CONFLICT OF HEROES

STORMS OF STEEL

KURSK 1943



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, and one d10 Spent Check die. Place the two d6 dice in reach of all players.

Section 1 rules are taught using **Mission 1 – The Courier's Satchel.**

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 7 in the center of the playing area.

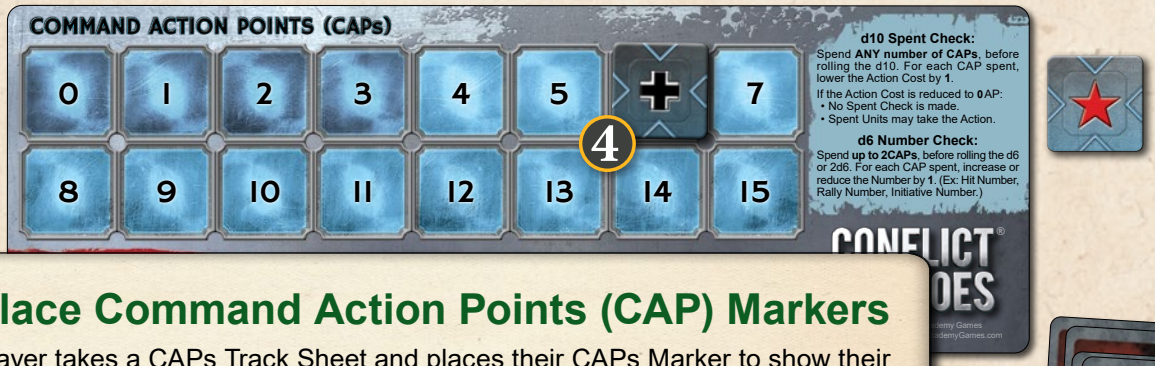


3 Set Up Units

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

The Germans place the Units that are entering during Round 1 along the eastern 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 (CAP) 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 6 CAPs, and the Soviets begin with 6 CAPs.

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 Point Track, Soviet side up.

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

The Germans and Soviets each place their Reinforcements on the Round 2 space of the Mission Round Track.



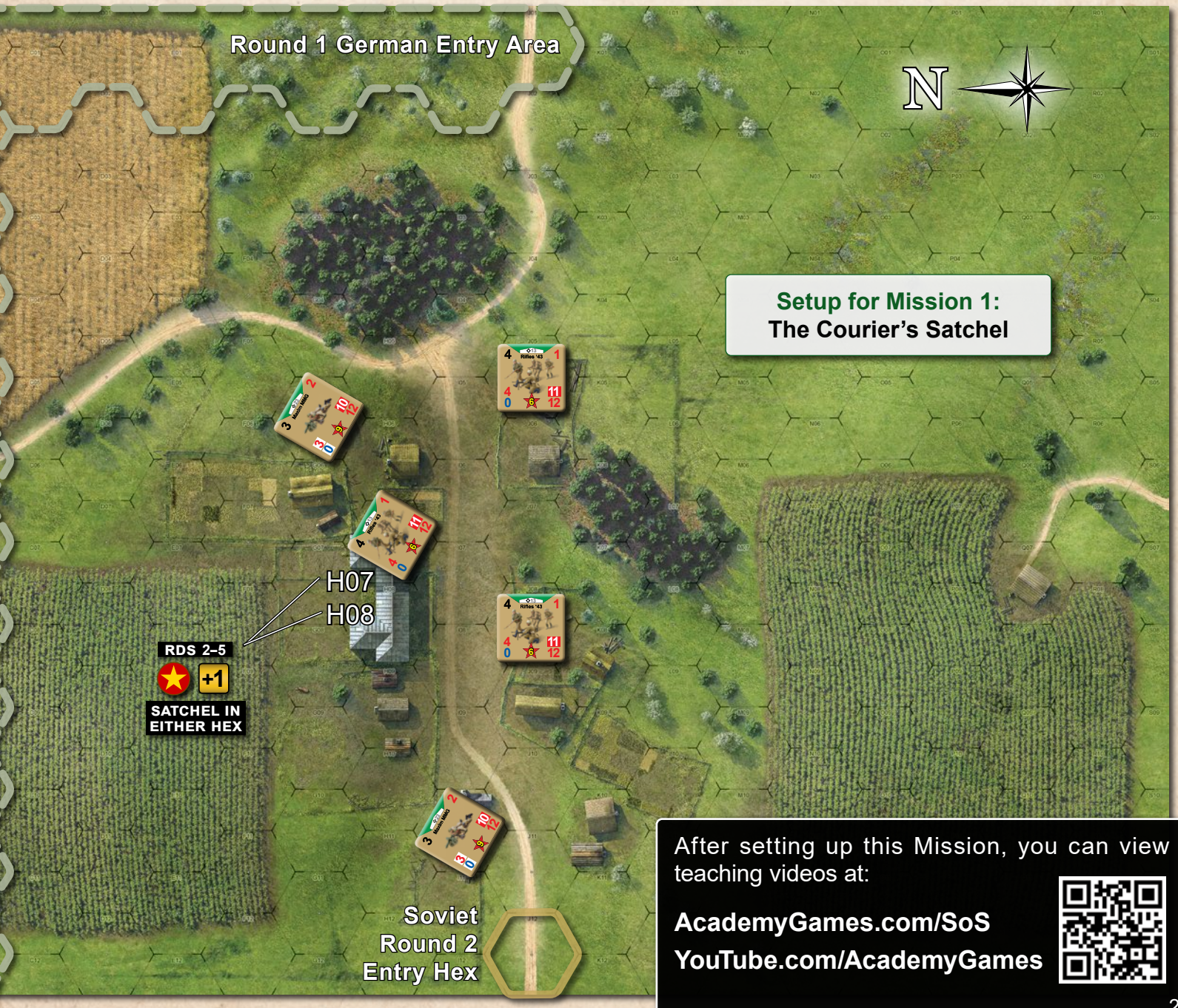




7 Prepare Hit Draw Pile

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

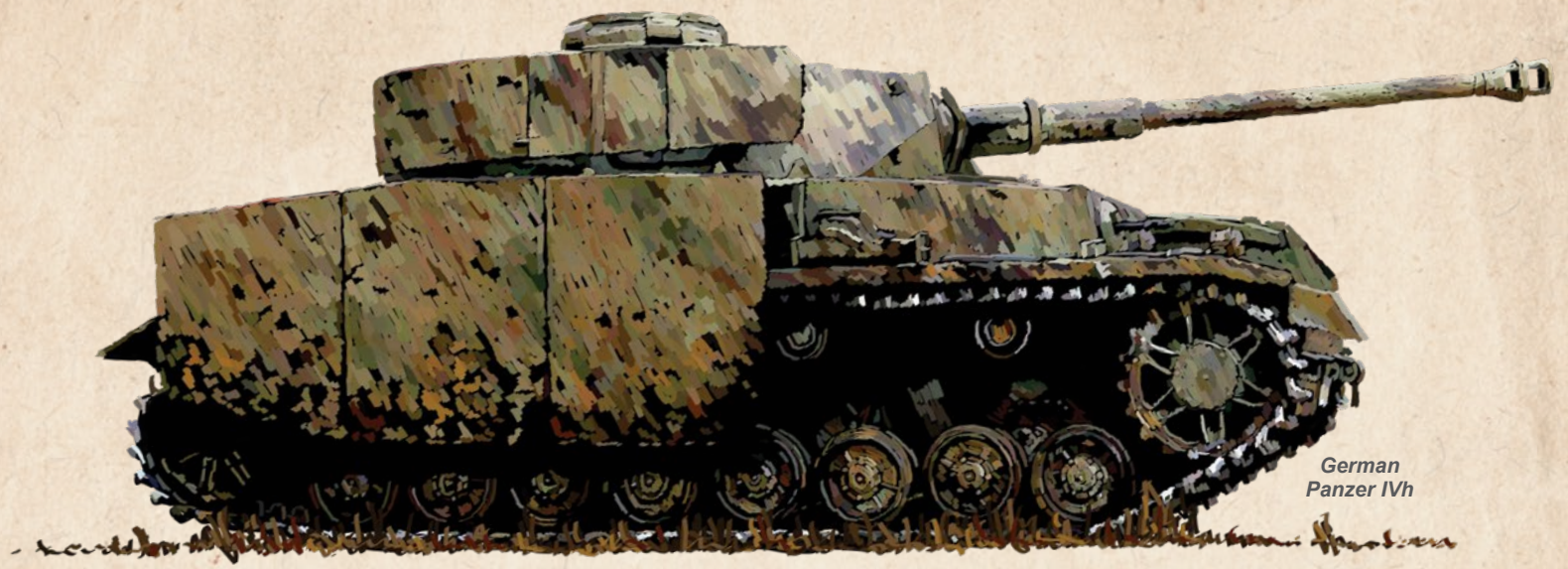
The **blue Armored Target** Hit Markers are not used in this Mission.



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

AcademyGames.com/SoS

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/SoS

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How to Use This Rulebook

The Storms of Steel 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 game play 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 Missions 1 and 2**.

After you have played Missions 1 and 2, you can read the Chapters leading up to the next red box indicating you have learned all additional rules required for the next Mission.

Red boxes provide illustrated step-by-step **examples** of game play.



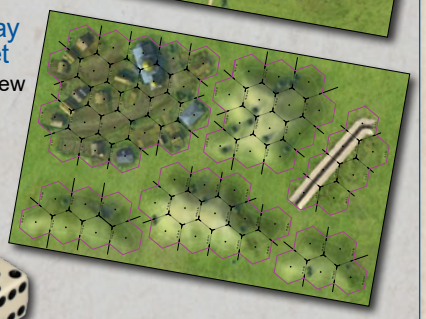
Blue boxes provide **Designer's Notes** with strategy tips, historical background, and insights into the game's design philosophy.

Game Components

Maps 7–10



Overlay Sheet
Front View



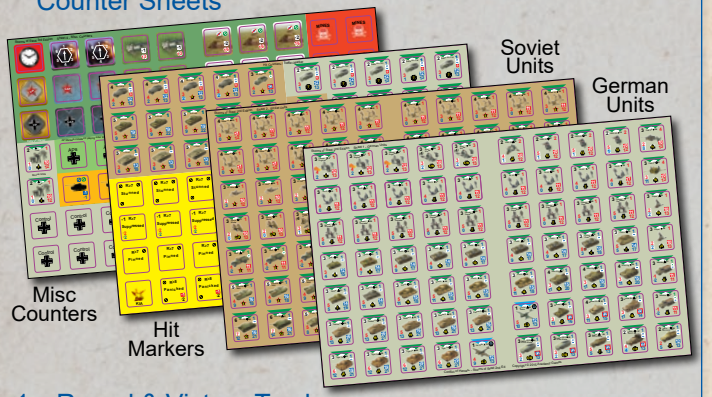
Two Custom d10 Spent Dice



Two d6 Battle Dice



Counter Sheets



1 x Round & Victory Track



4 x CAPs Tracks



Cards

48 **Battle Cards** Nos. 01–24.

7 **Weapon Cards** Nos. W01–W07

10 **Veteran Cards** Nos. V01–V10



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 #**)

   7-J05 designates Map 7, Hex J05.



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

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 in 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.

Ex: ◆ **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** *(8.6)*

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 Inf 43 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**.


d10 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 d10 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 Panzer Grenadiers forward one Hex.



German Spent Check: The Grenadiers' Move Cost is 1AP *(2.4)*, and they are not affected by any Action Cost modifiers.

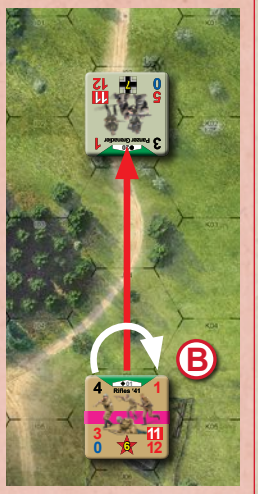
They must roll a 2 or higher with the d10 Spent Die to remain Fresh. They roll a 4 and succeed.



Attack Action

Ⓑ **Soviet Turn:** The Soviet Rifles attack the Grenadiers 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.

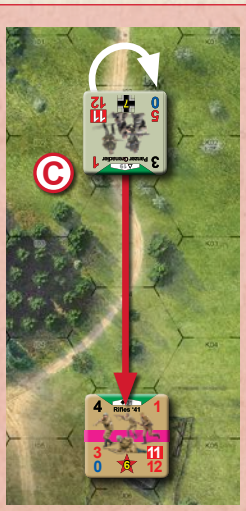
Stress Marker

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 Grenadiers attack the Soviet Rifles from their new position and miss.



German Spent Check: The Grenadiers were Stressed, since they had moved on the last German Turn *(2.6)*.

Their Attack Cost is 3AP. They must add a +1AP Stress Penalty, for a modified Attack Cost of 4AP.

The Grenadiers must roll **higher than** a 4 with the d10 Spent Die to remain Fresh. They roll a 3, fail their Spent Check, are flipped to their Spent side, and remain Stressed.

2.7 Passing

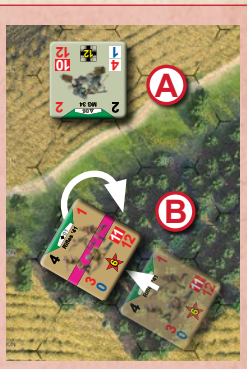
You may **Pass** instead of taking an Action on your Turn. Passing has no cost, no Unit suffers from Stress, no Spent Checks are made, and no Units are Stressed.

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

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

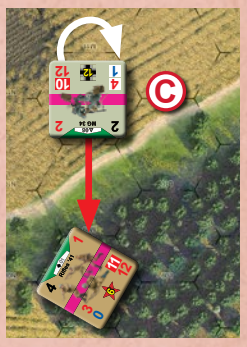
Passing

Ⓐ **German Turn:** The Germans are satisfied with their MG34's position and decide to Pass. No German is now Stressed.



Ⓑ **Soviet Turn:** The Rifles move forward into a Woods Hex for a 2AP Action Cost *(4.9)*. They perform a Spent Check, fail, flip the Rifles to their Spent side, and are Stressed.

Ⓒ **German Turn:** The Fresh German MG34 attacks the Rifles and misses. The MG34 fails its 2AP Spent Check, flips its counter to its Spent side, and is Stressed.



Soviet Turn: The Soviets have no Fresh Units, so they 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 **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 Germans Passed for their first Ⓐ Turn Action. But if the Soviets also Pass on their very next Turn, the Round ends. The Germans do not want to risk this so, instead of Passing, will Stall.



Ⓐ **German Turn:** The MG34 is satisfied with its position, so it Stalls for 1AP. It then makes 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.

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

Up to 2 CAPs may be spent to modify a required Attack Hit Number *(6.7)*, Rally Check 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 Reference Table shown at right is included on your CAPs Track Sheet.

3.4 0AP Action Cost

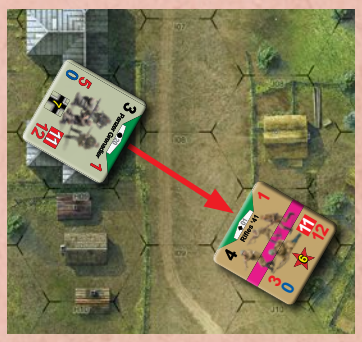
- If the Action Cost is reduced to **0AP**, no Spent Check is made.
- A **Spent Unit** may take a **0AP Action**.

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 Grenadiers attack the Spent Soviet Rifles and miss for an Action Cost of 3AP, meaning they must roll a 4 or higher d10 Spent Check to remain Fresh.

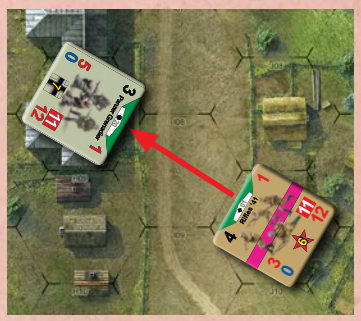


The Germans have 5 CAPs remaining on their CAPs Track. Before they roll the Spent Check, they decide to spend 2 CAPs to reduce the Action Cost from 3AP to 1AP *(3.3)*. They then roll a 2 and remain Fresh, and are Stressed.

Note: Reducing the Grenadier's Action Cost from 3AP to 1AP lowers their probability of becoming Spent from 50% to 20% (see the table below).

Spent Unit 0AP Action

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



The Soviets spend 4 of their remaining 5 CAPs 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 Grenadiers decide 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 Grenadiers remain fresh, so spend 2 CAPs to reduce the Move Action Cost to 0AP. The Grenadiers move, make no Spent Check and remain Fresh, and are 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.

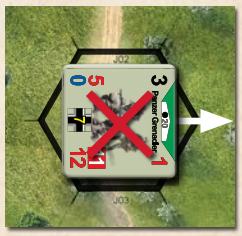
A Unit must **face** one of the **six sides** of the Hex it occupies. It cannot face a corner of the Hex.



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 faces is critical. It indicates where the Unit's 'focus' is and the 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 face 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.

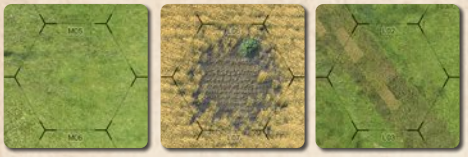
Move Cost Penalties for Foot Units:

- **Difficult Terrain** *(4.9)*
- **Backwards Move** *(4.11)*
- **Uphill Move** *(12.4)*

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.



Wheat: Open terrain with low growing crops that **provide concealment** *(11.5)* during Jul/Aug Missions. Fences in fields have no effect.
Wheat Hexes: 7-C03, 8-E17
Not Wheat: 8-E04, 8-A10, 8-I14



Corn: Open terrain with high growing crops that **provide concealment** *(11.5)* and **block** a Foot Unit's Line-of-Sight *(5.2)* during Aug/Sep Missions.
Corn Hexes: 7-E09, 7-G15



Woods: Large, well-developed trees with undergrowth that provide defense. *(6.4)*
Woods Hexes: 7-H04, 7-L07
Not Woods Hexes: 7-L02, 7-M09



Wood Buildings: Light wooden buildings and sheds that provide defense. *(6.4)*
All are yellow/brown-toned.
Wood Building Hexes: 7-H06, 7-K10, 9-J02
Not Wood Building Hex: 9-Q06



Stone Buildings: Sturdy stone, brick, and heavy wood structures such as barns & city buildings that provide defense. *(6.4)*
All are grey-toned.
Stone Building Hexes: 7-H07, 7-I10
Not Stone Building Hex: 7-J06

Terrain may increase Move Cost *(4.9)*, block Line-of-Sight *(5.2)*, provide defense bonuses *(6.4)*, modify a Hit Marker's Rally Number *(7.8)*, or conceal Hidden Units *(11.5)*.

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:

- **Corn:** +1AP to move into Hex in Aug / Sept Missions.
- **Woods:** +1AP to move into Hex.
- **Wood Buildings:** +1AP to move into Hex.
- **Stone Buildings:** +1AP 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.

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.

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

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 Cost Penalties such as Difficult Terrain.

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



Backwards Move

Move Action



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

This brings the total Move Cost to 2AP. The Soviets must roll higher than 2 on the d10 Spent Die to remain Fresh.

The Soviets do not want to risk the Rifles becoming Spent, so they spend 2 CAPs to reduce their Action Cost to 0AP *(3.4)* and no longer have to make a Spent Check.

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 a **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.

Entering Map

German Turn: A German Infantry Reinforcement takes a Turn to enter the Map with a Move Action. It moves onto the first full Hex, ignoring half Hexes.



No Spent Check is made when entering the Map, but the Unit is still Stressed *(2.6)*.

Fire Zone

5.0 Fire Zone and Target Hex

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

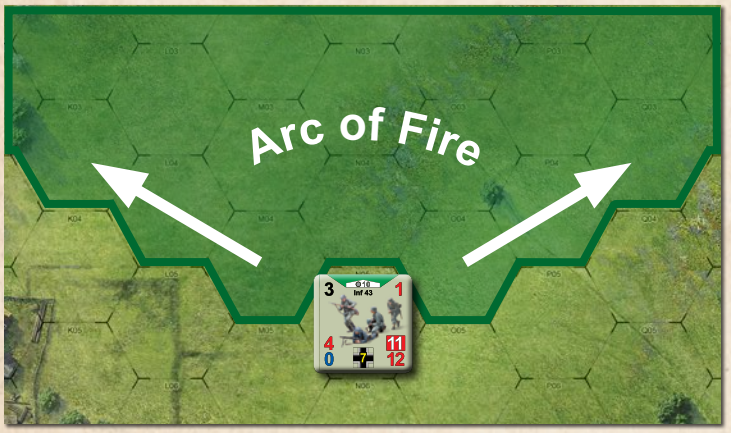
A Hex is in a Unit's Fire Zone if it meets ALL of the following criteria. The Hex is:

- Within the Unit's **Arc of Fire** *(5.1)*
- Within the Unit's **Line-of-Sight** *(5.2)*
- 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

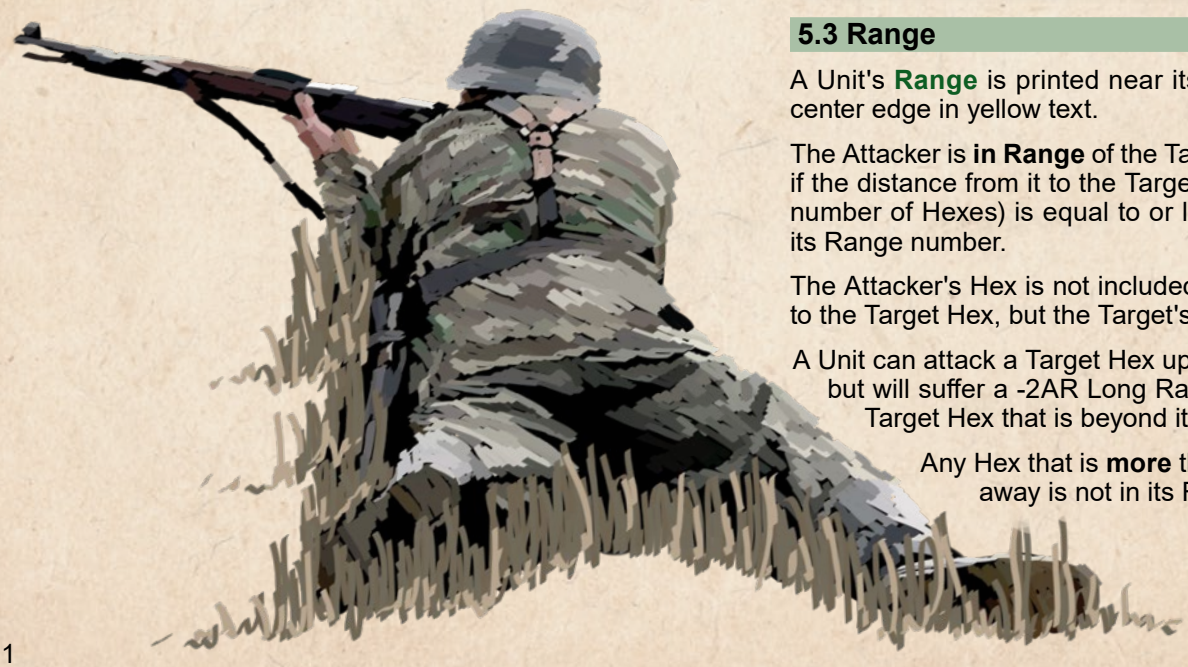
A Unit's **Arc of Fire** is defined by extending its three Front Hexes radially across the Map.



5.2 Line-of-Sight (LOS)

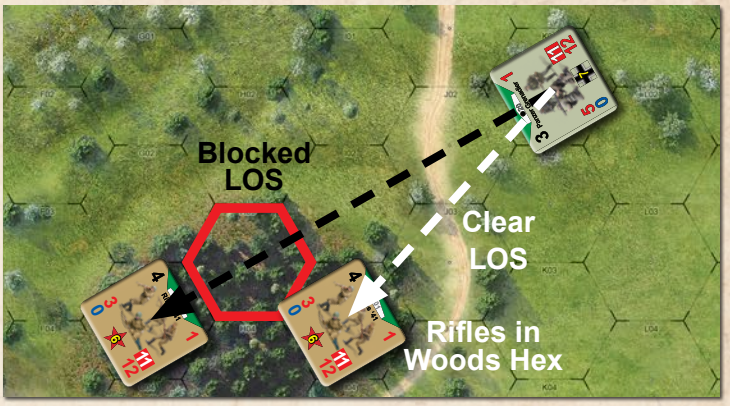
Two Hexes are in **Line-of-Sight (LOS)** of one another if a line can be drawn between the **center dot** of one Hex and the **center dot** of the other without crossing **an intervening** Hex that has **LOS-Blocking Terrain**.

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



LOS-Blocking Terrain:

- **Woods**
- **Wood** or **Stone Buildings**
- **Corn** (for Foot Units during Aug/Sept Missions **only**)



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 *(6.6)* 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)*.

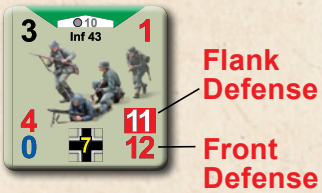
To resolve an Attack, follow these steps in order:

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

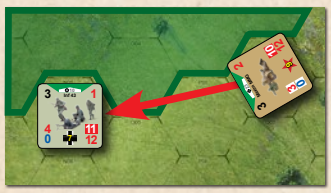


Armored Target

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 Terrain

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

Defensive Terrain DR Modifiers for all Units include:

- **Woods: +2DR**
- **Wood Buildings: +1DR**
- **Stone Buildings: +2DR**

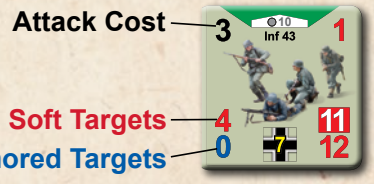
6.5 Attack Rating (AR)

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 is usually not very effective against heavily armored tanks!

6.6 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 the Target Hex *(6.9)*. Crew-Served Weapon Units have a **−2AR** penalty in CC *(6.10)*.

6.7 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)*

6.8 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** 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 Grenadiers want to attack the Soviet Rifles.



The Grenadiers confirm that the Rifles are within their Fire Zone *(5.0)*.

DR: The Grenadiers are attacking from within the Rifles' Arc of Fire, so the Rifles utilize their **red 12 Front Defense**. To this they add the Woods Terrain +2DR Modifier *(6.4)*, for a **total 14DR**.





AR: The Rifles' Defense is red, indicating a Soft Target *(6.2)*, so the Grenadiers use their **red 5 Firepower** *(6.5)*. The Rifles are in normal Range, so the Grenadiers receive no Range AR Modifier. They have a **total 5AR**.

The Germans calculate their Hit Number:

14DR − 5AR = 9 Hit Number

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

The Grenadiers' Attack has an Action Cost of 3AP. 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 the PaK crew 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 *(6.6)*, 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 2 CAPs *(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 1 CAP to lower their 4 AP Attack Cost to 3 AP. The Rifles fail their Spent Check with a 3 result, flip the counter to its Spent side, and are Stressed!



6.9 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)*.

6.10 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** *(6.9)*, 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.

6.11 Withdraw from Close Combat



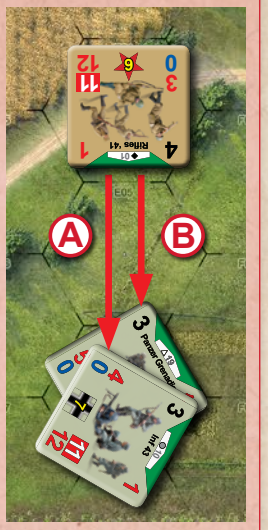
Soviet T-34

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.

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 Unit 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 Infantry and Panzer Grenadiers. The Rifles must roll a **separate** Attack against each enemy Unit.

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

The Hit Number against the Infantry is:

11DR − 3AR = 8 Hit Number

The Soviets roll a 6 and miss.

Ⓑ The Grenadiers are facing the Rifles and use their **red 12 Front Defense** to defend. They are 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 Action Cost is 4AP, and they only need to make **ONE** 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 Wood Building Hex 7-J06 (+1DR Terrain Modifier) to initiate Close Combat (CC) with a Spent German MG34.

Ⓑ **German Turn**: The MG34 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 Infantry from the adjacent Hex to join the Close Combat.



Soviet Turn: The Rifles may only attack **one** of the two German Units *(6.9)*, or withdraw if they wish.
Note that the Rifles may not withdraw to any of the red highlighted Hexes *(6.11)*.

Ⓒ The Soviets decide to attack the MG34. The MG34 defends with its 10 Flank Defense in Close Combat, regardless of facing *(6.9)*.



The German MG34 has an **11DR**:

10 Flank Defense +
1DR Wood Building 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 its 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:

- **A Hit against a red Defense results in a red Soft Target Hit Marker being pulled.**
- **A Hit against a blue Defense results in a blue Armored Target Hit Marker being pulled.**

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.
Ex: 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**. Ex: 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, 6.5)*

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 (x3)
- 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

⊘ = The Action may not be used.

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

XX = May never Rally *(7.9)*

Hit Marker

German Turn: The Panzer Grenadiers attack a Soviet MMG Maxim and score 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 MMG's stats as follows:

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



Without showing the Hit Marker to the German player, the Soviet places it face-down underneath the MMG.

The Grenadiers succeed on their d10 Spent Check.

Soviet Turn: The MMG shoots back at the Grenadiers, which have 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 MMG makes its 2d6 Attack roll and misses with a 10.

MMG rolls a d10 Spent Check against its 4AP Attack Cost, fails, and is Stressed. The Soviets decide attacking with a Suppressed Unit was perhaps 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 a Unit, 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:

- **Woods**
- **Wood** or **Stone Buildings**
- **Corn** (Aug/Sep)
- **Wheat** (Jul/Aug Missions **only**)
- **Heavy Smoke** *(14.3)*

Friendly Stacking Bonus

Lower the Hit Unit's Rally Number by 1

- **Each** friendly **un-Hit Unit** in its Hex

As with any 2d6 Number Check, you may spend up to 2 CAPs 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 **'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

7.11 Destroyed Units

Remove a 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 (6 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 Grenadiers attack the MMG in the Woods Hex with a Hit Number of 9. The Germans spend 2 CAPs 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 MMG is destroyed outright! The Soviets place the MMG 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.



Rallying

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

The Action Cost to Rally is 5AP. Since the MMG attacked last Turn, it is Stressed, raising its Action Cost to 6AP. The Soviets must spend 6 of their remaining CAPs to reduce the Rally attempt cost to 0AP! *(3.4)*

The Suppressed Hit Marker has a Rally Number of 7. The MMG occupies 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 Suppressed Hit Marker, shows it to the opponent, and returns it to the Hit Marker Draw Pile.

Cards

8.0 Battle, Veteran, and Weapon Cards

There are three categories of Cards, designated on their backs as: **Battle Card**, **Veteran 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.



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 Veteran Cards

Veteran Cards are sometimes made available to a player. They give specific Units extra capabilities for the entire Mission.

Veteran Cards are **NOT discarded** when played.

8.3 Weapon Cards

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

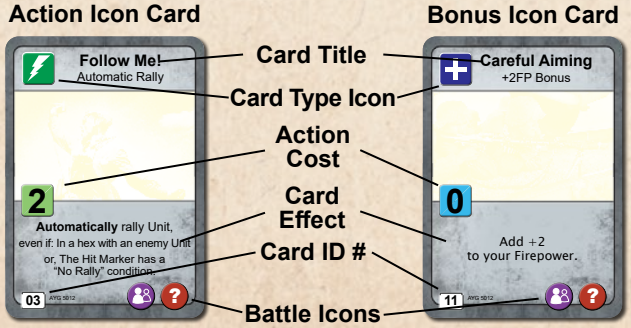
The Mission will specify how often and/or when a Weapon Card can be played.

8.4 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.



8.5 Action and Bonus Icon Cards

Most Battle, Weapon, and Veteran 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.

8.6 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.

8.7 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.



8.8 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.



8.9 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 *(8.7)*.

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 **up** one space. When the side that does **not** have VP Advantage gains a VP, the VP Marker is moved **down** one space.

If the VP Marker drops **below 1**, the Marker is flipped, showing the opposing side now has the Advantage. There is no zero; one side or the other always has the 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 2 CAPs.

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 Missions 1 and 2

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 *(8.9)* 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.



Grouped Units

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 part of 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.

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.

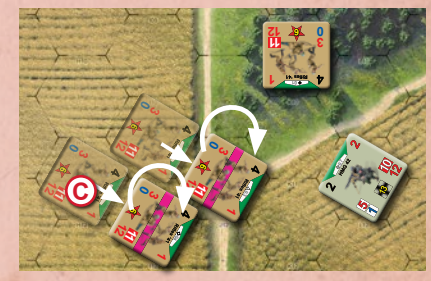
Three Rifles move into Open Terrain for 1AP. Rifle 01 moves into Woods for 2AP. Thus, the entire Group's Move has an Action Cost of 2AP.



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 Soviet 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.



The Soviet moves 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

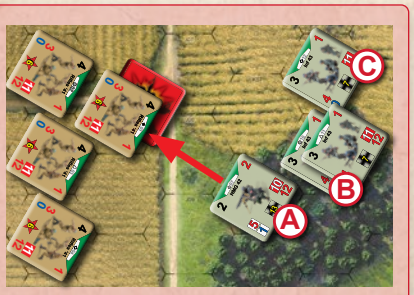
10.8 Group Attack Action Cost

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 Rifles 01.



The HMG42 (A) is the Group's Attack Leader and has a **red 5 FP** against Soft Targets.

Infantry Units 10 and 11 (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. Infantry 12 (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 10 and 11 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 *(10.10)*.

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 d10 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 d10 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: Infantry move into a Woods Hex next to an HMG. They pass a 2AP Spent Check and are Stressed.

German Turn 2: The HMG and Infantry now Group Attack an advancing 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** *(8.9)*. The card's Group Action Cost is the Action Cost printed on the Card.

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/SoS**.

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** *(8.9)*.
- 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

Any Non-Hidden Unit (or Group) may take a **5AP Hidden Move Action** to **become Hidden**. They must:

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

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

11.5 Hidden Move

A hidden Unit (or Group) may 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,
- **Corn** (Aug & Sep) / **Wheat** (Jul & Aug) for Foot Units only.

11.6 Spent Hidden Units

If a Hidden Unit fails its **d10 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 Modifiers *(6.4)*.

If you roll **below the required Reveal Number**, your opponent ridicules you for even attempting to find their Hidden 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 2 CAPs *(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.



11.8 Sniper Units

Snipers are specially trained Units outfitted to neutralize specific Targets at long range.

Sniper Units are marked with the **Sniper symbol** next to their **red** and **blue** Firepowers.



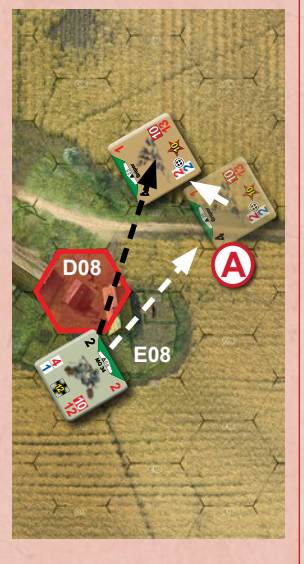
Sniper Attack Modifiers:

- Snipers always attack the Target's **red** or **blue** **Flank Defense**.
- Snipers receive **no** +3AR Short Range bonus *(6.6)*.
- When targeting a Hex with stacked Units *(6.8)*, even if friendlies are present, the Sniper Attacks only a single enemy Unit.
- Snipers receive Veteran Card V07 'Concealed Fire'.

Snipers are adept at shooting from and moving through terrain without being revealed.

Hiding a Unit

Ⓐ **Soviet Turn:** A Soviet Sniper moves to get out of the LOS of a German MG34 which is set up behind the Wood Building Hex 8-D08.



The Sniper is moving into Open Terrain with a Move Cost of 1AP. It makes a 1AP Spent Check, rolls a 3, remains fresh, and is Stressed.

Hex E08 is Open Terrain and not a Wood Building, as there is no Building feature under the Hex's center dot. This allowed the MG34 to see the Soviet before it moved.

German Turn: The Germans take an Action elsewhere.

Ⓑ **Soviet Turn:** The Sniper, now out of LOS of the MG34, is able to take a Hidden Move Action to disappear into the wheat field. The Soviets remove the Sniper Counter and place it beside the Map, secretly writing down which Hex it is Hidden in.



Its Action Cost is:

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

It makes a 6AP Spent Check, fails with a 4 roll, and the Soviets mark the Rifles as Spent and Stressed on their Tracking Map.

The Germans know the Sniper must be Hidden in Hex E05, E06, D06, or D07, since the other Hexes adjacent to its previous position are in LOS of the MG34.

You are now ready to play Missions 3 and 4

Hidden Movement

Ⓐ **German Turn:** The Germans have a Hidden Infantry Unit in Hex 8-L08, 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 Infantry Unit moves into Woods Hex 8-K08, which is adjacent to the Soviet Mortar. Since Hex K08 is Concealing Terrain, the German Infantry remains hidden, even though it is adjacent to the Soviet Mortar! *(11.5)*

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

The hidden Infantry make a 3AP d10 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 Infantry and place it on the Map. They then move the Infantry into the Soviet Mortar's Hex.



The Infantry's Action Cost is:

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

The Germans make a d10 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 Wheat to the southeast.



Wheat does not block LOS, so the Soviets are able to attack Hex 8-M11 with their MMG Maxim.

The Wheat Hex has a **6 Reveal Number**, since Wheat offers no Terrain DR Modifier. The Soviets must roll 2d6 equal to or higher than the **6 Reveal Number**. They lower the Reveal Number to 5 by spending 1CAP. 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 Soviet MMG now determines if it hit the revealed Infantry. The Hit Number is 9 (the Infantry's 12 Defense − the MMGs 3 Firepower = 9.) The MMG **may** modify its Hit Number with CAPs. The MMG rolls an 8 and misses.

The MMG makes a 3AP d10 Spent Check, rolls a 3 and becomes Spent, and is Stressed.

Note: If the German had been hidden in Woods (+2 Terrain DR Modifier), it would have had an 8 Reveal Number.

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.

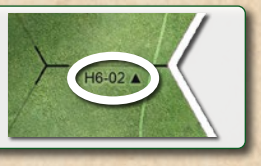
Elevation ranges between **Level 0 Ground** up to **Level 1 ▲** and **Level 2 ▲▲ Hills** and down to **Level -1 ▼ Balka Openings** and **Level -2 ▼▼ Balkas**. All Hexes that do not have an **Elevation symbol (▲ or ▼)** are at **Level 0 Ground**.

Like Terrain Type, the Elevation listed next to the Hex's Map coordinates applies 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. In Storms of Steel, Hill Hexes only appear on overlay tiles that are placed on Maps during setup.

12.2 Balkas



Balka Level -2

Balka: A deep ravine created by floodwater, with steep rocky banks that are difficult to traverse.

Balka Hexes are Open Terrain at L-2 (i.e. 2 Levels below Ground Level) and are **marked with a ▼▼**.

Balka L-2 Ex: 9-H09, 9-D04, 10-K08

Balka Openings are L-1 ▼ slopes that make access to enter or exit a Balka easier for all Units.

Balka Opening L-1 Ex: 9-M07, 9-N08



Balka Opening Level -1

12.3 Small Balkas and Anti-Tank Trenches



Small Balka

Small Balkas are natural ditches that run along the **sides** of Hexes.

Anti-Tank Trenches run across a row of Hexes.



AT Trench

Foot Units: +2AP Move Penalty for

- **Moving across** a Small Balka Hex side.
- **Entering** an AT Trench Hex.

+1DR Bonus for a Foot Unit attacked across a Small Balka bordering its Hex *(12.5)*.

-1 Rally Number Modifier Bonus *(7.8)*.

Vehicles:

- **Cannot cross** a Small Balka Hex side.
- **Cannot enter** an AT Trench Hex.

12.4 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.
- **Cliffs: 3 or more Level Elevation Change**
  - Impassable to ALL Units.

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

12.5 Elevation Combat Modifiers

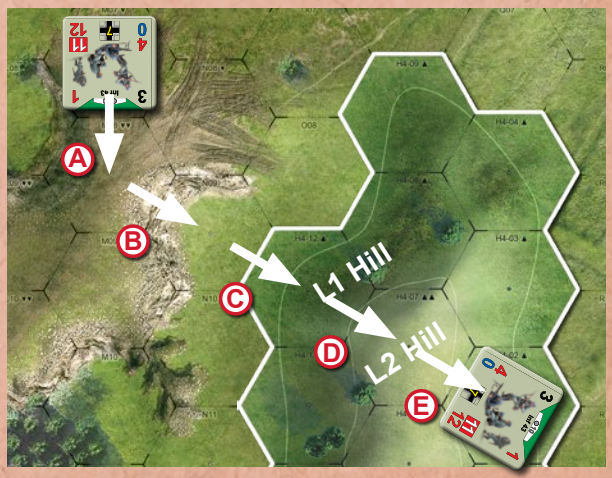
If the Attacker or Target occupies higher ground (Elevation) than the opponent, or is holding ground along a Small Balka, it gains a Combat Bonus.

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.
- **Small Balka: +1DR** for **Foot Units** attacked, from all elevations, **across** a **Small Balka** bordering its **Target Hex**. Small Balkas are natural defensive trenches for Foot Units and cannot be crossed by Vehicles *(12.3)*.

Changing Elevation

Over several Turns, the German Infantry Unit takes the following path. Only Move Cost Penalties are shown.



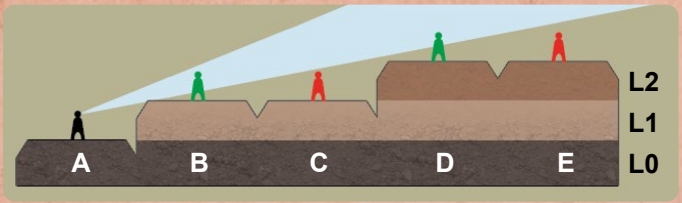
- (A) **+0AP** Balka Opening L-1 ▼ to Balka L-2 ▼▼ (Slope Down)
- (B) **+2AP** Balka L-2 ▼▼ to Ground L0 (Steep Up)
- (C) **+1AP** Ground L0 to Hill L1 ▲ (Slope Up)
- (D) **+1AP** Hill L1 ▲ to Hill L2 ▲▲ (Slope Up)
- (E) **+0AP** Hill L2 ▲▲ to Hill L1 ▲ (Slope Down)

12.6 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.

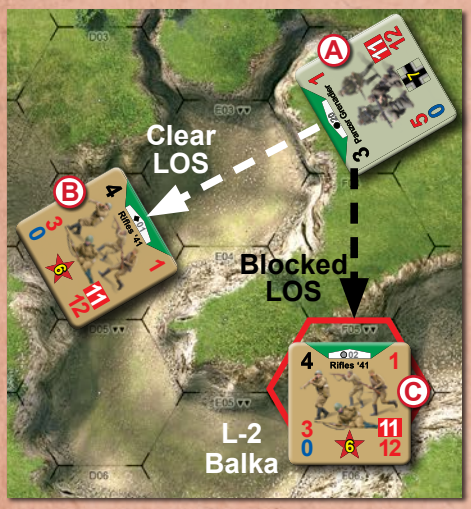
We call this a **Plateau Effect**.

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 into a L-2 Balka



The Grenadiers in Ground L0 **Hex A** wish to fire at the Soviet Rifles in L-2 Balka **Hex B**.

L0 Hex A is determined to be the High Ground Hex.

LOS is established, since the only intervening Hex is another L-2 Balka.

The Grenadiers cannot establish LOS to L-2 Balka Hex C, since the intervening L0 Ground Hex is the same height as Hex A, creating a Plateau Effect.

Small Balka +1DR

German Turn: The Grenadiers fire at the Soviet Rifles. The Attack crosses a Small Balka bordering the Target Hex, giving the defending Rifles a +1DR bonus *(12.5)*.



Foot Units would often shore up defensive positions along Small Balkas, or use these terrain features to surprise an unsuspecting enemy.

12.7 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.

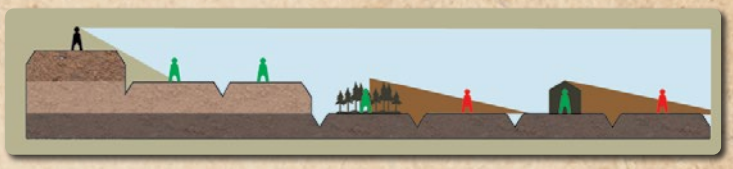


The Germans on the L1 High Ground Hill cannot see the L0 Soviet Rifles, because of the intervening L1 Woods Hex.

A L0 Ground Hex **with Woods** counts as L1 LOS-blocking terrain, but still as only a L0 Elevation for Units occupying it.

12.8 Blind Spots

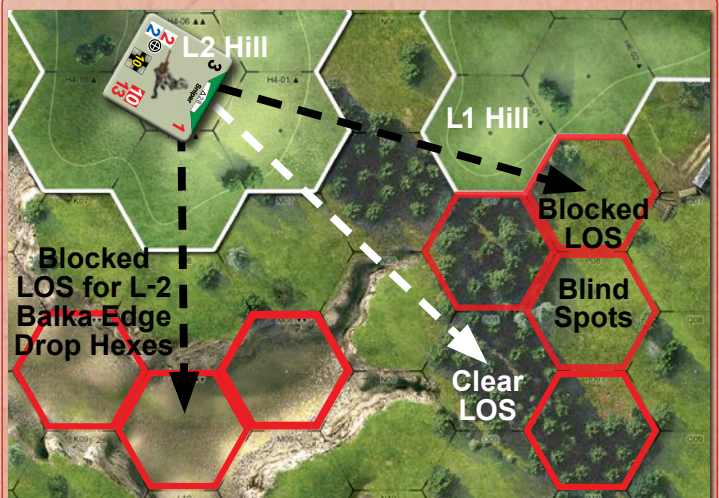
Trees, Houses, Hills, and steeply dropping Terrain create **Blind Spot Hexes** directly behind them from the perspective of a High Ground Hex. A Blind Spot Hex is **never** in LOS, **regardless** of the High Ground Hex's Elevation.



Likewise, a Unit occupying a Blind Spot Hex has no LOS to the High Ground Hex.

Blind Spots simulate Units hugging tree lines, a row of buildings, a Hill, a Balka Edge, or a Steep/Cliff drop off to stay out of sight of a High-Ground shooter.

If an area of LOS-Blocking Terrain is **multiple Hexes wide**, then each Hex creates its **own** Blind Spot. This may create a **Blind Area** of contiguous Hexes.

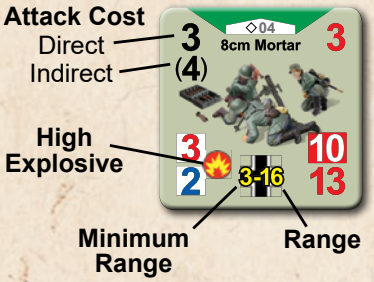


The L1 Hill and Trees create Blind Spots directly behind them, as do the Balka Edge steep drops.
Note: An L2 Hill always has LOS down its **OWN open** slope to L1 and L0 hexes with no Blind Spots.

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 than 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

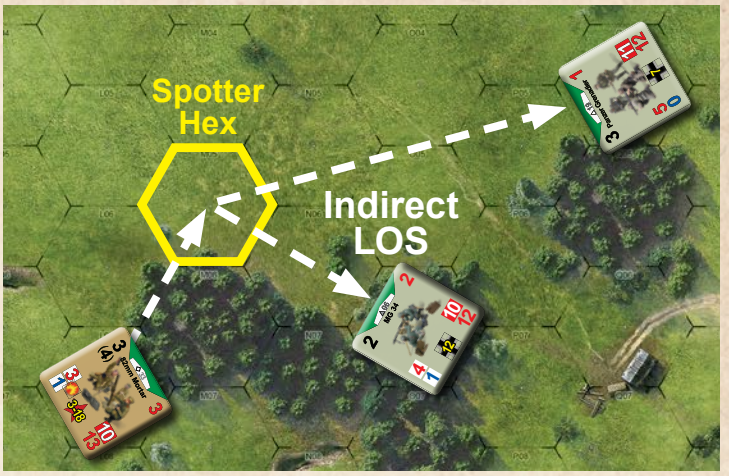
Select any Hex that is **within 2 Hexes** and **clear LOS** of the Mortar Unit to be its **Spotter Hex**.

The indirect firing Mortar Unit **establishes LOS** and any **Elevation Combat Bonus** *(12.5)* 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.

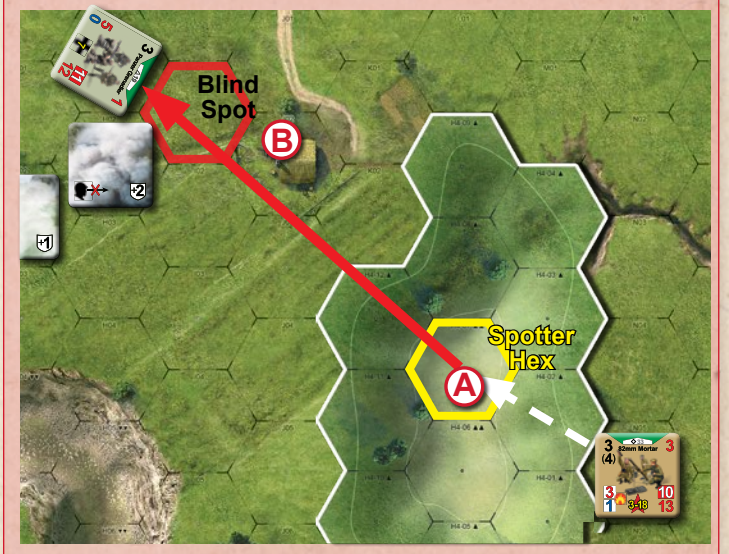


Mortar Attack

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

They choose a Spotter Hex (A) at the top of the Hill, since it is within 2 Hexes and in clear LOS of the Mortar. There is a Wood Building Hex (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 Wood Building.

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 Grenadiers' Flank Defense is attacked:

11 Flank Def = 11DR

The Mortar's AR is:

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

The Hit Number is:

11DR − 4AR = 7 Hit Number

The Mortar rolls 2d6 for an 8, scoring a Hit. The Grenadiers draw a Hit Marker.

The Mortar then rolls a 4AP Indirect Attack Spent Check. It rolls a 4, 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 2 CAPs 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 2 CAPs 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 **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 9-I09 (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 I09 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 2 CAPs 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 on the far side of the Balka!

The Germans must resolve an Attack against their own Unit. Because Artillery is High Explosive (HE), the HMG must use its Flank **10 Defense**. The Artillery card has a red **7 Firepower**, resulting in a **3 Hit Number**.

The Germans decide to spend 2 CAPs to **increase** their Hit Number to 5 to reduce the probability of hitting 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**, and **Engineers** *(18.1)* 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 5 and 6

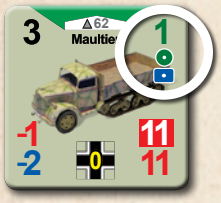
Vehicles

15.0 Vehicle Movement

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

15.1 Wheeled and Tracked Units

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 *(12.4)*.

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.

The Soviet T-34 (pictured above) 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:**
- **Wood Buildings** (+2AP) and **Stone Buildings** (+3AP)

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

Impassable to **Wheeled Vehicles:**
- **Woods**

Impassable to **ALL Vehicles:**
- **Steep Terrain** and **Cliffs** *(12.4)*,
- **Small Balkas** and **Anti-Tank Trenches** *(12.5)*

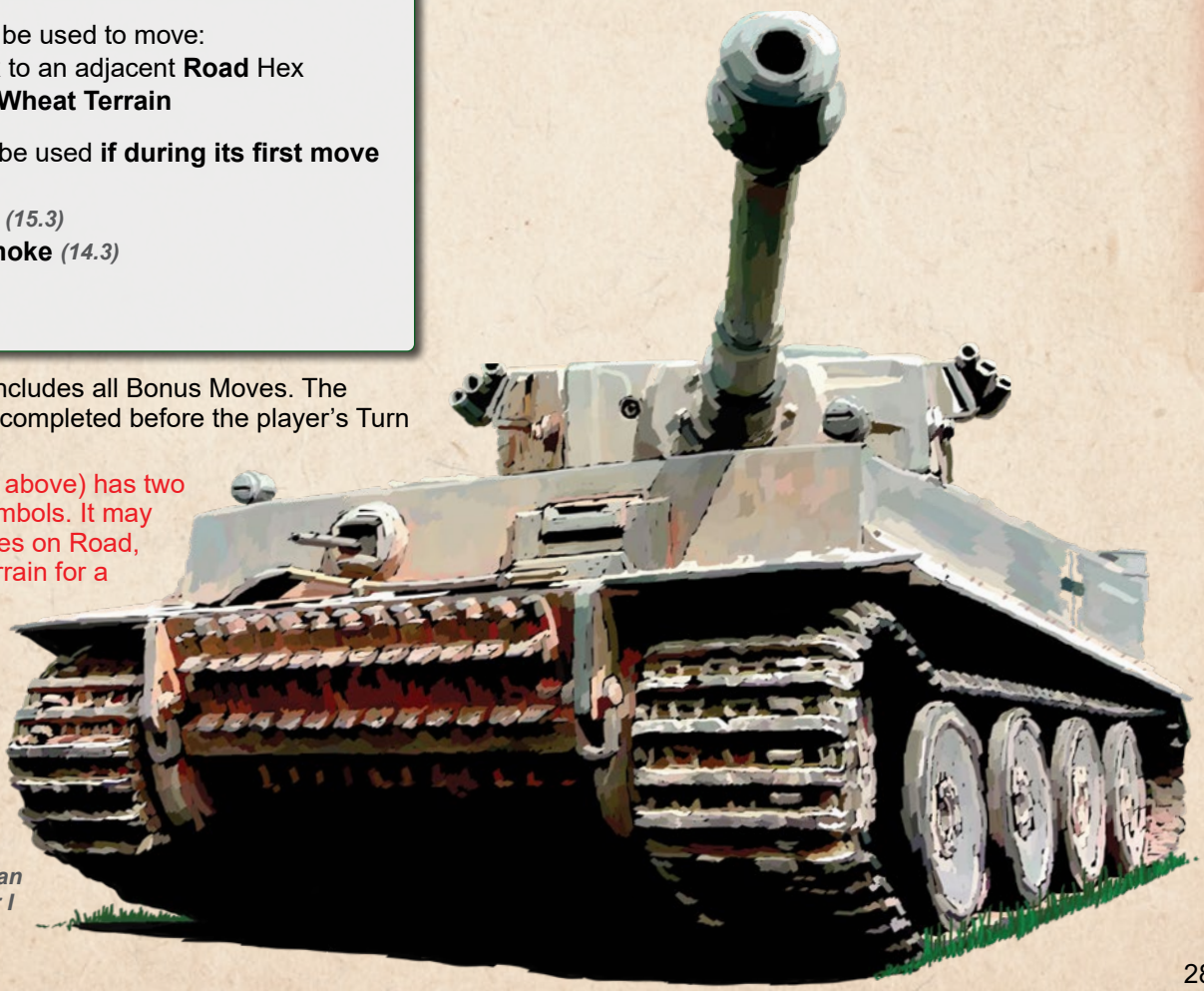
15.4 Vehicles on Roads

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 Tiger I

Vehicle Bonus Movement

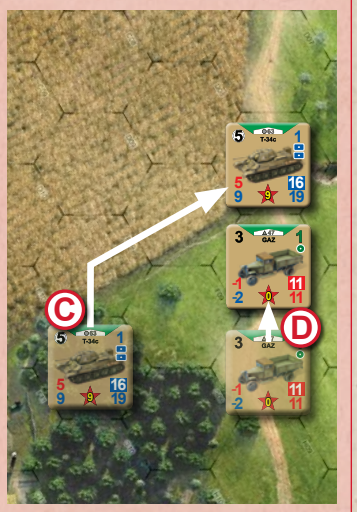
Over several Turns, the Soviets make the following Move Actions. Assume that they succeed in all Spent Checks and that the Germans are occupied elsewhere.



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

Its Move Cost is 1AP + 2AP (Woods) = 3AP. It must make a 3AP Spent Check.

Ⓑ **Turn 2:** The GAZ Truck 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.



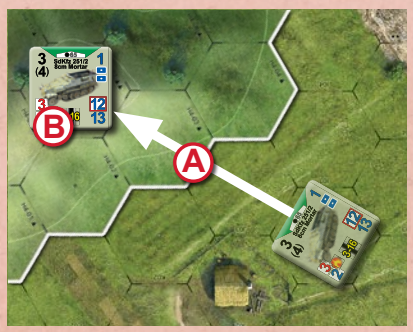
Ⓒ **Turn 3:** The T-34 moves north one Hex. Since this first move was into non-Difficult Terrain, it can take another two ● Bonus Moves to the northeast through the Wheat and Open Terrain, for a total of three Hexes of movement. It makes a 1AP Spent Check.

Ⓓ **Turn 4:** The GAZ moves 1 Hex north along the Road. It wants to continue North, but the T-34 in front of it causes Congestion *(15.2)* and the GAZ 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 APC drives up a Hill. It has two ● Track Bonus Moves. The Hill is Open Terrain, so the APC 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 Ⓐ Hex *(12.4)*, and another +1AP Move Penalty for moving up to the L2 ▲▲ Hill Ⓑ 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** *(16.9)*.

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**.

Transport (Tow) Cost = Vehicle's Move Cost

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 Engineers enters a Mine Hex. The Engineers *(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 Grenadiers move into the Hex occupied by the SdKfz 251 APC and load onto it. The Grenadiers' cost to move into the Hex is 1AP, and since it is Open Terrain, they suffer no Move Penalties. The Grenadiers are placed on the APC facing the same direction.



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

Ⓑ **Turn 2:** The APC and Grenadiers Group Move three Hexes, 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 Grenadiers take an Unload Action. The Germans place the Grenadiers under the APC, facing southeast.

The Grenadiers make a 2AP Group Spent Check (1AP Move Cost +1AP Stress), roll a 1, and fail. Both the Grenadiers 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, which may use its Bonus Moves.

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

The towed Vehicle **may not** Fire.

15.11 Attacking Transporting 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 thru 7)*, with the following vehicle 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 (x1)
- Unit cannot take **any Action** other than **Rally**
- **Rally Number:** 9



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.



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



Light Damage (x5)
- **No stats are affected**
- **Cannot Rally**



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



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



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

⊘ = 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 Defensive Terrain Bonus in Close Combat like Foot Units do *(6.9)*.

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 or Cliffs *(12.4)* into an adjacent Hex. (They **may** attack **up** however.)

Ex: Attacking from a L0 Ground into an adjacent L-2 Balka 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

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



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

16.2 Half-Tracks

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

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



A German Maultier has one **Wheeled** and one **Tracked** Bonus Move. It can move over 2 Road and then into an Open Hex, or from an Open Hex onto a Road and then 2 Road Hexes.

16.3 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 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.

16.4 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.

16.5 Open-Topped Vehicles

Open-Topped Vehicles are designated with a **white field with a red border** under their **Flank Defense** 12. 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**.

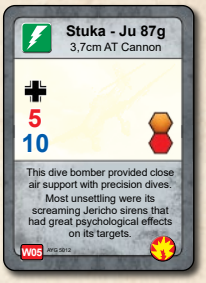
16.6 Armored Personnel Carriers

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 Airplanes



Airplanes are represented by **Airplane Weapon Cards** that are available to players in specific Missions. Airplane Cards are played as an Action.

To conduct an **Air Attack Action**:

1. Place the matching Airplane Counter on a Map Hex of your choice. The plane is considered to be at a L4 Elevation for LOS purposes.



2. The opponent may **immediately** respond by attacking **the Airplane** with an available Anti-Air (AA) Unit *(16.8)*, which must then make a Spent Check and is Stressed. If the Attack results in a:

- **AA HIT** - the Airplane Attack is **repulsed**.
- **NO AA HIT** - resolve the Airplane Attack against both Target Hexes in front of the Airplane counter, attacking all friendly and enemy Units.

3. After repulsing or resolving the Air Attack, remove the Airplane Counter.

It is now the opponent's Turn.

16.8 Anti-Air Units

Anti-Air (AA) Units have a **light blue circle** under their **blue Firepower**.



In addition to normal attacks, an AA Unit may Attack an Airplane if it is in its Fire Zone.

Resolve an Attack against the Airplane's **blue Defense**. **Range Attack Modifiers** are applied. Terrain Modifiers are ignored.

Note: Many AA Units are Turreted, so they can target outside of their Arc of Fire for +2AP *(16.3)*.

The Soviets play a Shturmovik Weapon Card as their Action and place the Shturmovik Airplane Counter on the map.

The Shturmovik is within a German SdKfz 251-17's Fire Zone and it attempts to repulse the Shturmovik attack.

The SdKfz scores a Hit, the Shturmovik is removed from the Map, and the SdKfz makes a Spent Check and is Stressed.

It is now the German's Turn.

16.9 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 Missions 7 thru 9

Fortifications and Obstacles

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

17.0 Fortifications and Obstacles

Fortifications:
- Trenches
- Gun Pits
- Bunkers
- Hasty Defenses

Obstacles:
- Barbed Wire
- Mines

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 Foot 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 Gun Pits

Gun Pits may be occupied by:
- **Field Guns**
- **Vehicles**

A Unit occupying a **Gun Pit** must **face** the same direction as the Gun Pit counter.



Gun Pit Modifier:
- **+2DR** +2 **or +3DR** +3 (depending on the Gun Pit placed) for Units in the Gun Pit when attacked from **within** the Gun Pit's Arc of Fire.
- **+1DR** +1 for Units in the Gun Pit when Flank attacked.

17.6 Bunkers

Bunkers may be occupied by:
- **All Foot and Field Gun Units**

A Unit 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:
- **+4DR** +4 **or +5DR** +5 (depending on the Bunker placed) when attacked from **within** the Bunker's Arc of Fire.
- **+2DR** +2 for Units in the Bunker when Flank attacked.

17.7 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 to 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 Infantry 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 Infantry have a red 4 Firepower. This gives a Hit Number of:

18DR − 4AR = 14 Hit Number

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

17.8 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.

17.9 Barbed Wire

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

Barbed Wire 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.



17.10 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** listed 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 the Mines Hex.

Only the player making the Attack can modify the Mine Hit Number, in either direction, with up to 2 CAPs.

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

Mines Attack



The Germans maneuver a Panzer IIIn, transporting Engineers, 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 Soviet reveals and places a Mines Marker in it (A). Note: 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** Engineers and the **blue DR** Tank.

The Soviets first Attack the Engineers. They spend 1CAP to lower the Hit Number to 7, roll 2d6 for a 12, and destroy the Engineers with a Critical Hit!

The Soviets then Attack the Tank, spending 2 CAPs 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 2AP (1AP to move, plus a +1AP Uphill Penalty). It rolls a 3 and remains Fresh. It is now the Soviet's Turn.

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 d10 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 PzIIIn 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 + 2DR Bunker Flank = 12DR

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

The Panzer's AR is:

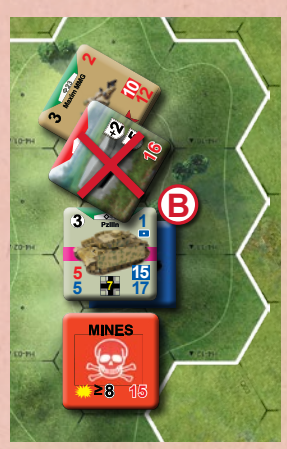
5 FP + 3AR Short Range = 8AR

The Panzer has a 4 Hit Number against the MMG, rolls a 3, and the MMG survives unscathed. (A)

The Bunker has a 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)

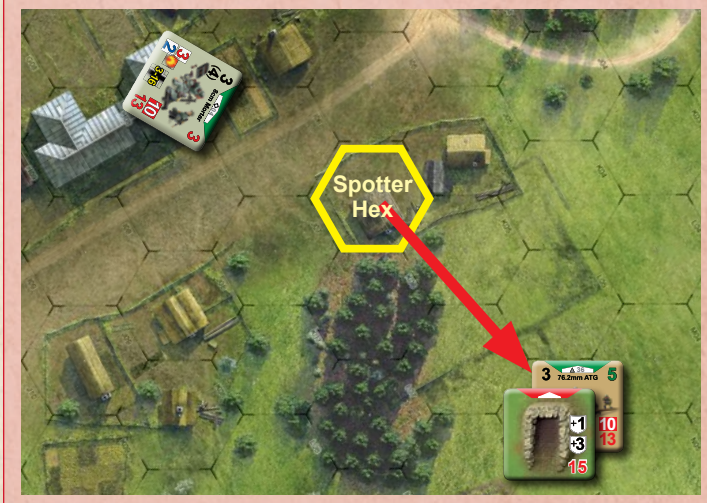




The Panzer makes one 4AP Spent Check (3AP Attack + 1AP Stress because it moved the previous Turn). It makes a 4AP Spent Check, rolls a 2, becomes Spent, and remains Stressed.

High Explosives vs. Fortifications

The Germans have an 8cm Mortar in position to fire on an Soviet Anti-Tank Gun (ATG) positioned in a Gun Pit.



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 Gun Pit's +1DR Flank Modifier, for a total **11DR**.

The Mortar has a red 3FP, and the Germans also play a 'Careful Aiming' Battle Card #11 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 Gun Pit with a **10 Hit Number** (15 DR − 5AR) and misses.

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

You are now ready to play Mission 10



German StuG IIIg

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 Engineer Units



Engineers were specially trained Units outfitted to assault enemy positions.

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

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

Flamethrower Attack

A Soviet SU76 occupies a Stone Building Hex. An adjacent German Flammpanzer Attacks with its Flamethrower.



The Flamethrower always strikes an opponent's Flank, and the SU76 is Open-Topped *(16.5)*, so for this Attack it has a red Flank **12DR**. The SU76 is also in a Stone Building Hex, but Flamethrowers ignore Defensive Terrain.



The Flamethrower has red 3FP, plus a 3AR Short Range Bonus for a **6AR.** The Flammpanzer has a **6 Hit Number** (12DR − 6AR).

The Germans roll 2d6 for a 9 and Hit. The SU76 pulls a **Soft Target RED** Hit Marker, because it was hit by red Firepower!

Note: Even though the SU76 is a tank and usually draws **blue Armored** Hit Markers, in this situation it pulls a **red Soft** Target Hit Marker *(16.5)*.

The Panzer's Attack had an Action Cost of 3AP. It makes a 3AP Spent Check, fails, and is flipped to its Spent side.

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.

  Ex: 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.

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 game-play 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 towards battle without proper training. They were brave, but often not mentally and tactically prepared to withstand a coordinated German assault, 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, 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 conjunction 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 a fresh Unit that will make the d10 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 Move Action and executing any d10 Spent Check, the Unit may move an extra Hex into any passable terrain at 0 Cost.
May not be used on Immobilized, Pinned, or Stunned Units. Intervening Mines affect the moving Unit.



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 (x2) *Card #07*
Re-roll 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. The 1st Action does not stress the 2nd Action, since both happen in the same Turn.



Luck (x2) *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 an 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 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.



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



Sturmovik Airplane (x1) *Card #W04*
Stuka Airplane (x1) *Card #W05*
- Place the Airplane Counter on Target Hex *(16.7)*.
- Defender Attacks with Anti-Air. If Hit, Airplane removed. If not Hit, then
- Airplane Attacks both Target Hexes.



Off-Board Artillery (OBA)
German 15cm FH18 (x1) *Card #W06*
Soviet 152mm m.36 (x1) *Card #W07*
- Terrain modifiers apply except for Woods Air Bursts *(13.9)*.

Veteran Cards



Rapid Move (x1) *Card #V01*
- For use by Foot & Vehicle Units.
- Add the costs for each Hex moved into to determine the Action Cost.



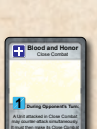
Better Equipped (x1) *Card #V02*
- Lower Hit Number for any type of Attack.
- Unit's Range increased by 2 Hexes, and Long Range by 4 Hexes.



Experienced (x1) *Card #V03*
- Only a d10 Spent Check roll may be modified with this card.



Motivated Leader (x1) *Card #V04*
- Rally Number is still reduced by Defensive Terrain and other friendly un-hit Units in the same Hex *(7.8)*.



Blood and Honor (x1) *Card #V05*
- Play this card on the Opponent's Turn. Your Unit makes a simultaneous counter attack and its ensuing Spent Check. A Spent Unit may counter attack if its cost is lowered to 0AP.
- This counter-attack Stresses the Unit.



Iron Will (x1) *Card #V06*
- All positive and negative modifying stats on the Hit Marker are ignored.
  Ex: A Stunned Unit may move or fire.
  Ex: A Cowering Unit gets no DR bonus.



Concealed Fire (x1) *Card #V07*
- Any Hidden Unit is NOT revealed when it fires, unless either d6 Battle Die result is a 1.



Combat Hardened (x1) *Card #V08*
- Only one **d6 may be** rolled for any one d6 die roll.
  The **d10** Spent Check die **may not** be rerolled.



Use of Terrain (x1) *Card #V09*
- Has no effect in Defensive Terrain *(6.4)*.
- Has effect in Open Terrain Hill Hexes.



Overrun (x1) *Card #V10*
- The 1 Hex Move Action is taken after the Close Combat d10 Spent Check is resolved. May not take Bonus Moves.
- This Move Action gains no Stress Penalty from the previous CC Attack.

Units in Storms of Steel 3rd Edition

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

German Forces: Die Wehrmacht



Panzer Engineer Squad (x3) **43-45**
Specially trained Units used to assault and destroy positions. Similar to the Pioneers Squad in *Awakening the Bear*.



8cm Mortar Squad (x2) **39-45**
These mortars could be fired indirectly by three-man crews. They replaced all 5cm mortars.



MG34 (x1) **39-43**
An MG34 mounted on a tripod made the machine gun very lethal and accurate. Fired an average of over 300 rounds/min.



HMG 42 (x3) **42-45**
The modified version of the MG34, this HMG was feared for its long range lethality.



Infantry Squad '43 (x9) **43-44**
Ten-man squad armed with rifles and an MG34.



Panzer Grenadier Squad (x9) **43-45**
Infantry attached to panzer (tank) formations and armed with two MG 42s to lay down heavy suppressive fire.



Sniper Squad (x2) **41-45**
Snipers were often camouflaged and carried semiautomatic rifles (Gewehr 41) with telescopic sights.



PaK38 5cm AT Gun (x1) **41-45**
This anti-tank gun was too weak against the heavily armed T-34 and KV tanks and was useful only at short ranges.



PaK40 AT Gun (x1) **42-45**
The 7.5cm rounds finally gave the Germans an anti-tank gun that could stand up to the Soviet tanks.



Maultier (x2) **39-45**
The southern "Heeresgruppe" (army group) at Kursk was lucky to have a very mobile force with half-tracks and trucks that carried supplies for the Panzers.



SdKfz 251 APC (x9) **39-45**
Heavy-duty armored personnel carrier (APC) that could keep up with the tanks. Armed with two mounted MG 42s.



SdKfz 251/2 (x2) **40-45**
Mounted an 8cm mortar. The 251 became very multi-purpose due to its excellent performance.



SdKfz 251/9 (x2) **42-45**
Mounted a 7.5cm KwK 37L gun retrieved from up-gunned PzIVs and was a useful infantry support weapon.



SdKfz 251/10 (x2) **39-43**
Mounted a 3.7cm PaK36 anti-tank gun effective only against older model Soviet tanks.



SdKfz 251/17 (x1) **39-45**
Mounted a 2cm Flak38 light anti-aircraft gun that fired 120 rounds/min.



Panzer IIf 2cm L55 (x1) **40-43**
Mounting a 2cm L55 auto-cannon, this tank was used as a command and observation tank.



Panzer IIIh/j 5cm L42 (x1) **39-43**
Mounting a 5cm KwK38 L42 gun, these tanks with were under-gunned by this time in the war.



Panzer IIIL 5cm L60 (x5) **42-43**
An up-gunned Pz IIIj, retrofitted with a longer L60 barrel, higher-velocity 5cm gun, and spaced front hull and turret armor.



Panzer IIIm Flamm (x1) **43-44**
Twin flame projectors were run through the barrels of PzIIIs to make a very effective bunker-busting flame thrower.



Panzer IIIn 7.5cm L24 (x1) **43-45**
As the PzIII lost its value, many were converted to infantry support tanks similar to the Pz IVe.



Panzer IVe 7.5cm L24 (x1) **39-43**
An infantry support tank that sported a short 7.5cm barrel effective against soft targets only.



Panzer IVf2 7.5cm L43 (x1) **42-43**
Upgraded to a 7.5cm anti-tank gun, making it the new main battle tank for the Germans, replacing the aging PzIIIs.



Panzer IVh 7.5cm L48 (x4) **43-45**
This main battle tank added a new gun, better sighting optics, and stand-off side armor skirts.



Panther D 7.5cm L70 (x5) **43-44**
The Panther was one of the best all-around tanks built by the Germans, though it was plagued by transmission problems at Kursk.



Tiger 1e 8.8cm L56 (x4) **42-44**
This was the most advanced tank built by the Germans. It was feared for its powerful anti-tank gun and accuracy.



T-34b Captured Tank (x2) **39-43**
The Germans thrived on captured equipment. These T-34s were outfitted with radio communications.



StuG IIIg 7.5cm L48 (x3) **39-43**
This self-propelled anti-tank gun had a low silhouette and strong armor. It had no bow machine gun until a later model.



Marder IIc PaK40 (x1) **42-43**
AT guns were mounted on old tank hulls to create self-propelled guns. Small size and stealth gave them excellent ambush capabilities.



Marder IIIh PaK40 (x1) **42-45**
The open hull design gave this SPG's crew much room and an excellent view, but they were vulnerable to enemy fire.



Marder IIIm PaK40 (x1) **43-45**
The anti-tank gun was mounted on the back of the hull for better recoil control.

Soviet Forces: The Red Army



Rifles '41 Squad (x12) **41-44**
A squad of 10–11 men armed with bolt action Mosin-Nagant rifles and a Degtyaryov (DP) light MG.



Rifles '43 Squad (x6) **43-45**
The '43 squad added another MG for a total of two DP MGs per squad.



MMG Maxim Squad (x2) **39-45**
The model 1910 Maxim was heavy and cumbersome, but rugged and reliable.



SMG Squad (x4) **42-45**
Men armed almost entirely with PPSh-41 sub-machine guns developed for close combat house-to-house fighting.



Sniper Squad (x2) **41-45**
Armed with customized M1891/30 bolt action rifles, the Soviet sniper was a feared unseen force.



PTRD AT Rifle Squad (x4) **39-45**
The PTRD rifle had to be carried by two men and could not penetrate most tanks, but it was often the only AT option the Soviets had.



50mm Light Mortar (x2) **39-43**
The 50mm mortar proved to be too underpowered to have any great effect on the battlefield.



82mm Mortar (x3) **39-45**
Most heavily produced Soviet mortar. Some had wheels affixed to the base for easier movement. Could fire indirectly and fire smoke.



45mm Anti-Tank Gun m42 (x5) **42-45**
Upgraded from the German PaK36, this m1942 gun was very versatile, firing armor-piercing and high-explosive ammo.



57LL ZiS-2 AT Gun (x2) **43-45**
The 57LL AT gun had a 4m long barrel that fired rounds at a very high velocity.

76.2mm ZiS-3 AT Gun (x4) **39-43**
The 76 AT gun did not have the muzzle velocity of the 57LL, but was used at Kursk because of its versatility.

GAZ Trucks (x4) **39-43**
A Ford copy manufactured in Russia, the GAZ 2x4 wheel truck was the workhorse for the Soviets.

Churchill MkIII 6 pdr (x4) **42-43**
This English tank was sent to Russia through the Lend-Lease program. It was originally designed to cross wide trenches and shelled terrain.

SU-76 76mm ZiS3 (x2) **43-45**
The Suka (SU) tank destroyer was not effective against the new German tanks, but was good against half-tracks and infantry.

SU-122 122mm M30 (x3) **43-45**
This assault gun was mounted on a T-34 hull and carried a 122mm field howitzer.

SU-152 ML-20S (x2) **43-45**
The Soviet's answer to the Tiger tanks, the SU-152 had excellent firepower, range, and armor, but carried very limited ammunition.

KV-1s Med/Heavy Tank (x3) **42-44**
An upgraded version of the Heavy KV-1C, the 1s had lighter armor to make it faster and more mobile. But this made it much more vulnerable.

T-34b 76.2mm F34 (x1) **41-43**
One of the best Soviet tanks of the war, this version of the T-34 was very spartan in order to increase production output.

T-34c 76.2mm F34 (x9) **42-45**
A more comfortable turret and commander's cupola was added to this version of the T-34.

T-70 45mm m32/38 (x6) **42-45**
With only a 2 man crew, the commander was also the gunner and loader.

M3 APC (x4) **43-45**
This American armored personnel carrier often carried the .50 cal Browning HMG.

M3 Scout (x2) **43-45**
The American-made M3A1 Scout Car could patrol, tow guns, and carry up to seven men. It sported up to 3MGs for defense, including a .50 cal. HMG.

Unit stats and abilities are calculated based on how they performed **relative to each other** during specific war periods. Some Units' stats change from game to game as the war progressed.

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Conflict of Heroes: Storms of Steel

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