled trees, and similar modifications to the natural terrain. The Situation card may allot either player with IP counters to place upon setup or the player may create them during play. A unit is considered to be within the IP when it is placed beneath the IP counter.

15.4.1 Improved Positions can be placed or created anywhere within a player's set-up area except in Swamp, All-Water, Beach, Gully, and Stream hexes. They cannot be placed or created in hexes with Blocks, Mines, or Fortifications. Once placed, IPs cannot be moved.

15.4.2 Improved Position counters do not count toward the stacking limits of a hex, however only one IP may exist in a hex. The Stacking capacity within an IP is 4 Stacking Points.

15.4.3 Improved Position Creation and Removal: An IP may be created by non-vehicular units only.

15.4.3.1 An IP may only be created by a non-Disrupted unit that is not marked with a Spent marker, and that has not yet expended any movement points in that Operations phase. To create an IP, the player declares that a unit is building an IP at the beginning of the Operations Phase (prior to Artillery Requests) and expends all of the unit's movement allowance in its current hex. The unit must then pass an Efficiency Roll. (13.0) An IP is then placed in that hex at the end of that Operations Phase, after Disruption Recovery. The creating unit may immediately be placed below the IP counter as well as any friendly non-Spent units occupying the same hex up to the stacking

limit of the IP. Once it is created (regardless of which player created it), an IP may be entered by any non-vehicular unit.

15.4.3.2 An IP is removed in a similar fashion. A unit must begin its turn in the hex with the IP, be non-Disrupted, not marked with a Spent marker, and must expend its entire movement allowance to remove the IP. It does not need to be the same unit that created the IP, but no unit may be currently occupying the IP when it is removed. The same procedures (in regards to Phases and markers) is followed as above in Creation of an IP.

15.4.4 Units defending in an IP receive a +1 DRM to all attacks made against them.

15.4.5 Both the creation and the removal of an IP qualify as movement for the purpose of Opportunity Fire. In both cases, any Opportunity Fire attack must be declared immediately after the announcement that a unit is building/removing an IP, and the attack is resolved WITHOUT the defensive benefit of the IP. If the creating unit is Disrupted, Reduced, or Eliminated, the IP is not placed/removed.

15.4.6 Improved Positions are neutral counters and may be occupied by either side, regardless of which side created or placed the counter.

15.4.7 Improved Positions are not an obstacle to LoS.

15.4.8 It costs one movement point to enter or exit an Improved Position.

15.4.9 Guns with zero MPs may enter/exit an IP in lieu of firing and are marked Spent.

15.5 Fortifications

Fortifications represent larger, more permanent, manmade defenses such as pillboxes and bunkers. They are given to one or both players in the Situation setup and come in various strengths.

15.5.1 Fortifications can be placed anywhere within a player's set-up area except in Swamp, All-water, Beach, Town, City, Gully, and Stream hexes. They cannot be placed in hexes with Blocks, Minefields, or Improved Positions. (Exception: Placement based on SN) Once placed, Fortifications cannot be moved.

15.5.2 Units in a hex with a Fortification may be IN or OUT of the Fortification. Place units that are in the Fortification under the Fortification counter and those not in it on top of the counter. Fortifications do not count toward the stacking limits of a hex, but like a Carrier Unit, a Fortification does have a capacity that reflects the maximum number of Stacking Points that may be in the Fortification at any one time. This stacking capacity is shown on the counter. Unlike a Carrier, the number of Stacking Points within a Fortification does count toward the stacking limits of a hex.

15.5.3 Units in a Fortification defend using the Defensive Strength of the Fortification in place of their own. All defending units must be attacked together as one unit and may not be targeted individually. They may not combine their defense strength with units outside the Fortification. Fortifications are treated as Armored targets. In addition, units defending in a Fortification receive a +2 DRM to Indirect and DF die rolls.

15.5.4 Units in a fortification are treated as if in a town for spotting purposes (see 6.0)

15.5.5 Combat results are applied normally to units inside a Fortification. A Fortification is not removed/destroyed in combat unless an unmodified 3 or lower is rolled on a positive AT attack roll. In such cases, they are replaced with a Wreck counter (15.1).

15.5.6 No more than one Fortification may occupy a hex.

15.5.7 Overrun attacks may not be made against a Fortification or the units contained therein.

15.5.8 Units in a Fortification may not participate in CAT attacks.

15.5.9 It costs one movement point to enter or exit a Fortification.

15.6 Hull-Down

Only vehicular units may enter Hull-Down status. This represents the unit finding preferable firing/defense positions in the small elevation undulations that exist in real life but are too minor to display on the map as a hills or depressions.

15.6.1 To enter Hull-Down status, a vehicle must expend 1/2 of its Movement Allowance and pass an Efficiency Roll. (13.0) Any such unit is marked with a Hull-Down marker. The process of obtaining Hull Down status does qualify for drawing Opportunity Fire from the enemy. Units defending against such Opportunity Fire do not receive the DRM for Hull-Down status.

15.6.2 Defending vehicles with a Hull Down status receive a +1 DFT DRM. Units may not take advantage of Hull Down status when subject to IF or attacks by Minefields.

15.6.3 A unit loses Hull Down status as soon as it expends any movement points for any purpose.

15.6.4 Hull down may only be created in Clear, Woods, Orchard, Hill, Town, and City/Urban terrain.

16.0 Air Support

Because of the time-space scale of the game, Aircraft units and their performance and interactions with ground units perform in a somewhat abstracted manner.

16.1 General Procedures

During any Air Operation (3.1.2.2) the Phasing Player may place or move any available Aircraft Marker to any location on the map. Aircraft Markers are not considered units, cannot block entry into a hex, and may not spot for other units (Exception: Observation Aircraft).

16.1.1 Terrain has no effect on the movement of Aircraft units.

16.1.2 During an Air Operation an available non-Spent Air Support unit may conduct a DF attack versus any unit on the board. (7.0) If a DF attack is conducted, the Air Support unit is marked Spent, or recalled if directed by SN.

16.1.3 Any Air units not marked Spent and in play may conduct Opportunity Fire versus moving units. The Air Support unit is then marked Spent and may not conduct any further DF or Opportunity attacks that turn.

16.1.4 Spent markers are removed from Air Support units during the Administration Phase.

16.1.5 Aircraft are not allowed to use the Height Advantage bonus.

16.1.6 Range modifiers do not apply aircraft in Fighter mode (F). Bomber (B) aircraft do apply range modifiers to their attacks. Only Bombers designated as Dive Bombers (superscript D) may attack at range 0 and use the -2 DRM.

16.1.7 Rules governing blocking terrain do apply for LoS from Aircraft to ground units and vice-versa. For purposes of LoS, all Aircraft are considered to be at an elevation two levels greater than highest terrain depicted on the play area map.

16.1.8 Aircraft automatically spot any unit that is not in a City, Town, Woods, Swamp, or Orchard hex or within a Fortification that are within normal range of the aircraft.

16.1.9 AA fire may only be conducted versus aircraft making an attack prior to resolving that attack

16.2 Observation Aircraft

Observation Aircraft are used to spot enemy units and act as a Forward Observer to fulfill spotting for IF attacks. The maximum distance that an Observation Aircraft may spot a unit is 30 hexes unless the enemy unit is in a Town, City, Woods, or Swamp hex. Units in those hexes can only be Spotted by Observation Aircraft within five hexes.

16.3 Attack Aircraft Types

16.3.1 'B' type Aircraft denote Bombers. Bomber attacks are carried out against all units in the defending hex and are resolved in the same manner as IF in normal range of the aircraft. Once these Aircraft perform an attack, they are removed from play.

16.3.2 'B^D' type Aircraft denote Dive Bomber capable Bombers. They conduct attacks as normal bombers (16.3.1) but may attack at range 0 and receive the -2 range modifier.

16.3.3 'F' type Aircraft denote fighters. Fighter attacks are conducted in the same manner as DF attacks and may target any unit or units within the range printed on the Aircraft. They remain in play until destroyed by AA fire or recalled by SN. If an 'F' type unit rolls a 10 or higher on any attack they are re-called at the end of the current turn.

16.3.4 'FB' type Aircraft denote Fighter-Bombers. Fighter-Bombers conduct their initial attack as 'B' type Aircraft and then are flipped to their 'F' side. They remain in play as 'F' type Aircraft until recalled or destroyed as outlined in 16.3.3 or SN. If an 'FB' type unit rolls a 10 or higher on their first attack roll they are re-called at the end of the current turn.

16.3.4.1 Some 'FB' type aircraft will be noted by Scenario Note as being equipped with rockets. Such units are treated as normal 'FB' with the following exception. The 'B' type attack is treated as normal direct fire attack following the rules in section 7.0 Combat and Direct Fire.

16.3.5 Aircraft declare their target immediately after being placed, and prior to any AA Defense.

16.4 Anti-Aircraft Defense (AA)

Anti-Aircraft (AA) Fire is a type of DF initiated in the opposing player's Air Operation before the Aircraft initiate their attacks. AA Fire is resolved in a similar manner as DF except that the AA Table is used instead of the normal DFT.

16.4.1 Only units with a Special Capability of AA (blue stripe) can participate in AA Fire.

16.4.2 After all Aircraft have been placed and before any Air Support attacks are resolved, the defending player may declare AA Fire. Each AA capable unit not already marked Spent may engage ONE attacking or spotting Aircraft.

16.4.3 AA Fire is conducted as DF, with the following exceptions:

16.4.3.1 LoS requirements are modified as stated in 16.2.

16.4.3.2 The range of all AA capable units is one half of the normal range.

16.4.3.3 Only range die roll modifiers apply.

16.4.3.4 All Aircraft are considered Spotted while on board.

16.4.3.5 AA units may not combine their Attack Strengths and may only attack one Aircraft unit

16.4.4 Units conducting AA fire are marked with a Spent marker.

16.4.5 AA fire is resolved using the AA Artillery results table. The AA equivalency of the firing unit is located on the chart and 2 dice are rolled and modified for range.

17.0 Engineers

Engineers are specially trained combat infantry units that are used to clear Minefields, create and remove Blocks, demolish Bridges, and increase the effectiveness of CAT attacks.

17.1 Clearing Mines

17.1.1 Minefields are cleared in a three-part process over three turns as follows:

17.1.1.1 Turn 1: A Non-Disrupted Engineer unit moves adjacent to a Minefield and declares intent to clear; the engineer is then placed on

top of the Minefield (no Minefield attack occurs.) The unit is marked with an Engineer Labor counter.

17.1.1.2 Turn 2: During the next Pre-Operations Segment the Engineer Labor counter is flipped to the "Clear/Set" side and the Engineer unit is placed beneath the Minefield counter.

17.1.1.3 Turn 3: During the Pre-Operations segment of the third turn, the Minefield marker is removed from the hex.

17.1.2 Engineers must remain Non-Disrupted throughout this process. If the engineer becomes Disrupted at any time during this process, the process is halted. When the engineer recovers from Disruption, the process may be restarted at turn 2 of the Minefield clearance sequence. (17.1.1.2)

17.1.3 Minefields marked with a Clear/Set marker are still eligible to attack other units entering the hex.

17.1.4 An Engineer unit may not fire or move in any manner during the minefield removal process.

17.2 Bridge Demolitions

Engineers were critical in WWII in the destruction of Bridges to impede enemy movement.

17.2.1 To destroy a Bridge, an Engineer unit must begin and end two consecutive Operations Segments in the Bridge hex non-Disrupted.

17.2.1.1 Turn 1: Mark the Engineer with an Engineer Labor Counter.

17.2.1.2 Turn 2: During the Pre-Operations segment of the second turn flip the Engineer Labor counter to its Clear/Set side.

17.2.1.3 On any subsequent turn move the Engineer to an adjacent hex and roll 2D6, on roll of 8 or less this indicates the Bridge is destroyed, place a Destroyed Bridge marker in the hex. A Destroyed Bridge is treated as a normal Stream or Gully hex for the remainder of the game.

17.2.2 Demolition Failure: Die rolls greater than 8 indicate demolition failure. In case of failure, the Engineer unit may move back onto the Bridge hex and immediately gain an Engineer Labor counter. The demolition sequence then advances in the next Operations phase - use a second Labor marker to keep track. There is a -1 DRM per additional demolition attempt.

17.2.3 If an Engineer becomes Disrupted at any time during this process, the process is temporarily halted and restarted when the Engineer is capable of continuing. Likewise, any process started by an Engineer unit must be finished by that same Engineer unit and may not be assumed by another Engineer unit process if the initiating unit becomes Disrupted.

17.3 Blocks

The following details the abilities of Engineer units to create and remove Blocks.

17.3.1 Creating Blocks: To create a Block, an Engineer must be activated and may not move from its initial hex. Blocks may only be created in Road, Woods, City, or Town Hexes. Like Clearing Mines, Creating Blocks is a three-turn process:

17.3.1.1 Turn 1: Mark the Engineer with an Engineer Labor Counter.

17.3.1.2 Turn 2: During the Pre-Operations segment of the second turn, flip the Engineer Labor counter to its Clear/Set side.

17.3.1.3 Turn 3: During the Pre-Operations segment of the following turn place a Block counter in the same hex as the Engineer unit.

17.3.2 Removing Blocks The procedure for clearing a Block is the same as used for Bridge demolition (including requiring a successful die roll).

17.3.3 The presence of one Engineer unit in a hex with a Block will never violate stacking limits.

17.4 Close Assault Tactics

Engineers are equipped with many powerful, short-range weapons that are very useful in Close Assault Tactics.

17.4.1 If there are any Engineers participating in CAT attacks, modify the die roll of all attacking units by -1.

17.4.2 No additional modifiers are granted if more than one Engineer unit participates in a CAT attack.

18.0 Play Notes

Wargames inherently allow the players far more information than their real-life counterparts had. In Panzer Blitz, the sequence of play contains random elements, which introduces a bit of uncertainty into the game situation.

Instead of the cumbersome command rules seen in some tactical level games, Panzer Blitz utilizes the activation of Combat units within only a certain, randomly determined hex/radius. While choosing a 'central hex' is artificial, it removes the requirement of any leader/headquarters rules and may result in the players not being able to activate according to their Perfect Plan as well as placing bulls-eyes on command units.

19.0 Designer's Notes

Now that you've read the rules, you may hate what we have done to the old classic. The attempt was to keep feel of the original Panzer Blitz while updating, correcting, and streamlining the game. Some people will hate it - others will love it, and then others won't really care.

Let's start with the new counters. We attempted to keep the spirit of the old Panzer Blitz counters while adding relevant information. The hope was to remove the need to consult a unit capabilities charts. Some will view this as destroying the clean simplicity of the original Panzer Blitz counters. The hope is you will find it a step in the right direction. The chit pull system was introduced to remove the gaminess found in IGO-UGO mechanics, to add more to the decision process, and to immerse the player in the fog of war.

Will the left flank advance with the center or will they stay under cover a little longer? ... where are those bloody reinforcements? ... why can't the fly-boys ever be on time?

You get the idea. Then of course there is the issue of allocation of resources. Do I use that chit to recover my units or drive on and leave the cowards behind? The decision is in your hands.

The Combat System was the hardest to update, with several go rounds and many revisions. Too many 'what ifs' and 'how comes'. The hope is that what is left is enjoyable and captures your attention at every engagement.

20.0 Credits

Panzer Blitz - Hill of Death

Designer/Developer: Darren Emge

Play Testers: Kevin Valerian, Ken Dunn, Dave Schubert, Bob Bassin, and Buck Karpowitz

Special Thanks: Eric Miller and Armando Signore

Map and Counter Graphics: Nicolas Eskubi

Rules Editing: Lewis J. Goldberg

Terrain Effect Chart

Terrain	X Infantry	<> Tracked	oo Wheeled	Notes
Open	1	1	2	-
Road to Road	1/2	1/2	1/2	-
Town/City	1	1	1	IR
Woods	1	2	3	R
Beach	1	2	3	
Woods - Woods	1	All	Prohibited	R
Swamp	All	Prohibited	Prohibited	IR
Slope Line	- ¹	+1	+2	-
Stream ²	All	All	Prohibited	-
Gully ³	+1	+1	+2	-
Wreck	+1	+1	+1	-
Overrun	-	+2 ⁴	-	
CAT	1	-	-	-
Orchard	1	1	2	IR*
Smoke	+1	+1	+1	I

Notes: I Inherent
R Recovery -1
* Blocks if on both sides of hexspine

¹Cost of other terrain in hex

²All to exit hex

³To exit

⁴In addition to cost to enter hex being overrun

LoS Chart

	Height of Intervening obstacle relative to lower unit			
Unit Height Differential	1	2	3	4+
1	Blocks	Blocks	Blocks	Blocks
2	½D	Blocks	Blocks	Blocks
3	⅔D	⅓D	Blocks	Blocks
4	¾D	½D	¼D	Blocks

Unit Height Differential = Height of HIGHER of UNIT – HEIGHT of LOWER UNIT

Height of Intervening Obstacle: As per TEC

xD = the fraction (x) multiplied by the whole distance (D) yields the furthest number of hexes (rounded down) an obstacle can be from the higher unit and still allow a clear LoS. Obstacle must be equal to or less than this distance in hexes to have clear LoS.

Transport Table

Transport Type	Passenger Type	Load/Unload Costs
Truck	LG ² /Inf	½ MA
	HG ³	All MA
Half-Track	LG/Inf	½ MA
	HG	All MA
British Carrier	LG/Inf	½ MA
Wagon	Any	All MA
AFV ⁴	Inf only	½ MA
Jeep ⁵	Recon-Inf/LG only	½ MA
Motorcycle ⁵	Recon-Inf Only	All MA

¹ Reflects the movement point cost paid by the CARRIER unit to load/unload its units.

²LG = Light Gun (less than or equal to 82mm) Tl.

³HG = Heavy Gun (greater than 82mm) Tl..

⁴AFVs may only act as a Carrier as directed by the specific nationality rules.

⁵Unarmed Jeeps and Motorcycles cannot move without a passenger.

Unit Function

Code	Capability	Identification
IF	Indirect Fire (11.0)	Red Range Value
AA	Anti-Air (16.4)	Blue Stripe behind Unit Name
M	Mortar (11.4)	M superscript next to range
C	Carrier (4.3)	© on counter
AMP	Amphibious (4.4)	Blue Superscript next to Movement
OVR	Overrun (8.0)	Red Underlined Movement

Carry/Tow Abilities

	Inf.	LG T/.	HG T/..	Recon
Truck	✓	✓	✓	✓
Half-Track	✓	✓	✓	✓
Carrier	✓	✓		✓
Wagon	✓	✓	✓	✓
AFV (2.3.2.1)	✓			✓
Jeep		✓		✓
Motorcycle				✓

Indirect Fire Scatter Chart

2D6 Roll	Result
≤7	Accurate
8-9	Scatters
10-11	Widely Scatters
12≥	Dissipates (no effect)

Indirect Fire Scatter Modifiers

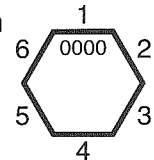
Situation	Modifier
Range from FO > 8 hexes	+1
AR Pre-Registered hex (11.5)	-2 ¹
Resolved in same or adjacent hex from previous turn	-1 ¹
U.S. Forces	-1
FO Efficiency rated Elite (13.0)	-1 ¹
FO Efficiency rated Green (13.0)	+1

¹Not for Rockets

Indirect Fire Scatter Results

Accurate	The AR marker remains in the hex in which it is placed.
Scatters	AR marker remains in the hex and attacks at half strength, fractions rounded down. If smoke mission, then place a Smoke 1 counter
Widely Scatters	Roll one die to determine the direction of scatter (see scatter diagram) and move the AR marker to the adjacent hex and resolve the attack at half strength, fractions rounded down. If smoke mission then place a smoke 1 counter.
Dissipates	The IF is so scattered that it has no effect. Remove the AR marker, and there is no attack. However, all attacking units are still considered to have fired and marked with a Spent marker. Forward observer (FO) is still marked No Move.

Scatter Diagram



Mine Exchange Chart

Existing Mine	Trade For
2-1 (x1)	1-1 (x2)
2-1 (x2)	3-1 (x1)

Direct Fire Table

AP Fire	≤1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	8:1	10:1+
AT Fire	≤-11	-7 to -10	-4 to -6	-2 to -3	+1 to -1	2 to 3	4 to 5	6 to 7	8 to 9	10 to 12	13 to 15	16 to 20	21 +
≤2	D	D	X	X	X	X	2X	4X	5X	6X	6X	6X	6X
3	—	D	DD	DD	DD	X	X	3X	4X	5X	6X	6X	6X
4	—	—	D	D	DD	DD	X	2X	3X	4X	5X	6X	6X
5	—	—	—	D	D	DD	DD	X	2X	3X	4X	5X	6X
6	—	—	—	—	D	D	DD	DD	X	2X	3X	4X	5X
7	—	—	—	—	—	D	D	DD	DD	X	2X	3X	4X
8	—	—	—	—	—	—	D	D	DD	DD	X	2X	3X
9	—	—	—	—	—	—	—	D	D	DD	DD	X	2X
10	—	—	—	—	—	—	—	—	D	D	DD	DD	X
11	—	—	—	—	—	—	—	—	—	D	D	DD	DD
12	—	—	—	—	—	—	—	—	—	—	D	D	DD
13+	—	—	—	—	—	—	—	—	—	—	—	D	D

Natural Roll Results

- 2
- Best Result for Column
- 12
- No Effect

Direct Fire Column Modifiers

- Disrupted
- 1 Left
- Assault Fire
- 2 Left

CRT Result	Explanation
“—”	Attack has no effect on the defender.
“D”	The defender(s) is Disrupted. Place a Spent/Disrupted marker on top of the defending stack.
“DD”	Any defenders that were already Disrupted before the attack suffer a step-loss. All other defenders suffer disruption and are marked with a Spent/Disrupted marker.
“#X”	The defender must remove the (#) number of unit steps. Each step loss is fulfilled by either flipping a full-strength unit or removing a reduced unit. All units must take an equal amount of step losses if possible. All remaining defending units suffer a DD. (See above)

Effects of Disruption: A Disrupted unit may not spot, observe for IF, move, or attack. Disrupted infantry and artillery may not mount/load onto Carrier or vehicle units. Disrupted vehicles/Carrier units may not load infantry or artillery units. A Disrupted unit that receives a “DD” result suffers a step-loss.

Effects of Step Loss: Example: A Defending stack containing the following units: 1 full-strength rifle platoon, 1 reduced-strength rifle platoon, and 1 full-strength engineer platoon is fired upon with DF. Results and losses are as follows:

- 2x
- Either 1) flip both full strength platoons or 2) remove the half strength platoon and flip one of the full strength platoon.
- 3x
- Flip both full strength platoons and remove the half strength platoon
- 4x
- As in 3x above. Additionally one of the remaining half strength platoons must be removed as well to fulfill the additional step loss.
- Nx
- As in 4x above with any additional step losses being fulfilled through the removal of remaining step losses.

Direct Fire Dice Roll Modifiers

Defender		Attacker	
Town	+2	Height Advantage	-1
City	+3	Height Disadvantage	+1
IP/Hull Down ¹	+1	Overrun (vs Inf in Open -2)	-1
Fortification	+2	Opportunity Fire vs. Vehicle	+1
Woods/Orchard/Swamp	+1	Opportunity Fire vs. Infantry	-1
Beach	-1		
Unspotted	+4	CAT (Additional mods below)	-1
Disrupted	-1	Engineer Included	-1
IF vs. Infantry in Woods	-1	Armor in City/Town	-1
Using Road Rate	-1	Attacker in Smoke Hex	+2
Smoke (DF Only)	+1	Attacker in HE	+1
In Wreck Locations	+1		

Direct Fire Modifier Notes:

¹NA vs. Reaction Fire

Range Modifiers
(Direct Fire, Overrun, CAT, and AA Fire)

Range	0 ¹	1 ²	2-3	4-6	7-9	10-12	13-15	16-20
DRM	-2	-1	0	+1	+2	+3	+4	+6

Range Modifier Notes:

¹Range used for CAT Attacks

²Range used for Overrun attacks and Reaction Fire

Anti-Aircraft Table

2D6	-1	0	1	2	3	4	5	6
2	D1	D2	DD	X	X	X	X	X
3		D1	D2	DD	X	X	X	X
4			D1	D2	DD	X	X	X
5				D1	D2	DD	X	X
6					D1	D2	DD	X
7						D1	D2	DD
8							D1	D2
9								D1
10+								

Range Modifiers Apply

- X
- Aircraft Destroyed, Immediately removed from play
- DD
- Aircraft Disrupted add +3 to the attack and aircraft recalled
- D#
- Attack Disrupted add # to the attack roll.

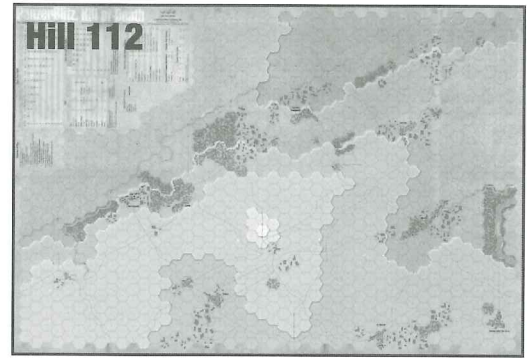
Anti-Aircraft Equivalency

- HW section
- 1
- 88mm/20mm
- 2 (Slow Rate on 88)
- 40mm Bofors
- 3
- Quad 50
- 5
- Whirblewind
- 6



Situation HOD1: First Crack

On June 27th 1944, the 2/Argyle and Sutherland Highlanders of the 227th Brigade seized the small bridge over the Odon River at the town of Tourmauville. The bridgehead was reinforced into the night and in the morning after a short exchange with 2 Mark IVs of the 12th SS Panzer Regiment, the 23rd Hussars attempted to seize the vital high ground of Hill 112. C and B companies of the 23rd Hussars, supported by the 8th Rifle Brigade, swung around to the north and attacked down the north-south road. The British force encountered elements of the 12th SS Panzer Regiment, supported by Flak guns of the I/53 Flak battery. The Hussars seized the orchard at the top of the hill. The Germans quickly planned a counter attack with Mark IVs and Panthers. Finally, after 12 bloody hours of fighting, the British secured the only significant features on the hill. Through highly secret Ultra decrypts, Lieutenant General O'Connor and Field Marshal Montgomery learned of the release of the II SS Panzer corps to this area, and decided to withdraw the exposed elements of the 11th Armoured Division, withdrawing their forces from the heights of Hill 112 back to the Bridgehead at Tourmauville. Thus began weeks of bloody fighting around the Hill of Death.



Victory: British must control "Large Orchard" (2521 & 2620), "Small Orchard" (2419) and "Small Wood" (2422) to win.

Reinforcements		1		2		3		4		5		6		7		8	
TURN																	
Op Chit										Op1		Op1 replaces Op0		Op2			



British OB: 23rd Hussars supported by 8th Rifle Brigade, Efficiency Rating 8.

Chit Pool: Op1x1, Op2x2.

Turn 1: Enter on Hex 2111



x5

x3

x3

Turn 1: See SN2



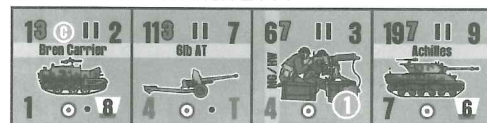
Turn 2: Enter on Hex 2111



x5

x3

Turn 4: Enter on Hex 2111



x6

x3

x3

Support: 25lbr Battery (AP12, AT6, Smoke)



German OB: 12th SS, Efficiency Rating 9.

Chit Pool: Op0x2, Op1x1.

At Start: Setup within 3 hexes of 2421



x3

x3

x2

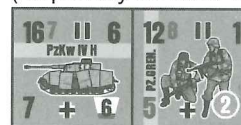
x3

x5

Turn 2: Place in Hex 1924 (see SN3)



Turn 5: Place in Hex 1827 (no penalty for Over-stack)



x3

x3

Turn 6: Enter at Hex 2627



x2

x2

Situation Notes:

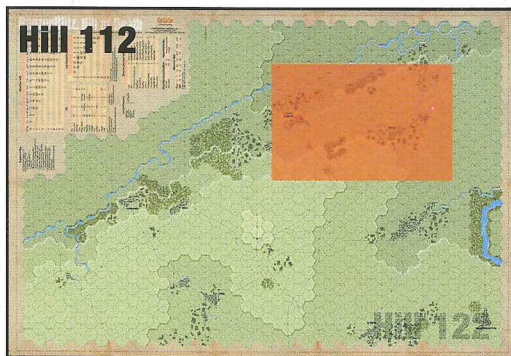
SN1: On turn 1 all British units enter and Germans may Op Fire only (No Chit Pool is used).

SN2: Flight Typhoon is automatically recalled at the end of turn 5.

SN3: May only be activated by Reinforcement Chit.

Situation HOD2: Launch of Jupiter

On the morning of July 10th, the 130th Brigade, supported by the 9th Royal Tank Regiment (RTR), jumped off at 05:30. The objectives for 5th Dorsets this morning were the towns of Les Dauns and Eterville, along with the ruins at Chateau de Fontaine. After quickly securing the farm complexes at Les Dauns, the British encountered stiff resistance from the 2/22 SS in the horseshoe wood and the ruins of Chateau de Fontaine. Here the West Countrymen had their first taste of the bitter task of digging out a well-trained and entrenched enemy yard by yard. Meanwhile on the left flank, the 4th Dorsets were charged with taking Eterville, where 1/22 SS was dug in the town, its surrounding orchards, and the ridge overlooking the town. The Dorsets quickly entered the village, but fighting broke down to bloody, house-to-house fighting. The highly volatile battle caught the attention of the commander of the 5th Coy 12th SS Panzer Division, who violated his company boundaries and charged into the maelstrom, adding further chaos to an already tenuous situation. At 07:45 a message at HQ was received that Dorsets had entered Eterville and taken the town. In reality, Dorsets would spend the rest of the day and into the night trying to wrest control of the town from the SS.



Victory: British must control >4 of the 6 Towns in the German setup area to win.

Play Area: 2504—4104—4114—2514

Reinforcements	TURN	1	2	3	4	5	6	7	8	9	10
Op Chit											



British OB: 130th Brigade supported by the 9th Royal Tank Regiment, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x2, Op2x1.

At Start: Setup on/adjacent to hexes 2607 or 2807



x6

x3

x2

At Start: Setup on or adjacent to 3205, 3305, 3404



x7

x2

x3

x3

x2

Turn 3



x4

Turn 5: Enter on hex 2904, 1 Reinforcement Chit



x2

Support: 251br Battery (AP12, AT8, HE, Smoke)
5th Naval Guns (AP20, AT12, 1 AR Marker, HE only)



German OB: Elements of 1/22 and 2/22 SS, supported by 12th SS, Efficiency Rating 9.

Chit Pool: Op0x2, Op1x2.

At Start: Setup first on/adjacent to road running from 3012 - 2911



x2

x2

x3

At Start: Setup first on or within 2 hexes of the town of Eterville or within one hex of road running from 3314 to 4105



x4

x2

x2

x4

At Start: Setup within 3 hexes of 3613



x2

x2

Turn 2: Enter at hex 4114 or 3314, 1R-Chit



x3

Support: 2 x 75mm OBA (AP10, AT7, No Smoke)

Situation Notes:

SN1: Ruins at La Fonatine have an inherent +1 DRM and counts as a town hex for victory conditions.

An IP marker can be placed for additional +1 DRM. Only 2 stacking points worth of vehicles may enter this location. Treat as Orchard for LOS hindrances.

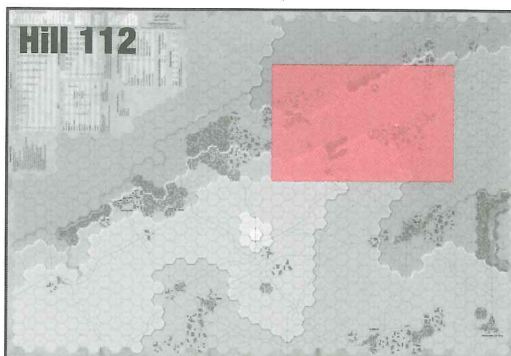
SN2: For turn 1 place only British chits in the pool. Pull 1 chit then add the German chits and proceed with normal play sequence.

SN3: German OBA may only be used on Turns 1-4.

SN4: German 250/8 are placed under a "NO MOVE" counter on Turns 1 and 2.

Situation HOD2: Launch of Jupiter

On the morning of July 10th, the 130th Brigade, supported by the 9th Royal Tank Regiment (RTR), jumped off at 05:30. The objectives for 5th Dorsets this morning were the towns of Les Dauns and Eterville, along with the ruins at Chateau de Fontaine. After quickly securing the farm complexes at Les Dauns, the British encountered stiff resistance from the 2/22 SS in the horseshoe wood and the ruins of Chateau de Fontaine. Here the West Countrymen had their first taste of the bitter task of digging out a well-trained and entrenched enemy yard by yard. Meanwhile on the left flank, the 4th Dorsets were charged with taking Eterville, where 1/22 SS was dug in the town, its surrounding orchards, and the ridge overlooking the town. The Dorsets quickly entered the village, but fighting broke down to bloody, house-to-house fighting. The highly volatile battle caught the attention of the commander of the 5th Coy 12th SS Panzer Division, who violated his company boundaries and charged into the maelstrom, adding further chaos to an already tenuous situation. At 07:45 a message at HQ was received that Dorsets had entered Eterville and taken the town. In reality, Dorsets would spend the rest of the day and into the night trying to wrest control of the town from the SS.



Play Area: 2504—4104—4114—2514

Victory: British must control >4 of the 6 Towns in the German setup area to win.

Reinforcements	TURN	1	2	3	4	5	6	7	8	9	10
Op Chit											

British OB: 130th Brigade supported by the 9th Royal Tank Regiment, Efficiency Rating 8.
Chit Pool: Op0x2, Op1x2, Op2x1.

At Start: Setup on/adjacent to hexes 2607 or 2807



x6 x3 x2

Turn 3



Turn 5: Enter on hex 2904, 1 Reinforcement Chit



x2

At Start: Setup on or adjacent to 3205, 3305, 3404



x7 x2 x3 x3 x2

Support: 251br Battery (AP12, AT8, HE, Smoke)
 5" Naval Guns (AP20, AT12, 1 AR Marker, HE only)



German OB: Elements of 1/22 and 2/22 SS, supported by 12th SS, Efficiency Rating 9.

Chit Pool: Op0x2, Op1x2.

At Start: Setup first on/adjacent to road running from 3012 - 2911



x2 x2 x3

At Start: Setup within 3 hexes of 3613



x2 x2

At Start: Setup first on or within 2 hexes of the town of Eterville or within one hex of road running from 3314 to 4105



x4 x2 x2 x4

Turn 2: Enter at hex 4114 or 3314, 1R-Chit



x3

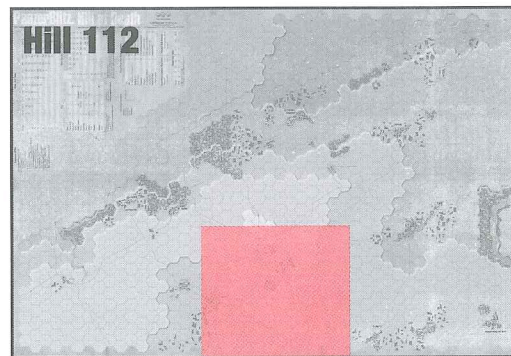
Situation Notes:

SN1: Ruins at La Fonatine have an inherent +1 DRM and counts as a town hex for victory conditions. An IP marker can be placed for additional +1 DRM. Only 2 stacking points worth of vehicles may enter this location. Treat as Orchard for LOS hindrances.

SN2: For turn 1 place only British chits in the pool. Pull 1 chit then add the German chits and proceed with normal play sequence.

Situation HOD3: End of Jupiter

Late on July 10th, it was realized that the battle to break through to the Orne River was seriously in question. In fact, the battle for the vital Hill 112 was turning into a stalemate. Maj. General Thomas decided that a fresh attack would be required to wrest control of the vital summit and the observation points looking south into the German areas. The intense fighting to the northeast had sapped most of the British reserves, leaving only the 5th Duke of Cornwall's Light Infantry (DCLI), which was snatching much needed rest in the outskirts of Fontaine-Etoupefour. It was decided that the gains outweighed the risk and the 5th DCLI formed up behind the positions held by 4th Somerset Light Infantry along the Caen-Evracy road. The 5th DCLI was supported by the 7th RTR, who arrived late. The 5th DCLI jumped off across the open ground to clear the remainder of the hill as the 7th RTR arrived. Elements of the 19th SS were dug in down slope and supported by miscellaneous Panzers. The battle raged up until dark, with artillery from both sides actively affecting the advantage on several occasions. The hill was secured and several heavy counterattacks were fended off into the night.



Victory: Germans win if there are any non-disrupted non-armor German units in any level 3 hex bordering crestline in the German setup area.

Play Area: Hexrows 1800-3100 hexes numbered > ##17

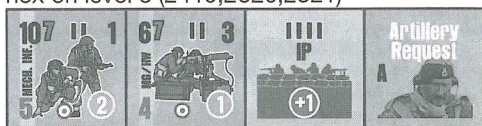
Reinforcements		1	2	3	4	5	6	7
TURN								
Op Chit								



British OB: 5th DCLI supported by the 9th Royal Tank Regiment, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x2, Op2x1.

At Start: Setup First within 1 hex of any orchard hex on level 3 (2419,2620,2521)



x9

x3

x3

x2

At Start: Enter on either hex 2117 or 2517, 1 R-chit, SN1

Support: 25lbr Battery (AP12, AT8)



x6

x2



German OB: Elements of 19th SS, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x2.

At Start: Setup Second in any hex numbered > ##22 with at least 10 steps of infantry in/on level 3 hexes



x6

x2

x2

x2

x7

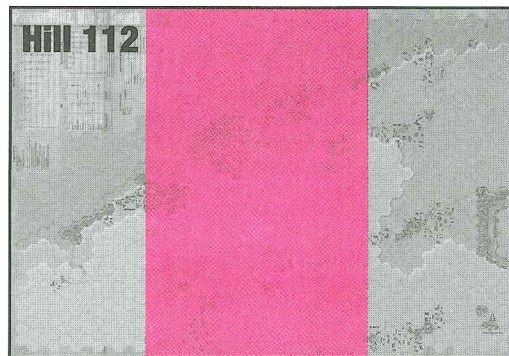
Support: 105mm offboard (AP15, AT10)

Situation Notes:

SN1: Units may enter in any combination on turns 1-3, Units must be designated prior to assembling the chit pool. 1 R-Chit.

Situation HOD4: Take the Hill

The main thrust on July 10th 1944 was toward the summit of Hill 112. While the 130th Brigade secured the left flank, the 129th Brigade, supported by the 7th RTR, was to advance on a broad front and secure the summit. The plan was for the 4th Somerset to advance over the summit. The 4th Wiltshire (Wilts) would swing around to the left, while the 5th Wilts swung around to the right. Things went badly from the beginning when shells from their own artillery landed among the assault troops of the 4th Wilts. Even without this stroke of bad luck, the 129th Brigade still had to advance over relatively open terrain through waist-high corn. The infantry and armour advanced in tandem. The German AT guns responded and knocked out several Tanks and Carriers. German armor quickly added to the number of British vehicles knocked out. The British forces pushed on with classic British determination, and the assault troops of the 129th closed on the German positions. The German Grenadiers opened up and began inflicting casualties on the British Infantry. The defense of the Hill was declared a "Schwerpunkt" and the Germans committed their reserves – the dreaded Nebelwerfers of the 8th Werfer Brigade begin to rain death and destruction. Through all this, the British advanced slowly, yard by bloody yard, but things were about get worse. Tigers! Elements of the 102nd Heavy Tank Brigade were advancing from the southeast. Only the thin skinned Achilles and 17 lbr AT guns of the 86th Antitank Regiment could hope to challenge this new threat. After several hours of heavy fighting, the 129th Brigade reached their goal along the Caen–Evrecy road and began to dig in.



Play Area: Hexrows 1300-3100

Victory: The British player wins if there are no undisrupted Starting German units on or adjacent to Road running from 2020 to 2817, level 3 hexes only.

Reinforcements		1	2	3	4	5	6	7
TURN								
Op Chit								



British OB: 129th Brigade supported by the 9th Royal Tank Regiment, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x3, Op2x2.

At Start: Setup on any road hex within 2 hexes of hex 2810

107 II 1 Infantry	130 II 2 Bren Carrier	130 II 6 Churchill VII	67 II 3 Infantry	130 II 2 Bren Carrier	200 II 10 17lb AT	240 II 3 White Halftrack	197 II 9 Achilles
x5	x5	x3	x3	x3	x2	x2	(see SN2)

At Start: Setup on road running north from 2110

107 II 1 Infantry	130 II 2 Bren Carrier	1212 II 3 Crocodile
x8	x8	x2

Support: 25lbr offboard (AP12, AT8)

At Start: Setup within 2 hexes of 1514

107 II 1 Infantry	130 II 2 Bren Carrier	130 II 6 Churchill VII	200 II 10 17lb AT	240 II 3 White Halftrack	197 II 9 Achilles	Artillery Request
x5	x5	x3	x2	x2	x2	(see SN2)

Turn 4: Enter on hex 2007

107 II 1 Infantry	130 II 2 Bren Carrier
x3	x3



German OB: Elements of 21st Panzer, Efficiency Rating 9.

Chit Pool: Op0x3, Op1x2, Op2x1.

At Start: Setup first on or south of Road running from 1326-3116

128 II 1 Pz Gren	206 II 9 PzKw V 9	167 II 6 PzKw IV H	175 II 8 75 Pak 40	166 II 6 StuG III G	1111 IP	11 Hull Down	Artillery Request
x12	x2	x3	x3	x9	x2		

Turn 3: Enter between 3027-2627

267 II 13 Tiger	174 II 13 Tiger
x2	

Support: 8th Werfer Brigade (AP25 AT14, No Smoke)

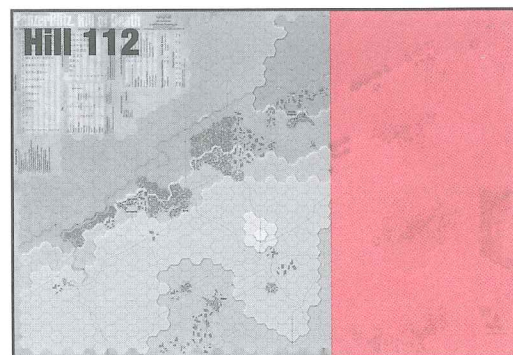
Situation Notes:

SN1: On turn one British start having pulled an Op1.

SN2: Halftracks must remain within 2 hexes of the 17lbr AT guns.

Situation HOD5: Overlooking Maltot

While its sister brigade advanced on the summit of Hill 112, the 130th Brigade jumped off on July 10th at 08:00 to secure the left flank. Intelligence reported the town of Maltot to be lightly defended, so the plan was simple. The 7th Hampshires, with elements of the 9th RTR, would advance down into the valley, pass through Maltot, and dig in on the southern ridge overlooking the town. Observation Post variants of the Churchill, along with forward observers in Carriers, would be able to quickly call in artillery support if needed, to crack the line. The advance went well until the British closed on the town, then shot and shell rang out from the village and from German AT guns on Hill 112. Compounding the situation, a platoon of Tigers from the 102nd Heavy Tank Regiment had advanced almost simultaneously to support the defenders of Maltot. The 7th Hampshires bypassed the town defenders and thrust toward their objective, the southern heights. The 7th battalion HQ and reserve companies followed up closely with the intent of mopping up Maltot, but the Germans were not going to give up one of the few dominating features on the eastern flank of the hill. Units of the 12th SS Hitler Jugend were dispatched along the river Orne to support the eastern flank. Meanwhile the 10th SS reconnaissance, were rushed in from their marshalling areas to help stem the British tide. The German high command, seeing the situation becoming tenuous, committed elements of the 8th Werfer Brigade to bloody the British. After hours of fighting on both the hill and in and around Maltot, both sides found themselves in a stalemate. Fighting for the town of Maltot would continue over the next several weeks, with the lines ebbing and flowing along the valley floor.



Play Area: Hexrows Hexrows >29##

Victory: British must have >3 undisrupted steps on or adjacent to hexes 3922 and/or 4220, Carriers not applicable, as well as being the last to occupy at least 5 hexes of the town of Maltot.

Reinforcements	TURN	1	2	3	4	5	6	7	8	9	10
Op Chit			Op1	Op0	Op1 replaces Op0	Op1					



British OB: 7th Hamps. supported by the 9th Royal Tank Regiment, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x2, Op2x2.

Support: 25lb Battery (AP12, AT8)

At Start: Setup on/adjacent to road running from 3314 to 3611 on level 3 hexes only

Turn 2: Enter on hex 3012, 1 Reinforcement Chit



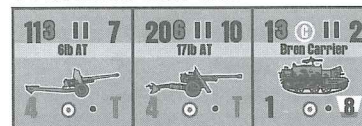
x6

x6

x2

x3

x2



x2

x2

x4

At Start: Setup on adjacent to hex row running from 3016 thru 3215

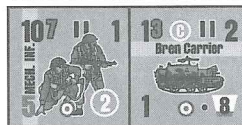
Turn 3: Enter on Hexes 3012

Turn 4: Enter on Hexes 3012



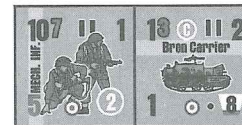
x4

x2



x5

x5



x2

x2



German OB: Elements of 1st and 12th Panzer Regiments, Efficiency Rating 9.

Chit Pool: Op0x2, Op1x1.

Support: 81mm Mortar (HE only, AP11, AT7)

At Start: Setup first on/adjacent to hexes of Maltot or hex 4214 in IPs or HD

Turn 1: Hex 3427, 1 R-Chit, see SN1

Turn 3: Enter on Hex 4614, 1 R-Chit



x6

x6



x2



x2

At Start: Setup first, within 2 hexes of 3021

Turn 4: Enter on Hex 4623, 4625, or 3827, 1 R-Chit Add OBA 1-AR 8th Werfer Brigade (HE only, AP25, AT14)



x2



x3

x3

x2

Situation Notes:

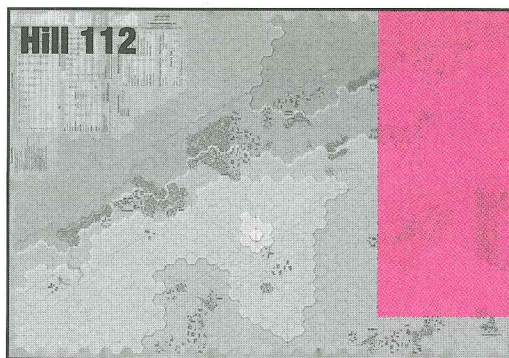
SN1: Reinforcements setup on board but may only be activated in the turn they setup by R-Chit.

SN2: British Churchills and Carriers may act as FO for IF. Churchills may move in the turn they act as FO but do not retain LOS for accuracy die roll, Carriers are subject to no move restrictions.

SN3: For turn 1 place only British chits in the pool. Pull 1 chit then add the German chits and proceed with normal play sequence.

Situation HOD6: Twilight at Maltot

Twelve days after the initial assault, the vital village of Maltot lies in ruins. On 22nd July, 1944, the German 272nd Infantry Division, which had arrived on foot from the Pas de Calais, was assigned the defense. The 129th Brigade would attempt to secure the village. In the vanguard were the 4th and 5th Wiltshire (Wilts), supported by the reinforced 9th Royal Tank Regiment (RTR). Operation EXPRESS, as it was known, was simple an assault from the northeast down the length of the valley. The assault kicked off at 17:30 hours, with the British advancing in line across the valley. The 4th Wilts would advance around the southern edge of Maltot, while the 5th Wilts would encircle from the north. Typhoons on station overhead could be called in to deal with any particularly tough nuts. Initial progress was slow but steady, with the British securing a foothold. The Germans would still not easily give up the town, and elements of the 10th SS were sent north to reinforce the defenders, and if necessary, retake the town. Heavy panzers of the 101st were sent to support the defenders but were driven off by the rocket firing typhoons. As twilight fell on Maltot, control was still in doubt and the British command committed the 151st Royal Artillery Corps flame throwing Crocodiles to help dig out the stubborn defenders. The British fought hard into the night, finally securing the town at around 22:00. The next few hours were spent mopping up the prisoners.



Play Area: East of Hexrows >3400 north of ##25

Victory: British win if there are no non-disrupted German units in any town hex of Maltot.

Reinforcements	1	2	3	4	5	6	7	8	9	10	11
TURN			✠	✠		☉					
Op Chit			✠Op0	✠Op1	☉Op0						



British OB: 129th Brigade, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x2, Op2x1.

Support: 1 Flight Typhoon (FB) (see SN2)

At Start: Setup on or adjacent to hex 4513 or 4412



x6

x3



x2

x2

At Start: Setup between or north of hexrow from 3809 to 4111



x6

x3

Turn 6: Setup in Eterville (3610,3609,3709)



x2



German OB: Elements of 272nd Infantry reinforced by Elements of the 10th SS, Efficiency Rating 7.

Chit Pool: Op0x2, Op1x1.

At Start: Setup in or adjacent to any town hex of Maltot



x7

x2

x4

At Start: Setup on or adjacent to the road running south from hex 4315 south of the River



x2

x2

Turn 3: Enter on south edge of play area, Efficiency Rating 9, 1 R-Chit



x3

x2

Turn 4: Enter on south edge of play area, Efficiency Rating 9, 1 R-chit



Situation Notes:

SN1: On turn 1 place only British non-Air Support chits in the chit pool. Once the first chit is drawn add the initial German Chits, and British Air Support.

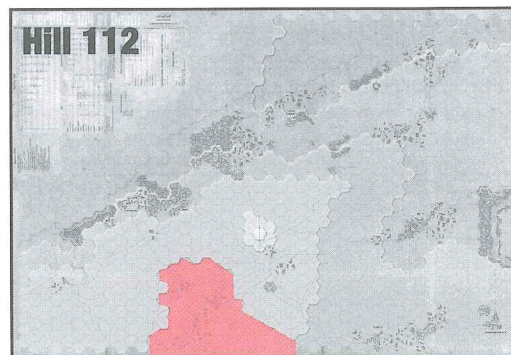
SN2: British receive Air Support in the form of 1 Typhoon FB on Turn 1. It is automatically recalled at the end of Turn 6. The Typhoon may hold its bombs (use values on F side of counter) until Turn 5.

SN3: Beginning on Turn 6 and lasting until Turn 8, Dusk settles in. All Direct Fire attacks receive a +1 DRM for every 3 hexes of range.

SN4: Beginning on Turn 9 night falls. Direct fire versus infantry is limited to 1 hex range. Direct fire versus vehicles is limited to a maximum of 2 hexes. Direct fire at 2 hexes suffers a 1 column shift left.

Situation HOD7: No Happy Rest

Clearing the crossroads at le Bon Repos was given to the 2nd Glasgow Highlanders. At 21:30 hours on July 15th 1944 they jumped off. Assisted by Monty's moonlight, the attack would advance down the slopes of Hill 112 from the northeast. The Highlanders were heavily supported by Churchills of the 107th Royal Armored Corps (RAC), 'Funnies' and Crocodiles of the 79th Armored Division, as well as machine guns and mortars of the 8th Middlesex. British forces were unsure of where the German defenders were holed up so the Churchills fired High Explosive rounds into likely defensive positions. The Highlanders cleared Esquay at around 2300 hours. At this point the Germans, believing this to be a major thrust towards Hill 113, sent the 21st Panzer Grenadiers, supported by Mark IVs of the 10th SS Panzer regiment, to blunt the perceived British offensive. The British 6 lbr AT guns went head to head with the Panzers of the 10th SS at point blank range. The British were forced to withdraw to their original starting positions on the slope of Hill 112.



Play Area: Level 3 hexes between 13## and 26##, British setup area, and hex 2123

Victory: Prior to start of play the German player secretly records 2 non-adjacent town hexes from the 4 town hexes and one of the following orchard hexes (1523, 1923, 1824, or 1725) as Victory locations. The British player must be the last to control all 3 Victory locations.

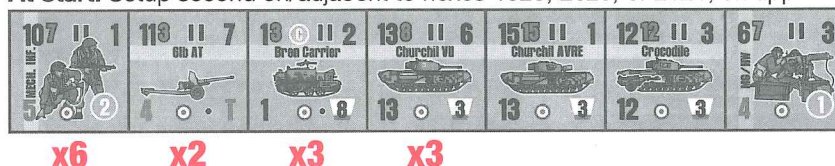
TURN	Reinforcements				5	6	7
	1	2	3	4			
					+	+	
						Op1	



British OB: 2nd Glasgow Highlanders, Efficiency Rating 8.

Chit Pool: Op0x1, Op1x2.

At Start: Setup second on/adjacent to hexes 1920, 2020, or 2121, on upper level (level 4) hexes only



German OB: 21st Panzer Grenadiers, Efficiency Rating 9.

Chit Pool: Op0x1, Op1x1.

At Start: Setup first on/adjacent to any town hex with at least one unit on/adjacent to Les Bon Repos (1622), Esquay (1823, 1924) and (1825). Units are not setup on the map but their locations are secretly recorded and a lettered unspotted marker is assigned to each location. The German player then places a total of 6 lettered unspotted markers with corresponding unspotted markers placed in each location containing each German unit



x4

Turn 5: Either enter along the southern edges of the play, between 1327-2627, or enter on hex 1325 with all hexes adjacent to 1325 becoming in play



x3

x3

Situation Notes:

SN1: Monty's Moonlight is in effect. Add +1 to all direct fire attacks at range >0 hexes and +1 for every 3 hexes of range. Spotting is 5 hexes for units in open and 2 hexes for all others.

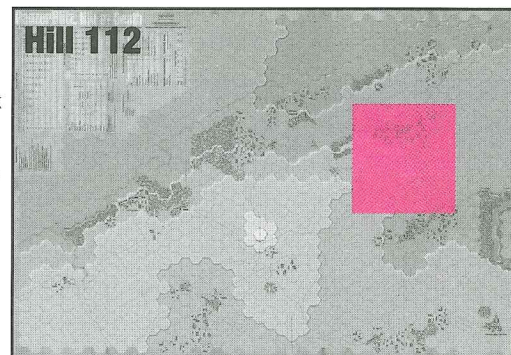
SN2: The initial German unspotted counters are only removed if the British achieve a combat effect or if a British Infantry unit attempts to enter the hex, using normal movement, containing the unspotted counter. If the hex being entered contains a German unit the British unit becomes spent in the hex from which it came and the German player may perform reaction fire versus the British unit that attempted to enter the hex. No vehicles may enter a hex containing the initial German unspotted counters except as part of an overrun and then normal overrun mechanics apply with the defender receiving the +4 unspotted DRM. The +4 DRM also applies versus CAT.

SN3: Unspotted units may dig in and remain unspotted, as does the IP.

SN4: Road movement cost is 1 for all units.

Situation HOD8: Pierced and Bloodied

On July 10, 1944, the 9th Cameronians were assigned the defense of Eterville and with it the security of the left flank. Panzer Grenadiers of the 10th SS had quickly followed the withdrawing elements of the Dorsets from the town of Maltot. In the dark of night, the Grenadiers managed to work their way into the orchards around Eterville through gaps between A and B companies of the 9th Cameronians. Having penetrated into the Cameronians positions, the Grenadiers ran amok, nearly capturing the Battalion headquarters and the command staff. The left flank was now a serious concern and the Brigade Headquarters dispatched the closest reserves, C Company of the Glasgow Highlanders, to fill the gap and secure Eterville. The Highlanders fought the enemy with PIAT guns and Bayonets, finally dislodging the Germans. The 10th SS withdrew after suffering heavy casualties. However the 10th had inflicted severe losses on the British as well. For the Highlanders this was the second such blood letting in less than a month.



Victory: Germans must occupy 4 of the 7 orchard hexes (3409, 3509, 3510, 3808, 3809, 3810, 3710) within 2 hexes of Eterville.

Play Area: Hexrows 3200-4100 hexes between ##07 and ##15

TURN		Reinforcements					
		1	2	3	4	5	6
					Op0	Op0	



British OB: 9th Cameronians, Efficiency Rating 8.

Chit Pool: Op0x2, Op1x1.

At Start: Setup first on or within 3 hexes of Eterville no more than one non-reduced mechanized infantry platoon per hex



x5

x2

x4

Turn 4: Enter on north edge, 1 R-chit



x3



German OB: Elements of 10th SS, Efficiency Rating 9.

Chit Pool: Op0x2, Op1x2.

At Start: Setup second in any hex numbered \geq ##14

Support: 81mm offboard (AP10, AT7, HE only)



x6

x2

Situation Notes:

SN1: Night vision restriction: Spotting is limited to 3 hexes for units in the open and 1 hex for units in orchard/town hexes. Additionally all direct fire is subject to +1 per two hexes of range.

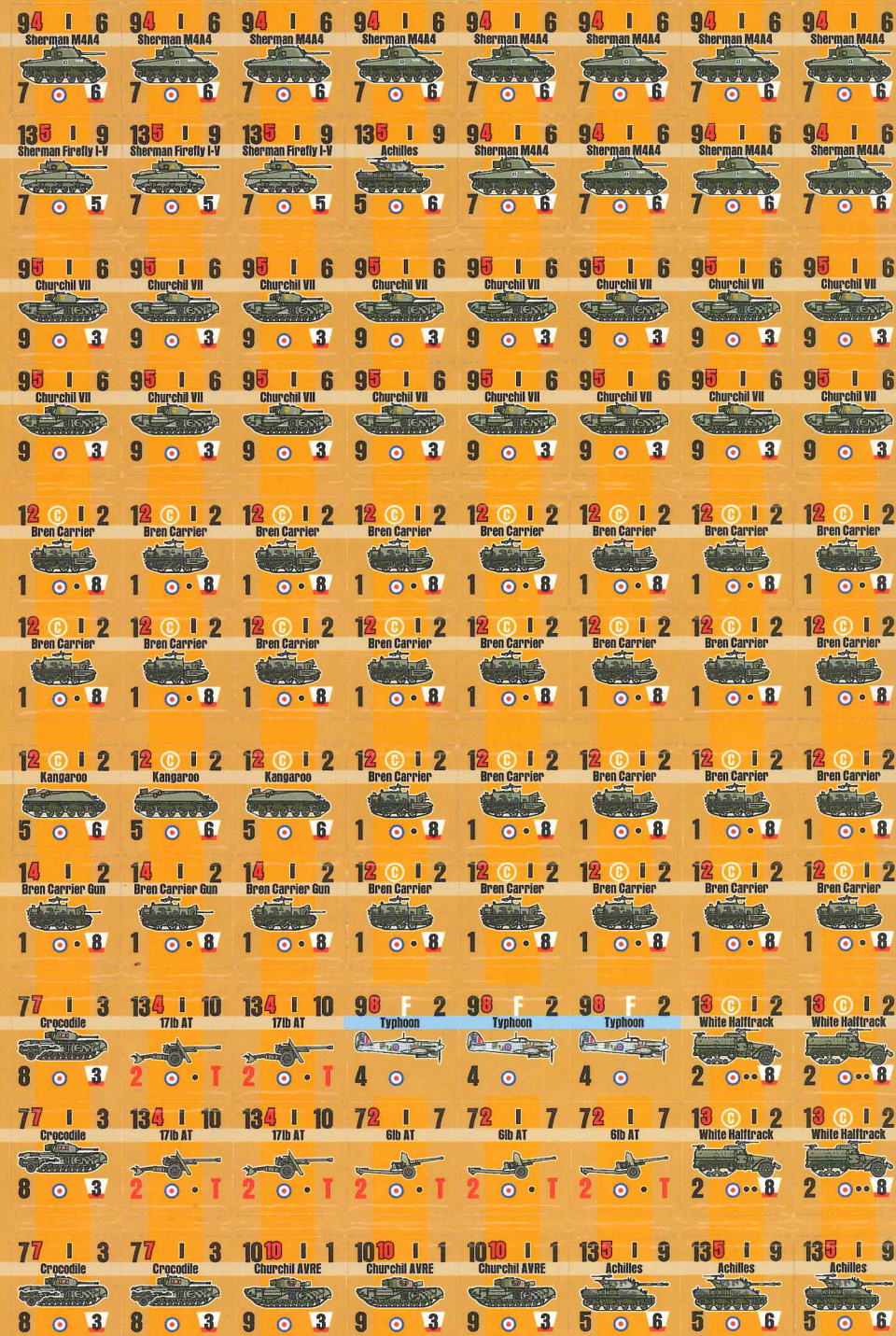
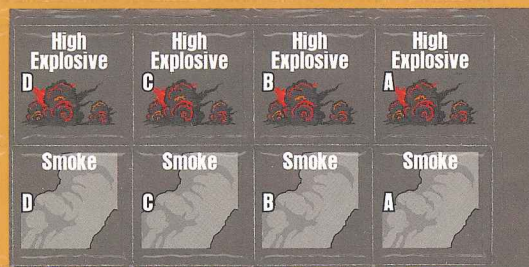
SN2: On first turn only the German player chooses one of his chits to be the first pulled.

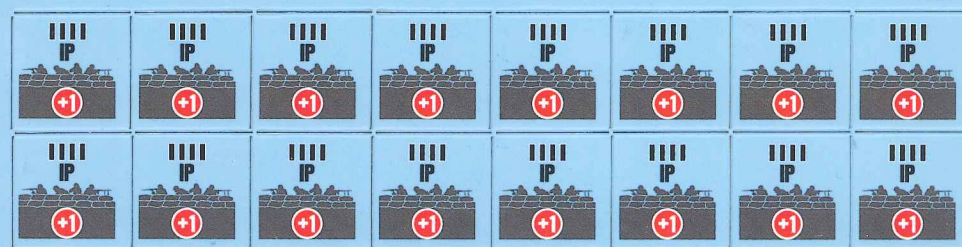
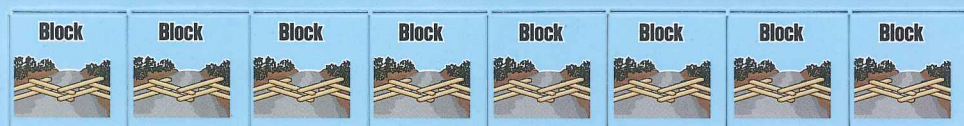
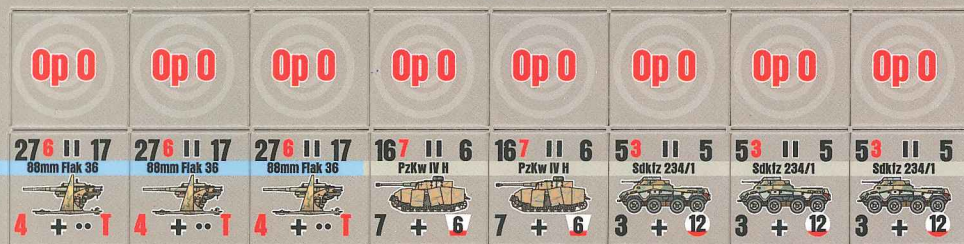
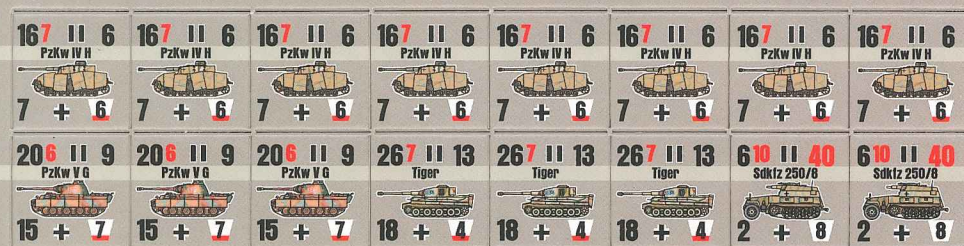
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136 II 6 Sherman M4A4 10 ● 6	136 II 6 Sherman M4A4 10 ● 6	136 II 6 Sherman M4A4 10 ● 6	136 II 6 Sherman M4A4 10 ● 6	197 II 9 Achilles 7 ● 6	197 II 9 Sherman Firefly I-V 10 ● 5	197 II 9 Sherman Firefly I-V 10 ● 5	197 II 9 Sherman Firefly I-V 10 ● 5
138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3
138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3	138 II 6 Churchill VII 13 ● 3
13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8
13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8
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13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	13 C II 2 Bren Carrier 1 ● 8	26 II 3 Bren Carrier Gun 1 ● 8	26 II 3 Bren Carrier Gun 1 ● 8	26 II 3 Bren Carrier Gun 1 ● 8
24 C II 3 White Halltrack 2 ● 8	24 C II 3 White Halltrack 2 ● 8	2012 FB 2 Typhoon 4 ● 3	2012 FB 2 Typhoon 4 ● 3	2012 FB 2 Typhoon 4 ● 3	206 II 10 17lb AT 4 ● T	206 II 10 17lb AT 4 ● T	1212 II 3 Crocodile 12 ● 3
24 C II 3 White Halltrack 2 ● 8	24 C II 3 White Halltrack 2 ● 8	113 II 7 6lb AT 4 ● T	113 II 7 6lb AT 4 ● T	113 II 7 6lb AT 4 ● T	206 II 10 17lb AT 4 ● T	206 II 10 17lb AT 4 ● T	1212 II 3 Crocodile 12 ● 3
197 II 9 Achilles 7 ● 6	197 II 9 Achilles 7 ● 6	197 II 9 Achilles 7 ● 6	1515 II 1 Churchill AVRE 13 ● 3	1515 II 1 Churchill AVRE 13 ● 3	1515 II 1 Churchill AVRE 13 ● 3	1212 II 3 Crocodile 12 ● 3	1212 II 3 Crocodile 12 ● 3

























































107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2
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107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2
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107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	67 II 3 MG/AV 4 ● 1	67 II 3 MG/AV 4 ● 1	67 II 3 MG/AV 4 ● 1
107 II 1 MECH. INF. 5 ● 2	107 II 1 MECH. INF. 5 ● 2	128 II 1 ENGINEER 5 ● 1	128 II 1 ENGINEER 5 ● 1	128 II 1 ENGINEER 5 ● 1	67 II 3 MG/AV 4 ● 1	67 II 3 MG/AV 4 ● 1	67 II 3 MG/AV 4 ● 1
Op 1	Op 1	Op 1	Air Support A	Air Support B	Air Support C	TURN MARKER PanzerBlitz, Hill of Death	Reinforce A
Op 1	Op 1	Op 1	Op 2	Op 2	Op 2	Op 2	Reinforce B
Artillery Request A	Artillery Request B	Artillery Request C	Artillery Request D	Op 0	Op 0	Op 0	Op 0
Artillery Request A	Artillery Request B	Artillery Request C	Artillery Request D	Op 0	Op 0	Op 0	Op 0
86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2	86 II 1 INFANTRY 4 ● 2



**TURN
MARKER**
PanzerBlitz,
Hill of Death

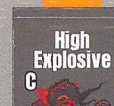
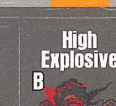

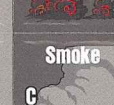
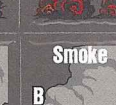
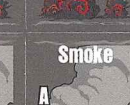










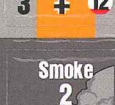
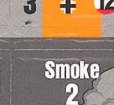










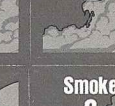
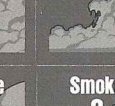
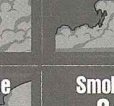
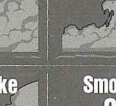










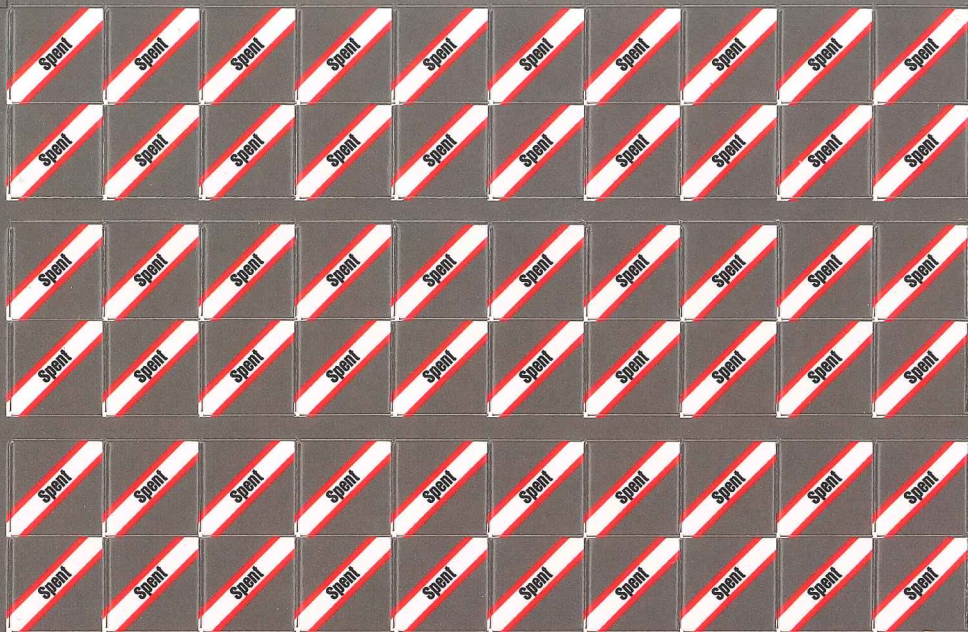
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 96 1 4 + 2	 96 1 4 + 2	 96 1 4 + 2	 96 1 4 + 2	 96 1 4 + 2	 96 1 4 + 2	 96 1 4 + 2	 96 1 4 + 2
 85 1 3 + 2	 96 1 4 + 2	 96 1 4 + 2	 106 1 4 + 1	 106 1 4 + 1	 106 1 4 + 1	 106 1 4 + 1	 96 1 4 + 2
 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2	 46 3 2 + 1	 46 3 2 + 1	 46 3 2 + 1	 46 3 2 + 1	 96 1 4 + 2
 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2	 85 1 3 + 2













































































































































 Wreck	 Wreck	 Wreck	 Wreck	 Wreck	 Wreck	 Wreck	 Wreck
 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1
 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1	 Hull Down +1
 Wreck	 Wreck	 Wreck	 Wreck	 Wreck	 Wreck	 Wreck	 Wreck

 114 6 5 + 6	 114 6 5 + 6	 114 6 5 + 6	 114 6 5 + 6	 114 6 5 + 6	 114 6 5 + 6	 114 6 5 + 6	 114 6 5 + 6
 47 40 1 + 8	 47 40 1 + 8	 174 13 13 + 4	 174 13 13 + 4	 174 13 13 + 4	 134 9 10 + 7	 134 9 10 + 7	 134 9 10 + 7
 183 17 2 + .. 1	 183 17 2 + .. 1	 113 6 5 + 6	 113 6 5 + 6	 113 6 5 + 6	 113 6 5 + 6	 113 6 5 + 6	 113 6 5 + 6
 183 17 2 + .. 1	 113 8 2 + .. 1	 113 8 2 + .. 1	 113 8 2 + .. 1	 113 8 2 + .. 1	 12 2 1 + .. 8	 12 2 1 + .. 8	 12 2 1 + .. 8

 High Explosive C	 High Explosive B	 High Explosive A
 Smoke C	 Smoke B	 Smoke A

 32 5 3 + 12	 32 5 3 + 12	 32 5 3 + 12	 114 6 5 + 6	 114 6 5 + 6	 183 17 2 + .. 1	 183 17 2 + .. 1	 183 17 2 + .. 1
 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2
 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2	 Smoke 2
 High Explosive	 High Explosive	 High Explosive	 High Explosive	 High Explosive	 High Explosive	 High Explosive	 High Explosive



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PanzerBlitz: Hill of Death

The Battle for Hill 112, Normandy 1944

Game Designer: Darren Emge - Developer: Brian Youse - Graphic Artist: Nicolas Eskubi

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Direct Fire Table

Directional Table														
Att Fire	<0.5	1.4	1.3	1.2	1.1	3.2	2.1	3.1	4.1	5.1	6.1	8.1	10.1	13+
AT Fire	S-11	-1 to -10	-4 to -6	-2 to -3	+1 to 1	2 to 3	4 to 5	6 to 7	8 to 9	10 to 12	13 to 15	16 to 20	21+	
<2	D	D	X	X	X	X	2X	4X	5X	6X	6X	6X	6X	
3	D	D	DD	DD	DD	X	X	3X	4X	5X	6X	6X	6X	
4	D	D	D	D	DD	DD	X	2X	3X	4X	5X	6X	6X	
5	D	D	D	D	D	DD	DD	X	2X	3X	4X	5X	6X	
6	D	D	D	D	D	DD	DD	DD	X	2X	3X	4X	5X	
7	D	D	D	D	D	D	DD	DD	DD	X	2X	3X	4X	
8	D	D	D	D	D	D	D	DD	DD	DD	X	2X	3X	
9	D	D	D	D	D	D	D	D	DD	DD	DD	X	2X	
10	D	D	D	D	D	D	D	D	DD	DD	DD	DD	X	
11	D	D	D	D	D	D	D	D	D	DD	DD	DD	DD	
13+	D	D	D	D	D	D	D	D	D	D	D	D	D	

Sequence of Play

- 1) Pre-Operations Segment (S11.1)
- 2) Chit Pull Segment (S11.2)
- 3) Operations Chit
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