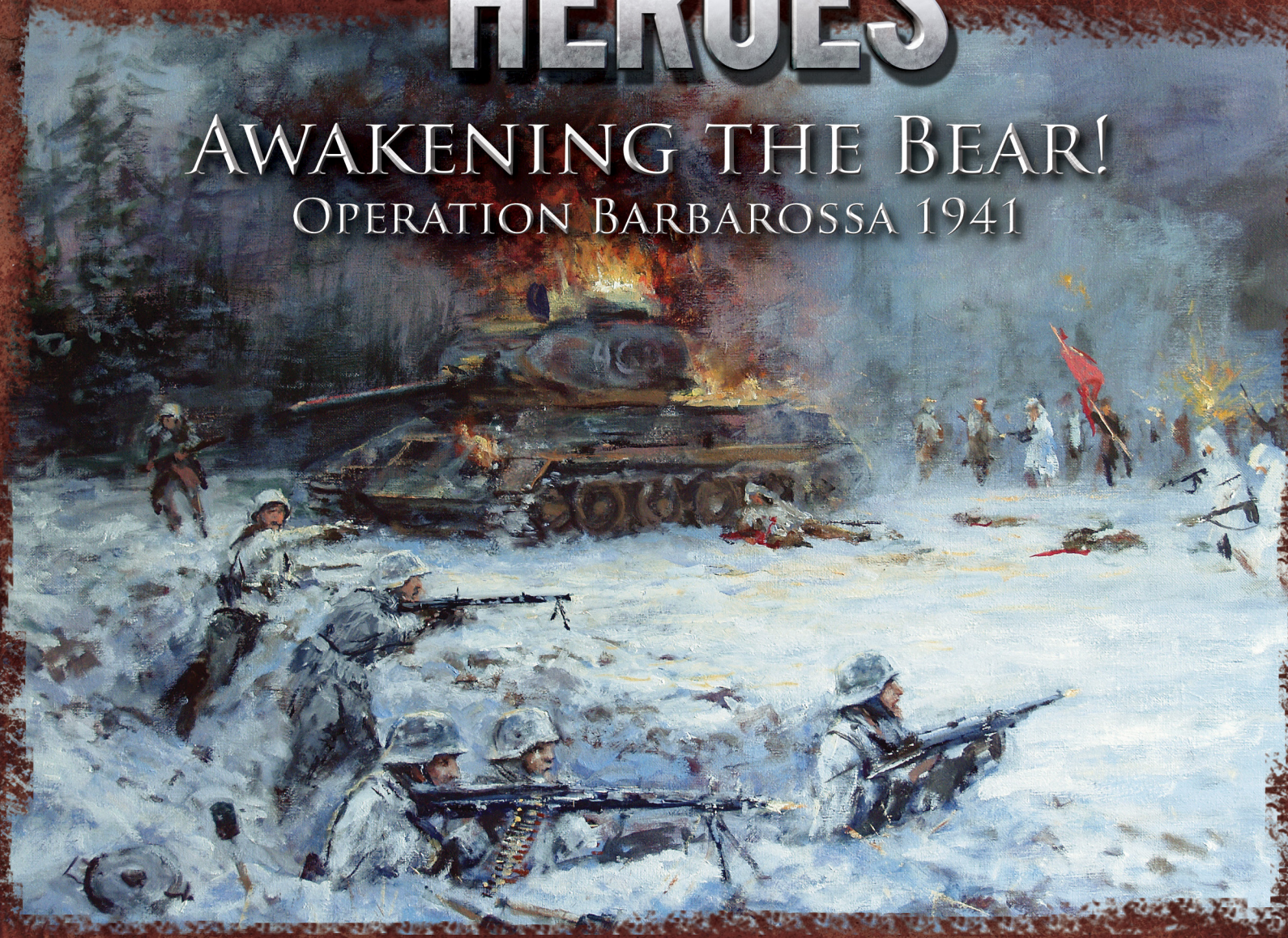
CONFLICT OF HEROES

AWAKENING THE BEAR!

OPERATION BARBAROSSA 1941



RULEBOOK

THIRD EDITION

ACADEMY GAMES

Mission 1 Setup

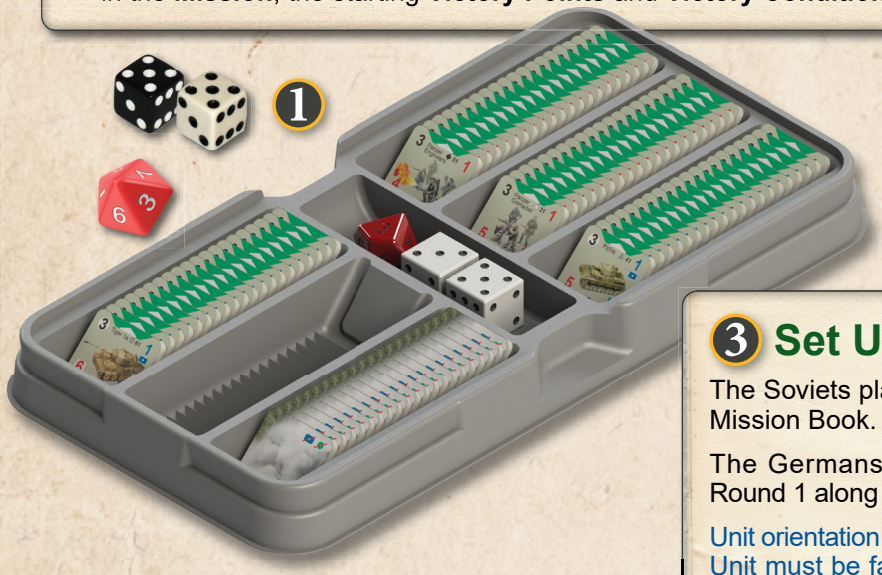
1 Choose a Side

Each player chooses a side to command: the Germans or the Soviets. Take your side's Unit Tray, a Command Action Points (CAPs) Track Sheet, one d10 Spent Check die, and two d6 dice.

Section 1 rules are taught using **Mission 1 – Partisans.**

In the **Mission Book** you will find listed:

- The situation your historical counterparts faced during this engagement, along with a Mission Briefing.
- The Maps and overlays utilized, the Units at your disposal, and their locations on the Map.
- The number of **Battle Cards** and **Command Action Points** (**CAPs)** you receive each Round, the number of Rounds in the **Mission**, the starting **Victory Points** and **Victory Conditions**, and any special rules.



2 Place Map

Place Map 1 in the center of the playing area.



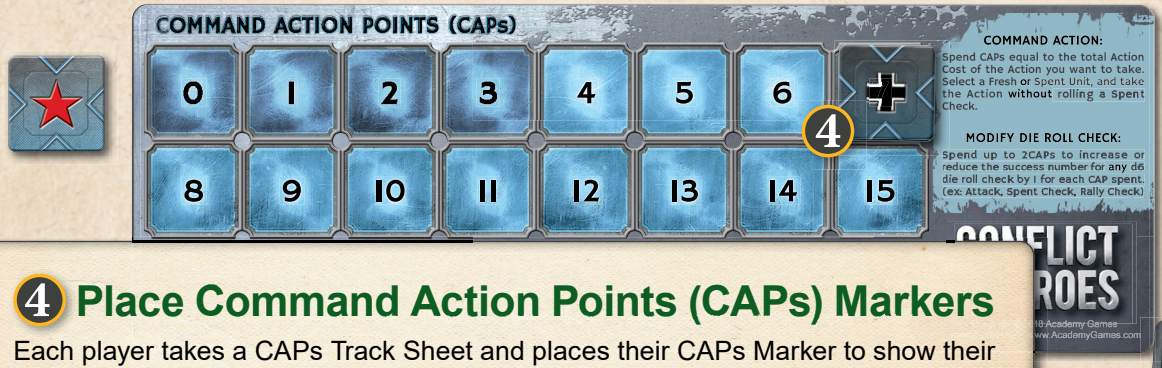
3 Set Up Units

The Soviets place their Units on the Map as shown in the Mission Book.

The Germans place the Units that are entering during Round 1 along the western edge of the Map.

Unit orientation is important! The green bar at the top of each Unit must be facing in the direction shown on the Mission setup map. Make sure the side of each counter with the red bar is face-down.





4 Place Command Action Points (CAPs) Markers

Each player takes a CAPs Track Sheet and places their CAPs Marker to show their allocated CAPs specified by the Mission Book. For this Mission, the Germans begin with 7CAPs, and the Soviets begin with 7CAPs.



5 Prepare Battle Draw Deck

Each player takes one 'Card 01: Adrenaline' into their hand.

Create the Battle Draw Deck with all remaining Battle Cards numbered 01–13 in the bottom left corner. Shuffle the deck and place it within reach of all players.

Each player draws 2 random Battle Cards into their hand, for a total of 3 Battle Cards.

6 Place Round & Victory Markers

Place the Victory Marker on the '1' space of the Victory Points Track, Soviet side up.

Place the Round Marker on the '1' space of the Mission Round Track.

The Soviets place two Rifles 41 Reinforcement Units on the 'Round 2' space of the Mission Round Track. The Germans place one Pioneers on the 'Round 3' space.





7 Prepare Hit Draw Pile

Place all of the **red Soft Target** Hit Markers into one of the Card Tray's empty card wells, face-down.

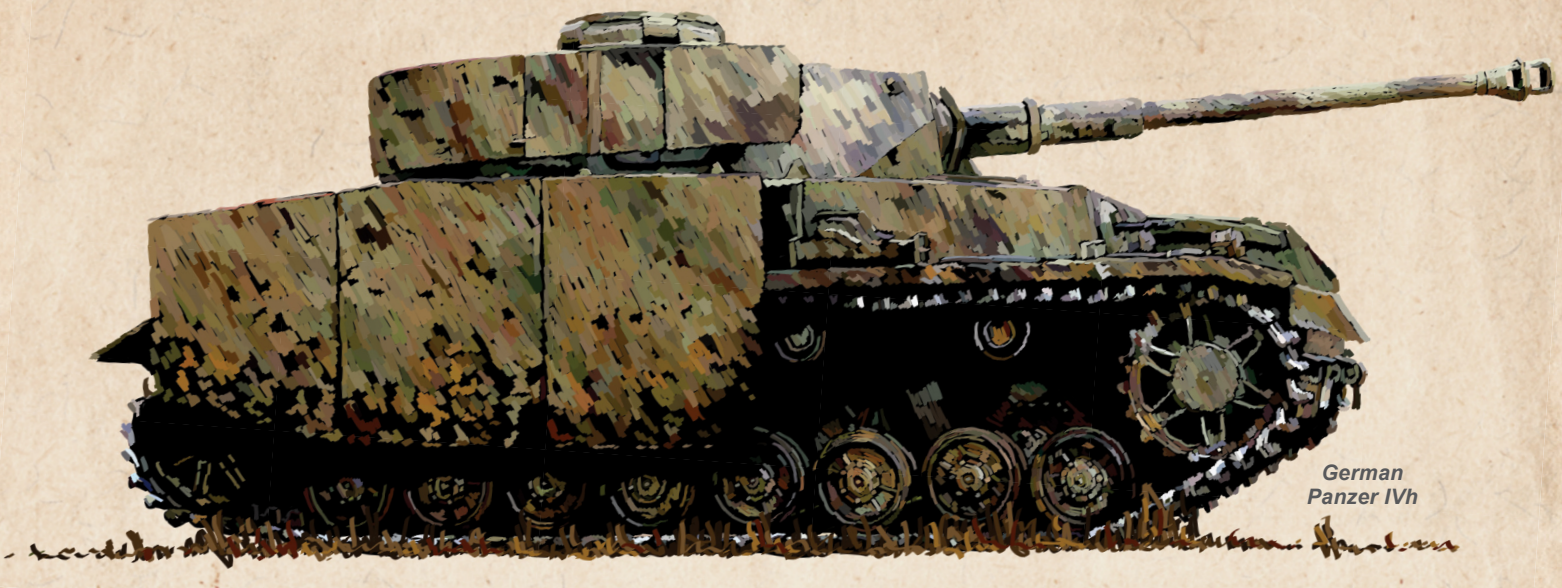
The **blue Armored Target** Hit Markers are not used in this Mission.



After setting up this Mission, you can view teaching videos at:

AcademyGames.com/AtB

YouTube.com/AcademyGames



German Panzer IVh

Game Overview

Conflict of Heroes is a tactical war game of platoon- to company-sized missions. Each **Mission** portrays an actual historical engagement with different Objectives worth **Victory Points (VPs)**. The player with VP Advantage at the end of the Mission wins.

A Mission consists of several **Rounds**. During a Round, you and your opponent will alternate **Turns**. On your Turn you can take a single **Action**, such as moving a Unit to an adjacent Hex, attacking a Target, Rallying a Hit Unit, or playing a Battle Card.

As your Units take Actions, they will eventually become 'Spent' and be unable to take further Actions. As the Round progresses, you and your opponent will have fewer and fewer Units available to take Actions, and you will both need to Pass in order to start the next Round and refresh your Units.

In addition to your Units, you have another important resource: **Command Action Points (CAPs)**. You receive a limited number of CAPs to use each Round, which represent your force's leadership and logistics support on the battlefield.

You can spend CAPs to take Actions with Spent Units, or to adjust the odds of *any* die roll you make. Planning how to use your CAPs – whether you decide to spend them to assist frontline Units during an important attack or help a panicked Unit rally – is a key component to winning a Mission.

A Note for Returning Gamers

The 3rd Edition Rules change several key elements of Conflict of Heroes from previous editions. A Unit no longer receives 7 Action Points. Instead, each Turn, a player selects one of their Units to take an Action. After completing the Action, they roll a custom d10 die to determine if the Unit becomes Spent.

If the player rolls higher than the Action's Cost, the Unit is free to continue taking Actions on future Turns. More involved Actions have a higher Spent probability. On average, Units will be able to take the same number of Actions as in the previous 7AP edition rules, but now your units may not always perform as expected.

This and other new mechanics like Stress encourage players to experiment with integrated battlefield tactics that make use of multiple Units working together. They also heighten the experience of 'Fog of War,' in that players must now assess the risk attached to each Action they take, and determine the best time to use their CAPs to mitigate that risk.

All previous **Conflict of Heroes** editions are 100% compatible with these 3rd Edition rules. This game can also be played with previous edition rules.

Living rules are available at:

www.AcademyGames.com/AtB

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How to Use This Rulebook

The Awakening the Bear Rulebook is arranged into Sections, with the first Section consisting of Chapters 1–9. Each Section teaches you the rules you will need to know in order to play the Missions listed at the end of that Section.

Early Missions involve core game rules like moving and attacking, while later Missions introduce additional gameplay mechanisms and Units with unique capabilities.

If this is your first time playing **Conflict of Heroes**, we recommend that rather than reading the full rules all at once, you read Chapters 1 through 9 until you reach the red box that says you are **ready to play Mission 1**.

After you have played Mission 1, you can read the Chapter leading up to the next red box indicating you have learned all additional rules required for the next two Missions.

Red boxes provide illustrated step-by-step **examples** of gameplay.



Blue boxes provide **Designer's Notes** with strategy tips, historical background, and insights into the game's design philosophy.

Game Components

Maps 1–5



Two d6 Battle Dice

Two custom d10 Spent Dice



Counter Sheets



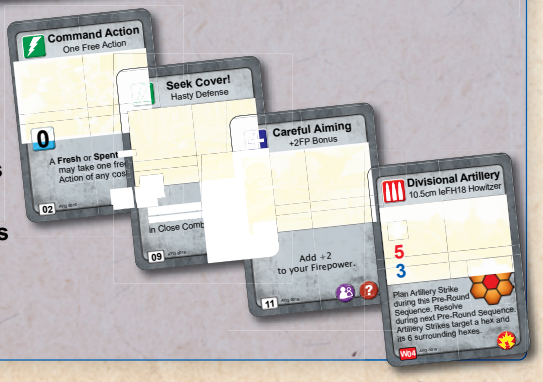
1 x Round and Victory Track



4 x CAPs Tracks



Cards



50 **Battle Cards**
Nos: 01–24

5 **Weapon Cards**
Nos: W01–W05

General Setup

1.0 Setup

1. **Choose Sides:** Choose which Mission to play and which side each player will command.

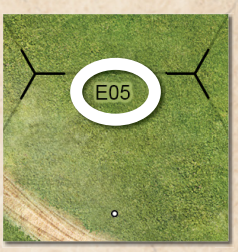
2. **Place Maps** as described in the Mission.

3. **Set Up Units:** Place Units and Control Markers on the setup Hexes listed in the Mission Brief. These Units must face the direction shown on the Mission Map.

   Hexes are identified by their:

   (**Map #**)–(**Column Letter & Row #**)

   1-E05 designates Map 1, Hex E05.



Awakening the Bear includes Maps 1–5. Map 6 is an expansion Marsh Map. Maps 7-10 are included in **Storms of Steel.** Missions combining Maps from various releases can be found at **www.AcademyGames.com/AtB**.

4. **Place CAPs Markers:** Distribute Command Action Points (CAPs) Track Sheets to all players. Each player then places a CAPs Marker on their starting CAP value as specified in the Mission.

5. **Prepare Battle Draw Deck:** Create the Battle Deck by separating out and shuffling the Battle Cards specified by the Mission *(8.1)*. Each player draws their specified number of Battle Cards.

6. **Place Round and Victory Markers:** Place the Round and Victory Track Sheet near the Map.
   - Place the **Victory Point (VP) Marker** on the Victory Point Track space as specified in the Mission.
   - Place the **Mission Round Marker** on the '1' space of the Mission Round Track.
   - Place any **Reinforcement Units** on the Mission Round Track in the space indicating the Round they will become available.

7. **Prepare Hit Markers:** Separate the **Soft Target** and **Armored Target** Hit Markers into two Draw Piles. Make sure the yellow effect side of each Marker is face-down.

Armored Target Hit Markers are not used in early Missions.

1.1 Units

Conflict of Heroes includes Units that represent infantry squads of 6–12 men, crew-served weapons such as mortars, individual vehicles such as tanks, and many others.



Each Unit has a symbol and a unique Unit number in the top center.

◆ **01** above the Rifles '41 name.



Unit numbers are for sorting convenience. Unit symbols are used in Solo expansions.

Unit Summaries are listed on pg 38.

Turns and Actions

2.0 Round Sequence

Each **Round**, players alternate taking **Turns**.

The player who has the **Initiative** takes the first Turn.

On your Turn, take a single **Action** or **Pass**.

The Round **ends** when both players Pass **consecutively** *(2.7)*.

Each Mission specifies which side has the Initiative in the first Round. For subsequent Rounds, Initiative is determined during the **Pre-Round Sequence** *(9.4)*.

2.1 Actions

An **Action** is performed by a **Unit**.

To take an Action, follow these steps in order:

1. Select a **Unit** *(2.2)*
2. Perform an **Action** *(2.3)*
3. Determine the **Action Cost** *(2.4)*
4. Make a **d10 Spent Check** *(2.5)*

2.2 Select a Unit

Select one of your **Fresh** Units on the Map to take one Action.

A Unit may be **Fresh** or **Spent**, as indicated by which of its sides is face-up.

Fresh Unit: may always be selected to take an Action.



Fresh Unit

Spent Unit: may only be selected to take an Action under certain circumstances *(3.4)*.

A Unit is designated as Spent by flipping it to its side with the red bar. A Unit's stats are the **same** on its Fresh and Spent sides.



Spent Unit

2.3 Perform an Action

Take one Action with the selected Unit.

Common Actions include:

- **Move** to an adjacent Hex / Pivot *(4.5)*
- **Attack** a Target Hex *(6.0)*
- **Rally** to remove a Hit Marker *(7.6)*
- **Stall** *(2.8)*
- **Play Action Card** *(8.5)*

In later Sections, we will introduce additional Actions that can be taken, as well as how to take Group Actions with multiple Units.

2.4 Determine Action Cost

Each Action has an associated **Action Cost**, which may be subject to **Action Cost Modifiers**, such as Stress *(2.6)*, Difficult Terrain *(4.9)*, or Hit Markers *(7.3)*.

Action Cost is counted in **Action Points (AP)**.

- A Unit's **Attack Cost** is printed in its top **left** corner.
- A Unit's **Move Cost** is printed in its top **right** corner.

Attack Cost: 3AP



Move Cost: 1AP

A Unit's training and disposition, communications capability, and resources available to carry out a specific type of Action are reflected in the cost for that Unit.

Ex: A 3 Attack Cost for a German Rifles '41 vs a 4 Attack Cost for a Soviet Rifles '41.

2.5 Make a Spent Check

After determining the Action Cost, roll one red d10 **Spent Die**.



Spent Die

If the result is **higher** than the Action Cost, the Unit passes its Spent Check and remains **Fresh.**

If the result is **equal to or lower** than the Action Cost, the Unit fails its Spent Check and becomes **Spent**. Flip the Unit to its Spent side that shows a red bar.

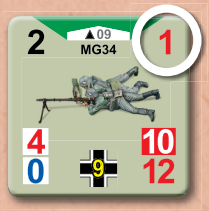
The Spent Die is a weighted d10 with face values of:

1, 1, 2, 3, 3, 4, 5, 5, 6, 7

A Unit taking a 3AP Action has a 50% chance of becoming Spent. This means that on average, a Unit will be able to take **two** 3AP Actions before becoming Spent. This is the same number of Actions as when using the 7AP 2nd Edition rules.

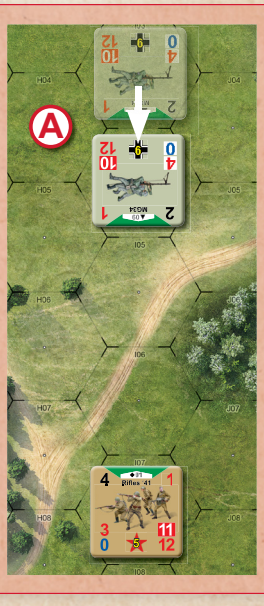
Move Action

Ⓐ **German Turn:** The Germans take an Action to move their MG34 Unit forward one Hex.



German d10 Spent Check: The MG34's Move Cost is 1AP, and it is not affected by any modifiers.

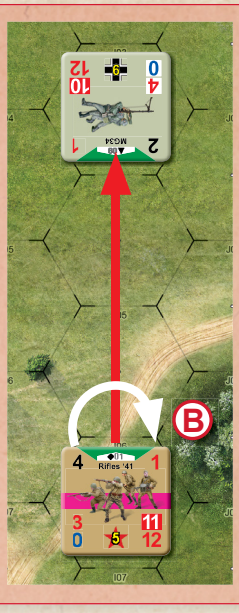
It must roll a 2 or higher with the d10 Spent Die to remain Fresh. They roll a 4 and succeed.



Attack Action

Ⓑ **Soviet Turn:** The Soviet Rifles attack the MG34 and miss.





Soviet Spent Check: The Rifles' Attack Cost is 4AP and no modifiers affect the Attack, so the Attack has an Action Cost of 4AP. The Rifles must roll higher than 4 with the d10 Spent Die to remain Fresh. They roll a 3 and fail, so the Rifles are flipped to their Spent side *(2.5)*.

2.6 Stress

A Unit must add a **+1AP Stress Penalty** to its **Action Cost** if it took **any Action** on its player's previous Turn.

Stress is **not** cumulative. A Unit taking two or more consecutive Actions will still only have a **total** +1AP Stress Penalty each Turn.

Stress represents a squad's or vehicle crew's mental and physical state, as well as logistical constraints, that can affect its Unit cohesion and effectiveness.

Constant action, without pause or support, into known or unknown danger exerts tremendous mental stress on participants that can be highly detrimental to their combat effectiveness. This includes enemy engagement, real or imagined ammunition depletion, injured comrades, confused situational awareness, and fear – all of which amplify a Unit's propensity to stall, freeze, or fall back.

Stress Marker

Optional: Place a Stress Marker on your Unit after taking an Action, to mark that it is Stressed and will receive a Stress Penalty if used again on your very next Turn.



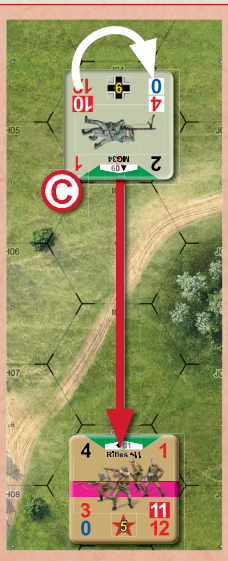
Stress

Ⓒ **German Turn:** The MG34 attacks the Soviet Rifles from its new position and misses.

German Spent Check: The MG34 was Stressed, since it had moved on the last German Turn *(2.6)*.

Its Attack Cost is 2AP. It must add a +1AP Stress Penalty, for a modified Attack Cost of 3AP.

The MG34 must roll **higher than** a 3 with the d10 Spent Die to remain Fresh. It rolls a 3, fails its Spent Check, is flipped to its Spent side, and remain Stressed.



2.7 Passing

You may **Pass**, instead of taking an Action on your Turn. Passing has no cost, no Unit suffers from Stress, no Spent Checks are made, and no Units are Stressed.

Passing does **not** prevent you from taking Actions on future Turns.

If both players **Pass consecutively**, the Round ends *(9.0)*.

Passing

Ⓐ **German Turn:** The Germans are satisfied with their Pioneers' position and decide to Pass. No German is now Stressed.

Ⓑ **Soviet Turn:** The Rifles move forward into a Light Woods Hex for a 1AP Action Cost. They perform a Spent Check, fail, flip the Rifles to their Spent side, and are Stressed.

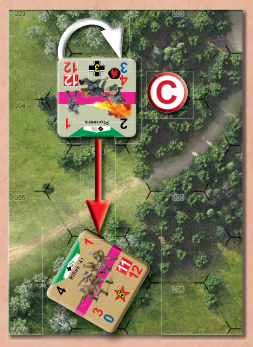


Ⓒ **German Turn:** The Fresh German Pioneers attack the Rifles and miss. They fail their 2AP Spent Check, flip their counter to its Spent side, and are Stressed.

Soviet Turn: The Soviets have no Fresh Units, so decide to Pass.

German Turn: The Germans also have no Fresh Units, so they decide to Pass.

Because both sides Passed consecutively, the Round ends and no Units are Stressed.



2.8 Stall Action

Instead of Passing, one of your Units may take a **Stall Action** for an **Action Cost of 1AP**.

A Unit that Stalls does nothing, but must make a **d10 Spent Check** and is Stressed.

Stalling allows a player to assess the situation and next enemy Action without Passing. But in combat, stalling can increase a Unit's preference not to move or actively engage the enemy. This is simulated by Stressing the Unit.

Passing allows you to keep your Units Fresh while seeing what your opponent does – but there is the danger that your opponent will also Pass, ending the Round.

Passing may be useful to you if you want the game to progress quickly. However, if you still have Actions you wish to take, you may not want to risk having the Round end, instead choosing to Stall with one of your Units.

Stalling

Note: In the example above, the Pioneers Passed for their first Ⓐ Turn Action. But If the Soviets also Pass on their very next Turn, the Round ends. The Pioneers do not want to risk this so, instead of Passing, will Stall.

Ⓐ **German Turn:** The Pioneers are satisfied with their position, so they Stall for 1AP. They make a successful 1AP Spent Check and is Stressed.



Command Action Points (CAPs)

3.0 Command Support

Command Action Points (CAPs) represent a force's available Command resources that are **shared by all** of their Units during the Round.

CAP Allocation per Round is provided in the Mission Book.

CAPs represent the leadership and logistic support a fighting force depends on to remain effective.

Leaders are responsible for keeping Unit cohesion and motivating men to take actions, coordinating attacks, interfacing with command, bolstering morale, and more.

Logistical support ensures that ammunition is supplied to frontline Units, wounded soldiers are evacuated, and HQ communication channels are in place.

Effective Command Support is often the difference between a successful engagement or failure.

3.1 Spending CAPs



German CAPs Track with 5 CAPs marked

Each time you spend a CAP, move the **CAPs Marker** down one space on the CAPs Track. When your CAPs Marker has reached 0, you are out of CAPs to spend for the Round.

3.2 Modify a d6 Number Check

To modify YOUR d6 or 2d6 Number Check :

- Spend **up to 2CAPs before** rolling.
- For each CAP spent, **raise** or **lower** the Number you need to roll by **1**.

Up to 2CAPs may be spent to modify a required Attack Hit Number *(6.8)*, Rally Number *(7.7)*, Initiative Check Number *(9.11)*, or any other Number requiring d6 die rolls.

3.3 Modify a d10 Spent Check

To modify a d10 Spent Check *(2.5)* **:**

- Spend **ANY NUMBER** of CAPs **before** rolling.
- For each CAP spent, **reduce** the Action Cost **by 1**.

Reducing a Unit's Action Cost increases the probability that your Unit will pass its Spent Check *(2.5)*. The pictured Reference Table is included on your CAPs Track Sheet.

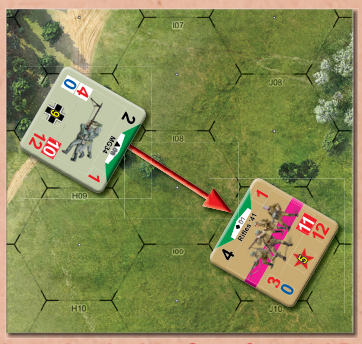
3.4 0AP Action Cost

- If the Action Cost is reduced to **0AP**, no Spent Check is made.
- A **Spent Unit** may take a **0AP Action**.

A Spent Unit remains Spent after it takes a 0AP Action.

Reducing an Action's cost to 0AP with CAPs can be costly, but may be crucial for Spent Units in critical situations.

Reducing Action Cost

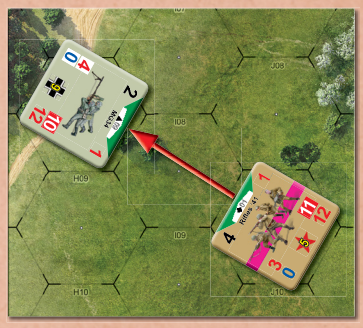


German Turn: The German MG34 attacks the Spent Soviet Rifles and misses for an Action Cost of 2AP, meaning it must roll a 3 or higher d10 Spent Check to remain Fresh.

The Germans have 5 CAPs remaining on their CAPs Track. Before they roll the Spent Check, they decide to spend 1CAP to reduce the Action Cost from 2AP to 1AP *(3.3)*. They then roll a 2 and remain Fresh, and are Stressed.

Note: Reducing the MG34's Action Cost from 2AP to 1AP lowers their probability of becoming Spent from 30% to 20% (see the table below).

Spent Unit Action



Soviet Turn: The Spent Rifles want to fire back at the MG34.

The Soviets spend 4 of their remaining 5CAPs to reduce the Rifles' 4AP Attack Cost to 0AP, so they may take the Action *(3.4)*. They miss, remain Spent, and are Stressed.

German Turn: The Fresh MG34 decides to move forward adjacent to the Soviet Rifles for a 2AP Action Cost (1AP Move Cost + 1AP Stress). The Germans want to guarantee that the MG34 remains Fresh, so they spend 2CAPs to reduce the Move Action Cost to 0AP. The MG34 moves, makes no Spent Check and remains Fresh, and is still Stressed.

ACTION COST	1	2	3	4	5	6	7
SPENT CHANCE	20%	30%	50%	60%	80%	90%	100%

Spent Check Reference Table

Position and Movement

4.0 Unit Position

Units can only occupy **Full Hexes** on the Map.

Half-hexes at the edge of the Map are never playable. Full Hexes comprised of two Half-hexes formed by two side-by-side map boards are playable.

A Hex represents an area approximately 50 meters across.

4.1 Unit Facing

A Unit's **Front** direction is indicated by the **green field** along its top edge.

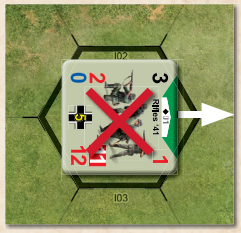
A Unit must **face** one of the **six sides** of the Hex it occupies. It cannot face a corner of the Hex.



Unit facing North side



Unit facing Northeast side



Invalid! Unit facing corner

A Unit may change the direction it is facing by taking an Action to Pivot in place *(4.6)* or after moving into a new Hex *(4.5)*.

4.2 Front and Flank Hexes

The Hex a Unit is facing and the Hexes to its **front left** and **front right** are known as its **Front Hexes**.

The Hex **opposite** the direction the Unit is facing and the Hexes to its **back left** and **back right** are known as its **Flank Hexes**.



The direction a Unit is facing is critical. It indicates where the Unit's 'focus' is and what positions its soldiers are taking.

While deployed behind a wall or against an embankment, a Unit is very vulnerable to fire coming from its Flank. Not only is the Unit often more exposed, but Flank attacks can be psychologically devastating. 'Where did the enemy come from? Are we surrounded? Can we get away?'

The natural instinct is often to run away from the threat or to hunker down. A Unit's experience and leadership play a key role in assessing the new threat, keeping Unit cohesion, and conducting an effective reaction.

4.3 Unit Stacking

Units may occupy the **same Hex** as friendly **or** enemy Units. Units occupying the same Hex are said to be **Stacked**.

There is **no limit** to the number of Units that can occupy a single Hex and these Units may be facing different directions.

4.4 Control Markers

Control Markers are placed on the Map during Mission setup to indicate key Objective Hexes.



The side of the Control Marker that is **face-up** indicates which side currently controls the Hex.

If the opposing side gains control of the Hex, flip the Control Marker over to show the new controlling side's symbol.

A Control Marker changes sides if BOTH of the following are true:

- The **controlling side** has **no Units** in the Objective Hex.
- The **opposing side** has a Unit with positive Firepower (either **red** or **blue**) in the Objective Hex, even if just moving through.

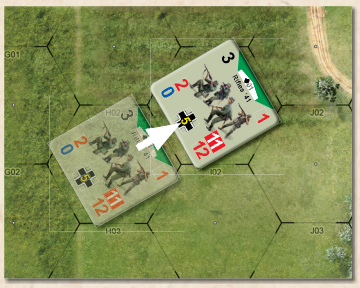
4.5 Foot Unit Movement

A Unit is considered a **Foot Unit** if it has a **red Move Cost** in its top right corner.



When a Foot Unit performs a **Move Action,** it may move from its current Hex to **any adjacent Hex**.

After moving into a new Hex, the Unit may freely **Pivot**, for no extra AP cost, to face any of the six sides of the new Hex. The Unit may not Pivot before moving.



One-Hex Move



One-Hex Move and Pivot

4.6 Pivoting in Place

A Unit may use a Move Action to **Pivot in Place**, rotating as far as it wants, **without** moving into a new Hex.

1AP Cost for any type of Unit to **Pivot in Place**.

4.7 Move Cost Modifiers

A Unit that makes a difficult move is more likely to become **Spent** as a result.

This is represented by adding **Move Cost Penalties** to its Action Cost.

Move Cost Penalties for Foot Units:

- **Difficult Terrain** *(4.9)*
- **Backwards Move** *(4.11)*
- **Uphill Move** *(12.2)*

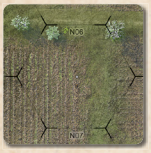
4.8 Terrain Type

Each Hex has a **Terrain Type**.

The Terrain Feature under the **dot in the center of a Hex** indicates the Terrain Type for the **entire Hex**. Any other features depicted on the Hex are decorative only.



Open Terrain: Rolling fields with intermittent clumps of brush and low crops.



Plowed Fields: Open terrain of fresh-tilled or muddy fields that inhibit tracked vehicle movement. Wheeled vehicles are prohibited.
Plowed Field Hex: 2-B07, 4-N05
Not Plowed Field: 2-D08, 2-D10, 2-E06, 4-J07



Water (Rivers and Lakes): Open terrain bodies of water with a depth of over 1 meter. Only passable to Foot Units, which may not attack while in water Hexes.
Water Hexes: 5-K01, 5-M02



Walls: Constructed stone walls that protect Units which are directly behind them *(6.5)*. They follow a Hex's side and do not change terrain type. Walled Hexside: 2-D07, 2-J09
No Walled Hexside: 2-E09, 2-I07, 5-K10



Light Woods: Overgrown areas with light tree and brush that provide defense. *(6.4)*
Light Woods Hexes: 2-C11, 2-K07, 2-M08
Not Light Woods: 5-J06, 5-Q10



Heavy Woods: Large, well-developed trees with undergrowth that provide defense. *(6.4)*
Heavy Woods Hexes: 2-F11, 2-P09, 5-L05
Not Heavy Woods: 2-Q09, 3-H07



Wood Buildings: Light wooden buildings and sheds that provide defense. *(6.4)* All are yellow/brown-toned.
Wood Building Hexes: 2-I09, 2-I08, 4-J06
Not Wood Building Hexes: 2-I06, 5-M06



Stone Buildings: Sturdy stone, brick, and heavy wood structures such as barns and city buildings that provide defense. *(6.4)*. All are grey-toned.
Stone Building Hexes: 2-J10, 5-C04, 5-G10
Not Stone Building Hexes: 5-H11, 5-M09

4.9 Difficult Terrain

A Unit **moving into** a Hex with **Difficult Terrain** suffers a **Move Cost Penalty**.

Common Difficult Terrain Move Penalties for Foot Units:

- **Wall:** +1AP for crossing a wall Hexside.
- **Heavy Woods:** +1AP to move into Hex.
- **Wood or Stone Buildings:** +1AP to move into Hex.
- **Water:** +5AP to move into Hex.

Units **moving out of** Difficult Terrain or just Pivoting in place *(4.6)* do not receive any Move Penalties. Only add these penalties when **moving into** a new Difficult Terrain Hex.

Move Action

The Soviet Rifles move forward into a Heavy Woods Hex and then Pivot. The Rifles' Move Cost is 1AP. Heavy Woods is Difficult Terrain, so the Rifles must add a +1AP Move Cost Penalty *(4.9)*. Pivoting after moving adds no cost *(4.5)*. The total Move Cost is 2AP.



4.10 Roads

Roads may appear in Hexes of any Terrain Type. Roads do **not** need to cross the center dot of a Hex to take effect.



When **moving along a Road** from a Hex with the Road to an adjacent Hex with the Road, Units ignore Difficult Terrain Move Penalties *(4.9)*.

Movement on Road

Ⓐ The Soviet Rifles move from an Open Terrain Hex with a Road to a Heavy Woods Hex with a Road. Woods is Difficult Terrain, but moving along the Road negates the +1AP penalty, so the Rifles' total Move Action Cost is 1AP.

Ⓑ The German Rifles move from an Open Terrain Hex to a Heavy Woods Hex with a Road. Since the Rifles are not starting **and** ending their move on a Road, they must add +1AP for Difficult Terrain. Their total Move Cost is therefore 2AP.



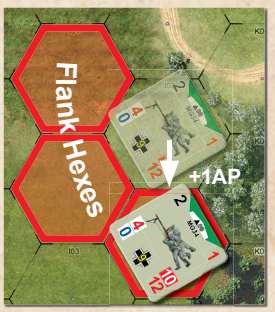
4.11 Backwards Move

When a Unit moves into one of its own **Flank Hexes** *(4.2)*, it is said to be moving **backwards**.

Moving backwards adds a **+1AP** Move Penalty to a Unit's Move Cost.

This penalty is added to any other Move Penalties such as Difficult Terrain.

A Unit that moved backwards may then still freely **Pivot** in any direction.



4.12 Units Entering the Mission

A Unit moving onto the Map costs 0AP and **never requires a Spent Check**, but it still experiences Stress *(2.6)*.

An Entry Move must be onto any **full entry Hex** *(4.0)* specified by the Mission. Note: Units with Bonus Moves *(15.2)* may utilize these during an Entry Move Action and make no Spent Check.

Multiple Reinforcement Units may enter as a Group *(10.2)* or while being transported *(15.6)* and make no Spent Check.

If **enemy Units** occupy **all** entry Hexes, the Reinforcement Unit may instead enter along the map edge **within 2 Hexes** of the enemy Units.

A Unit may never **exit the Map**, unless specified by a Mission.

Fire Zone

5.0 Fire Zone and Target Hex

A Unit may only **Attack** a **Target Hex** that is in its **Fire Zone**.

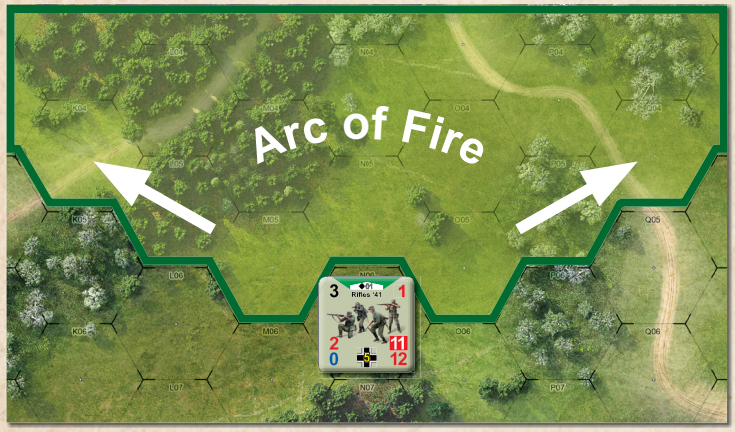
A Hex is in a Unit's Fire Zone if it meets ALL of the following criteria.

- It is within the Unit's **Arc of Fire** *(5.1)*
- It is within the Unit's **Line-of-Sight** *(5.2)*
- It is within **twice** the Unit's **Range** *(5.3)*

You may check whether the Hex you wish to target is in a Unit's Fire Zone before committing to an Attack Action.

5.1 Arc of Fire

A Unit's **Arc of Fire** is defined by extending its three Front Hexes radially across the Map.



5.2 Line-of-Sight (LOS)

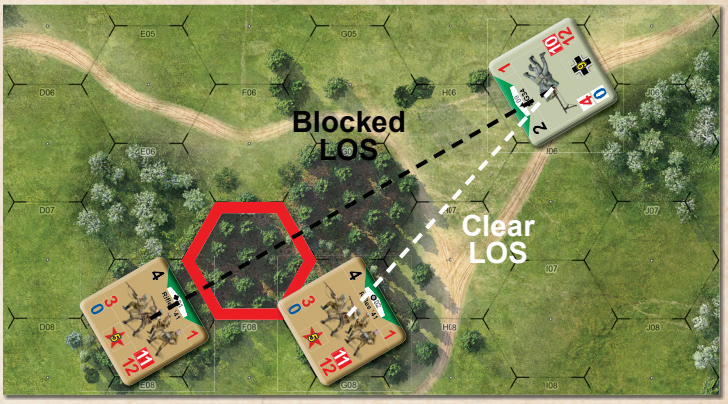
Two Hexes are in **Line-of-Sight (LOS)** of one another if a line can be drawn between the **center dot** of one Hex to the **center dot** of the other **without** crossing an **intervening** Hex that has **LOS-Blocking Terrain**.

All Units have a 360 degree LOS out of the Hex they occupy.



LOS-Blocking Terrain:

- **Light** or **Heavy Woods**
- **Wood** or **Stone Buildings**



Note that Terrain only blocks LOS if it is **between** two Hexes. A Unit may attack an enemy **occupying** a Hex that has LOS-Blocking Terrain, as long as there is no additional Blocking Terrain **in front** of it.

The Attacker's LOS is blocked if **any part** of the line connecting its Hex and the Target Hex cuts across **any part** of a Blocking Terrain Hex. Ex: A Buildings Hex blocks LOS even if the LOS line does not intersect the image of the building in the Hex. Reminder: Only Terrain under the Hex's center dot dictates the Terrain type for the entire Hex and if it affects LOS *(4.8)*.

If LOS passes exactly along the **edge** between a Blocking Terrain Hex and non-Blocking Terrain Hex, LOS is **not** blocked.

Units **do not** block LOS.

All LOS rules are **reversible**. If Unit A has LOS to Unit B, then Unit B has LOS to Unit A.

5.3 Range

A Unit's **Range** is printed near its bottom center edge in yellow text.



The Attacker is **in Range** of the Target Hex if the distance from it to the Target Hex (in number of Hexes) is equal to or less than its Range number.

The Attacker's Hex is not included when determining Range to the Target Hex, but the Target's Hex is counted.

A Unit can attack a Target Hex up to **twice its Range away**, but will suffer a -2AR Long Range Penalty *(6.7)* against a Target Hex that is beyond its Range number.

Any Hex that is **more** than twice the Unit's Range away is not in its Fire Zone.

Combat

6.0 Resolve an Attack

The Unit selected to perform an **Attack Action** is called the **Attacker**. Any Unit or Units occupying the Target Hex are called the **Targets**.

After choosing a Target Hex in the Attacker's Fire Zone, resolve a separate **Attack** against **each Target** in the Hex *(6.8)*.

To resolve an Attack, follow these steps in order:

1. Determine the Target's **Defense Rating (DR)**
2. Determine the Attacker's **Attack Rating (AR)**
3. Calculate the **Hit Number (DR − AR)**
4. Resolve a **2d6 Attack** roll

6.1 Defense Rating (DR)

The Target's **Defense Rating** is its **Defense** plus any **DR Modifiers** *(6.4)*.

A Unit's Defense numbers are in the **bottom right** corner.

Use the Target's higher **Front Defense** unless attacked from its **Flank** *(6.3)*.



DR = Target's Defense + DR Modifiers

6.2 Soft and Armored Targets

A Unit may either be a **Soft Target** or an **Armored Target**, depending on the **color** of its Defense numbers.

- **Red Defense indicates a Soft Target.**
- **Blue Defense indicates an Armored Target.**



Soft Target

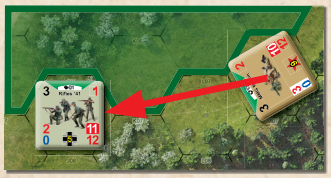


Armored Target

6.3 Flank Attacks

An Attack **initiated** from outside of the **Target's** Arc of Fire is a **Flank Attack**.

For a Flank Attack, use the Target's lower value **Flank Defense** instead of its Front Defense.



Flank Attack

6.4 Defensive & Exposed Terrain

Defensive Terrain is any Terrain that gives a **+DR Modifier**.

Defensive Terrain DR Modifiers for all Units include:

Light Woods:	**+1DR**	**Heavy Woods:**	**+2DR**
Wood Buildings:	**+1DR**	**Stone Buildings:**	**+2DR**
Walls:	**+1DR**		

Exposed Terrain DR Modifiers for all Foot Units:

Water:	**−1DR**

6.5 Walls

Wall Bonus: +1DR if Attack **crosses** a **Wall** bordering the **Target's Hex**.

Walls **do not** block LOS.



Walls offer no cover against Mortar and Artillery fire.

6.6 Attack Rating (AR)

The Attacker's **Attack Rating** is its **Firepower (FP)** plus any **AR Modifiers**.

AR = Attacker's Firepower + AR Modifiers

A Unit's FP numbers are in the **bottom left** corner.

- **Red Firepower is used to attack Soft Targets.**
- **Blue Firepower is used to attack Armored Targets.**



Attacker's Firepower Color = Target's Defense Color

A Unit's **red Firepower** reflects its anti-personnel capabilities. Its **blue Firepower** reflects its armor-piercing capabilities.

Some Units are much more effective against one type of target than another. Infantry and machine gun fire are not usually very effective against heavily armored tanks!

6.7 Range AR Modifiers

The Attacker's AR may be affected by a **Range Modifier** depending on its distance from the Target.

- **Long Range Penalty: −2AR** if the distance between the Attacker and its Target Hex **exceeds** its Range *(5.3)*.
- **Short Range Bonus: +3AR** if the Attacker is **adjacent** to its Target Hex.
- **Close Combat: +4AR** if the Attacker is **in** its Target Hex *(6.10)*. Crew-served Weapon Units have a **−2AR** penalty in CC *(6.11)*.

6.8 Hit Number

The Attack's **Hit Number** is determined by subtracting the Attacker's Attack Rating from the Target's Defense Rating.

Hit Number = DR − AR

A 2d6 Attack roll **equal to or higher** than the Hit Number results in a **Hit** *(7.0)*.

Remember that you may spend up to 2 CAPs to lower the Hit Number, but you must do so before rolling! *(3.2)*

6.9 Attacking Stacked Units

If **multiple** Units occupy the Target Hex *(4.3)*, resolve a **separate** Attack Roll against each one (including friendly and enemy Units).

This counts as a **single** Attack Action, and the Attacker resolves **only one** d10 Spent Check.

If there are both **Soft Targets** **and** **Armored Targets** stacked in the Target Hex, the Attacker uses its **corresponding colored Firepower** when rolling against each Target.

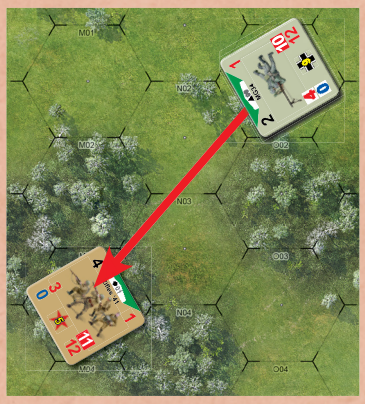
Each individual Target's facing determines whether it uses its **Front Defense** or **Flank Defense**.

If **CAPs** are spent to reduce a Hit Number, each CAP spent modifies only **one 2d6** roll. Up to 2 CAPs may be spent on each separate roll *(3.2)*.

It is often unwise to concentrate and stack your Units in one Hex, since it makes them easier to hit. Military doctrine usually advises spreading Units out.

Attack Action

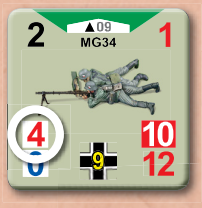
German Turn: The German MG34 wants to attack the Soviet Rifles.



The MG34 confirms that the Rifles are within its Fire Zone *(5.0)*.

DR: The MG34 is attacking from within the Rifles' Arc of Fire, so the Rifles utilize their **red 12 Front Defense**. To this they add the Light Woods +1DR Terrain Modifier *(6.4)*, for a **total 13DR**.





AR: The Rifles' Defense is red, indicating a Soft Target *(6.2)*, so the MG34 uses its **red 4 Firepower** *(6.6)*. The Rifles are in normal Range, so the MG34 receives no Range AR Modifier. It has a **total 4AR**.

The Germans calculate their Hit Number:

13DR − 4AR = 9 Hit Number

The Germans then decide to spend 1CAP to reduce their Hit Number to 8 *(3.2)*. They roll 2d6 and miss with a 7. The Rifles got lucky this time!

The MG34's Attack has an Action Cost of 2AP. They make a successful d10 Spent Check, remain Fresh, and are Stressed.

Flank Attack

Soviet Turn: The Germans thought their PaK 38 was in a secure position in a Wood Building – but on a previous turn the Soviet Rifles surprised them by moving behind them and now attack!



DR: Since the Rifles are attacking from outside the PaK's Arc of Fire, the PaK must use its 10 Flank Defense *(6.3)*. It also receives the +1DR for the Wood Building *(6.4)* Hex it occupies, giving it a **total 11DR**. (The PaK being Spent has no impact on its Defense.)





AR: The PaK's Flank Defense is a red Soft Target, so the Rifles use their red 3 Firepower *(6.5)*. Since they are in a Hex adjacent to the PaK, they also receive a +3AR Short Range Bonus *(6.7)*, for a **total 6AR**.

The Soviets calculate their Hit Number:

11DR − 6AR = 5 Hit Number

The Soviets feel it is very important this Attack succeeds, so they decide to spend the maximum allowable 2CAPs *(3.2)* to reduce their Hit Number from 5 to 3, improving their odds of achieving a Hit. They make a 2d6 Attack and roll 6, resulting in a Hit!

The Rifles then spend 1CAP to lower their 4AP Attack Cost to 3AP. They fail their Spent Check with a 3 result, flip the counter to its Spent side, and are Stressed!



6.10 Close Combat (CC)

A Unit occupying the **same Hex** as an enemy Unit may **Close Combat Attack**.

- It may **only** attack other Units **in that Close Combat Hex**. It may **not** fire at Targets outside of its CC Hex.
- If there are **stacked** enemy Units in the Close Combat Hex, it **does not** Attack each of them but instead must choose a **single** Target to attack.

Close Combat Modifiers

Attack Rating: **+4AR Bonus** to the Attacker.

Defense Rating: Targets use their **Flank Defense**.

All Units except Vehicles gain **Terrain DR Modifiers** *(6.4)*.

6.11 Crew-served Weapon

Crew-Served Weapon Units are marked with a **white field** behind one or both of their **Firepower** values.



Firepower on a White Field

- **Does not gain** a **+4AR Bonus in Close Combat** *(6.10)*, but instead
- Suffers a **-2AR Penalty**.

MG, Mortar, and Field Gun Units, comprised of 2-8 men, were easily overwhelmed in close quarters fighting by a squad of 10 or more opponents armed with SMGs, pistols, and grenades.

6.12 Withdraw from Close Combat

Moving into an enemy Hex to initiate Close Combat requires a Move Action, so the attacker will have to wait a Turn before it is able to attack. This means their opponent will have the first chance to attack or withdraw – if they have the resources to do so.



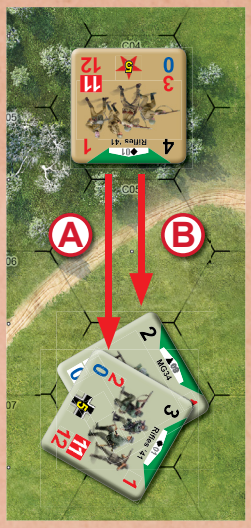
Soviet T-34

If a player decides it would be better to withdraw from CC rather than attack, the following restrictions apply:

You may not, on the Turn after an enemy moved into your Hex, advance your Units into the Hex that was previously occupied by that enemy, or either of the two Hexes adjacent to the previously occupied Hex.

Attacking Stacked Units

Soviet Turn: The Soviet Rifles fire into a Hex occupied by German Rifles and an MG34. The Soviets must roll a **separate** Attack against each enemy Unit.



Ⓐ The Soviets decide to resolve their Attack against the Rifles first. This Attack initiates from the German Rifles' flank, so they use their **red 11 Flank Defense**. They are in Open Terrain and get no Terrain bonus. They are a red Soft Target, so the Soviet Rifles use their **red 3 Firepower (FP)** with no modifiers.

The Hit Number against the Rifles is:

11DR − 3AR = 8 Hit Number

The Soviets roll a 6 and miss.

Ⓑ The MG34 is facing the Soviets and uses its **red 12 Front Defense**. It is a Soft Target, so the Rifles again use their **red 3FP**. This time the Hit Number is:

12DR − 3AR = 9 Hit Number

The Soviets roll a 10 and score a Hit.

The Rifles' Attack Cost is 4AP, and they only need to make **ONE** d10 Spent Check for both Attack rolls. They roll a 5, remain Fresh, and are Stressed.

Close Combat

Assume all Units pass their Spent Checks.



Ⓐ **Soviet Turn**: The Soviet Rifles move into Light Woods Hex 1-J06 (+1DR Modifier) to initiate Close Combat with a Spent German HMG.

Ⓑ **German Turn**: The HMG is Spent, and the Germans do not have enough CAPs to lower its Attack Cost to 0AP, so it cannot fire. Instead, they move their Rifles 41 from the adjacent Hex to join the Close Combat.



Soviet Turn: The Soviet Rifles may only attack **one** of the two German Units *(6.10)*, or withdraw if they wish. Note that the Rifles may not withdraw to any of the red highlighted Hexes *(6.12)*.

Ⓒ They decide to attack the HMG. The HMG defends with its 10 Flank Defense in Close Combat, regardless of facing *(6.10)*.

The German HMG has an **11DR**:

10 Flank Defense +
1DR Light Woods Bonus



The Soviet Rifles have a **7AR**:

3 Firepower + 4AR CC Bonus

11DR − 7AR = 4 Hit Number

The Soviets roll a 7 and Hit.

Hits and Rallying

7.0 Hits

When an Attack succeeds, the Target suffers a **Hit**.

7.1 Critical Hit

If the Attacker's roll result **exceeds the Hit Number by 4 or more**, the Target suffers a **Critical Hit** and is instantly **destroyed** *(7.11)*.

7.2 Hit Markers

If the Attacker's roll result is **equal to or higher than the Hit Number**, but **less than a Critical Hit**, the Hit Unit pulls a **Hit Marker**.



Soft Target



Armored Target

Hit Markers come in two types:

- **If the Hit is against the Target's red Defense, pull a red Soft Target Hit Marker.**
- **If the Hit is against the Target's blue Defense, pull a blue Armored Target Hit Marker.**

To apply a Hit, **randomly** pull a Hit Marker from the appropriate Draw Pile. Look at its effects, but **do not show it to your opponent**. Then place it face-down underneath the Hit Unit.

At any time, you may look at Hit Markers under your own Units.

> In the heat of battle, an attacker cannot immediately determine the extent of its target's casualties.

7.3 Hit Marker Effects

Hit Markers apply **Modifiers** to a Unit's stats and abilities.

Each Modifier printed on a Hit Marker applies to the stat in the **corresponding location** on the Unit.
A +1 in the top left corner of a Hit Marker means the Hit Unit's Attack Cost is increased by 1AP.

A ⊘ **symbol** means the Unit may not use the corresponding Action **at all**. A ⊘ symbol in the top left corner of a Hit Marker means the Unit may no longer Attack.

If no value appears in the location of a **Hit Marker**, there is no effect on the corresponding stat of the **Hit Unit**.

> Taking a Hit does not necessarily mean that men are killed. In battle, soldiers often lose Unit cohesion, resulting in them freezing or running away. At other times, they may be injured or mentally unable to continue to fight effectively. Modern combat effects are simulated through the Hit Markers.

7.4 Receiving a Second Hit

If a **Unit with a Hit Marker** receives **another** Hit, it is **destroyed** *(7.11)*.

7.5 Revealing Hit Markers

> **Reveal a Hit Marker** when it affects the Unit's:
> - Attack or Move Cost for a Spent Check *(2.4)*, or
> - Defense or Attack Rating during Combat *(6.1, 6.6)*

Then return the Hit Marker under the Hit Unit **face-up**. The Hit Marker is now **public** information.

Soft Target Hit Markers

(x2) means two copies are included in the game.



Stunned (x2)
- Unit cannot take **any Action** other than **Rally**.
- **Rally Number:** 7



Unnerved (x2)
- No stats are affected.
- **Rally Number:** 7



Destroyed (x1)
- Unit is **destroyed and can take no further Actions.**
- **Reveal Hit Marker** & remove Unit when it is fired at again, adjacent to enemy, or at end of Round.



Panicked (x2)
- Unit cannot **Attack**
- **Flank Def:** +1
- **Front Def:** −2
- **Rally Number:** 8



Pinned (x5)
- Unit cannot **Move** or **Pivot**
- **Rally Number:** 7



Suppressed (x5)
- **Attack Cost:** +1AP
- **Firepower:** −2
- **Rally Number:** 7



Cowering (x2)
- **Attack Cost:** +2AP
- **Move or Pivot Cost:** +1AP
- **Range:** Drops to 1
- **Def:** +1
- **Rally Number:** 8



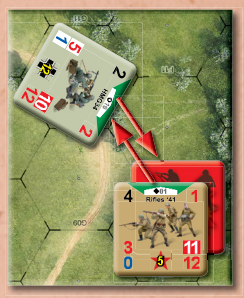
Berserk (x1)
- **Attack Cost:** −1AP
- **Firepower:** +1
- **Range:** Drops to 1
- **Flank Def:** +1
- **Front Def:** +2
- **Rally Number:** 8

⊘ = The Action may not be used.
XX = May never Rally *(7.9)*

A **blue** or **red** number affects only the same-colored stat.

Hit Marker

German Turn: A German HMG attacks the Soviet Rifles and scores a Hit.



The Soviets pull a Soft Target Hit Marker from the Draw Pile and secretly look at it *(7.2)*. They drew a 'Suppressed' Hit Marker, which affects the Rifles' stats as follows:

- Their **4AP Attack Cost** increases to **5AP**.
- Their **red 3FP** decreases to **1FP**.
- Their **blue 0FP** decreases to **−2FP**.
- Their **Move Cost** and **Defense** are not affected since these areas are blank.



Without showing the Hit Marker to the German player, the Soviets place it face-down underneath the Rifles.

The HMG succeeds on its d10 Spent Check.

Soviet Turn: The Rifles shoot back at the HMG, which has a **red 12 Front Defense**.

The Suppressed MMG attacks with its modified **red 1 FP** and must immediately reveal its Hit Marker, placing it face up under the MMG.

12 DR − 1AR = 11 Hit Number

The Rifles make their 2d6 Attack roll and miss with a 10.

The Rifles roll a d10 Spent Check against their 5AP Attack Cost, fail, and are Stressed. The Soviets then reflect that attacking with a Suppressed Unit not the best Action to take.

7.6 Rally Action

A Hit Unit may attempt to **remove** its Hit Marker by Rallying.

7.7 Rally Check

A **Rally Number** is located at the **top center** of most Hit Markers.

To Rally, resolve a **2d6 Rally Check equal to or higher than** the Hit Marker's **Rally Number.**

If the Rally Check is **successful**, the Hit Marker **is revealed** and returned to the Draw Pile.

If the Rally Check **fails**, the Hit Marker **is not** revealed.

The Unit may attempt another Rally Check on future Turns.

7.8 Rally Number Modifiers

A Unit's Rally Number is lowered by Terrain, Fortifications, and other friendly Units in its Hex. These modifiers **are cumulative**.

Concealing Terrain *(11.5)* & **Friendly Unit Rally Bonus**

Lower a Hit Unit's Rally Number by 1 if it occupies:

- **Light** or **Heavy Woods**
- **Wood** or **Stone Buildings**
- **Walls** *(6.5)*
- **Heavy Smoke** *(14.3)*
- **Per** friendly **un-Hit Unit** in its Hex

As with any 2d6 Number Check, you may spend up to 2CAPs to reduce your Unit's Rally Number before you roll.

7.9 Rally Restrictions

A Hit Unit may **not** take a Rally Action if either:

- It is in a Hex with an **enemy Unit**.
- Its Hit Marker is marked with an '**XX**' or **'No Rally'**.

7.10 Rally Spent Check

After performing a Rally Action, the Unit must make a **Spent Check**, **regardless** of whether its Rally Check succeeded.

The Action Cost to Rally is **5AP** plus any applicable **Action Cost Modifiers** such as Stress.

Rally Attempt Action Cost = 5AP + Modifiers

Rallying



Ⓐ **Soviet Turn**: The Soviets, desperate to save their MMG (which is Spent and has a Stunned Hit Marker), decide to attempt a Rally.

The cost to Rally is 5AP +1AP due to Stress. The Soviets spend 6CAPs to reduce the Rally Cost to 0AP! *(3.4)*

The Stunned Hit Marker has a Rally Number of 7. The MMG occupies Light Woods, which lowers its Rally Number by 1. The Soviets also commit 1CAP to lower the Rally Number 1 further.

The MMG must roll 2d6 equal to or higher than its modified **5 Rally Number** (7 Hit Counter Rally Number −1 Woods Rally Bonus −1 CAP modifier). It successfully rolls a 7, removes the Stunned Hit Marker, shows it to the opponent, and returns it to the Hit Marker Draw Pile.

7.11 Destroyed Units

Remove the destroyed Unit *(7.1, 7.4)* from the Map and place it on the CAPs Track *(7.12)*.

Reveal and remove any Hit Marker it may have had and return it to the Draw Pile.

Adjust the VP Track, if called for by the Mission *(9.1)*.

7.12 Reduce CAPs

Destroyed Units are placed on their owner's **CAPs Track**. The first destroyed Unit is placed on the starting CAP number specified in the Mission, the second destroyed Unit on the next lower CAP number, and so on.



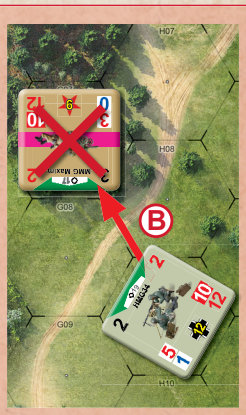
German CAPs Track (7 Starting CAPs)

Thus, a player's **CAP Allocation** per Round is reduced by 1 for each destroyed Unit for the remainder of the Mission.

If the CAPs Track Marker is on the space where a destroyed Unit should be placed, the CAPs Marker is moved down one space and the player **immediately loses** use of that CAP.

The loss and attrition of front line leaders affects a force's command structure, cohesion, and combat effectiveness.

Destroyed Unit



Ⓑ **German Turn:** The HMG34 attacks the MMG Maxim in the Heavy Woods Hex with a Hit Number of 9. The Germans spend 2CAPs to reduce their Hit Number to 7.

The Germans roll 2d6 and get an 11, which is four higher than the required 7 Hit Number, resulting in a Critical Hit *(7.1)*. The Maxim is destroyed outright! The Soviets place the Maxim on their CAPs Track, reducing their CAPs pool by 1 *(7.12)*.

7.13 Minimum CAPs

If a player has only 3 remaining open spaces on their CAPs Track, destroyed Units are no longer placed there.

A player will always have at least 3 CAPs available at the beginning of a new Round.

Cards

8.0 Battle and Weapon Cards

There are two categories of Cards, designated on their backs as: **Battle Card** and **Weapon Card**.

The Cards have an ID Number in their bottom left corner and each Mission specifies which cards will be available for play.

There is no limit to the number of Cards a player may hold.

Un-played cards may be held into future Rounds.

8.1 Battle Cards

Each Mission specifies which numbered Battle Cards are included to make up a Battle Card Draw Deck. Multiple copies of most Battle Cards are available, all of which are included in the Draw Deck when called for.

Cards 1–13

The Mission calls for Battle Cards 01 thru 13 to be included in the Battle Card Draw Deck. This deck will thus include all four copies of Battle Card 01, eight of Card 02, and so on.

Each Player then draws Battle Cards into their hand at the beginning of each Round, as specified by the Mission.

Battle Cards **are discarded** when played.

Battle Cards add an additional Fog of War layer to game play that allows players to execute special and unexpected Actions! Players must use them sparingly and wisely.

8.2 Weapon Cards

Weapon Cards are sometimes made available to a player. They include special Explosives and Artillery.

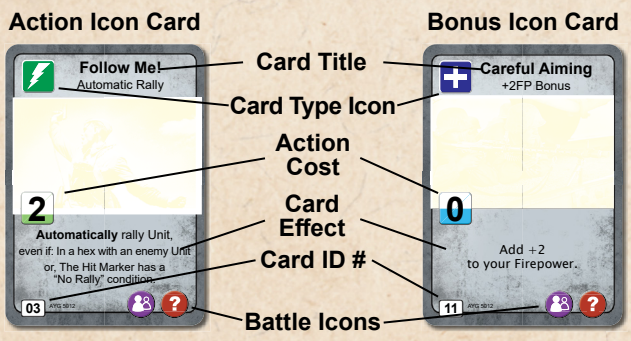
The Mission will specify how often and/or when a Weapon Card can be played.

8.3 Card Type Icons

Each Card is marked in its top left corner with a Type Icon.

Cards with:

- **Action Icons** are played as an Action.
- **Bonus Icons** modify the Action you take.
- **Mission Icons** trigger special events or scoring.
- **Artillery Icons** resolve Artillery Strikes during the Pre-Round Sequence.



8.4 Action and Bonus Icon Cards

Most Battle and Weapon cards are designated as either Action or Bonus Cards.

Action Card: One may be played as a player's Action during their Turn, just like a Common Action *(2.3)*.

Bonus Card: Any number may be played in a Turn and are not themselves Actions.

8.5 Playing Action and Bonus Cards

You may play an Action or Bonus Icon Card for its **Green** or **Blue** Action Point cost.

2 **Green AP Cost:** This card is played by a specific Unit. Then the listed Action Cost may be reduced with CAPs *(3.3)* before making the Unit's Spent Check.

When played by a Fresh Unit, the Unit becomes Spent if it fails its d10 Spent Check. If taken as a 0AP Action *(3.4)*, any Fresh or Spent Unit may play this card and no Spent Check is made.

1 **Blue AP Cost:** The **full cost** of this card must be paid **with CAPs** *(3.4)* to play. Any Spent or Fresh Unit may play the card and no Spent Check is made.

Green and **Blue** AP Costs are **NEVER affected by ANY** modifiers, including Stress. However, an Action Icon Card will Stress the Unit(s) that played it.

8.6 Mission Icon Cards

Mission Cards determine Mission Objectives or initiate a Mission Scoring, Event, or End at no cost.

When you draw a Mission Card from the Battle Card Draw Deck, reveal and resolve it **immediately**, then discard it and draw another Battle Card.



8.7 Artillery Icon Cards

Artillery Icon Weapon Cards that give a player Off-Board Artillery (OBA) support at no cost.

You will plan and resolve your Artillery Strikes during the Pre-Round Sequence *(9.4)*.

The Artillery's Firepower and Area of Effect is listed on each Artillery Card.



8.8 Battle Icons

Battle Icons printed on the bottom of a card indicate special ways a card may be used:

Hidden Unit may play this card and remain hidden.

Groups may play card as part of a Group Action *(10.1)*.

High Explosive (HE): Resolve the Attack against the Target's Flank Defense. Air Burst *(13.9)*.

Individual card descriptions are listed on page 37.

Round End & Pre-Round Sequence

9.0 Ending the Round

After both players Pass consecutively, the Round ends.

1. Award End of Round **Victory Points (VPs)**.
2. Determine if the **Mission Ends**.

9.1 Victory Points (VPs)

Victory Points (VPs) are gained, either during or at the end of a Round, as specified by each Mission, including:

- **Destroying** enemy Units during a Round *(7.11)*.
- Controlling **Control Markers** at the end of a Round *(4.4)*.
- Achieving **Objectives** during Mission-specified Scoring Rounds or when specific Mission Cards are drawn *(8.6)*.

If you destroy your own Unit (yes, it can happen), your opponent receives the VP for its destruction.

9.2 'No-Tie' Victory Points Track

There is only **one Victory Point Track** in the game, which tracks the VPs gained by **all players**.

The **VP Marker** has a German Cross symbol on one side and a Soviet Star symbol on the other. The symbol that is face-up indicates which side currently has the **VP Advantage**.



Victory Point Track (German 2 VP Advantage)

When the side that has VP Advantage gains a VP, the VP Marker is moved **forward** one space. When the side that does **not** have VP Advantage gains a VP, the VP Marker is moved **backward** one space.

If the VP Marker drops **below 1**, the Marker is flipped, showing the opposing side now has VP Advantage. There is no zero; one side or the other always has VP Advantage.

The Germans have 2VP. The Soviets take an Objective that gains them 2VP. The VP Marker is first moved down to 1VP and then is flipped to its Soviet side to show that the Soviets now have a 1VP advantage.

9.3 Check for Mission End

If this is the **last Round,** or the Mission's **Victory Conditions** have been met, the Mission ends.

The side that has **VP Advantage** is the winner.

If the Mission does not end, continue with the next Round's Pre-Round Sequence.



9.4 Pre-Round Sequence

1. Advance the **Round Marker**
2. Remove all **Light Smoke**
3. Flip all **Heavy Smoke** to Light Smoke
4. Flip all **Spent Units** to their Fresh side
5. Reset **CAPs**
6. Draw **Battle Cards**
7. Prepare **Reinforcement Units**
8. Plan next Round's off-board **Artillery Strikes**
9. Resolve last Round's planned **Artillery Strikes**
10. Roll for **Initiative**

9.5 Advance Round Marker

Advance the **Round Marker** forward one space on the **Mission Round Track**.

9.6 Flip Spent Units

Flip all **Spent Units** on the Map to their **Fresh** side, retaining any Hit Markers that are present.

Make sure the Unit is facing the same direction after it is flipped.

9.7 Reset CAPs

Each player resets their CAPs Marker to their **allocated CAPs** specified by the Mission, minus 1CAP for each of their **destroyed Units**. Reminder: CAPs are never reset below 3.

CAPs left over from the previous Round do **not** carry over.

9.8 Draw Battle Cards

Each player draws the number of Battle Cards specified by the Mission from the Battle Draw Deck.

9.9 Prepare Reinforcements

If the Mission specifies that **Reinforcement Units** are available in the coming Round, they should be placed **next to the Map** to show that they are now **available**.

They do **not** have to be moved onto the Map in the Round they come into play, but may be held back for a later Round.

9.10 Artillery and Smoke Strikes

Artillery and Smoke are not available until Mission 4, and are discussed in later sections *(13.4, 14.0)*.

9.11 Roll for Initiative

The side that **DOES NOT** have **VP Advantage** rolls a **2d6 Initiative Check** and may modify it with up to 2CAPs.

The Initiative Check succeeds on a **roll of 7 or higher** and, if successful, that player takes the first Turn this Round. If the roll **fails**, their **opponent** takes the first Turn this Round.

You are now ready to play Mission 1

Group Actions

You will now learn to use Group Actions and Hidden Units.

Group Actions allow a player to use multiple Units on the same Turn, while Hidden Units can set up ambushes or move stealthily across the Map.

Note: After you learn these Group Action and Hidden Unit rules you can always apply them to previous Missions for a new experience.

10.0 Group Action

Instead of selecting a single Unit to take an Action, you may select a **Group** to take a **Group Action**. Only a single d10 Spent Check is made for the entire Group.

To take a Group Action, follow these steps in order:

1. Select a **Group**
2. Perform a **Group Action**
3. Determine the **Group Action Cost**
4. Make a **single Group Spent Check**

10.1 Perform a Group Action

Perform one Action *(2.3)* or Card Action *(8.8)* with the selected Group.

A Group Action is composed of **Fresh** Units.

Spent Units may be included in the Group Action if its Cost is 0AP *(3.4)*.

Spent Checks affect all Units in the Group *(10.10)*.

A Group Action **Stresses** all participating Units.

10.2 Group Move

Select any number of Units that are in the **same or continuously adjacent** Hexes.



Groups move according to standard movement rules:

- Each **individual Unit** may move into any Hex adjacent to it and then **Pivot**, or not move and just Pivot in Place *(4.6)*.
- Not all Units in the selected Group must move.

10.3 Separating Units

During a Group Move, a Unit may move into a Hex that is not adjacent to any Hexes the other moving Units moved into.

Note: Units participating in a Group Move must begin in continuously adjacent Hexes, but may split apart during the move.

10.4 Group Move Action Cost

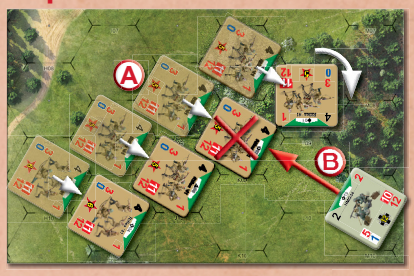
The Group Move Action Cost is equal to **the highest** Move Action Cost of **any individual** Unit in the Group *(10.10)*.

Group Move Action Cost = Highest Individual Cost

Units can be part of a Group to form a larger connected group, even if they do not participate in the Move Action.

They do not affect the Group Move Action Cost, but they do risk being Spent if the Group fails its Spent Check!

Group Move



Ⓐ **Soviet Turn**: Four Rifles move as a Group towards the German HMG.

Three Rifles move into Open Terrain for 1AP, but Rifles 01 moves into Heavy Woods for 2AP. Thus, the entire Group's Move has an Action Cost of 2AP.

The Soviets make one Spent Check and roll a 5. All four Rifles remain Fresh and are Stressed.

Ⓑ **German Turn**: The HMG fires at Rifles 02, scores a Critical Hit, and destroys them. The Rifles 02 are removed from the Map and placed on the Soviet CAPs Track *(7.12)*. The HMG passes its Spent Check and is Stressed.



Ⓒ **Soviet Turn**: The Soviets can either Group Move the two adjacent Rifles 03 and 04, or move the lone Rifles 01. The three Rifles may not move as a Group, since they are no longer in continuously adjacent Hexes.

They decide to move Rifles 03 and 04. Both Rifles have a Move Cost of 1AP, and add +1AP Stress Penalty. This means the Group Move has an Action Cost of 2AP.

They make one Spent Check, roll a 1, and both Rifles become Spent and remain Stressed!



10.5 Group Attack

A **Group Attack** is a single Attack made by **one** Unit with **support from other** Units surrounding it.

1. **Attack Leader:** Any Unit chosen to attack a Target Hex.
2. **Supporting Units:** Any Units within one Hex of the Attack Leader.

10.6 Supporting Units

To support the Attack Leader, a Supporting Unit must meet **all** of the following criteria:

- The Supporting Unit is in the **Attack Leader's Hex** or **one of its six adjacent Hexes**.
- The **Target Hex** is in the Supporting Unit's **Fire Zone** *(5.0)*.
- The Target Hex is within the Supporting Unit's **Normal Range** (i.e. not in Long Range).
- The Supporting Unit does not have a **Hit Marker** affecting its **Firepower**.

If the Attack Leader is in Close Combat, only Units in the same Hex can provide support.

10.7 Group Attack Rating

The Attack Leader receives a **Group Support Bonus** of **+1AR** for **each** Supporting Unit.

All other AR modifiers are based on the **Attack Leader**.

Group AR = Leader's AR
+ 1AR per Supporting Unit

10.8 Group Attack Action Cost

The Group Attack Action Cost equals the Attack Leader's Action Cost.

Group Attack Action Cost = Leader's Attack Cost

Group Attack

German Action:
The Germans Group Attack the Rifles 01.

The HMG34 (A) is the Group's Attack Leader *(10.5)*. It has a **red 5 Firepower** against Soft Targets.



German Rifles 01 and 02 (B) can support the HMG for +1AR each because they are adjacent to the HMG Attack Leader and the Target Hex is in their Fire Zone. Rifles 03 (C) cannot join the Group Attack since it is not adjacent to the HMG.

The Group Attack has a combined 7AR versus the Soviet Rifles' 12DR. The HMG Group needs a 5 to Hit and a 9 to Critical Hit. The Group rolls an 8 and Hits.

The Attack Leader has an Action Cost of 2AP, so the Group must roll a 3 or higher to remain Fresh *(10.8)*. The Germans make one Spent Check, roll a 4, and all three Units remain Fresh *(10.10)*, but are Stressed.

If the HMG had instead fired at the bottom-most Rifles 04, Infantry 01 and 02 could not have supported it, since the Woods Hex the HMG occupies blocks their LOS to the Target.

10.9 Group Rally

Units adjacent to each other may attempt to **Rally** together as **one** Action.

Roll an **individual Rally Check** *(7.7)* for each Unit in the Group. Each Unit that succeeds in its Rally Check removes its Hit Marker.

Group Rally Action Cost = 5AP

10.10 Group Spent Check

- Use the **Action Cost** for the Group Action taken.
- Add any **Cost Modifiers** from Stress *(2.6)*, Difficult Terrain *(4.9)*, or a Hit Marker *(7.2)*.
- May reduce the Group Action Cost with any number of CAPs *(3.3)*.
- Roll a **single** d10 Spent Check for all Units in the Group.

  If the Group **fails** its Spent Check, **all Units in the Group** become Spent, even if a Unit became separated from the Group *(10.3)*, and all are Stressed.

  If the Group **succeeds** at its Spent Check, all Units in the Group remain Fresh, and all are Stressed.

10.11 Stress

Stress penalizes the Group Action Cost **if any Unit** in the Group had taken an Action on the player's previous Turn.

Group Move affected by Stress

Soviet Turn 1: Rifles 01 moved next to a group of 3 other Soviet Rifles. It passes a 1AP Spent Check and is Stressed.

Soviet Turn 2: All 4 Rifles now Group Move forward into Open Terrain for a **1AP Move Cost**.

But because Rifles 01 was Stressed, the Group must add a **+1AP Stress Penalty** to its Move Cost, for a total **2AP Group Move Cost** (1AP Move Cost + 1AP Stress).

The Group must make one 2AP Move Spent Check.

Group Attack affected by Stress

German Turn 1: Rifles 01 moves into a Woods Hex next to an HMG. It passes a 2AP Spent Check and is Stressed.

German Turn 2: The HMG and Rifles now Group Attack an advancing Soviet Rifles Unit in Open Terrain. The HMG is designated the Attack Leader with a **2AP Attack Cost** and no other modifiers.

The Rifles support the Attack for +1AR. Because the Rifles were Stressed, the Group must add a **+1AP Stress Penalty** to the Attack Cost, for a total **3AP Group Attack Cost** (2AP Attack Cost + 1AP Stress).

Both Units are now Stressed.

10.12 Other Group Actions

Units may take other Group Actions such as creating Hasty Defenses, laying Wire, and Hiding. The cost of the Group Action is the same as the highest individual Unit Action Cost.

Groups may use **Card Actions** that have the **Group Action Icon** *(8.8)*. The card's Group Action Cost is the Action Cost printed on the Card.

You are now ready to play Mission 2

Hidden Units

11.0 Hidden Units

Each Mission specifies if any Units are **Hidden** during setup.

To place **Hidden Units**, secretly choose and mark the coordinates of the Hexes where your Hidden Units are located on a piece of paper or a **Hidden Unit Tracking Map**.

Hidden Unit Tracking Maps are available for printing at **www.AcademyGames.com/AtB.**

11.1 Revealing Hidden Units

A Hidden Unit must be revealed when:

- It performs any **Action** other than **Stall**, **Rally**, **Hidden Move**, or a **Battle Card Hidden Action** *(8.8)*.
- It occupies a Hex with **any** non-Hidden Unit.
- Wheeled or Tracked Units occupy **Open Terrain** in **LOS** of any enemy.
- Foot Units occupy **Open Terrain** in **LOS** and **within 2 Hexes** of any enemy. (They remain hidden if further away.)
- An enemy Unit attacks the Hidden Unit's Hex and scores the **Recon by Fire - Reveal Number** *(11.7)*.

A player may reveal a Hidden Unit at will.

11.2 Place Revealed Units

When a Hidden Unit is revealed, place it on the Map Hex marked on your **Tracking Map**.

Hidden Units do not **face** any direction until they are revealed. Choose the direction the Unit faces when placing it on the Map.

11.3 Hidden Move Actions

Units may perform a **5AP** Hidden Move Action to **become Hidden** or **move while Hidden**. These Units:

- **Ignore** Terrain Move Penalties.
- **Add** any Stress and Hit Marker Move Penalties to their 5AP Cost.

11.4 Becoming Hidden

A Non-Hidden Unit may take a 5AP **Hidden Move Action** to become Hidden. It must:

- Be **able to move**, and
- Not be in any **enemy LOS**

The Unit may be Hidden in the Hex it previously occupied, or in any adjacent Hex that is **not in enemy LOS**. Remove the Unit from the Map and mark its location on your Tracking Map.

11.5 Move While Hidden

All hidden Units may move or Group Move only **one** Hex for 5AP, if they **remain out of enemy LOS for the entire move**.

Hidden **Foot Units** may move into a Hex in **enemy LOS** and remain hidden if the Hex is:

- **Open Terrain** more than 2 Hexes from the enemy, or
- **Concealing Terrain** not in the same Hex as the enemy.

Mark the new hidden Unit location on your Tracking Map.

Concealing Terrain helps a Unit remain hidden, even if adjacent to an opponent. Concealing Terrain includes:

- **Defensive Terrain** *(6.4)*
- **Heavy Smoke** in ANY Terrain

11.6 Spent Hidden Units

If a Hidden Unit fails its **Spent Check** when performing a Hidden Move, Rally, or Stall Action, it **remains Hidden**.

Mark the Unit as Spent on your Tracking Map.

11.7 Recon by Fire

Reveal Hidden Units: You may Attack a suspected Hidden Unit Hex in the hope of revealing a Hidden Unit.

- Choose a Target Hex that is in the Attacker's Fire Zone.
- Roll a **2d6 equal to or higher than** the **Reveal Number**.

Reveal Number = 6 + Terrain DR Modifier *(6.4)*.

If you roll **below the required Reveal Number**, your opponent ridicules you for even attempting to find their Unit.

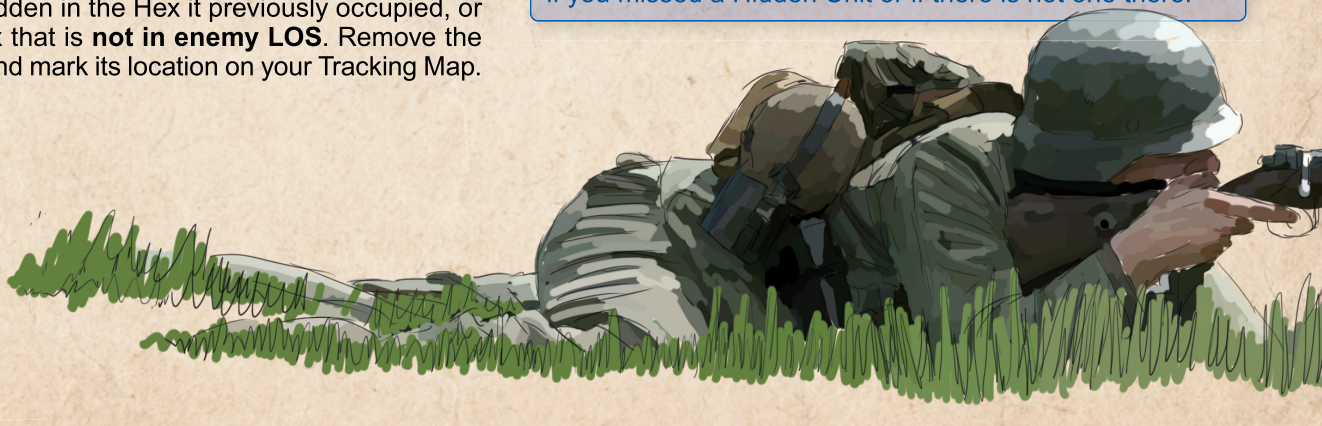
If your roll is **successful** and **NO Hidden Unit** occupies the Hex, your opponent tells you so and may again ridicule you.

If your roll is **successful** and **a Hidden Unit does** occupy the Hex:

- Immediately place the revealed Hidden Unit on the Map, facing any direction.
- Your Unit now Attacks the revealed Target with its **red** or **blue** FP, depending on the Target's Defense color.
- Your Unit makes one Spent Check based on its Attack Cost.

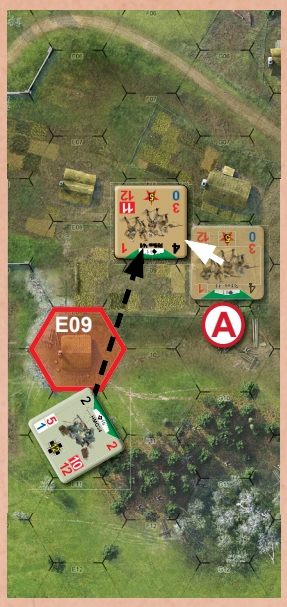
Reminder: The Reveal Number and Hit Number may each be modified with up to 2CAPs *(3.2)*.

If you roll under a required Reveal Number, you will not know if you missed a Hidden Unit or if there is not one there.



Hiding a Unit

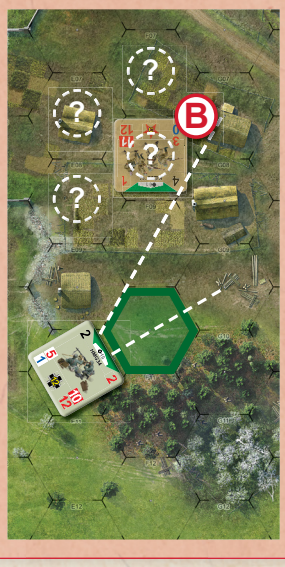
Ⓐ **Soviet Turn:** A Soviet Rifles Unit moves backward to get out of the LOS of a German HMG which is set up behind the Wood Buildings Hex 2-E09.



The Rifles are moving into Open Terrain with a Move Cost of 1AP, but must add a +1AP Backwards Move Penalty. They make a 2AP Spent Check, roll a 3 and remain fresh, and are Stressed.

German Turn: The Germans are occupied elsewhere.

Ⓑ **Soviet Turn:** The Rifles, now out of LOS of the HMG, are able to take a Hidden Move Action to disappear into the fields. The Soviets remove the Rifles and place them beside the Map, secretly writing down which Hex they are Hidden in.



Their Action Cost is:

5AP Hidden Move Cost + 1AP Stress = 6AP

They make a 6AP Spent Check, fails with a 4 roll, and become spent. The Soviets mark the Rifles as Spent and Stressed on their Tracking Map.

The Germans know the Rifles must be Hidden in Hex G06, H05, H06, or I05, since the other Hexes adjacent to its previous position are in LOS of the HMG.

You are now ready to play Mission 3



Hidden Movement

Ⓐ **German Turn:** The Germans have a Hidden Rifles in Hex 1-N07, which is marked on their Tracking Map.



They tell the Soviets that a Unit will be taking a Hidden Move Action. They write down that the Rifles moves into Woods Hex M07, which is adjacent to the Soviet Mortar. Since Hex M07 is Concealing Terrain, the Rifles remain hidden, even though they are adjacent to the Soviet Mortar! *(11.5)*

The Action Cost for the Rifles to Hidden Move is 5AP. The Germans spent 2CAPs to reduce the cost to 3AP *(11.3)*.

The hidden Rifles make a 3AP Spent Check, roll a 4 and remain fresh, and are Stressed.

Revealing a Hidden Unit

Ⓑ **German Turn:** On the Germans' next Turn, they choose to reveal their Rifles and place them on the Map. They then move into the Hex containing the Soviet Mortar.



The Rifles' Action Cost is:

1AP Move Cost + 1AP Heavy Woods Penalty + 1AP Stress = 3AP

The Germans make a Spent Check, roll a 5, and remain Fresh and Stressed.

The Germans could have Hidden Moved into the Hex, revealing the Infantry automatically, rather than revealing the Infantry and then moving. However, this would have cost 6AP, instead of the 3AP for the normal Move Action.

Attacking a Hidden Unit

Soviet Turn: The Soviets believe Germans are hidden somewhere in the Light Woods to the southeast.



They decide to Attack Hex 1-P05 with their MMG Maxim. The Hex's Reveal Number is 6, plus 1DR Modifier for the Light Woods, for a **7 Reveal Number** *(11.7)*. The Soviets spend 2CAPs to reduce the Reveal Number to 5 before rolling. They **roll an 8 and succeed**.

A German Rifles Unit was hiding in Hex P05. The Germans reveal and place it on the Map, facing it towards the MMG.

The Soviets MMG now determines if it hit the revealed Rifles. The Hit Number is 10 (the Rifles' 12 Defense + 1DR Light Woods − the MMG's 3 Firepower = 10). The MMG **may** modify its Hit Number with CAPs, since the CAPs spent to modify the Reveal Number do not affect the Hit Number *(11.7)*. The MMG rolls an 8 and misses.

The MMG makes a 3AP Spent Check, rolls a 3 and becomes Spent, and is Stressed.

Hills and Elevation

You will now learn about elevation changes and how these affect movement, Line-of-Sight, and combat.

12.0 Elevation

Each Hex has an **Elevation** relative to Level 0 Ground.

Elevation ranges between **Level 0 Ground** up to **Level 2 Hills (▲▲)**. All Hexes that do not have an **Elevation symbol (▲)** are at **Level 0 Ground**.

The Elevation printed next to the Hex coordinates apply to the **entire** Hex.

12.1 Hills

Hills are marked on the Map as:

- ▲ indicates a Level 1 Hill (L1)
- ▲▲ indicates a Level 2 Hill (L2)



A Hill Hex may have any Terrain Type such as Open Terrain, Woods, or Buildings.

12.2 Elevation Move Cost Penalties

When a Unit moves **into** a higher Elevation Hex, it suffers a Move Cost Penalty.

Elevation Move Cost Penalties:

- **Sloping Terrain: 1 Level Elevation Change**
  - **Ascending: +1AP** when moving into an adjacent Hex that is one Elevation level **higher**.
  - **Descending: No penalty** when moving into an adjacent Hex that is one Elevation level **lower**.
- **Steep Terrain: 2 Level Elevation Change**
  - **Ascending or Descending: +2AP** for Foot Units. Impassable to ALL Wheeled and Tracked Units.

Roads do **not** negate Elevation Move Cost Penalties.

12.3 Elevation Combat Modifiers

If the Attacker or Target occupies higher ground (Elevation) than the opponent, it gains a Combat Bonus.

Elevation AR and DR Modifiers:

- **Attacker Elevation Bonus: +1AR** if the Attacker is at a **higher Elevation** than the Target.
- **Target Elevation Bonus: +1DR** if the Target is at **higher Elevation** than the Attacker.

Changing Elevation

Over several Turns, the German Rifles take the following path. Only Move Cost Penalties are shown.

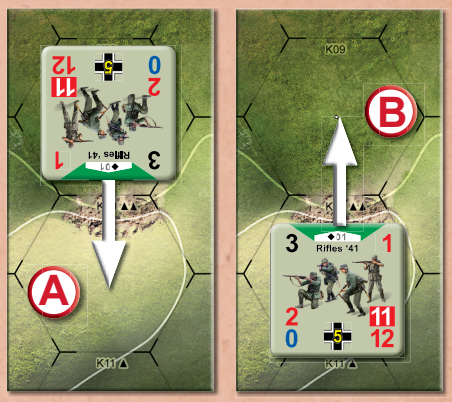


Ⓐ **+1AP** Ground L0 to Hill L1 ▲ (Ascending Slope)
Ⓑ **+1AP** Hill L1 ▲ to Hill L2 ▲▲ (Ascending Slope)
Ⓒ **+0AP** Hill L2 ▲▲ to Hill L1 ▲ (Descending Slope)
Ⓓ **+0AP** Hill L1 ▲ to Ground L0 (Descending Slope)

Steep Terrain

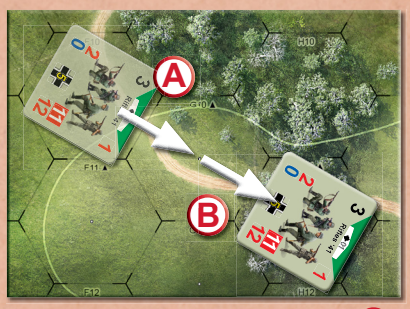
The German Rifles move from Ground L0 to a L2 Hill ▲▲ Ⓐ. They suffer a +2AP Steep Terrain penalty, for a total Move Action Cost of 3AP.

On a later Turn the Rifles move back down to Ground L0 from the Hill Ⓑ. They suffer a +2AP Move penalty.



Roads and Hills

The German Rifles move from Ground L0 to a L1 Hill ▲ Ⓐ, following a Road. Even on the Road, they suffer a +1AP Sloping Terrain penalty, for a 2AP Move Cost.



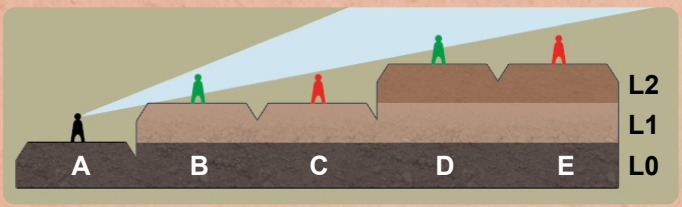
On their next Turn, the Rifles continue along the Road into the Light Woods Ⓑ. They are still on a L1 Hill ▲ so they suffer no Elevation penalty, but do have a Stress Penalty for a total 2AP Move Cost.

12.4 LOS between different level Hexes

1. Determine the Elevation Levels of the Attack and Target Hexes. Whichever is highest is the **High Ground Hex**.
2. LOS is established, if no intervening Hex is of **equal or higher Level** than the High Ground Hex.

LOS rules apply in both directions. If Hex A has LOS to Hex B, then Hex B always has LOS to Hex A.

The Plateau Effect



LOS between Hexes 'A' and 'C':

L1 Hex C is determined to be the **High Ground Hex**.

No LOS is established, because intervening Hex 'B' is the same height as High Ground Hex C.

We call this the **Plateau Effect**.

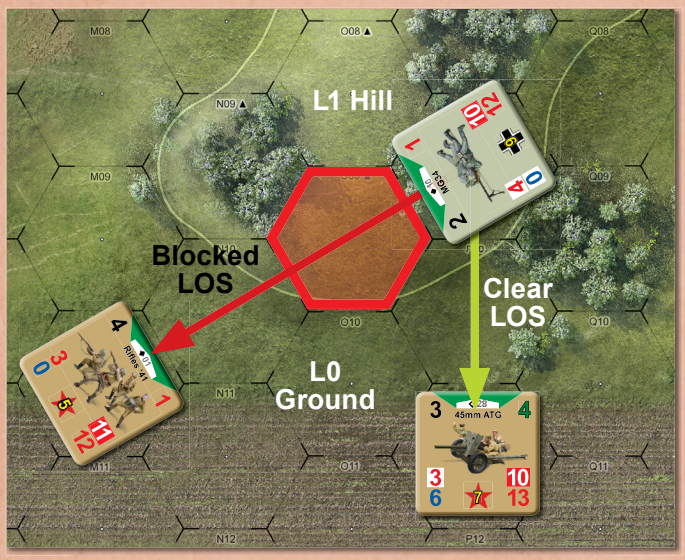
LOS between Hexes 'A' and 'D':

L2 Hex D is determined to be the **High Ground Hex**.

LOS is established, because neither intervening L1 Hexes B or C are as high as High Ground Hex D.

Hex A has no LOS beyond L2 Hex D to L2 Hex E, because of the Plateau Effect.

LOS from a L1 Hill



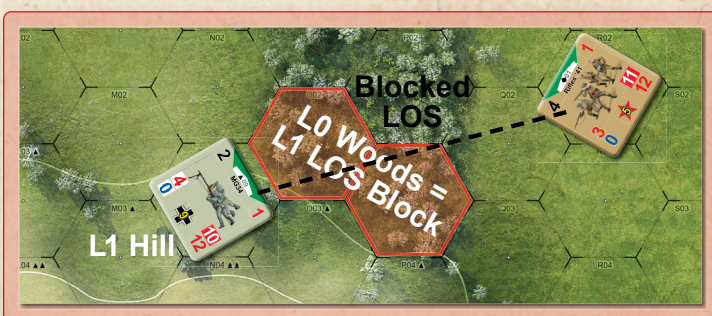
The German MG34 on L1 Hill ▲ cannot see the Soviet Rifles on L0 Ground, because there is a L1 Hill ▲ Hex between the two of them.

The MG34 can see the ATG on L0 Ground since there is no terrain of equal or higher level between the two.

12.5 Elevation and LOS-Blocking Terrain

LOS-Blocking Terrain (Woods or Buildings *5.2*) adds **1 Level** to the Hex it appears on for **LOS-blocking purposes only**.

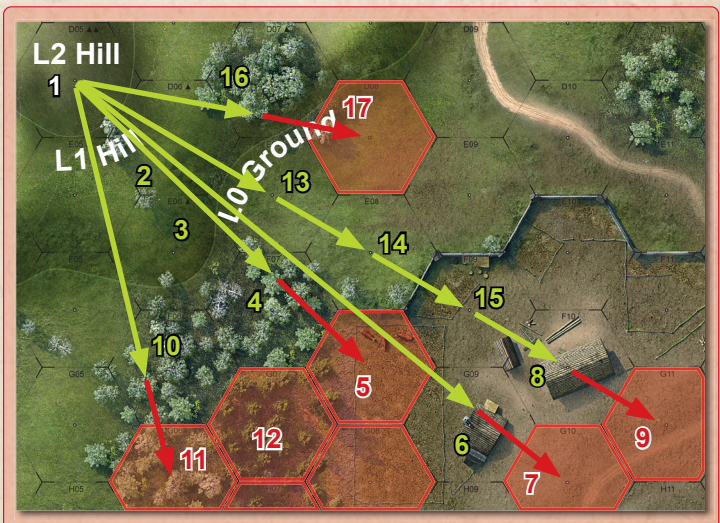
Buildings on a L0 Ground Hex make it a L1 LOS-Blocking Hex. Woods on a L1 Hill Hex make it a L2 LOS-Blocking Hex.



The German MG34 on the L1 Hill ▲ cannot see the Soviet Rifles, because of the Woods in between. If the German MG34 was instead on a L2 Hill ▲▲, they would be able to see the Rifles.

12.6 Blind Spots

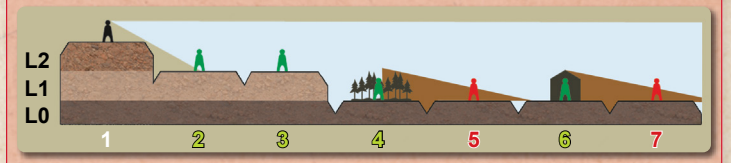
A LOS-Blocking Terrain creates a **Blind Spot Hex** directly behind it from the perspective of the High Ground Hex. A High Ground Hex, regardless of its Elevation, **never** has LOS to a Blind Spot Hex (and vice versa), .



Hex 1 (the L2 Hill) has a clear LOS into the green numbered Hexes, but no LOS to red numbered Blind Spot Hexes because of L1 Blocking Terrain along the LOS path (Woods Hexes 10 and 4 and Building Hexes 6 and 8).

Blind Spots simulate Units hugging a tree line or row of buildings to stay out of sight of a high-ground shooter.

Side View Example of LOS from Hex 1 to Hex 7



Hex 1 has LOS to Hexes 2, 3, 4, and 6, and vice versa.

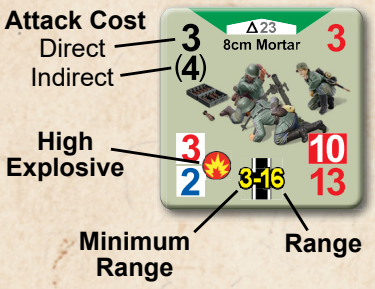
L1 Hex 3 above has LOS into Hex 4, but nothing beyond, because the Woods act as a L1 Blocking Terrain and thus is the same height as Hex 3, creating a plateau effect. Anything beyond the woods is not visible.

An Open Terrain Hill Hex does not create a blind spot for attacks originating and ending along the **same** hill slope.

Mortars and Artillery

13.0 Mortar Units

Mortar Units are teams of 2–6 men that fire High Explosive shells. Some are able to fire indirectly at Targets they cannot see.



A **Mortar Unit** is a specialized Unit that may:

- Make a **Direct Attack** on a Target Hex that is **in its LOS** using its **Direct Attack Cost**.
- Make an **Indirect Attack** on a Hex that is **out of its LOS** using its **Indirect Attack Cost** (number in parentheses).

13.1 Direct Attacks

A **Direct Attack** follows the rules for a normal Fire Zone attack, except that a Mortar Unit may **only** attack a Target Hex that is not closer its **Minimum Range**.

Mortars MAY conduct **Close Combat** with a −2AR CC Penalty *(6.9)*.

13.2 Indirect Attacks

A valid Target Hex for an Indirect Attack must be:

- Within the Mortar Unit's **Arc of Fire**
- Within **LOS** of a **Mortar Spotter Hex** *(13.3)*
- Not closer than the Mortar Unit's **Minimum Range**

13.3 Spotter Hexes for Indirect LOS

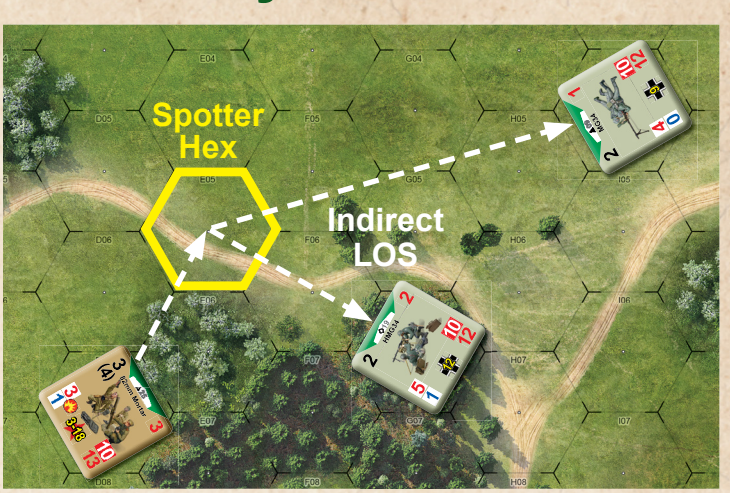
Select any Hex that is **within 2 Hexes** and **clear LOS** of the Mortar Unit to be its **Spotter Hex**.

For an Indirect Attack, a Mortar Unit **establishes LOS** and any **Elevation Combat Bonus** *(12.3)* from its **Spotter Hex**, rather than from its own Hex.

A Mortar Unit **always** uses its **own** Hex to determine whether a Target Hex is within its Min and Max Range.

Hidden Mortars making Indirect Attacks **remain hidden** if they are not in LOS of any enemy Units.

Mortar Units sent out spotter teams to direct their attacks. Spotters had to be relatively nearby to signal or call instructions to the mortar team, since very few teams had radios at that time.

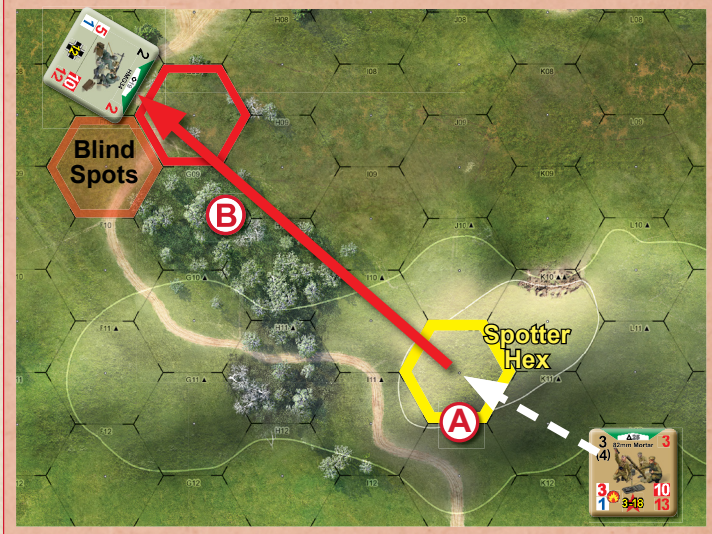


Mortar Attack

A Soviet Mortar is positioned on a L0 Ground Hex behind a L2 Hill and wishes to fire indirectly at the German HMG.

They choose a Spotter Hex (A) at the top of the Hill, since it is within 2 Hexes and clear LOS of the Mortar. There are Woods (B) between the Spotter Hex and the Target Hex, but because the Spotter is on a L2 Hill it is able to see over the L1 Woods.

The Target Hex is 7 Hexes away from the Mortar, which is not closer than its 3 Hex Minimum Range or further than its Long Range.



The Mortar rounds are High Explosive *(13.9)*, so the MG 34's Flank Defense is attacked:

10 Flank Def = 10DR

The Mortar's AR is:

3FP + 1AR (Spotter High Ground *13.3*) = 4AR

The Hit Number is:

10DR − 4AR = 6 Hit Number

The Mortar rolls 2d6 for an 8, scoring a Hit. The MG34 draws a Hit Marker.

The Mortar then rolls a 4AP Indirect Attack Spent Check. It rolls a 2, becomes Spent, and is Stressed.

13.4 Off-Board Artillery

Off-Board Artillery (OBA) is represented by **Artillery Weapon Cards** that are available to players in specific Missions.



The Mission will specify during which Rounds each player may use OBA. OBA is planned during the **Pre-Round Sequence** *(9.4)* and resolved in a later Round.

13.5 Plan an OBA Strike

Activate an OBA Card during the Pre-Round Sequence to **plan an OBA Strike**. Secretly note the Target Hex by writing it down or by marking the Hex on a Planning Map.

The planned OBA Strike **will be resolved in the next** Pre-Round Sequence.

If the Mission gives no restrictions about **where** OBA may be targeted, you may select **any** Target Hex on the Map.

13.6 Resolve an OBA Strike

After planning new OBA Strikes, resolve any Strikes that were planned on the **previous** Round.

To resolve an OBA Strike:



1. Place the **Artillery Marker** on the Target Hex, with the arrow pointing any direction.
2. Resolve a **Drift Check.**
3. Resolve all OBA **Attacks.**

13.7 Resolve a Drift Check

The attacker must roll **1d6 equal to or higher** than their **Drift Check Number** to strike the Target Hex successfully.

- **German** Drift Check Number **= 3**
- **Soviet** Drift Check Number **= 4**

The attacker may modify the Drift Check Number with up to 2CAPs before rolling the 1d6 *(3.2)*.

Success: If the check **succeeds**, the OBA Strike lands **on** the Target Hex.

Failure: If the Drift Check **fails**, the Artillery Marker will drift (move) from the Target Hex by a number of Hexes **equal to** the failed 1d6 Drift Check result**.**

Roll **1d6** to determine the direction the Artillery Marker drifts, using the numbered directions on the Artillery Marker as the reference. This roll result may be modified up or down with up to 2CAPs before rolling.

The Soviets need a 1d6 result of 4 or higher to succeed on their Drift Check and roll a 3. They miss and the OBA will drift 3 Hexes from the Target Hex!

They roll another 1d6 to determine the direction the Artillery will drift the 3 Hexes.

13.8 Resolve OBA Attacks

Using the Firepower specified on the Artillery Card, roll a separate Attack for **each** Unit located in the Hex of, and the Hexes surrounding, the Artillery Marker.

You must also roll against friendly Units in the affected Hexes.

Artillery was usually fired from kilometers away at pre-marked targets and was either called in by radio, field telephone, or prearranged signals such as flares. The targets were marked on maps and were usually easily identifiable terrain features such as crossroads, developed areas, or high ground.

The Soviets often had indirect artillery support only when defending or attacking a fixed front line. On the move, most Soviet Field Guns fired only over open sights, providing direct heavy artillery attacks. The German Army could call in OBA on the move by radio from a command tank or APC.

13.9 Mortar and Artillery Combat Modifiers

Mortar and Artillery Combat Modifiers:

- **Mortar Spotter Elevation Modifier:** When making an Indirect Attack, a **Mortar** gains any **Elevation Modifiers** based on the Elevation **of its Spotter Hex** (rather than the Elevation of its own Hex).
- **High Explosive (HE) Bonus:** Mortar and Artillery Attacks are always resolved against **soft** and **armored** Target **Flank Defenses.**
- **Air Bursts:** Units with **red Flank Defense** **do not** receive a **Heavy Woods** +2DR Defensive Terrain Bonus when attacked by High Explosive **Mortar** or **Artillery**.

When artillery shells hit dense tree cover, the shells would burst in the air, sending shell and tree fragments raining down upon soldiers, causing devastating damage.



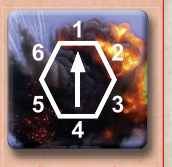
Artillery Strike

Both players have Passed consecutively and Round 2 ends. They proceed through Round 3's Pre-Round Sequence. OBA Strikes are planned for Round 4, then Strikes planned the **previous** Round (beginning of Round 2) are executed.

The German's Mission Orders state that they are able to plan an OBA Strike now, for execution in Round 4. They declare they are planning a Strike and secretly write down Target Hex 4-J08 (A), predicting that this is the area the Soviet convoy will occupy at the end of the Round 3.



At the end of the Round 3, the Soviet convoy has reached the predicted Hex (A). During Round 4's Pre-Round Sequence, the Germans reveal that they targeted Hex J08 and place the Artillery Marker on this Hex.



The Germans then resolve a 1d6 Drift Check to determine if they hit the Target Hex. They need a 3 or higher to strike on target and roll a 2, resulting in the OBA Strike missing and drifting 2 Hexes from the Target Hex.

Note, the Germans could have spent 2CAPs to lower their Drift Check Number to 1, guaranteeing an on-Target hit.



Next, the Germans roll a Direction Check and again roll a 2. The #2 on the Artillery Marker directs the Strike to drift northeast two Hexes (B), striking their own HMG!

The Germans must resolve an Attack against their own HMG. Because Artillery is High Explosive (HE), the HMG must use its Flank **10 Defense**. The Divisional Artillery card has a red **5 Firepower**, resulting in a **5 Hit Number**.

The Germans decide to spend 2 CAPs to **increase** their Hit Number to 7 to reduce the probability of scoring a hit against their own Unit. They roll a 3 – a miss, and breathe a sigh of relief!

14.0 Smoke

Smoke can be fired to conceal Units *(11.5)*.

Mortars 8cm (80mm) and larger, **all Artillery Cards**, **Pioneers** *(18.1)*, and Tanks specified by a Mission can use an Attack Action to **Fire Smoke**.

Smoke Attacks can target any Terrain type except Water. Instead of resolving an Attack, a **+2DR Heavy Smoke Marker** is placed on the Target Hex.

Smoke **never** causes damage to friendly or enemy Units.

14.1 Fire Smoke with On-Map Units

To **Fire Smoke**:

1. Choose a Target Hex to **Direct or Indirect** Attack.
2. Instead of resolving the Attack, place a **+2DR Heavy Smoke Marker** in the Target Hex.
3. Make a **d10 Spent Check** for the Unit's Attack Action Cost.

14.2 Fire Smoke with OBA

To **Fire Smoke** with **OBA**:

1. When **planning** an OBA Strike, secretly note that you will be firing Smoke.
2. When resolving the OBA Strike, roll a Drift Check to determine where the Smoke lands.
3. Place **+2DR Heavy Smoke Markers** in the Hex where the Strike lands and all six adjacent Hexes.

14.3 Smoke Effects

Heavy Smoke Modifiers:



- **+2DR Smoke Bonus** when defending in a Hex with Heavy Smoke.
- **−2AR Smoke Penalty** when attacking out of a Hex with Heavy Smoke.
- **LOS is blocked** for ALL Elevations.
- +1 Rally Bonus *(7.8)*
- **Negates vehicle bonus moves** or *(15.2)*.

14.4 Smoke Dissipation

Heavy Smoke Markers are flipped to their **+1DR Light Smoke** sides during each Pre-Round Sequence *(9.4)*.

Light Smoke Modifiers:



- **+1DR Smoke Bonus** when defending in a Hex with Light Smoke.
- **−1AR Smoke Penalty** when attacking out of a Hex with Light Smoke.
- **LOS** is **not** blocked by Light Smoke. **+1DR Smoke Bonus** if LOS passes through its Hex.
- **LOS** is blocked, for ALL Elevations, if it passes through **two or more** Light Smoke Markers.

Light Smoke Markers are removed from the Map during each Pre-Round Sequence.

Stacked and Adjacent Smoke Markers are limited to **cumulative +2DR** or **−2AR** modifiers.

You are now ready to play Missions 4 and 5

Vehicles

For the next Missions, you will learn to use Vehicles, including movement for Wheeled and Tracked Vehicles, transporting Foot Units, and Vehicle combat.

15.0 Vehicle Movement

Vehicles follow the same Movement rules as Foot Units *(Section 4)*, with the following additions.

15.1 Wheeled and Tracked Vehicles

A Vehicle Unit may either be **Wheeled** or **Tracked**, depending on the color of the **Move Cost** located in its **top right corner**.



- **Green Move Cost indicates a Wheeled Unit.**
- **Blue Move Cost indicates a Tracked Unit.**
- The number of **Wheel** or **Track** symbols below the Move Cost indicates how many **Bonus Moves** *(15.2)* the Vehicle can take.



15.2 Vehicle Bonus Moves

Each **Bonus Move symbol** (**Wheel** or **Track**) on a Vehicle counter allows it to move **one additional Hex** per Move Action without increasing its Move Cost, except if moving Uphill *(12.2)*.

The Vehicle may **Pivot** after each Hex it moves into.

A **Wheel** Bonus may be used to move:
- along one **Road** Hex to an adjacent **Road** Hex

A **Wheel** Bonus **MAY NOT** be used to move:
- into a Vehicle-occupied Hex (**Road Congestion**)

A **Track** Bonus may be used to move:
- along one **Road** Hex to an adjacent **Road** Hex
- into **Open**, **Corn**, or **Wheat Terrain**

No Bonus Moves can be used **if during its first move** a Vehicle moved**:**
- into **Difficult Terrain** *(15.3)*
- into **+2DR Heavy Smoke** *(14.3)*
- **Backwards** *(4.11)*
- was **Hidden** *(11.5)*

A Vehicle's Move Action includes all Bonus Moves. The entire multi-Hex move is completed before the player's Turn ends.

A Soviet T-34 has two **Track** Bonus Move symbols. It may move a total of three Hexes on Road, Open, Corn, or Wheat Terrain for a 1AP Cost Move Action.

15.3 Difficult and Impassable Terrain

Difficult Terrain for Wheeled Vehicles:
- **Light Woods** (+2AP)
- **Wood Buildings** (+2AP) and **Stone Buildings** (+3AP)

Difficult Terrain for Tracked Vehicles:
- **Plowed Fields** (+0AP, but may not use Bonus Moves)
- **Light Woods** (+1AP) and **Heavy Woods** (+2AP)
- **Wood Buildings** (+2AP) and **Stone Buildings** (+3AP)
- **Walls** (+1AP)

Impassable to Wheeled Units:
- **Plowed Fields**
- **Walls**
- **Heavy Woods**

Impassable to ALL Vehicles:
- **Water**
- **Steep Terrain** *(12.2)*

15.4 Vehicles on Roads

When moving from a Hex with a **Road** to an **adjacent Hex** with a **Road**, Vehicles may **ignore** both **Difficult** and **Impassable Terrain** for both regular and Bonus Moves.

15.5 Vehicle Stacking

Vehicles may move into and/or out of a Hex occupied by friendly **or enemy** Units with regular or Bonus Moves.

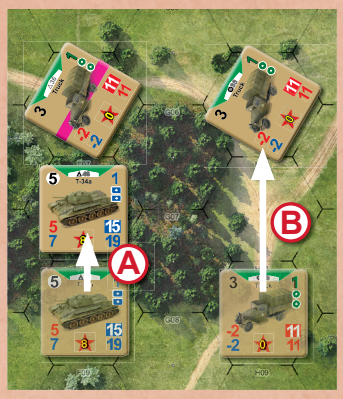
A Vehicle moving **through** an enemy occupied Hex (into and out of a Hex in the same Turn utilizing Bonus Moves) **CANNOT be engaged** in Close Combat.



German Panzer III

Vehicle Bonus Movement

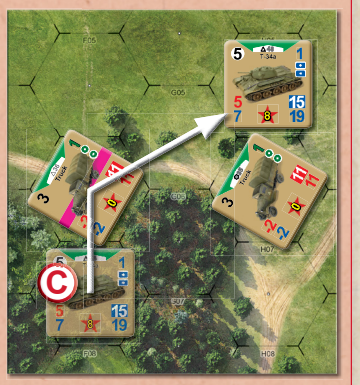
Over several Turns, the Soviets make the following Move Actions. Assume that they succeed in all Spent Checks and that the Germans are occupied elsewhere.



A Turn 1: The T-34 Tank moves north into Heavy Woods. It cannot use Bonus Moves because its first move was into Difficult Terrain.

Its Move Cost is 1AP + 2AP Heavy Woods = 3AP. It makes a 3AP Spent Check.

B Turn 2: Truck 35 moves north along the Road. It is Wheeled and has one Bonus Move ● symbol, so it is able to move one extra Hex along Roads. It makes a 1AP Spent Check.



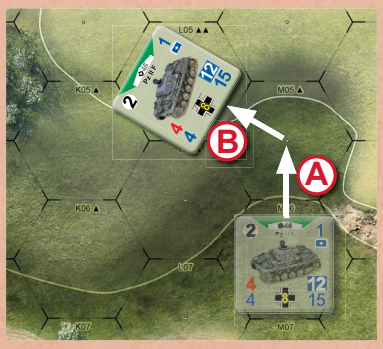
C Turn 3: The T-34 moves north one Hex into the spent Truck Hex and is NOT affected by Congestion. Since this first move was into non-Difficult Terrain, it can take another two ● Bonus Moves to the northeast through Open Terrain, for a total of three Hexes of movement. It makes a 1AP Spent Check.



D Turn 4: Truck 35 moves 1 Hex northwest along the Road. It wants to continue Northwest, but the spent Truck 36 in front of it causes Congestion *(15.2)* and Truck 35 cannot use its ● Bonus Move. It must wait for another Turn to continue moving. It makes a 1AP Spent Check.

Note: By alternating Units, the Soviets avoided Stress penalties.

Vehicle Moving Uphill



A German Panzer drives up a Hill. It has one ● Track Bonus Move. The Hill is Open Terrain, so the Panzer is able to reach the top of the Hill in one Move Action.

Its base Move Cost is 1AP. To this it must add a +1AP Move Penalty for moving from the L0 Ground Hex to the higher elevation L1 ▲ Hill (A) Hex *(12.2)*, and another +1AP Move Penalty for moving up to the L2 ▲▲ Hill (B) Hex.

This brings its Action Cost to 3AP. It makes a 3AP Spent Check, rolls a 4, succeeds, and is Stressed.

15.6 Vehicle Transport

A Vehicle may:

- **Transport** one **Foot Unit**; *or*
- **Tow** one **Field Gun** *(16.7)*.

15.7 Loading (Limbering) a Unit

A Unit must be loaded (limbered) onto a Transport Vehicle for it to begin transporting (towing). This requires a Group Move.

To Load:

1. **Same Hex:** A Unit that begins its Turn in the same Hex as a Vehicle pays its Move Cost to load onto the Vehicle, **ignoring** Difficult Terrain Penalties, but not a Stress Penalty.

   Adjacent Hex: A Unit that begins its Turn adjacent to a Vehicle's Hex pays its Move Cost into the Vehicle's Hex, **including** Difficult Terrain and Stress Penalties, and then loads onto the Vehicle for no additional cost.
2. Place the Unit **on top of** the Vehicle, facing the same direction as the Vehicle.
3. The Unit and Vehicle make a single **Group Spent Check**.

Load Action Cost = Loading Unit's Move Cost

15.8 Transporting (Towing) Units

While a Vehicle is Transporting or Towing a Unit, the Vehicle and Transported/Towed Units must take **Group Actions** *(10.0)*.

The Vehicle and Transported/Towed Units move together for the Transporting Vehicle's move cost and may use that Vehicle's **Bonus Moves**.

The Transporting (Towing) Vehicle:

- May **Move**, **Attack**, **Rally**, **Stall**, and **Hide**.

The Transported (Towed) Unit:

- May NOT **Attack** from the Vehicle.
- May NOT use any of its **unique abilities** *(18.1)*.
- May **Rally** and **Stall**.

The Transporting and Transported Units **make a Group Spent Check** that affects both Units *(10.10)*.

Ex: A hit Rifles Unit, loaded on an APC, successfully Rallies. They then **fail** their 5AP Spent Check and both the Rifles and APC become Spent, and both are Stressed.

Ex: An APC transporting Pioneers enters a Mine Hex. The Pioneers *(18.1)* do not affect the Mines, which Attack both Units.

15.9 Unloading (Unlimbering) Units

To **stop** Transporting or Towing a Unit, the Loaded Unit must be unloaded from the Transport Vehicle. This requires a Group Move.

To Unload:

1. Place the Unit **under the Vehicle** or in any **adjacent Hex**, facing any direction.
2. The Unit pays its Move Cost into the Hex it moves into. It is affected by Terrain and Stress Penalties.
3. The Unit and Vehicle make a single **Group Spent Check**.

Unload Action Cost = Unloading Unit's Move Cost

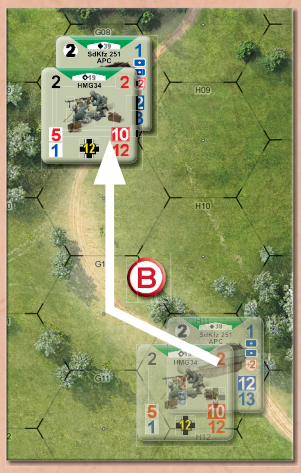
Vehicle Transport

Over several Turns, the Germans make the following Move Actions. Assume the Soviets are occupied elsewhere.



Ⓐ **Turn 1:** The HMG moves into the Hex occupied by the SdKfz 251 APC and loads onto it. The HMG is placed on the APC, facing the same direction.

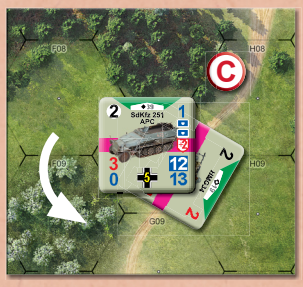
The HMG's cost to move into the Hex is 2AP, and since it is Open Terrain, it suffers no Move Cost penalties. Therefore the Group Move has a 2AP Action Cost.



The Germans roll a Spent Check for both Units and succeed, and both are Stressed.

Ⓑ **Turn 2:** The APC and HMG Group Move three Hexes along the Road, using the APC's 2 Bonus Moves.

The APC has a 1AP Move Cost and suffers +1AP for Stress since it Loaded the previous Turn. It rolls a 2AP Spent Check for the Group and succeeds.



Ⓒ **Turn 3:** The APC and HMG take an Unload Action. The Germans place the HMG' under the APC, facing southeast.

The HMG makes a 3AP Spent Check (2AP Move Cost +1AP Stress), rolls a 1 and fails. Both the HMG and the APC become Spent, and both are still Stressed!

15.10 Towing Vehicles

Immobilized or **Stunned** Vehicles *(15.13)* may be towed by another Vehicle.

- **Wheeled Units** may be towed by any Vehicle.
- **Tracked Units** may **only** be towed by Tracked Vehicles.

15.11 Attacking Transport Vehicles

When resolving an Attack against a **Transporting Vehicle**, first roll an Attack against the Transported Unit, then against the Transport Vehicle.

- Both the Transporting and Transported Units receive all **Terrain Defense Modifiers** for the Hex.

If the Transport Vehicle is **destroyed**, the transported Unit is immediately Unloaded at no cost, and is placed in the Hex facing **any** direction.

15.12 Vehicle Combat

Vehicles follow the same Combat rules as Foot Units *(Sections 5, 6 and 7)*, with the following Vehicle-specific rules.

15.13 Vehicle Hits

Armored Target Hits follow the same rules as Soft Target Hits.

Armored Target Hit Markers

(x2) means two copies are included in the game.



Stunned (x2)
- Unit cannot take **any Action** other than **Rally**
- **Rally Number:** 9

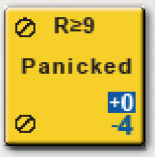


Gun Damaged (x2)
- Unit cannot Attack with **red** ⊘ or **blue** ⊘ Firepower
- **Cannot Rally**

Destroyed (x1)



- Unit is **destroyed and can take no further Actions.**
- **Reveal Hit Marker** & remove Unit when it is fired at again, adjacent to enemy, or at end of Round.



Panicked (x1)
- Unit cannot **Attack**
- **Front Def:** −4
- **Rally Number:** 9



Immobilized (x5)
- Unit cannot **Move** or **Pivot**
- **Flank Def:** +1
- **Front Def:** −1
- **Cannot Rally**



Suppressed (x5)
- **Attack Cost:** +1AP
- **Red FP:** −3
- **Blue FP:** −5
- **Rally Number:** 8



Light Damage (x4)
- **No stats are affected**
- **Cannot Rally**

⊘ = The Action may not be used.

A **blue** or **red** number or ⊘ affects **only the same-colored stat**.

XX = Destroyed/May never Rally.

Hit Markers with 'No Rally' or 'XX' indicate physical damage that cannot be repaired in the heat of battle.

15.14 Vehicles in Close Combat

Vehicles **DO NOT** receive a Defensive Terrain Bonus in Close Combat like Foot Units do *(6.10)*.

Tanks cannot utilize Terrain well when in Close Combat.

15.15 Vehicles as Cover

Foot Units gain a **+1DR Vehicle Cover Bonus** when occupying the same Hex as **any** friendly Vehicle (but not being transported), along with other Terrain Modifiers.

Foot Units often advanced with tanks, hugging them for cover from incoming fire.

15.16 Tanks Firing Down Steep Terrain

Tanks may **not** attack down Steep Terrain *(12.2)* into an adjacent Hex. (They may attack **up** Steep Terrain.)

Ex: Attacking from a L2 Hill down a cliff to an adjacent L0 Ground Hex.

Tanks could raise their main guns quite high, but could not depress them enough to fire down a steep cliff face.

16.0 Special Unit Rules

16.1 Trucks and Wagons

Trucks and **Wagons** are Wheeled Vehicles designed to move other Units and supplies over Roads.





- Trucks and Wagons cannot take **control of a Hex** *(4.4)*.
- **Destroyed** Trucks and Wagons do not adjust the CAPs Track, but do count for VP scoring.
- Trucks may only attack in **Close Combat**. Wagons may **not attack**.

16.2 Turreted Vehicles

Turreted Vehicles are designated with a **white circle** under their **Attack Cost**. These have 360-degree rotating turret guns that can fire in any direction.



A Turreted Vehicle may attack a Target Hex outside of its **Arc of Fire** without changing its facing.

A **Turreted Vehicle** suffers a **+2AP Attack Cost Penalty** when attacking a Target outside of its Arc of Fire.

Most tankers kept their turret firing action within the front 120-degree rotational arc of their tank. However, sometimes a tank would need to move or face in one direction, while facing its turret towards enemy forces to its flank. This was not done often, since being forced to take this action added flank attack vulnerability and psychological battle stress.

16.3 Self-Propelled Guns (SPGs)

Self-Propelled Guns (SPGs) were not turreted and had **Field Guns** mounted onto a tank chassis that required the SPG to Pivot when Tracking a Target.



An SPG may only Attack within its Arc of Fire, and must take a Move Action to Pivot and face its Targets.

16.4 Mobile Vehicles

Wheeled Vehicles that have both **Wheeled** and **Tracked** **Bonus Move symbols** may use these **in any order** to move onto Roads or Open Terrain.



They obey all other rules for Wheeled Vehicles and may **not** move into Hexes that are **Impassable** to them.

16.5 Open-Topped Vehicles

Open-Topped Vehicles are designated with a **white field with a red border** under their **Flank Defense** 13. They are vulnerable to **High Explosive** Attacks *(13.9)*, **Flamethrowers** *(18.0)*, and **red FP Close Combat.**



When defending against an **HE** (ex: Artillery), Flamethrower, **red FP** Close Combat, or Sniper Attacks, an Open-Topped Vehicle's **blue Flank Defense** is treated as a **red Flank Defense** and pulls a **Soft Target** Hit Marker! For any other type of Attack, it defends with a **blue Flank Defense**.

16.6 Armored Personnel Carriers

Armored Personnel Carriers (APCs) transport and protect other Units.



Soft Targets gain a **+2DR APC Bonus**, from all flanks, when being Transported by an APC with a red shield +2 icon.

16.7 Field Guns

Field Guns are crewed-served Units designated with 'Gun', 'PaK', 'ATG', or 'FlaK' in the name.

Field Guns have **green Wheel Move** costs.



You are now ready to play Mission 6

Soviet KV2

Fortifications and Obstacles

In this Section, you will learn about Fortifications and Obstacles.

17.0 Fortifications and Obstacles

Fortifications:
- **Trenches**
- **Bunkers**
- **Hasty Defenses**

Obstacles:
- **Barbed Wire**
- **Mines**
- **Road Blocks**

Only one Fortification or Obstacle may occupy a Hex.

17.1 Fortifications

Fortifications are placed on the Map during Mission setup and may not move or pivot.

Some Fortifications have a **red Facing** to orient their Flanks *(4.2)* and Arc of Fire *(5.1)*.

Black colored Defense Ratings are effective against both **Blue** and **Red** Firepower Attacks.

17.2 Occupying a Fortification

Units **occupying** a Fortification gain its **Defense Bonus +** the Hex's **Terrain Bonus**.

There is **no limit** to the number of stacked friendly Units that can occupy a Fortification, unless specified otherwise.

Units **may not occupy** a Fortification already occupied by enemy Units, but may move into the same Hex

All Units can enter a Fortification Hex without occupying the Fortification.

17.3 Entering and Exiting Fortifications

When a Unit performs a Move Action into a Hex with a friendly or unoccupied Fortification, it may **immediately** occupy the Fortification for no additional AP cost. Place the Unit **UNDER** the Fortification Counter.

A Unit that begins its Turn in a Hex with a friendly or unoccupied Fortification, but is not occupying it, may use a Move Action to occupy the Fortification ignoring Difficult Terrain Penalties.

Use a Move Action to move a Unit out of the Fortification and place it **ON TOP** of the Fortification or into an adjacent Hex.

17.4 Trenches

Trenches may be occupied by:

- **All Foot Units.**

A Unit in a **Trench** may **face** any direction, and receives a DR bonus when attacked from any direction.



Trench Modifiers:
- **Trench Fortification Bonus: +2DR** +2 to Units occupying a Trench when attacked from any direction.
- **Impassable** to **Wheeled Units**.
- **Tracked Vehicles** may not use a **Bonus Move** to enter a Trench Hex.

17.5 Bunkers

Bunkers may be occupied by:

- **All Foot and Field Gun Units**

Units in a **Bunker** must **face** the same direction as the Bunker and may only attack Target Hexes in the Bunker's Arc of Fire.



A Unit inside a Bunker may conduct CC Attacks. If being attacked by CC, the Unit gains the Bunker's Flank Bonus.

Mortars may not fire from within a Bunker.

Bunker Modifiers:
- **+5DR** +5 for Units in the Bunker when attacked from **within** the Bunker's Arc of Fire.
- **+3DR** +3 for Units in the Bunker when Flank attacked.

17.6 Hasty Defenses

Hasty Defenses represent a Unit's attempt to quickly fortify its position.

A **Foot Unit** may use a **Hasty Defenses Action** to **build a Hasty Defense for 5AP**. Place a Hasty Defense Marker on top of the Unit.



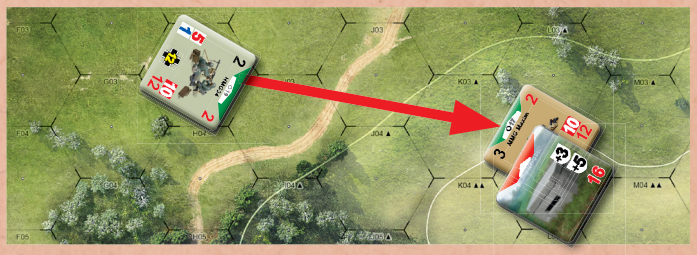
Hasty Defense Modifier:
- **Hasty Defense Bonus: +1DR** +1 for Foot Units occupying a Hasty Defense when attacked from any direction.

A **Hasty Defense** Marker can **only** be occupied by the Unit that built it. Multiple Units in the same Hex may all build Hasty Defenses, but each Marker only protects the **one** Unit that built it.

As soon as the Unit **Moves**, **Pivots**, or is **destroyed**, its Hasty Defenses Marker is removed. It does not take an Action to exit a Hasty Defense. A player may freely remove their Hasty Defense at will.

Attacking Fortifications

The German MG34 wants to attack the Soviet MMG in the Bunker at the top of the Hill.



Since the attack comes from within the Bunker's Arc of Fire, the MMG uses its 12 Front Defense:

12 Front Def + 5DR Bunker Front + 1DR High Ground = 18DR

The MG34 has a red 5 Firepower. This gives a Hit Number of:

18DR − 5AR = 13 Hit Number

Unless the Germans Spend CAPs, the Rifles cannot hit the MMG at all! They decide to rethink their plan of action.

17.7 Obstacles

Wire and Mine Obstacles are placed during Mission setup. Like Fortifications, they may not be moved once placed. Obstacles affect all players, regardless of who placed them.

17.8 Barbed Wire

Barbed Wire makes it more difficult for Units to move into or through a Hex.

Barbed Wire Move Modifiers:



- When a **Foot Unit** moves into the Hex, roll **1d6** and add the result to its **Move Cost**.
- **Impassable** to **Wheeled Units** ⊘.
- **Tracked Vehicles** may not use Bonus Movement to move into the Hex.

  When a Tracked Vehicle moves into the Hex, the Barbed Wire is **destroyed** and **removed**.

17.9 Road Blocks

Road Blocks make it more difficult for Vehicles to move into or through a Hex. They do not affect Foot Movement.

Road Block Move Modifiers:



- **Impassable** to **Wheeled Units** ⊘.
- **Difficult Terrain** to **Tracked Vehicles.** When a Tracked Vehicle moves into the Hex, roll **1d6** and add the result to its **Move Cost**.

Road Block Defensive Bonus +1:

- **+1DR** to Units in a Hex with a Road Block.



17.10 Mines



Mines may be either placed on the Map with Battle Card #17 or Hidden during setup, as specified by the Mission.

When a Unit **moves into** a Hex with Mines, the player that placed the Mines reveals the Mines *(11.1)*, places the Mines Marker on the Map, and makes a **2d6 Mine Attack** against each Unit that entered the Hex.

A Mine attacks with the **Hit Number** shown on its counter against both **Soft** and **Armored** Targets.

All Units **moving into** or **Pivoting within** a Mine Hex are attacked with the Mine's Hit Number, including Transported Units. Units initiating Close Combat are also attacked.

Mines DO NOT Attack:

- Units **moving out** of a Mines Hex.

Only the player making the Attack can modify the Mine Hit Number, higher or lower, with up to 2 CAPs.

If one of your own Units enters a Hex you mined, you can spend up to 2CAPs to **increase** the Mine Hit Number, making it less likely to Hit your Unit.

Mines Attack

The Germans maneuver a Panzer IVf2, transporting Pioneers, behind the Bunker to take advantage of its weaker Flank Defense.



Fortunately, the Soviets have anticipated their approach and have placed Mines to guard the Bunker's flank!

The Panzer plans on moving two Hexes up the Hill on Open Terrain. Immediately upon moving into the first Hex, the Soviets reveal and place a Mines Marker in it (A). (If you do not trust your opponent, which I would not either, you may insist on seeing their hidden Mines setup notes! :)

The Mines automatically Attack with an **8 Hit Number** against both the **red DR** Pioneers and the **blue DR** Tank.

The Soviets first attack the Pioneers. They spend 2CAPs to lower the Hit Number to 6. They roll 2d6 for an 11 and destroy the Pioneers with a Critical Hit!

The Soviets then Attack the Tank, spending 2CAPs to reduce the Hit Number to 6, roll 2d6 for a 7, and Hit the Panzer!

The Germans pull a 'Light Damage' Hit Marker, which does not affect any of the Panzer's stats. It continues with a Bonus Move into the L2 Hill Hex (B) adjacent to the Bunker, completing its Move Action.

The Panzer's move had an Action Cost of 3AP (1AP to move, plus +2AP Uphill Penalties for moving up into a L1 Hill and then into a L2 Hill). It rolls a 5 and remains Fresh.

17.11 Destroying Fortifications and Obstacles

Fortifications and Obstacles with a **red Defense** in their bottom **right corner** can be **destroyed**.

If the Fortification/Obstacle is **Hit**, it is immediately **destroyed** and removed from the Map.

Range Attacks (not CC) are resolved first against Units occupying the Fortification/Obstacle Hex and then against the Fortification/Obstacle. Terrain modifies the ranged Attack.

The Attacker makes only one Spent Check.

CC Attacks are resolved against a single Target in the Hex *(6.9)*. A Fortification/Obstacle targeted by a CC Attack receives no Terrain modifiers.

Reminder: In CC, a Unit can only attack one Target, so either an opposing Unit or the Fortification, not both.

Destroying a Fortification

The Hit German PzIVf2 from the previous example has a 'Light Damage' Hit Marker, so is able to attack the Bunker.

The Panzer rolls separate Attacks against the Bunker and the MMG occupying it.

First it rolls against the MMG, whose DR is:

10 Flank Def + 3DR Bunker Flank = 13DR

The MMG does not gain a High Ground Bonus, since the Panzer is also on an L2 Hill Hex.



The Panzer's AR is:

5 FP + 3AR Short Range = 8AR

The Panzer has a 5 Hit Number against the MMG, rolls a 3, and the MMG survives unscathed. (A)

The Bunker's has 16 Defense, and the Panzer uses the same 8AR for an 8 Hit Number.

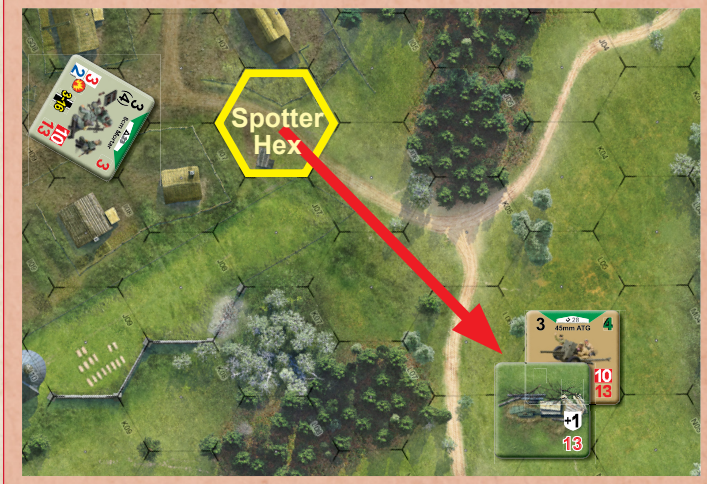
The Germans roll a 9, and the Bunker is destroyed and removed from the Map! (B)



The Panzer makes one 4AP Spent Check (3AP Attack + 1AP Stress because it moved the previous Turn). It makes a 4AP Spent Check, rolls a 2, becomes Spent, and remains Stressed.

High Explosives vs. Fortifications

The Germans have an 8cm Mortar in position to fire on a Soviet Anti-Tank Gun behind a Hasty Defense.



The Mortar makes an Indirect Attack on the ATG. Because the Mortar is High Explosive (HE), it rolls against the ATG's red 10 Flank Defense *(13.9)*, which is modified by the Hasty Defense's +1DR Modifier, for a total **11DR**.

The Mortar has a red 3FP, and the Germans also play a 'Careful Aiming' Bonus Card from their hand to gain +2FP, for a **5AR**. This results in a **6 Hit Number**. They roll a 10, a Critical Hit, and destroy the ATG!

The Mortar then attacks the Hasty Defense with an **8 Hit Number** (13DR − 5AR). It rolls a 10, destroying the Hasty Defense and removing it from the map.

The Mortar makes one Indirect Attack 4AP Spent Check, rolls a 4, becomes Spent, and is Stressed.



Soviet T-34

You are now ready to play Missions 7 and 8

Flamethrowers

In this final section, you will learn rules for Flamethrowers and 3- and 4-player games. You will then be ready to play all remaining Missions.

18.0 Flamethrower Capabilities

Foot and Vehicle Units with **Flamethrower** capabilities are marked with a Flamethrower symbol.

Units with Flamethrowers may choose to Attack with the Flamethrower **instead of** their normal Attack Firepower.

Flamethrowers, for both Foot Units and Tanks, have the following Attack stats:

- **3 Red Firepower**
- **3 Blue Firepower**
- **Maximum Range** of 1 Hex.
  Note: +3AR Short Range and +4AR Close Combat bonuses apply.
- Target must use its **Flank Defense**.
- **Ignore ALL** Terrain DR Modifiers except for **Smoke**.
- **Hidden Units** are automatically revealed when attacked.

18.1 Pioneer Units



Pioneers were specially-trained Units outfitted to assault enemy positions.

Pioneers follow all rules for Foot Units, with the following exceptions:

- **Flamethrowers:** Pioneers can attack with Flamethrowers.
- **Mines:** Pioneers may enter a Mine Hex without triggering a Mine Attack. Hidden Mines are revealed.
- **Fire Smoke:** Pioneers can use an Attack Action to Fire Smoke *(14.0)* at a maximum Range of 1 Hex.

Flamethrower Attack



A Russian Infantry Gun occupies a Stone Building Hex. The adjacent German Pioneers attack with their red 3FP Flamethrower, plus a 3AR Short Range Bonus for a **6AR**.

The Flamethrower always strikes an opponent's Flank, so the Inf Gun uses its **red Flank 10DR**. The Inf Gun is in a Stone Building Hex, but Flamethrowers ignore Defensive Terrain.

The Pioneers have a **4 Hit Number** (10DR − 6AR).

The Germans roll 2d6 and Hit with a 5. The Inf Gun takes a red Soft Target Hit Marker.

The Attack had an Action Cost of 2AP. The Pioneers succeed on their Spent Check and remain Fresh.

Alternate Player Counts

19.0 Missions with More Players

When playing a Mission that is designed for **3 or 4 players**:

- Provide each player with a **CAPs Track Sheet**, **specified Units,** and **Battle Cards**.
- Players on the same side **win or lose** together as a team.
- Teammates **may not trade** Units, Cards, or CAPs.
- All players on one side each **simultaneously** take an Action on their side's Turn (i.e., German 1 and German 2 each take an Action on the German Turn, then Soviet 1 and Soviet 2 each take an Action on the Soviet Turn, and so on).
- End the Round when **all players but 1** Pass consecutively.

  On the Soviets' Turn, Soviet 1 Passes and Soviet 2 takes an Action. On the Germans' Turn, both Germans Pass, and the Round ends.

19.1 Player Number Variants

When **2 players** play a Mission designed for 4 players:

- Each player places and controls **all** Units on their side.
- Each player totals the CAPs for both commanders on their side and marks these on one CAPs Track. The CAPs may be used at the single commander's discretion on any Units in their force.
- Each player receives the Battle Cards for **both** players on their side, as one combined hand. If playing with the 'Optional Adrenalin Card' rule (see Mission 1 in the Mission Book), the player only draws one Adrenalin Card.
- Each player takes one Action per Turn, and the Round ends when both players Pass consecutively.

When **3 players** play a Mission designed for 4 players:

- Two players on one side play normally.
- The player on the opposing side must keep their Units, CAPs, and Battle Card hands separate for each force they control. On their Turn they take **two Actions**, one with **each** force.

19.2 Handy CAPs

If one player is more experienced than their opponent, players may agree to give the disadvantaged player 1 or 2 additional CAPs each Round. Or consider the using optional Adrenaline card rule described in Mission 1.

42. Common Sense

One cannot foresee all possibilities in a game with so many variables. If you cannot find a rule for a situation or there is a disagreement in the rule interpretations, use common sense and come to a friendly agreement on how to resolve the situation.

If your opponent has no common sense and the twit will not agree with your superior analysis, then the answer is 42.

It **always** works.

You are now ready to play all remaining Missions. Enjoy!

Note from the Designers

Modern-day tactics employed by most of today's advanced armies find their roots in WWII doctrine. These tactics evolved (and often slipped) throughout the conflicts and wars that followed in Korea, Vietnam, Bosnia, Afghanistan, Iraq, and others.

We designed CoH to follow this evolution in tactics in a series of games, the first of which was **Awakening the Bear! Operation Barbarossa 1941**. It is a fast and fluid system that is easy to learn but tactically realistic for each unique period portrayed.

In developing any new system, there is the temptation to add more and more rules in an attempt to make the game more 'realistic.' Unfortunately this can have the opposite effect, as the big picture gets lost in a forest of detail. We wanted the system to stress the flow of battle and quick reaction to adversities and opportunities. It had to have the right level of abstraction so more time could be spent fighting the opponent and exploring unique tactics, than fighting the rules.

Staying true to these goals was challenging, as the developers constantly came up with new ideas. In the end, we relied on a rule of thumb: to be included in the game, a proposed rule must apply in more than 5% of relevant situations and add important period flavor. We operated under the belief that mountains of detail do not make a good game; a clean and easily-implemented core system does.

The game's command structure is an example of our efforts to make core gameplay elements as robust and easy-to-use as possible. Successful play is dependent on management of CAPs; the probabilities of successful attacks and keeping Units fresh (cohesion) have been purposefully calculated to be difficult without CAP support.

Command structure and communication are the all-important forces that keep soldiers cohesive and responsive to orders in the face of brutality. At this stage of the war, Soviet peasants were often pushed into battle without proper training. They were brave, but often not mentally and tactically prepared to withstand a coordinated German assult, resulting in a quick drop in morale and resistance. These disparities are represented by each Unit's unique Stats and CAP support.

The 3rd Edition rules are the product of years of fan input and military interface, and stress psychological studies in an effort to model the unexpected effects combat situations exert on all fighting forces.

So find some friends, set up a game, and we wish you hours of fun!

Uwe Eickert** and **Gunter Eickert



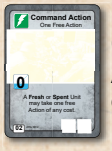
An Action Card must be played during a player's Turn and constitutes their Action. Only one Action Card may be played per Turn.
Bonus Cards are played in conjuction with an Action and are not considered Actions. Any number of Bonus Cards may be played during a Turn.
Mission Cards trigger special Events and Scoring. They are played immediately when drawn. The player then draws a new card.

Cards with Green AP Costs 2 must be played on the fresh Unit that will make the Spent Check. Reducing the cost to 0AP with CAPs allows any Fresh or Spent Unit to take the Action. Cards with Blue Action Costs 1 are fully paid with CAPs and may be played by **any** Fresh **or Spent** Unit with no Spent Check.

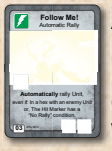
Battle Cards



Adrenaline (x4) *Card #01*
Any Spent Unit or Group may take **any** one Action at 0AP Cost.



Command Action (x8) *Card #02*
Any Unit or Group may take **any** one Action at 0AP Cost.



Follow Me! (x2) *Card #03*
Automatically rally a Unit, even if in a Hex with an enemy Unit or if the Hit Marker has a 'No Rally' condition. 'Destroyed' Hit Markers with an 'XX' marking can NEVER be rallied.



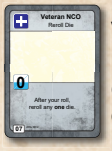
Rally Up! (x2) *Card #04*
Any Unit or Group may roll to attempt to rally. Each attempt must be rolled separately.



Rapid Deployment (x2) *Card #05*
After taking a full normal Move Action, the Unit may move an extra Hex into any passable terrain at no added AP Cost. The Unit then makes a Spent Check.



Battlefield Confusion (x2) *Card #06*
During your **Opponent's Turn**, add a 3AP Penalty to **their** Unit's Action Cost. The opponent may then still spend CAPs to reduce the Action Cost.



Veteran NCO (x3) *Card #07*
Reroll any **one** of your die. This can be done after rolling a d10, d6, or 2d6.



Frontline Officer (x2) *Card #08*
Roll 1D6 for additional CAPs and add them to the CAPs Track. These CAPs are added one time only and the CAP total may now be temporarily higher than the number of CAPs the Mission began with.



Seek Cover (x2) *Card #09*
A Hasty Defense marker(s) may be placed on any Fresh or Spent Unit or Group (including vehicles). May not be placed on a Unit in Close Combat.



Sniper Fire (x2) *Card #10*
Opponent loses 1d6 CAPs immediately for this Round only:
1 = 0 CAPs **2–3** = 1 CAP
4–5 = 2 CAPs **6** = 3 CAPs



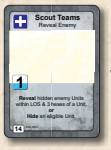
Careful Aiming (x2) *Card #11*
Increases a Unit's Firepower by 2. This card may also increase a Group Attack by 2AR.



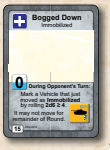
Swift Action (x4) *Card #12*
Take an Action. When done, take another Action. These are two separately executed and paid for Actions.



Luck (x3) *Card #13*
A player may attempt to modify their **own** die roll result. This card may be played after the die roll has been made.



Scout Teams (x2) *Card #14*
Before or after taking an Action with a Unit, either play to reveal any hidden opponent Units or hide the Unit that took/will take the Action.



Bogged Down (x1) *Card #15*
If an enemy Vehicle is immobilized, place the Immobilized Marker underneath it. The Vehicle may not move on its own for the rest of the Round, but may fire if able. It may be towed out of the Hex by another Vehicle to immediately remove the Marker.



Obstacle-Clearing (x1) *Card #16*
An un-hit Unit may remove one Obstacle from a non-CC Hex it occupies.



Mine-Laying (x1) *Card #17*
One Foot Unit may lay a Mine on its own or adjacent Hex, but not on an enemy occupied Hex. The Mine may be placed as Hidden if out of enemy LOS. Cannot be placed by Units in CC.



Score (x1) *Card #18*
A Mission will dictate if the Score Card is mixed into the Battle Card Deck. When pulled, follow the scoring instructions set by the Mission.



Mission Event (x1) *Card #19*
The Event Card is sometimes mixed into the Battle Card Deck and when pulled triggers an Event set by the Mission.



Halt Order (x1) *Card #20*
This card is sometimes mixed into the Battle Card Deck and, when pulled, immediately ends the Mission.



Objectives 1–4 (x4) *Cards #21–24*
These cards often define a player's secret Objective for a Mission.

Weapon Cards



Grenades (x1) *Card #W01*
- For use by German Foot Units.
- Short Range and CC Attack Bonus modifiers apply.
- Defender's Terrain modifiers apply.



Molotov Cocktail (x1) *Card #W02*
- For use by Soviet Foot Units.
- CC Bonus modifiers apply.
- May be used from an adjacent Hex with a –2AR Long Range penalty.
- Defender's Terrain modifiers apply.



Demo Charge (x1) *Card #W03*
- For use by German Foot Units.
- May only be used at 0 range and CC Bonus modifier still apply.
- Terrain modifiers **do not** apply.



Off-Board Divisional Artillery (OBA)
German 10.5cm leFH18 (x1) *Card #W04*
Soviet 122mm m.38 (x1) *Card #W05*
- Terrain modifiers apply except for Heavy Woods Air Bursts *(13.9)*.

Units in Awakening the Bear 3rd Edition

Listed below are the names, years in active service, and descriptions of the Units supplied in the game.

German Forces: Die Wehrmacht



Rifles Squad '41 (x8) **39–45**
Seven men and officers armed with rifles and some sub-machine guns, a Squad included a MG34 unit below.



MG34 - Belt Fed (x7) **39–45**
With 200-round belt-fed ammo, the MG34 became the classic infantry medium support weapon.



Pioneers Squad (x3) **39–43**
Specially trained squads of 8–10 men that assaulted fortified positions, laid mines and set traps.



HMG34 (x2) **39–43**
An MG34 mounted on a tripod made the machine gun very lethal and accurate.



Mortar 5cm (x2) **39–42**
The 5cm light mortar proved to be underpowered and was later supplanted by the 8cm mortar.



Mortar 8cm (x2) **39–45**
Three-man crews manned these mortars which could attack indirectly. They replaced the 5cm mortars.



Tank Hunters (x1) **39–42**
Two man teams trained to assault tanks with bundled grenades (Geballte Ladung), mines and other improvised explosives.



7.5cm Inf Gun (x2) **39–45**
The short-barrel leIG 18 light infantry gun was used for close infantry support against soft targets and fired high-explosive shells.



PaK36 (x2) **39–42**
The Germans were totally unprepared for the Soviet T-34 tank and the PaK36 3.7 cm shells literally bounced off of its armor.



PaK38 (x2) **41–45**
This 5cm anti-tank gun was too weak against the heavily armed T-34 and KV tanks and was useful only at short ranges.



7.62cm FK 297 (x1) **41–43**
To stop the T-34 and KV-1, the Germans used many captured Soviet guns, here the un-modified F-22 USV M39 anti-tank gun.



FlaK18 88mm (x1) **39–45**
This anti-air gun was converted into one of the most effective anti-tank guns of the war. It could penetrate any armor.



Wagons (x3) **39–45**
A majority of both armies were supplied by horse drawn wagons. Wagons outnumbered all other vehicles combined.



Truck/Opel (x2) **39–45**
The German army was lucky to have trucks when avaiable. Most supplies were still transported by wagons.



SdKfz 251/1 APC (x2) **39–45**
Heavy duty armored personnel carrier (APC) that could keep up with tanks. Armed with two mounted MG34s.



Protze PaK36 (x1) **41–42**
Many PanzerJäger Units mounted the PaK36 3.7cm AT gun directly onto trucks, to increase the gun's mobility.



SkKfz 232L (x1) **39–45**
A heavy 8-wheel reconnaissance car armed with a 2cm L55 autocannon. This is the later version with spaced armor front shield.



DeMag D7 (x1) **41–42**
A standard PaK38 5cm AT gun mounted on a light half-track chassis. Sometimes improvised armor was added to the front.



PzJg 35R (x1) **41–44**
A dissappointing replacement for the PanzerJäger I, this tank-destroyer was fitted with a Czech 47mm gun atop a captured R35 French tank.



Panzer IIf (x3) **40–43**
This reconnaissance tank was similar to the PzIIc, but had added armor.



Panzer 38t (x1) **39–42**
This Czech tank with a 3.7cm L48 gun was slated to be a main battle tank, but proved both vulnerable and underpowered.



Panzer IIIe (x2) **39–41**
Intended to be the main German Battle tank, but its puny 3.7cm gun proved to be useless against most Soviet tanks.



Panzer IIIh (x1) **41–42**
Pz IIIe tanks were retrofitted with 5cm guns and much thicker armor to protect against the T-34 tank.



Panzer IIIj (x1) **42–43**
In an attempt to counter the devastating T-34, this upgraded tank was already obsolete when introduced.



Panzer IVe (x2) **39–43**
An infantry support tank that sported a short 7.5cm L24 gun effective against soft targets.



Panzer IVf2 (x1) **42–43**
Upgraded to a 7.5cm anti-tank gun, making it the new main battle tank for the Germans, replacing the aging PzIII's.



S35(f) Somua Tank (x1) **41–44**
A captured French medium tank with a 47mm L42 gun, fitted with a radio and cupola. Fought with Army Group North as well as in Finland.



B2(f) Tank (x1) **42–44**
A captured French heavy tank, with its hull-mounted gun replaced by a flamethrower.



T-34 Captured Tank (x1) **41–42**
The Germans thrived on captured equipment. The captured T-34s were outfitted with radio communications.

Soviet Forces: The Red Army



Rifles '41 Squad (x12) **39–41**
10 men and officers armed with rifles. Though not as tactically trained as the Germans, they had greater firepower.



SMG/Rifles Squad (x4) **41–42**
The Soviets began to supply more men with dreaded sub-machine guns. By war's end, 34% of all Soviet hand weapons were comprised of SMGs.



MMG Maxim Squad (x3) **39–45**
The model 1910 Maxim was heavy and cumbersome, but rugged and reliable.



NKVD Squad (x3) **39–45**
Security troops used for internal 'order' as well as anti-German fighting. Many fought ferociously during 1941.



Mortar 50mm (x2) **39–42**
The 50mm light mortar proved to be too underpowered to have any great effect on the battlefield.



Mortar 82mm (x2) **39–45**
Most heavily-produced Soviet mortar. Some had wheels affixed to the base for easier movement. Could attack indirectly and fire smoke.



Inf Gun 76mm (x1) **39–45**
The 76.2mm regimental field gun M1927 was a Soviet infantry support gun, and was issued to rifle and cavalry regiments.



45mm Anti-Tank Gun m42 (x2) **39–45**
Upgraded from the German PaK36, the m37 19-K L43 gun was very versatile, firing armor-piercing and high-explosive ammo.



F22 m36 76mm (x1) **39–45**
Designed as both an AA and AT gun, it had awkard sights and controls. It was disappointing in handling and performance.



Wagons (x4) **39–45**
A majority of both armies were supplied by wagons. Wagons outnumbered all other vehicles combined.



GAZ Trucks (x2) **39–43**
A Ford copy manufactured in Russia, the GAZ 2x4 wheel truck was the workhorse for the Soviets.

BA-10 Armored Car (x2) **39–43**
Used mostly for reconnaissance, the BA-10 had light armor, good speed, a 45mm turreted main gun, and a MG. The most-produced heavy armored car in the war.

OT-26 (x1) **41–42**
The soviets mounted a flamethrower on a modified m31 T-26 light tank. Short range and light armor made the OT-26 vulnerable.

ZiS-30 Mobile Art. (x1) **41–42**
Hastily designed tank destroyers made by fitting a 57mm AT gun to a Komsomolets tractor – not a good gun platform. The early 57mm gun had many defects.

T-26b Light Tank (x4) **39–42**
Though obsolete by Operation Barbarossa, this was the most numerous tank in the Soviet army during the first years of the war.

BT-7 Light Tank (x2) **39–43**
Lightly armored, the BT-7 was obsolete by 1941. Its design was a precursor of the T-34.

T-35 Heavy Tank (x1) **39–41**
A heavy, multi-turret tank armed with 3 guns and 5 MGs. Prone to break down and poorly armored, it fought to extinction in 1941.

T-34a m40 Med Tank (x4) **40–42**
Considered the most successful tank series of WWII, it sported well-shaped and thick armor, small size and great speed.

T34b M41 Med Tank (x2) **41–43**
The main gun was upgraded from the T-34a and the overall design simplified to make manufacturing easier.

KV1a Heavy Tank (x2) **40–42**
The most powerful serial-made tank at the beginning of the war, its thick armor was almost impenetrable.

KV2a Heavy Tank (x1) **40–43**
The 'Tank Buster' provided close support for the KV1a. Its main drawback was its slow speed.

Unit stats and abilities are calculated based on how they performed **relative to each other** during specific war periods. You will notice that some Units' stats change from game to game as the war progressed.

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Conflict of Heroes: Awakening the Bear!

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